

Elder Secrets®

of Glorantha

by Greg Stafford, Sandy Petersen



Mysteries of the Elder Races Revealed



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Secrets Book

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MYSTERIES OF GLORANTHA

IN THIS BOOK we shed light on some of the most mysterious beings, places and things of Glorantha, all of which have been the subject of speculation by scholars for aeons. The descriptions you will read are brief, and are not intended to offer exhaustive analysis. Many of these subjects are worthy of an entire chapter of information just for themselves. Future Gloranthan supplements will deal with some of these subjects in detail. Here our purpose is to offer a broad look at the secrets of Glorantha.

We begin with a series of overviews on the hidden lands and mysterious phenomena of Glorantha.

INACCESSIBLE GLORANTHA

Not all of Glorantha is well-documented. Such regions are of value to gamemasters by having unusual characters from there. Later they may be visited, but interesting characters with strange habits are enough to begin with. They can be constructed from hints about these strange places.

In general, these Gloranthan regions are inaccessible; if asked about them, most knowledgeable people would say, "No one goes there." However, knowing players as we do, visits may be inevitable.

Another way to put it is that some places are better to have nonplayer characters be *from* rather than to be *in*, simply because of the information which we plan to publish in the future. The ones listed here are the former case: feel free to insert characters into your adventures from these places, but don't set adventures here unless you have to.

Given in this section are some facts which no outsider would know, but which can be used by a gamemaster to rough out the setting. Many places are forbidden or out of the way. However, because

players, or their characters, benefit from surprise and investigation, they should not have access to every iota of information. Therefore, we suggest that only gamemasters peruse this section.

The Northern World

Many of the places in the northern half of Glorantha have been explained in *Glorantha: Genertela, Crucible of the Hero Wars*. We wish to give further information about the more obscure, uncivilized lands of the north for gamemaster convenience.

Note that none of these are actually impossible for humans to enter, but all are hostile to outsiders, either because of their natives or due to the barrenness of the terrain.

Dagori Inkarth

This, the most ancient of all troll kingdoms on the Surface World, has been visited in the past, both by intrepid individuals and conquering armies. Yet it is still strange and hostile, a place of danger and mystery despite all the maps and histories. People who do interact with it are unusual, and their reputation will spread and their fame grow as they play through *Into the Troll Realms*, for instance.

Dorastor

A chaotic kingdom exists in southwestern Peloria. It is always a potential threat, but its nature makes it a wellspring of intrigue and disorganization rather than an organized threat to the world.

No one goes into Dorastor willingly, not even formidable Lunar parties who are familiar with chaos. Dorastor is simply too dangerous. If the treacherous nature of its monstrous inhabitants is not enough to deter exploration, Dorastor is also unstable in its physical properties. No map is ever accurate in the



land where a mountain can appear overnight; or a sludgeon lake burble out of existence without warning to reveal a deformed desert of living, hostile dust; or where the best known range of hills rises and falls over itself as if something underneath was racked by a cough.

Ralzakark, the broo king of Dorastor, is a demigod from the Second Age. He knew Gbaji personally, and was cut down in battle by Arkat Kingtroll. He was brought back to life by God Learners who did not believe the tales of Ralzakark's evil, and who are now his abused slaves. He is absolute ruler in his domain, at least over those parts which can be ruled. Yet his rule ends at the borders of Dorastor, for no broos outside even acknowledge his lordship. He is cruel and ambitious, but patient enough not to squander his festering resources in futile conquest before his time is optimal.

Dwarf Fortresses

Like most nonhumans, dwarfs have withdrawn from human contact to a great extent. Some places maintain ancient trade, but for the most part humans have entered only into the outer antechambers of dwarfdom. See also *Slon*, below.

The Elf Woods

Humans do not usually enter into elf woods. These vast woods are jealously protected, and essentially uninhabitable by humans in any case.

Exceptional humans or other beings may visit elf woods. This supplement is designed to help player characters become exceptional people if they have opportunities to do so. We at Chaosium do not wish to suppress these secrets, but rather to provide enough information for the gamemaster to explore it through his campaign. It is his decision as to how far to go.

Kralorela

Kralorela is a remnant of an elder age. Its rulers strive to perfect an isolationist policy which was broken only once, by the God Learners of bygone ages. As a result of this ancient incursion, they consider all outsiders to be God Learners and deal severely with any intrusions into their realm. Since the Opening they have kept almost everyone away. The only exception is through the city of Fanzow, as noted in *Glorantha: Genertela, Crucible of the Hero Wars*.

Kralorela, like many Gloranthan lands, has ele-

ments in common with terrestrial lands. Kralorela is the Gloranthan analogue of Cathay, or legendary China.

Ramalia

Ramalia is a land isolated by fens and woods upon the southern coast of Genertela. It is a degenerate remnant of the pre-Closing civilization which was here. The original populace was overwhelmed by refugees from the sinking lands of Slontos. The ancestors of the Ramalians who fled the sinking lands instilled in their descendants a rabid fear and hatred for anything of the sea, or anything which is sea-borne.

The ancient religion of Hrestol and Malkion has become a tool of the government. Although everyone is forced to worship, only the greedy and corrupt sorcerers benefit, and most commoners do not believe in the religion anymore. Instead, the populace revere the barbaric ancestral cult of Mralot, the fierce boar-god, and of Zorak Zoran, whose troll ancestry is denied in favor of a human form. The government is among the most oppressive in the world, exploiting the peasants with ruthless savagery. Any shipwrecked people or venturesome traders are immediately reported to the warlords who quickly rush to destroy the interlopers.

Pent

Pent is unknown to most outsiders simply because no one but the natives find any reason to go there. Occasionally Lunar merchant parties cross, guided by the Red Hair Tribe, but they are unusual and rare. Simultaneously, most Pentans are incredibly ignorant of anyplace but their own land.

Prax and the Wastelands

Prax and the Wastelands are too extensive in size and too hostile in environment for outsiders to have penetrated their secrets. The nomads dominate totally within their environment. Likewise, the nomads are woefully ignorant about the outside world, believing that Dragon Pass is where the sun sets and Kralorela is where it rises.

The Troll Wastes of Glorantha

The bleak, hostile troll lands, cursed by drought, harsh weather, and hordes of ravenous trollkin, are rarely penetrated by outsiders. See also Dagori Inkarth, above, for details.



Vormain

Vormain is not in Genertela, but is an archipelago east across the Kahar Sea from Kralorela. Vormain is a closed, very ethnocentric society which has forbidden foreign visits for centuries. Only its native pirates, worshippers of barracuda-like Tsankth, ever leave its shores. Rumors and lies abound, and no one really knows what its natives are like except through second and third hand experiences in its outer isles. Such, anyway, has been the lesson of history. But then why have small bands of these people been leaving, closed-mouthed about their history but optimistic about their fate outside of their "treasured home." Hints indicate a dynastic struggle with many exiles, but maybe we will never know.

In fact, Vormain is the Gloranthan analogue of mythical Nippon. Gamemasters should refer to the *RuneQuest* supplement *Land of Ninja* for information on the exotic powers and abilities of the natives. How will your adventurers react to meeting a band of Gloranthan samurai?

The Southern World

The southern portion of Glorantha consists of Pamaltela and the various islands.

The inner regions of Pamaltela are utterly unknown to outsiders. Likewise, the natives do not often travel far outside their own sphere, and would be strangers in the rest of the world.

Pamaltela's northern coastal regions are well-known: Umathela, Fonrit, the Marthino and Maslo Seas. They are more likely to be visited by player characters, and so they are not mentioned here. More details on these lands will be given in a later Gloranthan volume.

Hornilio

The western coast of Pamaltela is a vast bog covered by a shallow, brackish-water marsh. It is populated by thousands of hostile goblins (red elves). The alien nature of these beings makes them seem irrational and hysterical to humans, who wisely shun their wicked and malicious ways. A few hundred kilometers south along the coast from the Cliff of the Agankar Wind is a Queendom ruled by the cruel goblin sorceress, Kargan Ilor. Further south is more of the same, explaining

why no one has bothered to venture much further south through the Sea of Worms. If your players want to encounter red elves, this is one sure place to do it.

Jolar

Jolar, the central part of the Pamaltelan plains, is the best-known area of the inner portion of the continent. The religion of Pamalt, as given in *Gods of Glorantha*, is known to be native to this area. The people, called the Doraddi, are mentioned elsewhere. Much of what is assumed about the rest of the plains is extrapolated from known facts about this area, which was visited often during the Second Age, and which is still penetrated by traders from the northern coast. These assumptions are only generally correct.

Kimos

The Agimori of this lesser Pamaltelan peninsula are a barbarian warrior race. They wage endless war against the fearsome Gorgers in a struggle to shape the face of Kimos. They are a calculating and fatalistic folk, concerned with their own land's fate and uninterested in the outside world except as it can be used to assist their struggle. Their deities are powerful elemental forces. In addition to the common arts of divine magic and sorcery, the Kimotians, both human and Gorger, practice a unique art of carved and colored patterns laid into stone or earth to produce magic. A Kimotian family may spend years carving a mountain, fighting off Gorgers all the while, to create a gigantic sculpture with the power to suppress weather or to summon angry otherworld spirits. This sculpture-magic is only practiced in Kimos, and perhaps is only possible there. The Kimotians claim that when the Gorgers are finally conquered, they will shape the whole of Kimos into a gigantic sculpture, whose purpose is unrevealed.

Thus the warring elements, guided (or misguided as some would have it) by their worshipers, cause the region to change radically in a manner which usually requires geologic ages. This means that every map is quickly outdated. Furthermore, the natives consider foreigners to be a threat, devils, or at best sacrificial victims.

Kothar

The eastern plains of Pamaltela are known as Kothar. This land's culture is unknown. The few recorded mentions of the region, written by avid cartographers



of the Second Age, presume a society similar to the Doraddi, based on the fact that the residents of Jolar claim descent from lineages originating in ancient Kothar. However, no eye-witness reports are known, and this assumption may well be incorrect, especially since the residents of Taluk Mormadak claim that Pamalt is from their land — not from Kothar. Another instance of dubious information centers on the Kresh wagon-folk and their origins. The Kresh are never mentioned in ancient documents, and claim to come from Kothar. Should we believe that they sprang up in the few centuries since the misdocumentation? Sometimes we have names of areas, but except for the largest regions' names we cannot know what they mean; we do not really know whether Kadikatu of Lelo is the name of an oasis, clan, lineage, sacred place, or secret society.

The Kresh peoples ride in huge wagons, generally wandering westward into Jolar. They are known now outside of Jolar only through persistent rumor, and in Jolar because of the recent speeches by Vangono warriors recruiting for a legendary-style "war against magical foes."

Nargan Desert

The entire central, southern portion of Pamaltela is a huge, lifeless desert, some 4000 kilometers across. Parts of the Nargan are infested with horrible chaos beings such as solitary monster broods, possessing twice the chaos features of their breed found elsewhere.

Porlaso

The western Sea of Worms is bounded by Porlaso, an uncharted region south of Slon. It was visited once by an anonymous human on the so-called "Ship-flight," known mainly through ancient poems, who compared it unfavorably with Hornilio.

Slon

The Dwarf Island is forbidden to all outsiders. The southern regions, less heavily patrolled and defended, have little to offer outsiders. Its human natives are simple, and its native dinosaurs too dangerous, to be of interest to explorers or merchants.

Sozganjio

Sozganjio is a swampland covering the entire eastern coast of Pamaltela. Although it is believed to be ex-

tensive in size, it is almost entirely unknown even to the native humans there. Three different human kingdoms exist on isolated islands of firm ground within its vast reaches. All believe that they are the only surviving humans in the world and that all other human life was destroyed when the Great Swamp came. Occasionally, a person from this land decides to leave it forever and see for himself whether the outside world is all a gigantic bog. Those who head south die in the steaming, endless, bog. Those heading east find only the warm Togaro Sea. Those heading north find only more dangerous fens for hundreds of kilometers. But those heading west find their way to Kothar or Zamokil.

Tarien

Tarien is the western part of the vast Pamaltelan plains. It is believed to be like Jolar, but less densely settled and materialistic. However, since the time of the God Learners, it has never been visited by outsiders, and opinions are based on hearsay and deduction rather than experience.

Wongarissi

Wongarissi is in the western Pamaltela plain, being the lands west of a prominent watershed. It is populated by dinosaurs and reptilian creatures called Slarges, and is sometimes called Slargeland. The humans of Tarien, to the east, know and fear these reptilian creatures and remember ancient, desperate wars fought by their ancestors against monster armies.

The slarges are alien and have maintained a distance from humans. The God Learners were able to learn only a little about them. The slarges have only a rudimentary culture, but seem to exhibit some traits characteristic of human higher cultures, and so some God Learners speculated that the lizard-men may maintain a hidden civilization within their region. The slarges seem to have domesticated some species of dinosaurs, have a language which is difficult for humans to understand, and retain the knowledge of working metal. They are very hostile to humans, no doubt based on their own memories of the ancient wars.

Zamokil

Zamokil is the home of a peaceful plains people with blue skins. They claim to be descendants of a great, ancient empire which destroyed itself through selfishness and arrogance. It is so far away that it rarely even enters the thoughts of scholars.

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A slarge of Wongarissi.



UNIQUE MYSTERIES OF GLORANTHA

SOME ASPECTS OF GLORANTHA are unique and too strange or vast for human comprehension. They are things which are foes and tools for gods and demigods — indeed, most of these immense things are left over from the Gods Age, or else live far beyond the normal realms inhabited by mankind.

Here we offer brief descriptions of all the major mysteries. Others may also exist, waiting to be discovered by intrepid explorers and scholars.

The Block

In Prax sits a tremendous cube of Truestone nearly two kilometers per side. A long furrow, now clogged with marsh, marks its final trajectory as it clattered in from the edge of the universe. It sits, askew in its balance, beside a range of great hillocks, and atop the greatest foe of the Praxians, the Creator of Evil, the Devil. Thus a piece of Law Incarnate struck down the chaos god, and ever since then it is a most holy place for the Storm Bull people.

Up close, the surface is not as smooth and perfect as it appears from a distance, and in fact the Storm Bulls know of a pathway which leads up to the vast top. A family of wise griffins lives up there, dedicated to defending the Block from interference and conducting mysterious griffin rites remembered from centuries ago.

More is told about the Block in the article about Truestone and Adamant, in the *Magical Geology of Glorantha* chapter.

The City of Wonders

Officially abandoned now, the City of Wonders was a marvel to visit when the Pharaoh inhabited it and kept everything alive. It had, for instance, a magical bridge which could reach outward to one of six temples through the land to bring visitors in. Now the bridge appears no more, and magical barriers keep almost everyone out, preserving it until a new Pharaoh comes.

The city is visible, but encased under a transparent

globe of power, and only its largest landmarks discernable. The Towers of Water, which are one end of a magical underseas walkway, appear to be blue or silver to unaided vision. Close, magical scrutiny has revealed that some porpoises and mermen still visit the structures. The Golden Dome used to glow, even at night, but is dark now, and in the noon sunlight the dome's surface looks like the impossible: tarnished gold. The Whirlwind Bowl is empty now, even of playful elementals, and no contests fill it with cheering spectators. The sinuous, rolling buildings of the Stygian Basements, made of thick black glass, show nothing but the usual shadows which haunt its upper surface. The rest, once alive with hundreds of colored lights and sounds, is a wide expanse of low buildings broken by architectural oddities, all of the same dull stone, apparently abandoned.

Some residents continue their life, apparently undisturbed by the absence of their ruler. Some of the residents include the Childrens' Troop, the Sisters of Freedom and Liberation, the Constant Guard, the Silver Dog, the Red Shift Servants (although the other shifts have assuredly all gone), and the fleet of blind fishermen.

Twelve people can gain access to the City of Wonders: six rulers of the inhabitants and six rulers of the magic of the lands around the City of Wonder.

Charg

The hilly land of Charg, almost 120,000 square kilometers in area, is Glorantha's most hidden land. It is cut off from all outside contact by the Syndics Ban, which has thawed away from most of Fronela, but left this huge region between Fronela and the Lunar Empire.

What lies within, waiting to be revealed when the Ban thaws? No one knows, but all are sure that it will have its part in the Hero Wars.

The Egg of Erangalos Karastomabor

Floating a few meters above the surface of land, waters, or mountains this immense egg has intrigued philosophers and mystics of Glorantha since Time began. It is not known if it existed before Time — no records of it are found in myths or prehistoric documents. Its purpose and origin are a mystery.

The egg is fifty meters tall and perfectly symmetrical on the vertical plane. It is pleasant to touch: warm and vibrating with a mildly tickling, highly



erotic sensation. Only dragonewts, whose sexual habits are unknown anyway, are not subject to the pleasant feeling. It is apparently indestructible and the many attempts of various creatures to bash it open inevitably report failure to even mark the surface. Gentler attempts, like writing or painting, are also failures, with the media used falling off in small dry flakes no matter what for they were to begin with.

The egg's specific color depends upon the race viewing it: to humans it is pale blue, to elves medium red, to dwarfs pale orange-yellow, to trolls bright blue-purple, to dragonewts black, to newtlings bright green, to centaurs pale green, to ducks bright red, and so on.

The egg appears and fades from history and has been reported in many parts of the world. It has been seen during the Third Age in Genertela in Dragon Pass, Kralorela, Pent, Lunar Sylila, Sentanos, Jonatela; on Teleos Island, over the Solkanthi and Marthino Seas; in Pamaltela in Kareeshtu, Laskal, and Elamle. It has possibly appeared elsewhere but unrecorded.

It remains for 17-100 days at a time in a place, then rapidly becomes immaterial. It is not known if it remains on the immaterial plane because no complete documentation has ever been compiled.

Shamans have reported seeing similar shapes on the spirit plane, but that place abounds with various shapes and colors and no conclusion can be drawn from this observation.

Popular theories about it include: an unhatched True dragon egg, a observation module of the dwarfs, an eyeball for the gods, a piece of the Spike, a seed of Flamal, an unknown type of being, a manifestation of the spirit world into the material, a piece of a dead god which is not dead yet, and a communication made in a sense which is no longer known on Glorantha.

The Fading Lands

Some areas have another, less substantial, reality which fades in and out of phase with the rest of Glorantha. They are rare, and known by many different names in different regions, and although they appear similar they seem unconnected with each other directly. They move in and out of Glorantha at different rates, and most tend to be away more than they are present.

The Hidden Greens of the Praxian Wastelands are of this type. Another well-known example is Castle

Blue, where the Lunar Gods fought to establish their acceptability to the Old Gods.

The Floating Isle

An island is known to be floating upon the oceans of Glorantha. It is called Kylerela, or the land of Kylera, a daughter of the earth who was banished from her mother's body when she was discovered to be bearing an incarnation of Trickster. Gata commanded an abortion, Kylera refused, and fled to the seas who supported her with love. The island is a weird one, with strange laws and unusual features like the Singing Mountain, the Violet Forest, the Canals of Eroticism, and the City Without Food or Sin. Some say it is now lost in Kahar's Sea of Fog, while others say it is merely invisible and might be found anywhere.

The Flying Land

A great body of land flies slowly and majestically through the atmosphere of Glorantha. It is home to a band of immortals, either the lesser children of great gods or of great mortals who have earned eternal existence. It is usually disguised behind a vast storm of thunderous clouds. When it goes overhead it blots out all light below, save for a single blinding, scorching hot point of light almost five kilometers wide. A high priest of Dayzatar once looked up into the Floating Land and said it was a transparent pool where golden fishes of the sun swim. Garanmador, an Orlanthi hero who helped throw down the Empire of the Wyrm Friends, went there to get the Sword of Five Dooms and is said to have retired there. Its appearance is said to bring disaster to all in its shadow.

Harajallenburg, the Walking Fort

In the God Time the dwarfs created many unusual structures of war. To fight the Red Men of Varsellintown they made an army of these monstrous things, of which only this one, in Genertela, is known to remain. Its inhabitants died long ago.

Harajallenburg is a large castle, approximately 80 meters square, made of huge blocks of shaped stone. Its outer walls are 20 meters tall. It has stout round towers at each corner, a great keep in the center, and other fortifications typical of an elaborate castle.

Eight legs, two per corner, carry the castle about the countryside. It normally rambles along at about 10 kilometers per day. It has been known to sprint as fast as a horse.



Of unusual design is the entry, which is underneath the stone floor. To enter Harajallenburg through the gateway one must walk beneath it for about 30 meters, then ascend through a staircase into the outer courtyard. In the old days the castle used to squat and crush unwanted intruders.

The interior of the castle, unlike its outside, is elaborately decorated. Furthermore, its automatic machinery is still active so that its internal defenses, food making machines (if you call dwarf victuals food), and most importantly, mechanical library, still function.

No one permanently inhabits the castle. Visitors often go there. Various denizens sneak around, trying to find a safe place to live. On occasion outlaws or princes have taken up residence. But most often people go there, stay a while, and depart.

Shamans have stated that ghosts exist in the castle, although their antecedents remain unclear. This may have something to do with the reason why most people leave.

Hell Crack

During the War of the Gods the body of the Earth took many great wounds. Many healed, some did not. One which did not is the Hell Crack of Pent.

Hundreds of kilometers long, the crack is about a kilometer across at its widest. It is steep-sided, and magically deep. Anything which is thrown in falls down for weeks until it reaches the center of the Earth, where is found a vast cavern where many lost things have collected. This storage center has no discernable walls, but is a vast room between ceiling and floor. Most Surface World creatures starve to death during the fall, so there are many bones there. Most everything is junk, or unrecognizable to humans, but unique things of magic have been found there. Best-known is the Dagger of Kyril, which keeps its owner alive for 100 years from the time it is picked up, then kills him.

Two doors lead from the cavern. One leads upward to the Surface World, the other leads upward to the Underworld. Both are of equal difficulty: years of difficult climbing, or at best several weeks of swift flying. To exit in the Underworld is to die, to exit in the Surface World brings you back to Pent.

The Iron Forts

In Kralorela, a huge gap through the Shan Shan Mountains is guarded by eleven iron forts. All eleven are exactly the same, and are made of iron cast as a single

piece. The parts are connected by a solid base, and by graceful bridges from the towers to the central keep. The precise building count is: a central tower, fourteen other large buildings, 32 shacks or guard posts, four tall roofed towers, one staunch gateway with a portcullis (but no drawbridge.) Detail ironwork is good: the walls are imitation brick, the roofs imitation thatch, and the guardposts imitation wood. It is not decorated, but functional, with convenient pegs to hang things from, hinged doors but lockless) which are silent only for the residents, and several holes cut in the floor for sewage disposal and secret tunnels.

The placement of the forts is erratic, by human standards, and does not do the best job of protecting the country. Kralori troops, confident in knowing that they are immune to almost any magic while within their iron castles, patrol the area rigorously.

Writing on the walls of each castle says they were made by Luy Wi, a son of Allgiver and hero of the city of Lokow, which is almost 800 kilometers away. However, the people and spirit who reside in Lokow know nothing of making these castles, which would be alien to the nature of Luy Wi. The residents know this, and commonly say, "Different Luy Wi," and all laugh at some private joke.

The Juggernaut

This fabled artifact is a tremendous wheel made of some extraordinarily hard and heavy stone, perhaps even Truestone, reaching almost five kilometers wide and ten kilometers in diameter. Its origins are unknown but traces of it have appeared in many myths of the elder days. Its last historic appearance was when it rolled northwestward across Genertela during the Second Age. It rolled along in an undeviating line and crushed everything, cities and forests alike, in its path. A strange race of people are said to live within its axis, but who controls it, or why it takes the path it does, are unknown.

Lost Brithos

The wondrous isle of Brithos, whose residents included many thousands from before the Dawn, has vanished from the face of Glorantha. A fragment was left behind, called Old Trade, which hides in the shifting fogs of the Sea of Brithos. Some outsiders think that some magical way exists to go from Old Trade to Brithos, which is in some part of the Hero or God Plane. However, no one has been able to prove such a



thing since the Opening revealed that Brithos was gone.

Some sorcerers of Arolanit exhibit considerable anger and bitterness at the disappearance, betrayed by their brothers to a commonplace life in the Inner World of Glorantha.

The Mother of Monsters

There are many monsters in Glorantha, but few as awesome as the Mother of Monsters, a colossal creature that wanders the coast of Maslo (in the continent of Pamaltela), leaving the eggs of peculiar dinosaur-like monsters and other appalling creatures in her wake as she marches on her solitary route. Statistics for the Mother of Monsters are provided in the *Monsters* chapter for students of Gloranthan biology.

The Storm of Pir

Pir was a woman of ancient times, though we are unsure of exactly where or when. Thousands of her descendants are alive today among all the races of humanity, though most know nothing of her. Yet Pir strives to live, and slowly instructs her descendants through dreams, visions, and finally by manifesting as a tiny dust mote which floats around the person, helping them with little magic at first, such as giving a bit of good luck or healing.

If asked to do big magic then the mote begins to grow, first to be a patch of dust, a small cloud, then enveloping the entire person with a mist of moving dirt particles. During this time Pir will perform reasonably powerful magic for her host.

Once the person has requested powerful magic, the mist grows inexorably, expanding in all directions and increasing in density daily. One woman tried to stay in a house, but the house filled up and burst out anyway. The storm continues to grow with terrifying speed until, after only a few weeks, it reaches its maximum size: about ten kilometers wide, a raging dust storm of fine particles of dirt.

The whole time the host person can communicate with Pir about any number of things, and one man lived long enough to understand her and her future, and to set up a shrine and services for worship. But eventually the person dies, usually as the storm reaches maximum size, from breathing so much dirt.

The storm then stops, revealing everything inside to be covered with a thick layer of rich earth. Though inconvenient for habitation for the first year, the area

is always more fertile afterwards, both for whatever plants are there and for animal reproduction.

The mixed blessing of Pir's manifestation is often called "The Salt of Pir," because it is something desired, but which is bitter in too large a dose.

The Three Dragon Mountains, and the Top of the World

Imposing, impressive mountains are not unusual in Glorantha. Every area which is close to mountains will have its own legends and myths about them. However, two formations are especially noted and have been heard about across most of the human-inhabited world.

The Three Dragon Mountains, important for their size and mythology, stretch upward in Maniria and Dragon Pass, and are known by reputation throughout the world. Their association with dragons is, of course, due to the presence of the divine monsters in the area, and not specifically with the mountains themselves (except, perhaps, in the imagination of distant listeners).

Two of the mountains, Vent and Stormwalk, appear much taller than usual because they sit close to the sea and so appear steeper and taller than if viewed from the land, which raises the viewer hundreds of meters of height.

Vent is a huge, cratered new volcano. It is more or less cone shaped, and surrounded by other steep, but lesser, volcanos. In fact, this stretch of Manirian coast is very active volcanically, and Vent itself periodically blows its top, but the damage it does is minimized, thanks to the priests overseeing the events. On those occasions the pall of smoke can be seen from Teleos and Jrustela, and the burning mountain top is visible from hundreds of kilometers away at sea. The Temple to Caladra and Aurelion, near the top of Vent, has tunnels which lead downward to the inner temple of Lodril, and perhaps beyond into other inner, earthly realms.

Stormwalk is sacred to Storm Bull. He took a mountain god and twisted its head off, and the mountain is the body. It has a discernable spiral pathway rising around its sides, seven times around to reach the ice-covered top. Some say that the temple there can call winds which lead upward to the inner temple of Orlanth, and perhaps beyond to other inner, celestial realms.

Wintertop is best-known of all mountains because of its impossibility. Various God Learner measurings



agreed with previous Lhankor Mhy estimates at about 12,000 meters of height. Yet Wintertop's base is a mere 30 kilometers wide, making it appear to be a needle rising upward, out of sight into the sky. It is not uncommon for people to think it is something hanging downward from the sky because it seems so strange. Wintertop is usually cloaked in clouds, as befits the mother of the Storm god.

At the base of Wintertop is a temple to the Maran Gor, the Earth Shaker. At its top is a temple to the Mountain, Mother of Storm. Between lies the difficult cliffs and precipices which Orlanth priests fly and climb to during fits of religious zeal, and wake from the ritual to find themselves kilometers above the ground without a spell to help them. The pious response is to jump and let Orlanth catch you, but if you have been acting in non-Orlanthi ways you may not be helped, and plummet to sure death.

Top of the World is another tall peak, and one with bulk as well as height. It dominates the juncture where the Western Rockwoods and Nidan Mountains meet. Top of the World is about ten kilometers above sea level, but more of it is covered with ice than Wintertop, and it requires more effort just to get close, so Top of the World has never been climbed by known, reputable mortals. An old myth says that another mountain, made of ice, sits on top of this one and reaches half way to the sky.

The Tunnelled Hills and Plateau of Statues

Deep in the Wastes, beyond lands where normal men dwell, lies a range of hills in which lurks a kingdom of chaos. The kingdom is ruled by a demon child born of Cacodemon and a diseased broo. It rules even less

effectively than does Ralzakark, broo king of Dorastor, and its subjects are in constant revolt and riot. Its wasted mind delights in breeding projects which run amok, spewing out occasional hordes of displaced, ravenous broos, krarshtkids, scorpion-things, or sometimes just unnameable things into the Wastes.

To the immediate south of the Tunnelled Hills is the Plateau of Statues, a huge land formation which is very difficult to climb. It is covered on its top by gigantic statues and ruins, and the shattered remnants of a pre-Gods War villa. Lost parts of gods' spirits pass among the ruins as harmful winds, blessings, and horrible specters. Old pets, creatures which are unknown elsewhere, sometimes wake and snuffle about. Most of the time the area is patrolled by three monsters: Blind, Brow, and another, unnamed, but usually referred to by the local nomads as "the guy what made the quakz," that is, a creator of earthquakes. The three monsters are huge, humanoid beings made of stone.

Blind takes his name from the fact that he, or it, has no eyes. Brow may or may not have eyes: his huge, beetling forebrow shadows whatever sensory organs are positioned below it.

All three monsters seem to have assigned tasks that keep them busy patrolling or somehow caring for the statues of the plateau. On occasion they are reputed to have communicated with outsiders, and may some day do so again.

Recently many Praxians have said that Old Magic is alive again on the Plateau. Persistent rumors from the interior say that many people have been taken there by invisible means and spoken to unknown powers. More than that is unknown, as is any connection with the neighboring kingdom in the Tunnelled Hills.





SECRETS OF DRAGONKIND

DRAGONS ARE PERVERSIVE in Glorantha. Ancient legends relate them to be enemies of the gods. A mythic Age of Dragons is recognized as having existed millennia before humankind was imagined. Dragonewts exist, and the ruins of their ancient civilization are surrounded by residual draconic magical effects. The Empire of the Wyrm Friends activated dragon energy and affected the whole world. And even now warriors whisper the persistent rumor, "The dragons are waking."

Draconic ways are unfathomable to humans. Some understanding was gained in the Empire of the Wyrm's Friends period, but most was lost abruptly at the end of the dragonewts' friendship in 1120. Most humans wisely avoid contact with dragons and their kin as much as possible, and quietly believe the stories of a vast, and secret draconic destiny infiltrating the whole world. This is as close as most people get to the Dragons.

Scholars have tried to get closer, patching together the pre-E.W.F. and post-E.W.F. records and memories to reconstruct a greater understanding. Some of their more accurate considerations are listed below.

Warriors have gotten closest to dragons, sometimes within sword-thrust or, less fortunately but more commonly, within its belly. But as a rule they have dealt only with the smaller, more common members of this lofty race, called dream dragons.

Gamemasters alone get to play dragons and their kin. As stated in the *Deluxe RuneQuest* Glorantha Book, player character dragonewts are not recommended. In fact, gamemasters should think carefully before they allow *any* type of dragon-kin as a player character (the author once allowed a magisaur adventurer, but we ended up spending so much time trying to roleplay its antics in the human world that it robbed the other players of a fair share of the game.)

This chapter presents some important new theories concerning these creatures. We also offer commentary from noted Sartar scholar and dragon expert Garstal Shavetop.

DRAGONKIND

Ouroboros and the Cosmic Dragon

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

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

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

Commentary:

Dragon philosophy seems to be opposite human philosophy. We cannot truly understand them, but we must try. My belief is this: dragons are souls on the descent of the creation curve, approaching the mundane world, while humans are on the ascent, approaching Godhood.

— *Garstal Shavetop of Sartar.*

Mythic or Ancestral Dragons

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

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



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

True Dragons

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

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

But the influence of the True Dragons does not end with dreams and geography. The Dragon Age was their creative time, when strange interactions occurred that have been unknown since, but whose results have left their descendants upon our age. The best-known are the dinosaurs and other draconic kind.

Known True Dragons are rare. Dragon Pass and Kralorela are known to have several each, mostly very small examples.

Dragon Pass residents are certain of three, and suspect many others, sometimes without justification. The four true dragons of Dragon Pass are:

The Black Dragon: a slave of Cragspider, and with a history of friendliness for trolls since before the Dawn.

Krisa Yor, The Red Dragon: known to have been in the Dragonkill War and to have slaughtered thousands, and to have levelled the city of Harna Gamoon.

The Green Dragon: this monster was seen landing

about 150 years ago in the difficult mountain tops of the Skyreach Peaks of the Rockwood Mountains.

The Dragon of Jarn: the notes by Garstal Shavetop included in this chapter offer the only current information about the rumored fourth True Dragon of Dragon Pass.

The best-known Kralorelan True Dragons are:

The August Dragon: found in the city of Ting Shui, in Kaisen Province, on Hum Chang Island, this great being has four times awakened and prophesied for everyone who came to him, whether exarch or slave. Everyone eagerly awaits it again and hopes to have a chance to be interviewed.

Godunya, the Emperor Dragon: The Dragon's Awakening Shudder, which devastated much of Kralorela, was the soul of this dragon shaking off the morphic shackles of the New Dragons Ring. It is now the ruler of all Kralorela.

Thrunhin Da, the Dragon of the Waters: lives east of Kralorela, beneath the Kahar Sea, from whence he once taught humans of the Cult of the Orca to help combat the wicked Zabdamar mermen of the sea.

Dream Dragons

Dream dragons are the best-known type of Gloranthan dragon. When people speak of dragons they usually mean this kind. Dream dragons are monstrous and terrifying, capable of destroying armies of men, are sometimes immune to all types of magic, and in general manifest the powers most frightening to humans.

Dream dragons are like Gloranthan illusions: a temporary reality. They are formed from the unconscious thoughts of True Dragons and often manifest the traits which are normally suppressed by such wise and benevolent beings. Thus dream dragons are often cruel, selfish, destructive, and greedy for material wealth.

However, some dream dragons defy the normal categorization and are known for their benevolence and friendship towards humans. Yet, even these have been known to treacherously turn against former friends, and the lesson of the draconic betrayal of all humans in the Dragonkill War are not forgotten, even after 500 years.

Most dream dragons do not reproduce, and appear genderless. Nor do they usually grow older or larger



(unless they wish to consciously enlarge their size through magic).

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

The dragons whose statistics are given in *RuneQuest* are typical Gloranthan dream dragons. Many dream dragons vary from this norm: they may have faster or slower movement, be appreciably smaller or larger, or may have thicker or lighter armor.

Commentary:

The current rumors heard in Dragon Pass relating to draconic plans and activity, particularly activity directed against the power of the Red Moon, have not been substantiated to our satisfaction here in Sartar, and appear to be simple statements of wish-fulfillment. Certainly a change in the current order would bring much that people desire, and it would take the assistance of such powerful

beings to bring about such change against the will of the mighty Empire.

— Garstal Shavetop of Sartar.

Dragonewts

Dragonewts are neotenic dragons. That is, they are immature dragons which can, despite their immaturity, breed. Their actions and motivations are a mystery to humans. Dragonewts are covered extensively in *Deluxe RuneQuest*.

Commentary:

We at the Sartar Knowledge Temple have proven time and again that many of the legends pertaining to the local dragonewts are accurate, and if anything, underestimate the situation. Certainly dragonewts are capable of startlingly peculiar acts. This is not to say however, that a lack of logic exists in dragonewt behavior. It simply is necessary to undertake closer study. A decade or so of persistent observation, say by burying yourself in a mound of earth near a dragonewt plinth and keeping very quiet, will do wonders for your understanding of these remarkable beings.

— Garstal Shavetop of Sartar.

THE DRAGON OF JARN

Boldhome Knowledge Temple Document 8933-392-x-GSS. Special restricted section DD-2.

An observation taken from the notes of Garstal Shavetop of Sartar. 1622 S.T.

THE DRAGON OF JARN cannot be approached easily. My guide, the magisaur called Veevee (you can recognize him by the very thin red crest atop his head), gave me good instructions which worked.

For two weeks beforehand we drove a half dozen black cattle into the valley where the Dragon of Jarn lives. They were usually ignored for a few days, then all of them devoured overnight. We never saw them eaten — Veevee insisted that we hide every night in a cave — but they eventually disappeared so we figured they were eaten. After over a hundred cattle disappeared this way Veevee said it was as safe to enter as ever. For an outrageous price he cast some sort of draconic protection on me in case the Dragon of Jarn was unpleasant and breathed fire or accidentally crushed me. Veevee said that it would even keep me alive for almost a day if the dragon swallowed me whole. With that unpleasant prospect in mind we set off.

We passed through several burned patches of trees and dried-out stream beds on our way into the valley. Not many large trees survived, probably due to the Jarn dragon's fiery breath. The smell of smoke was very strong.

Veevee warned me that the dragon was over the next hill, a very steep incline of rock and loose gray gravel about 270 meters high, and we trudged upward. Veevee could not make it, and alone I reached the top after a great effort that left me exhausted.

The gravel was dug out of an enormous pit, many kilometers across, where the Jarn dragon apparently slept. It was asleep when I saw it, or pretending. But I felt watched. Smoke blew out of its nostrils in a long, regular tempo, and collected in a huge, mildly swirling pocket at the far end of the pit, like the smoke from a burning city. It was bigger than the Red Dragon, but had a much narrower jaw, with few trees and boulders attached. The rest of the creature was hidden under gravel.

Looking around, I noticed that Veevee was high-tailing it over the hills back to camp. I also noticed that the gravel I was standing on was very blackened. A strong presentiment made me decide to leave without further observations. I regret the lack of data but am glad to have survived my investigation.



Dinosaurs

Dinosaurs are neotenic species descended from dragonewt warriors which have somehow become diverted from the draconic way and become entrapped in material flesh. Some God Learners thought that the dragonewts actually interbred with pre-existent dinosaurs, but this is unproven.

Dragonewt warriors develop individual physical traits, though some types seem to have been more standardized in ancient times. This gave rise to the most common types of dinosaurs in Glorantha.

God Learners speculated that the profusion of dinosaurs in Pamaltela, where there are no dragonewts, is due to the Gods War when the dragonewts were exterminated, leaving behind only their distant kin.

Sometimes dinosaurs are recognized as Original or Normal. Normal dinosaurs are fairly standardized in appearance and traits, and are descendants of other dinosaurs. Original dinosaurs are those warriors which have mutated, and they often have a malicious intelligence and magical powers. They are always carnivorous, even if their Normal descendants are not. Thus we sometimes find meat-eating triceratops, stegosaurus, or even brontosaurus.

Human philosophers have tried to determine the nature of the dragonewt emotional imperfections or diversions which cause them to become various types of dinosaurs. These diversions are popularly known, but unsubstantiated by the dragonewts themselves. The four standard interpretations are as follows:

Triceratops, Monoceros, etc.: sexuality.

Tyrannosaurus Rex, Allosaurus, etc.: greed.

Brontosaurus, etc.: impatience.

Stegosaurus, etc.: ambition.

Commentary:

I personally do not believe this theory about dinosaurs to be true. If a dragonewt was capable of actually feeling one of these emotions it could certainly feel two. Yet no records exist of any combination of these creatures, except when Orlanth crushed Kandganthos the Monster Lord in God Time, after which none of the combined creatures appear.

— Garstal Shavetop of Sartar.

Magisaur

Magisaur are different from other types in that they are not responsible for the mutation which took them

from the dragon path, but are the result of damaged dragon eggs which hatched. They generally have an ambition to become dragons which is inevitably thwarted by their nature. This has turned some of them bitter and hostile towards their distant kin, while others are merely sorrowful and accepted by their distant kinsmen.

Young, newly-hatched magisaur usually look just like crested dragonewts, but develop differently after several years.

Wyverns

Wyverns continue the pattern of neotenic draconic ability. Occasionally, true dragons dream of lust, and their lustful dreams, taking on life of their own, join to produce offspring which are wyverns. Wyverns can breed true. Depending upon the true dragon(s) from whence the lusty dreams originate, wyverns often have a family characteristic derived from their ancestor's whims. Thus the wyverns of the south Pelorian hills often keep hordes of gold, since one of their ancestors was Zaranforis the Greedy, a famous true dragon slain during the Storm Age by Vingkot the Victorious.

Wyrms

Wyrms are distantly related to dragons, probably through some sort of ancient mutation which is unrecorded to human annals. The living wyrms say that their ancestors sought a path of development other than the usual dragon path. The nature of the original way of life is lost, but the result was the wyrms.

Wyrms are the most magical of the dragonkind, and have a tradition of shamanism and sorcery among themselves. Many like to join divine cults. Orlanth is one of the favorites since his Teleportation spells are extremely useful for the handless race, and control of winds greatly facilitates their flying.

Wyrms are the draconic race friendliest to humans, though the majority are still neutral or hostile. During the Second Age many wyrms in Dragon Pass, working together, helped interpret the dragon way to humans, and the resulting organization was thus called the Empire of the Wyrms Friends, and the imperial banner bore a wyrm.

The wyrms also provided the necessary link between draconic speech and human, hence the name



Auld Wyrnish for the spoken version of the draconic tongue.

Stoorworms

These foul, chaotic creatures are the poor relations of dragonkind. During the God Time, some dragons were defeated by chaos and other forces. Just as humans and trolls were warped into ogres and cave trolls, some dragonkind suffered mutation and became stoorworms. See the *RuneQuest* Creatures Book for description and statistics for a typical stoorworm. Stoorworms have a POWx3 chance of having a chaotic feature.

Stoorworms are commonest in Pamaltela, whose dragonewts were exterminated in the God Wars. In Genertela, they are most often reported in Dorastor and the Kingdom of Ignorance.

DRACONIC LORE

The Dragonewt Roads

A network of invisible roads accessible only to dragonewts crosses their lands. Much of the continent was once interconnected, but many roads were broken

A Visit to a Dragonewt City

Boldhome Knowledge Temple Document 302-930-IP-D.1

A excerpt from a narrative given by Yangshak Rockfist, initiate of Waha, chieftain of Prax, recorded 1540 S.T.

AFTER THE EVENTS in which our sacred heifer was stolen and the dragonewt was killed, we resolved to journey to their nearest city, although the Sartarites warned us and laughed at our vows of justice and revenge.

A drunken scholar told us to follow their roads to find one of their cities. He claimed a road passed near Herongreen, and he did not lie. We followed the dragonewt road north from that town, carefully prepared with many days' supplies and our best war-beasts, weapons, and armor.

Each time we saw the creatures passing along the road we leapt out into their path, but to no avail, although Jodkin insisted that he had felt his hands on their throats. The plinths were planted in a line straight as an arrow, although the hills and gullies of this strange land rise and fall like the waves of the sea.

It took us many weeks of marching, but at last we came to the city at the foothills of the mountains, which I have since learned is numbered the sixth of those in Dragon Pass.

The city was not larger than Pavis, but fashioned oddly, rising up into the mountains very high. No guards challenged us, though several groups seemed to be aware of our arrival. Bisonbiter and Jodkin wished to capture one of the monsters and hold him for ransom, but I choose to wait and negotiate, which may have been a mistake.

The city seemed laid out in a fashion more open and pleasant than the usual citygrubber style. There were no

walls or gates, so we simply prodded our mounts forward and rode into the nearest paved street. There were few dragonewts visible, except for groups of the big ones with swords that we would see around a corner sometimes, shuffling along.

After we entered the city we wandered for a long time before any dragonewt spoke to us. Bluebottle, a troll who had joined us when we passed by Skyfall Lake, kept smelling some odd sort of food, and became quite excited, but there was none to be had that he could find, though he jumped in several open windows. There was no sign of any animals, certainly not of our lost heifer. The streets were clean of any dung or other signs. In fact we kept thinking we'd see some slaves cleaning the place, it was so naked and barren, but we never did.

Finally a tall green fellow with a white bone in his ear began walking behind us. It was a moment or two before any of us noted him, surprisingly for such experienced hunters. When we stopped he motioned us into the nearest building, where we found our heifer standing, looking no worse except that she was missing her tail. There was no wound, strangely; it was as if the beast had never owned a tail. Looking more closely, we also noticed a set of small white marks on her hind legs, very close together.

We were very angry at this mutilation, and Great-nose, my hot-blooded cousin, grabbed the big newt and slammed him against the wall hard enough to break bones. Unfortunately this was a mistake, since the wall opened up, or else was a mirage, and both of them then disappeared through the wall right then. There were no screams or blood, and Great-nose never came back.

When we ran outside to check the other side of the wall, which seemed solid enough to us, we found we were in another part of the mountains. The heifer was with us, but the city was gone.



apart during the end of the Empire of the Wyrms Friends period.

The roads are marked by peculiar standing stones which appear mostly to be crude and stylized representations of dragons, wyrms, and an otherwise unknown thing vulgarly called a "frogosaurus" in Dragon Pass and Peloria, *ken majee* in Kralorela and Teleos, and Hurler in Ralios. By knocking down and breaking the standing stones along a length the road can be broken, as was done by a rash warlord in Kralorela some time ago.

Dragonewts enter the road only in special magical sites located in their towns, which may, in fact, have originated simply as elaborate guardposts to these sites. The magic is cast and the dragonewts run, in formation, across the open courtyard of the site and through a gateway of two standing stones and a lintel, and disappear from the normal world. On the road movement seems normal to the runners, but in the real world they move with extreme rapidity.

Outside of the road, but nearby, passage along the roads is noticeable. First the stones begin to hum slightly and glow magically. When the dragonewts pass by a low roaring sound is very audible, and some people can see the immaterial forms streak past. The roads seem to have a field of activity which they require for passage, and if too many outside bodies interpose themselves along the way the dragonewts are interrupted and phase into the normal world again, usually very angry about their interruption.

When a road is broken any dragonewts passing along it can enter from a functioning site, and when they reach the broken end they simply re-enter the world as if bodies had been interposed. Thus some dragonewts roads are one-way to their end.

In many places in Peloria, Ralios, and Kralorela stretches of dragonewt road are visible, but unusable because no departure sites are connected to them.

The Draconic Hills

Some ranges of hills are known to be true dragons, or suspected of it. Whether they are or not is important only if they wake and rearrange the geography. One of the best documented ranges of draconic hills is that of the Red Dragon, illustrated in *Glorantha: Genertela, Crucible of the Hero Wars*. The Red Dragon, measuring about eight kilometers long, is one of the smaller True Dragons known. It inhabits the eastern end of Ormsgone Valley, where another much larger

True Dragon once slept — the valley is about 50 kilometers long.

Theorists fear that the being breathing audibly in Vustria (a land of Ralios) may be one. The thing which coughs underground in Dorastor is feared to be a chaos-tainted dragon, though some philosophers claim such a thing is impossible.

Friendly Draconic Teachers

Several well-known experts on dragonkind exist in Glorantha who are willing to communicate and even cooperate with adventurers. Each of these powerful beings has survived many treacherous attempts by adventurers and others to exploit their good will.

New Wyrnish, The Speaker

Location: active in Maniria, on the continent of Genertela.

New Wyrnish sees himself as the new link between humans and dragonewts. He was a tailed priest but died in terribly dishonorable conditions and found himself in a condition like that of Whip Lizard, detailed in the Scenarios section of the Elder Races Book. But unlike Whip Lizard, New Wyrnish has not repented but instead glories in his rebellion. He is self-important and quite powerful as an individual, but not the great leader which he pretends. He is known to have extremely powerful magic, however.

New Wyrnish sports a great flowing robe and has had his tongue altered to speak most of the local languages with a sibilant accent.

Scholar Wyrn

Location: Heortland, Genertela.

This ancient, white-winged wyrn has a long history of being friendly with the Lhankor Mhy temple. He is so old that he does not like to move very much, and spends most of his time in a Lhankor Mhy temple in Heortland, where he is loved and respected by all.

However, he is knowledgeable, friendly, and philanthropic, and thus occasionally goes out on adventures, as his god or his wyrnish nature call him.

Forang Farosh

Location: Dragon Pass, Maniria.

Forang Farosh is a human citizen of the Empire of the Wyrms Friends who claims to have been trapped on the spirit plane and bound as a ghost for centuries,



surviving the destruction of the Empire. He eventually possessed the body of an adventurer and bound the adventurer's spirit into the trap. This type of Soul Exchange is rare, but relieves Forang Farosh of commanding a possessed body.

Forang Farosh now stays in the squalid town of Tink, near the Dragon's Eye of Dragon Pass. The town is a refuge for exiles, adventurers, and other human and inhuman debris. Forang lives in the inn and is reasonably friendly to humans. He wears crystalline sunglasses and strange clothing, his own beautifully hand-sewn version of the E.W.F. garb.

He is silent about what he did in his ancient life, or how he got trapped, or where. But he is generally trustworthy and honest, charging a fair fee for draconic information. He will not leave Tink.

Prehealing: A Dragon Magic Spell

Inadvertently omitted from the list in the *Deluxe RuneQuest* Introduction to Glorantha Book is the dragon magic spell of Prehealing. This remarkable spell is cast upon a dragonewt before a combat, using an unlimited amount of magic points, and works by healing damage on the strike rank following a wound. Even if large amounts of damage are healed, the process takes but a single strike rank. Both damage to a location and to overall hit points are healed, in exact proportion to the magic points expended previously.

Quite often a dragonewt dies as a result of wounds, and in such cases the Prehealing spell permits the dragonewt's spirit to hover for a moment, then enter the healed and newly living body once more, instead of being reincarnated. Scholars believe that this use of Prehealing may severely hinder the dragonewt's spiritual development, even more so than the use of normal dragon magic.

The only limit on Prehealing is the number of points which the dragonewt has stored.

Kralorela and the Dragons

Kralorela, the eastern empire, follows an ancient dragon way which is, they say, unchanged since the beginning of time. The famous Scholar Wyrn of Heortland voices an old complaint when he says the Kralori claims cannot be, "because the Kralorelans are humans." The Kralori claim that their emperors are, in fact, dragons, and that it is not the place of wyrms or dragonewts to determine draconic dogma. "If we were not true dragons then the draconic masters would destroy us, as all false dragons are destroyed," they claim.

Indeed, the malevolent group of God Learners known as the New Dragon's Ring, who displayed all the outward appearances of draconic power, were destroyed in 1120 by conservative mandarins and exarchs invoking the True Power. The mandarins began their invocation in 1051 and the whole land was shaken by a cataclysmic earthquake which destroyed much of the southern provinces as the true dragons woke. The strongest dragon magic of the New Dragon's Ring grew more difficult for non-Kralori to evoke and then disappeared, leaving only their False Draconic powers manifest. The exarchs used their power to move a star, rebellion spread, and in 1120 a flight of true dragons came and exterminated the false dragons, their prophets, and their followers. The Dragon Emperor was reinstated four years later, re-instituting the ancient line.

The Kralorelan army is mostly humans, but also includes a considerable dragon segment which usually overwhelms any enemy. Several units are formed from members of the Cult of Immanent Mastery (which is why the emperors allow it exist at all, say some), some from the hundreds of students training to become dragons, and occasionally the dreaded Army of Every Death is heard of, whose warriors each command a dream dragon.



MONSTERS AND TERRORS

A GREAT VARIETY OF CREATURES live in Glorantha. The *Glorantha Bestiary* describes many of the most common and best-known, but many others exist. This chapter describes some of the most interesting. The types of creatures are divided into Monsters and Terrors.

MONSTERS

This section describes creatures which are rare or unique, and of a magnitude which is within the scope of a powerful party of adventurers' abilities to defeat.

AMPHISBOENA

Amphisboena cendrys

A large serpent with a head at each end, the amphisboena is capable of taking one of its heads into the mouth of the other and rolling like a hoop at high speed. They are so poisonous that their bite can kill a tree.

Amphisboena

characteristics	average	attributes
STR 4d6	14	Move 2 crawling
CON 4d6+18	32	5 rolling
SIZ 3d6+6	16-17	Hit Points 25
INT 3/3	3/3	Fatigue 46
POW 3d6/3d6	10-11/10-11	DEX SR: 1
DEX 3d6+12	22-23	

location	1d20	hit points
R Head	01-06	3/9
Body	07-14	3/10
L Head	15-20	3/9

weapon	sr	atk%	damage
R Bite	5	35+8	1d6+1d4 + venom
L Bite	5	35+8	1d6+1d4 + venom
Jump	1	75+8	1d6+2d4 + venom (impales)

Combat Note: both heads can attack simultaneously, at the same or differing targets. The bite injects a venom with a potency equal to the amphisboena's hit points.

To make a Jump attack, the snake must roll at top speed in hoop-form for at least one melee round. To launch the actual attack, the snake simply straightens out, flying through the air (to a maximum distance of 10 meters) and crashing into the target as a sort of gigantic missile. The snake cannot make ordinary Bite attacks in the same round as the Jump.

Skills: Dodge 50+8, Jump 75+8

Armor: 3 point skin

Magic: All attack spells cast at an amphisboena must overcome each head's magic points separately to take effect. The attacker may choose which head he wants to have attempt to resist his spell first.

For example, if a troll with 15 mp cast Palsy at an amphisboena with 10 and 12 mp respectively, he would have to roll 1d100 twice, once in an attempt to get a score of 75 or less (to overcome the head with 10 mp), and then again to get a score of 65 or less (to overcome the 12 mp head). Only if both heads are overcome will the snake be Palsied.

Emotional or mental spells (such as Befuddle or Fear) or spells affecting a target's INT, POW, or magic points (such as Tap) only affect one of the snake's heads, chosen by the caster.

Danger Class: IV.

CATOBLEPAS

Catoblepas necator

These creatures have smallish, rather bovine bodies with a long-necked, dangling head with pink-rimmed eyes. Their hides are covered with iron scales and their heads are covered with long, tentacle-like hair which can be used to parry or snare enemies.

Catoblepas are herbivores which inhabit river valleys and bogs. They are creatures of chaos.

The hair can attempt to grapple every opponent within two meters of the catoblepas. On a successful Grapple attempt, 1d3 of the target's hit locations are immobilized.

To break the hold, the victim must match his STR vs. the STR of the catoblepas. He can only attempt to free a single immobilized location per round. If a particular hit location is grappled more than once, the victim must overcome the monster's STR the appropriate number of times to free himself. Instead of



matching STR vs. STR, a victim who has his arm(s) free can use an edged weapon to attack the monster's hair. The hair has 9 armor points which must be reduced to 0 to free the victim. Severing one hank of hair in this way does not reduce the armor points in the catoblepas's next Hair grapple — it has many, many strands of hair.

The hair can also be used to parry more than one enemy per combat round — as many as attack it. A successful parry adds 9 armor points to the creature's defense. Exceeding the hair's armor points on one attack does not lessen its armor points on a succeeding parry — it has many locks of hair to use.

A catoblepas's Glance works like that of a basilisk. It penetrates magic defenses as if it were a 3 point Rune spell.

Catoblepas

characteristics	average	attributes
STR 4d6+6	20	Move 3
CON 4d6	14	Hit Points 21
SIZ 6d6+6	27	Fatigue 31
INT 4	4	
POW 2d6+6	13	
DEX 2d6+3	10	

location	melee	missile	points
RH Leg	01-02	01-02	9/6
LH Leg	03-04	03-04	9/6
Hind Q	05-07	05-09	9/9
Fore Q	08-10	10-14	9/9
RF Leg	11-13	15-16	9/6
LF Leg	14-16	17-18	9/6
Head	17-20	19-20	9/7

weapon	sr	atk%	damage	parr%	pts
Bite *	6	40-1	1d10+1d6	—	—
Trample	6	75	2d6 to grappled or downed foe	—	—
Hair	3	90-1	Grapple	90-12	9
Glance	1	STRx2	death	—	—

Combat Notes: A catoblepas can use all of its attacks in the same round except that it cannot Bite in the same round it attempts to use its Glance attack.

A catoblepas can only trample a foe that is laying on the ground or that has been grappled by the creature's hair.

Armor: 9 point iron scales.

Magic: A catoblepas's gaze is deadly, like a basilisk's. However, the creature's heavy head and weak neck make it difficult for it to raise its eyes high enough to zap its opponents. A catoblepas must roll its STR x 2 on 1d100 in order to temporarily lift its head and use its Glance on one of its opponents. Even if it succeeds, it must reroll again next round if it wishes to keep using its Glance.

Chaos: a catoblepas has a chaos feature if it rolls its POW or less on 1d100.

Danger Class: IV.

HIPPOGRIFF

Hippogryphus pterifer

Hippogriffs are hybrid creatures with the wings, claws, and beak of an eagle, but a horse's body and hindquarters. They live in high mountains and clouds and only rarely come to earth. They lay huge eggs from which the young burst nearly full-grown. Some people believe that hippogriffs are the result of a griffin/horse hybridization. Since horses are the favorite food of griffins, this may explain why hippogriffs are so rare.

The adults cannot be tamed, and colts can be tamed only with great difficulty. To do this, the captor must sleep all night with his arms around the ripe egg. At the crack of dawn, if the egg is in the open air and under the open sky, it hatches, and the prospective master must roll his STR+POW or less on 1d100. If he succeeds, he has delayed and impressed the hippogriff long enough to get onto the creature's back. Otherwise, it is flees immediately and can never be tamed.

If the STR+POW roll succeeded, the prospective master is now on the beast's back. It takes off into the air and tries to flip him off. To prevent this, the rider must succeed at his Ride Hippogriff skill (if he has no such skill, it starts out at 1/2 his Ride Horse ability). If his roll succeeds, the hippogriff is tamed, and becomes loyal to his master (only). If the roll fails, the hapless would-be rider is dropped from a height of 1D10x10 meters.

Magic can be used to control a hippogriff, but not truly tame it. A hippogriff under a Dominate Hippogriff spell will turn on its master the moment the spell expires.

Hippogriff

characteristics	average	attributes
STR 4D6+24	38	Move 2
CON 3D6+6	16-17	Hit Points 25
SIZ 4D6+18	32	Fatigue 55
INT 7	7	
POW 2d6+6	13	
DEX 3d6+6	16-17	

area	melee	missile	hit points
rh leg	01-02	01	4/7 (.25)
lh leg	03-04	02	4/7 (.25)
hind q	05-07	03-07	4/10 (.40)
fore q	08-10	08-12	4/10 (.40)
r wing	11	13-14	4/7 (.25)
l wing	12	15-16	4/7 (.25)
rf leg	13-14	17	4/7 (.25)
lf leg	15-16	18	4/7 (.25)
head	17-20	19-20	4/9 (.33)



weapon	sr	atk%	damage
Foreclaw	5	30+14	1d6+3d6
Bite	8	30+14	1d10

Combat Note: may use both claws simultaneously and bite three SR later against up to three opponents.

Skills: Scan 50+3.

Armor: 4 point feathers and hide.

Danger Class: III.

area	1d20	hit points
Tail	01-02	1/4.....
R Leg	03	1/3.....
L Leg	04	1/3.....
Abdomen	05-07	1/4.....
Chest	08-10	1/5.....
R Arm	11-12	1/4.....
L Arm	13-14	1/4.....
Head	15-16	1/4.....
Nose 1	17	1/3.....
Nose 2	18	1/3.....
Nose 3	19	1/3.....
Nose 4	20	1/3.....

Note: A nasobeme can continue to walk as long as it has at least three noses left. It can drag itself along the ground with its arms at half speed.

NASOBEME

Tyrannonasus imperator

"Nasobeme" means "nose-walker," and nasobemes, indeed, walk on their noses (of which they have four!). These strange beings have long, balloon-like bodies, and are slender and upright in posture, but invariably they "stand" upside-down, to the startlement of onlookers.

A nasobeme has four half-meter-long, prehensile noses arranged in a row across its face. The noses work on air pressure, and when a nasobeme moves, the noses hiss and squeak. When hit, the nasobeme also squeaks, its body changes shape, and its eyes bug out.

The hind legs are short, thin, and clawed. The forelegs are long, thin, and clawed. The tail is long and tipped with a venomous sting. The head is somewhat human-like, though quite broad and flat, with bat-ears. The mouth is sensuous and thick-lipped, with sharp teeth.

Nasobemes live in warm mountains and moist hilly country. They are usually found in isolated spots or islands. Standard hunting procedure is to lurk hidden in brush until a suitable prey animal waltzes by. Then, the nasobeme rushes after its prey. Nasobemes are not especially fast, so they try to outmaneuver their prey or to corner the prey on the edge of a cliff or river.

Nasobeme

characteristics	average	attributes
STR 3D6	10-11	Move 2
CON 3D6	10-11	Hit Points 10-11.....
SIZ 3D6	10-11	Fatigue 21.....
INT 1D6	3-4	
POW 3D6	10-11	
DEX 2D6+9	16	

weapon	sr	atk%	damage
Foreclaw	7	40+3	1d6
Hindclaw	7	30+3	1d4
Sting	10	40+3	1D4 + poison

Notes: a nasobeme can attack with both foreclaws and both hindclaws in the same Strike Rank, and the sting three Strike Ranks later.

The nasobeme's sting injects a systemic poison with a POT equal to the nasobeme's CON.

Skills: Dodge 25+6, Search 30-2, Hide 50+4, Sneak 00 (due to nose noises), Climb 25+6 (does not use noses in climbing — just forelegs and tail).

Armor: 1 point light fur.

Danger Class: I

REDCAP

(no scientific name)

The redcap is a malignant Gloranthan being created from the ghost of an evil person; one who has regularly and enthusiastically practiced harm to other living creatures.

A redcap must be created by a ritual spell (Create Redcap). Once created it enters into an agreement of sorts with its creator, until the demise of that person, at which time it may act independently.

Occasionally a redcap consents to act as a sort of familiar to a notorious robber or brutal noble. The usual terms are that the redcap will serve faithfully as long as its cap is kept moist with blood (hence its name). It receives a permanent Mindlink with its master.

The name "Redcap" originates in the medieval lands of western Genertela. In other areas of Glorantha, the redcap is known by other names: bloodpoll; red woundsucker; roseate ghost; and other unpleasant appellations.

Although originating as a spirit, the redcap assumes physical form and the ability to augment itself.



It immediately adds 1d6 to its hit points each time it kills a complete creature. When a redcap's hit points are reduced to 0, it is temporarily dispelled, and can only be resummoned by a ritualized shedding of blood (it reforms with 1d6 hit points regardless of SIZ).

A Redcap can be abolished magically by spells such as Turn Undead and Free Ghost, which gives the same effect as killing it.

Redcap

characteristics	average	attributes
STR 3d6+12	22-23	Move 4
SIZ 2d6+6	13	Hit Points: 21*
INT 2d6+6	13	Magic Points: 19
POW 2D6+12	19	* after five victims.
DEX 3D6	10-11	
APP 2d6	7	

area	melee	missile	armor/hp
r leg	01-04	01-03	6/7
l leg	05-08	04-06	6/7
abdomen	09-11	07-10	6/7
chest	12	11-15	6/9
r arm	13-15	16-17	6/6
l arm	16-18	18-19	6/6
head	19-20	20	6/7

weapon	sr	atk%	damage	parr%	pts
Iron spear	6	90+11	1d10+1+1d6	90+3	15
Claw	8	50+11	1d6+1d6	—	—

Skills: Dodge 60+3.

Magic: Bladesharp, Strength. Receives permanent Mindlink with chosen master.

Armor: none natural. Usually wears at least scale (6 points).

Danger Class: III.

TERRORS

Terrors describes rare (for the Roc) or unique creatures which are far greater in power than any ordinary mortal of Glorantha. They exist, and their mere presence is a menace to anyone unfortunate enough to be within their range. Gamemasters should use them carefully and sparingly, almost as if they were a piece of vast and dangerous geography rather than being merely creatures.

Given here are some monsters whose magnitude of combat effectiveness is expected to be utterly beyond the normal party of *RuneQuest* characters, and probably beyond the power of a party of really powerful rune priests and sorcerers.

The statistics for these incredible things are *not*

given in order to tempt players to create characters strong enough to kill them. They are given to show in detail the types of things which exist in Glorantha which are, and ought to be, far beyond the capacities of even the most powerful human beings. Some parts of Nature cannot be conquered.

Some of these monsters occasionally interact with parts of humanity, always to the detriment of the people. The Mother of Monsters is more like a piece of mobile geography than a monster, and I thought for a long on time whether to include it in a geographical description rather than a chapter of monster statistics.

THE CRIMSON BAT

This is an awesome chaos demon bound to the service of the Red Goddess.

The Crimson Bat has a 90 meter wingspan, and weighs almost exactly 1000 metric tons. Its body length, from head to tail, is about 20 meters. It is always accompanied by its cult of from 10-20 priests and 15-100 initiates.

The Crimson Bat

STR	340	Move: 10
CON	1200	Hit Points: 702
SIZ	204	Fatigue: 1640
INT	13	Magic Pts: app. 2500 .
DEX	20	(MPs vary with worship & food supply)
		DEX SR: 1

location	melee *	missile	armor/hp
r leg	01-02	01	85/176
l leg	03-04	02	85/176
abdomen	05-06	03-06	85/281
chest	07-08	07-11	85/281
r wing	09-12	12-14	85/234
l wing	13-16	15-17	85/234
head	17-20	18-20	85/234

* beings with a SIZ of less than 70 or so do not use this table — they just hit the nearest portion of the Crimson Bat.

weapon	sr	atk%	damage
Breath Cloud	1	Auto.	3d6+10 acid cloud
Chaos Scream	1	Auto.	fear
Eye Spit	1	Auto.	destroys magic
First Tongue	2	750	12d6+40 acid + 2d100 constriction
Scnd Tongue	3	750	12d6+40 acid + 2d100 constriction
Third Tongue	4	750	12d6+40 acid + 2d100 constriction
Tentacles	5	100	3d6+10 acid + grapple
Bite	10	500	33d6 + 2500 acid
			(add food mps to bat's mps)
Wing Buffet	10	Auto.	wind, STR 136

Notes: Each combat round the Bat may use every one of its attacks on the listed SR. Each attack can be directed towards a different target (or group of targets).

Breath Cloud: has a range of 750 meters and blankets an



The Crimson Bat.



area 50 meters across, affecting every hit location of every creature caught within.

Chaos Scream: by spending magic points, the Bat can emit a dreadful, madly chaotic keening which affects all creatures within 4 km except the Bat's initiates. All creatures must match the magic points spent by the Bat vs. their own magic points on the Madness table. Results are as per the Madness table. The Bat's Chaos Scream and Bite attacks are effective vs. spirits.

Eye Spit: by spending magic points, the Bat can spray chaotic blood from its eyes, drenching everywhere within 80 meters of the Bat. Everyone struck by the blood loses 1 point of divine magic per each magic point the Bat spent. Divine magic currently affecting the target is eliminated first, then divine magic for which he has sacrificed. If not all spells are eliminated, the target chooses which he retains.

Tongues: the first tongue has 150 HP and a 100m range. The second tongue has 125 HP and a 200m range. The third tongue has 100 HP and a 300m range. Anything grabbed by a tongue is popped into the Bat's mouth on SR 10 of the same round unless the target can overcome the Bat's STR with his own STR or reduce the tongue to 0 or fewer hit points. The tongues have no armor, though the Bat's priests may cast defensive spells upon them.

Tentacles: the Bat's lips continually shoot out tentacles. Each round, the Bat attacks with 1d100 tentacles against an equal number of targets. Anyone hit by a tentacle is pulled into the Bat's mouth on SR 10 of the same round, unless he overcomes the tentacle's STR (a separate 1d100 roll) with his own. These tentacles can only attack targets within 10m of the Bat's mouth.

Bite: the Bat's jaws can unhinge to swallow unimaginably large things. Ordinarily, it can swallow anything with a SIZ up to 70. On a critical bite, it can swallow anything with a SIZ up to 204.

Wing Buffet: the wings can make a wind with a STR of 136.

OTHER ABILITIES

Magic Points: The Bat's magic points are equal to the number of magic points devoured on its last feeding day plus the number of magic points donated by its initiates and priests since then.

Ticks: the Bat's body hosts a number of SIZ 4 ticks. Anyone climbing aboard the Bat (except an initiate of the Bat) is attacked by 1d6 ticks each combat round. Each tick has only one hit location.

GIANT CHAOTIC TICK

STR	5	Move 1
CON	56	Fatigue: 61
SIZ	4	
INT	1	
POW	20	
DEX	15	

Body Armor/Hit Points: 12/30.....

Weapon	SR	Attack	Damage
Bite	3	180%	8d6

When a tick penetrates armor, it attaches itself and drains 4d6

fatigue (blood) on each ensuing round. Once the victim has lost fatigue equal to the total of his combined STR and CON, the tick drains STR (permanently) instead. Anyone bitten by a tick is automatically infected with Soul Waste, and must attempt CON rolls to prevent the disease progressing to serious or terminal stages.

Perceptions: the Bat's body boils with eyes. 1d100 eyes are open and watching on any given melee round, making it difficult to surprise. The Bat can see both the spirit and the hero plane. The Tongue attacks can grapple spirits and pull them into the Bat's mouth unless the spirit overcomes the Bat's STR with its own (only possible for the spirits possessing STR).

Resistance vs. Magic: spells cast at the Bat take normal effect. However, the caster permanently loses the spell, though he can reclaim it (if spirit magic or sorcery), or sacrifice for it (if divine). When cast on a Black or Dying day, such spells donate their POW (for divine) or free INT used by the spell (for spirit magic and sorcery) to the Bat's food supply.

Cwim, Spawn of Thed and the Devil

Cwim is a monstrous entity of the Wastelands and Pent (Genertela). It moves its feeding grounds on occasion, although it prefers to be in relatively fertile Prax. It has been known in past centuries to roam into regions bordering the Wastelands: Dragon Pass (during the Second Age), Kralorela (in the First Age) and Teshnos (First and Third Age).

Cwim has three bodies, attached at the neck to a single huge head. Each body stands about 50 feet at the shoulder. The head itself is about 60 feet across. Cwim weighs about 3300 metric tons.

When Cwim moves slowly, each of the bodies walks normally. When it is in more of a hurry, it moves like a tripod, using each body as a leg. When moving in this way, it can only use the Spit and Gorp Throwing Attacks. When the monster is in a big hurry, it cartwheels, flinging each body in turn out in front of the spinning head. It cannot attack and cartwheel. Cartwheeling costs it triple normal fatigue costs.

	TOM	DICK	HARRY	HEAD
STR	144	96	48	96
CON	192	128	64	384
SIZ	86	86	86	307
INT	—	—	—	18
POW	—	—	—	800
DEX	10	20	30	1
move	—	—	—	2/4/8
hp	139	107	75	250
fp	336	224	112	304



area	1d20	armor/hps
Tom's r leg	01	72/47.....
Tom's l leg	02	72/47.....
Tom's abdomen	03	72/47.....
Tom's chest	04	72/57.....
Tom's r arm	05	72/35.....
Tom's l arm	06	72/35.....
Dick's r leg	07	48/36.....
Dick's l leg	08	48/36.....
Dick's abdomen	09	48/36.....
Dick's chest	10	48/43.....
Dick's r arm	11	48/27.....
Dick's l arm	12	48/27.....
Harry's r leg	13	24/25.....
Harry's l leg	14	24/25.....
Harry's abdomen	15	24/25.....
Harry's chest	16	24/30.....
Harry's r arm	17	24/19.....
Harry's l arm	18	24/19.....
head	19-20	96/346.....

SPECIAL ABILITIES

Magic Negation: Cwim cancels any amount of magical defenses by touch. If Cwim strikes a foe, his attack does not bypass, but instantly dispels all magic defenses (such as Protection or Shield).

Spells: Cwim can cast any variable spirit magic, taking 1 SR and 1 magic point to do so. For each such spell he casts, he is prevented from using one of his 10 attacks that round. Spells cast in a given round are limited to his INT in points (18). Thus, if Cwim cast three spells in a round, he'd be limited to three 6-point spells, or a 2, 4, and 12 point combination, or anything else adding up to 18.

This is one of Cwim's most potent abilities, and he plays it to the hilt, casting spells profusely whenever in combat. He usually casts Shimmer 18 and Countermagic 18 before closing in combat, using Dispel Magic 18 or Ironhand 18 if a given opponent seems too tough (i.e. lasts more than one melee round), or he may pick up a rock and throw it with Multimissile 18.

weapon	SR	atk%	damage
Harry's Throw	1	1000	gorp
Dick's Throw	2	1000	gorp
Tom's Throw	3	1000	gorp
Harry's Right Claw	4	400	7d6 + 3d6 off INT
Dick's Right Claw	5	650	10d6 + 6d6 off POW
Tom's Right Claw	6	900	13d6 + 9d6 off SIZ
Harry's Left Claw	7	400	7d6 + 3d6 off INT
Dick's Left Claw	8	650	10d6 + 6d6 off POW
Tom's Left Claw	9	900	13d6 + 9d6 off SIZ
Spit	10	1000	25d6 nasties

Each round, Cwim may use all attacks available to him.

Gorp Throwing: Cwim picks off wads of his own flesh and throws them up to 50 meters. This costs him 3d6 HPs from the chosen location (any body can pick off flesh from any other body). When the flesh is pulled off, it turns into a gorp, with normal statistics and possessing one chaos feature. Cwim can pick off several gorp at once, throwing them together. Roll once to see if the throw hit the target — if so, roll separately for hit locations struck.

Tom's Claw: in addition to damage, the victim permanently loses 9d6 SIZ. Tom's claw can affect non-living objects and materials, corroding holes through walls and earth.

Dick's Claw: in addition to damage, the victim permanently loses 6d6 POW. Dick's claw can affect non-corporeal entities.

Harry's Claw: in addition to damage, the victim permanently loses 3d6 INT. Harry's claw can affect non-corporeal entities.

Spit: Cwim drops fully-formed chaos monsters (miniature Cwims) from an opening in its head which sits between the place where the necks meet. It must spend 1 POW per monster. After the battle, he re-swallows the monsters (dead or alive) to regain his POW. The monsters may be armed, and fight with whatever weapons Cwim desires with a skill of 200%. Each monster has 1d3 chaos features (not chosen by Cwim). Each monster knows a single spirit spell, chosen by Cwim.

CWIM'S SPIT MONSTERS

	LITTLE TOM	LITTLE DICK	LITTLE HARRY	HEAD
STR	29	19	10	19
CON	19	13	6	40
SIZ	9	9	9	58
INT	—	—	—	8
POW	—	—	—	24
DEX	8	16	24	1
move	—	—	—	1/2/4
hp	14	11	8	250

area	1d20	armor/hp
li'l tom's r leg	01	7/5.....
li'l tom's l leg	02	7/5.....
li'l tom's abdomen	03	7/5.....
li'l tom's chest	04	7/6.....
li'l tom's r arm	05	7/4.....
li'l tom's l arm	06	7/4.....
li'l dick's r leg	07	5/4.....
li'l dick's l leg	08	5/4.....
li'l dick's abdomen	09	5/4.....
li'l dick's chest	10	5/5.....
li'l dick's r arm	11	5/3.....
li'l dick's l arm	12	5/3.....
li'l harry's r leg	13	2/3.....
li'l harry's l leg	14	2/3.....
li'l harry's abdom	15	2/3.....
li'l harry's chest	16	2/4.....
li'l harry's r arm	17	2/2.....
li'l harry's l arm	18	2/2.....
head	19-20	10/36.....

weapon	SR	atk%	damage
Tom's	4+	200	as weapon +1d6
Dick's	5+	200	as weapon +1d4
Harry's	6+	200	as weapon

Each round, a spit monster may use all attacks available to it. Normally, they are armed with weapons. Typically these are either sticks or boulders, or weapons picked up off the ground.



HYDRAS

Hydra polycephalus major

Most scholars agree that only thirteen greater hydras exist in all the world. All are colossal chaos monsters with reptilian bodies and multiple heads on serpentine necks. The Amethyst Dragon of Greater Chaos which lives in the Kingdom of Ignorance has three heads and might possibly be a very unusual hydra, but is usually assumed to be a chaotic dragon.

Hydras lay eggs or give live birth without benefit of any mate, and these unfertilized young grow into lesser hydras, as described in the *Glorantha Bestiary*. It is unknown whether hydras can mate with one another or what fertilized offspring would be like.

The Hydras of Glorantha include:

THE HYDRA OF DRAGON PASS: the only hydra living north of Pamaltela, unless one counts the Amethyst Dragon of Greater Chaos. It lives in the Hydra Hills and is rarely seen, though it can be enticed out by feeding it huge amounts of live food. It is the slowest-breeding hydra known (except for the Rainbow Hydra), and only hatches out 1d6 Lesser Hydras each year. The number of its heads change randomly from time to time, ranging in number from one to six, though once it was reported to have twelve heads.

THE DOUBLE HYDRA: lives in Mirelos, in eastern Pamaltela. It is a sort of siamese twin, joined by its tail tips, and some scholars count it as two hydras.

THE GREEN PYROHYDRA: lives in the island of Loral and breathes fire from seventy-two heads. This and the other Pyrohydra are the only hydras which have legs.

THE ORANGE PYROHYDRA: lives in Mirelos and seasonally migrates to Kimos. It breathes fire from forty-nine separate heads and has legs, as does its sibling the Green Pyrohydra.

THE RAINBOW HYDRA: lives in southern Jolar in Pamaltela. Its tail sends long roots into the soil and so the creature cannot move. Long ago, it was cursed with sterility by the goddess Nyanka, so it never spawns any young. Its eighteen heads are in eighteen colors and each speaks a different language, but it is deemed very unlucky to talk with the creature.

THE HYDRA OF DRAGON PASS

characteristics	attributes
STR 450	Move 2
CON 610	Hit Points 530
SIZ 450	Fatigue 1060
INT 6	
POW 280	
DEX 19	

area	melee	missile	points
tail	01	01	220/177
body	02-03	03-05	220/318
heads	04-20	06-20	220/89 each

Roll 1d6 for number of heads and divide the result among the hit location table results. Hit points per head are equal to 530 divided by the die roll.

weapon	sr	atk%	damage
Bite	4	90	5d100 + acid POT 140

Danger Class: V.

THE MOTHER OF MONSTERS

Few monsters in Glorantha are as awesome as the Mother of Monsters, a colossal creature that wanders the coastal littoral of the Maslo Sea in eastern Pamaltela. She blithely devours everything in her path. Each day she lays a single egg which hatches into an adult chaos creature which wreaks havoc in her wake as she marches on her solitary route.

Maslo locals often make ribald speculation as to the entity that presumably mates with the Mother on dark nights. Scholars insist that the creature is parthenogenetic in reproduction, but the matter remains mysterious.

This creature is about 100m high, with an ovoid body and pillar-like legs. Her mouth is shark-like and capable of scooping up prey from the ground with great efficiency.

THE MOTHER OF MONSTERS

characteristics	attributes
STR 1703	Move: 10
CON 3833	Hit Points: 3194
SIZ 2555	Fatigue: 5536
INT 2 (fixed)	Magic Points: 2500
POW 2500	DEX SR: 4
DEX 6	



total hit points; chest armor (only) protects vs. this. No matter how much armor the victim has, he immediately starts suffocating when the constrictor grips him. Begin at once with CON x 10 rolls and proceed from there.

The victim can free himself by overcoming the snake's STR with his own. Trying to free oneself is the only activity allowed that round.

ABILITIES:

Glare: by spending 1d6 fatigue, the urgan can glare at everyone within its hemispherical field of vision, affecting them as per the Fear spell. Roll 1d100 once, and match the result vs. all the potential targets. The effect penetrates magic as if it were a 13-point Rune spell.

ZEECH, THE SLITHERING WHALE

char	attr	loca	1d20	armor/hp
STR 100	Move: 6/8 swim	tail	01-03	22/28
CON 50	Hit Points: 82	hindbody	04-08	22/33
SIZ 114	Fatigue: 150	forebody	09-13	22/33
INT 5	Magic Points: 14	r flipper	14	22/21
POW 14	DEX SR: 3	l flipper	15	22/21
DEX 10		head	16-20	22/28

weapon	sr	atk%	damage
Ram	6	180	1d6+13d6
Bite	6	120	6d6
Tail Smash	6	85	1d6+13d6

Notes: the whale can attack once per round, using any attack. The Ram attack can only be used vs. enemies of SIZ 50+. The Tail Smash cannot be used vs. submerged targets, only those on the surface.

ABILITY — Magic Sparkles: continually gives off bursts of sparks which are actually magic which rains down upon all about it. Everyone within 50 meters of the monster is inevitably struck by one or more sparkles, and each must roll separately on the following table each round. This eerie effect has the unfortunate tendency of tainting the victim with chaos.

SPARKLES TABLE

2d6	result
2	Nothing [Cluster magic, reroll 1d6 times]
3	Slow [Mobility]
4	Befuddle [Coordination]
5	Demoralize [Glamour]
6	Disruption [Heal]
7	Dispel Magic vs. random spell, including those cast by the Terror! [Countermagic]
8	Fanaticism [Parry]
9	Dullblade vs. random weapon [Bladeshard or Bludgeon, as appropriate]
10	Glue vs. random hit location & attached goods. [Strength]
11	Sleep [Vigor]
12	Reroll, but take [bracketed] result. [Cluster magic, reroll 1d6 times, taking bracketed results each time]

Notes: 1d20 points of the spell are cast (Dullblade 20, for example); non-variable spells are boosted appropriately. Normal limits apply to spell effects; a DEX 8 man hit by Coordination 20 still can't raise his DEX over 16.

BASTOK, THE CHAOS WYVERN

STR 40	Move: 3/12	r leg	01-03	01-02	11/13.....
CON 29	Hit Points: 38	l leg	04-06	03-04	11/13.....
SIZ 47	Fatigue: 69	abdmn	07-08	05-07	11/13.....
INT 5	Magic Points: 13	chest	09-11	08-13	11/16.....
POW 11	DEX SR: 3	r tail	12	14	11/13.....
DEX 13		l tail	13	15	11/13.....
		r wing	14-15	16-17	11/10.....
		l wing	16-17	18-19	11/10.....
		head	18-20	20	11/13.....

weapon	sr	atk%	damage
Bite	6	150	1d10+4d6
R Sting	9	210	1d6+4d6 + poison POT 29
L Sting	10	210	1d6+4d6 + no poison
Spit	1	100	acid of POT = hp

Note: stings twice and bites each round on listed strike ranks.

ABILITY — Spit: A bastok can spit an acidic solution which is equal to its current hit points, and acts like normal acid in every way.

ROC

Rocs are immense birds of prey, capable of feeding upon elephants with ease. Typically humans are too puny for them to bother, but they will attempt to destroy humans or other predators found near their nests. They often attack ships by carrying huge boulders and dropping them upon the targets. Typically, a roc has a wingspan of about 40 meters (130 feet) and a body length of 18-19 meters (60 feet).

characteristics	average	attributes
STR 20d6+30	100	Move 2/12
CON 4D6+20	34	Hit Points 67
SIZ 20D6+30	100	Fatigue 134.....
INT 4	4	
POW 1D6+12	15-16	
DEX 3D6	10-11	

area	melee	missile	Armor/hp
r claw	01-02	01	18/17 (.25)
l claw	03-04	02	18/17 (.25)
body	05-07	03-06	18/23 (.33)
breast	08-09	07-11	18/27 (.40)
r wing	10-13	12-15	18/23 (.33)
l wing	14-17	16-19	18/23 (.33)
head	18-20	20	18/23 (.33)

weapon	sr	atk%	damage
Peck	6	50+5	1d6+11d6
Claw	9	50+5	1d6+11d6
Dropped Rock	3	25+5	11d6+1d6 per 3 meters dropped

Notes: the roc usually pecks, then claws 3 SRs later. It may use its peck or claw as a sweep attack, adding +20% to chances of hitting and negating Dodge. This reduces damage done from 12d6 to a mere 9d6.

Skills: Scan 70+7, Search 50+7.

Armor: 18 point feathers.

Danger Class: V.



THE MAGICAL GEOLOGY OF GLORANTHA

MYTHOLOGY FORMS THE BASIS for all Gloranthan reality, and its importance can be seen in this Sartar legend:

Baranwolf, a Lhankor Mhy scholar, proved that the amount of a precious metal in the world indicated the fatality rate of the various tribes of gods in olden times. Baranwolf was executed by Frithorf the Magnificent, an astonishingly superstitious king who could not accept the resultant conclusion: that the storm gods died the most. Baranwolf's student, who continued his papers (and began using Baranwolf's name,) subsequently proved that bronze is also the product of mixed sky and earth, showing where Orlanth's parents once loved each other before the illustrious son was born, preparing the way by making places where future weapons would be sown to glorify Orlanth.

The Gloranthan world is constructed from stuff which was once divine and living. Some parts of the world have retained more of their original nature and are recognized by humans as being magical. Many pieces of magic originate from mythical conflicts whose remains litter the earth, perhaps dead and undiscovered for centuries.

Bones (metal) and blood (crystals) supply the majority of magic items. Some other items, more unusual or unique, are recognized as well.

Bones of the Gods: Gloranthan Metals

All metal is from the bones of gods, some dead and some (like the Earth Mother) still living. Political statements notwithstanding, bronze is the most common metal, mined right from the earth in many places,

which is why most of Glorantha lives in a bronze age.

Glorantha is not Earth, and the metals named in print as "bronze," "iron," "gold," and so forth, are analogues, not duplicates, of earthly metals.

The earthly, mundane, equivalents to Gloranthan metals are given below:

ur-metal = iron
na-metal = lead
sa-metal = mercury (aluminum)
ga-metal = copper
ze-metal = tin
lo-metal = aluminum (mercury)
ul-metal = silver
el-metal = gold
hu-metal = bronze

Game Rules for Enchanted Metals

All the metals of Glorantha can be enchanted, giving them special magic properties. All exceptional metals are often titled Rune Metals, to distinguish them from ordinary bronze. Many cults know the common divine spell of Enchant (Metal). The exact metal(s) enchanted vary from cult to cult.

Some enchanted rune metal weapons work against magical creatures, and thus would harm physical things which are immune to normal metals (werereatures, for instance). Silver, bronze, and iron do this.

Nominal Values For Raw (unenchanting) Metals

Aluminum: 40 per ENC
Bronze: 7 per ENC
Copper: 5 per ENC
Gold: 600 per ENC
Iron: 700 per ENC
Lead: 1 per ENC
Quicksilver: 40 per ENC
Silver: 50 per ENC
Tin: 15 per ENC



The prices given for the various metals are only a rough approximation for Glorantha as a whole, and differ greatly from place to place. Seshnela, for instance, historically has had the world's greatest concentration of iron, and this wonderful metal is less expensive there. On the other hand, the barbaric inhabitants of the Wastes do not even smelt bronze; iron to them is unbelievably rare and costly, so everything is more costly.

Magic Properties of Gloranthan Metals

ALUMINUM: see under Quicksilver.

BRONZE (hu-metal) is the most important metal of Glorantha. It can be mined in its own right, or made by alloying ga-metal and ze-metal. No Enchant rituals for it are common, but normal non-magic forging makes perfectly serviceable weapons, tools, and armor. Bronze originates from the bones of storm deities slain in the Gods War. On rare occasions, a piece of bronze is still found that retains its former bone-like shape. These are highly prized and sometimes have magic properties. Unfortunately, they are also easily faked.

COPPER (ga-metal) has the same ENC as normal bronze. When mixed with a bit of tin (ze-metal), Gloranthan bronze is created. Unenchanted copper armor and weapons are sometimes made. Raw copper armor has equal armor points to bronze, but loses an armor point each time it is penetrated. Raw copper weapons have equal armor points to bronze, but cannot damage bronze weapons. Enchanted copper armor and weapons are especially solid, and such weapons only lose armor points damage in combat when penetrated for over twice their value. For instance, over 16 points of damage would be needed before an enchanted copper buckler would lose any armor points. However, all damage over 8 points would go through to the wielder. Enchanted copper armor can be hammered very thin and still retain some solidity. This reduces the armor's defensive value by 2 points, but halves its ENC. Thus, a medium suit of plate armor would have 6 armor points and weigh 12.5 ENC.

GOLD (el-metal) has twice the ENC of bronze. When enchanted, it glows softly in the dark and doubles the effectiveness of light-producing spells cast on it. Thus, a Light spell cast on golden armor would fill an

area 20 meters in diameter. Since gold is so heavy and costly, most people wishing to make use of gold's special properties simply gild bronze armor.

IRON (ur-metal) has supernatural properties even unenchanted. When enchanted, iron weapons are tempered to steel. They have half again the armor points of bronze. A bronze broadsword has 10 armor points, but a tempered iron broadsword 15 armor points. Iron armor also has half again the protection of bronze armor, rounding fractions down, so that an 8-point plate helmet is worth 12 points of protection at no increase in ENC.

Unenchanted iron has the same physical qualities as bronze. However, it also affects magic. Untempered iron reduces the chance of both casting and being affected by a spell by 5 percentiles per point of ENC. Thus a person wearing a complete suit of unenchanted iron (25 ENC for a medium-sized person) would be impervious to magic cast at him, and also unable to cast any spells, either on himself or at others, unless a 01-05 was rolled.

Certain of the elder races are vulnerable to iron. Any damage from an iron weapon to an elf or troll (and some of their kindred races) that penetrates armor is doubled.

Unenchanted iron is also good against creatures immune to normal weapons, but subject to magical weapons, such as werewolves.

LEAD (na-metal) has half-again the ENC of bronze. Even in its unenchanted form this soft, dull metal neither clanks or reflects, so lead armor never detracts from the user's Stealth skills. Lead formed into crushing weapons (only) does +2 damage. Thus, a light mace made of enchanted lead would do 1d8+2 damage. A war maul would do 1d10+4.

QUICKSILVER (sa-metal) and **ALUMINUM** (lo-metal) are actually the same metal in two forms, despite Bertalor's speculations and metallurgy. A successful Craft Quicksilver skill roll can transform either form into the other. When enchanted, this metal gains the property that it does not sink in water. The Swim skill of an individual wearing quicksilver armor is not decreased at all. The metal's ENC is equal to bronze; its affinity for water is supernatural.

SILVER (ul-metal) enchanted or unenchanted, has the special property that it can damage creatures nor-



mally affected only by magic, such as werewolves and wraiths. Unenchanted silver is quite soft, and as a weapon is only suitable for bludgeons or sling pellets.

TIN (ze-metal) is not often enchanted. When a small quantity of ze-metal is alloyed with ga-metal, Gloranthan bronze is produced. Most ze-metal is used for this purpose.

DIVINE MAGIC

Enchant (metal)

1 point

ritual Enchant, reusable

This ritual must be performed over the specific Rune

metal it is designed for, and 1 point of POW sacrificed for each 10 ENC or fraction thereof of the metal enchanted. The metal should be forged (with a Craft/Smith skill roll) into the desired form before this spell is cast, for reforging enchanted metal cancels the enchantment. The metal always gains armor points equal to those of bronze (except in the case of iron), and may gain other special abilities, depending on the metal.

If an enchanted item is broken, it may be fixed with the Repair spell, or reforged. In either case the enchantment will be lost, and the item must be re-enchanted.

The Metals of Acos

The following is a First Age document written by the Seshnegi sorcerer-prince Bertalor, later Duke of Fromalwal. Inserts by a later commentator — the early God Learner Tojarinor of Isefwal — are signified by italics.

LIKE EVERYTHING ELSE on Acos (*an old Seshnegi term for the universe*), the metals of the world depend for their quality upon the Nine. Each of the Nine has his own representative metal, with the qualities of that metal being the same as the god's personality-functions, with some changes due to the presence of all these metals within the body of Gata (*the Seshnegi used this term both for the primal earth-goddess and the physical substance of the earth itself*).

Ur-metal is the metal of Urtiam (*Seshnegi name for Mostal*). The metal is hard to master, being subject only to the most complicated and difficult spells. Possession of an artifact of this metal among those not possessing everyday intercourse with the immortals is rare, and no mortal can consistently forge the metal.

Na-metal is the metal of Nakala (*darkness*). In color, it is black to gray, depending on its purity. It is easy to work, just as it is easy to get help from Nakala, although the price for help is greater than the price of na-metal.

Sa-metal is Sramak's metal. Just as Sramak is the god of the sea, Sa-metal is liquid, flowing. In color it is green, Sramak's color. Among the surface dwellers it has little use, except among the magicians.

Gata's metal, ga-metal, is shiny brown and is the most common metal widely used in Acos. Soft in its common state, it can be charmed into hardness like other metals. (*Stone is also called Gata's metal, although it is more akin to her bones.*)

Ze-metal is the metal of Zrethus (*Seshnegi term for Dayzatar*). It is blue-silver in color, the shade depending

on its purity, the more blue the purer. It is soft and pliable in its natural state.

Lo-metal is the metal of Lodril, the fire-god. Just as fire is the lightest element, this too is the lightest metal. It is red in color, like fire. This is a much coveted metal for weapons, being light but firm, second in desirability only to ur-metal. This stems from Lodril's purity.

Uleria's metal is called Ul-metal. It is pliable and soft, like a lover I suppose. (*Poor lonely bastard.*) It is white in color, and like the other metals can be charmed into hardness. It is very hard to tame, like ur-metal, its brother (*this refers to the Seshnegi belief that Uleria and Mostal were brother and sister*), and may unexpectedly change back to soft.

Umath's metal is a cross between Gata's and Zrethus'. It is a heavy and dependable metal, strong and warlike. It wields itself better into weapons, just as Umath is an excellent war-god. It rivals, may even surpass, ga-metal as the predominant metal of Acos. It is called hu-metal.

Ehilm's metal is yellow in color, it is soft and pliable at first, and strong charms are necessary for it to be suitable for arms or armor. The only people to successfully use the el-metal in great amounts for weapons are the Galanini, the descendants and devout worshipers of Ehilm. (*They were a Ralios people. I believe they are now extinct.*)

These metals are used for many purposes, the first and most important being the making of arms and armor. (*Here Bertalor's own predilections show through.*) Secondly is the making of tools to help people live well, like saddle buckles, bits, plow, scissors, and needles. The value of the metals as money varies widely in different areas, depending as much upon the major deity in the area as upon the relative scarcity of the metal.



SORCERY MAGIC

Enchant (metal)

ritual Enchant

This ritual must be performed over the specific Rune metal it is designed for, and a point of POW sacrificed for each 10 ENC or fraction thereof of the metal. The Intensity of the spell must equal or exceed the metal's total ENC. The metal should be forged (with a Craft/Smith skill roll) into the desired form before this spell is cast, for reforging cancels the enchantment. The metal always gains armor points equal to those of bronze (except in the case of iron), and may gain other special abilities, depending on the metal.

If an enchanted item is broken, it may be fixed with the Repair spell, or reforged. In either case the enchantment will be lost, and the item must be re-enchanted.

GLORANTHAN DEITIES POSSESSING ENCHANT (METAL)

Aldrya: Enchant Copper

Argan Argar: Enchant Lead

Asrelia: Enchant Copper

Babeester Gor: Enchant Copper, Enchant Iron

City Gods: varies with cult, usually none.

East Isles Gods: varies with cult, usually none.

Ernalda: Enchant Copper

Gorgorma: Enchant Iron

Humakt: Enchant Iron

Invisible God: sorcerous Enchant Iron

Kyger Litor: Enchant Lead

Lhankor Mhy: Enchant Iron

Lodril: Enchant Copper, Enchant Gold, Enchant Iron, Enchant Lead, Enchant Tin

Magasta: Enchant Quicksilver

Maran Gor: Enchant Iron

Mostal: all sorcerous Enchant (Metal) spells

Orlanth: Enchant Iron, Enchant Silver

Red Goddess: Enchant Iron and Enchant Silver from associate cults

River Gods: Enchant Quicksilver

Seven Mothers: Enchant Iron and Enchant Silver from associate cults

Storm Bull: Enchant Iron

Subere: Enchant Lead

Tsankth: Enchant Iron

Ty Kora Tek: Enchant Copper

Uleria: Enchant Silver

Wachaza: Enchant Iron, Enchant Quicksilver

Yelm: Enchant Gold, Enchant Iron

Yelmalio: Enchant Gold, Enchant Iron

Zorak Zoran: Enchant Lead

Blood of the Gods: Magical Crystals

JUST AS THE BONES of dead gods provided Glorantha with metal, the petrified blood of dead and wounded gods has provided magic crystals.

Baranwolf the Imposter, one of the most methodical and skilled investigators of Gloranthan geology, said it best. We include an excerpt from one of his most important reports. See the second boxed section.

RUNEQUEST RULES FOR CRYSTALS

Crystals are of two types: living or dead. Living crystals, often called Powered Crystals, have a POW of their own and must be attuned to be used. To attune a powered crystal, the individual matches his POW vs. the POW of the crystal in a concentrated effort taking almost a whole day. If he overcomes the crystal, it is attuned to him. If he fails to overcome the crystal, he suffers the serious losses of 1d3 POW, but can try again. As soon as a crystal is attuned, it glows. Unfortunately, it is normally only possible to be attuned to one powered crystal at a time. Shamans can use two such crystals by attuning one to their fetch.

A crystal can be unattuned at any time by the user by simply concentrating on it for a minute or so. Crystals are also unattuned immediately upon the death of their owner.

Dead crystals are much more numerous, with no intrinsic power of their own. These crystals can be used to store magic points for their user, in exactly the same manner as an ordinary magic point matrix. Each of these crystals has a limit to the magic points it can contain, normally figured by rolling 2d6+3, though both larger and smaller crystals can be found.

Gamemasters are urged to use the colorful names



used by most Gloranthans to describe these crystals, rather than the generic, function-defining terms popularized by the God Learners.

Also, feel free to make up special crystals for your own purposes. However, for those occasions when random determination replaces imagination, we provide this table.

Magic Crystal Table

Whenever a crystal is found, roll on the following table to determine its type. The POW in these crystals cannot be used directly. Instead, it serves to amplify and modify the magic powers of the user. Each crystal has its own specialized function.

MAGIC CRYSTAL TABLE

1d100	type of crystal
01-04	chaotic; roll twice and combine, using 1d20 to determine type
05-07	healing focusing; POW 1d6
08-09	sensitivity; POW 1d8
10-12	power enhancing; POW 1d3
13-14	spell reinforcing; POW 1d4
15-16	spell strengthening; POW 1d4
17-18	spell resisting; POW 1d4
19-20	spirit supporting; POW 1d6
21-25	flawed
26-30	combination: roll twice to find type
31-40	unpowered: roll 1d6 for magic point capacity
41-95	unpowered: roll 2d6+3 for magic point capacity
96-00	unpowered: roll 2d6 for magic point capacity; if doubles are rolled, add the result and roll again. Keep rolling till non-doubles are achieved.

Table Explanation:

CHAOTIC: these have benefits, but are cursed with the taint which is so hated by Storm Bulls.

Because chaos was so often fought these might occur most often, but do not. They usually pollute crystals of another type, and are recognized as something else.

names: Slime Stones, Evil Rocks, Thed Stones.

COMBINATION: roll twice and combine. Add the POWs to determine the total POW of the crystal for attunement, but treat the two POWs separately in figuring capability. Thus, a POW 4 sensitivity/POW 3 healing focusing crystal has a POW of 7 for attunement purposes, but only doubles 3 points of Healing and aids 4 detection spells.

In places where two types of deities fought these are most likely to appear.

names: usually misnamed as the type of stone which they obviously are, and then with a generic name tacked on (ie-Splinter Rock and Spell Reinforcing).

HEALING FOCUSING: these crystals double the effect of Healing spells cast by the attuned user. Thus, a 3 point Healing cures 6 points of damage at a cost of only 3 magic points. A crystal only doubles as many points of healing as its POW; i.e., a 3 point crystal cast with a 4 point Healing cures 7 points. Similarly, the crystal doubles the intensity of a sorcerous Treat Wounds spell and doubles the magic points used to boost a divine Heal Wounds spell.

These come from healing deities, especially Arroin, who was so continually damaged by the wars.

names: Arroin's Tears, Chalana's Blessings.

SENSITIVITY: these crystals make spirit magic detection spells free of any MP cost to cast. The user must know the spell he wishes to cast. The crystal can aid in the casting of such spells a number of times each day equal to its POW.

These are usually believed to be from storm gods.

names: Mhy Magic Is, Akim's Stone.

POWER ENHANCING: these double the effectiveness of variable strength spells (except for Healing) cast by the attuned user. Thus, a 2 point Bladesharp becomes a 4 point Bladesharp. The extra points do cost magic points to use, and the user can choose not to use this ability. The added points cannot surpass the POW of the crystal, so a 2 point crystal raises a 5 point Bladesharp to a value of 7, not 10. Roll 1d100 whenever a power-enhancing crystal is found; if the result is 01-10, it is sorcery-based, adding its effect to the Intensity of sorcery spells cast by the user instead of doubling spirit magic.

These are often believed to be from the gods of the storm pantheon.

names: Nipple Stone, Selfdrill, uncut Esrolian Ruby.

SPELL REINFORCING: adds the POW in the crystal to the MPs of the user when he uses an attack spell, increasing his chances of overcoming a defender's MPs. Thus, a character with 20 MP and a 4 point



crystal would attack as if he had 24 MP. These "extra" MPs cannot be drawn on to cast spells, and cannot be used to defend against a magical attack or spirit combat.

Zorak Zoran and his Legions of Death are said to have supplied the blood for these.

names: Smoke Rocks, Snake Crystals, Pakbaks.

for every MP used in a spell, this crystal boosts the spell by 1 up to its limit in POW. This is useful for penetrating defensive spells. Thus, a user with a POW 4 spell strengthening crystal could put 4 MP into a Disrupt, and get another 4 magic points for boosting. This does not drain MP from the crystal, which always retains its POW.

An Analysis of the Crystals of the Gods

Nochet Knowledge Temple Document 3902-392-51-BI.20

From the workbook of Baranwolf the Imposter, Slontos, 1203 S.T.

MANY POWERFUL BEINGS DIED in the Gods War, and many more beings were simply wounded so that they bled upon the earth, as we would. But the blood of gods is not like our blood, and it has left traces of itself behind.

I have seen some of these battles in my elf-dust visions, and the number of gods who fell is sometimes tremendous. When I saw the battle of Pornuthpananda, which created the moderately rich mines bronze of Lord Dekanayos, I counted 237 corpses before sleep dragged me home.

I have also witnessed Arrana Ovanich, the Flight of the Firebirds, and there I saw no corpses, although all the participants fought and bled profusely, especially the Long-runners and the followers of Lord Galaskol, who lay as dead for days on the battlefield of Iln before rising and departing.

I believe that the bloody battle of Veranich and Polarn took place in the Ramalian Mountains. As everyone knows, both the mines of Iln and the crystal fields of Ramalia are only moderately rich, proving to me that it requires a lot of the blood of the gods to make a crystal or vein of metal, and that those rich deposits must have marked some epic, mythic battle, now probably forgotten.

My analysis of the mining records at the crystal field indicates other facts whose details are too tedious to mention here. Instead I will state my conclusion and research findings:

The blood of the gods is made up of many different components, and the blood of all gods has something in common. Each god, or type of god, also has unique properties which give some of its blood crystals a special property.

Research confirms this theory. With the permission of our high priest, I took a selection of 25 crystals of varying size and appearance from our temple treasury. Accompanied by guards, I went into the market places of our capital and I asked all gem merchants, all magic merchants, all jewelers, and all scholars what they called

each stone, and what magic it possessed. I recorded all answers which were given to me, and calculated over 5000 responses. Most people did not know all the stones (only five people recognized the Falagian Diamond, and none of them correctly described its properties), and only a few were known by almost everyone (Second Wind, Selfdrill, and Gar Crystal). Sometimes people used similar language to describe a stone (Yelmalo's Toe Blood, and Suntos, for instance). Many people were dead wrong about most of the rocks (one adventurer-type knew nothing, and offered me an outrageous price for the Falagian Diamond), and often called anything they could not recognize a Truestone.

Findings:

1. Sometimes a single rock has several names.

The translucent quartz crystal, used to store magical energy, had the most names: Second Wind, Splinter Rock, Limbium, Gar Crystal, Orzy's Rock, Energy Canteen, Maldanian Quartz Crystal, Star Tip.

2. Sometimes different rocks have similar or identical properties.

The obsidian Nipple Stone, the red sandstone Selfdrill, and an uncut Esrolian Ruby all enhanced the effectiveness of most spirit spells cast through them.

Another example: Mhy Magic Is and Akim's Sense are both commonly used to describe the type of rock which makes magical detection and analysis simple.

3. Sometimes a single name is used to describe more than one rock.

Yelmalo's Toe Blood was used to describe three crystals: a granite rock crudely shaped like a bear, which enhanced a Light spell; another murky yellow quartz crystal which burst into flame hot enough to burn wet wood; and a third which was intended to be cast at broos to burn them.

4. Crystals seem to be of two types, depending on whether they are still alive and generate magical points on their own, or are dead, and must be fed. The living ones seem to resist usage and must be attuned, individually and only one at a time, to be used. My tentative conclusion is that the living crystals are from gods who still live, the majority from dead gods long forgotten in our world.



Yelm the Archer is believed to have supplied these, and an otherwise unknown deity called Barnab, Darnag, or Gargag.

names: Arrow Points, Barnablood (or Darnagblood, Gargagblood, etc.), Barnabshoot (Darnagshoot, etc.)

SPELL RESISTING: this is the opposite of the spell reinforcing crystal. It adds its POW to the magical defense of a character, adding its POW to the user's MPs to defending against attack spells only. It cannot be used for anything else, including defending against spirit magic.

These are believed to come from earth spirits.

names: Gatasave, Ernalda Tears.

SPIRIT SUPPORTING: like the spell resisting crystal, except that the crystal's POW is added to the user's MPs in spirit combat, for purposes of both attack and defense.

A curious belief holds that these are the fossilized souls of lonely widows.

names: Ghost Shields, Grandpa's Aid.

FLAWED: this may look like any other type of crystal, but has a twist or is otherwise unique. It might be impossible to attune, whatever its ostensible power, act as a power-decreasing crystal, or be impossible to unattune once attuned. A flawed crystal may not be wholly bad. It may drain 1d4 POW from the user and bestow a worthwhile power on him, or act as one of the other crystals described.

These are known to have come from Trickster, who certainly suffered his share of woundings.

names: Joke stones, Choke Stones, Smoke Stones; or another name, with the adjective Twisted (ie- Twisted Gatasave).

UNPOWERED: These are as described in the text.

These seem to have come from many different gods, yet exhibit the same characteristics.

names: Second Wind, Splinter Rock, Limbium, Gar Crystal, Orzy's Rock, Energy Canteen, Maldanian Quarts Crystal, Star Tip.

TRUESTONE AND ADAMANT

Two other magical minerals of great fame and power exist in Glorantha: truestone and adamant.

Truestone is the original Matter of the world — the essence of material reality. Some say that it is the body of Stone, the younger of the first-born twins, a child of Gata (Earth) and Acos (Law). Truestone is often described as "solidified Law."

Stone was a god, and he was the first mountain. Other stones, and other mountains, are inferior copies of Stone's primal being. Stone was once different, a living and vibrant being, but in the Gods War he was killed and all stone ever since is cold and hard. When he was killed, his great mountain, the Spike, exploded during the Greater Darkness, turning most of the Truestone to dust. Some significant fragments have remained, the largest of which is the Block, in Prax.

Truestone has many significant properties. It cannot be worked or shaped in any way, even by dwarfs. It has several appearances: like a red marble sphere, like an ovoid sandstone tear, or a jagged chip of flint.

Truestone can indefinitely store any divine magic which is cast into it. The first time that a truestone receives its spells, however, it is "set" and cannot take any but those spells. A fabled cleansing ritual is remembered in story, but not in practice. Another, which awakens a truestone so that it generates its own magic points and Power to empower its spells, requires such great intelligence that most humans could not cast it even if they knew how.

The Block, in Prax, is the best-known source for Truestone, and its value is uncountable. However, there is a permanent camp of Storm Bull worshippers there whose duty is to protect the Block and all its pieces from being taken away. Slaves scour the nearby country and marsh, collecting chips and pieces for the chief, who alone among them determines which pieces may be traded. They are usually quite stingy, but can be convinced. One trader, Biturian Varosh, found it easier to amuse and trick the Storm Bulls than to bargain with them, but this is not a reliable method.

Truestone Rules

When a character picks up a bit of Truestone, he immediately senses its nature and can cast any divine spells contained within once. Any physical contact



creates this knowledge. Cessation of contact, or casting a spell, eliminates knowledge necessary to cast the spell. However, the stone is still set in the shape of the stored spells, and only those spells can be recast into the stone.

Less than one out of a thousand Truestones is blank and contains no magic. The rest contain whatever spells the finder, or his temple, chose to put into the stone.

Filling a blank Truestone is a strange, compulsive task. The spells put into a Truestone must be cast in one uninterrupted burst. Once the burst has been interrupted or has ceased, the powers of the stone prevent further "filling." Blank truestones create a powerful urge on the part of the finder to fill their empty void, so most finders immediately cast all the divine magic they know into the stone, strike rank by strike rank.

However, if a finder is very strong-willed he can return the blank truestone to his temple, where initiates and priests of the temple can gather and, in one impressive effort, cast all their spells simultaneously into the stone. Of course, only as many priests as can touch the stone at the same time can cast their magic into it, so only the larger stones hold truly massive amounts of magic. Several famous temples have large truestones as part of their temple treasury, available in crisis for use by some lowly member of the temple hierarchy.

Spells found in Truestones are never random, but always represent a particular person (or group's) array of sacrificed-for divine magic. For example, a Truestone originally found by an elf might contain one use of Accelerate Growth, three uses of Arrow Trance, two uses of Plant Spy, and one use of Tanglethicket, for a total of 7 points of divine magic. This body of spells was what was available for casting by the finder at the time he found the blank Truestone.

Subsequent finders would only be able to "refill" the Truestone with this group of spells, regardless of their magical knowledge and power. Many truestones

of large size contain only puny magic as a result of this situation. And most Truestones filled with powerful magic are retained by the equally powerful owner and handed down from that person to his heirs or temple.

No beings tainted by Chaos can utilize Truestones. Those who attempt such an act against the power of Law are burned severely by their contact with the stone.

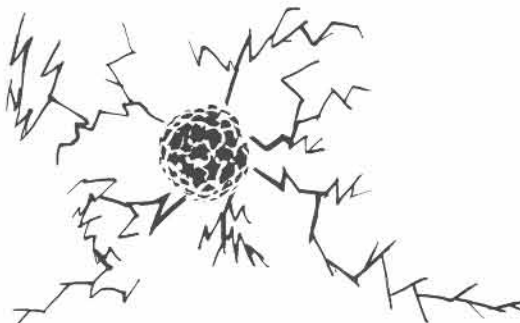
Truestones are not affected by Spirit or Sorcery magic. Legends state that some remarkable Truestone owners successfully projected deity-granted Heroquest abilities into their personal Truestones, but this has never been confirmed.

Secret for Gamemasters: Truestones permit gamemasters to grant their players one use of any body of divine magic. For example, if you need to have the party be able to impress a group of trolls, have them discover a Truestone once owned by a priest of the Troll pantheon.

Adamant

Adamant is refined truestone. As we can take iron ore and make iron, then steel, so could truestone be turned into adamant. All the divinities who could do this are now gone, though, and no one among mortal or gods can shape adamant any more. Anything made of adamant remains as it was made.

The best known adamant item was the Unbreakable Sword, once borne by Arkat the Liberator, which is sometimes said to be the One Sword of ancient mythology. Another is the Immortal Crown of Oronin, the Seven Shots of the Felster, which are statues of unknown deities intended to be cast by slings. Most of the other pieces are of unknown origin, but often exotic names and histories as people greedily fought for what they could never use. Most adamant is believed to be used as parts of the Dwarf Machine and, hence, unattainable.





THE SKY

THE SKY OF GLORANTHA is made of several huge domes covering the earth. The innermost domes, closest to the surface world, are transparent. The outer one is opaque, though pierced by star holes.

In the daytime the sky is ruled by Yelm, the sun god, and shines bright blue; only rarely are planets or stars visible. When Yelm descends to the Underworld out pours Xentha, Goddess of Night, with her resplendent cloak. The darkness is broken by thousands of tiny bright stars and punctuated by several prominent heavenly bodies. Most visible among the heavenly bodies are the Red Moon, a Fixed Body; Tolat, a red planet; Wagon, a planet; Lorion, a constellation; and Orlanth's Ring, a special phenomenon.

The sky dome rocks on a north-south axis. In summer it tilts north, exposing stars in the south which are invisible in the winter and sending the sun's path to the north of the center of the sky. In winter the dome rocks back, exposing northern stars and concealing the southern, and making the sun's path cross the sky south of the center. The God Learners believed that the sky spilled its "burningness" during its winter tilt, warming the southlands and making the Ocean of Fire there.

The dome also daily rotates counter-clockwise about its axis, as seen from below. This gives the impression that the stars move clockwise around the Pole Star each night.

CATEGORIES OF HEAVENLY BODIES

STARS

The stars are holes in the sky through which light leaks, becoming visible at night. They appear as pinpricks of light. They are fixed in place and appear to move only because the whole sky dome moves. Thousands dot the sky; many are clustered into constellations. Some especially important stars are:

Dark Spot

Dayzatar's Eye

One Night Wish

Pole Star

Youth

CONSTELLATIONS:

Some extraordinary star clusters are of recognized importance across the world. The most important among them are:

Arkat

Bad One

Draconis Stella

Hunt

Ice Palace

Lorion

Love Stars

Sword Stars

Tree

Whisperers

War Stars

Many other constellations are recognized locally, but not across the whole world. Several of the stars around the Red Moon, for instance, are said to be her Heroes.

On the star maps you will see the rotation of the constellations with the seasons.

JUMPERS

Some heavenly bodies seem to rise and fall in a limited part of the horizon. They are called Jumpers because they leap up, then fall down in the same area.

The Jumpers are:

Dawn Star

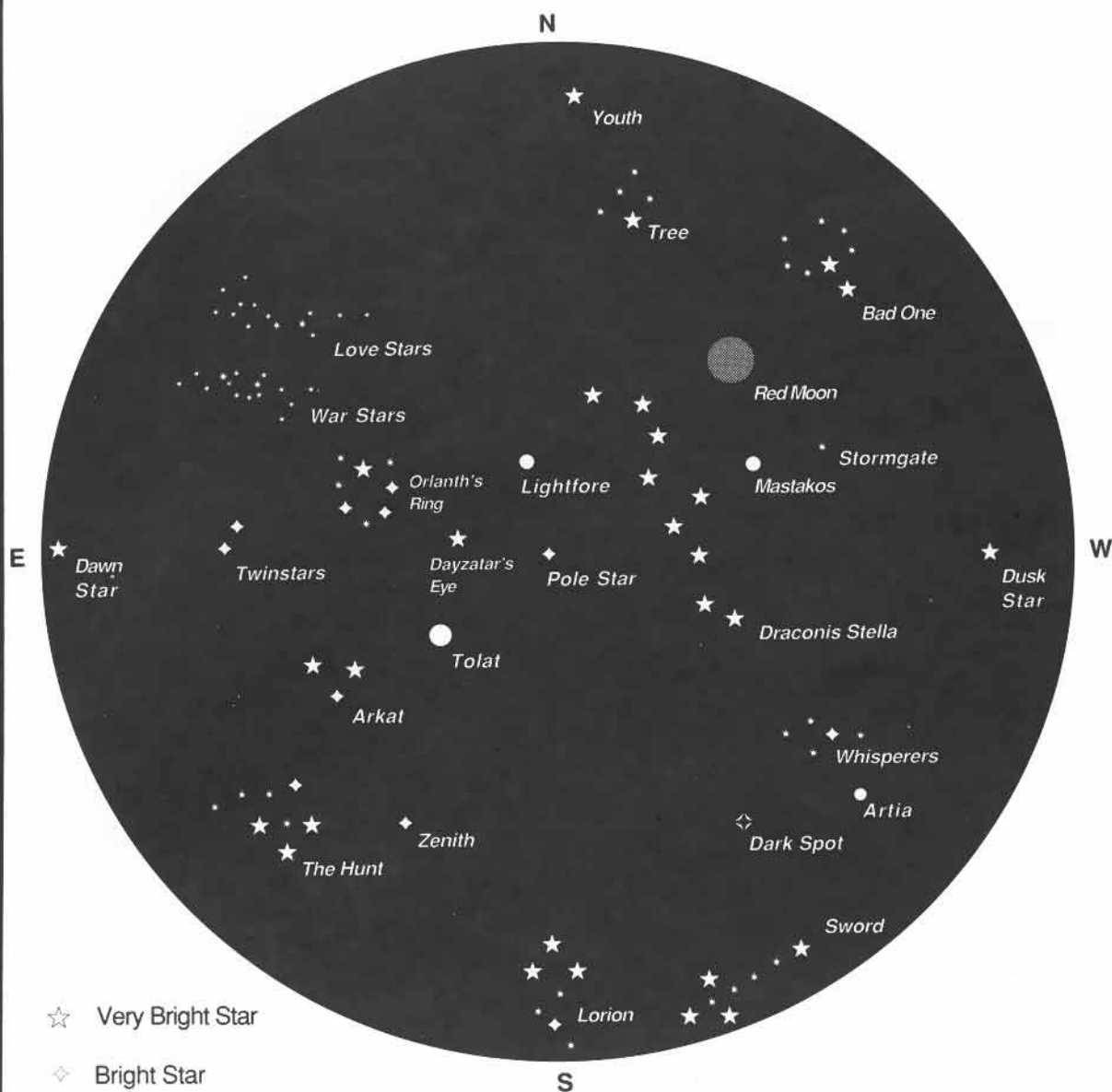
Dusk Star

Kalikos



THE SKY OF GLORANTHA: SUMMER, MIDNIGHT

—from the physical point of view of a merman lying on his back, head towards the north, in the center of Magasta's Pool. Many dim stars are eliminated for clarity.





PLANETS

Some heavenly bodies do not conform to the sky dome's regular movements. These are termed planets. Most of them travel east to west along one of two pathways, called Sunpath and Southpath. Except for Tolat, they are invisible in daytime, except quite near dawn or dusk.

The Sunpath Planets: The Sunpath covers precisely the same part of the sky which Yelm traverses in his daily travel. Lightfore marks it most prominently with his nightly passage. The four planets that travel the Sunpath are:

Lightfore

Mastakos

Moskalf

Wagon

The Southpath Planets: The Southpath is a regular, but highly mobile, pathway across the sky. Its eastern end, unmarked by any clear constellations, is called the Eastern Mouth, while the western place where the planets set is called the Dodging Gate. The meanings of these terms are unclear, but they are widespread and equivalent terms are found in many languages. The planets that travel the Southpath are:

Artia

Tolat

Twinstar

FIXED BODIES

Some celestial bodies do not move from their place in the sky and are called Fixed bodies. These include:

Red Moon

Zenith

Stormgate

SPECIAL PHENOMENA

Some heavenly bodies do not fit any other category, being special planets or constellations. They include:

Blue Moon

Jugger

Lonely Cry

Lost Rocks

Orlanth's Ring

Sky Storm

Sun

A LIST OF PROMINENT HEAVENLY BODIES

Arkat: This constellation became prominent at the beginning of the Second Age as Arkat prepared it to be the site of his retirement. Three stars, one of which blinks regularly, are visible around it, and several others are less so. This is still considered to be the residence of this First Age hero.

Artia: This tiny red light travels east to west along the Southpath both day and night and takes eight weeks to traverse the sky. It then disappears for another eight weeks. It cannot be seen in the sky for the two weeks of Theyalan Sacred Time.

Bad One: This constellation has many names in different regions, all of which connote something bad about this part of the sky and these stars in particular. The Theyalans, for instance, call it Ragnaglar's Remains, the Solar cultists call it the Demonic Scorpion, and the Doraddi call it Filth Which Flies.

Blue Moon: The Blue Moon is mentioned as a prominent heavenly body in many Godtime tales, but changed significantly before Time began. It climbs along the upper Sky Dome and is thus invisible to observers on earth. It takes one to six days to climb to the center of the sky, whereupon it plummets rapidly from Pole Star down through the center of Magasta's Pool. As it drops, it is sometimes visible as the Blue Streak. The moon then travels through the Underworld to the eastern sky and begins the ascent again. The Blue Moon commands the ocean tides. During its climb, the tides slowly creep up. When the moon falls through Magasta's Pool, the tides precipitously drop to their lowest point.

Dark Spot: One part of the sky is darker than night, like a hole in the heavens. Most people do not know of its origin and have conjured frightening tales of its creation. Among the Lunar Empire peoples it is



known to be the place where the star of Sheng Seleris used to be until extinguished by their emperor.

Dawn Star: This white star appears in the sky, increases radiance from dim to piercing bright, then vanishes, encompassed by the brighter sun. It sets in the east from whence it rose. It appears about three hours before dawn in the winter, and about six hours before dawn in the summer. In winter it sets about three hours after sunrise, and in summer about six. It is called Theya in most Genertelan languages.

Dayzatar's Eye: This star is one of the brightest in the heavens. It was once located where the Pole Star is, but has now shifted.

Draconis Stella: This constellation is the largest in the sky. Although it has several different names all of them refer to it as a draconic type of creature, and most of them agree that the green star in Orlanth's Ring was once part of this constellation. The Orlanthi have a popular myth of how their god conquered the Father and Mother of Dragons and left the remains in heaven.

Dusk Star: After the sun sets this star remains behind on the western horizon, its fiery blood-red glow fading after about three hours in the wintertime, and after about six hours in the summer. It does not appear to rise, presumably because the setting sun blocks it. In most Genertelan tongues it is called Rausa.

Hunt: The Hunt is a prominent constellation of eight stars. Most mythologies agree that this constellation had something to do with an ancient hunt, but do not agree on who the hunters were, what their prey was, nor which stars are which.

Ice Palace: This northern constellation is visible only in winter. Some people say it is Valind's palace. At midwinter it sits above the northern horizon, but is on the horizon in spring and fall, and invisible in summer.

Jugger: This planetary body has been seen to cross the sky along unusual paths which are far from following the normal east-to-west path of the sun and most planets. At times the Jugger disappears from the sky for as much as a century at a time. Since the origin of time astrologers have charted this grey planet and claim that it has, incredibly, crushed other stars and disrupted the passage of regular planets. One discredited, but wise, scholar said "This is the Juggernaut

of Heaven, and even Yelm fears it."

Kalikos: This star rises every night in the north-northwest and sets in the same place before sunrise. It rises the highest in winter, and is sometimes not visible in summer. Kalikos is a hero of many northern people, and is credited with ending the Great Winter of Godtime.

Lightfore: This prominent yellow body of light travels nightly from east to west exactly on Yelm's path. It rises when Yelm sinks and sets when Yelm rises. It is sometimes called the "little sun." Lightfore is the object of a hero cult worshipped by many people who fear the night.

Lonely Cry: On five nights a year this phenomenon might be visible, but its appearance is erratic. It looks like a band of lustral ribbons snaking skyward, slowly dissolving as they reach higher. Theyalans gave it this name, saying it is a god reaching out from his underworld prison for assistance which will never come. The Pamaltelans, on the other hand, call it The Kiss, and say it marks the site of a secret meeting between immortals which has long since been exposed.

Lorion: This special body is a bright constellation of nine stars which is visible year-round. New Year Day is marked when the sun rises exactly along it. In midsummer it sits low in the southern sky, partially obscured by the horizon, in fall it marks the western Dusk Gates, and in midwinter it sits high in the north, above the Ice Palace. Lorion is usually considered to be a water god and lord of the celestial river.

Lost Rocks: This is a cluster of lights, three of which are easily visible, which wander across the sky in an extremely erratic pattern. They rise and fall in no discernable pattern except that they always rise east of the north/south line, and set west of it. Once they rose and set within a few hours, just peeping up over the southernmost region, marking their shortest appearance. Their longest was in the Second Age when they rose from the north-northeast, wandered back and forth in the sky for seven years, then set in the north-northwest. Their time in the underworld is as erratic. The Orlanthi claim that this is the remains of Giant Ganvaktakarn, one of their god's ancient foes.

Love Stars: This cluster of stars includes hundreds of tiny lights but few bright ones. It appears as a smudge



in the sky, gradually thinning outward from a long central blur. Histipis the Star-seer said in the Second Age that two planets, invisible except to him, circled in that part of the sky. When they were close together within this region they generated the many stars as babies.

Mastakos: A blue body which crosses the sky in eight hours along the Sunpath, then rises immediately in the east again. How it skips its traverse of the Underworld is unknown, but the worshippers of Orlanth say it is the god of Movement.

Moskalf: This white planet travels the Sunpath in thirty one days, disappears for an equal length of time, then appears again in the east.

One Night Wish: This star appears only for a short time at midsummer, peeking shyly over the horizon. Many people have a tradition of making a wish upon this star, believing that it carries special messages to the gods.

Orlanth's Ring: Orlanth is one of the greatest deities in Glorantha. This constellation has seven orange stars and one prominent green star, called the Dragon's Head. It appears at the edge of the Middle Sky when it rises, never appearing in the Lower Sky. It takes one full week to travel upward along the sky dome into the Pole Star. Because it travels upward as the sky dome turns, when viewed from below the constellation traces a spiral air rune in the sky each week. It disappears for a week before appearing again.

Pole Star: This bright star is visible all night and briefly each day just before sunset and after dawn. The Pole Star only moves in a slow yearly wobble with the sky dome's tilt, and the other stars move in a circle around it. It is a stable reference point, marking the place where the Spike once pierced the sky dome. Worshippers of the sky gods consider Pole Star to be the leader of the sun god's army.

Red Moon: The red moon is unique because it never moves, day or night, from its place in the northwestern sky. Of all heavenly bodies, only it is also visible all day while the sun shines. Day and night the visible face of the moon is either bright red, black, or both. At full moon it is completely bright red. As its phases progress the red shrinks, replaced by darkness creeping around it. The crescent of darkness grows to cover

half the moon, then three quarters, until the last bit of light disappears. When black, the moon is visible in daytime, though not at night. It remains black for two days, when the red light creeps in again and grows to full. The entire cycle takes seven days and nights. However, this changes of phases is not the same across all Glorantha: while one place is experiencing a Crescent, another sees the Black Phase. The Red Moon is said to be the body of the goddess worshipped by the citizens of the Lunar Empire.

Sky Storm: The Sky Storm is a very unusual celestial phenomenon. At times, and no one has ever correctly prophesied or calculated the times, bursts of brilliant lights, scintillating clouds, and blinding color patterns appear to swirl and explode around the Pole Star, usually encompassing Dayzatar's Eye as well. The effect is usually its largest in the winter, at its least in the spring and autumn, and most common, but only moderately sized, in the summer.

Stormgate: This small star, often not visible to the naked eye, is a Fixed Body in the sky. From it emerges Orlanth's Ring when it begins its ascent.

Sun: Yelm daily rises from the Gate of the East, travels through the sky for about 12 hours, then disappears into the Western Gate and is gone for about 12 hours as he traverses the Underworld. In spring and autumn his path is roughly through the middle of the sky. In winter his path lies to the south, and the orb is visibly paler than usual. In summer his path is north of the Pole Star, and he is brighter than usual. Yelm is worshipped by many people.

Sword Stars: The Sword Stars form a constellation marking the edge between the Lower and Middle Heavens. They sit in the northern horizon, and in summer are on the horizon, but in winter are high in the sky. The barbarians of Genertela consider this to be the house of Humakt, their war god.

Tolat: This blood-red planet takes two weeks to traverse the sky along the Southpath, then spends two weeks in the underworld. It is the largest of the planets, and its round shape is quite discernable in the sky, even during the day. Many peoples claim it is propitious to make war while this planet is visible, while others claim it is propitious for begetting babies. The deity of this planet is the major deity for the Amazons of Trowjang Isle.



GLORANTHAN WEATHER

THE SECRETS OF Glorantha's climate and weather patterns are not known to most of its inhabitants.

Most people are familiar only with their own regional weather patterns and explanatory legends. Insularity, fatalism, and local superstitions often produce an attitude that makes any methodical analysis unpopular. The secret information given here, for instance, is derived from material written by the God Learners, who determined the facts only after two hundred years of study and record keeping. Because of its origins this theory is held suspect by most living people. In fact, it may be less correct than it was during the Second Age when it was compiled, because of the many permanent changes wrought by the God Learners' careless abuse of the cosmos.

Climate

Gloranthan climates are of mythic origin, and the gods still determine the patterns of the inner world.

Glorantha is cold in the north and hot in the south. This reflects the presence of two powers at the northern and southern edges of the inner world: Valind, God of Winter, to the north, and Pamalt, god of the south. As a result, the climates of Glorantha's continents vary; the southern continents are tropical, usually moist, and the northern regions are cold, and usually dry.

The presence of large bodies of water normally has a moderating effect on island or coastal climates, due to the power of Storm, which conquers water and uses it as a tool.

There is no equator or equatorial region in Glorantha. The most northern section of Glorantha is covered by vast glaciers. The most southern section of Glorantha is desert.

Weather

The powerful forces of two great Gloranthan deities, the wind of Orlanth and the rays of Yelm, the sun, determine seasonal changes in weather. Magical events also affect local weather significantly.

Note that the patterns of Glorantha's weather are variable. For instance, the area of the Doldrums is not always confined to the area described but may be larger or smaller; the winds may not always reach hurricane force in the area described; or the doldrums may take a longer or shorter period to traverse the region described. Given here are averages, but the nature of air is to be variable, and sometimes variances are wide.

Yelm

The effect of the sun is general and pervasive. Yelm's influence and health affects the temperature of Glorantha. Yelm was once Emperor of the Universe, a proud and powerful being. But he was cast down by Orlanth and the rebellious deities, and is now a weak version of his old self, a slave of Time, eternally suffering the wounds of the past.

When Yelm is strong again, the world is warm. His path across the sky is towards the north, he is a bright blinding gold, and summer covers the world.

When Yelm is weak it is winter, a wet, cold and shadowy season. His path is towards the south, he is a sickly pale yellow, and sometimes it has been so dim that stars were visible in the daytime.

Orlanth

Orlanth dominates the weather pattern. His "body" is a vast storm which moves across the surface of the world. The Orlanth storm rotates above the surface world in a huge clockwise wheel, and the winds grow



stronger farther from the cycle's center. In the exact center of the storm system, the air is still, but the position of the center moves about in a counter-clockwise motion, shifting the winds across the world.

For human purposes, especially sailing, three areas of the Orlanth storm are of importance: the doldrums, wind zone, and hurricane zone.

Within the doldrums only light air and breezes blow, increasing until gales and hurricanes regularly rage. Storm priests say that the wind continues to grow until it reaches infinite strength at the edge of the universe. Since no mortals have travelled so far from the Inner World of Glorantha, this is only philosophy, but it fits within the observed pattern.

The wind always blows in a clockwise direction about the center of the storm. Occasionally other storm gods interfere with this movement. Of importance are the Storm Bull Winds, which originate in the Genertelan Wastes, and the Dawn Winds, which originate in Vithela to the east, and the erratic Tornado.

Brastalos, the Goddess of the Doldrums

The doldrums are an area of windless calm which varies in size depending upon the season. The weak winds (Wind Strength 0-6 in *RuneQuest* terms) do not allow any sailing in head winds or half winds. During Storm Season, when Orlanth is most powerful, the doldrums are smallest. The goddess of the doldrums is Brastalos, but it does no good to sacrifice to her in the manner of other wind deities, for she never answers, but plots with Magasta to send sailors to the underworld.

Understanding the influence of the doldrums lends understanding of the ship types of Glorantha. For instance, the Maslo Sea, from whence originate the fleets of wandering sea merchants, is one of the regions most becalmed. Hence the natives rely little upon sails, and have developed the many-oared, double-hulled catamaran galleys.

Wind Zone

Wind strength grows as the observer's distance increases from the center of the doldrums, rising until the hurricane zone is reached at the outer edge of the circle. The usual Wind Strength for this region is from a Breeze (7) to Moderate Wind (24). Within this region most ships with a competent crew of sailors

never need to make Shiphandling rolls. (This presumes using the corrected Shiphandling rules: No roll need be made if the Seaworthiness of the craft is greater than or equal to the Wind Strength.)

Hurricane Zone

The Wind Strength in this zone is from 25 up, including everything greater than a Strong Wind. At this strength the wind troubles normal human pursuits like walking, talking, or even standing up. The greatest wind within the human inhabited area rarely gets greater than hurricane force. Normal ships cannot sail, buildings are blown flat, and people or horses can be blown away.

The Seasons

There are five seasons in Glorantha. Sea, Fire, Earth, and Dark season each have the characteristics of their runic association. The last and shortest season is known as Sacred Time. Weather follows a complex pattern during this brief period that is not fully understood.

Sea Season

Most of the ocean south of Magasta's Pool is within the doldrums at this time. Normal winds blow from east to west across Pamaltela, bringing warm rains from the Togaro Ocean. Warm rains fall on Slon, blown from the south.

Genertelan weather is more complex. Normal winds blow from west to east across its southern coasts, but hurricane winds blast the northern parts of the continent, as well as endangering Vormain and the eastern East Isles.

Storm Bull winds sometimes blow northwards from the Wastes at this time, bringing about the event called the Holy Turmoil in the Kingdom of Ignorance and eastern Pent. When the Storm Bull Winds blow strongly straight northward into the troll wastes it brings about an unusually rapid thaw called, in troll language, the Vile Thaws.

Fire Season

During Fire Season the doldrums move northward over Teleos, engulfing that island for the entire season. In Genertela the winds blow west to east, bringing rain to the western areas. The East Isles are regularly wetted by cloud-bearing winds from the north. In Pamaltela the Sikkanos Winds bring evil



vapors northward from the Nargan.

The Storm Bull Winds blow outward from the Wastes of Genertela, sometimes north, sometimes south, rarely eastward, bringing sand storms in the phenomenon called the Hot Storm.

Earth Season

Earth season is the time of the weakest winds, following the Gloranthan pattern of Earth overcoming Storm. The doldrums move from east to west along the southern coast of Genertela, eventually passing beyond the range of all land. This causes the winds in western Genertela to change direction: they blow north early in the season, south later. The East Isles are engulfed by the hurricane zone. Eastern Pamaltela is washed by typhoons as well, which continue to blow their warm rains across the plains.

The Storm Bull Winds, dry this season, again blow outward from the Wastes, usually in a northern or southern direction, occasionally eastward over the Shan Shan mountains.

Dark Season

The doldrums moves out of the human sphere during this season. Fierce typhoons and hurricanes cover all of the eastern half of the world, blowing from the north to the south. The range of the hurricanes gradually moves from east to west bringing the typhoons into Pamaltela, usually endangering Fonrit. They are called the Keraun Winds.

At the same time cold northern winds blow from the north. Those which blow off of the vast glacier are called the Valind Winds. The chill storms which blow southward along the western coasts of Genertela are called Yggs' Winds.

The Vithela Wind is strongest at this time, blowing from the east over the East Isles. Sometimes this negates the hurricanes, making the air over the East

Isles calm. Sometimes it contradicts the typhoons bringing the "dragon storms" which rage wildly, changing wind strength and direction in a rapid and erratic manner.

Storm Season

During this season the calm center is in the far western land of Luathela. Because of the location of the calm center, most winds in Glorantha blow from north to south during this season, gradually moving again to an easterly direction. They can usually reach hurricane strength. Fronela is blasted by snow hurricanes which only slowly lose their fierceness as they blow across the continent.

The Vithela Winds weaken during this season, making the East Isles more dangerous in the face of the typhoons.

In Genertela the Gagarth winds appear almost anyplace. These winds are often called "The Wild Hunt Storm" in the local language. This wind seems to defy all reason and rationale as to its direction, origin, and strength, doing great harm wherever it passes. Natives universally prefer the terrible, cold, strong, but regular winds of Orlanth over the purposefully destructive rage of Gagarth.

Sacred Time

"The Clearburst" is a phenomenon which occurs sometime during Sacred Time. The doldrums, which have shrunk to their smallest size, are usually located someplace west of Fonrit. During Sacred Time they begin to rapidly expand to a diameter of about 3000 kilometers, sweeping away the clouds ahead of it. This event sometimes takes days to occur or, rarely, a single day. The flight of the clouds before the clear sky is one of the most unusual sights of the northern Pamaltelan coastal region.



Appendix: Secrets of Heroquesting

HEROQUESTING IS A POWERFUL and rare Glorantha activity in which the participants leave the material world and enter the realm of legend and myth to interact with heroes and gods, gambling precious Life Force to gain miraculous powers.

The Inner World is the only place in Glorantha where the Life Force is generated on a grand scale, for there all of the gods and all of the powers touch in equal strength. The movement of the Life Force throughout the physical world, carefully following the Great Compromise, gives the gods of nature their energy.

Human beings, in their many kinds and colors, generate energy freely, and can affect the spiritual realm when energy is given in large enough quantities or in strategically placed locations. Some deities are even dependant upon this energy given by humans.

When human beings participate in a religious ceremony they expend energy and gain temporary benefits in perception and understanding of cult secrets. The depth of participation is based on a person's magical power and contact with the ceremony. In most ceremonies priest are endowed with preternatural senses, while initiates see the dramatic participants bathed in their divine splendor. During annual ceremonies for large gatherings an entire temple's ground might be transported to the Hero Plane, for all to witness the mythical acts which empowered the cult.

When an individual reaches a certain state of spiritual development he can exist independently on the Hero Plane. These men and women are potential candidates for Heroquesting.

During the First Age, such men and women could fulfill their potential only with the established cults. A considerable amount of cult secret activity is devoted towards defining their god's place in the mythic geography, and exploring nearby events and neighbors. Associated cults often share events and unimportant secrets, with each other, but in general every religion kept its experiences on the Hero Plane to themselves. Only a few Brithini claimed to Know Everything, and to record it in Zzabur's Blue Book, whose original is long lost beneath the Neliomi Sea. The few real fragments of this book found have proved alarmingly accurate, making most people glad that the rest is lost.

Arkat Chaosbane was the first individual to discover Heroquesting outside of a specific cult myth. He underwent several secret initiations (and excommunications) which gave him an unusual transcultural view of the secret world of legend. His personal experiences gave him clues which he followed, exploited, and taught to others. He finally established a cult which preserved the secrets of Heroquesting.

Arkat's heir, the Dark Empire, was a widespread, loosely organized body of city states, families, priest-hoods, and special interest groups. Upon his apotheosis in 500 the benefits and problems were divided among loyal lieutenants of the great, solitary superhero.

The activities of the Dark Empire qualified its adherents as a Malkioni heretics. A holy war destroyed the cult of Arkat, driving its followers underground. Though

the Arkat people attempted to destroy all their records in the Great Fire of Clarity, much of their knowledge and Heroquesting techniques passed into the hands of the God Learners.

The God Learners systematically explored the spirit plane, at the same time exploiting it without regard to its consciousness or purpose. In the centuries of their rule, they made substantial changes, even to the dreams of nations. At the time of their demise a poet wrote: "Too late, too late/ to save the dreams/ all lost forever down the Great Sink."

During most of the Third Age Heroquesting was considered evil, because the God Learners had been so enthusiastic about it. Cults purged themselves of unusual rites, denounced certain knowledge, and destroyed records. A general religious conservatism resulted in a stunted understanding of the religious experiences offered by each deity.

Only the Lunar Empire actively pursued the subject. The Pelorian mystical geography was almost virgin territory since the area was never actively part of the God Learner's conspiracy. The Red Goddess, an immortal orphan resurrected by ambitious mystics, opened her own way into the spirit world. The Lunar pantheon is largely made up of mortals who obtained divine status and replaced the Old Gods. The Lunar philosophy urges each person to seek their own Heroquest, and the highlights of their history are lit by individuals who combined material and spiritual success.

The processes of the Lunar Way seemed to contradict the Great Compromise, and in response the ancient gods of nature and time inspired many of their number to rebel against their hidebound cult authorities, and heroquest thoroughly, arming themselves to challenge the Red Goddess. The resultant battle of Castle Blue resulted in the acceptance of the Red Goddess into the world as a deity. It was like an amendment to the Great Compromise.

From then on, the forces of the Red Goddess expanded, always grating upon the anti-chaos sensitivities of the rest of the gods. Although the gods had been beaten into resignation, many humans did not accept the Red Goddess as natural. They felt cheated by the outcome and consciously sought to arm themselves as fully as possible for another fight rather than being summoned, almost unprepared, as they were before. They have been preparing Heroes.

Now, in the last years of the Third Age, the social and religious fabric of society is dissolving. Bold individuals are carving niches for themselves, some in this world and some in the spirit world, and some in both. They are learning to be Heroes.

Cosmic tensions have recently raised questions about the actions of the Red Goddess: she is so close to destroying Orlanth that the very fabric of the universe is threatened.

Prophets have predicted everywhere that a great spiritual battle is soon to take place, and that it will be preceded by many skirmishes. This time everyone is ready: the Hero Wars draw near.



Elder Races Book

The Avalon Hill Game Company

A Division of Monarch Avalon Inc.

4517 Harford Road, Baltimore, MD 21214



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Elder Races Book

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USING THIS BOOK

THE CULTURES of many of the nonhumans, or Elder Races, of Glorantha are ancient and more rich in subtlety than most human cultures of the world. Only with diligent study can one hope to come to an understanding of these strange beings. The following information is simply a general overview of the more important nonhumans, rather than a comprehensive statement on all nonhumans in Glorantha, many of whom are not well-understood at the present time.

Deluxe Edition *RuneQuest* and the *Gloranthan Bestiary* will be needed to fully use this book, and *Gods of Glorantha* will be required to create characters who are members of any of the major cults other than those given here.

THE MAJOR ELDER RACES

The dwarfs, elves, trolls, and dragonewts are the four most important Elder Races. The dragonewts are described in the Introduction to Glorantha book, in Deluxe Edition *RuneQuest*, and are not treated here. The other three races are given extensive treatment in this book. We include complete cult writeups for Mostal (the major dwarf deity), Aldrya (the major elf diety), and Kyger Litor (the major troll diety). Please note that the Mostal cult contains several new spells not found in *Gods of Glorantha*.

THE LESSER ELDER RACES

These creatures, while well-known, are too insignificant in terms of power or numbers to be considered of major importance by humanity (except for that portion of humanity living in close proximity to the creatures in question, of course.)

The most important of the lesser Elder Races are described here. The more obscure races are not, for reasons of space. Many odd races of nonhumans can be found in various corners of Glorantha, known only to locals and to scholars specializing in the lore of the Elder Races. Information on such beings may be found in *Gloranthan Bestiary*.

We have provided cult writeups for two of the most interesting deities of the lesser Elder Races: Cacodemon and the Cult of the Bloody Tusk.

THE SCENARIO OUTLINES

We have also provided a large number of scenario notes and outlines, each relating to a specific Elder Race. Some of the scenarios can be mixed or interleaved.





THE MOSTALI

MYTHOS & HISTORY

DWARF MYTHOLOGY is concerned with Mostal the Maker, a personification of the creative force of Construction. Mostal is the World Machine, the system by which the world works. Personifying this faceless system makes it easier for the dwarfs, and others, to understand dwarf history.

Mostal is the Maker. He made everything, or else taught others how to make them. His three greatest inventions, called by the dwarfs the Three Elders, were the first tool, Helper, also called Toolmaker; the Spike, the cosmic mountain which was the linchpin of the universe; and the Mostali, an intelligent race of beings.

Tools are the mark of the Mostali. Many races of Mostali existed, each related, yet different. All were made by Mostal or his children, and all were humanoid. All had the same mind and will.

First, Mostal worked crumbled rock in the First Container and worked it until the Rock Mostali emerged. The Rock Mostali aided their creator and sensitized his manipulation. They helped Mostal mold the Lead Mostali. The Lead Mostali were more sensitive yet, and helped their father form the Quicksilver Mostali, and so on until eight basic races were created. The original eight races (Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver, and Gold) comprise the Octagony of Ancient Minerals.

When Umath the Destroyer was born he began the ruin of the cosmos. Standing upon the Spike, he wrenched apart sky and earth. The bowl of the heavens, carefully placed and perfectly moving, was knocked ailt. The Machine was broken, its delicate mechanisms shattered. Though forces rallied to drive off the storm gods and reassert the Old Law, soon things got worse.

Death appeared, and the God War took a fatal turn. Elves slaughtered the Mostali, who marched innocently to their doom, still pathetically attempting to win contests with virtues or expert artisanship. High King Elf bore Death to the heart of the world, the

Spike, and there shattered the central shaft of the World Machine. There died Stone and the Three Elders of the Mostali. Other disasters came. Trolls poured out of secret passages, slaughtering and devouring faithful Mostali, wrecking their machinery and laboratories. They melted Mostali in their own pots and drank them.

In Council, the Octagony of Ancient Minerals fortified themselves against the growing troubles. Together, they created the Iron Mostali, whose occupation was to make tools of war. So fortified, the Mostali marched to battle. Iron was designed to burn the greatest enemies of the Mostali: trolls and elves. For war, they adapted tools — hammers and picks, as well as consciously imitating the most effective weapons they knew of — axes, like that with which the elves shattered Mostal; and swords, weapons of the air gods.

The Mostali were superior, but when destroyed were irreplaceable. As losses mounted and endless armies of foes continued to swarm the Octagony met again to create a new breed. This time, they sought quantity, not quality. They made the Tenth Container, the Clay Jar. From it clambered the many Clay Mostali — dwarfs. These are quite different from their predecessors — less magical, less intelligent, and generally inferior in every way. But they were numerous and eager to help. Some stayed on the Spike to help with further creation, but most were outfitted with tools of war, attired in iron, and sent to follow the Iron Mostali into war. Lastly the Octagony and the First Clay Dwarf applied their might to make the Diamondwarfs. They were endowed with diamond skills to be leaders of the dwarf race.

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

Many dwarfs (though few Mostali) survived this cosmic catastrophe. They survived at outposts and factories across the universe, working whenever



respite from the constant destruction could be found, slaving at the hopeless task of fixing the universe more quickly than it was being shattered. The dwarfs maintained strongholds throughout the God War. Some fell to chaos, others fell to other foes, but many survived. They wrought wonders, hammered out scattered parts of the Machine, and rejoiced when the Sun rose again, proof that their perseverance and piety had paid off. Thus they were inspired to maintain their iron discipline, working ever harder to complete the world's repair. They know that the God War is not over yet, for their perfect universe is not yet restored.

Since the start of time, and probably before, the united dwarf civilization has been ruled by an organization called the Decamony, which is similar to

the Octamony but has added Iron and Clay dwarfs to its number. Each region is, in turn, ruled by its own Conclave.

In the First Age dwarfs assisted in the creation of Nysalor, the Bright One. But as time went on, dwarf support waned, though many remained loyal to the Bright God. Dwarf fought dwarf in the devastation of the Gbaji Wars near the end of the age, weakening the race and preparing the way for the catastrophes of the Second Age.

In the early part of the Second Age many wars were fought against trolls and elves. The dwarfs maintained their ancient lands and citadels, but took heavy losses. Heresy became rampant. Internal difficulties finally burst into a grim civil war which settled nothing.

What the Foreman Told Me

DWARFS ARE ONE OF THE MOST PROMINENT Elder races. We have selected an iron dwarf from the Nidan Mountains as being typical of the type of dwarf most likely to be met by player characters.

The laconic manner of the captain is typical of the dwarfs.

Note that the young dwarf does not even ask about the difference between men and women, for he does not know of dwarf women; nor of their gods, for the dwarfs have no gods.

Who are you?

I am captain Iraskalobbi, commander of the Second Expeditionary Force of the Nidan Decamony.

Who are we?

We are the Second Expeditionary Force of the Nidan Decamony.

What makes us great?

We are Iron Dwarfs, the most powerful of all dwarfs, created by Mostal as the moving parts of the Doomsday Machine.

Where do we live?

We live in the Second Barracks, located in Level 1, section 24020-12 of Upper Mount Nida.

How do we live?

Perfectly, or not at all.

What is important in my life?

We are the military force of dwarfdom. We live to follow orders from above, and to work without mercy or fault in executing whatever orders of our leaders. We are the workers in iron, and the fighters and defenders.

Who rules us?

The Decamony rules us. They are the operators of the Cosmic Machine and the heirs of the Maker.

What makes a dwarf great?

To follow orders without question, to perfect his skills, and to live forever in the greater glory of the Machine.

What is evil?

All which is not dwarf is evil.

What is my lot in life?

You were cast in iron by Mostal the Maker to serve the Machine. Your fate is to work iron into weapons of war, and to use those weapons to execute the will of the Maker. Nothing else matters.

How do we deal with others?

With sword and spear, with missiles and bombs — that is how we deal with others.

Who are our enemies?

Everyone is our enemy who is not a dwarf, or who is not dwarf-made, or who is not a slave of the dwarfs and the Maker.

What is there to do around here?

You will work the bellows, beat on the red-hot iron, and pound it into enchanted tools. You will stand guard with vigilance, charge into the fray, and take the lives of our enemies. On your off time we care not what you do, as long as you wander not from the sound of the alarm and report any infraction of regulations to me.



ing and crippled the Nidan dwarf kingdom, the oldest and second-largest dwarf civilization in Glorantha. When the predatory God-Learners rose they looted dwarf kingdoms for their lore. By the end of the age, dwarfdom was the weakest it had ever been. Even so, dwarf machinations helped lead to the final doom of the God-Learners.

The rising of the Red Moon in the Third Age was cheered as a great sign prophesying that the ancient World Machine was, according to plan, being repaired. Dwarf unity was again secured, and the internal strife that characterized earlier ages was eliminated. Dwarfs now remain mostly quiescent. Individuals and messengers are sent forth, but the greater body of dwarfdom remains aloof. They wait in confidence, knowing that their great machine is slowly coming together, despite Time.

Dwarf Sub-Types

The term Mostali is now used mainly to refer to the original beings created by Mostal — the Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver, and Gold Mostali. The Iron, Clay, and Diamond races, formed without Mostal's assistance, are usually called dwarfs.

The primeval Mostali are nearly extinct. Some of the original types may be gone forever. Only a few Mostali are known to the outside world. A Quicksilver Mostali still survives in Dragon Pass, and several Lead Mostali are known to dwell in Slon. Today, Diamond and Iron dwarfs are, respectively, highly skilled dwarfs, and dwarf warriors armed and armored in iron. It is unknown whether this was always the case or whether there were once (or still are) true Mostali in these categories.

After the destruction of the Mostali, dwarfs maintained their best reproduction of the ancient system. Thus there are Rock dwarfs, Gold dwarfs, Copper dwarfs, and so forth, each carrying forth the tasks which the ancestral Mostali once performed. These classes are not ranks, and form no hierarchy, but most closely resemble job distinctions.

The classes are: Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver, Gold, and Iron. Usually counted as a separate class are the Diamondwarfs, who have reached perfection in their craft. Diamondwarfs are the pinnacle of dwarfdom, serving to replace the forever-lost Mostali. Each caste has its own

diamondwarfs, thus there are Iron Diamondwarfs, Gold Diamondwarfs, and so forth.

ROCK: They mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society and build cities and laboratories. They work in cement as well as stone.

LEAD: They invented plumbing, and later developed glassblowing. They work closely with the Quicksilver dwarfs. Lead dwarfs also specialize in making seals and wards to prevent entrance or to block off forbidden areas.

QUICKSILVER: They know the art of transmutation and the science of alchemy. They brew terrible compounds in their fuming labs, and know the secrets of gunpowder, medicine, and all forms of vitriol and potions. They also make the dwarf version of food. Although they use magic, they specialize in manipulating physical elements.

COPPER: They make tools, containers, and some weapons. The original Copper Mostali created the world's first coinage — clacks. One of their tasks is to manufacture the special magical conduits which purvey energy to all the parts of a dwarf factory.

TIN: They summon and control those useful creatures, gnomes. They create the semi-living constructs such as jolanti and nilmergs which work for the dwarfs in specialized tasks, hard labor, or harsh environments. They also manufacture replacement limbs and organs for crippled dwarfs, and the cans which store dwarf food.

BRASS: They are alloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of heating the forges and keeping the necessary heat channeled to appropriate spots and at the correct temperature for the job at hand.

SILVER: They are enchanters and sorcerers. All dwarfs learn sorcery appropriate to their caste, but these specialize in working with magic power. Some construct great enchantments taking centuries to complete. They say they made the Red Moon.

GOLD: They represent the mind of Mostal. They are teachers, and maintain the continuity of dwarf society



through correct education and indoctrination. They keep the lore of the dwarfs.

IRON: The blacksmiths of dwarfdom, devoted to the science of war. They forge armor and weapons, and also learn how to use the tools of war.

DESCRIPTION

Dwarfs are stocky humanoids from 60-140 cm tall (24 to 55 inches) and from 10-75 kg in weight (22 to 165 lbs). Average size is 45 kg in weight and 115 cm tall (100 lbs and 45 inches). Dwarf facial features are rather grotesque-looking to humans, but are not hideous or repulsive. Many, but not all, dwarfs are bearded.

Dwarfs have disproportionately short limbs and many are hunchbacked or otherwise distorted. These seeming deformities, far from hindering them, seem to make them better-suited to their cramped burrows and heavy labor. Their gnarled bodies have massive bones and are stout with twisted muscle. Pound for pound, dwarfs are the strongest and toughest of the Elder Races.

Dwarfs have a sense, unique to them, called "Earthsense". It is like long-distance touch, and permits them to sense heat, air pressure, and air currents with remarkable accuracy. They can maneuver in the dark using Earthsense, calculate their depth beneath the surface, sense moving objects, and even measure the size and shape of a cave system by simply standing in a corner of it and sensing the air currents. Thus, a dwarf can travel swiftly through an unfamiliar cave system, trusting his "feel" as to what tunnels lead where. In *RuneQuest* terms, long-range Earthsense is defined as Earthsense Scan, and close-range Earthsense is Earthsense Search.

Dwarfs have no family life, and no equivalent to marriage. They are manufactured at need rather than born. When a Conclave decides that more dwarfs in a particular class are needed, a special ritual is performed that creates what is required.

Sexuality is unknown to dwarfs, even though other races discern apparant genders among them. The very thought of biological reproduction is violently repulsive to dwarfs, and they keep their methods of reproduction secret, usually professing absolute ignorance on the subject (even if they do have knowledge.)

When it is time for new dwarfs to be made, the selected male and female dwarfs must report to the New Mud Laboratory where they are instructed in the use of their respective "mortar" and "pestle," and then sequestered to grind and grind away for about three weeks. What actually goes on is horrible to the dwarfs, and they may blank out their memories of it. At the end of this grisly experience they deliver a protodwarf module to the Quicksilver department.

The Quicksilver foreman places the module into an appropriate container (i.e. Leaden Pot, Quicksilver Alembic, etc.) to be finished. At the end of several years of brewing a young, adult dwarf is brought out, assigned a job, and sent to its supervisor for an eternity of labor. The precise time depends upon the type being made: 5 years for Rock Dwarfs, 6 for Lead Dwarfs, 7 for Quicksilver Dwarfs, on up to 14 for Iron Dwarfs.

Female dwarfs are much less common than males. The reasons for this are unclear, though they may be harder to create. They appear to be equal in status with the males, of no greater importance, and certainly no less.

Dwarfs that stay with the way of Mostal, even if heretic, never age nor die naturally, though they can be slain or killed by disease. However, Apostate dwarfs are subject to the unnatural force of death. They begin aging at varying rates that seem to be based on the overall physical and mental characteristics of the individual.

CULTURE

Dwarfs live in huge underground artificial cavern complexes hollowed out by Rock dwarfs. Dwarf cities are connected to one another by tunnels which are sometimes hundreds of miles long. The interior of dwarf caverns, by all accounts, are spacious and carefully formed. Walls are decorated with geometric patterns or grinning faces, while the floors may be polished stone or splendidly tiled.

Dwarfs manufacture their own food from elements they mine or refine. This food is stored in sealed tin containers until used and can be kept for decades without deteriorating. Dwarf food is nourishing to all species, but tastes loathsome to all except dwarfs. The secret of its creation is known only to the Quicksilver dwarfs.

The dwarf language, called Mostali, has been learned by many humans. All dwarfs and Mostali



speak this language, as do their artificial creations (those capable of speech, at least).

Dwarf names are simple, but often mystify humans. A dwarf may call himself by a title, such as the famous First Age dwarfs, Iron Diamond Voice and Long Ear. Such descriptive names always refer to the dwarf's occupation. Thus, Long Ear's title did not refer to a physical defect, but to the fact that his job was to spy on the activities of humans and other dwarf enemies. Some dwarfs are known by an actual name, such as Isidilian (the ruler of Greatway). Yet others have both name and title, such as Chark the Liberator or Angarko Golden Diamond.

SAMPLE DWARF TITLES: Anglesmith, Brightfitter, Chain Song, Gnomerob, Hammer Dance, Hollow Copper, Rock Hanger, Steamjack, Sword Maker, Wheeler.

SAMPLE DWARF NAMES: Asgrind, Fwordung, Gorfang, Hakator, Hefist, Jobfag, Swot, Throndbal, Vorkan, Werand.

LIFE

A dwarf is assigned a particular work period which he never changes. Between work periods, each dwarf rests or works in his own private niche. These chambers are often cut right into the side of the dwarf's laboratory or workshop, so that he is as near to his labors as possible. Each niche is carved by the owner, and may be quite elaborate, filled with the owner's handicraft. During their nonworking hours dwarfs usually engage in whatever handicraft they have taken as a hobby.

The dwarf system is not comparable to any human economic scheme. Each city is highly centralized; all decisions are made by the Conclave or Decamony. Each dwarf is assigned his task, and labors without question. Over the years, each dwarf accumulates the goods he needs and desires, including magic tools and unliving servitors. By human standards, every single dwarf is fabulously wealthy. Little of that wealth is ever seen aboveground, however — dwarfs traveling to the surface leave their goods behind, where it is safe and properly protected.

Dwarfs are cold, shrewd beings whose every action is predicated upon careful calculation. They are not artists, but artisans. Their finely-built construc-

tions and magic devices are all made by nameless crafters. Each dwarf has his own treasure hoard of jewels, precious metals, and rare goods which he keeps exclusively for his own use.

By human standards, dwarfs are colossally greedy and selfish. In turn, dwarfs find contemptible the human tendency to permit valuables to slip through their fingers. Trade is unnatural to dwarfs, though a few groups of dwarfs have attempted to imitate human mercantilism, notably at Bad Deal in the Nidan Mountains and Dalamdring in the Jrusteli Isles.

GOVERNMENT

Each dwarf city is ruled by a Conclave, with one or more members representing each of the Ten Minerals. All the Conclave's decisions must be unanimous, though much discussion may occur before a final decree is issued.

Each city's Conclave must answer to an overall ruling council called the Decamony, which claims sovereignty over all dwarfs. The Decamony is in two parts, one based in the Nidan Mountains, and the other at Slon. The Nidan Decamony rules all Genertelan dwarfs, while the Slon Decamony organizes the activities of Pamaltela and Jrustela. The two parts of the Decamony are in complete harmony, each ruling their part of the world in accordance with the good of the Machine.

RELATIONS WITH OTHER RACES

Dwarfs do not get along with any other intelligent race.

Trolls are an inferior underground species that competes with and eats dwarfs, causing great catastrophe. Since they delight in similar spaces trolls are considered to be a competing species.

Elves personify the wrongness which began the ruin of the cosmos. All elvish existence is based on Growing, a corrupt and false version of the dwarfs' own linchpin of reality. Elvish malignance has often stymied dwarf plans, as when they slew Mostal or assassinated the dwarf rulers of Dorastor in the First Age. Dwarf hatred for elves is innate — not a learned prejudice.



Humans are dishonest creatures with short lifespans and even shorter attention spans. They steal dwarf secrets, ransacking the salvage pile of dwarfish society. In short, dwarfs fear trolls, detest elves, and despise humans.

Chaos is also a serious problem, but it is an attack from without, not a corruption of the Machine from within. Thus, it must be defended against, not actively repaired.

WARFARE

Dwarfs avoid warfare if possible, preferring to let the other races annihilate each other. They feel that repair-

ing the World Machine will eventually remove the other races through natural means. However, they face reality and are willing to confront other species when necessary and use every method at their disposal.

Dwarf armies are always armed and armored with the best quality iron weapons. They are always superbly trained and disciplined. Many of them have acquired centuries of experience, even remembering battles fought before the God War. They prefer defense and try to draw their foes into their caves. When necessary the dwarfs march from their tunnels to participate in set battles or, less often, guerilla warfare. They seem to find comfort and courage in numbers.

Dwarf Weapons

Dwarf fighters are usually pictured with axes and hammers because they are loath to even show their best weaponry to outsiders who will covet them and even try to imitate them. However, their expertise extends far beyond the simple weapons which humans use.

Dwarfs make everything they use. For centuries, dwarfs living beneath the surface felt little need for missile weapons within their burrow. However, their unceasing conflicts with the other Elder Races showed them the terrifying power of the elf bow and troll slingstone. So, with typical dwarven craftsmanship they set out to make a useful missile weapon.

The result was the crossbow. It is the ideal dwarf missile weapon, having a flat trajectory rather than the arcing fire of bows and slings. It is perfect for corridors and defending dwarven cave complexes, as many invading elves and trolls have discovered.

The dwarf crossbow was quickly copied by men, though nobody had the expertise to copy the repeating mechanism which makes the dwarf light crossbow so devastating in combat. Perhaps this was because humans also used normal bows, which did nearly as much damage as light crossbows, and were much cheaper and faster firing. The craftsmen of the Nidan Decamony sought a new mechanism which would have the flat trajectory of the crossbow, but which would be preserved from human copying. The ancient secret of black powder was adopted for this purpose.

None but dwarfs know when black powder was discovered. Godtime elf and dwarf tales tell of raiding parties in dwarven caverns suddenly confronted with devastating explosions and deadly rains of rock and iron. The dwarfs kept this costly invention a dire secret, and never allowed it out of their tunnels until the proliferation of Openhandism in the First Age.

The dwarven musket appeared on the surface world

for the first time during the Gbaji wars, a tool of the Decamony as much against the Openhandist heretics of Greatway as against ancient and modern dwarven foes. Keeping firearms safely in dwarven hands has always been a major Decamonic obsession, and the Cannon Cult of Dragon Pass is a distinct source of orthodox Nidan paranoia.

Early Nidan muskets paralleled Earth-style models. First they used matchlocks, then the wheellock, then hit upon flintlocks. They have stuck with that mechanism for many centuries. The flintlock allows them to get off one shot every three melee rounds.

One of the problems with dwarf firearms is the great clouds of smoke that accompany every firing. However, the dwarfs have learned to use that as an advantage, making their powder smokier to act as a shield during reloading. In their own complexes they often use large mechanical fans to blow the smoke toward their attackers, so they can use the cover to advance to close quarters with their axes. This trick is best against humans and elves — troll darksense is not fooled by mere smoke.

Even before the invention of gunpowder, dwarfs were hard nuts to crack in their underground fortresses. Invaders were continually surprised by falling floors, spikes shooting from the floor, and sudden jets of burning oil or steam. Certain dwarf caves in volcanic regions used steam-powered cannon and lava rivers to let their enemies know they were in hot water.

Once black powder was invented, the dwarfs devised rolling disorder mini-kegs, adapted from bowling balls, which were placed in special corridors containing curving turns, and even carved grooves. The built-in, precision-timed fuses are a glory of dwarven craftsmanship.



Dwarfs usually use conventional weapons, but have been known to use weapons which are undreamed of by other races. In the Second Age they used devices called guns, and mustered an unbeatable regiment armed with pike and musket. The whimsical dwarf of Dragon Pass has rented out a battery of giant guns, called the Cannon Cult, on several occasions.

DWARF RELIGION

Dwarfs do not have a true religion. Instead, they follow the Way of Mostal. This path defines the universe for the majority of dwarfs everywhere. It gives them personal immortality at the expense of illusory freedom. Dwarfs that keep at their ancestral tasks, doing the things that dwarfs are meant to do, live forever — a powerful incentive to maintain this way of life.

Eventually the World Machine will be repaired and the Godtime will be restored. Every time a dwarf turns a screw or makes a tool, that glorious day draws nearer. When that happens all the many races of Glorantha will die or find their properly subservient place within the Machine, and the cosmos will work properly.

Good dwarfs never learn spirit magic or divine spells. They have many special sorcery spells which can be used to increase their skills' effectiveness synergistically. Each caste has its own spells, and each dwarf is taught those spells necessary to the performance of his job.

Dwarf Heresies and Apostasy

Variations from the way of Mostal, when they become divergent or threatening enough, are officially condemned by the Decamony, and are then titled heresies. These heresies run deep, and even the sternest dwarf citadel may contain dwarfs holding to one or another of the heresies.

More serious than heresy is apostasy (the abandonment of the dwarf way). Under this state of affairs, the way of Mostal is completely violated, for example by sacrificing permanent Power to a god other than Mostal. Apostate dwarfs become mortal. The Decamony does not condemn specific apostasies — the fallen state is obvious for all dwarfs to see. An Apostate dwarf is termed "broken."

INDIVIDUALISM: They believe that a single dwarf has inherent value outside his community. They go further, and claim that each dwarf has, or can have, an individual soul which retains identity after death, and does not turn into just another zap of energy. The implications of this struck later, when a number of formerly quite tame dwarfs decided to seek their own destiny and creativity.

Individualism was born in the Second Age, around

DWARF WEAPONS TABLE

Weapon	STR/DEX	Damage	AP	Enc	Range	Rate	Base %
Musket	11/10	2D10*	10	6	40m	1/3MR	5%
Pistol	11/12	2D6+2*	7	3	10m	1/2MR	5%
Bowling Ball	12/14	see below	2**	3	—	1/MR	5%
Cannon	crew	10D6	—	—	1000	1/10MR	5%

*Impales

**If AP exceeded, explodes

Musket: a smoothbore, two-handed flintlock firearm. The dwarfs of Nida like to use them in massed volleys down long corridors.

Pistol: the only firearm whose use by dwarfs can be remotely considered common. A one-handed smoothbore weapon of the same calibre as a musket.

Bowling Ball: Used strictly in defense of the dwarf caverns. Can travel 40m per melee round and explode usually precisely when its dwarf wielder desires. They contain a large amount of powder in a light casing, and most of the damage is done by the explosion. Unless a target is standing within a meter of where the bomb goes off, he will take little physical damage, but may well be stunned and knocked down. These side effects of the explosion can be deadly in a battle. Within 1 meter, the victim must make CONx5 or go unconscious for 25-CON melee rounds, and suffer 6D6 damage. Within 6 meters, he suffers 1D6 and must roll DEXx5 or fall down.

Disorder Keg: Similar in basic nature to the bowling balls, but of varying sizes and no fuses. Multiply damage and/or range according to the whim of the gamemaster.

Cannon: Crude, massive brass muzzle-loaders on wheels, pulled by blind cave oxen. Direct-fire-type war engines, firing gleaming, polished brass cannonballs. The human slaves of the Cannon Cult would die to a man or woman before letting anyone or thing other than the Dwarf of Dwarf Run examine the mechanisms. A particularly stupid human slave attempted to use a Disorder Keg as payload once.



700, founded by a dwarf later called Chark the Liberator. Chark had been alive before the Dawn, and the shock of the Openhandist heresy disturbed him to seek solace in the mysteries of Mostal. While probing in the depths of the earth, he met young Arkat. The combination of Arkat's knowledge, plus Chark's own seeking, brought him to the secret of his heresy.

Individualism soon found believers in most dwarf strongholds. In 850 the Nidan Decamony declared it to be a full and complete heresy, sparking off a war between the Decamony and the Openhandists, who seized the opportunity to weaken the Decamony. Individualism still survives, though it is not dominant anywhere. The communities over the centuries that adopted this belief have all become extinct. Some were purged in war with the Decamony. Some slipped from mere heresy into full dysfunction, losing the way of Mostal, and becoming mortal.

OCTAMONISM: They believe that the catastrophes which have beset dwarfdom since the Darkness were aggravated by the creation of the Iron Mostali and Clay dwarfs, and that if the Mostali had remained true to the primeval Octagony of Ancient Minerals, they could have weathered the ensuing disasters. They reject the warlike attitudes of the iron dwarfs and the elitism of the diamondwarfs.

Octamonism preaches that dwarfs must give up all contact with the outside world, even that of warfare. Dwarf salvation, to them, lies in tunneling ever deeper into the earth, until they are forgotten completely by the outside world. When trolls or elves infest a dwarf area, the "diseased" part must be walled off, excised, and abandoned.

The Octamonist heresy originated in the Nidan mountains in the last years of the First Age, with the final disasters of the Gbaji Wars. It enjoyed a flare of popularity across Glorantha during the early Second Age and doubtless contributed to dwarfish losses in the elf-troll wars of that era. Octamonism was never officially condemned as a Heresy, for with the wars it passed out of favor everywhere except in Diamond Mountain, in Teshnos, where iron was rare anyway. Still, believers remain in every dwarf city.

OPENHANDISM: "Openhandism" refers to the practice of open dealing and trading with humans or other races. Openhandists believe that non-dwarfs can and should assist in the rebuilding of the cosmos. Openhandists trade dwarf secrets and goods in return for the wealth and services of the outside world. This

"generosity" is only relative, of course, and even Openhandists insist on recompense for gifts. The small but influential Openhandist faction in Slon traps humans, trains them, and keeps them as slaves.

Conventional dwarfs argue that humans and other races can only find their part in the Machine after it has been repaired, and that teaching secrets to such beings can only prove disastrous in the long run.

Openhandism is the oldest known Mostali heresy. It was known before the Darkness, and some of the earliest acts of the Iron Mostali were to retrieve dwarf secrets from unworthy beings who misused them. Openhandism became rampant during the First Age, when dwarfs assisted in the construction of Osentalka. During the Second Age, troubles with humans caused Openhandism to wane rapidly in popularity. After long conflict, Openhandism became partially sanctioned by the Decamony. A dwarf may now believe in Openhandism without serious repercussions, but he may not spread those beliefs to others. In modern times, only one major dwarf stronghold — Greatway, near Dragon Pass — practices much Openhandism.

VEGETARIANISM: This heresy is native to Pamaltela. These dwarfs plant and tend gardens, using their crops as food and fuel to further their work. The use of elf powers in this manner is grossly shocking to most dwarfs who are convinced that it is the worst form of apostasy, even though the practitioners are not visibly aging.

DWARF SECRETS

Dwarfs operate the most technologically advanced civilization in Glorantha. They are able to make all manner of devices completely impossible to the rest of the world. Some of their creations have been stolen, such as crossbows and ironworking. Others are not yet revealed.

BLACK POWDER: Dwarfs have long known the secret of making an explosive black powder. In normal use, the substance is put into small wooden, stone, or metal containers known as "disorder kegs." In use, the keg is placed near the object slated for destruction. When properly placed, an Ignite spell is cast upon it. Dwarfs distribute kegs of differing power, and they



usually do not tell the purchasers how far away to stand when igniting the keg, and so everyone has heard stories of their inherent danger.

FIREARMS: Most dwarf cities know how to make black powder, which they utilize to make crude bombs. However, only the Nidan dwarfs possess the secret of manufacturing pistols and muskets, and actually fielded a musket and pike regiment during the Second Age wars. The famous Quicksilver Dwarf of Dragon Pass has managed to create working cannons. These are the only cannons and muskets in all Glorantha.

Possession of firearms by non-dwarfs is considered one of the greatest dangers to dwarfs, and whenever they have heard of such a thing they have always sent out Gobblers to repossess them.

REGIONS OF ORIGIN

Brass Mountains

Located in Peloria, in the Carmanian region of the Lunar Empire, the large city of Brass Mountain dwarfs have maintained a formal trading relationship with the humans ever since the arrival of the Carmanians centuries ago. The dwarfs have a strict limit to their trade and never negotiate the amount of brass they have to trade, or the price.

Curustus

Curustus is the largest, most mountainous of the Jrusteli Isles. The interior holds a profusion of dark valleys and brooding snow-covered peaks, several stunningly beautiful canyons, and a half dozen vast glaciers. Inside the mountains, beneath the wilderness, lives a large dwarf nation.

The dwarf council of Curustus is officially supervised by the Decamony of Slon. The dwarfs of Curustus keep no fleet themselves, although dwarf stone ships commonly travel from Slon to Curustus and back again.

The history of the Jrusteli Isles has relevance to the study of dwarfs. See the boxed section on the Jrusteli Isles.

Curustus: Places of Interest

Crandess (medium city): this human port thrives from

its small iron export business. The metal is gained by trading with Dalamgring, whose dwarfs want feathers from the Red and Green Toucan and the Majestic Queen's Parrot, both of which are native to the Pamaltelan jungle.

Dalamdring: this dwarf town on the surface of a mountainside on Curustus claims to be rebelling against the dwarfs under the mountains. No proof has ever been seen by the humans who visit there to trade for iron.

Zadeel: at this site the cliffside moves aside to reveal a huge cavern, into which sail the dwarf ships which visit the island. Then the cliff moves back again to keep out intruders and inclement weather.

Diamond Mountain

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

Dwarf Mine

Dwarf Mine is a small settlement of dwarfs in Dragon Pass, on the continent of Genertela. One of the friendliest dwarf leaders of the world lives here, a practitioner of Openhandism and Individualism. 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.

Gemborg

A sizable population of dwarfs inhabits the depths of the Bluesmoke Volcano in Caladrland. Their city, whose surface portions can be found on the south face of the volcano, is known as Gemborg, named after the famous gems the city specializes in. Caladrland is an unusual region of rough terrain and active volcanoes in Maniria, on the continent of Genertela.

Greatway (and Dwarf Hat)

A large population of dwarfs lives in the Rockwood Mountains between Dragon Pass and Balazar. They disdain to trade with Dragon Pass residents, but maintain some mercantile interests with the primitive Balazarings to the north. Greatway is the name of the dwarf settlement which is, as usual, mostly underground with several "cities" defending the surface entrances. Dwarf Hat is the name of a nearby tall



mountain with its own external city, but it is actually part of the underground Greatway.

Imther

These Pelorian mountains house a small dwarf settlement. They are very conservative, having suffered greatly during the old wars, and maintain trade with humans only through the ruling family of the Kingdom of Imther. This family has one remaining member, who is without descendants, and many people worry about the trade stopping when he dies.

Iron Mountains

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

Jord Mountains

The dwarfs of this range suffered terribly during the Elder Race Wars of the Second Age. It houses the largest group of dwarfs within or near the Lunar Empire. They trade with local merchants. Noastor is the name of their settlement.

Mari Mountains

In Pamaltela only a single significant dwarf settlement remains from the mythic days when a single range of steep mountains, thickly defended by dwarfs, covered all of this continent. The dwarfs have nearly withdrawn from all human contact, feeling that the residents are far too savage to benefit from such contact. The dwarfs here practice the unusual heresy of Vegetarianism.

Nidan Mountains

The Nidan Mountains stand between the lands of Fronela and Ralios. They are steep and high, creating a barrier impassable to most creatures. Their crests are snowy year around.

Beneath the large westernmost bulge of the Nidan Mountains is a powerful dwarf complex controlled by the Council of Nine who rule all True Dwarfs

everywhere. As with all dwarf nations, most of the settlement lies underground.

High Llama Pass is the only safe route over the Nidan Mountains to Ralios. Halfway through the pass is the citadel of Bad Deal, where dwarfs openly trade with humans. Bad Deal is one of the few places in the universe where dwarfs deign to trade with anyone from any race, including trolls or elves who are natural enemies. However, the name says it all, and the dwarfs charge exorbitant prices and never bargain.

Slon

Slon is a region of Glorantha little known to most beings. It is located in the southwestern corner of the world, west of Pamaltela. South of Slon lies a vast but little-known land whose explored coast is the wide marshland of Porlaso.

Slon has two parts, Inside and Outside the Wall. Inside, the land is dominated by one of the greatest dwarf civilizations of Glorantha. Many cities, connected by subterranean tunnels, are inhabited by dwarfs, while the land above is inhabited by slave humans. Outside the Wall, the countryside is infested by dinosaurs, runaway dwarf creations, and Hsunchen cavemen called Jaskali who worship and hunt dinosaurs.

Slon is a cool, foggy land with warm summers and winters. Gloomy forests of enormous dark trees fringe the coasts so that the human explorers of the Second Age thought it all to be jungle. However, the interior within the Wall is mostly mud and cracked hardpan, the inevitable result of long dwarf occupation.

Inside the Wall, Slon is ruled by the Slon Decamony.

The enslaved humans are directly supervised by the Gold dwarf hierarchy. Their food, shelter, and clothing are supplied by Gold dwarf overseers. Most of the humans consider themselves to have the same relationship with dwarfs as dwarfs have with Mostali. These humans plan for the day when they will no longer be part of the Gold dwarfs' stewardship, but will take their place alongside the dwarfs as fellow laborers on the World Machine. One band of humans, known as the Eleventh, seeks a human seat on the Decamony itself. So far the dwarfs have not suppressed the Eleventh, perhaps because these humans work harder than the others. The slave humans all speak only Mostali.

The visible army of Slon is led by Iron dwarf officers who command armies of well-trained human



infantry armored in fine plate and wielding heavy weapons. The army is purely defensive in nature. In ancient times they held the walls, and when those were breached, the walled cities of the surface. If a city was breached the dwarfs sealed it off and relied on the well-known dwarf talent for siege and counter-siege to keep out invaders.

The dwarfs have several huge, stone paddle-ships which regularly sail to Curustus, but have never ventured to other dwarf strongholds. These ships are heavily armed and nearly impervious to normal naval combat, but once holed they sink like rocks.

Within the Wall, most humans worship earth-based deities such as Lodril, Earthmaker, or Slona, goddess of the land. Humans belonging to the Eleventh worship no god, hoping thus to better prepare themselves for joining the Way of Mostal. So far, no human has managed to attain immortality in dwarf fashion, but the Eleventh believe it is only a matter of time.

Slon: Places of Interest

Glimdrung (large city): Only humans are present in the city streets, but they all swear that exactly twelve days' journey straight down from the black obelisk at city center lies the Decamony's amphitheater.

Ocolobor: the Frontier City. This is the major dwarf outpost in the uncivilized hinterland.

Torfang: Slon's major port. The famous clumsy dwarf ships are cast, forged, and cut here, and can be seen wallowing around the bay at all times.

The Wall: this enormous stone structure is hollow inside, with stairways, barracks, and mounted ballistae. It was built in ancient times to wall out the giants and their fierce dinosaur steeds. Now it also prevents the dwarfs' slaves from escaping to the wild.

DWARF CHARACTER GENERATION

In general, only an Apostate dwarf could possibly think of himself as an adventurer. However, a non-Apostate dwarf could be pushed into an adventure against his will, and could be an interesting character for an experienced *Runequest* player. Thus we offer

both Apostate and non-Apostate character generation in the system below.

Dwarfs are difficult to roleplay correctly. If you are running your first dwarf character, or just don't want to run a stupid, mechanical-brained Mostal, we recommend a dwarf from the Dwarf Mine area, where they believe in both Openhandism and Individualism. The behavior of these dwarfs is as close to the behavior of the typical adventurer as one can find in Glorantha.

Please be aware that dwarf character generation is very complicated, reflecting the intricacies of dwarf heresies and occupations. If you mind this sort of complexity, you probably will not be able to roleplay your dwarf very well.

Step 1: Determine Homeland.

Select a homeland from the Regions of Origin section above, or ask your gamemaster. Dwarf Mine is the normal homeland for player dwarfs.

Step 2: General Data

For Characteristics, Base Skills, and Cultural Weapons, see the *Runequest* Creatures Book. For Homeland, see Step 1. There are no dwarf clans. For Religion, see Step 3. For Occupation see Step 4.

Step 3: Determine Spiritual Practice

Spiritual practice determines many things in a dwarf's life, particularly occupation. If Apostate is rolled, use the Apostate Occupation section in Step 4. If any other heresy is rolled, use the Non-Apostate section in Step 4. Make sure you understand your heresy, if any.

1d100	heresy
01-10	Apostate
11-50	Orthodox Mostali
51-80	Mostali *
81-85	Openhandism
86-90	Octamonism
91-00	Individualism

* treat as "Vegetarianism" if from Pamaltela, or as "Openhandism" if from Genertela or Slon.



Step 4: Occupations and Previous Experience

Occupations are very different for Apostate and non-Apostate dwarfs.

APOSTATE OCCUPATIONS

Except for magic, occupations for Apostate dwarfs are as given in the *RuneQuest* Creatures Book. Roll on the table in that book for your Apostate dwarf's occupation. Apostates have the option to use spirit and divine magic as well as sorcery, unlike the non-Gloranthan dwarfs listed in *RuneQuest*. Use the human occupations referred to in the *RuneQuest* Creatures Book as written, but with a free choice of magic system. Apostate dwarfs may attempt to join any cult.

Previous Experience and Aging for Apostates: for previous experience, first determine your dwarf's age of maturity by rolling 2D6+3. Then determine years of previous experience by rolling 2D6.

Apostate dwarfs begin annual rolls on the Aging Table after they have been Apostate for a number of years equal to the total of their original rolled characteristics. Their age of maturity is not counted in this total, but previous experience is.

NON-APOSTATE OCCUPATIONS

Occupations for normal dwarfs are identical to their sub-type; rock, lead, etc. If your dwarf has a heresy, this may affect his occupation.

Magic for non-Apostates is entirely Sorcery. See the Mostal cult section below.

Mineral Lore and Smithing skills for orthodox Mostali dwarfs means almost exclusively the respective skills for their associated metals.

A note on the way of Mostal: good Mostali obtain POW gains at a steady rate (average: 1 point per 5 years), varying from one caste to the next. However, for most dwarfs this gain is not available for purposes of previous experience. The POW gains result from the mystical cycles of the world machine which is Mostal. As an important part of the sacred recycling process, the dwarfs of the different castes cast their Mostali Stabilization sorcery spells as planned by their overseers. Thus the POW gains are routinely used up. Only the Silver Dwarfs, as sorcerors by

profession, gain a net yearly POW increase usable by the character. Thus the mystical machinery turns round and round.

Non-Apostate Dwarf Occupations

1D100	Occupation
01-10	Brass Dwarf
11-30	Copper Dwarf
31	Gold Dwarf
32-38	Iron Dwarf
39-40	Iron Dwarf *
41-50	Lead Dwarf
51-60	Quicksilver Dwarf
61-65	Rock Dwarf
66-86	Rock Dwarf **
87-90	Silver Dwarf
91-00	Tin Dwarf

* treat as a roll of "Merchant Dwarf" if your heresy is Open-handism or Vegetarianism.

** treat as a roll of "Farmer Dwarf" if your heresy is Vegetarianism.

Previous Experience for Normal Dwarfs: Roll 3D6+initial age of maturity for your sub-type (given below) for purposes of previous experience. Non-Apostate dwarfs do not age.

Mostal Initial Ages

Rock	6
Lead	7
Quicksilver	8
Copper	9
Tin	10
Brass	11
Silver	12
Gold	13
Iron	14

BRASS DWARF: alloyists and metallurgists. Smithing x5, Dwarf Lore x2, Evaluate x6, Metal Lore x6, Mineral Lore x5, Read/Write Mostali x2, Conceal x1, Devise x5, Earth Scan x1, Earth Search x2. **MAGIC (Sorcery):** 1D3-1 spells at age 30, plus one additional spell per five years or fraction thereafter. Intensity x1 or Ceremony x1, Duration x1, Enchant x2, Spells x2. **EQUIPMENT:** Metallurgy tools, fine brass items worth 200 pennies.

COPPER DWARF: this artisan caste makes implements, useful utensils, and some weapons. Examples of Copper Dwarf craft might be clocks, locks, firearms, or steam engines. Smithing x6, Dwarf Lore x1, Evaluate x4, Metal Lore x3, Mineral Lore x3, Conceal x1, Devise x6, Earth Scan x3, Earth Search x3, 1H Hammer Attack x1. **MAGIC (Sorcery):** 1D3-1 spells at age 30, plus one additional spell per five years or fraction thereafter. Intensity x1 or Ceremony x1, Duration x3, Enchant x4, Spells x2. **EQUIPMENT:** Artisan's hammer, other smithing tools.

GOLD DWARF: a respected caste of teachers who keep the lore of the dwarfs. Orate x5, Speak Mostali x2, Smithing x2, Craft Gold x3, Dwarf Lore x5, Evaluate x4, Mineral Lore x3, Read/Write Mostali x3, Glorantha Lore x2, World Lore x1, Devise x1, Earth Scan x1, Earth Search x1. **MAGIC (Sorcery):** 1D3-1 Spells at age 30, plus one additional spell per



five years or fraction thereafter. Enchant x2, Intensity x2 or Ceremony x2, Duration x1, Spells x3. **EQUIPMENT:** magnifying glass, other fine tools. 3000 pennies worth of various dwarf goods, many of gold.

FARMER DWARF: only found among Vegetarian heretic dwarfs. Climb x1, Jump x1, Throw x1, Animal Lore x3, Craft Wood x1, Dwarf Lore x1, Evaluate x1, First Aid x2, Mineral Lore x5, Plant Lore x4, World Lore x3, Devise x2, Earth Scan x1, Earth Search x1, Listen x1, Visual Scan x2, Visual Search x1, 2H Weapon (Spear, Scythe, Flail, Maul) Attack and Parry x1. **MAGIC (Sorcery):** 1D3-1 spells at maturity, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1 or Summon x1, Duration x1, and spells x2 (allot the percentiles among known spells as desired). **EQUIPMENT:** 100 pennies in food, 20 pennies in coins, linen and wool clothing, knife, farm tools, one draft animal, sack, 50m rope, firemaker.

IRON DWARF: blacksmith dwarfs devoted to the arts of war. Craft Armor x3, Craft Weapon x3, Temper Iron x2, Forge Iron x2, Dwarf Lore x1, Evaluate x1, First Aid x1, Earth Scan x1, Earth Search x1, Visual Scan x1, Listen x1, Melee Weapon Attack x5 and Melee Weapon Parry x5, Missile Weapon Attack x4, Military Lore x5. **MAGIC (Sorcery):** 1D3-1 Spells at maturity plus one additional sorcery spell for each 5 years or fraction thereafter. He also receives Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1, Duration x1 and Spells x2 (allot the percentiles among known spells as desired). **EQUIPMENT:** 1H weapon, dwarf Medium Crossbow (repeating), crossbow bolts, heavy dwarf iron chain-mail suit (11 points), plate dwarf helm (12 points), linen and wool clothing, knife, sack, pack, water skin, can opener, war booty worth 200 pennies, 1D6 scars, 1D3 cans of "food".

LEAD DWARF: Creators of plumbing as well as glassblowing. Speak Mostali x1, Craft (Glass) x6, Plumbing x3, Alchemy x1, Dwarf Lore x1, Evaluate x1, Metal Lore x2, Mineral Lore x5, Swim x1, Devise x6, Earth Scan x3, Earth Search x3, Listen x3. **MAGIC (Sorcery):** 1D3-1 Spells at maturity plus one additional sorcery spell for each 5 years or fraction thereafter. He also receives Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1, Duration x1, and Spells x2 (allot the percentiles among known spells as desired). **EQUIPMENT:** adjustable crescent wrench, other tools, linen and wool clothing, tool box, 1D100 finely cast lead statuettes of dwarfs and other Gloranthan beings, each 25mm tall.

MERCHANT DWARF: only found among certain dwarf heresies. They deal with non-dwarfs (mostly humans) to obtain goods and services needed by their home citadel. Fast Talk x4, Smithing x2, Orate x2, Speak Mostali x3, Speak Other Language x3, Dwarf Lore x4, Human Lore x2, Evaluate x5, First Aid x1, Mineral Lore x3, Read/Write Mostali x2, Read/Write Other x2, World Lore x1, Devise x2, Visual

Search x1, 1H Hammer Attack x1, 1H Hammer Parry x1.

MAGIC (Sorcery): 1D3-1 Spells at maturity plus one additional sorcery spell for each 5 years or fraction thereafter. He also receives Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1 or Duration x1, and Spells x2 (allot the percentiles among known spells as desired). **EQUIPMENT:** Writing equipment, fine clothes, linen and wool clothing, complete suit of leather armor (2 points), 1H Hammer, knife, sack, can opener, comb, can of pomade for hair and beard.

QUICKSILVER DWARF: mysterious masters of alchemy, transmutation, and medicine. Fast Talk x1, Orate x3, Speak Mostali x2, Read/write Mostali x3, Alchemy x6, Craft Potion x3, Dwarf Lore x2, Evaluate x2, First Aid x3, Mineral Lore x4, Devise x2, Earth Scan x3, Earth Search x3, Listen x2. **MAGIC (Sorcery):** 1D3-1 Spells at maturity plus one additional sorcery spell for each 5 years or fraction thereafter. He also receives Intensity x1 or Ceremony x1 or World Lore x1, Enchant x1, Duration x1, and Spells x2 (allot the percentiles among known spells as desired). **EQUIPMENT:** Mortar and pestle, burner, writing equipment, failed experiment, 1D6 vials of odd smelling chemicals, 1D6 cans of "food".

ROCK DWARF: the builders of dwarf citadels and complexes. Climb x1, Jump x1, Earth Scan x2, Earth Search x2, Speak Mostali x2, Masonry x6, Architecture x3, Dwarf Lore x2, Evaluate x2, Mineral Lore x5, Read/Write Mostali x1, Devise x6, Visual Scan x1, Visual Search x1. **MAGIC (Sorcery):** 1D3-1 Spells at maturity plus one additional sorcery spell for each 5 years or fraction thereafter. He also receives Intensity x2 or Ceremony x2 or World Lore x2, Enchant x1, Duration x1, and Spells x2 (allot the percentiles among known spells as desired). **EQUIPMENT:** iron hard hat, folding telescope, writing equipment, 1D6 small rocks, linen and wool clothing.

SILVER DWARF: enchanters and sorcerers. Craft Silver x1. Craft Magic Item x2, Read/Write Mostali x2, Dwarf Lore x1, Glorantha Lore x1, Mineral Lore x3. **MAGIC (Sorcery):** 1D3-1 Spells at maturity, plus one additional sorcery spell, plus 1 point POW gain for each 5 years or fraction thereafter. Ceremony x3, Enchant x5, Summon x1, Duration x4, Intensity x4, Multispell x3, Range x3, Spells x7. **EQUIPMENT:** magnifying glass, sorcerous scrolls, other tools.

TIN DWARF: controllers of gnomes, animated statues and similar dwarf-made beings. Fast Talk x1, Craft Tin x2, Stonecarving x4, Dwarf Lore x2, Evaluate x4, Mineral Lore x6, Conceal x1, Devise x6, Earth Scan x1, Earth Search x2. **MAGIC (Sorcery):** 1D3-1 Spells at maturity plus one additional sorcery spell for each 5 years or fraction thereafter. He also receives Intensity x1 or Ceremony x1 or World Lore x1, Enchant x4, Summon x3, Duration x2, and Spells x3 (allot the percentiles among known spells as desired). **EQUIPMENT:** various tools, 200 pennies in dwarf goods, linen and wool clothing.



MOSTAL

I. MYTHOS AND HISTORY

MOST MODERN DWARFS believe that Mostal is simply a personification of natural forces. He is the World Machine, the system by which the world works, the complex of natural laws and slow evolution. He is an anthropomorphism, a tale for fooling children or humans. But personifying this faceless system through myth is useful for dwarfs as they attempt to understand and control the forces of the world.

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

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

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

There were many races of Mostali, each related, yet different. All were made by Mostal and his children, and all were humanoid. All had the same mind and will.

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

Then the Rock Mostali aided their creator and

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

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

And thus each of the eight basic races was made by a combination of the immediately preceding race and its father. The Fourth Container was the Copper Kettle, the Fifth Container was the Tin Dipper, and the Sixth Container was the Cauldron of Brass. The Pan of Silver is the Seventh, and the Ewer of Gold is the Eighth.

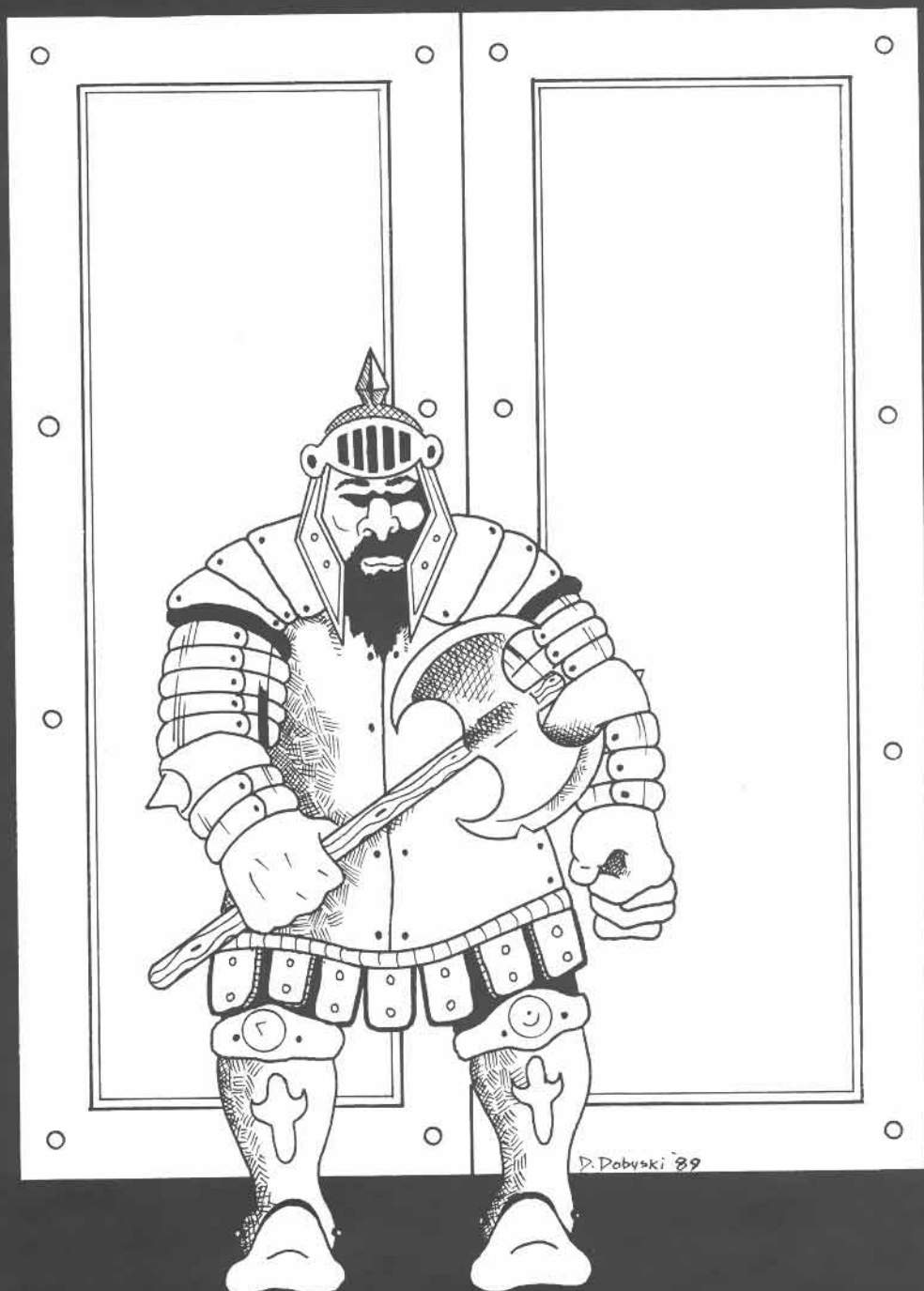
Each of these containers was closely guarded and studied by the first of the Mostali races which strode from each. These eight individuals are often thought of as the gods of their respective minerals.

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

The Mostali fought in many early contests, marching purposefully in the wake of Kargan Tor, the War God, or behind another of the Celestial Court. In those days battles were decided by moral fortitude, numerical superiority, or by champions engaging in a contest of their arts. In these struggles, the Mostali usually carried the day, for they had all those traits in plenty. They once engaged Vadrus, a storm god, in a contest pitting Quicksilver's changing ability against Vadrus's. Though the wind changed quickly, it could not come close to that range of mutations which Quicksilver imposed upon simple chemicals.

The Spike is the greatest creation of Mostal. The Spike is an edifice which he and his creatures built out of Truestone to house the Celestial Court. Mostal and his crew worked hard, and refined the living Truestone to become legendary Adamant. This was the pin

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A dwarf outer door guard.



that held the world together. The Spike, despite its vast size, intricate interior, and complex structure, had only a single minute flaw, where Ratslaff the Trickster tickled Mostal's nose, causing him to sneeze just as he struck a blow.

Mostal, though dead, is a greater god, the source of the Stasis Rune. He is also associated with the Runes of Law (possibly due to his creation of the Spike) and Earth.

II. CULT ECOLOGY

The majority of Gloranthan dwarfs follow the Way of Mostal. This path defines their universe. It gives them personal immortality at the expense of illusory freedom. Dwarfs that keep at their ancestral tasks, doing the things that dwarfs are meant to do, live forever — a powerful incentive to maintain this way of life.

Eventually the World Machine will be repaired and the godtime will be restored. Every time a dwarf turns a screw or makes a tool, that glorious day draws nearer. But it can only happen through the machinations of loyal dwarfs.

Dwarfs are not descendants of Grandfather Mortal. They never die naturally, so long as they keep to their ancestral mold. But they have no afterlife, either. Dwarfs know that after death their essence returns, mindless and void, back to the cosmic energy fields of Ty Kora Tek. They have no foolish respect for the clay left behind when a dwarf has died, and deal efficiently with corpses.

The way of Mostal is ubiquitous. A few defective colonies of dwarfs have forgotten the way or willfully practice false teachings. These colonies always eventually die out, for they have lost the secret of dwarf immortality.

Dwarfs have no special holy days — every day is a work day. However, at Sacred Time, their tasks are different, and the repair of the World Machine draws nearer than usual to completion.

III. THE CULT IN THE WORLD

The way of Mostal is not a "cult," but an entire socioeconomic complex. After the destruction of the

Mostali, dwarfs maintained the ancient system. Thus, there are Rock dwarfs, Gold dwarfs, Copper dwarfs, and so forth, each carrying forth the tasks which the ancestral Mostali once performed. These castes are not ranks, and form no hierarchy, more closely resembling job distinctions.

IV. THE DECAMONY

Each dwarf stronghold is ruled by a special council, with one or more members representing each of the Ten Minerals. These councils answer to an overall ruling council called the Decamony, also named after the ten minerals.

All dwarfs are considered to belong to the way of Mostal. When first made, a dwarf is assigned to a specific task, and he performs that task only, except during Sacred Time, when special tasks must be fulfilled.

The Rock dwarfs mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society and build cities and laboratories for the other castes. Rock dwarfs work in cement as well as pure stone.

The Lead dwarfs invented plumbing, and later developed glassblowing and making as well. They often work closely with the Quicksilver dwarfs. Lead dwarfs also specialize in making seals and wards to prevent entrance or to block off an area forever.

The Quicksilver dwarfs know the art of transmutation and the science of alchemy. They brew terrible compounds in their fuming labs, and know the secrets of gunpowder, medicine, acid, and all forms of vitriol and potions. Although they use magic, they specialize in manipulating physical elements.

The Copper dwarfs make implements, useful utensils, and some weapons. The original Copper Mostali created the first coinage used in the world — clacks. They produce tools and containers for all the castes, as well as their own. They create special magical conduits which purvey energy to all the parts of a dwarf factory.

Tin dwarfs summon and control those useful creatures, gnomes. They also create semi-living constructs such as jolanti and nilmergs which work for the dwarfs in specialized tasks, hard labor, or harsh en-



vironments. They also manufacture replacement limbs and organs for crippled dwarfs.

Brass dwarfs are alloyists and metallurgists. They create new metals from combinations of old ones. They are also in charge of heating the forges and keeping the necessary heat channeled to appropriate spots and at the correct temperature for the job at hand.

Silver dwarfs are enchanters and sorcerers. All dwarfs learn sorcery appropriate to their caste, but these specialize in creating magic items and working with magic power. They construct great spells that take years or centuries to complete.

Gold dwarfs are teachers and represent the mind of Mostal. They maintain the continuity of dwarf society through correct education and indoctrination. They keep the lore of the dwarfs.

Iron dwarfs, the blacksmiths, are devoted to the science of war. They forge armor and weapons, and also learn how to use the tools of war.

Each of the nine dwarf types learns their own special skills. These vary with the caste. A dwarf learns only those skills useful to his job.

Diamond is the tenth mineral, and the highest in caste. Dwarfs who achieve perfection in their tasks, and demonstrate stolid worthiness, attain the status of diamondwarf. See the Diamondwarf section below.

Good Mostali never learn spirit magic or divine spells. Dwarf magic is sorcery. They have many special spells, which increase their skills synergistically. Each caste has its own spells, and each dwarf is taught only those spells necessary to the performance of his job. These spells are never taught to outsiders.

V. SAMPLE MOSTALI SORCERY

Stabilize Masonry (Rock Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a section of worked stone. Each point of intensity allows it to affect 1 cubic meter of masonry, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected masonry maintains its position, no matter how top-heavy or unbalanced it is.

Stabilize Glass (Lead Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon an object made of glass. Each point of intensity allows it to affect 1 ENC of glass, of any shape. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected glass has 6 armor points, and can thus more readily survive being dropped, crushed, or otherwise abused.

Stabilize Potion (Quicksilver Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon an alchemical potion. Each point of intensity allows it to affect 1 liter of potion. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected potion remains fresh and unspoiled, regardless of the vicissitudes of time, temperature, or weather.

Stabilize Magic Point Matrix (Copper Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon any magic point matrix enchantment. Each point of intensity allows it to affect 1 point of magic point holding. The entire matrix must be affected by the intensity or this spell has no effect. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected matrix is considered to contain a POW equal to its magic points storage capacity, and regenerates magic points at the normal rate for its POW. The spell is obviously useless unless duration is increased to an extent that magic point regeneration can take place.

Forge Jolanti (Tin Dwarfs)

ritual Enchantment

This is one of the spells used in the creation of Jolanti. First the Jolanti's form must be carved out of rock. This is usually done by rock dwarfs.



Stabilize Life (Tin Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon any living thing. Each point of intensity allows it to affect one SIZ point. All SIZ points of a given target must be affected by the intensity or this spell has no effect (elementals are considered to have a SIZ equal to their hit points). When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected being will follow its enchanter's orders explicitly.

Produce Flame (Brass Dwarfs)

ranged, active, duration 1 melee round

Creates a flame on the targeted object which, if flammable, may catch fire. Each 12 points of intensity creates 1D6 of heat intensity. Each point of duration used with Produce Flame doubles the duration of the spell. Hence, duration 1 causes it to last 2 melee rounds; duration 2 gives 4 melee rounds, and so forth. If a living creature is targeted, the hit location affected is chosen by the caster.

Stabilize Heat (Brass Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a fire. Each point of intensity allows it to affect either 1D6 of heat intensity or 1 cubic meter of fire volume. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected fire remains hot, does not die out of its own accord, and does not run out of fuel. It can still be extinguished.

Stabilize Magic (Silver Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a spell which is currently in effect. Each point of intensity allows it to affect 1 spell point. Two points of intensity allow it to affect 1 point of divine magic. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of Stabilize Magic, the affected spell may not be dispelled, any more than an enchantment may be dispelled.

Store Sorcery (Silver Dwarfs)

ritual Enchantment

This enchantment is Multispelled with the spell it is intended to affect, which must be a non-ritual spell. Both spells are simultaneously cast into an unliving object — usually something small and portable. Store Sorcery costs 1 POW, in addition to the magic points used in casting its chosen companion spell.

The stored spell is held in the enchanted object, ready for use. To use it, a being need only grasp the object and state that he is activating the spell. He must also designate a target for the spell, if appropriate. The spell operates automatically, and the user need not know any sorcery. Once it is used, the entire enchantment dissipates.

Stabilize Mind (Gold Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a person. Each point of intensity allows it to affect 1 INT point. The target's entire INT must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected person requires only half the normal time to learn from research or training or to learn new sorcery.

Fend Blow (Iron Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a piece of armor sufficient to cover one hit location. Each point of intensity allows it to affect 1 armor point of the armor. The piece's entire armor points must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points expended.

For the duration of the spell, the affected armor's points protect against critical as well as normal hits and impales.



Stabilize Weapon (Iron Dwarfs)

ritual Enchantment, temporal

This enchantment is cast upon a weapon. Each point of intensity allows it to affect 1 armor point worth of the weapon. The target's entire armor points must be affected for this enchantment to be useful. When the spell duration expires, the enchantment ends. Each time this ritual is performed, the user expends 1 POW in addition to the magic points used.

For the duration of the spell, the affected weapon is immune to damage. Damage higher than the weapon's armor points still harms the wielder normally, but the weapon armor points do not decrease.

VI. DIAMONDWARFS

Diamondwarfs have reached perfection in their craft. They are the pinnacle of dwarfdom and serve to replace the forever-lost Mostali. Each caste has its own diamondwarfs, thus there are iron diamondwarfs, golden diamondwarfs, and so forth.

To become a diamondwarf, a dwarf must have attained 2000% in each of nine skills basic to his work category. This generally takes around 700 years of steady, faithful service.

Diamondwarfs lose their status (though not their skills) if they abandon the way of Mostal. Most dwarfs that apostatize do so long before they have reached the perfection and oneness with the Machine required of a diamondwarf.

Diamondwarfs gain access to five special powers (varying with caste) which they can use at will.

HAND TOOL: changes the limbs in form and consistency to do the finest work needed. Unbreakable wedges and hammers grow on the limbs of masons. Jewelers gain fine tweezers and snippers on fingertips, while glassblowers gain hollow tubes on their fingertips, which they can turn and move with facility. Blacksmiths replace mere hands with hammer and tongs.

HEAT: increases the temperature of the appropriate substance a needed amount. For instance, the stonemasons make their wedges swell and split rock. A glassmaker turns sand into glass, and a silversmith heats his silver to malleability. The temperatures for these tasks are exactly as needed for the appropriate volume of material, and vary with caste.

MEASURE: permits the dwarf to precisely gauge size and dimensions. Stonemasons reach around a rock and their fingers extend to compass a huge block. Copperworkers can use their enspelled digits to measure gears to fit screws, calibrate spring tension, and work pulleys. Blacksmiths can fit armor to a man like fine clothing.

MELT: turns any solid object except adamant or trues-tone into molten liquid, as long as it is within a special container. This spell is exactly the same for all castes — only the size of the different containers vary.

WEIGH: another class-variable power, calibrated to the special needs of the caste. Stonemasons weigh kilotons, goldsmiths grams, and alchemists liters.





THE ALDRYAMI

MYTHOS & HISTORY

ELVES FOSTER the Plant Mythos, a belief similar in concept to the Animal Mythos and a Human Mythos. It is broad, wide-ranging, and full of deep philosophies quite beyond the normal beliefs of humans. However, its general outlines are clear.

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

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

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

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

to Dorastor where elves gradually took control, after eliminating dwarf rivals.

During this period, vile racial wars broke out between elf types. The green elves had been leaders since the end of the Gods War. Now, in lowland Genertela, the brown elves began to contest with them. In Pamaltela, the yellow elves thrust back the conifer forests to the bleak mountains. The forests of Jolar were destroyed through inter-elf rivalry. These wars went on for the early part of the First Age, known afterwards among elves as "Aldrya's Woe." In the last part of the age, the Gbaji Wars crippled elf power in Genertela.

In the early Second Age, the Genertelan elves were assailed by trolls and dwarfs, and more strife ensued, further weakening the elves. However, in Pamaltela the mighty Errinoru elf dynasty arose to unify the entire jungle. Near the end of the Second Age, the Errinoru empire temporarily restored woodlands over parts of Jolar. But at the end of the age, the Errinoru leaders were destroyed by a new type of insect.

The elves of Pamaltela have yet to recover from the extinction of the House of Errinoru. Currently, elves are sorely beset by humans. In Genertela, the Lunar Empire expands apace. It has already burned two healthy forests to the ground. In Pamaltela, Fonrit, an old enemy, has gained prominence.

ELF SUB-TYPES

"Aldryami" embraces several humanoid races, all claiming kinship with plants. The many types of Aldryami differ as much from each other as humans do from trolls and newtlings. "Aldryami", in fact, refers to an entire range of creatures which can be compared to "animals" in its comprehensiveness.

All Aldryami share certain traits. Most significant is the size relationship. In general, the larger a plant, the larger its Aldryami counterpart. A human-sized elf requires normal-sized trees for support. The God-learners once estimated that it took a square kilometer of moderate forest to produce four brown elves. All



Aldryami tend their immobile plant kin, caring for them and cooperating with others of their type. Aldryami come in various types, dependent upon the type of forest in which they are found.

Humans use a color-based nomenclature to distinguish between elf types — the origin of this habit is unknown.

BLACK ELVES (Voralans)

The black elves are not true descendants of Flamal, being related to fungus rather than true plants. They are classified as creatures of darkness, and are often found living near trolls. Even so, they have a cultural affinity with other elves, who also care for their rooted kindred, and may hide refugee elves from their troll friends.

Black elves are about 125 cm (4'1") tall and 30 kg (65 lbs) in weight. They are slim and delicate, with no body hair, and sometimes possess swollen craniums. Their skin is a smooth dusty gray and they have no fingernails or toenails. Black elves are hermaphrodites, but only rarely reproduce. Each birth results in a large number of near-identical siblings, who receive a lifelong telepathic link with one another. Little is known about the life history or culture of black elves.

Black elves make weird and wonderful mushroom

drinks, salves, and other potions. They worship the goddess Mee Voral.

Black elves are not really Aldryami. They are further described under the Lesser Elder Races chapter.

BLUE ELVES (Murthoi)

Blue elves live underwater, and die when taken out of the water. They tend submarine forests of seaweed, and feel an affinity for their distantly-related cousins, the land elves. One type of blue elf lives in freshwater bodies. Some colonies thrive in the open sea, amid floating colonies of seaweed hundreds of miles from land.

The upper bodies of blue elves somewhat resemble that of ordinary elves, though their skin is pale purplish red, and they have weird, unblinking eyes. Their hair is violet. Their bodies taper off into a long thin tail, which they vibrate to move themselves through the water. Little is known of the reproduction patterns or life cycles of blue elves. They worship the sea goddess Murthdrya.

RED ELVES (Slorifings)

Red elves were the first great dynasty of the plant world. They are the relatives of ferns and spore-bear-

What the Wood Priestess Told Me

THE ELVES ARE the most significant part of the Aldryami for interacting with the outside world. They are the most intelligent, most mobile, and most likely to interact with outsiders. We have chosen the statement of a young male Mreli, or brown elf, since they are the most numerous. He is of the Alder clan.

We have also chosen to forgo the poetic speaking style of the elves in favor of clarity.

Who are you?

I am a child of Gata, called Sweet Voice of the Alder, Wood Priestess of the Alder Grove of the River of the Rainbow Trout.

Who are we?

We are the chosen of Creation, the

Children of Aldrya. We are the Mreli, the Grown and Walking Ones of the grove, guardians and tenders of the life of Aldrya in this realm.

What makes us great?

We are the offspring of Aldrya. We are the keepers of Life.

Where do we live?

This is our realm: the great forest. Where the trees stand is our home.

How do we live?

We live in the bounty of Aldrya, Creatrix and Giver of Life. We are one with her, one in her, and one outside of her. She gives us everything, and she takes us back to her womb when we are tired.

What is important to us?

The Forest is important — nothing else can match that. We live to maintain the woods, and all things within its protection. Your life was given so you can protect the trees and growing things.

Who rules us?

The Council of Elders rules us. We have eight members who decide for us there: the Great Tree, the High King Elf, the Elder Sister, the Gardener, the Lightson, the Voice of Mother Earth, the Keeper of Beasts, and He We Name Not.

What makes an elf great?

To fulfil our destiny with Aldrya makes us great. We are born to learn, we wake and dance our lives,



ing plants. They are the most varied of the Aldryami, and many types are not even humanoid. For this reason they are often referred to as goblins. All Slorifings have several things in common. All members of a single species share the same social function in their complex swamp life. Also, no species has any females in their number, but rely instead upon the good graces of a type of being called Olarians (love nymphs, daughters of Uleria and Aldrya) whom they worship. After a successful worship the fortunate Slorifing buries himself for eternal sleep. Upon his grave sprouts a spore-bearing plant.

Two types of red elves are described in the *Glorantha Bestiary*: the Orveltor, and the Scythanni.

TRUE ELVES (Mreli, Vronkai, and Embyli)

The brown, green, and yellow elves are by far the best-known, most numerous, and most important elves. The remainder of this essay is concerned primarily with these elf types, and all comments apply only to them, unless stated otherwise.

ELVES: All true Aldryami include a good-sized highly intelligent form: the classic elves. Slight of frame, quick, and intelligent, the elves of Glorantha are a race

coupled to trees. They are quite shy outside of their protective forests. Among their trees, elves are supreme, living in complete harmony with their environment. The elves view themselves as caretakers of the forest, and their activities are directed towards that end, ever ready to clear up an outbreak of giant aphids, an incursion of human loggers, or landclearing farmers.

Some types of elves are found only in myth, legend, and rumor. White elves are said to have lived long ago, but disappeared in the Gods War. Fire Elves are said to still reside in the realm of fire which is south of Pamaltela, but their lifecycle must be far outside nature for they are unknown even to elves, who naturally fear fire. Moon elves are said to be covering the Red Moon with exotic forest, but they have never been seen on the Surface World and most believe them to be Lunar lies.

OTHER ALDRYAMI

In brown, green and yellow elf forests we find three other types of Aldryami. Few outsiders know much of these shy woodland beings.

DRYADS: most types of Aldryami revere these tree

we sleep and know our Secrets, and we die to Be the secrets before we are born again.

What is evil?

Not-life is evil, in all of its forms. Its forms are many: chaos, undead, dwarf.

What is my lot in life?

You shall grow to be a strong, lith elf and join in the Marching Aldryami to fight and worry for our forest. You will learn to face the things which can destroy us and grow courage to fight them. You will enter into the dark secrets of killing for life, and of warring for peace.

What is the difference between males and females?

Females are the Seed Bearers who

increase our race. Males are the pollen bearers and are expendable.

How do we deal with others?

When you see an Outsider you should run if it frightens you, and send your emotions into the forest so that the wind whistles and the leaves flutter with your fear. This way you will contact us all, and we will send the courageous ones to investigate. If you do not feel fear you should hide and observe the Outsider, and when you have a clear image of it in your mind you should dash to your higher ups with the word, and they will send ambassadors to deal with it correctly.

Who are our enemies?

The Undead is our enemy, for it is a twisted perversion of all which we hold true. Chaos is our enemy, for it

is capable of destroying our souls and our spirits beyond recovery. Dwarfs are our foes, for they mock all which grows with their backward beliefs. Humans are our foes, for they have no respect for us or our kin. But trolls are the worst, for they delight in devouring us, and they would eat the whole world if they could.

Who are my deities?

Aldrya is paramount, for she is Creatrix and Preserver. From her we spring eternal. Yelm is great, for he gives us life. Yelmalo is important, for he protects us in the winter cold. Gata is great, for she is the Mother of All.



spirits, identical to the dryads described in the *RuneQuest* Creatures book.

RUNNERS: the creatures categorized as “runners” are small beings, resembling elves the way shrubs and bushes resemble trees. Runners usually lack courage and full intelligence. Runners are described in the *Glorantha Bestiary*.

SPRITES: tiny creatures associated with flowers and weeds. Their abundance varies greatly from forest to forest, even when the forests seem outwardly identical. They may have some minuscule magic powers.

DESCRIPTION

A typical brown elf weighs about 55 kg (120 lbs), and stands around 160 cm (5'3") tall. Green elves are a little taller than this, and yellow elves are shorter. Elves are slim and rather pretty. They are slight of build. Their most striking difference to humanity are their eyes, which have neither white nor pupil. Their eyes come in many colors, such as pale chartreuse or

violet, silver, light pink, etc. Some elves actually have leaves for hair.

Not all elves look alike. Each has its own type of tree, and different elves vary with their tree. For instance, a birch elf is slender and pale-skinned with light green-yellow hair; while an oak elf is less thin, with dark green hair and darker skin. Both are tall, whereas an apple-tree elf is shorter, with bright green hair and comparatively ruddy complexion.

Elf senses include all the human ones. Their night vision is better than human (especially in the case of green elves), but they lack true darksense and are blinded by total darkness. They possess an “Elfsense.” This sense permits the elf, by touch, to detect the health and emotional state of the target and whether or not it is stressed or in pain. It also gives the elf details about soil — the soil’s nutrient, moisture, and overall quality.

Elves reproduce by internal fertilization. (At least, this is the current human belief.) The females give birth to a coconut-sized hard seed which is planted in a secret place. The seed, carefully tended by the parents, sprouts a stalk, leaves, etc. and eventually produces a large fleshy fruit. The fruit enlarges in size. When it is ripe, the parents open it and within is a

Recollections of a Pamaltelan Trader

Nochet Knowledge Temple 949-3020-JFB-2.1.

From an interview with Neb Nmocheke, elf-friend and merchant of the land of Enkloso, in Umathela, on the continent of Pamaltela. Conducted by initiate Jormar Four-Bowstrings, 1623 S.T.

EVEN AFTER TWENTY YEARS experience with the Aldryami here in Enkloso, I feel a certain trepidation each time I enter one of their trading clearings. These creatures are worthy friends, but they are not like you or me. Even a troll is simple and predictable by comparison.

You mentioned curiosity as to my unusual skin condition. Without going into too much detail, let me say that I was lucky to get off so lightly when I violated the taboo that gained me this. Humans are never fully trusted by elves, and such bounties are certain to come your way if you do any business with elves. The color is a bit embarrassing, but the warts and wrinkles are not painful, I assure you. The small pollen buds which you

noticed only appear during spring, or when the west wind blows very hot, as it did today.

I hope my observations can be of use to aspiring young traders. There have been far too few new apprentices coming forward, especially since the recent outbreaks of hostility in the forests.

Let me see if I can summarize my opinions on the various elves I have dealt with over the years.

Black elves are about the best bargainers I have dealt with among the various elf types. They are gentle and even friendly on occasion, so trading with them is a pleasure. Their potions are always sought after, and they are so rare that maps showing previously unknown black elf tribes can go for much silver in any of the big cities. The way they can communicate among each other is a wonder. Never try to fool the fellows; they are smarter than you are and once you start double-dealing, they will respond in kind.

Blue elves, the ones that live in the sea, aren't accessible to cautious merchants like myself, so I can't say much about them, just what I've heard. They can be friendly, but are shy and easily frightened. They love to



small elf child. It takes about two years from fertilization to the opening of the ripe fruit. The "newborn" elf child in age and maturity is similar to that of a human child between four and six years of age.

Yellow elves are all male. They mate with dryads for continuance. Green elves are both male and female. When a green elf male mates with a dryad, no children result. Brown elves are both male and female, and can successfully reproduce with dryad mates as well.

All three types of elves mature in a similar way. After birth, an elf reaches full size within 20 years, but is not considered mature (or capable of reproduction) until he reaches 40 or 50 years of age. These young elves (between the ages of 20 and 40 or so) are not full members of elvish society, and often become adventurers for a time. Most player-characters fall into this category; youthful elves exploring the world or trying to make a name before retiring to the forest for good.

Elves are long-lived but not immortal. Their lifespan is linked to their associated tree; the longer their type of tree lives, the longer they live.

Green elves are the most enduring, with a typical specimen dying of old age at about 300 years (this corresponds to an age of about 80 for humans). How-

ever, some very rare green elves associated with the great redwoods live over 1000 years. These ancient elves are rarely if ever encountered, but their existence has created many legends of elf immortality. Such elves never become adventurers.

Brown elves are less long-lived than green, but are still enduring by human standards. They are not considered "old" until they are 200 years of age or more, and an average specimen may hope to achieve 250 years of age. As with green elves, certain very rare types of brown elves linked to unusual trees live far longer than most, up to 500 years in certain cases. But normal death from old age occurs at around 250.

Yellow elves are the least long-lived, typically living to 200 years before dying of old age. Few of the trees of the jungle environment last beyond this point.

As an elf reaches an advanced age, he becomes more and more treelike. His skin becomes gnarled and barklike. His hair becomes leaf-like. Strength and dexterity are reduced. Eventually, he goes to sleep and does not reawaken.

receive quicksilver in trade for any of the treasures of the sea. When looking for blue elf tribes in this area, watch for the tell-tale sign of flying jugfish in the area. These things are apparently scouts or familiars for the sea elves.

Brown elves are common in this land. As you may know, they tend seasonal trees, and you must remember that they are affected more than other elves by the seasons as a result. Winter is impossible for trading, since they are all asleep (except for the guardian green elves). The growing season is also not a good time for trading, since the fellows are excitable and filled with thoughts of their secret dances and fertilizations (subjects best never referred to, by the way). With luck, brown elves can be excellent sources of goods. Their specialty is items made or grown of the finest hardwoods imaginable.

Green elves are also common in our land. They are trustworthy and honorable, even with the more abusive and arrogant merchants. They can be harsh, and tend to get a bit unpredictable during the festival weeks, or during their wars. If you wish to tell whether war is imminent, I suggest you check carefully on the trading paths for pine trees banded with three-striped cords. Black, purple and red striped-cords are especially

dangerous. Other combinations of colors have meanings I cannot state for certain. I have only one comment about green elf females; they are lovely, yes, but some of the physical effects of a liaison last for years. I know one fellows who still has the "white bulges," as we call the condition in my hometown.

Red elf tribes can be found several months' journey to the southwest of Enkloso, in Hornilio. Trade is rare with the goblins, though profits can be high. Their "curse concoctions" bring a fine price in the black markets of Afadjann. Negotiation with these little rascals can be challenging and even perilous. They are barely able to communicate, and quick with their "jokes." Avoid spitting in their presence, lest they consider you to be challenging them to a fluid-projection contest, which you will always lose, believe me. Goblins are often treacherous and a show of strength is always in order at the slightest provocation. Avoid the *Jasafrazzi*, which have the squirming red tendrils on their heads and shoulders. They love to eat humans.

As you may know, the yellow elves live in the fever-ridden jungles to the east, where only the most hardy (or desperate) merchants travel. I myself have made only one expedition to yellow elf lands, at the request of a long-term client. The trip was not a success.



CULTURE

Elf distribution is dependent upon the natural distribution of vegetation, according to ecological divisions. Altering this overall effect are the activities of humans, who have often displaced elves but allowed trees to remain, and of trolls, who often eat the trees, too. Elves always live within forests based on their own type of trees. Thus, green elves stay in pine woods, brown elves in deciduous forests, etc.

Elves do not mind getting wet, and are much more resistant to the elements than humans. They build no buildings, and make no cities. Within their forests, they live in the open air, needing no shelter at all.

DIET

All elves are vegetarians. They eat a variety of plant parts, including leaves, flowers, fruit, stems, and even roots. They do not cook their food for aesthetic reasons, but it may be dried, crushed, bruised, pureed,

aged, dried, pickled, preserved, or marinated. Often, elves eat their food fresh off the plant. They never use salt, but have many delicate spices and flavorings. Some elven food is inedible to humans, but none is poisonous. Green elf food is redolent of resins and aromatic oils. Brown elf food is notoriously bland to humans. Yellow elves occasionally spice up their food with a scrap of raw meat, a fragment of fish, or a struggling insect, a practice viewed by other elves as loathsome. Blue elves eat raw algae and black elves consume many different types of fungus, some of which are powerful hallucinogens to humans. Goblins eat many types of food, depending on the goblin type. Some eat large quantities of animal matter, but most feed on mud, water, or plant life.

LANGUAGE

Brown, Green, and Yellow elves all speak the language known as Aldryami. Black elves all speak Voralan, and sea elves all speak Murthoi. The goblins

An Aldryami Shaman's Grove

Goldedge Knowledge Temple Document 0V293-1920PU-0.02AF.3-BBT.

An excerpt from the Exploratum of Alfiosios, written by his pupil Blin Brownthumbs, 1032 S.T.

THE WOOD WAS about 15 square kilometers in size and seemed only lightly populated. When Alfiosios the Wise went through this wood he chanced upon the sacred grove of Red Throat, an elf shaman. There was a wonderful contest, after which all the nature spirits from nearby came and showed themselves to Alfiosios.

A number of beings and items of interest were present in Red Throat's domain, which appeared to be small, about half a square kilometer in extent. In the interests of science, I recorded every creature and every notable aspect of the grove that I could observe. The grove itself, like the wood, was primarily cedar and oak, very mature.

Listing

Red Throat, brown elf shaman.

2 oak nymphs.

1 birch nymph, well formed.

1 cedar nymph, though not the one Alfiosios sought.

7 pixies which quarrelled about which of them was Queen.

3 rats or mice.

a rabbit.

a deer, the white tail breed we love.

a black fox, which was unknown before, and has not since been seen.

5 beetles.

20 other crawlers, creepers, and burrowers.

1 hawk, the red-tail, who came first because Alfiosios already knew him.

6 other birds: wren, blue jay, large quail, raven, and brown owl

4 stately bushes.

over 100 runners, crowding into all the trees about and making various comments.

3 creek or pool nymphs.

1 tiny spring of remarkable clarity.

an unusual rock.

2 clifftop spirits, with beautiful voices.

something stony underground.

4 unrecognizable ghosts.

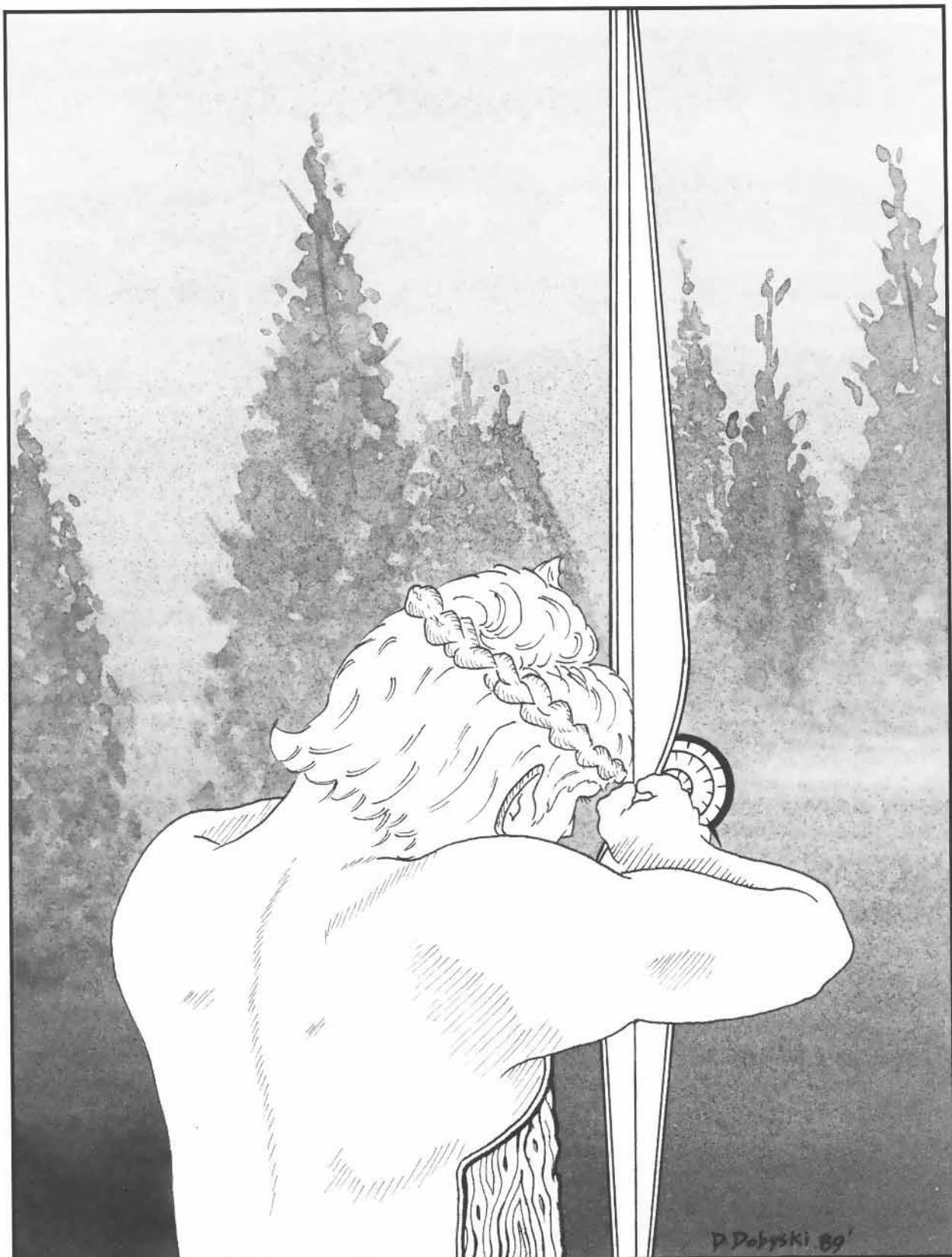
1 will-o-wisp, who did not return home.

2 wraiths.

1 hungry quicksand.

1 gold elemental.

●WRV2A0†:△YΔϕ≈♣XG□*III⊙⊕†⊗●WRV2A0†:△YΔϕ≈



A green elf chieftain. Note the elf bow.



of Porlaso and Hornilio all speak Vorlarian, while the goblins of Sozganjio speak Parolarian.

Aldryami is not related to any other Gloranthan language. Elves usually prefer to speak to humans in the local tongue, even if the humans try to show off their knowledge of Aldryami.

Elf names all have specific meaning to elves. Sometimes the elf translates his name into the local human tongue for use when among humans. Sometimes he does not bother. Sometimes the elf uses both names at once. For instance, Rohir means "Oaklimb" in Aldryami, and an important elf of Pavis is known by humans as Rohir Oaklimb. It is impossible to tell an elf's sex by his or her name. Here follow a selection of typical elf names.

Written forms of Aldryami are used occasionally, but little is known of these complex techniques.

Elf Names

SOME BROWN AND GREEN ELF NAMES (WITH HUMAN TRANSLATION): Arolela (Magic Child), Brikala (Magic Seed), Cenor (Heartwood), Eina (Snowblossom), Elamle (Friend), Enchasol (Warrior), Enalad (Acorn Lover), Feola (Hazel Nut), Fethrelem (Whiteseed), Fodronu (Leafless), Folemi (Whitesprout), Fontir (Love Gone), Fratom (Gold Forest), Fwalfra (Long-lived), Gentre (Gardener), Horalin (Wetroot), Inelaora (Stronglimb), Ishor (Springtime), Jonala (Nameless), Kalada (Quickroot), Kanaph (Sneaky), Kinlae (Root Seeker), Koncherry (Robber), Kreledu (Withered), Krenray (Evening Blossom), Laslak (Petal Jewel), Likita (Earth Power), Lowin (Sunshine), Mrel (Lingerer), Onakal (Man Hater), Pennoa (Ringwood), Ralelin (Many-hearted), Senalfe (Seed Mother), Seomale (Sun Follower), Seshnomal (Plowed), Shen (Lost Flower), Stomara (Morning Blossom), Talpam (South Wind), Tarogat (Quiverloam), Teshana (Summer Breeze), Trigora (Secret Seed), Vlari (Soulseed), Webliu (Old Friend), Yetharon (Quiet Rest).

LIFE

Elves are paradoxically both solitary and social. They enjoy privacy and seclusion, but they also prefer to live in forests where there are many other elves.

Elves have a marriage ceremony, but divorce is apparently unknown. Many elves do not marry,

though this does not necessarily mean they are sexless.

Brown elves do not sleep, except in winter. Green and yellow elves experience a daily period of rest. This is not the same unconscious state as humans undergo, but is more like simple inaction.

Brown elves must hibernate each winter. They find a hollow tree or bury themselves, and remain quiescent and comatose till the spring. Some students believe that the elves' spirits go to the Afterlife during the winter. Green elves remain alert all winter long, and have the responsibility of defending the forest during this troublesome time.

Each elf chooses his own occupation, which he performs for the good of the forest. Most tend particular types of plants. Some are food-preparers, while yet others protect the forest's inhabitants. When an elf needs a particular good or service, he goes to the elf who provides it, taking what he needs. In this way, all elves provide the necessities and luxuries of life to one another. No money changes hands, no barter occurs.

Elves have long memories. They never forget an old wrong, but also never forget an old kindness. They are slow to form opinions, but once formed, they rarely change. Because humans have proved themselves to be foes, all elves distrust humans. Even so, an individual human can prove himself loyal and helpful, perhaps even earning the favored status of elf-friend. However, any comrades of the elf-friend must prove themselves individually — the general elf opinion is not altered by an exceptional case.

GOVERNMENT

Each elf forest is governed by a Council of Elders, which is headed by the Great Tree. This council moves in response to the mode and cycles of the forest itself, and often performs deeds strange to humanity, though always dedicated to the protection of their forest.

RELATIONS WITH OTHER RACES

Humans are enemies because they kill trees for tools and dwelling-places. Trolls are enemies because they eat trees and elves. Dwarfs are enemies because of old Godtime wrongs. In general, elf opinions are based



solely on the potential threat or benefit each race represents to the forest.

WARFARE

Elves maintain small regular units of armed warriors to defend their forests from incursion by other armed forces. They are generally familiar with every facet of the geography of the region and have spent centuries preparing the most natural routes with various plants to assist in the defense. A small war band of elves is capable of driving away much larger bands of trolls, dwarfs, or humans.

Elves can gather the defenders of the forest and muster large armies which have, upon occasion, left the safety of the woods to fight wars. They do not like

to do this, and the departure of an elf army from its forest is a sign of momentous events occurring.

Elf armies are noted for their effective arrow fire and their small, but fierce and dedicated, bodies of infantry. They do not normally muster mounted troops of any sort.

RELIGION

Among green, brown, and yellow elves, worship of Aldrya is near-universal. Heterodoxy and apostasy are nearly unknown, though friendly deities such as Yelmario and Flamal are welcomed in secondary cultural roles. Other types of elves worship other deities, but they maintain the elfin habit of emphasizing a single goddess above all other deities. The blue elves

The House of Errinoru: a Brief History

Nochet Knowledge Temple Document 3902-20-903-ro-TOD.

Recorded by Trozaks Darklocks, 1560 S.T.

THE TALE OF THE EMBYL ERRINORU is one of the most tragic in Aldryami history. This version was related to me by a young embyli in Vralos.

In the First Age, the elves of Mirelos warred over the pine forests of Jolar in Taluk Mormadak. Ultimately, the pine forests in dispute were completely destroyed and the Doraddi humans moved in.

In 610 six sister dryads united to form the Lynelsian Council of Elders. They created a new type of plant life and gave joint birth to a male named Errinoru, first and greatest of the House of Errinoru. Humankind never understand Errinoru's secret which set him apart from other Aldryami. To them, he seemed no different from any other embyl.

Errinoru's rule eventually dominated every Council of Elders in the entire jungle. He simultaneously held the positions of High King Elf, Gardener High Priestess, and Chosen One on every council.

The progeny of Errinoru shared his heroism and empathy. Whenever any embyli met one of the House of Errinoru, they always reacted by devoting themselves purely to the service of the House. By the end of the seventh century, all the jungle from Laskal to Onlaks was controlled by the House of Errinoru.

Once the jungles were united Errinoru's true epic began. He traveled to the Mountains of the Dwarfs with his brothers and returned with the Ironseed. He visited the queens of the jungle trolls, killed many, and forced the survivors to take a magic oath preventing them from

harming any elf so long as Errinoru's House survived. Next he visited Jolar, where he met the hostile Doraddi chieftains and showed them a secret that made them quake and retreat in confusion. Soon, fresh jungle spread over Taluk Mormadak.

In 734, he built a fleet of ships and sailed forth, encountering God-Learners, mermen, and pirates, proving that he could travel anywhere without toll or hindrance. After this, Errinoru sent his fleet home and sailed his personal ship down Magasta's Pool. While Errinoru was in Hell, gold-crowned worms crawled to all the Councils of Elders of Pamaltela and did obeisance. In 751, a new star appeared in the summer sky, and the next year Errinoru's ship fell from the sky, landing in the middle of the Maslo Sea. Errinoru brought with him a magic poison that withered mountains and allowed the elves to begin planting over the foothills of the Palarkri and Mari Mountains. After his epic, Errinoru was named Seven-Conqueror. In 760, he made his last journey, walking to Dinal and never returning. After that, the elves of that magic land all said that they, too, were the allies of the House of Errinoru. The Elf Empire ruled on, growing more and more glorious.

But in 975, a fearful thing occurred. A new monster came to the jungle, attended by tiny chewing insects which devoured the magic flowers of the embyli. Despite a valiant struggle, the embyli's magic powers drained, their rulers succumbed to infection, and soon all the House of Errinoru perished.

Little of note has happened since. The embyli maintain their ancient domains, and the primitive human tribes dwelling in the region preserve their ancient way of life, too.



worship Murthdrya, red elves worship Slor, and black elves worship Mee Vorala.

ELF PLANTS

Elves can grow almost any type of plant. They have plants which produce spearheads, arrow-shafts, clothing, even strips of tough cord for lacing. The most valuable plants produce magic items. No elf would ever show one of their special plants to an outsider, and no outsider could properly tend and grow one.

REGIONS OF ORIGIN

Following is a listing of the areas of Glorantha where significant populations of elves are found. Specific places of importance within these areas are described briefly.

It is interesting to note the wide range of relationships that humans and elves have in various regions of Glorantha, from the all-out war prevalent in Onlaks to the incurious acceptance prevalent in Teleos. The history of certain of these areas has been included when useful.

Arstola

The Arstola Forest is the only major center of elf population in the land of Maniria, a broad, variegated land located in southern Genertela.

Arstola is primarily a brown elf forest. It consists of thick deciduous woods covering the foothills of the mountains south to Wenelia. Arstola is one of the six Great Forests of the elves.

In Maniria, elves rarely are found outside the upper regions of this widespread forest. Maniria is one of the regions of Glorantha that the elves hope to reforest.

The Errinoru Jungle

A vast tropical jungle stretches across all of the north-eastern quarter of the continent of Pamaltela, damp and feverish. It is little known to humans, save for its fringes. It is mostly flat ground cut by many raging rivers. Seven great tribes of yellow elves (embyli) control the territories of this huge jungle, which is named after the great elf hero Errinoru whose dynasty ruled the jungle for much of history.

The jungle overlaps several geographical regions of Pamaltela, and borders on many human lands, espe-

cially the coastal land of Maslo. Humans are suffered to exist in modest numbers near or inside the jungle, although they are utterly outnumbered by the elves.

These humans have varying relationships with the embyli. Most of the civilized humans of the coasts are hostile to the yellow elves, but not all. Several tribes of primitive humans hold jungle at the edges of the elf jungle, and are allied to the embyli. Finally, some places in the jungle include a few subservient tribes of humans and/or pygmies.

Seven embyli tribes, each with their own Great Trees, divide the contiguous Errinoru jungle among themselves. The tribes are: Gaskallia; Novarooolia; Feofaxia; Garbulia; Ytaria; Jhostrobbios, and Zhna-quafia. Attitudes towards the humans of Pamaltela vary greatly between the seven tribes.

Each embyli tribe is governed by its own Council of Elders, who are moved upon by the Spirit of Aldrya to make decisions concerning their tribes.

Errinoru Jungle: Places of Interest

Aliss River: Along this river, passing through the Feofaxian tribal territory in Maslo, runs the Rope of Red Harkenkarth, an invisible and insubstantial enchantment which guides and protects the Aliss boatmen along its length. The boatmen, mostly humans from Flanch and Elamle, carry trade goods from the yellow elves and the distant Palarkri mountains. All Feofaxia elves are obliged to sink every seventh boat they see, and the enchantment guarantees victims of the attacks will survive, and offers a chance for their boat to remain as well.

Feofaxian Jungle: The Feofaxia tribe rules the Palarkri jungle and contiguous lands to the south of the land of Maslo. The Feofaxian elves' attitude towards humans is one of formal and rigorous neutrality. Among the Feofaxia tribe, ambassadors called "Speakers to the Small Red Rivers" are the only elves who may treat with humans. Other embyli obey the rule absolutely, occasionally causing visiting humans to think the yellow elves are part of the Cult of Silence.

Garbulian Jungle: The insidious Garbulia are the tribe most hostile to humanity. Their jungle extends north from the main mass of the Errinoru Jungle into the Onlaks Jungle, located in the interior of the peninsula of Onlaks, in the land of Maslo.

Thanks to human depredations, the Garbulian



jungle is the youngest portion of the Errinoru Jungle. The Garbulian embyli now wage relentless war against all human beings, carrying on bloodthirsty feuds begun centuries earlier. Their jungles creep relentlessly into the remaining human enclaves of Onlaks.

Gaskallian Jungle: The mighty Gaskallia are the largest of the Errinoru tribes. These embyli usually

avoid human contact, more out of disinterest than any other reason. Only when the jungle is intentionally harmed do they come forward to drive away the offenders. A disease, particular among these elves, is called "Homerot" and causes them to want to wander, usually gathering in the city of Hegua.

Jhostrobbios Jungle: the home of the Jhostrobbios tribe of yellow elves, known as Dinal to humans, is

Maslo and the Embyli

MASLO IS A TROUBLED COASTAL LAND in the north-eastern corner of the continent of Pamaltela. It is of interest to students of the Aldryami because of the varying relationships between its human population and the embyli that rule the interior.

Maslo is centered around a small body of water, the Maslo Sea. Two peninsulas, Elamle and Onlaks, jut north from the eastern corner of Pamaltela to create this sea between them. Many small human cities and numerous towns dot the coast of Maslo, but the embyli jungle continually threatens to grow over them.

The relationship between humans and elves in Maslo is unusual. The lack of contact between humans and elves that prevails in other elf lands is absent here. On the Elamle peninsula, relations with the embyli are friendly, and human tribes friendly to elves thrive in the depths of the elf jungle, but elsewhere humans and elves are mutually suspicious. In Onlaks, there is a sporadic but vicious war between human and elf.

The history of Maslo and its human population's relationship with the embyli is intriguing and worth describing in detail.

At the Dawn both peninsulas of Maslo were unbroken blankets of virgin rain forest. At that time the western peninsula was called Miirdek.

The first year after the Dawn, a human woman, named Elamle-ata, came to Miirdek and went among the elves. She lived there in peace and befriended all the creatures of the woods.

A century later, more humans arrived in ships. The elves were surprised, for they had supposed that Elamle-ata was the last of her kind. When the humans came, Elamle-ata met with the Novarooplian elf-queen and asked permission for the humans to live in peace on the coasts. The queen wished many things in return, and all that the queen was capable of asking, Elamle-ata provided.

Then Elamle-ata went to the humans and told them that they must live in peace and pay fair use to the elves for their land. They demurred at first, but Elamle-ata brought to pass their hearts' desires, and they agreed to her wishes. When all were satisfied, Elamle-ata brought the humans before the elf-queen and together

they swore the Oath of Elamle, which has 592 parts, one for each participant. Shortly after, Elamle-ata vanished forever.

About the second century more human colonists arrived in ships. Many joined the Oath of Elamle. Most sailed east to Onlaks to settle. They chopped down and burned away down part of jungle and built port towns. Although the elves had never seen humans before the soon recognized the threat. Garbulia's dryads toiled to hybridize and graft new types of weeds in their jungle stronghold. Soon, man-eating trees accompanied by house-destroying vines and fungi spewed forth and wiped out all the human intruders.

All the folk of Miirdek saw Elamle-ata's foresight.

In the Second Age, the Novarooplia tribe joined the Elf Empire of Errinoru, but always kept the Oath of Elamle. In 885, the house of Errinoru renamed the peninsula in honor of Elamle. Such honor has ever since been given to a human by an elf king.

At the end of the Second Age, the Elf Empire was blasted and hundreds of thousands of miles of jungle turned brown and died. The Oath of Elamle required the humans to supply the elves with many things, and this support saved the Novarooplia tribe from extinction. In Onlaks the jungle faltered and failed, dying off in only a few years. A new growth, the Garbulia tribe of yellow elves, quickly began reclaiming the land, though the process would require 400 years to again reach the most northern coasts.

Before the jungles arrived again humans had claimed the coasts. The many peoples of Onlaks resisted fiercely, but the encroachment of the jungle inexorably pushed onward. Now ruins dot the jungles of Onlaks, and only the strongest of the coastal enclaves persist.

Of late the situation has changed. The humans of Onlaks, in their defiance of the elves, have renamed the peninsula Flanch. The Dynast of Flanch has successfully organized most of the remaining cities into a strong coastal confederation that has become the dominant naval power in Maslo, controlling the Maslo Sea and resisting embyli armies whenever necessary, with some success so far.



located in the northeast corner of Pamaltela. It is the oldest pristine forest of Glorantha. No outsider has ever penetrated its secrets. The Fonritian poet Satoi Vasek-owned wrote, "Elder jungle. Deep, dripping, dark." in describing Jhostrobbios. No humans live here, only yellow elves, and a few green and brown elf pilgrims.

Jhostrobbios is a land of mystery and wonder even to the elves, who call it the Peaceful Woods. Many yellow elves believe that their souls travel to Jhostrobbios after death, there to live in temporary bliss among the heroes and demigods of that land before ultimate rebirth. Jhostrobbios is ruled by the fabled Council of Seventeen. Aldrya herself presides there.

This land has remained in its primeval state ever since the Dawn. Many of the beings living in its depths do not know of the beginning of Time, and believe themselves to be still in the Gods Age.

Panofey, the southern border region of the Jhostrobbios jungle, is thick with war plants, walking trees, and animals trained to keep out the enemy

humans from the south who, fortunately for them, have not attempted to enter for many centuries.

Moino: A jungle without a native Great Tree, hence without its own High Council, Moino is the most western of the Errinoru tribal lands. The native elves sometimes accept rulership from the powerful Council of Gaskallia, but in fact no real need for government exists since the region is quite pacific and untroubled by outside forces.

Novaroopian Jungle: This small tribe's land is located in the northern portion of the Elamle peninsula. The yellow elves of this tribe are the friendliest of all those in Pamaltela, and share their territory with many human beings, with whom they hold the Oath of Elamle. Traders are welcome.

Ytarian Jungle: The proud Ytaria hold most of the Dadarian jungle, in the south of the Onlaks peninsula of Maslo. This tribe of embyli hates human beings and

Umathela and the Wars of the Aldryami

Nikosdros Knowledge Temple Document WTY-8392.3

An excerpt from the Patriarchal Tomes of Cerngoth, by Mnu Graymoths, priest, 1622 S.T.

THE GREEN AND BROWN ELF FORESTS of Umathela are the greatest in Glorantha. But the Aldryami have maintained their power and lands in Umathela only at the cost of a sea of blood. For centuries Umathela has been the site of brutal conflicts involving the Aldryami, trolls, humans, and even a now-extinct Elder Race.

Both fratricidal wars and rational cooperation between the Elder Races can be found in the history of this land. Umathela suffered one of the few known wars between green and brown elves. Yet later it hosted a great military alliance between several Elder Races.

In the Dawn Age Umathela was inhabited by green and brown elves, and by a placid Elder Race of reptilians known as lascerdians. The elves and the lascerdians shared the land peacefully between them, the elves taking the woods and the lascerdians the river valleys.

For reasons mysterious to humans, in the second century after the dawn the green and brown elves began fighting among themselves. Some scholars believe that simple overcrowding due to the expansion of the lascerdians around this time sparked the conflict. Certainly the elven civil war coincided with increased slash-and-burn

lascerdian tactics, which quickly led to overt hostilities between lascerdians and all elves.

As the three-way war expanded, the green elves were forced out of Vralos, where an aggressive brown elf kingdom, the Middle Kingdom, arose. This kingdom soon began invasions into the green elf refuges in Enkloso, while carrying on sporadic efforts against the ever-more troublesome lascerdians.

After several centuries of civil warfare, ineffective campaigns of extermination against the lascerdians, and desperate defensive actions against troll invasions from the Tarmo Mountains, the Middle Kingdom was broken. Harmony was reached and the fratricidal killing between elves stopped. The troll armies were defeated by a combined brown and green elf army at the battle of Voralas' Wish in 364.

After the trolls were driven out, the elves were left alone for two centuries, except for the lascerdians, who persisted in their efforts to flood the lowland woods of Enkloso. A temporary era of peace for the Aldryami, due to an absence of any enemies left to fight, began when the last lascerdians were exterminated along the Palau River at the end of the fifth century.

In the early seventh century a wave of human immigrants came to Umathela from the nascent Middle Sea Empire of Jrustela. The Empire's God Learners crushed an elf-led revolt and burned out most of Vralos' forests in 654. For the next three centuries the Jrusteli built ports,



regularly assaults the nearby human habitations. During the Second Age people captured many Scintillating Bush Runners from this region and traded them as the "world's most beautiful pets." The embyli have never forgiven this affront.

Zhnaquafian Jungle: This reclusive tribe of elves claims most of south Elamle, in the land of Maslo. Several allied human tribes hold jungle outside the tribe's borders. The Zhnaquafia have no human cities on their coasts, and thus have little contact with civilized humans, towards whom they maintain a cautious neutrality.

Fronela

Fronela is a civilized human land in the continent of Genertela. On the borders of Fronela can be found the extensive Winterwood and Erontree forests, famous strongholds of green elves. The other wild regions of Fronela also contain elves.

Places of Interest: Fronela

Erontree: A mighty elf forest, primarily inhabited by green elves, though a sizable minority of Brown elves also lives here. There is only limited contact between the elves of Erontree and the feudal Western culture that dominates Fronela.

Maidstone Mountains: Bitterly cold mountains inhabited by green and brown elves and by the grotesque Maidstone Archers.

Rathorela: Land of the Rathori Hsunchen, the Bear-people. The area is virgin forest, and though not dominated by elves many elven exiles from other forests still reside here. The Hsunchen and elves of Rathorela have a friendly relationship, and sometimes hunt cooperatively.

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

colonized land, and grew fabulously wealthy. The elves withdrew to their dank woods and became more and more scarce. In 950, a noted Jrusteli scholar wrote a book proving that the elves of Enkloso were extinct.

The revolt of nature against the God Learners brought ruin to their human pomp and arrogance. The start of the downfall is marked by the False Gods Revolt of 901, when priests of Worlath, Ehilm, and even Jograpur (an imaginary deity invented in a God Learner experiment) shocked the world by displaying effective magic and destroyed the University of Yoranday.

In 954, just before the Closing destroyed all port cities, a fleet of dragonships, piloted by old enemies, arrived from the sea, smashing the rest of the hated universities into gravel and pulp.

However, the self-styled Lord of the World's Knowledge, ruler of Vralos and Enkloso, was not defeated until 1020 when legions of elves marched from secret lairs. Behind them floated a spectral forest. Before them swarmed myriads of trollkin. The Lord's lowland holdings were flooded and drowned as the revengeful river gods of the extinct lascerdians rose for the last time, to slaughter every sentient being within their grasp.

The God-Learners' defeat was total. What the dragon-ships did not destroy, the river gods wasted. What the river gods could not reach, the trollkin devoured. And what even trollkin could not stomach, the elves buried. The souls of the God-Learners were trapped within torture trees, and their bodies fertilized the poison bushes and thorn ivy which have blanketed their ruined cities ever after.

One band of elves, the Knowledge Assassins, was a secretive magical group who claimed to be on duty to the Higher Message. They wiped out particular human clans, settlements, and schools, chosen because they knew a secret, now lost thanks to these elves.

Several human states survived the devastation. All were officially allied to the elves, but most actually feared the woodland race. Several Enkloso peoples became subject to the annual Woodland Judgements, where elves reviewed the humans' behavior for the last year and executed summary judgement for any infractions against nature. To this day these tribes stand allied with the elves of Umathela.

After the destruction of the God-Learners, the power of the elves in Umathela recieved no further serious threats, and all humans were subjugated. Then came the Season Wars with Fonrit. Although the Aldryami won all eight Season Wars, by the end of the wars in 1458 the status of humans friendly to the elves had been augmented. Humans were free to govern themselves if they wished, and coastal kingdoms were suffered to grow peacefully.

At the present time the situation is stable. Certain petty but influential human states have arisen, but none present any danger to the Aldryami, who number more than one million full elves, not counting the numberless dryads, runners, and sprites of the great Enkloso woods.

Our great state of Cerngoth owes its current prosperity and military successes to our far-reaching and sustained alliance with the Aldryami, which we hope will continue into generations to come.



the Darkness. It is primarily inhabited by green elves. Like Erontree, there is little contact between the elves of Winterwood and the humans of Fronela.

Gridom

The Elder Races rule the Jrusteli Isles, a large archipelago to the north of Pamaltela. Trolls, dwarfs, and elves abound. Virtually all the isles' elves are found on Gridom, the elf island, whose residents include green and brown elves. The dense forests which cover the entire island have been carefully bred and trained by the elves to woodland perfection. A Council of Elders rules the elves of Gridom.

Hornilio

The western coastline of the continent of Pamaltela is known as Hornilio. Hornilio is a complex concatenation of salt marshes, swamps, marshes, bogs, and mud flats, inhabited by red elves and monsters. Across the Worm Sea lies the similar land of Porlaso. Hornilio is less often visited than even the wastes of Porlaso across the sea, mainly because the goblins of Hornilio seem to be organized and are reputed to be capable of dealing with any intruders. No places of special interest are known.

Kanthor's Islands

This archipelago in the land of Seshnela, on the continent of Genertela, is home to many brown and green elves. The islands are the remnants of the ancient Kingdom of Seshnela, whose upland forest is all that is left of the Kingdom after a magical holocaust.

The Luatha, demigods from a far land, were responsible for the sinking of old Seshnela, and now patrol the islands in their Purple Ship, destroying all humans who trespass. The elves of the islands claim to have no agreement with the Luatha, but few facts are known about either group.

Porlaso

Red elves and other creatures of unknown nature are believed to live in this great coastal marsh to the south of Slon, west of Hornilio across the Worm Sea. No places of interest are known.

Ralios

Ralios is one of the western lands of the continent of Genertela. Ralios is a great expanse of hilly terrain centered upon Felster Lake, a placid inland sea. Ralios

is surrounded by precipitous mountains in the north, east, and south. Elves control the two great forests of Ralios, Ballid in the north and Tarinwood in the south.

Ballid is one of the six Great Woods of western Genertela. This means that here grows one of the Great Trees of Aldryami legend, born 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.

Tarinwood is the southern elf wood of Ralios. A virgin forest, occupied by brown elves who maintain a traditional aloofness and forbidding presence from their woody stronghold. Tarinwood is one of the most populous centers of elven culture in Glorantha, containing almost 400,000 green and brown elves.

Sozganjio

Sozganjio is one of the Inaccessible Lands of Glorantha. The name refers to the marshy southeastern coastal lands of Pamaltela, which scholars believe may be inhabited by red elves. No information on places of interest is available.

Teleos

Teleos is a tropical island located to the north of the continent of Pamaltela. Teleos is mountainous in the interior and jungle everywhere else. The population of Teleos is primarily human, divided into six primitive, peaceful tribes, each with a different skin color. These humans have a friendly, mutually beneficial relationship with the two Elder Races that they share the island with: dragonewts and yellow elves. The yellow elf population is small.

Relations with the yellow elves are regular (unusual for human-elf relations), but ritualized, and the Teleos tribespeople believe the Yellow Elves to be just another part of *Igalo Olagi*, or "Other Life," which includes everything not of their tribe except dragonewts.

Teshnos

Teshnos, in the southeast corner of the continent of Genertela, is home to many elves. A large population of yellow elves, and a smaller group of brown elves, inhabit the Fethlon jungle, the warmest place on the continent. Yellow elves also inhabit the Sofali islands.



The elves of Teshnos are friendly, and often seen in human lands. However, they are hostile to the humans of Kralorela, the ancient and powerful empire to the north, and all right-thinking Kralorelans return this disdain.

Umathela

Umathela is a large region of temperate climate in the northwestern corner of the continent of Pamaltela. The two major sub-areas of Umathela are Enkloso, to the west, and Vralos, to the east. Enkloso is the coolest region of Pamaltela.

The lowlands and shore of Umathela have much farmland, held by humans, but the forest primeval remains. These forests dominate the entire land in Enkloso, but are much reduced, though still large, in Vralos. The forest is mostly pine woods in Enkloso, deciduous in Vralos.

The forest is dense in Enkloso, becoming more open as one travels to the east, until the treeless Fonritian uplands are reached. To the south are the Tarmo mountains of Tarien, home of trolls and trollkin.

Umathela contains the largest concentration of green and brown elves in the world. The Enkloso elfwood is vast, the Vralos forest much smaller. Brown elves have a small majority in the Vralos forest, and green elves predominate in the great Enkloso forest. The forest is mostly pine woods in Enkloso, deciduous in Vralos.

The High Elven Council of the Enkloso forest rules the elves of Umathela with a hand of ironwood. All peoples in the Council's domain follow an elven body of laws and political rules known as the Woodland Judgments.

Until recently in elven terms, all humans in Umathela were subject to the rule of the High Council. Many humans still retain close, cordial relationships with elves, and several primitive tribes of humans are still ruled by the elves; the Huamaz, Kallima, Kormarkan, and Orik.

Cerngoth, a powerful city-state of Vralos, has one of the closest and most regular relationships with the Aldryami of any human state in Glorantha. The Patriarch of Cerngoth has maintained a policy of alliance with the Aldryami, and actually supports elvish incursions into neighboring, human-held Fonrit.

The huge Enkloso Forest is one of the strongest elf centers in the world, combining green and brown elves into a single powerful political unity, and holding several human tribes under its sway.

The Vralos Forest, a smaller elf wood, is noted for its skilled warriors and for its willingness to fight in league with the nearby humans of Cerngoth.

ELF CHARACTER GENERATION

The following section permits the generation of brown, green, and yellow elf characters. Other types of elves are not recommended as player characters. Red elves make particularly poor player characters as they live only in inaccessible areas of Glorantha and never leave their homelands.

Note that elves usually cease adventuring early in life, so they do not get to add an unusual number of points in Previous Experience.

See the Aldrya cult section for information on elf bows and blowguns.

Elf, Brown

The brown elves of Glorantha are very similar to the green-skinned elves described in the *Deluxe RuneQuest* Creatures book. You will need to refer to that book.

Species: Elf.

Homeland/Clan: Brown elves are found in areas of deciduous forest. The major regions with populations of brown elves are: Arstola Forest; Ballid Forest; the Elder Wilds; Erontree Forest; Fethlon Jungle (Teshnos); Grigdom; Kanthor's Islands; Rathorela; Tarinwood; and Umathela.

Age and Previous Experience: roll 2D8+20 for current age, using Previous Experience for each year over 20. Begin using aging table at age 175, rolling every other year from then on.

Parent Occupation: as in the *Deluxe RuneQuest* Creatures book.

Culture: Mreli.



Religion: Aldrya, secondary cults from table below.

ID100	cult
01-65	none aside from Aldrya
66-72	Ancestor Worship
73-75	Babeester Gor
76-78	Chalana Arroy
79-85	Ernalda
86-90	Flamal
91-95	Grain Goddesses
96	Voria
97-98	Yelmadio
99-00	Other

Characteristics: as in the *Deluxe RuneQuest Creatures* book.

Base Skills: as in the *Deluxe RuneQuest Creatures* book, plus Elfsense at 35%.

Cultural Weapons Table:

attack and parry — 1H or 2H spear 20, shortsword 20.

attack only — Elf Bow 30, buckler 05.

parry only — buckler 20.

Magic: see the *Deluxe RuneQuest Creatures* book.

Equipment: see the *Deluxe RuneQuest Creatures* book.

Armor: see the *Deluxe RuneQuest Creatures* book.

ID100	cult
01-70	Aldrya only
71-75	Ancestor Worship
76-79	Babeester Gor
80-81	Chalana Arroy
82	Eiritha
83-85	Ernalda
86-90	Flamal
91-92	Grain Goddesses
93	Voria
94-98	Yelmadio
99-00	Other

Characteristics:

Unlike the brown elf, male and female green elves have different characteristics.

Male green elf

STR	2D6+4
CON	3D6
SIZ	3D6
INT	4D6
POW	2D6+6
DEX	3D6+3
APP	3D6

Female green elf

STR	2D6
CON	2D6
SIZ	3D6
INT	4D6
POW	3D6
DEX	3D6+3
APP	3D6

Base Skills: see the *Deluxe RuneQuest Creatures* book, plus Elfsense at 35%.

Cultural Weapons Table:

attack and parry — 1H or 2H spear 25, broadsword 15

attack only — Elf Bow 30, buckler 05

parry only — buckler 25

Magic: see the *Deluxe RuneQuest Creatures* book.

Equipment: see the *Deluxe RuneQuest Creatures* book.

Armor: see the *Deluxe RuneQuest Creatures* book.

Elf, Green

The Gloranthan green elf is similar to the brown elf, but with some changes in characteristics and weapon skills. You will need the *Deluxe RuneQuest Creatures* book.

Species: Elf.

Homeland/Clan:

Vronkali are found in pine forests. The major green elf regions are: Ballid Forest; the Elder Wilds; Erontree Forest; Grigdom; Kanthor's Islands; the Maidstone Mountains; Rathorela; Tarinwood; Umathela; and Winterwood.

Age: 2D8+20. Add Previous Experience for every year over 20. Use Aging Table beginning age 225, rolling every other year.

Parent Occupation: see the *Deluxe RuneQuest Creatures* book.

Culture: Vronkali.

Religion: Aldrya, plus possible secondary cults.

Elf, Yellow

Species: Elf.

Homeland/Clan:

The Embyli are found in jungles and rain forests. The major yellow elf regions are: Jhostrobbios Jungle; Errinoru Jungle; Fethlon Jungle; Sofali Islands; and Teleos.



Age: 2D8+20. Add Previous Experience for every year over 20. Use Aging Table beginning age 125, rolling every other year.

82 Voria
83-00 Other

Parent Occupation:

This table supersedes the information in the *Glorantha Bestiary*.

1D100	Occupation
01-05	Crafter
06-70	Gatherer
71	Noble
72-73	Shaman
74-00	Warrior

CRAFTER: as per normal Elf Crafter in Deluxe *RuneQuest* Creatures Book.

GATHERER: First Aid x1, Animal Lore x2, Plant Lore x5, World Lore x2, Ceremony or Enchant or Summon x1, Listen x3, Scan x2, Search x3, Hide x3, Sneak x2, Bow x3, 1H Weapon Attack x2, Dodge x2.

NOBLE: as per normal Elf Noble.

SHAMAN: as per human Primitive Shaman, but lacks Throw, Fist attack, and Dagger attack. Has Plant Lore x5 instead of x2, and has Hide x2.

WARRIOR: as per normal Elf Warrior.

Culture: Embyli.

Religion: Aldrya, plus possible secondary cult from table below. See *Gods of Glorantha*.

1D100	cult
01-65	Aldrya only
66-72	Ancestor Worship
73-74	Babeester Gor
75	Chalana Arroy
76	Ernalda
76-80	Flamal
81	Grain Goddesses

Characteristics:

Male yellow elf (no females)

STR	2D6+2
CON	3D6
SIZ	2D6
INT	3D6+6
POW	2D6+6
DEX	3D6+3
APP	3D6

Base Skills: Boat 05, Climb 60, Dodge 30, Jump 25, Ride 00, Swim 10, Throw 25, Fast Talk 05, Orate 05, Sing 05, Speak Own 30, Animal Lore 05, Craft 10, Evaluate 05, First Aid 25, Elven Lore 15, Martial Arts 00, Mineral Lore 05, Plant Lore 50, Read/Write 00, Shiphandling 00, World Lore 05, Conceal 15, Devise 00, Sleight 05, Play Instrument 00, Elfsense 45, Listen 45, Scan 25, Search 20, Track 25, Hide 30, Sneak 30.

Cultural Weapons Table:

attack and parry — 1H or 2H spear 25
attack only — Elf Bow 30, ordinary blowgun 10; or Elf Blowgun 40, ordinary self bow 15; buckler 05
parry only — buckler 25

Magic: based on occupation.

Equipment: as per equivalent elf or human occupation. Gatherers receive equipment of normal elf Plant Tender.

Armor: none used.





ALDRYA

I. MYTHOS AND HISTORY

ALDRYA IS ONE OF THE OLDER goddesses. She was the child of Flamal and Ernalda, the two most bounteous and generous deities of the Green Age. After Aldrya was born, her beauty proved a woe to her. Aldrya was loved by two jealous gods, each of whom threatened to destroy her if she favored the other. She took refuge with the Celestial Court, and was given a place to remain forever upon the slopes the Spike. Thus was the first tree planted upon the cosmic mountain.

She bore wondrous fruit, which was planted far and wide. Each became a Great Tree and each was called Aldrya. Each bore fruit in its turn and covered the earth with vegetation. Thus, despite local variation, all the children of Aldrya know they are one kin. The vast and peaceful Green Age spread across the earth. Aldrya took a husband named Shanasse, a scion of the goddess of Love. His presence added new depth and expression within the goddess, and together they brought forth the souls and spirits of the forest. From the trees came Dryads, the souls of the trees, free to move but ever bound to their groves. From brush and wild shrubbery came the Runners, less subtle and intelligent than their larger kin. In the Green Age such beings filled the woods. And when it was fashionable among the gods to do so, Aldrya grew a race with Grandfather Mortal. These were the People of the Woods, also known as Elves.

The Green Age filled itself with life as the gods made more and more creatures. The Aldryami did not recognize the inherent dangers to come when beast began devouring beast. The ancient woods only slowly reacted to the growing disaster of the Gods War, and often were burnt, bruised, and broken.

During the fighting of the Gods War, the new power, Death, came into the hands of the elves through a wager with the Trickster. They took Death and slew many dwarf foes, turning cold all the world's stone forever.

The axe was stolen by evil troll gods, and became

the bane of elves when Flamal was killed. In her grief mother Ernalda withheld her bounty from the world. Aldrya followed suit and slept the unending sleep, and her children began to die, one by one, in the cold winter. The liberation of Flamal is sometimes called the Secret Quest of the Lightbringers, or the Greater Bonus. However, even his return to life would have had no meaning without the long struggle of the Protectors on earth to save their dreaming wards.

The Protectors were led by High King Elf, the leader of the unsleeping Green Elves. He led a beleaguered band of elves through the Darkness, ever struggling to protect the empty shells of the forests. He was aided by Arroin and other wounded survivors.

Thus when the Dawn came and life returned again to the world, there was a place prepared for Aldrya, reserved by the Protectors, and she returned to her old places. The history of Aldrya is inextricably tied to the history of the elves. When elves prosper, so does Aldrya, and when elven power is shattered, so is Aldrya's.

All Aldryami believe in successive births and rebirths through many lives in a long organic growth which leads towards the eventual unification of their consciousness with that of the woodlands. Adhering to the right worship speeds that process and elf rituals and magic intensify this knowledge. Simply said, most elves are believers.

As might be expected from a race which comes from the earth, the Aldryami bury their dead. They sing gentle songs while tribal elders accompany the newly dead to the Other Side.

The cult of Aldrya focuses primarily on the Plant Rune, modified by the Earth and Life Runes.

II. CULT ECOLOGY

This is the cult of the primal forest. Without the worship provided to Aldrya, forests and woodlands would wither and die. She is the ancestral goddess of both sentient and non-sentient Aldryami. Aldrya is goddess of elves. In lands heavily influenced by elven truths, humans sometimes worship her as well.

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An elf priestess.



Elves disdain the burrowing dwarfs. When dwarfs reach the surface, their machinations blacken and ruin the land. And ancient wrongs keep hate strong between the two species.

Trolls are a fearsome enemy. A troll god slew Flamal and brought about the horrible destruction of the Darkness. During that Darkness, trolls slaughtered sleeping Aldryami, and even now brutally use the wood for foul purposes.

Chaos is the foe of all living things, and the forests suffered fearfully from its blight. Elves keep vigilant watch for chaos, lest it infect their woods.

Most earth cults, even those ruled by humans, respect the Aldryami.

The sky gods are often elf-friends. In Genertela, the frontier god of Yelmali is occasionally worshiped by wayward elves who choose to become warlike. Yelm is called the Flower-Bringer by the elves.

The spring begins with several minor celebrations as each type of elf celebrates its own awakenings. On Waterday of Fertility week, a festival of great joy unites all Aldryami as they celebrate the return of Flamal. It is filled with a harmony of dignity.

Summer's holy day falls on Fireday of Harmony week in Fire season. This is the time for the yearly Great Council Meeting within the secret confines of the forest.

Earth season's holy day is on Clayday of Movement week. All Aldrya's family is celebrated then. It begins with celebration of existence's fullness, and ends with Flamal's tragic death.

There is no holy day in Dark Season.

Storm season holy day, which is the High Holy Day is Wildday of Truth week. Most of the forest is still resting in temperate climes, but the waking elves perform the Dance of Life from Death and activate the spirits of Aldrya once again. Even those elves that are sleeping participate in their dreams. The waking elves

kiss the dryads and tickle lesser Aldryami to awaken them. The dance is not easy, since the participants must fight live trolls as they perform.

III. THE CULT IN THE WORLD

The regional clout of Aldrya is nil in human affairs, unless there happens to be an elf forest nearby. In that case, the Aldryami may be able to force or coerce their

way into local politics. Within Aldryami communities the cult is the vehicle for all religious and social organization and provides the fabric for daily existence as well as mystical satisfaction.

All elf forests hold groves sacred to Aldrya. Most have groves equal to great temples. Small elf forests or the tiny Gardens under human protection have only major or minor temples. Shrines to Aldrya are generally only found in temples to associated deities. In the case of a rare lone shrine to Aldrya, the spell taught is Accelerate Growth.

All Aldryami claim to be One Aldryami, with a common heritage, existence, and future. Despite this claim there are and have been forest wars wherein elf fights elf and dryad chokes runner. These are almost always racial in nature, in which Green elf fights Brown or Yellow fights Red. Since the Primal Tree disappeared into the unreachable Lands of Myth, each forest has been governed by its own Great Tree. Cooperation between nearby forests is voluntary.

The Great Tree of each forest is the center of power. These are so sacred that only cult leaders and chosen initiates are allowed to know their location, and have faculties to recognize them.

Certain other special trees are revered, and their dryads take the part of Aldrya during festivals. These special trees are often surrounded by a circle or semi-circle of trees. Sometimes these trees may be the center of a stunted cult even after the Great Tree has been destroyed. Such is the state of affairs in Jolar, where several remnant forests wage a ragged war with the local Wagon Folk.

Each Great Tree is an actual tree. These survive from the Gods Age, or were grafted from such an ancient tree. Some have several kinds of foliage and bark upon them and all are surrounded by rare and exotic plants as well as a sprig of every type of plant in their domain.

The Great Tree is on the Council of Elders, which includes High King Elf, Elder Sister, High Gardener, the chief priests of local associated cults, and the Chosen One, an empty seat which is occasionally given to someone or something which appears according to prophecy. The Council of Elders decides upon the ways of the forest, though they are conservative.

The beings of the forest are represented by the Council. The Great Tree speaks for the vegetable matter. High King Elf speaks for the elves. Elder Sister speaks for the dryads and other forest spirits. The Gardener speaks for his own circle. The associated cults can speak and advise, but have no vote.



The cult of Aldrya is divided into five sub-cults. The first is that of Plants.

The second cult, Children of the Forest, is the province of Runners, children, and non-Aldryami who wish to join the cult. They have little or no responsibility.

The three cults of High King Elf, Elder Sister, and Gardener, are most significant. High King Elf is for adult elves. Elder Sister is the dryad cult. The Gardener subcult is for the most revered and sage elves. An elf may only belong to a single subcult at a time, and joining one subcult means abandoning any previous subcult.

IV. PLANTS

This subcult in theory holds all the immobile children of Aldrya — all forest foliage and flora. The subcult exists primarily for mystical completion, rather than for practical purposes. Occasional members show intelligence, and a rare awakened tree is found on the Gardeners' Council.

V. CHILDREN OF THE FOREST

All Aldryami are automatically members of this subcult upon birth. Runners and lesser Aldryami rarely progress beyond this stage.

Non-Aldryami such as humans and ducks are also permitted to join. Traditional foes such as trolls, dwarfs, or chaos may not. All non-Aldryami must pass a Gardeners' examination, and submit to a Divination to ensure that the outsider has no ill intent in mind or heart. The examination can be abstracted as POW or less on 1D100, +1% for every 10 pennies worth of gifts donated to Aldrya. No POW sacrifice is required. There is no penalty for failure, but the candidate may not try again for a full year.

Children of the Forest must always report whenever they see damage to the woods, and must obey all the commands of their shamans, as well as respect all Elder Sisters, Gardeners, and Wood Lords. They must pay tithing to their shamans.

They are taught how to find water in the forest and passwords and signs to guide them through Aldryami areas. Children of the Forest receive 100 hours of free

training a year in Climb, Hide, Listen, Plant Lore, and Sneak.

The special spell of Food Song is taught for free to all Children of the Forest. They may learn no divine magic, and their POW does not increase through worship.

Spirit Magic: Food Song, Heal, Speedart

VI. SHAMANS

A character desiring to become a shaman of Aldrya may belong to any subcult. He must go before the Council of Gardeners and inform them of his desire. They will test him to determine his worthiness. He must make a successful skill roll in Animal Lore, Ceremony, Plant Lore, Summoning, and World Lore. If he fails any roll, he is rejected and may not again attempt to become a shaman until a full year has passed.

If he passes, the Gardeners summon a holy spirit of Aldrya who takes the candidate to a secret grove. He sacrifices as much POW as desired. After sacrificing the POW, he attempts a Summoning roll to create a fetch as per the normal shaman rules. The fetch takes the form of the shaman's favorite plant.

After this, the dread White Lady comes and engages the would-be-shaman in spirit combat. She has a POW of 35. If the White Lady reduces the applicant's MPs to 0, he dies forever and the secret grove is cursed for a year. If the candidate has a fetch, the White Lady only stays for 2D6 rounds. Otherwise, she will remain until the bitter end. If the applicant survives, he emerges as a shaman of Aldrya.

Plant spirits are usually friendly to the shaman. Shamans of Aldrya cannot bind non-plant spirits to their fetch.

A shaman belongs to the Children of the Forest, no matter what subcult he worshiped before. The Children of the Forest are his responsibility and stewardship, second only in importance to the welfare of the forest. He may not leave this subcult except to become a Gardener.

Unlike most shamans, Shamans of Aldrya may only learn and teach certain spirit magics. However, they have access to certain divine spells as well. These divine spells are reusable, unless noted otherwise in the spell description.



Spirit Magic: Armoring Enchantment, Befuddle, Binding Enchantment, Countermagic, Dispel Magic, Extinguish, Food Song, Heal, Light, Magic Point Matrix Enchantment, Mindspeech, Mobility, Multi-missile, Repair, Second Sight, Shimmer, Silence, Speedart, Spell Matrix Enchantment, Spirit Screen, Strengthening Enchantment, Summon, Vigor.

Common divine spells: Divination, Sanctify, Spellteaching, Worship Aldrya

Special divine spells: Absorption, Accelerate Growth, Animate War Tree, Chameleon, Create War Tree, Heal Body, Plant Eye, Silence Sphere, Tanglethicket.

VII. HIGH KING ELF

Any elf can automatically join the cult of High King Elf upon reaching maturity. He must sacrifice a point of POW to Aldrya.

A non-elfen candidate must succeed in three skill rolls out of the five skills of Ceremony, Climb, Hide, Plant Lore, and Sneak. They must also sacrifice a point of POW. Failure in any part of the lengthy and difficult adoption ceremony means the death of the candidate. A non-Aldryami is considered to be a true elf once he has joined this subcult, and is taught Food Song for free — elves will already have learned this spell.

The new initiate takes a working part in the elf society. He becomes an adult. He is obligated to protect the forest from exploitation and devastation. Even the maimed or enfeebled are expected to assist as best they can. This obligation includes military service, extirpating tree diseases, protecting seedlings from killing frosts, and fighting lightning fires.

The initiate must donate 10% of his time and income to an Elder Sister or Gardener member. He may not learn sorcery nor join any religion not associated with Aldrya.

An initiate can always find food and water in a forest, even in winter. This food may not be edible to humans. Also, once per week, an initiate can find a flower, any time, and any place. An initiate receives the comfort and safety of the elf nation.

Initiates receive 200 hours of training per year in

the following skills: Bow, One-handed Spear, Climb, Conceal, Hide, Listen, Read/Write Aldryami, Plant Lore, Search, Sneak, and Track. The cult also knows the secrets of DEX training.

Initiates may learn all divine magic available to Wood Lords, on a one-use basis. There are no acolytes in the Aldrya cult.

Spirit Magic: Armoring Enchantment, Befuddle, Binding Enchantment, Countermagic, Dispel Magic, Extinguish, Food Song, Heal, Light, Magic Point Matrix Enchantment, Mindspeech, Mobility, Multi-missile, Repair, Second Sight, Shimmer, Silence, Speedart, Spell Matrix Enchantment, Spirit Screen, Strengthening Enchantment, Summon [species], Vigor.

Bow Seeds

An elf initiate receives a Bow Seed, planted on his initiation day. It takes a year of growth and a year of finishing to become a fabled Elf Bow. The initiate must dedicate one week a season over the two-year period to tend and care for it, instructed by a Gardener.

This bow is alive and is repaired with Heal, not Repair. It has a POW of 2D6+2, and its magic points are available to its user for use in spell casting. It does not aid in overcoming target POW or resisting spells. It has no INT.

Elf Bow

STR/DEX	Base%	ENC	Damage	AP	Range	ROF
initiate's	30	.5	1D8+1	8	100/300	1/SR

Only the maker of the bow may use it. If a non-Aldryami takes it in hand, it becomes brittle and dead. It acts as a mere self bow even for other elves. An elf bow appears to be a green, living branch of a tree with a leafy string attached.

Embyli Blowgun Reeds

Among the jungle-dwelling Embyli both the bow and the blowgun are used. An embyli initiate may choose to receive and plant a Bow Seed, as above, or he may choose to tend a patch of magical reeds, selected on his initiation day.

It takes a year of growth and a year of finishing to make an Embyli Blowgun from the selected reed, which will grow to the height of the initiate. As with Elf Bows, the initiate must dedicate one week a season



over the two-year period to tend the selected reed and care for it, instructed by a Gardener.

The blowgun is alive and functions identically to an Elf Bow in terms of POW.

Embyli Blowgun

STR/DEX	Base%	ENC	Damage	AP	Range	ROF
initiate's	40	.5	1D3+1	6	40/40	1/SR

Only the maker of the blowgun may use it. If a non-Aldryami takes it in hand, it becomes brittle and dead. It acts as an ordinary blowgun for other elves.

An embyli blowgun appears to be a supple, living reed with a tassel of darts growing off the end. Legends claim that the embyli can use their blowguns to shoot around corners.

VIII. WOOD LORD (High King Elf)

Wood Lords are the protectors. They organize and lead efforts to defend the forest, whether it be from a troll raid, encroaching farmlands, or a bad windstorm.

A candidate for Wood Lord must have been an initiate of High King Elf for at least 5 years. He must have proved himself capable of command. He must also have at least 90% ability in Elf Bow and two of the following skills: any hand weapon, Conceal, Search, Sneak. He must know the spells of Extinguish, Heal 2, and Multimissile. He must pass the Test of Holiness (rolling POW x 3 or less on 1D100). Finally, there must be a need for a new Wood Lord.

Wood Lords may never eat meat (elves never do, in any case), and may never kill except in defense of themselves and their woods. Destroyers of growing things must be smitten at their source, and Wood Lords lead such expeditions. A Wood Lord must devote 90% of his resources and time to training new initiates, battling threats, guarding dryads, and otherwise serving the forest.

Wood Lords are welcomed and fed, healed, and sheltered in any elf woods or associate cult temple (except in time of war). Enchanted copper weapons and a suit of copper armor are provided for the new Wood Lord.

A Wood Lord's elf bow is awakened, gaining an INT of 3D6, and is placed in permanent mindlink with the Wood Lord. It can sacrifice for one-use divine magic. If the bow is destroyed, the Wood Lord can

gain a new one by the usual procedure. Other Aldryami can use it as a normal self bow.

The following divine spells are available to a Wood Lord. They are reusable for him. No other divine spells may be obtained till Gardener status is reached.

Common divine spells: Divination, Worship Aldrya

Special divine spells: Accelerate Growth, Arrow Trance, Chameleon, Heal Body, Reflection, Shield, Silence Sphere.

IX. ELDER SISTER

Initiation into the Elder Sister subcult is restricted to dryads. A dryad automatically can join this subcult unless she is already an initiate of a non-associated religion.

Dryads are always alive and healthy as long as their tree is. They have all the abilities described in RuneQuest. Spells and skills are taught them by the Gardeners. Because dryads receive worship as well as deliver it, their POW increases by 1 on every Aldrya high holy day. All divine spells reusablely available to Gardeners are available to them on a one-use basis. They may not learn any sorcery and cannot become a shaman, though they spend time on the spirit plane if slain, until their grove reforms their body.

X. GARDENER MEMBERSHIP

The Gardeners are a special part of elf culture who form a general council of elders.

A candidate for the council of Gardeners may be an awakened tree, shaman, Elder Sister, or Wood Lord, and must have served in that function for at least twenty years. The candidate must have been present for at least four celebrations in the presence of the Great Tree. He must be a known leader and be able to pass an extremely difficult test, abstracted as POW + number of years as awakened tree, shaman, Elder Sister, or Wood Lord on 1D100.

Members of the Council of Gardeners are the



rulers of the deep forest community. They enjoy the admiration of their followers, the occasional company of their deities, and the responsibility of ruling their world.

A Gardener checks for Divine Intervention on 1D10 rather than 1D100.

Common divine magic: all

Special divine magic: Absorption, Accelerate Growth, Animate War Tree, Arrow Trance, Chameleon, Create War Tree, Heal Body, Plant Eye, Reflection, Resurrection, Shield, Silence Sphere, Tanglethicket.

XI. SPECIAL ALDRYA MAGIC

Food Song (new spirit magic)

1 point

touch, instant

This spell allows the singer to pick any plant which he needs, whether it is for eating (and all Aldryami are vegetarian cannibals), shelter, weapons, or so forth. It ensures that the plant so used will not be offended or hurt and, if killed, returns in peace to Aldrya's bosom.

Accelerate Growth

1 Point

Ranged, Special, Stackable, Reusable

This active spell matures a plant one year in 15 minutes. It will not enlarge, strengthen, or make more fruitful any plant beyond its natural potential. The spell effect is permanent. Each point affects one tree at a time, or a 3-meter-square area of bush or ground.

Animate War Tree

1 point

ranged, duration 6 hours, nonstackable, reusable

A War Tree is a special type of tree. This spell only affects a War Tree that has already been enchanted by the caster's Create War Tree ritual.

This spell causes one War Tree to awaken and become capable of motion and combat.

War Tree

characteristics	average	attributes
STR 4D6+12	26	Move 1
SIZ 2D10+30	41	Hit Pts special
INT 6	6	Magic Pts 10-11
POW 3D6	10-11	
DEX 3D6	10-11	

location	D20	points
Trunk	01-10	5D6
Branches *	11-20	3D6 each

* divide the 11-20 result up among the tree's 1D6+4 branches.

weapon	SR	atk%	damage
branch	6	45-60	1D6+3D6

Notes: The tree can attack with its thick branches, with a skill equal to its DEX x 5%, doing damage equal to 1D6 + damage bonus. It cannot parry or Dodge. It can only use one branch at a time but has 1D6+4 to use if any should break. The War Tree has armor points (as per normal weapons), not hit points. Each branch has 3D6 armor points. The trunk has 5D6 armor points. The War Tree is flammable. The War Tree dies if its trunk is severed. Between activations the tree roots as normal for trees. If the spell ends while the tree is on an inappropriate surface (such as water or solid stone) the tree begins to die.

Arrow Trance

1 point

ranged, temporal, nonstackable, reusable

This allows the user to merge his consciousness with his bow, doubling his Bow Attack. The user enters a trance in which only bow and targets exist for him. He moves only to get a clear shot or find another target. He can use no other weapon, and can not parry nor use the bow as a club. Even if engaged in melee, he will fire an arrow at his opponent. While entranced, he may cast only bow magic (Multimissile, Speedart, etc.) to the exclusion of all other magic, including healing, (except that he can heal his elf bow if it is damaged). If the battle ends before the spell expires, he will stand at rest and wait for targets. This is not a Berserker spell; the user knows who his friends and enemies are.

Chameleon

2 Points

ranged, temporal, nonstackable, reusable

The user of this spell can blend into the background, permitting use of his normal Hide skill even when moving. If the user remains still, his Hide is automatically 100%, even in the open. If he engages a foe in melee, the foe must succeed in a Scan roll each round to strike, parry, or dodge the user or his weapons.



Create War Tree

1 point

ritual Enchant spell, one-use

This ritual awakens a spirit within a special type of tree grown for the use of this spell. This tree can now be affected by an Animate War Tree spell cast by the creator.

Plant Spy

1 Point

any distance, temporal, nonstackable, reusable

A specially chosen plant may be used as a spy by converting the leaves to sound and touch transmission devices without altering their appearance. Additional spells can be sacrificed for additional plants. Cut or uprooted plants die and cease transmitting information. The spell user can only receive information from a single plant spy at a time, though he may own many such spies.

Silence Sphere

1 point

ranged, temporal, nonstackable, reusable

This creates a barrier to sound three meters in radius around the target. No sound can pass this barrier. Characters inside the barrier can hear each other, but can hear nothing from outside, and vice versa. The spell's normal use is to slip silently through the woods and elude the hearing of enemy guards. If the spell is cast at an unwilling or unknowing enemy, his magic points must be overcome.

Tanglethicket

1 point

ranged, instant, nonstackable, reusable

Special plants provide seeds for this spell. The seeds are rare enough that usually only 1D6 seeds are available per year to any one shaman or Gardener. The seeds keep indefinitely. Each seed grows into a three-meter-cube of impenetrable thicket if thrown onto arable ground and this spell cast upon it.

The thicket takes 15 minutes to reach maturity. Burning each three-meter-cube produces a six meter radius sphere of poison gas potency 2D6. Each one-meter-cube section of thicket has 10 armor points. Cutting the thicket damages the cutting weapon at 1D3 points per round. (Crushing or smashing weapons used on the thicket take 1D3 points of damage a round and always do minimum possible damage.)

The thicket dies in one day unless maintained with one magic point per seed per day.

XII. SUBCULTS

Spirits of Reprisal

Elves who betray or harm their forest always suffer the same loss as the forest. This may take years to accomplish. Tales still are told of the renegade elves of the Moon Bow Legion who stood aside when the Lunars set the Moonburn upon the great forest of Rist. Every elf and man of the legion died in flames within five years.

In addition, those who break faith are haunted by nature spirits who periodically engage them in spirit combat at moments of great stress, so as to discommodate them and perhaps cause their deaths or maiming. Minor infractors may be capable of making redress. The most serious oathbreakers are haunted for life. These nature spirits are usually POW 3D6.

Shanasse

Shanasse, Aldrya's mate, is worshiped by all elves. Though sometimes other deities such as Yelm or High King Elf overshadow him, a shrine to Shanasse is in every temple to Aldrya. Shanasse first taught Food Song to all Aldrya's children.

XIII. ASSOCIATED CULTS

Chalana Arroy

During the Darkness, Arroin and High King Elf were close friends, and Arroin was tended by dryads who died out of love whenever he was but wounded. Many elves are healers, and the Great Healer provides Aldrya's Gardeners with Regrow Limb.

Dendara

Dendara, Aldrya's adopted mother and the bride of Yelm, gives Aldrya her spell of Restore Health [Intelligence].

Eiritha, the Herd Mother

Eiritha, Mother of Beasts, is Aldrya's sister. She grants Aldryami shamans, Wood Lords, and Gardeners her spell of Speak With Herd Beasts.



Ernalda, the Earth Mother

Ernalda is Aldrya's mother. She gives Aldryami shamans, Wood Lords, and Gardeners her spell of Command Gnome.

Flamal, the Father of Seeds

It was Flamal who brought about the existence of plants. From him, Gardeners gain the spell of Bear Fruit.

Gata, the Primal Earth

A primitive cult, Gata is referred to by Aldryami as the Three Earths, or the Six Earths. From this original Mother Earth cult, the cult shamans, Wood Lords, and Gardeners gain the spell of Gnome-to-Gargoyle.

Yelm

The Sun God is of colossal importance to all plants, and hence all elves. They look back with fond memories to the Golden Age when Yelm reigned supreme. Many Pamaltelan elves hold Yelm in such high regard that he replaces Shanasse in their mythologies. Yelm teaches Sunripen to Aldrya's shamans and Gardeners. This spell is the cause of the many elf births during the Sacred Time before spring.

Yelmalio

This son of Yelm was an elf-friend in the Darkness. Among Green and Brown elves, Yelmalio warriors are the core of the Marching Aldryami (the elven active army). There is usually a Yelmalio priest on the Council of Elders. Yelmalio gives the spell of Catseye to Wood Lords and Gardeners.

Yelorna

The friendly cult of Yelorna teaches any elf who desires it the spell of Detect Silver for free.

XIII. NOTES

Embyli (Yellow Elves)

Yellow elves, who inhabit jungles and rain forest, are ruled by Elder Sister queenoms. Within the queenoms are many independent, though cooperative, male clans.

Mreli (Brown Elves)

Brown elves, who live in deciduous forests, follow the Aldrya outline described above with little variation.

They are the standard elf type, and are the most commonly encountered by humans.

Vronkali (Green Elves)

Female green elves rarely leave the Children of the Forest subcult. High King Elf is their most important subcult, and former Wood Lords are the most respected members of the Gardeners' Council. Each forest of green elves is ruled by a king, called the Vronkal.

Other Elf Types

Other elves do not live in forests, so the goddess of the woods means little to them. Red elves worship Slor, god of swamps and marshes; Black elves worship Mee Vorala, goddess of fungi; and Blue elves worship Murthdrya, goddess of sea plants. Fire Elves and Moon Elves are rumored, but no human has ever seen one in this world.

Rootless Elves and Renegades

Elves who, for any reason, reject or are rejected by their cult, are called Rootless Elves. This almost never happens to dryads or runners.

Rootless Elves are officially exiled from their religion, but most choose to remain within elvish society. They may still live in their community and come to the aid of their woods, but they have no official part of the religion unless they join an associate cult and work their way to importance in it. This is an acceptable choice for Rootless Elves. A Rootless Elf may attempt to rejoin Aldrya after a period of at least 5 years. If they have joined any other cult, they must forswear their ties to that deity, even if they must face that god's retribution. Other elves or elvish spirits will not help the apostate against these avengers. Any sorcery known must be forgotten. If the Rootless Elf is a shaman, he must become an Aldrya shaman, and face the White Lady in spirit combat.

It is possible for Rootless Elves to remain content inhabitants of the forest. Many even glory in their foreign cults and set up small shrines where they can live and teach their new skills to their fellows. This way, Rootless Elves serve their community and some elf leaders favor such cooperation. Enemy cults are forbidden, of course.

Renegade elves are those which have turned their backs on both Aldrya and their people. These elves sometimes form bands or colonies. Many turn to outright hatred of their kinsfolk, and tales are still told of Saw-Tooth Korvan, a meat-eating elf who terrorized the Stinking Forest to help trolls during Dragon Pass's Inhuman Occupation between 1200 and 1250 S.T.



THE UZ

MYTHOS & HISTORY

Trolls are sometimes known as Men of Darkness, or dark men. They are an ancient race, old in Godtime when age could not be measured. They originated in the Underworld, a place of eternal icy blackness — perfect for trolls. During the Lesser Darkness, trolls and other creatures of night swarmed over the surface world. This catastrophe was viewed as a malignant invasion by the surface inhabitants, but the trolls had actually been driven forth from Hell by Yelm, whose death had sent him there, and whose bright light was unendurable to the hordes of hell. When the Greater Darkness fell, trolls and their allies underwent great hardships and bore the brunt of the fight against Chaos.

At the Dawning, trolls controlled much of the surface world. They cooperated with the First Council until the plan to create a deity was formed, when they left along with the dragonewts, resulting in the Broken Council. When Gbaji was formed, he cursed the trolls, overcame the trolls' goddess, and broke a part of her soul forever. This is known as the Trollkin Curse. From then on, approximately half of dark troll births were the stunted hideous trollkin instead. Attempts to break the curse resulted only in the creation of great trolls and in making troll deliver litters of trollkin instead of singly. When Arkat came to destroy Gbaji's chaos malignance, the trolls helped him eagerly, teaching Arkat their shadowy powers and adopting him. They marched to the final doom of Gbaji with Arkat.

Trolls began the second age in a position of relative power, but the Trollkin Curse condemned them to increasing weakness. In the early part of the Second Age, the trolls, elves, and dwarfs engaged in debilitating wars that saw the exhaustion of all three species. Humans also began their rapid expansion, forcing trolls out of some historic lands. The humans' conceit finally led to their downfall, and trolls participated in the final destruction of the God-Learners and the Empire of the Wyrms' Friends.

As always occurs when humans become fearful of each other, a resurgence of the Elder races occurred at the start of the Third Age. Trolls, forever waiting in the corners, seeped back to the surface. Eventually, the trolls ran so rampant that several human cities were sacked. The rising of new human nations eventually pushed the trolls back to the highlands, where they wait, as always, for humans to weaken.

TROLL SUB-TYPES

Since their advent on the surface world, trolls have evolved or mutated into a bewildering variety of forms. Some, such as Giant Trolls, Bearded Trolls, and Rock Eaters, have seemingly become extinct. Others, such as Nightriders and Midget Slashers, have degenerated so far that only traces of troll physiognomy remain. Here, we describe the most important troll variations which are still recognizable as trolls. The troll name for themselves as a whole is "uz," though specific troll types have their own names.

CAVE TROLLS (*Romal* — nose lopers): a monstrous, bestial species descended from trolls mutated in the Gods' War. Though tainted by chaos, they are admitted to the kinship of other trolls who do not persecute the species, but can even be found herding them like dogs. They are not considered to be true uz and live like wild animals in the wildernesses of Genertela and Jrustela. In Pamaltela, they inhabit the mountain ranges and the Hornilio swamps.

DARK TROLLS (*Uzko*): the basic troll stock. About a fourth of any normal troll community consists of dark trolls, the remainder being trollkin with a smattering of great trolls. Many wild troll families consist of dark trolls only. Dark trolls are the leaders of the troll race. Both great trolls and trollkin are born to dark troll mothers, though the reverse is not true. Dark trolls live throughout Genertela and Jrustela and in the Tarmo Mountains.

Except as otherwise noted below, remarks and comments in this essay apply to dark trolls only.



GREAT TROLLS (*Uzdo*): a huge sub-type of the dark troll. Great trolls are gigantic, powerful, and of limited intellect. They range from 200 cm (6'7") tall and 150 kg (330 lbs) to 280-290 cm (9'4") tall and 420 kg (925 lbs), averaging around 240 cm (7'10") tall and 250 kg (550 lbs). They are always male, and usually are slaves. They are popular bodyguards. They are only found in Genertela and Jrustela.

HOT TROLLS (*Muri*): when the trolls overran the surface world, one group, led by Qualyorni, the Cold One, invaded the southern continent. Pamalt defeated Qualyorni and his followers, but his descendants remain, the jungle trolls. They are the only trolls to thrive in warm temperatures. They are somewhat taller, but much thinner, than dark trolls. They live in the Pamaltelan rain forest.

THE MISTRESS RACE (*Uzuz*): in the olden days, all trolls lived in Hell, and all trolls were of the same race — the Mistress Race. Now, only a few of these monstrous creatures are left. Their near-extinction is bemoaned by trolls but applauded by all other races.

MOUNTAIN TROLLS (*Snang*): gigantic carnivorous beasts. Like cave trolls, they have lost much intelligence and become tainted by chaos. They live only in Pamaltelan mountain ranges.

SEA TROLLS: sea creatures with a rather frog-like silhouette. They die quickly when taken out of the water. They are tainted with chaos and even less intelligent than cave trolls. They live in cool coastal waters and the East Isles.

SNOW TROLLS (*Uzhim*): these beings are externally quite similar to dark trolls. They live on the northern frontier of Genertela. Some people say they even live on the cold glacier itself, where there is nothing to eat but ice.

TROLLKIN (*Enlo*): the product of the Curse of Kin, these are puny degenerate creatures, mockeries of the mighty troll frame. Trollkin may be found living with dark trolls or on their own. These stunted mutants usually have twisted bodies, and often deformed bones or faces. If they could stand erect, they would be no more than 150 cm (4'10") tall, weighing maybe 58 kg (130 lbs). In their usual cowering squat, they rarely exceed a meter in height. Huge mobs of free trollkin live in the Kingdom of Ignorance. They live

in Genertela, Jrustela, and the Tarmo mountains of Pamaltela.

TUSK RIDERS (Half-Trolls): not true trolls, but weird man-troll hybrids. They are abominated by both trolls and humans and live as brutal raiders, every man's hand turned against them. Occasionally they are hired as mercenaries. See the Lesser Elder Races chapter, below.

DESCRIPTION

Male dark trolls range from around 155 cm (5'1") tall and 75 kg (165 lbs) in weight up to 230 cm (7'7") tall and 240 kg (530 lbs) in weight. An average male stands 185-190 cm (6'2") tall and weighs around 130 kg (285 lbs). Females are somewhat larger, an average female standing 190-195 cm (6'4") tall and weighing about 155 kg (340 lbs). Trolls are thick-set, with snouted faces and fangs or tusks. They usually have gray skin, often mottled in with other shade, such as orange or green.

Trolls tend towards obesity, and their powerful muscles are often concealed under a layer of surface fat. Their height is partly concealed by their typical hunkered down stance. Trolls are often hairy, even rather shaggy, but their scalp hair is no thicker than that elsewhere on their bodies.

CULTURE

Trolls prefer to live underground, in caves, burrows, or simple scrapes. They do not excavate extensive networks like dwarfs, but may enlarge upon an existing cave system. When not enough caves are available, trolls live in tumbledown villages composed of crudely-constructed huts and shacks often made of piled rocks. Troll houses generally lack windows. Trolls are nearly immune to cold, and their shelters reflect this innate toughness. Their shanties would be considered uninhabitable for human families.

Trolls are the Eaters. They can eat anything: pine cones, gravel, moss, flesh, trees, other trolls; anything they can bite or chop into pieces small enough to swallow. Trolls thrive best on organic matter, and dirt and stones are usually only eaten as snacks or as a last resort. Their favorite foods are dwarf and elf. Their least favorite foods are feces and air.



Trolls speak Darktongue, one of the oldest languages of Glorantha, and certainly the oldest written language. Written Darktongue must be carved into stone or metal, and can be read by feeling with one's fingers. Jungle trolls speak a related language, called Shadowspeech.

Dark trolls usually have single names. Trolls often acquire nicknames, such as Growler, Spooner, or Sir Scissor. This nickname may entirely replace the troll's "real" name or be added to it as a sort of surname, such as with Kajak-Ab Braineater Vamargic Eye-necklace. Do not be place over emphasis on the fact that we have divided troll names into "male" and "female" categories — trolls do not find such distinctions as important as do humans, and many names listed below can be used by both sexes.

Great trolls have normal troll names, tending to be short and monosyllabic.

Usually all trollkin in a litter are given rhyming nonsense monosyllabic names, though sometimes trollkin earn nicknames, too. Some trolls give all trollkin in a given litter the same name.

In central Genertela, all female trolls in a family tend to begin their names with the same initial sound. Sons begin their name with a sound taken from within their mother's name. Thus, the sons of Dozelin are named Elinstak and Zeldo.

MALE TROLL NAMES: Aronzing, Astelkak, Astkoz, Azfizon, Bog, Bolargi, Cholkol, Elinstak, Elkozi, Grunge, Jatborg, Jonakel, Jonjor, Kaltorb, Kanakel, Karvorki, Kitbod, Kozakang, Kozkal, Krakor, Kragel, Lagor, Lastak, Lorgzang, Lostani, Obash, Pengtak, Pentak, Sanjoz, Sigron, Snonang, Stagkan, Stalkoz, Taksag, Tikgak, Timak, Tongkal, Torgtan, Tortaz, Ublag, Xigxag, Zakstan, Zeldo, Zimak, Zswiftg.

FEMALE TROLL NAMES: Bakgoz, Bakstal, Baktav, Balbek, Beljon, Belorg, Belzart, Benkoz, Chakos, Chalazak, Chomagor, Dangtaz, Dastalak, Dengaz, Dornel, Dorsnon, Dozalaf, Dozelin, Dozkal, Kantorg, Kozastel, Kozjorak, Kozrof, Kozzag, Makstan, Marazak, Marjaz, Martoraz, Melzorki, Mingtele, Mingtoz, Mingzak, Moralg, Mozag, Mozjat, Sostale, Tavgoki, Tiztod, Tozbod, Xoroho.

TYPICAL TROLL NICKNAMES: Blacktroll, Broos-Smasher, Gouge, Hungry, Sidekick, Smash, Snarl, Squeeke, Stomper.

TYPICAL TROLLKIN NAMES AND NICKNAMES: Badass, Bandage, Bizzle, Checker, Comere, Fleabag,

Gworch, Lugger, Neep, Oroff, Quik, Shooter, Six-tooth, Skinner, Squek, Thinker

LIFE

Trolls are principally a mountain-dwelling race, at perpetual war with elves and dwarfs, and dealing with mankind as the occasion demands. The dispersion of trolls was so great during the Gods' War and since the Dawning, that several distinct breeds arose, as well as one blasphemous crossbreed with man, the so-called "tusk riders". All trolls have an aversion to iron, the "poison metal," refusing to handle it and taking double damage from weapons forged of it.

Trolls are able to move in the deepest night, due to their stygian origin. They have the perception of "darksense," not available to other races. Darksense is a form of sonar, and allows trolls to maneuver as do humans in full sunlight. Though trolls hate the light, it does no direct harm to most. Cave trolls and trollkin, though, are adversely affected by light.

Trolls have small families in which, as a rule, the female rules the roost and raises the children. The male is a sort of rogue, leaving home frequently to hunt and gather food, and contributes little or nothing to the upbringing of the young. The male obeys the female when at home, but does as he pleases when on his own.

The whole concept of "fatherhood" is alien to trolls. They know that females don't give birth until they have consorted with males, but the precise male to whom one owes one's existence is of no import. The female lineage is all that matters, and all clan and family boundaries are defined by matriarchal descent, always from an ancestral female Mistress Race troll.

Trolls possess a formal marriage ceremony, but it is often ignored. Many females never marry. Often, several sisters will share multiple husbands.

However about half of all dark troll pregnancies result in a litter of trollkin, an occasion for mourning. True dark troll children are highly valued, carefully taught, and well-protected. A child officially becomes an adult at the age of 14 and is for the first time permitted to leave the cave in which he was raised. At this time, he is initiated into the cult of Kyger Litor.

A dark troll's natural lifespan is around 90-110 years. They use the standard *RuneQuest* aging tables, starting to age at 40, but only roll once every other year. Thus, a dark troll would roll for aging at age 40,



42, 44, and so forth. Trollkin lives are shortened by overwork and abuse, and a forty-year-old trollkin is unusual.

Only rarely does a troll concern himself with more than the most basic types of satisfaction: food, shelter,

and comfort. By human standards, even wealthy trolls live amidst squalor and wretchedness. When a troll is hungry, he eats. When he is angry, he kills. When he is tired, he sleeps. It does not matter to him whether he sleeps under a rotting horse carcass or satin sheets,

What My Mother Told Me

Nochet Knowledge Temple Document 3409-920-UUU-BT.

From the notes of Noj Solhme-suas, initiate of Lhankor Mhy, 1622 S.T.

TROLLS, OR UZKO, are a ubiquitous but very dispersed race of Glorantha.

Given here is a conversation between a young female troll and her uzko mother from a typical family, small and wandering through a wide territory inhabited by many foes.

Who are you?

I am your mother, the source of your being and the ruler of your life. You must call me Great One when you address me, or I will devour your tender parts and make you wait to grow them again..

Great One, who are we?

We are uzko of the Ergnabs clan, daughters of mighty Ergnabs who came into Hurtplace with Gore and Gash and have wandered free since that age.

Great One, what makes us great?

We are the free trolls, bearers of uzko and eaters of foes. No one has contained us, no one has defeated us, and no one can track us for more than an hour.

Great One, where do we live?

We live in this, our land where Ergnabs told us to live in the God Time. We call this Ergnabs Land because of that.

Great One, how do we live?

We are hunters and eaters, afraid of nothing and no one. In the friendly night we stalk whatever we choose, and in the Hurt Time we hide unseen

from the Bright Eye and his foul children.

Great One, what is important in my life?

To survive is the first importance, and to bear healthy uzko is second.

Great One, who rules us?

I do, in the name of the Great and Magnificent Kyger Litor.

Great One, what makes a troll great?

Bearing healthy uzko makes us great. Strength and fortitude make us great, and a willingness to do whatever we must to survive. Fear-somness lets the others in the world know our greatness.

Great One, what is evil?

Everything which has harmed us is evil. Light is evil. Chaos is evil. Iron is evil. Infertility is evil. Barrenness is evil. Hunger is evil.

Great One, what is my lot in life?

To bear children is your lot, and may Kyger Litor bless them to be of us. To protect the young is your lot, and may Kaarg guide your arm in doing so. To feed the young is your lot, and may Zong guide your instincts to do so.

Great One, what is the difference between males and females?

We females are the heart and the body of our race. We are made in the likeness of Kyger Litor and we are the carriers of the life force. The world revolves around us. Males are here to serve us.

Great One, how do we deal with others?

We eat them all, if we can. Everything small and helpless is our food. Things weaker than us were sent

here by Kyger Litor to feed us. But evil has weakened our race and strengthened others so that some of them have grown strong. We must hide from the stronger ones, and wait until their internal decay weakens them too. If you see a party of humans, or dwarfs, or elves, come to me and I will deal with them.

Great One, who are our enemies?

All things with intelligence are our foes, for they have worked to weaken us. Chaos is first, for it robbed us of our children and our rightful place in dominating the world. Dwarfs are second, for they would take our living places and have made evil iron to hurt us. Humans are next because they multiply so quickly, and have taken the best hunting grounds for themselves.

Great One, are elves not our enemies?

Elves are not our enemies, for they make our food grow quickly and in plenty, and they themselves are such a fine foodstuff.

Great One, who are my gods?

Kyger Litor is the most important, for she is the source of our lives and our ways, and it is she who will save us in time of need. The others are numberless: Kaarg is important, a son of Kyger Litor who teaches the menfolk to fight. Zong is the hunter who feeds us. Xentha carries the Old World to us each night and drives away the evil Sun. Dehore is the one who sends us spirits to make us strong. Boztakang is the one who destroys chaos. Hombobom is the one who reminds us of the dance of the world. Jakaboom is the one who protects us from evil spirits.



except that the horse makes a tasty midnight snack.

The predominant characteristic in troll personality is hunger. Trolls are always hungry. They are pessimistic, callous, brutal, and extremely dangerous.

GOVERNMENT

Troll society is crude, but the following general principles are handy to remember:

- 1) Members of the Mistress Race, if present, outrank dark trolls. They always fill as many of the highest cult ranks as possible.
- 2) Dark trolls outrank trollkin.
- 3) Trollkin are split into four categories, which in order of decreasing worth are: Values (trollkin of proven usefulness), Warriors, Workers, and Food.
- 4) Free trolls outrank slaves.
- 5) Females outrank males.
- 6) Elders outrank ordinary trolls. Elders are composed of those full priestesses and shamans who are at least 50 years old. The Elders dominate troll society, and rule their group.
- 7) Among troll females, those mothers with the most living dark troll children outrank the others.

8) All things being equal, or pretty equal, the stronger, meaner, and tougher troll outranks his inferiors. Remember, a weak troll mother with six warrior children and siblings to back her up may well qualify as "stronger" than an orphaned great troll. This is part of the reason that females wield so much more power than males in troll society, despite their generally inferior combat skills.

Troll tribes or clans are composed of a band of trolls who all descend from the same (sometimes legendary) ancestor. Each clan is ruled by its Elders, and is subdivided into individual families. Tribal government is complex, since it is dominated by the fact that trolls are always alert to sheer strength.

Within the tribe or clan, trolls live as matriarchal extended families, each of which can trace its descent to a fairly recent ancestor, often within living memory.

Each family is run by the most powerful mother within the family, who is obeyed and assisted by all her descendants, parents, and siblings.

RELATIONS WITH OTHER RACES

The primary opinion trolls hold of any race is flavor. Elves are the tastiest of meats, and are much sought after. Dwarfs are not so flavorful, but, because of troll biochemistry, eating a dwarf gives the troll a powerful euphoric reaction, much like being drunk. Trolls complain of the ashy flavor of dragonewt, but eat it when they can. Humans are fine, the younger the better.

WARFARE

The troll style of fighting is the ambush. They try to fight at night, starting out with harassing attacks, such as sending in shades, giant beetles, or trollkin skirmishers. Then the trolls themselves come, often hiding behind Darkwall spells (through which troll sonar works perfectly) to launch thrown rocks or slingstones. When their foes seem demoralized, the trolls attack.

A common troll tactic is to send in useless food-class trollkin to make their enemies waste magic points and missiles fighting them.

RELIGION

Almost every adult troll is initiated into the religion of Kyger Litor. Sometimes other darkness entities rise to importance, and Kyger Litor is sometimes overshadowed, though never forgotten.

TROLL REGIONS OF ORIGIN

Blue Moon Plateau

This plateau is reputedly formed by the remnants of a planet which crashed to earth. On it now lives a considerable troll population who claim to know power-



ful secrets doled out by their invisible goddess. The trolls are on friendly terms with the Lunar Empire, unlike most trolls who despise the chaotic associations of the empire.

Dagori Inkarth

This claims to be the oldest troll settlement on the Surface World, originally dug out by the great heroes, Gore and Gash. Even the air and sky around it seem infected by darkness. Sporewood, a vast forest of

giant fungi, covers a portion of its land. Though often invaded, it has never been conquered.

Elder Wilds

This region to the far eastern border of the Lunar Empire is home to many Elder Races, including a large but disorganized body of trolls. They are in constant war with the resident elves, and any eventual victory is still in question.

The Jrusteli Isles and the Elder Races

Nochet Knowledge Temple Document 8389-3300-2-DDN-T.2.

By Droffats Dirtynibs, 1623 S.T.

THE JRUSTELI ISLES have an intriguing history of great interest to all students of the Elder Races.

Once Jrustela was a lesser continent of Glorantha. In the First Age humans from Seshnela colonized Jrustela, drove the native timinits into the mountains and forests, built cities and seaports, and began a thriving civilization on the island.

In the Second Age, the humans of Jrustela founded the mercantile empire of the God Learners. But they went too far. In the end, the God-Learners were betrayed by their own magic. Old enemies came in a mighty fleet which sank most of the island, after which the Closing descended. The remains of Jrustela (the mountains and highlands) existed as an unpopulated archipelago.

During the Second Age, the three major Elder Races had warred among themselves, and each had suffered greatly in the aftermath of these wars from human expansion into what had previously been their territory. In the early part of the Third Age, after the Closing, various members of the Elder Races prayed to their gods, begging for a place of refuge safe from the ravages of humankind.

Separately, a portion of each of the three great Elder Races was brought to a haven where no humans lived. Gargankot Broken Tooth, a troll heroine, led her tribe through a magic tunnel into the new world. Arkans Warwood, an elf hero, quested for the God's Finger, which his dryad used to cast the Circle of Everlasting Peace, sending them to a new wood. Gronkalg the Accelerator, a diamond dwarf, used the One-Time Tunnel Collapse to bring his entire kingdom to a living chamber recognized as Mostal's Seventh Workroom, previously lost to dwarfs. They tunneled to the surface to find virgin mountains, a dwarf paradise.

At first each group thought themselves alone in the

universe. The trolls began colonizing other islands. Then Malasp merfolk contacted them and eventually the various Elder Races learned of their counterparts on other islands.

Through chance, or perhaps the Spirit of Peace which pervaded the area, the three rival species met in peace despite merman treachery, for the Malasps had hoped to loot the battlefield. The disagreements which arose were prevented by great restraint. Peace remained between the elves, trolls, and dwarfs, for they believed that the old world had been destroyed, and that it was up to them to create a new, better, world. Absolute isolation was promised by them all, save for the Special Meeting.

Thus the Elder Races coexisted in a manner unheard of since the Dawn. Each kept to their own island and prospered. On the Island of Na the Ritual of Special Meeting was performed once a year, and otherwise each race kept to itself.

Then the Closing ended. Brown-skinned humans from the north came to the Isles. The Elder Races learned that their haven was actually Jrustela and that the newly-opened seas would soon be teeming with human ships.

Little has changed since the Opening. Traditions remain, including the Ritual of Special Meeting.

Religion practices also remain as before, even after the revelation that each group was not the last of its race. Although some were dispirited and felt betrayed by their ancestral gods, the Elder Race instincts were too strong to deny. The cults of Kyger Litor, Aldrya, and the Way of Mostal provided the answers needed for the believers, and are all still followed unswervingly.

The Opening was not ignored by the Elder Races. Dwarfs contacted their kin, and occasional ships arrive from distant Slon to exchange goods and personnel. The trolls of the Isles have built ships and sail all the seas.



Errinoru Jungle

Only jungle trolls exist in the steamy Errinoru jungle of Pamaltela, tolerated by the ruling embyli. The total number of jungle trolls is moderately large, given the vast area of the jungle, but only tiny tribes exist in any given location.

Guhan

Originally settled by trolls from Guhan at the bidding of Arkat Kingtroll after the Gbaji Wars, this region is now a very strong center of Uzdom.

Halikiv

This is one of the oldest, permanently-settled troll lands in Glorantha, established at about the same era as Dagori Inkarth. It boasts a Castle of Lead, one of the famous residences where Kyger Litor is said to stay on the Surface World.

Jrustela

Trolls live on the large islands of Malusoll and Ekgas-tor, as well as several smaller islands nearby (Malisk, Ebonmisk, Isizh, Tomisk, Misk, Zargar, and possibly others). The trolls here are typical dark trolls and include contingents of great trolls and trollkin. The islands are covered with forests, though less thickly than the uninhabited islands. The troll queen, who has kept herself secreted from sight, has struck a bargain with the mermen. Trolls sacrifice living beings to the mermen in return for which the mermen act as scouts for the troll ships.

Kethaela

This kingdom was organized by the Pharaoh, who incorporated the resident trolls into his society. The main center is the Shadow Plateau, where the Tarpit now marks the place from whence the Only Old One once ruled. Trolls also inhabit the northern woods of Heortland.

Kingdom of Ignorance

Once a powerful troll empire which rivalled Kralorela, this is now a land of dark, blood-soaked ruins ruled by malignant humans who worship gods

which would be best forgotten. Some trolls remain, willing servants of the rulers, and many thousand enslaved trollkin who do their dark bidding.

Koromondol

This is the most northeastern region of Genertela, known only from a few ancient explorers' notes. Inhabitants are mostly descendants of trolls and trollkin who fled from Ignorance when it was conquered by the Empire of Kralorela years ago.

Pent

The wide northern plains are inhabited by some trolls, who lead a furtive life hiding from the nomads who dominate the area. Travelling northward towards the snowy wastes, the trolls increase in numbers and the nomads decrease.

Tarmo Mountains

These are the northwestern mountains of Pamaltela, inhabited during the Gods Age when darkness covered everything. They never formed a political organization like in the north, and the many trolls are confined to their clan activities. They regularly leave their mountain fastness to raid the forest to the north or the plains to the south.

Valind's Glacier

This sheet of ice stretches for unmeasurable miles from Fronela to the edge of the world. It is the undisturbed land of many snow trolls who live happy lives ignorant of the struggles in warmer climes.

White Sea

The fringes of this icy sea provide plenty of food for trolls which live around it, sometimes going to sea in small boats to hunt seal and walrus.

Yolp Mountains

This troll colony guards at least one part of Gbaji, the evil god, buried within its fastness. They are individually friendly to the Lunar Empire, but not political allies. Xarkarsh is the name of their capital city.



location	melee	missile	points
r leg	01-04	01-03	10/7
l leg	05-08	04-06	10/7
abdomen	09-11	07-10	10/7
chest	12	11-15	10/8
r arm	13-15	16-17	10/5
l arm	16-18	18-19	10/5
head	19-20	20	10/7

weapon	sr	attack%	damage	parr%	pts
Any	3+	type+17	type+2d6	type-8	type

Skills:

Agility -8 — Ride 00

Communication +13 — Orate 60

Knowledge +9 — Troll Lore 50

Manipulation +17 — Conceal 55, Devise 40

Perception +13 — Listen 35, Darksense/Scan 45,

Darksense/Search 45, Visual/Scan 05, Visual/Search 05

Stealth -17 — Hide 25, Sneak 25

Armor: 2 point skin, may wear any armor except iron (the hit location table assumes full plate)**Magic:** Rapidly accepted into any troll cult as a cult leader. May be shaman, priestess, sorceress, or combination. A bare minimum of 2d10 divine spells. Unless a sorceress, usually has full INT worth of spirit magic. May have Heroquest powers (such as the ability to kill at a glance, to permanently blind onlookers, or to incarnate Kyger Litor).

Great Troll

Styganthropus uzko var. *uzdo*Great trolls are described in the *Gloranthan Bestiary*. Their basic skill chances are identical to those for Dark Trolls. Their statistics are repeated below.

Remember that an average great troll, with an INT of 9, is only slightly more intelligent than a human moron with an INT of 8 (the lowest possible INT that can be rolled on 2d6+6). This point has great significance in roleplaying.

characteristics	average	attributes
STR 4D6+12	26	Move: 3
CON 2D6+12	19	Hit Pts: 23
SIZ 4D6+12	26	Fatigue 45
INT 2D6+2	9	Magic Pts: 10-11
POW 3D6	10-11	DEX SR 3
DEX 3D6	10-11	
APP 2D6	7	

Armor: 3 point skin, plus any

Dark Trolls

*Styganthropus uzko*For convenience, Dark Troll statistics are repeated from *RuneQuest*, except that these are statistics for a

female dark troll (males are essentially identical but for a SIZ roll of 3d6+8). Minor errors in armor and weapons are corrected. Note the addition of the Bite skill, rarely used in combat but occasionally significant. All full trolls have this skill. Visual Scan/Search skills are also noted, and reflect the weakness of troll eyesight.

characteristics	average	attributes
STR 3d6+6	16-17	Move: 3
CON 3d6	10-11	Hit Points: 16
SIZ 3d6+10	20-21	Fatigue: 27
INT 2d6+6	13	Magic Pts: 10-11
POW 3d6	10-11	DEX SR: 3
DEX 3d6	10-11	
APP 3d6	10-11	

hit location	melee	missile	points
r leg	01-04	01-03	6/6
l leg	05-08	04-06	6/6
abdomen	09-11	07-10	6/6
chest	12	11-15	6/7
r arm	13-15	16-17	6/4
l arm	16-18	18-19	6/4
head	19-20	20	6/6

weapon	sr	attack%	damage	parr%	pts
1H Hvy Mace	5	25+8	1d10+1d6	25-6	10
Sling	3/9	25+8	1d8	—	—
Troll Maul	4	20+8	2d8+1d6	20-6	16
Lg Shield	—	—	—	25-6	16
Bite	6	20+8	1d6+1d6	—	—

Skills:

Agility -6 — Ride 00, Swim 05

Communication +5 — Orate 05

Knowledge +3 — Troll Lore 05

Manipulation +8

Perception +5 — Listen 35, Darksense/Scan 25,

Darksense/Search 25, Visual/Scan 10, Visual/Search 10

Stealth -11 — Hide 20, Sneak 20

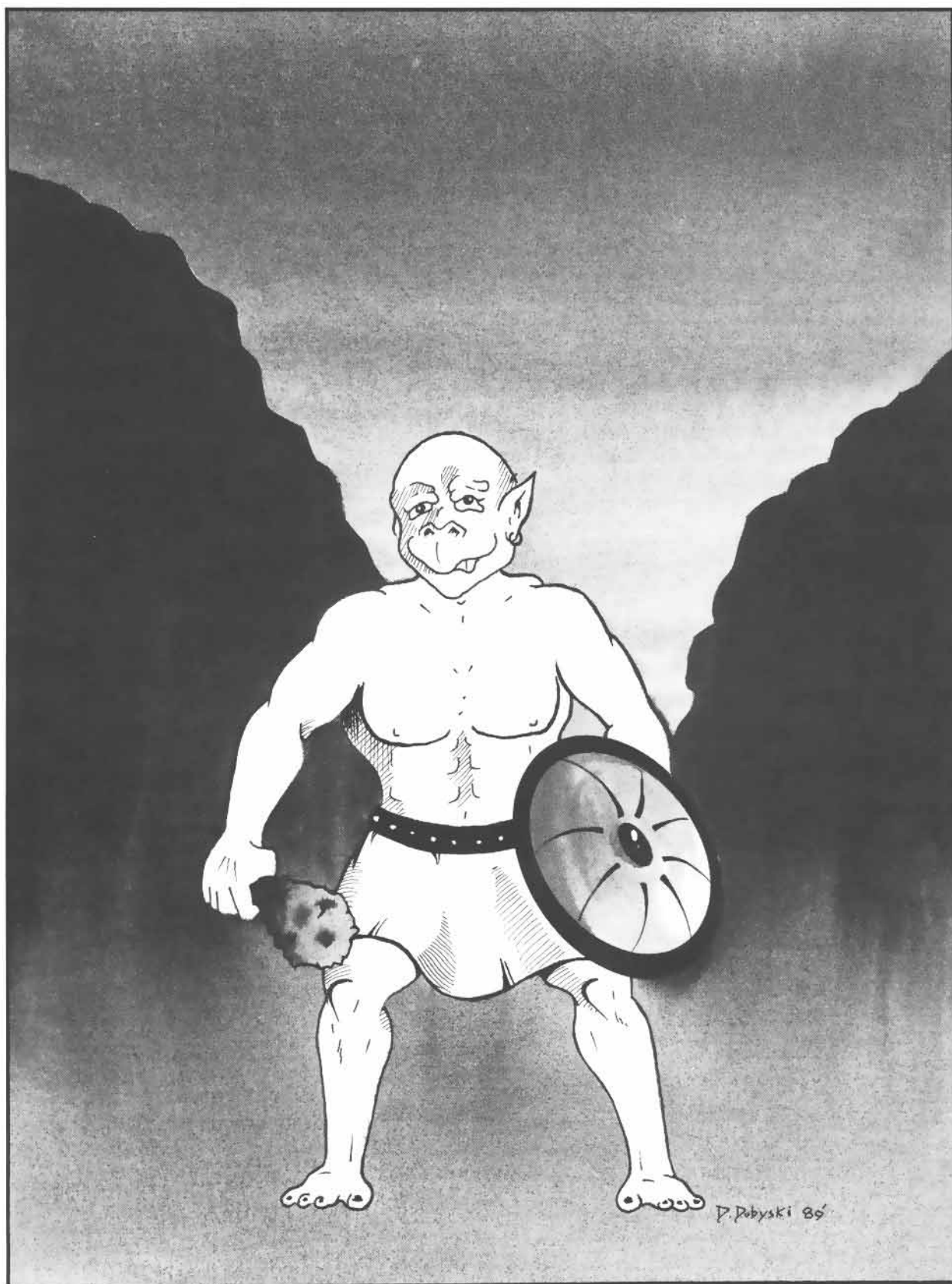
Armor: 1 point skin, may wear any armor except iron (the hit location table assumes full ringmail armor and helm).**Magic:** all magics are available.

Jungle Trolls

*Styganthropus muri*Described in the *Gloranthan Bestiary*. Their statistics are identical to normal dark trolls, except that their SIZ, for both sexes, is only 3d6+6.

Snow Trolls

*Styganthropus uzhim*Described in the *Gloranthan Bestiary*. Their statistics are identical to normal dark trolls.



A trollkin warrior.



Great Troll Occupation Table

1d100	Class
01-05	Guard
06-85	Warrior
86-00	Laborer

Die Roll Modifiers

INT 13+ — subtract 15 percentiles from die roll

INT under 7 — add 5 percentiles to die roll

POW under 9 — add 5 percentiles to die roll

Great Troll Occupations

GREAT TROLL GUARD: Climb x1, Jump x2, First Aid x1, Conceal x3, Darksense/Scan x5, Darksense/Search x3, 2H Weapon Attack x5, 2H Weapon Parry x5, Secondary Weapon Attack x4, Secondary Weapon Parry x4 or Shield Parry x4

GREAT TROLL WARRIOR: Climb x2, Jump x2, First Aid x1, Conceal x4, Darksense/Scan x3, Darksense/Search x2, 2H Weapon Attack x5, 2H Weapon Parry x5, Missile Attack x3, Secondary Weapon Attack x3, Secondary Weapon Parry x3 or Shield Parry x3

GREAT TROLL LABORER: Climb x2, Jump x2, Swim x2, Throw x3, Any Craft x3, Any Other Craft x2, First Aid x2, Devise x2, Darksense/Scan x2, Darksense/Search x2, Listen x2, 2H Weapon Attack x3, 2H Weapon Parry x3, Secondary Weapon Attack x2, Secondary Weapon Parry x1

Dark Trolls, Jungle Trolls, and Snow Trolls

These trolls receive 2d6 years of previous experience, starting at age 15.

Wild Dark Troll Occupations

Wild trolls have but little choice as to profession. Go directly to the Hunter occupation. Wild snow trolls (only) roll 1d6: 1-2 = Fisher, 3-6 = Hunter.

Barbarian or Civilized Dark Troll Occupations

Barbarian Dark Troll Occupation Table

1d100	occupation
01-08	Crafter
09-25	Insectherd
26-75	Hunter
76-77	Noble
78-79	Priestess
80-81	Shaman
82-00	Warrior

Civilized Dark Troll Occupation Table

1d100	occupation
01-05	Crafter
06-25	Insectherd
26-60	Hunter
61-65	Fisher
66-68	Nurse
69-70	Merchant
71-72	Noble
73-74	Priestess
75-76	Shaman
77	Sorcerer
78-00	Warrior

Dark Troll Occupations

CRAFTER: Fast Talk x3, Speak Darktongue x1, Animal Lore x1, Primary Craft x5, Secondary Craft x2, Evaluate x3, Mineral Lore x1, Plant Lore x1, Read Darktongue x1, Devise x2, Sleight x2, Ceremony x2, Enchant x1, Darksense/Search x3, Weapon Attack x3, Weapon Parry x2 or Shield Parry x2

Troll Craft Table (optional)

1d100	Occupation
01-05	Alchemist
06-20	Armorer
21-24	Brewer
25-26	Chanter (learn Sing instead of primary Craft and Play Instrument for secondary Craft)
27-36	Herbalist
37-55	Leadsmith
56-75	Redsmith (bronze)
81-95	Rockshaper
96-00	Sculptor

FISHER: Boat x4, Climb x3, Jump x1, Swim x5, Fast Talk x2, Sing x2, Animal Lore x1, Craft Wood x2, Shiphandling x2, World Lore x3, Devise x2, Darksense/Scan x1, Weapon Attack x3, Weapon Parry x3

HUNTER: Throw x4, Animal Lore x1, Plant Lore x1, Devise x3, Listen x1, Darksense/Scan x4, Darksense/Search x2, Track x2, Hide x3, Sneak x4, Missile Attack x3, Weapon Attack x3, Weapon Parry x2 or Shield Parry x2 or Dodge x2

INSECTHERD: Climb x4, Jump x3, Ride (insect) x2, Swim x2, Animal Lore x3, First Aid x2, Insect Care x5, Plant Lore x3, Darksense/Scan x2, Darksense/Search x2, Weapon Attack x3, Weapon Parry x2

MERCHANT: Ride (insect) x2, Fast Talk x4, Orate x3, Speak Darktongue x2, Speak Other Language x4, Evaluate x4, Human Lore x2, Read Darktongue x2, Troll Lore x2, Missile Attack x2, Weapon Attack x3, Weapon Parry x3 or Shield Parry x3

NURSE: Orate x2, Speak Darktongue x2, First Aid x5, Read



Darktongue x3, Treat Disease x5, Treat Poison x2, Troll Lore x3, Ceremony x2, Listen x2, Darksense/Scan x3, Weapon Attack x2, Weapon Parry x2 or Shield Parry x2

NOBLE: Speak Darktongue x2, Speak Other Language x1, Orate x4, Animal Lore x2, Evaluate x3, Plant Lore x2, Read Darktongue x2, Troll Lore x2, World Lore x2, Ceremony x2, Primary Weapon Attack x4, Primary Weapon Parry or Shield Parry x4, Missile Weapon Attack x3 or Secondary Weapon Attack x2 and Parry x1

PRIESTESS: Orate x4, Speak Darktongue x2, Animal Lore x2, Plant Lore x2, Read Darktongue x2, Troll Lore x4, World Lore x2, Ceremony x3, Enchant x3, Summon x3, Weapon Attack x3, Weapon Parry x3 or Shield Parry x3

SHAMAN: Orate x2, Speak Darktongue x2, Animal Lore x1, First Aid x3, Plant Lore x3, Read Darktongue x1, Treat Disease x2, Treat Poison x2, Troll Lore x3, World Lore x1, Devise x1, Ceremony x3, Enchant x2, Summon x3, Weapon Attack x2, Weapon Parry x2 or Shield Parry x2

SORCERER: Speak Darktongue x1, Animal Lore x1, Any Craft x2, Mineral Lore x1, Plant Lore x1, Read Darktongue x3, Troll Lore x2, World Lore x1, Ceremony x2, Enchant x2, Summon x2, Duration x2, Intensify x3, Multispell x2, Range x2, Sorcery Spells x9 (divided among spells), Weapon Attack x2, Weapon Parry x1 or Shield Parry x1

WARRIOR: Climb x1, Jump x1, First Aid x1, Conceal x2, Darksense/Scan x4, Darksense/Search x2, Hide x2, Sneak x3, Primary Weapon Attack x5, Primary Weapon Parry x5 or Shield x5, Missile Attack x3, Secondary Weapon Attack x2, Secondary Weapon Parry x2 or Dodge x2

Trollkin

Note that trollkin, because of their oppression and youth, gain fewer percentiles per year than other troll types. Trollkin start with 2d6 years of previous experience, starting at age 8 (when they are considered adult).

Both superior trollkin and ordinary trollkin use the following occupation tables. No important distinction exists between wild and civilized trollkin occupations.

Independent Trollkin

Players that roll trollkin during character generation often wish to play them as totally free-willed beings. This is unrealistic and spoils the point of running non-human characters.

While trollkin are not treated as prisoners, their entire upbringing molds their personalities into a submissive form. Their lives revolve around the wishes of their dark troll masters. This is particularly true of normal trollkin, but even superior trollkin must defer

to any dark troll.

Players unhappy with the thought of such behavior should always be permitted to reroll, unless the gamemaster is willing to let them run one of the vast horde of independent trollkin, trollkin who have fled the repression of the Masters, exchanging security for freedom of action.

Most trollkin who break away from uz society do not prosper. Direct sunlight is intolerable to their eyes. They are not self-motivated, unable to make decisions for themselves (remember the low POW of most trollkin, which reflects a lack of willpower). They usually know little of humans and non-troll lands. So such outcasts do not normally survive life outside the shelter of their home cave for more than a few years. Of course, the most intelligent and fit trollkin will sometimes prosper in the outside world. From such beginnings spring that strange group of beings, the trollkin adventurers.

Players must understand that independent trollkin will always be, at best, objects of suspicion from the point of view of dark trolls. And dark trolls are always hungry.

Trollkin Class/Occupation Table

Id100	Class
01-10	Value
11-30	Warrior
31-90	Worker
91-00	Food

Die Roll Modifications

STR 12+ — subtract 5 percentiles from roll
 STR under 8 — add 5 percentiles to roll
 CON 12+ — subtract 5 percentiles from roll
 CON under 8 — add 5 percentiles to roll
 INT 12+ — add 10 percentiles to roll ("Uppity")
 POW 10+ — subtract 5 percentiles from roll
 POW under 5 — add 10 percentiles to roll
 DEX 16+ — subtract 5 percentiles from roll
 DEX under 10 — add 5 percentiles to roll
 APP under 5 — add 5 percentiles to roll

TROLLKIN VALUE: Fast Talk x2, Orate x1, First Aid x1, Darksense/Scan x2, Darksense/Search x2, Listen x1, Track x2, Weapon Attack x2, Weapon Parry x2, one or more Specialty Skills chosen by owner x10

TROLLKIN WARRIOR: Jump x1, First Aid x2, Conceal x3, Darksense/Scan x3, Track x1, Hide x3, Sneak x3, Weapon Attack x3, Weapon Parry x3 or Shield x3 or Dodge x3, Missile Attack x3

TROLLKIN WORKER: Climb x1, Dodge x2, Jump x2, Swim x1, Throw x1, Any Craft x3, Any Other Craft x1, First Aid x2, Darksense/Scan x2, Darksense/Search x2, Listen x2, Hide x2, Sneak x2, Weapon Attack x1, Weapon Parry x1

TROLLKIN FOOD: Climb x2, Dodge x3, Jump x1, Swim x1, Throw x2, First Aid x1, Conceal x3, Darksense/Scan x3, Darksense/Search x1, Listen x2, Hide x3, Sneak x2, Bite x1



6) INITIAL EQUIPMENT

All trolls begin with equipment appropriate to their status.

All: leather clothing (1 point armor) covering arms and legs, broad-brimmed headgear, flint knife, simple foot coverings, club, large sack, ear ointment..

Mistress Race and Noble Occupation: 2d4 weapons of choice, fancy clothing, trollkin slave or trained watch beetle (player's choice), scale armor, 30 meters rope, tarpaulin, fish hooks, fishing line, bandages, blanket. Owns bolgs equal to SIZx1000.

Non-Noble Dark Trolls and free Great Trolls: mace, sling, snares for small prey, shield or maul (player's choice), 30 meters rope, bezainted armor. Owns bolgs equal to INTx100.

Trollkin and Slave Great Trolls: all equipment supplied by owner. Rich and trusting owners may outfit their slaves magnanimously if they wish. Great troll slaves are usually given at least scale armor and a two-handed weapon. Owns bolgs equal to APPx10.

7) TROLL GODS & MAGIC

The pantheon of troll gods can be divided into two groups: Kyger Litor, and a numerous group of secondary deities. The cult of Kyger Litor is by far the most popular cult in troll society — almost all adult trolls are initiates. The cult's influence in troll society is as pervasive as its popularity. Troll religious practices are not analogous to those of humans, and the pre-eminence of Kyger Litor in troll culture shows this.

Looking at Glorantha in its entirety as we do here, the number of troll gods is large, and few of these gods other than Kyger Litor are worshiped in all troll areas. Thus complete writeups of all troll cults would be beyond the scope of this book. Kyger Litor is described in a definitive form in this book, but the multiplicity of secondary troll cults are not given. They are available in the *Troll Gods* supplement.

As a general rule, troll player characters need only one cult, that of Kyger Litor. Those gamemasters owning *Gods of Glorantha* may supplement the wor-

ship of Kyger Litor with the worship of the various major troll deities described in that supplement, using the regional distribution tables to determine availability. Xiola Umbar and Zorak Zoran most greatly approach Kyger Litor in number of worshippers.

Kyger Litor

All full trolls (dark, great, hot, ice, and mistress race) undergo initiation into the cult of Kyger Litor as part of their adulthood initiation rites, undergone upon reaching adolescence (14-16 years of age).

If a troll does not wish to become an initiate of Kyger Litor, he must prepare for difficult relations with other trolls. Rejection of Kyger Litor is equivalent to rejection of the lifestyle of trolldom. Most other trolls will resent this and perhaps even view the troll as a threat.

See the Kyger Litor chapter below for more information on this great cult.

Cult Initiation and Spells

MISTRESS RACE: automatically initiated into any troll cult from any land merely by spending 1 POW per cult.

Spells: may learn full INT worth of spirit magic, chosen from any cult available in your homeland, every year. POW increases by 1 point per year, and may be sacrificed for divine magic in any cult to which you belong.

ALL OTHER FULL TROLLS: automatically initiated into Kyger Litor (at cost of 1 POW). If desired, may apply for initiation (following normal rules) into one other cult mentioned on the table for your homeland. Thus, only dark trolls native to the Blue Moon Plateau may attempt to join Annilla.

Spells: 1d3 points of spirit magic taught by your cult(s) plus 1 per 5 years of previous experience. POW increases by 1 point per 3 years, and may be sacrificed for divine magic from your cult(s).

TROLLKIN: Food, Warriors, and Workers are normally not accepted as initiates of any cult. A Value may attempt to join one cult available in your homeland, following normal rules.

Spells: 1d3 points of spirit magic plus 1 per 10 years of previous experience.



KYGER LITOR

I. MYTHOS AND HISTORY

KYGER LITOR is one of the old Darkness gods, but one who was not important until the creation of the Man Rune. From the vague and unknown spirits of the Old Dark, she stepped forth to mate with the Man Rune for her mistress, Subere. There, in the lightless world, the Men of Darkness were made, and so was spawned the race of trolls.

The troll races first lived within the bowels of the Underworld, and it was a satisfying, though primitive, life for them. Kyger Litor walked freely among living trolls, and she founded many houses of noble trolls to rule over the lesser breeds. These ancient beings are the Mistress Race.

When Yelm the sungod came to the Underworld after his death, Kyger Litor was among those Darkness deities who fought against him. Like the others, Kyger Litor was defeated, and so Yelm earned his place as a god of the dead. The bright death was too much for the dark troll races to bear, and they fled in fear and anger from their birthplace. Kyger Litor led them by secret ways to the surface world where Night already hid, and so began the Lesser Darkness. Trolls and their dark allies fought against the forces of the surface world.

The trolls ruled much of the surface world during the Great Darkness, and they bore the brunt of the fighting against the things of chaos which swarmed upon the world with the Devil. Islands of life clung precariously to their existence through the wars against chaos, and were often led by trolls and their gods. Of those gods, Kyger Litor was the most popular.

Kyger Litor built several of the legendary Castles of Lead as bulwarks against the chaos armies and a few of these yet stand. They attracted the greatest enemies of chaos, and aided all nearby centers of population by doing so. Kyger Litor aided Waha once, and she was once saved by Arroin the Healer. Trolls from the Dagori Inkarth Castle of Lead fought in the I Fought We Won battle where chaos was defeated.

Kyger Litor was one of the more important deities at the Dawning. She had to be consulted in the Great Compromise which made Time, and she agreed to it as did all the gods. Many of her minions were frightened again by the orb in the sky, but it was much weaker this time, so many could withstand it.

In the Dawn Ages, the races of trolls were active and often took part in the political affairs of the times. In the Dragon Pass area, one of the members of the Dawn Council was a troll. Near the end of the Dawn Ages, the trolls were the first to quit the Second Council which was performing a massive ritual in an attempt to create a god. The dragonewts eventually agreed and were the second to withdraw. The Council continued its experiment and eventually spawned Gbaji, who deluded and seduced the world and was responsible for the Chaos Wars which destroyed the Dawn Ages.

At that time, the Broken Council (those who remained of the Second Council) cursed the troll race, and despite the best defenses of Kyger Litor and her followers, the curse struck home. Trolls call this the Great Woe or Curse of Kin.

The Great Woe did not destroy the trolls, but stunted their growth. Some trolls always bred true, but most births after the curse were of stunted things called trollkin. It was almost obscene that these things lived, but they did, though at first many were slain by their horrified mothers. Soon these deformed runts represented the bulk of troll population. Their inferior status was always accepted by trolls; trollkin rarely have the mental, spiritual, or physical abilities to think otherwise. Several unsuccessful attempts to break the curse have been made. One attempt resulted in litters of trollkin being born, rather than singletons. Another produced the sterile Great Troll types. Breaking this curse is the primary interest of Kyger Litor, who wishes to cleanse her race. The Great Woe certainly affected the trolls' fate during the second age, when the Old Races of troll, elf, and dwarf set upon each other to leave only mankind as the winner. Trolls were driven hither and yon in their defeats, but in the end they won all of the dark and foreboding places of the world as their potential haunts, and there they have lived through all the rest of history.



A priestess of Kyger Litor.



Trolls all know that their Goddess lives in a secret place in the Underworld and that they will be sent to her after death by the judges of the dead. Life there is a bliss for trolls, consisting of an empty gray plain populated by giant insects which are food for the dead, and occasional springs where the dead may drink and (depending on which pool they drink from) determine what troll race they will be reborn into for their next life. Cursed trolls are condemned to be reborn as humans, dwarfs, elves, trollkin, or other food creatures.

Funeral rites for the cult are simple. The trolls chant a prayer (the full impact of the prayer is only possible in Darktongue):

*Friend, go; don't be slow
To find the home all life must know;
The goddess will help you go.*

*From the lands that see,
I am bound and you are free;
No longer bound must you be.*

*Of Darkness you learned
For Darkness you yearned
To Darkness you are returned.*

The soul is sent off and the living then sit down and return the body to Darkness by devouring it. Trolls are always happy to perform these rites over any other race, animal, or plant. The cult of Kyger Litor forbids killing other trolls for food, but trolls will so kill trollkin.

Kyger Litor has two Runes: Man and Darkness.

II. CULT ECOLOGY

Kyger Litor is the Ancestress of the races of trolls and as such forms the root of their being. She is very popular with her children and so her cult continues to exist. She is one of the primary fighters against chaos. This fact is begrudged by humans and troll-haters, but undeniable. Her importance in this is enough to prompt an occasional human to be adopted into her cult. Kyger Litor has a working relationship with all Darkness cults as neutral parties or potential friends. Kyger Litor dislikes all gods of light and fire. Trolls rarely befriend cultists of light or fire, and sometimes are downright fearful of their powers. This is most noticeable among weaker trolls.

She dislikes the Lightbringers for many reasons. They were among those deities which Kyger Litor fought when she first led her children to the surface world, and they deserted the defense of the cosmos when they left on their quest. Even though their quest saved the cosmos, Kyger Litor knows that she did well without them, and she is resentful that they brought back Light. Trolls detest both dwarfs and elves, except as food. Especially hated are dwarfs, who invented iron, which is a poison metal to trolls (and elves). Both feuds started in godtime, and have harried all three races like plague in Time. In the Second Age, there were great wars in which the trolls lost territory, wealth, and thousands of lives to their foes.

Seasonal holy days are held each Freezeday of Harmony week. At these times, trolls place all their faith in the high magics of their goddess and abandon themselves to her protection and control.

Winter (Dark season) is the special time for trolls, and so their most sacred day is then. It starts at daybreak of Godsdays/Disorder week, reaches its peak during that night, and comes to a smashing conclusion at dusk of Freezeday/Harmony week. The rituals reenact the wading of Kyger Litor through formless chaos until she found vile Thed, Mother of the Broods, and dashed the evil spirit to the earth and skinned it, using the hide to make the magical drums which beat of themselves through the rest of the ceremony. Thus the night ends in harmony, and the trolls rest for having done a good job.

III. THE CULT IN THE WORLD

Among trolls, the cult forms the very fabric of society and it permeates everything they do. Cult positions are identical to social positions. The goddess, through her priestesses, is extremely important in determining troll behavior.

All trolls are considered members of this cult at birth, and the great majority become initiated into its secrets at adolescence. Kyger Litor is still strong even among troll societies such as those of the Shadow Plateau or Kingdom of Ignorance, which now favor more sophisticated cults.

The size of a Kyger Litor temple depends directly on the size of the troll tribe which maintains it. Essentially all adult trolls are initiates. Even trolls belong-



ing to other cults usually retain their ties to Kyger Litor. Shrines to Kyger Litor teach Darksee.

Troll tribes are run by religious hierarchies forming the social superstructure. They are matriarchal in structure, with priestesses and shamanesses as leaders. Trolls do not differentiate between religious and governmental control. They are never ones to disavow simple strength, however, and a mere male initiate can be important because of his prowess.

If there is a member of the mistress race present, she always will be the head of the hierarchy. When, as usual, one of these dominant creatures is absent, the strongest priestess or shamaness present becomes the tribe ruler and high priestess. Strength is counted by numbers of followers as well as personal power, and an inexperienced priestess of Kyger Litor with many loyal followers may outrank an expert Gorakiki shaman with few initiates.

Depending on the size of the tribe, any number of priestesses may report to the high priestess, and these may be chief priestesses with their own holy hierarchy as well. The ruling factor is personal loyalty of the followers.

All Karrg's Sons in a tribe are primarily loyal to the high priestess.

IV. INITIATES

All full trolls (dark, great, hot, ice and mistress race) who reach the age of 14 without dying are granted initiation, after the usual sacrifice of a point of POW. Candidates must take a pro forma examination by a priestess, but acceptance is automatic unless the member has performed hostile or questionable acts.

A troll-related creature, such as a trollkin or tusk rider, can be initiated if he has a POW of 10 or more, speaks Darktongue with a skill of 50% or more, and has both a weapon attack and parry of 40% or more. In addition, he must have proven himself a great friend to trolls in the recent past and he must give the high priestess a mighty gift of some sort (such as a good magic item, a year's supply of gourmet food, or the head of an important enemy). The candidate must go through a ritual rebirth in which he must roll his POWx5 or less on 1d100 and sacrifice a point of POW. Failure means rejection, and that individual cannot try to join Kyger Litor's religion again for a year.

A creature completely unrelated to trollkind, such

as a human, can only be initiated through a difficult adoption ceremony, symbolized by rolling POWx3 or less on 1d100 and sacrificing a point of POW. Failure means the death of the candidate. In addition to the ceremony, the candidate must fulfill all requirements listed for part-troll candidates.

In any case, any non-troll initiated into the cult will afterwards be addressed as a troll by cult members. They will have no more special exams other than those required of all cult members. Generally a slight physical change accompanies initiation for non-trolls. A human, for instance, might grow rudimentary tusks and gain grayish skin.

Initiation is the coming of age ceremony for trolls, and after its completion, they are considered to be an adult. Those few trolls which refuse initiation remain children officially, and especially cruel trolls may even treat them as trollkin.

Initiates are required to recite a grumbling prayer (learned in the initiation rites) each Darkday at dawn, and therein sacrifice a magic point to their goddess and ancestors. They are expected to obey their priestesses and social rulers. They must follow the Kyger Litor hatred for all things of chaos, and work for its destruction. Initiates must devour some form of vegetation each week, and give 10% of their income to their personal priestess.

Initiates are forbidden to learn Firearrow, Fireblade, Ignite, Light, or Lightwall or any other fire- or light-using spell. If these spells are known, they must be forgotten.

Spirit Spells: Befuddle, Bludgeon, Countermagic, Darkwall, Demoralize, Disruption, Dullblade, Extinguish, Heal, Mindspeech, Protection, Second Sight, Slow, Spirit Screen.

V. ACOLYTES

A candidate for acolytehood must have a skill of 30% in Read/Write Darktongue, and know both Darkwall and Mindspeech. She must have at least 50 percentiles in ritual magic. She must pay 1000 pennies to the cult and undergo the Test of Holiness (POWx3 or less on 1d100).

Kyger Litor acolytes may not be shamans.

An acolyte must donate 20% of her time and 50% of her income to her priestess. She may learn reusable rune spells.



VI. KARRG'S SONS

Karrg's Sons are warrior leaders of the community. The priestesses are powerful, but have many important functions and duties besides those of war. War is a special matter, and Kyger Litor leaves it to the Rune lord subcult of one of her sons, Karrg, who started the class.

To become a Karrg's Son, a member must have been an initiate for at least one full year. He must be able to write Darktongue at 30% or more. He must also have at least 90% skill in two weapon attacks, 90% in a weapon or shield parry, and 90% in any two of the following skills: Climb, Conceal, Jump, Listen, Darksense/Scan, or Darksense/Search. He must also roll under his POWx3 on 1d100. If the requirements are met, and there is a need for a Karrg's Son, the candidate will be accepted.

Karrg's Sons are not allowed to speak directly with trollkin, and require underlings to act as intermediaries. They must ritually eat large quantities of vegetable matter (elves are considered vegetable matter). On each yearly high holy day, a Karrg's Son must eat a relative. (This can be a trollkin.) Karrg's Sons cannot sleep under a roof while their people are at war. They cannot pass by a herd of sheep or pigs without trying to kill one to give to their priestesses. They cannot have less than two spouses, and may not be married to a priestess of Kyger Litor, though a spouse can be a priestess of another, friendly, cult.

Karrg's Sons must always let a musician finish a song or tune before he praises or condemns it. (Kyger Litor loves music.)

A Karrg's Son must own slaves (to show the superiority of trolls), and are encouraged to own non-troll slaves. Karrg's Sons are required to hunt down one meal per season for themselves and their close family. They must personally kill and bring one deer, pig, horse, elf, or other appropriate food gift to their local High Priestess once per season.

Karrg's Sons favor black clothing, and may trim or decorate it as they wish. They must never travel about unarmed, even in their own dwellings.

A Karrg's Son may not be a sorcerer. He must give 90% of his time and income to his priestess.

Karrg's Sons are given a set of magically-smithed leaden armor upon attaining their status. Unlike the heavier enchanted lead armor available for most troll cult runemasters, this superb armor is no heavier than bronze armor in encumbrance, and absorbs 1 extra

point of damage. Expensive sets of this armor are available, set with jewels and sculpture.

Karrg's Sons also receive special allied spirits, which are normally bound into their weapons. Weapons can also be made of magically treated lead which breaks less easily, giving it 2 extra armor points (in addition to doing the usual extra damage and having the usual extra ENC for enchanted lead).

A Karrg's Son rolls only 1d10 for Divine Intervention, rather than the usual 1d100.

Karrg's Sons have the honor of leading armies into battle, and of leading small parties on specialized missions. Even priestesses must defer to their commands when in the field with them. Karrg's Sons determine the disposition of spoils after a battle. See the previous chapter for more on troll military practices.

Karrg's Sons may sponsor trollball teams in their own name.

Even in peacetime, Karrg's Sons are respected and honored members of the community. They may live in the temples of the cult and may treat the temple as their own home. Karrg's Sons may choose a number of initiates to be their personal bodyguard and household troops. The number depends on the fame of the selecting lord, and the willingness of those selected. Some lords prefer a smaller body of experts, while some enjoy a colorful parade-ground platoon.

Karrg's Sons may sacrifice for Kyger Litor's Rune magic as do initiates.

VII. PRIESTESSES

The priestesses of this cult are social as well as spiritual leaders, forming a theocratic hierarchy based on family ties. The communities are run by noble families who also control the priesthood. The members of the priestesshood are revered with mingled superstitious awe, familial loyalty, and political necessity. Though they are called "priestesses", they need not be female.

A candidate for priestesshood must be able to write to at least 30% in Darktongue, an ancient tongue with a history of written documentation from before the Darkness. The candidate must have been an initiate for at least 2 years, and must not be a sorcerer. She must know the spells of Darkwall and Mindspeech. She must have at least 50% in the various ritual magic skills, divided among them.



IX. SUBCULTS

Gray Furies

Initiates that apostatize from this cult can be sure that, some time in their life to come, they will be attacked by a Gray Fury. It may attack them during a battle, it may come in their sleep, or any time.

A Gray Fury is a winged, humanoid figure somewhat resembling a gargoyle. It has a POW of 2d6+12, an INT of 12, and knows the spells of Healing 5, Countermagic 4, and Ironhand 3, the last two of which it usually casts before manifesting itself. CON and DEX are each 3d6, and SIZ varies from 1d6 to 6d6. STR is always the same number of d6s as SIZ, but has a +12 add, so that, for instance, a Fury with a SIZ of 4d6 has a STR of 4d6+12. It has a basic attack chance of 55%, which is increased by the Fury's attack modifier. The Gray Fury's knobbly hide is worth 6 points of armor. It uses the gorgon hit location table.

This attack may be cancelled by rejoining the cult before it has occurred. It is possible to prearrange the attack by telling the local priestess of intentions to quit. She is, by custom, required to summon the Gray Fury to test the initiate's ability to survive outside the cult. Surviving the Fury, he or she is released from cult vows and allowed to leave.

Gray Furies can be summoned and controlled by means of Command Cult Spirit.

Hero Cults

Most Kyger Litor temples have a shrine to some famed troll hero or other. Different temples usually have shrines to different heroes. Some very important heroes are able to grant special spells or other benefits to their worshipers, and their cults may be widespread. Minor Kyger Litor temple have no shrines, but most major temples have one or more.

Examples of three troll hero cults are given below.

Gerak Kag

This troll hero defeated the Prax nomads in battle and invaded Pavis. His cult has spread from Pavis to Dagori Inkarth, but is unknown elsewhere. Gerak Kag

was famous for his leaping ability, and he invented the Jumping spirit magic spell.

Jumping (new spirit magic spell)

variable

ranged, temporal

This spell allows the user to jump up to 3 meters high or 3 meters away for the spell's duration. Every additional point in the spell adds 3 meters to the range of a jump. The user must make a successful Jump roll, or falls down upon landing, though the full distance is still jumped.

Stone Biter

This Rune spell was first taught by a troll known simply as Stone Biter. His cult is known by trolls through all of Genertela west of the Wastelands, though not by ice trolls.

Stone-Biting

1 point

ranged, temporal, stackable, reusable

This Rune spell is for special use against dwarfs only. It allows an initiate to increase his Bite attack by 2d6 damage for each point of Power in the spell. See Character Generation for information on the Bite skill.

Tree Chopper

He is another troll hero, from the Godtime. Tree Chopper stole a sacred axe from the earth goddess and used it to desecrate the forests. Then he learned a magic song to make axes work for him and his followers against trees, and he taught it to the trolls.

This Rune spell is called Tree Chopping Song and can be learned from his special subcult. Tree Chopper's subcult is found in Dagori Inkarth, the Elder Wilds, Guhan, and Halikiv of Genertela and the Tarmo Mountains of Pamaltela.

Tree Chopping Song

2 points

ritual Ceremony spell

This ritual, which is performed as a group song, influences every Kyger Litor initiate that chants along with the spell caster. All those affected may use any type of axe against Aldryami of any type with the same attack and parry percentage as they use with a



mace or maul. No other weapon types convert. The caster and all participants must beat on dead logs with their mauls or maces as part of the ritual. The spell lasts until the next daybreak. In any battle between elves and trolls, the evening before the battle will be marked by several gatherings of trolls beating on logs and singing their guttural song.

X. ASSOCIATED CULTS

Daka Fal

The cult of Kyger Litor is intimate with the way of Daka Fal. The priestesses are urged to become shamans of Daka Fal as well, and to gain access to the many ancestor-worship spells. The usefulness of this is apparent, for the priesthoods have the same general ancestral families and know the spirits' abilities. This eliminates many of the experimental dangers of the spells, for the cult teaches genealogy as well. They have a known pool of available spirits this way, and a hierarchy which is in command of those releasing them.

This also helps explain the persistent strength of the Mistress Race trolls still alive, for they have very short genealogical connections with Kyger Litor herself, and are themselves at the top of the lists of many widespread troll families.

Subere

This is the founding goddess of the Darkness Rune, and the entity worshiped by Kyger Litor. She gives Kyger Litor her spell of Attack Soul.

Xiola Umbar

Somewhat surprisingly, this is a gentle goddess of the trolls, also worshiped by humans. She is often called the sister of Zorak Zoran. Although she and her cult are somewhat disparaged by the common trolls, she is important to them for caring for the helpless (often trollkin) and also for healing. For the former she is scorned, for the latter she is blessed by all trolls. She gives Kyger Litor the rune magic of Healing Trance.

Zorak Zoran

Relations between the worshipers of Zorak Zoran and the Karrg's Sons are very trollish. This means that they are friendly or neutral, but personal feelings can always intervene between individuals or cults. Sometimes hostilities break out between Zorak Zoran and Kyger Litor factions. If Zorak Zoran wins, then the lords of the berserker cult will fulfill the same social roles as previously held by the Karrg's Sons. He gives Kyger Litor the Crush spell.

XI. TROLL ADOPTION RITES

When a non-troll joins the cult of Kyger Litor, he will have to undergo certain rites, including tests and ordeals, which will magically transform him to be a true troll, born of the womb of darkness. The rituals are highly secret: this account is pieced together from fragments from many survivors over the centuries.

The Kyger Litor priestess performing the adoption ceremony is in charge of all affairs, and her arrangements and commands will decide all details of the rites. This outline shows only the most general patterns which are always followed.

No trolls will allow anyone but a friend even to think of asking to be initiated. Trolls do not jovially expose their secret racial rites to outsiders. If someone unknown or questionable asked to be initiated, the trolls would always either kill him then and there or maybe plot his eventual demise some dark night. Troll religion is not trivial to its worshippers!

The questioning will be much like that asked of all troll initiates, but when the question "Who is your closest kin here?" is asked, the answer, is, of course, "No one." The whole ceremony is stopped. The trolls all put on a look of great surprise and everyone asks "How can this be?" and "Who is that there?" even if they've known the person for years. The priestess launches a raft of ritual questions. The wrong answer means death. "Are you sure you want to be here? You think you can find ancestors in the darkness? Is someone here willing to give his family to you?" Once the answers are given, the priestess announces that the Rite of Adoption will begin.

All entrances to the temple region are sealed. Lead is traditional but few clans use it anymore, for dirt and



stuffed rags do as well. Trolls then seize the initiate and hand him about from troll to troll until he reaches the central altar. The person is then placed upon it, standing.

The candidate then must sing a song to Kyger Litor, praising her in the highest terms and asking her to witness his virtues. Then he sings a song to the darkness, Subere, to find his sponsors quickly and send them to him. Then he prays to the trolls for mercy and a quick initiation.

There is no need to make things quick. Each troll has his turn at what follows, and each may take as long as he likes. No rules govern it, but if the songs were sung well and flattered the creatures involved, and if the trolls have a reason to be merciful, they won't linger too long.

The trolls mutilate the initiate to make him into a troll. At some point he will die and his soul itself will be reforged by Subere to be a troll. However, when parts of him are taken while living they are useful for some exotic and special magics. Therefore the priestess urges everyone to keep the person alive as long as possible as she collects the parts. The organs will have a special potency which cannot be gained from involuntary dissection.

These things are done to the person: his ears and nose are ripped out, and bones from dead trolls are inserted into place. All four canines are knocked out and troll incisors are driven into the sockets to act as seeds for new teeth. The internal organs are torn away and a new stomach and a new liver are added. Some other magical parts, including some rocks and carved sticks, are inserted. Examples are known where leg muscles also were replaced. Eyes are generally left alone, perhaps indicating that the trolls were aware of their use and left them in, being less interested in

making people less human than making them more Kyger Litor.

The corpse of the candidate is then wrapped in magical materials, bound by giant silk webs into a fetal position, and laid into the ground on the left side. The magical cocoon is preferably made of sacred insect materials gained from the Gorakiki priesthods, but sometimes simple dirty blankets and furs are used, then covered with mud. Sometimes the sponsoring troll arms the candidate with magical amulets or weapons before he is covered up.

Some candidates never reawake. They are allowed to rest for up to five years. If they don't emerge by then they are known to have been rejected by Kyger Litor. The cocoon is opened and the troll temple serves a special delicacy at a feast of victory.

If the person does emerge, he will be a troll. The organs and implements so cruelly imbedded into the body will have taken root and become organic parts of the newborn. Teeth, stomach, liver, and so on will be infantile but functional. Darksense will be present, but must be learned without any instinct or training. A human's skull is generally misshapen as well.

In general, the creature will have taken on the features of a troll, though the original racial stock is visible as well. A former human who has had his skull fractured many times and reshaped into a troll shape may not appear human to any but careful observers. Trolls might notice, but they don't care. Beauty, to them, is not visual.

This ritual can be performed on trollkin to make them into full trolls. It is also possible for exceptional trollkin to be initiated into Kyger Litor without these excesses. An ordinary trollkin undergoing the adoption rite would be considered to have a full troll spirit in power and ability.





THE LESSER ELDER RACES

THIS CHAPTER describes many lesser Elder Races, and permits character generation for most, including previous experience. You will need a copy of the *Gloranthan Bestiary* as well as the *Deluxe RuneQuest* Players and Creatures Books. Some of the material in this book augments these works.

A number of Gloranthan cults are given below that are found only in *Gods of Glorantha*.

AGE: all races below for which aging is not specified age as humans (begin adventuring at age = 2D6+15, gain previous experience from age 15 on, and age starting at 40).

BABOONS

Baboons are a race of intelligent quadrupeds of Prax and the Wastelands of Genertela.

MYTHOS AND HISTORY: Baboons believe themselves to be the remnants of an elder age when men and animals had not yet separated from each other. They consider themselves superior to humans as a result of their maintained integration. They claim that the Monkey Ruins, in Prax, was once their capital.

DESCRIPTION: See *Gloranthan Bestiary*.

CULTURE, LIFE, GOVERNMENT: Baboons have their own simple, primitive culture. It is based on an extended family called a troop.

A baboon troop is led by a single powerful male, commonly called the alpha male, who monopolizes reproduction among the troop by isolating the females who are in estrus. The other males of the troop act as guards and hunters for the alpha male and the females.

One of these other males will eventually challenge the alpha male's supremacy and fight, no-holds-barred, to replace him.

RELATIONS WITH OTHER RACES: Baboons have been persecuted and treated as inferiors by most other races of Prax and the Wastes throughout their history. This has caused them to be insular and cautious in their dealings with all other species.

RELIGION: Baboons generally worship their ancestors (see *Gods of Glorantha*). Grandfather Baboon is most important.

REGION OF ORIGIN: Baboons are found only in Prax and the Wastelands of Genertela.

CHARACTER GENERATION:

Species: Giant Baboon.

Homeland/Clan: the Wastes of Genertela. Clans, known as troops, are usually named after the alpha male.

Parent Occupation:

1D100 occupation
01-97 Baboon
98-00 Baboon Shaman

BABOON: the ordinary troop baboon. Climb x1, Jump x1, Throw x1, Craft x1, Speak Baboon x1, Animal Lore x2, Baboon Lore x1, Plant Lore x2, World Lore x2, Listen x1, Scan x2, Search x1, Track x1, Hide x2, Sneak x2, Ceremony x1, Summon x1, Bite Attack x3, Javelin Attack and Parry x1, Javelin (thrown) or Sling Attack x2, Dodge x3. **MAGIC (spirit):** 1D6 points at 15 years of age, plus 1 point per additional 5 years or fraction thereof. **EQUIPMENT:** leather belt and pouch, stone knife, javelin, sling, slingstones, 50 m of rope, 4 days supply of food.

BABOON SHAMAN: religious leaders and advisors to the troop's Alpha male. Unlike humans, baboon shamans need not go through a period of Assistant Shaman status. However, the baboon Shaman's player must successfully make a POWx2 roll in order to be spiritually accepted. Failure indicates that the baboon becomes a simple troop baboon. Climb x1, Jump x1, Throw x1, Sing x1, Animal Lore x3, Baboon Lore x2, First Aid x2, Plant Lore x2, World Lore x3, Listen x2, Scan x1, Hide x1, Sneak x1, Ceremony x2, Enchant x1, Summon x4, Bite Attack x1, Javelin Attack and Parry x1, Dodge x2.



MAGIC (spirit): 3 points of magic and a 1-point increase in POW per year beginning at 15. **EQUIPMENT:** fine leather and stone ceremonial regalia worth 25 pennies, including a large rattle, fetishes, stone knife, leather belt and pouch, pet monkey (a typical non-sentient *RuneQuest* baboon), javelin, 4 days supply of food.

Culture: Giant Baboon.

Religion: Ancestor Worship (see *Gods of Glorantha*), unaligned shamanism.

Characteristics, Base Skill Values, Cultural Weapons, Magic, Armor: see *Glorantha Bestiary*.

BEAST MEN

MYTHOS: The mythos of the Beast Men has not yet been recorded by scholars.

DESCRIPTION: The Beast Men of Glorantha are a varied group of beings with a combination of human and animal characteristics. For example, centaurs, the most important Beast Men, are horses with the upper body of a human in place of the horse's neck and head.

SUBTYPES: The Beast Men include centaurs, manticores, minotaurs, satyrs and many other rare forms. The category of Beast Men defies logical definition, including beings with normal intelligence and beings that are not sentient, and including one combination of human and animal, while excluding another, similar combination (satyrs are included, for example, but the similar broos are not).

The only unifying factor seems to be that Beast Men are all beings related to natural forces.

Beast Men know of and immediately recognize each other, so definitions are not of importance except to scholars.

CULTURE, LIFE, GOVERNMENT: The Beast Men live an utterly simple existence, disdaining most tools, shelters or other human items. Daily life revolves around rituals of fertility and nature-worship.

Beast Man culture is dominated by the centaurs, who are considered to be first in prestige among the various sub-types.

Each sub-type of Beast Man has its own sub-culture, based on the habits of the animal(s) associated. For example, centaurs act in many ways like horses, running in herds with a dominant stallion.

The Beast Men have no known government, al-

though custom is a powerful force in their society. Centaurs are almost always accepted as leaders of the many types of Beast Men in times of emergency. Thus when warfare intrudes into Beast Valley in Dragon Pass, bands of satyrs, minotaurs, and even manticores are found following Ironhoof and his captains. At other times the other Beast Men are commonly found at the periphery of the dominant Centaur culture.

RELIGION: All Beast Men worship Arachne Solara, creator of the universe.

RELATIONSHIP WITH OTHER RACES: Beast Men are known for their simplicity, sense of honor, and lack of greed. Thus their relationship with most races is neutral or friendly. Other beings related to nature are especially close, such as wind children.

REGIONS OF ORIGIN: Beast Men are found only in a few regions in Glorantha. Most are found in Genertela, though an obscure species of Beast Men, the Rascullu, live in Pamaltela. The biggest colony of Beast Men is in Seshnela. Beast Valley, in Dragon Pass, is perhaps the most famous region of origin. Beast Men sometimes are found in Aldryami forests.

CHARACTER GENERATION: Of the many Beast Men types, only centaurs are given character generation in this book (see below for the Centaur section). Writeups of Manticores, Satyrs, and Minotaurs are available in *Deluxe RuneQuest*.

Beast Men have aspects to their characters (such as the minotaur's tendency to berserker rages) that would require too much space to do justice to in this book. Satyrs rarely if ever leave their home woods. Manticores and minotaurs, with an INT of 2D6, make very poor player characters.

BROOS

Broos are vile, evil, despicable creatures detested by all living things in Glorantha. They are the most numerous of all chaotic things, and thus considered to be the leading chaotic race.

MYTHOS AND HISTORY: Broos originated during the God War when Ragnaglar, a dead god, joined the Unholy Trio and assisted in opening the world to



Chaos. Now all of the god's descendants are corrupted with chaos.

SUBTYPES: The disgusting broo habit of impregnating anything has resulted in a wide variety of broos, usually showing traits similar to the most common animal (or very rarely, plant or mineral) forms of the region. In areas where domesticated animals are the most common, broos will have the features of those animals.

The typical broo type is based upon hardy wild animals such as antelope or goats, or upon domestic animals such as sheep. This is the type described in *Deluxe RuneQuest*.

This situation is linked to the prevalence and easy impregnation of such animals in broo territories. Broos of more unpleasant stock are known. For example, huge, muscular bison and rhinoceros broos are rumored to exist in the Big Rubble of Prax.

Few broos based on aggressive, carnivorous animals exist (lion or python broos, for example), not because such broo hybrids are impossible, but because host carnivores are scarce, and more importantly, impregnation is usually challenging. One hermit of the Elder Wilds claimed to have seen an allosaurus broo, but this horror was never confirmed.

DESCRIPTION: See *Deluxe RuneQuest*.

CULTURE: Two main broo “cultures” exist, based on the broo reproductive cycle.

The first, known as the Feral culture, is primitive in the extreme. Commonly, broos, alone or in small groups, break into barns and corrals, using their monstrous fertility to infect all the harmless beasts present with their vile progeny. Many weeks later the surviving animals give birth *en masse*, producing dozens or even hundreds of slimy infant broos. These tiny monsters at once attempt to crawl away into the wilderness. If they escape, within a few years a pack of feral broos infests the area. Such broos may live far distant from any other chaos beings, know no magic, and are little more than intelligent, humanoid monsters. They are armed only with what they can manufacture themselves, crude clubs and sharpened



sticks. They are ferocious in the attack, but show little tactical subtlety.

Not all broos live thus. Many live in tribes, with leaders, shamans, and organized contact with other chaos groups. This broo culture is known as the Wild culture. These tribes are much more deadly than the feral fraternal bands, since they have magic, know the best ways to apply their chaos features, and can often obtain real weapons.

This division of broo types is an oversimplification, of course. Sometimes a broo from a wild tribe comes across a raw, uneducated feral pack and takes over. He may even manage to transform the pack into a real tribe over many years. Or a gang of feral broos may run into a tribe and join it.

RELATIONS TO OTHER RACES: Broos are hated by all living things and killed on sight. Even the famed wild healer of the Rockwood Mountains, who has joined the peaceful Chalana Arroyo cult, is regularly hunted whenever sighted, even though he has saved

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lives, resurrected good folk, and bestowed blessings on strangers.

RELIGION: Broos worship their ancestral cult, Thed, Mother of the Broos. Malia, Mother of Disease, is the other main cult of the Broos, although many evil religions are known. A complete cult writeup of Thed is available in the Cults chapter of this book. See *Gods of Glorantha* for the cult of Malia.

REGION OF ORIGIN: Broos are found in both Genertela and, occasionally, in southern Pamaltela.

CHARACTER GENERATION: See *RuneQuest* Creatures Book. There are no Feral Broo Shamans in Glorantha (Feral Broos have no magic). Add the following occupation for Wild Broos (available on a roll of 01-02):

WILD BROO PRIEST: Jump x1, Throw x1, Fast Talk x3, Speak own x3, Animal Lore x2, Chaos Lore x3, Broo Lore x3, World Lore x1, Ceremony x4, Summon x2, Listen x1,

Scan x1, Track x1, Hide x1, Sneak x2, Butt Attack x2 or 1-H Weapon Attack x2, Shield Parry or Dodge x2. **MAGIC:** same as Human Barbarian Priest. **EQUIPMENT:** foul holy symbols, bloodstained ceremonial regalia, knife, cultural weapons, cuirboilli armor, several captives.

CENTAURS

MYTHOS AND HISTORY: Centaurs are mentioned in several old myths, but were extinct when History began. Those currently living are of two origins.

The Dragon Pass centaurs originated when the Empire of the Wyrms Friends performed grotesque medical experiments grafting parts of creatures together to reform extinct species which were believed to be necessary to populate the mythic era sought by the Empire. The fact that this materialistic effort apparently generated a real mythical type is the subject of many fascinating philosophic speculations.

The second group of centaurs appeared, apparently spontaneously, at the end of the Second Age when Old Seshnela was sunk by the immortal Luathans. The form and type of magic which brought about this massive deed is unknown to mortals, but the reappearance of many types of old nature creatures indicates some function similar to that accomplished by the Empire of the Wyrms Friends scientists.

SUBTYPES: Despite their divergent origins, centaurs of Glorantha are of a single type.

DESCRIPTION: Centaurs are beings which seem to be part human and part horse. A human torso from the waist upward replaces the horse's head. See the *RuneQuest* Creatures Book.

Centaurs are Beast Men, and are dominant in Beast Men counsels and culture. See the Beast Men section, above.

CULTURE: Centaur culture centers around ceremonies to preserve the natural environment and maintain shamanic nature worship. Material culture is impoverished by human standards, for they have no clothing, houses, pottery or wares, or art. Simple



tools, including weapons, axes, and carrying bags are sufficient for their needs.

GOVERNMENT: Government among the centaurs is horse-like, with herds of varying sizes led by strong males jealous of their sexual prerogatives. In both regions of heavy population the various herds also maintain formal and friendly relationships with each other, except for the mating season when all rules are suspended for the duration of estrus.

The method of selecting these kings is unknown to outsiders. Several different kings have been known in each region, some serving more than once.

RELATIONS TO OTHER RACES: Centaurs are respected by all other nature folk, such as satyrs, nymphs, or wind children, who generally follow the leadership of the centaurs. They get along very well with elves and trolls as well, despite the hostility of these races to each other. They do not like dwarfs, which are considered to be unnatural by the nature-loving centaurs. All things of chaos are hated, feared, and despised. Humans are treated with suspicion and distrust, and Ironhoof is reported to have said that they are "too new" to be natural.

WARFARE: Centaurs can organize their followers, including other nature beings, and especially other Beast Men, into warlike bands to defend their territory from invasion and pillage.

RELIGION: Nature religion dominates, with worship of Arachne Solara as Goddess of Nature practised in winter, and many minor shamanic ceremonies to spirits of places during other seasons. Ancestor worship is almost absent. Ironhoof is a favored Hero of Dragon Pass centaurs, and has been known to manifest physically more than once to aid them.

REGIONS OF ORIGIN: Two major centers of centaur population are known: in Dragon Pass and Seshnela. In Dragon Pass the region called Beast Valley is ruled by centaurs. In Seshnela the island of Guebelle, one of Kanthor's Islands, is completely dominated by the centaurs, who are found in lesser numbers on the



other islands of the archipelago, and on the peninsula of Old Seshnela as well.

CHARACTER GENERATION: See the *RuneQuest* Creatures Book. Homelands are listed above.

DUCKS

Ducks are a peculiar race found primarily in Maniria (central southern Genertela.)

MYTHOS AND HISTORY: The origin of the ducks of Genertela is a mystery to outsiders. Rumor says they claim to have once been the rulers of the world until their own sins and errors forced them into subservience to lesser races (elves, trolls, etc.) and, later, to humans. Ducks keep their secret to themselves. The



GOVERNMENT: Giants obey the maxim that might makes right.

RELATIONS TO OTHER RACES:

Giants are usually feared and disliked by other races because of the vast destruction which inevitably follows in their wake. Giants are also usually cantankerous and harbor an inner rage which can explode harmfully at the slightest provocation. Only a few extraordinary giants have peaceful or friendly relationships with other races.

RELIGION: Giants seem to have no religion, though they are capable of being initiates in any cult which might accept them.

REGION OF ORIGIN: Giants are of prehistoric, perhaps pre-mythic origin. They are found across both Genertela and Pamaltela.

CHARACTER GENERATION: Player character giants are not recommended, and may be created only with gamemaster approval.

Species: Giant.

Homeland/Clan: Genertela or Pamaltela/none.

Age: 2D6+40. Giants do not age.

Parent Occupation:

GIANT: Throw x3, Speak Giant Language x1, Animal Lore x1, Giant Lore x1, Mineral Lore x1, Plant Lore x1, World Lore x1, Listen x1, Scan x1, Smell Blood x1, Maul x2.

MAGIC: none. **EQUIPMENT:** tree maul.

Culture: Giant.

Religion: none.

Characteristics: see *RuneQuest* Creatures Book.

Base Skills:

Agility

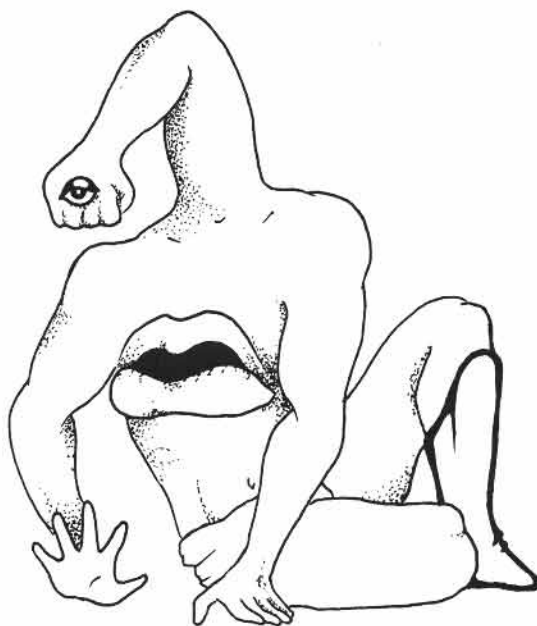
Boat (00), Climb (05), Dodge (00), Jump (05), Ride (00),
Swim (05), Throw (25).

Communication

Fast Talk (05), Orate (05), Sing (05), Speak Giant Languages (15).

Knowledge

Animal Lore (15), Craft (leather) (10), Evaluate (05), First Aid (05), Giant Lore (25), Martial Arts (00), Mineral Lore (15), Plant Lore (15), Read/Write (00), Shiphandling (00), World Lore (15).



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Manipulation

Conceal (05), Devise (00), Sleight (00), Play Instrument (00).

Perception

Listen (15), Scan (15), Search (15), Smell Blood (50), Track (05).

Stealth

Hide (10), Sneak (10).

Magic

Ceremony (10).

Cultural Weapons, Armor, Magic: see *RuneQuest* Creatures Book.

GROTARONS

MYTHOS AND HISTORY: Grotarons were discovered by humans during the Second Age. Grotaron origins are obscure. They claim to be the children of Enlaster, God of Necessity, and Harabistarinos, Goddess of the Land Below the Mountains. These deities



are unknown outside of Grotaron mythology, as is the sabre-toothed mountain mammoth, the basis of Grotaron culture. The mountain-mammoth is believed by scholars to be extinct now, if it ever existed at all. Magicians think it might be some sort of spirit-animal which is visible only to this race, which insists that their entire lives center upon it.

Humans believe that Grotarons are one of many unusual races from the Gods Age, but unlike most others the Grotarons were not exterminated by the wars.

DESCRIPTION: Grotarons are gigantic humanoids who have no heads. Instead an arm sprouts from where a human neck sits. An extremely sharp-sighted eye is on each hand. They can see extremely well under dim light conditions, and can pinpoint details from distances much greater than humans can. A wide mouth slashes across their chests. Females have no mammarys — children are capable of movement and of eating whole foods upon birth. They are capable of living under very harsh conditions without fire or heavy protective clothing.

CULTURE: Grotarons do not value material culture. The only items of value are an extremely rare type of bone bead from the extinct sabre-toothed mountain mammoth. They wear leather and fur clothing which is highly decorated with embroidery, which both sexes practice with diligence. Geometric designs are most common, though mothers and acknowledged hunting leaders embroider their clothing with scenes of hunting the aforesaid mammoth.

Grotarons have been seen to eat a wide variety of meat and plants which are found in their mountains. They are very skilled with rock throwing, which they use to hunt small game.

Grotarons do not use fire, which they consider to be a nuisance spirit. They cook their food using magic.

GOVERNMENT: Grotarons are organized into informal hunting and gathering bands, each of which generally stays within its own high mountain valley and which claims surrounding peaks as hunting grounds. Leaders are acknowledged as needed, and never has anyone been recognized as chieftain, priest, king, or other official.

RELATIONS TO OTHER RACES: Grotarons are a peaceful race which acknowledges all intelligent creatures as equals. Strangers are treated with cour-

tesy and respect. Grotarons rarely have only recently begun to leave their mountains at all, apparently due to overpopulation and a desire to seek other sites where their mythical creatures can be found.

The Grotarons share their native mountains with elves, and speak Aldryami.

WARFARE: These wanderers are highly valued as mercenaries due to their extraordinary skill at archery. Grotarons did not know what warfare was until humans in the Second Age taught them. They had never fought each other or against other species before this. Even now they are reluctant to take intelligent lives, and can be tempted only by massive payments (triple normal mercenary costs) which they usually use to pay for passage to distant mountains. They can also be tempted by receiving a single shield and two greatswords which they have come to value in close combat.

RELIGION: No organized religion is known. All Grotarons seem to have some shamanic skills which they use as needed. They have no fetiches, although some shamans believe they have encountered Grotarons on the spirit plane.

REGION OF ORIGIN: The Maidstone Mountains in Fronela are the origin of the Grotarons. No other colonies are known, though individuals have been known to wander wide and far.

CHARACTER GENERATION:

Species: Grotarons.

Homeland/Clan: Maidstone Mountains/hunting band name.

Parent Occupation:

GROTARON: Climb x3, Jump x2, Throw x4, Craft (mountain mammoth leather) x1, First Aid x1, Grotaron Lore x1, Animal Lore x2, World Lore x1, Ceremony x2, Summon x1, Listen x1, Scan x4, Search x2, Track x3, Bow Attack x3, Maul Attack x1, Shield or Maul Parry or Dodge x1. **MAGIC (spirit):** 1D3 points at 15 years of age, plus 1 point per year, plus 1 point increase in POW every 5 years. **EQUIPMENT:** clothing, pack, climbing equipment (grapples, ropes, etc.), bow and arrows, 2 mauls, large shield, cuirboilli armor.

Culture: Grotaron.

Religion: unknown.

Characteristics, Base Skills, Cultural Weapons, Magic: as in *Glorantha Bestiary*.



JELMRE

These lemur-like beings live very simply. Most dwell high in the mountains, in small dens, lean-tos, or hollow trees. In Gujelmre, a lowland area, they live in hollow volcanic cones. In general, jelmre are very primitive. Many do not even have the use of fire.

MYTHOS AND HISTORY: These creatures originated when Pamalt was creating races to inhabit his land. They have suffered in myth and history and are a rare being now.

DESCRIPTION: See *Gloranthan Bestiary*.

CULTURE: They have a simple and primitive culture of arboreal hunter-gatherers.

RELATIONS TO OTHER RACES: The jelmre are shy and reclusive and difficult to reach by members of any race.

RELIGION: The religion of the jelmre is unknown. It may have something to do with the jelmre's remarkable emotion magic.

REGION OF ORIGIN: Jelmre are found only in and around the Palarkri Mountains, in eastern Pamaltela.

CHARACTER GENERATION:

Species: Jelmre.

Homeland/Clan: Palarkri Mountains/none.

Parent Occupation:

JELMRE: Climb x3, Dodge x4, Jump x1, Throw x2, Craft (any) x4, Craft (any other) x2, Conceal x3, Devise x4, Listen x2, Scan x3, Hide x3, Sneak x2, Blowgun Attack x1. **MAGIC (special):** all Emotions are available at age 15. One Emotion may be crystallized at age 15, plus one more may be crystallized per 5 years or fraction thereof. **EQUIPMENT:** blowgun, darts, whip, sticks, stones, 3d6 samples of primary Craft and 1d6 samples of secondary Craft.

Culture: Jelmre.

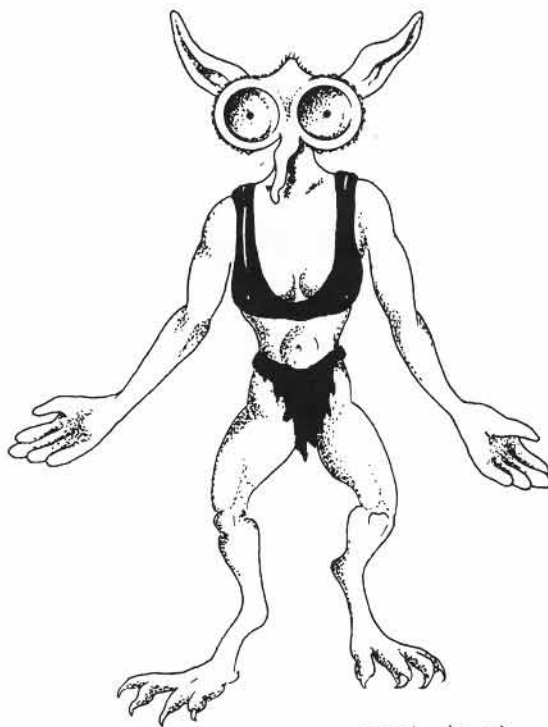
Religion: unknown.

Characteristics: as in *Gloranthan Bestiary*.

Base Skills: as in *Gloranthan Bestiary*.

Cultural Weapons:

attack only — Blowgun 20, Whip 20.



Magic: special emotion magic. See *Gloranthan Bestiary* for sample emotions. Others exist.

Armor: none.

KEETS

Keets are a subspecies of duck which is found in the Eastern Isles.

MYTHOS AND HISTORY: The keets believe that they are descendants of an ancient and honored race of the Golden Age, when all which was good wore feathers. Their ancient home was called Ganderland in God Learner language. During the God War they sacrificed their wings for the good of the world, and were given arms by the Emperor of the World as compensation.

DESCRIPTION: See Ducks, *RuneQuest Creatures Book*.



CULTURE: Keets adopt the rituals and customs of whichever island they inhabit. They hold strongly to their family, which is called a Nest. They are generally well mannered and kind, in contrast to their Gener-telan kin.

GOVERNMENT: Keets honor the clan system in loyalty, and participate when possible in the government of their various islands.

RELATIONS TO OTHER RACES: Keets are held in amusement by most locals, whose mythology says their ancestors were once men but were punished for their vanity and pride with their current form.

RELIGION: Ancestor worship and their local deity.

REGION OF ORIGIN: Keets are found only in the Eastern Isles.

CHARACTER GENERATION: Keets have a few cultural differences that set them apart from Gener-telan ducks, but in general they are the same.

Species: Duck.

Homeland/Clan: Eastern Isles/home island clan (e.g. Five-Coral Strand, Reetha's Isle).

Parent Occupation: As in *RuneQuest* Creatures Book, but with the following change to Magic: Sorcery is the most common magic for Keets. The following is received in lieu of any other Magic experience; 1d3-1 sorcery spells at age 15, plus 1 additional sorcery spell for every five years or fraction thereof. Also receive Intensity x1, Read/Write Own Language x1, Ceremony x1, and Spells x3 (allot among known spells as desired). Also gain a 1-point increase in POW every three years or fraction thereof.

Culture: Keet.

Religion: all Keets are automatically initiates of their home island's patron diety. Keets also practice ancestor worship.

Characteristics, Base Skills, Cultural Weapons, Equipment: see *RuneQuest* Creatures Book.

MYTHOS AND HISTORY: The Luatha are descendants of greater gods, diminished in their powers from their ancestors, but still greater than mortals. They lived originally about the Gates of Dusk beyond the realm of Time, and some of the Luatha are remembered in myths of the Gods War.

DESCRIPTION: The Luatha are gigantic, about 5 meters tall, well formed and graceful. Most have purple skin and violet hair, wear beautiful decorated clothing and armor, and sing rather than speak. They are inherently magical, performing some things (like igniting fires, healing small wounds, and using Second Sight) without casting a spell as required by humans.

CULTURE: Details of Luathan culture is unknown, though Heroquesters who have visited their ancestral lands in the west report that they have a highly developed civilization where respect for their law is universal so that crime does not exist, rich material possessions are so common that no one covets another's goods, and admiration of beauty is promoted by private and public ceremonial contests. Their buildings are low and go deep underground rather than reaching high into the air.

The Luathans who are in the Castle of Purple Shadows in Seshnela are presumed to have similar practices.

GOVERNMENT: Formal government is unknown, and leaders are selected for their abilities according to the current needs.

RELATIONS TO OTHER RACES: The Luatha of Seshnela destroyed the ancient civilization of that land and have remained hostile to humans ever since. They constantly destroy any human ships which they discover among Kanthor's Islands. Local humans fear them.

The centaurs, elves and mermen of the islands are treated well or ignored. Humans believe them to be in league with the Luatha, though they deny it.

The future pupose of the Luatha in the region is unknown except to themselves.

WARFARE: are so far advanced beyond mortal capabilities that human warfare is like child's play to them. The handful who debarked from their ship easily decimated the Seshnegi army which outnumbered them more than 1000 to one in soldiers and 10 to one

LUATHA

The Luatha are a superhuman race of immortals who sailed from the Far West at the end of the Second Age and destroyed Old Seshnela. They are unsuitable to be player characters in *RuneQuest* and are described here for gamemaster purposes.



in powerful magicians. Similarly, their single ship has easily destroyed fleets of human ships which attacked it.

Ironically, armies of beings like the Luathans were reported to be ordinary soldiers for the greater deities during the Gods War, providing a truly frightening view of the magnitude of that immortal struggle.

RELIGION: The precise religion of the Luathans is not known. They are the direct descendants of the gods and presumably honor their ancestors with sacrifice and worship. Western philosophers claim that they *must* worship the Invisible God as well, but this is unproved.

REGION OF ORIGIN: The Lands of Dusk lie in the Farthest West where the sun sets below the rim of the earth. The only Luatha living in the mortal world reside in a hidden fortress in the Kanthor's Islands of Seshnela.

CHARACTER GENERATION: Not available — information about the Luatha is of such magnitude that the usual categories are irrelevant.

LUDUCH

The Ludoch are the most common and best-known type of merman in Glorantha. They are neutral or friendly to mankind.

The Ludoch are the only mermen described here. To do justice to all mermen would greatly increase the size of this book. A comprehensive look at all the mermen of Glorantha will be published in a future Gloranthan supplement.

MYTHOS AND HISTORY: The ludoch originated in the Gods War era with the union of air spirits with sea nymphs. They are proud of their part in aiding Magasta to devour and recycle the great void which was made when the Spike exploded.

DESCRIPTION: See *Gloranthan Bestiary*.

CULTURE: The ludoch revere spirituality

and beauty above all else, finding in that the temporary solace which their otherwise pessimistic and abysmal religion provides.

GOVERNMENT: The ludoch naturally congregate into larger social groups, even coalescing into kingdom-sized bodies south of Maniria, in the East Isles, and in the Maslo Sea. Participation in government is voluntary, but most of the merfolk amiably agree to their peaceful policies.

RELATIONS TO OTHER RACES: The ludoch are friendly to humans and like to trade for beautiful things which cannot be found in the sea. They fear the other races of mermen which are occasionally found in their regions.

RELIGION: Mermen Pantheon.

REGION OF ORIGIN: Ludoch are found throughout the eastern oceans, concentrated especial-



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ly in the East Isles, Maslo and Marthino Seas of Pamaltela, and across southern Genertela.

CHARACTER GENERATION: For a partial merman character generation system, see the *Glorantha Bestiary*. Complete character generation for Luatha and all other mermen (and guidelines and adventures necessary for play) will be available in a future *Glorantha* supplement.

MOROCANTH

Morocanth are tapir-like beings who, along with the Alticamelus Riders, Bison Riders, Impala Riders, and Sable Riders, are considered one of the Five Great Tribes of Prax. Unlike the other tribes, morocanth herd humans instead of beasts but still share the native

beast-rider culture, altered to suit their inhuman needs.

MYTHOS AND HISTORY: Morocanth have participated fully in all the myths and history of the Praxians.

DESCRIPTION: See *Glorantha Bestiary*.

CULTURE: They follow the same general patterns of Praxian culture, adopting some aspects to suit their quadrupedal status. Thus males are the warriors and herdsmen while females own most property and are the nurturers and healers.

RELATIONS TO OTHER RACES: Morocanth are supposed to be equal with other Praxian peoples, but in fact are usually resented, ridiculed, and despised by them. Morocanth return the feelings.

RELIGION: Praxian gods are worshipped by Morocanth.

REGION OF ORIGIN: Morocanth are found only in the Wastelands of Genertela, particularly in Prax.

CHARACTER GENERATION:

Species: Morocanth.

Homeland/Clan: Wastelands/Morocanth Tribe.

Parent Occupation: Use the Foot Nomad occupations in the *RuneQuest* Players Book.

Culture: Morokanth.

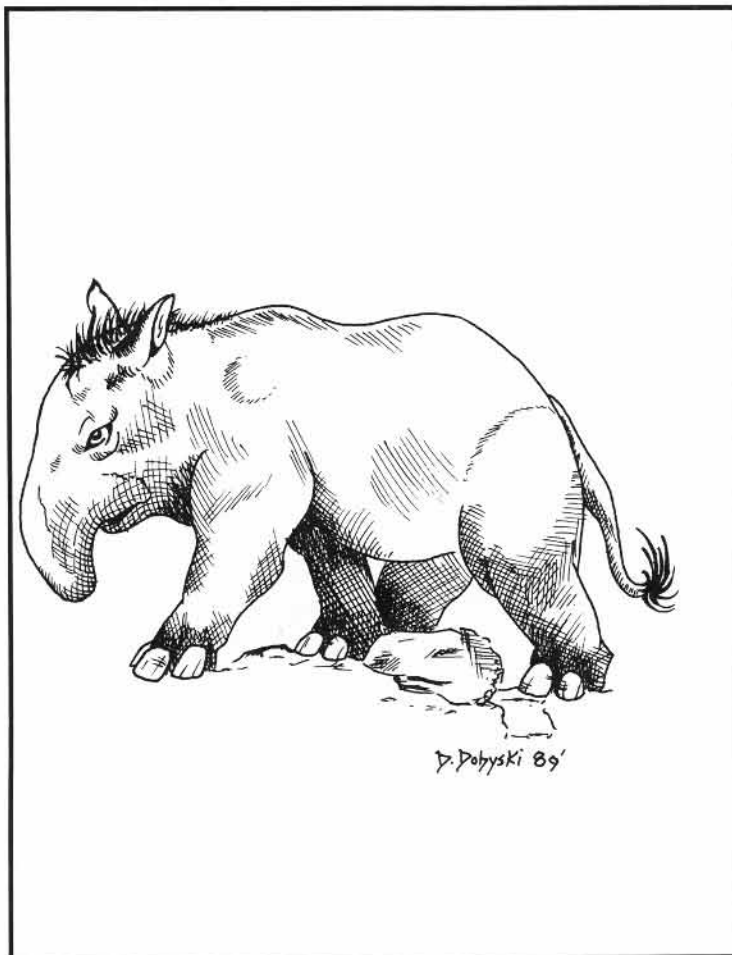
Religion: Praxian Pantheon.

Characteristics, Base Skills, Cultural Weapons, Magic: as in *Glorantha Bestiary*.

NEWTLINGS

MYTHOS AND HISTORY: Newtlings say they were born in the primal mud of creation, and have lived there ever since despite the general hardening of the earth and cooling off of the air.

SUBTYPES: Newtling young are like giant





tadpoles, requiring submersion in water to survive. Bachelors, the most often met form, are bipedal and tailed with bulging eyes and faces like a frog. Adults, found only in their homeland marshes, are similar but less robust. The adults also possess various sexual characteristics of interest only to other adult newtlings.

DESCRIPTION: See *Gloranthan Bestiary*.

CULTURE: Adult newtling culture centers around the raising of the tadpoles. It is not materialistic and honors survival over truth. The bachelors are often imbued with great curiosity and a desire to travel and see the world before they reach adulthood.

GOVERNMENT: Government is centered around the fertile adults who act as elders and provide leadership, inspiration, and protection for the young.

RELATIONS TO OTHER RACES: Newtlings are sometimes used as slaves by dragonewts, which they do not seem to mind. They are generally shy and fearful, especially of the humans who often chop off their tails as food.

RELIGION: Ancestor worship (See *Gods of Glorantha*.)

REGION OF ORIGIN: Most newtlings originate in the New Fens of Maniria, in southern Genertela. Most rivers or swamps can support newtlings.

CHARACTER GENERATION: Adult newtlings are beyond the scope of this book. Bachelor newtlings make amusing player characters, however. The Bachelor occupation of Dragonewt Slave is extremely hazardous, but previous experience in this occupation is very rewarding.

Newtlings are better adapted than humans to Auld Wyrnish. They may attain a maximum of 50% in Speak Auld Wyrnish.

Species: Newtling.

Homeland/Clan: Maniria/secret marsh village name.

Age: initial age roll 2D6+3. Begin experience age 3. Bachelors undergo adulthood at age 35, at which time they should be retired from play.

Occupation:

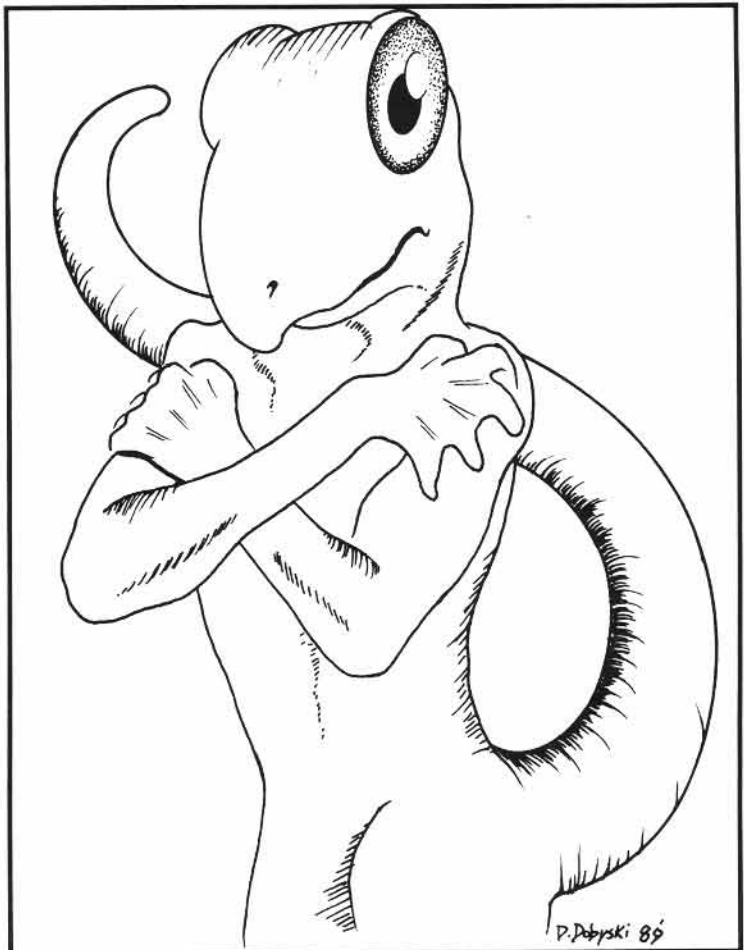
1D100 occupation
01-89 Roving Bachelor
90-00 Dragonewt Slave

ROVING BACHELOR: the normal adventurer newtling. Boat x2, Climb x1, Jump x1, Throw x1, Swim x4, Fast Talk x1, Speak Local Human Tongue x1, Animal Lore x2, Craft Wood x1, Plant Lore x1, World Lore x1, Devise x1, Listen x1, Scan x2, Hide x3, Sneak x2, Summon x1, Trident Attack and Parry x1, Sling Attack x2, Dodge x3. **MAGIC (spirit):** 1D3-1 points at 4 years of age, plus 1 point per additional 5 years or fraction thereof. **EQUIPMENT:** belt and pouch of woven reeds, stone knife, trident, sling, slingstones, 50 m of rope, fishhooks, fishing net.

DRAGONEWT SLAVE: these newtlings have been favored by the attentions of dragonewts. They will be released from service at adulthood, or earlier (see below). Climb x1, Jump x1, Swim x1, Throw x1, Fast Talk x1, Auld Wyrnish x2, Craft x3, Draconic Lore x2, Martial Arts x1, World Lore x2, Devise x1, Listen x3, Scan x3, Search x1, Hide x2, Sneak x2, Ceremony x2, Sling Attack x1, Dodge x3. **MAGIC (spirit):** For each 2 years of service, the player must make a luck roll. If POWx1 is rolled, the character will either be released from service, or receive 1 Warrior dragon magic spell (one-use). If POWx5 is not rolled, the character is eaten. **EQUIPMENT:** belt and pouch of woven reeds, sling, slingstones.

Culture: Bachelor Newtling.

Religion: Ancestor worship or spirit cults.





Characteristics, Base Skills, Cultural Weapons, Magic: as in *Glorantha Bestiary*.

OGRES

MYTHOS AND HISTORY: Ogres claim to be the original form of humans and hold secret contempt for all the other forms of humanity. Others say they were humans corrupted by chaos, which they still follow. Ogres hold a dark and evil view of the universe, claiming that their god Cacodemon is the Creator, temporarily taking refuge in this world to reform it to its original image.

DESCRIPTION: See *RuneQuest*.

CULTURE: Ogres live among Wareran humans and adopt the surrounding culture as their own.

RELATIONS TO OTHER RACES: Ogres feel superior and are contemptuous of all other races, yet because of their small numbers and fear they keep their opinions secret as much as possible.

RELIGION: Ogres sometimes join local cults where their innate chaotic taint will not give away their secret. Most worship the demonic Cacodemon in secret. See the Cults section of this book.

REGION OF ORIGIN: Ogres can be found in small numbers in any of the Wareran cultures of Glorantha, save for the Brithini.

CHARACTER GENERATION: See *Deluxe RuneQuest*. The normal ogre cult in Glorantha is Cacodemon.

SLARGES

Slarges are aggressive reptile-men, hostile towards humanity. Apparently, their first encounter with humanity was only two centuries ago. Since that time, their lands in western Tarien have been growing apace. As they increase their territory, humanity is forced to retreat. Some scholars of non-human races regard the Slarges as a serious danger, a potential threat to all Pamaltela. Others feel that the primitive people of Tarien are weak and easily overthrown; surely civilized armies could thrash any number of slarges!

MYTHOS AND HISTORY: Unknown.

SUBTYPES: Two types exist, the giant and lesser forms.

DESCRIPTION: Slarges are bipedal, tailed reptile-men. See the *Glorantha Bestiary*.

CULTURE: Details of slarge culture are unknown because of their inherent hostility towards human investigators. However, we know that lesser slarges are co-operative and work in hunting and working bands of various sizes. Giant slarges are extremely





individualistic and apparently self-centered, but usually lead a band of their lesser fellows.

Slarges work metal and domesticate animals (dinosaurs), displaying abilities much more advanced than the stone-age people they meet (much to such humans' amazement). Slarges are nomadic, so they own few goods, and leave few permanent traces behind them.

GOVERNMENT: Slarges seem to work in hunting and gathering bands of various sizes, usually led by a single giant slarge.

RELATIONS TO OTHER RACES: Slarges are always hostile to humans. Interaction with other races is unrecorded. The future may hold interesting events for students of Slarges, as they begin to contact the other Elder Races of Pamaltela.

WARFARE: Slarges are engaged in expansion at the expense of the primitive Doraddi people of Tarien. The slarges usually overwhelm their foes with greater numbers.

RELIGION: Unknown, though they have been observed to practice sorcery.

REGION OF ORIGIN: Western Pamaltela. The land known as the Wongarrissi is the ancestral home of the slarges. Rumor has it that a colony exists on a small island somewhere in Glorantha.

CHARACTER GENERATION: Slarges are not recommended as player characters because they never leave their homeland, which is one of the Inaccessible Lands of Glorantha. Partial information can be found in the *Gloranthan Bestiary*.

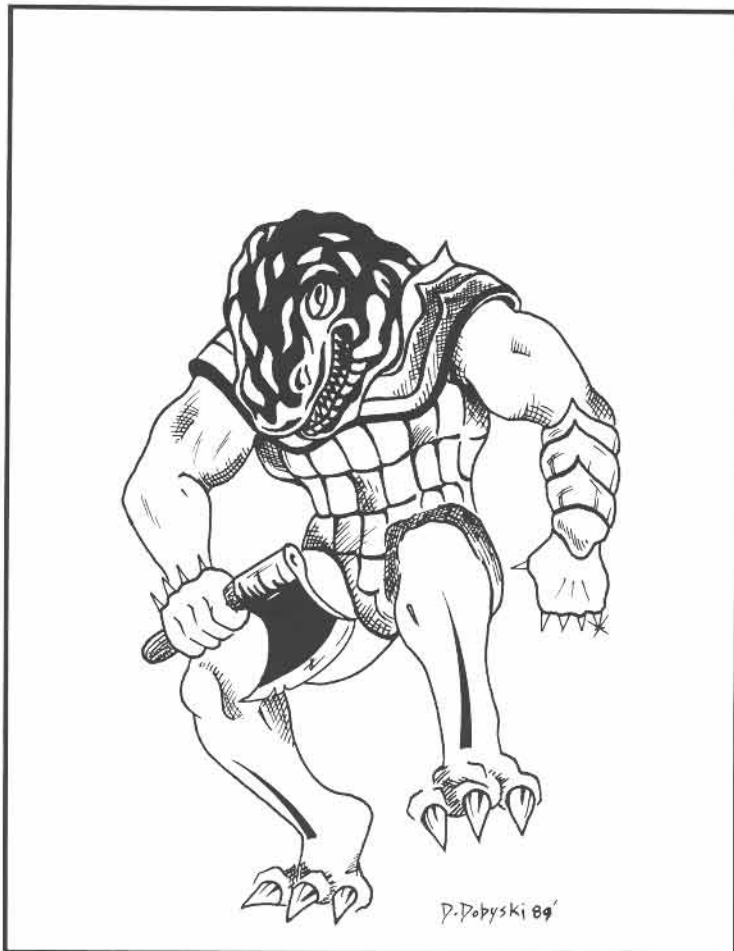
SUBTYPES: "Timinit" can be translated as "insect people," and numerous types of exist. Some of the best-known are:

Arachan: these beings are insect-like and spider-like. Their frail bodies are about two meters long, and their armspan another four meters. They have two humanoid legs, four arms, and tripartate insect-like bodies. Their heads have wicked, poison-injecting mandibles and two large, multi-faceted eyes which sparkle in the light and glow in the dark, and which change color from time to time. They are carnivorous and, like spiders, spin nearly invisible but incredibly powerful webs which form elegant patterns in the forest when covered with dew.

Ephemerae: ten to twelve species are classified as ephemerae, the best-known (and largest) being the frail dragonfly-like Odonatites (see below). Ephemerae hatch in the spring, fulfill all their life objectives at a frantic pace, and die in the autumn. None lives more than a year.

TIMINITS

MYTHOS AND HISTORY: Timinits have no mythology or history of their own. Those intelligent enough to communicate state categorically that they have always existed as they are. They seem unable to understand the concepts of a mythical Beginning and Ending.





Lucan: wood-eating, simple-minded, and aggressive describe this beetle-like timinit. Generally solitary or in small groups, they seek dead wood for food and defend their stores once found. (See also *Gloranthan Bestiary*.)

Myrmidon: a hive-dwelling, militaristic race which displays rudimentary intelligence (See also *Gloranthan Bestiary*).

Odonatite: the best-known of the ephemerae are intelligent and sociable, and some have shared their observations and philosophy with humans. These timinits cannot believe that the longer-lived races are anything but immortal, unchanging deities. They have no society, but join only briefly at mid-summer to mate, then continue their ways.

CULTURE: Timinits have no organized society and, hence, no culture. Some scholars speculate that the many types of timinits once lived in complete, but unconscious, harmony with each other, much as insects in an ant hill work together but on a grander scale. This speculation is based on research of old documents, and no such co-operation, other than that of Nature, is currently apparent.

RELIGION: Timinits do not practice any religion. A band of spiritual searchers from a city in Pamaltela claim to have contacted a vast and frightening insect deity which is ancestor to all timinit souls. Timinits deny this deity and have no real mythology.

REGION OF ORIGIN: Timinits were discovered on Jrustela during the Second Age. Because some of them seemed to be useful in promoting human expansion to other regions some of them were transported to other islands and Pamaltela where they now live.

CHARACTER GENERATION: Timinits are not recommended as player characters. Partial information is available in the *Gloranthan Bestiary*.

TUSK RIDERS

The Tusk Riders are a loathsome, bestial race which is, at best, disliked by everyone. Their name refers both to their own impressive tusks, and to the tusked

giant boars which they ride. They are known to be great liars and boasters, and so cruel that trolls seem tame by comparison.

MYTHOS AND HISTORY: Tusk riders apparently originated in the Second Age, perhaps from some abominable Empire of the Wyrms Friends fertilization program which crossed trolls and humans. They, however, claim that they were made from the mixed blood, spittle, and seminal fluid of their God of the Bloody Tusk.

The tusk riders claim that they have an emperor who once ruled the whole world, but who now rules from pig-back exile since being betrayed by the Dragon King in elder days. They say he rules over twelve tusk rider kings, each of whom rules 50,000 subjects. Their grandiose history does not fit with any other recorded data. Their strongest historic government was centered upon the Ivory Plinth of Dragon Pass, which was partially demolished early in the Third Age, but which still serves as their most active cult center.

DESCRIPTION: Tusk riders are humanoid, but extremely ugly. They have great yellow tusks which are useless for fighting or eating, but quite prominent. See also *Gloranthan Bestiary*.

CULTURE, LIFE, GOVERNMENT: The Tusk Riders lead a nomadic, hunting and raiding life style. They are brutal, treacherous, violent, and cruel, and thus often hired as mercenaries capable of carrying out any military order.

Tusk riders travel about in family warbands which include males and females alike. Pregnant females (like their companion swine) take refuge in the springtime to give birth to a litter of 6-10 children which are largely ignored, often left with the swine to be raised. They grow to adolescence within eight years and join the warband. Wandering bands number from six to twenty five adult and adolescent individuals, though bands in the Stinking Forest of Dragon Pass are generally much larger.

Tusk riders are accompanied by a herd of their swine which avoid other hominids and accept the tusk riders' protection. Tusk rider steeds are huge beligerent swine commonly called tuskers. Mounted tusk riders can easily outrun anyone on foot. In forests, which are their favorite haunt, they are barely slower and can outrun almost any steed as well.

Tusk riders hunt, raid anyone for treasure and



food, and regularly intimidate everyone for tribute or rob them. When threatened or confronted with superior foes they flee without shame.

There are probably only 10,000 tusk riders in the world, and their largest mercenary armies usually number only a few thousand warriors.

The warbands are usually ruled by a single old warrior, sometimes a female, whose word is law. The slightest offense is met with violence, and they will rule until killed by a rival (who is usually a close kinsman.)

RELATIONS WITH OTHER RACES: Everyone dislikes or hates them, and the feelings are reciprocated. The elves alone are respected, not out of love but because the tusk riders fear the only foes which can best them in the woods. Sentient beings fear them because of their practice of human sacrifice which captures beings' souls as spiritual slaves to the tusk riders.

WARFARE: Tusk riders usually use lance and spear for combat, but readily use other weapons captured in combat or taken as tribute. Their steeds fight along with them. Usually tusk rider disdain missile weapons, preferring to close with their victims quickly.

Tusk riders prefer to raid, but when coaxed into melee are terrifying, and opponents are usually demoralized by their fear of being taken prisoner.

RELIGION: The Cult of the Bloody Tusk is their religion, a god who created them and fathered their ancient emperor on the swine goddess and the 12 kings on his granddaughters. The religion is extremely cruel and brutal, and provides terrible magic to the worshippers at the cost of their victims' souls.

REGION OF ORIGIN: Tusk riders originated in Dragon Pass, where they are most numerous, and have migrated to Maniria, Prax, and southern Peloria.

CHARACTER GENERATION:

Species: Tusk Rider.

Homeland/Clan: Maniria, Prax, southern Peloria. Tusk rider clans are short-lived and

volatile in terms of membership. Names are usually arrogant, crude-sounding. Examples: Headchoppers, Throatcutters, Chops, Blacktusks, Bignards.

Parent Occupation:

TUSK RIDER: Jump x1, Ride x5, Throw x1, Animal Lore x3, Tusk Rider Lore x1, World Lore x1, Conceal x2, Listen x1, Scan x3, Search x1, Track x2, Hide x2, Sneak x3, Ceremony or Enchant or Summon x1, Fist Attack x2, Lance Attack x3, 2-H Spear Attack x1, 2-H Spear Parry x1. **MAGIC (spirit):** 1D3-1 points after age 15, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** trained tusker, leather clothing (1-point protection), knife, two 2-H spears, water skins, bag of rotting meat and other unsavory food, firemaker, 100m rope, horned helm and cuirass (4-point tusker cuirbouilli), animal products worth 50 pennies, loot worth 50+1D100 pennies, fur cloak. Only the most prosperous have metal armor.

Culture: Tusk Rider.

Religion: Bloody Tusk, others (Zorak Zoran, other feared cults).

Characteristics: as in *Gloranthan Bestiary*.





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Base Skills:

Agility

Boat (00), Climb (20), Dodge (05), Jump (30), Ride (75), Swim (15), Throw (25).

Communication

Fast Talk (05), Orate (05), Sing (05), Speak Tusk Rider (30), Speak Theyalan (15).

Knowledge

Animal Lore (10), Craft (pig-hide) (10), Evaluate (05), First Aid (10), Tusker Lore (30), Tusk Rider Lore (20), Martial Arts (00), Mineral Lore (00), Plant Lore (00), Read/Write (00), Shiphandling (00), World Lore (05).

Manipulation

Conceal (40), Devise (05), Sleight (05), Play Instrument (00).

Perception

Listen (15), Scan (15), Search (40), Track (40).

Stealth

Hide (10), Sneak (10).

Cultural Weapons: as in *Glorantha Bestiary*.

VORALANS

MYTHOS AND HISTORY: Mythos of the voralans is obscure. They seem to believe that Mee Voral created them, and then made the world to be food. Sometimes there is a shortage of food, but this is accepted as being inevitable. Their souls enter into their fungoid wards, awaiting rebirth as a voralan when conditions are suitable.

SUBTYPES: Several types of voralans exist, differing primarily in size and appearance. Their differences stem from the specific fungus with which they associate. Mushroom elves are different from leaf mold elves, for instance.

DESCRIPTION: Black elves are diminutive, squat beings with grey or dusky skin, limbs which often appear swollen, and a soft pudgy appearance. They are generally silent.

CULTURE: Voralan culture is insignificant. They own no material property, are hermaphroditic and know no mating rituals or rites of passage, and have not been seen to engage in any social activity other than

tending their fungi. Individuals may not even be aware that they are separate from other individuals.

Occasionally voralans exposed to outsiders can mimic the cultures of these beings very successfully, due to their high intelligence.

GOVERNMENT: Each voralan colony is self-governed by their group mind. No formal positions exist. Often other beings hold power over them.

RELATIONS TO OTHER RACES: Voralans are so self-centered that they have no positions to relate to other races. They are often found in passive cooperation with other dominant species. In forests they are subject to elves, in caves to trolls. Dwarfs hate them and wipe them out. Humans rarely ever even see them.

WARFARE: Aggressive warfare is unknown to them, and combat attempted by inexperienced or isolated voralan tribes is often laughable. Tribes that have had to defend themselves in the past against vicious out-



siders (and have survived) often are quite effective in combat. They always know enough to protect their crops, often throwing virulent biological substances or parasitical bombs at their foes, then scampering away.

The best voralan defense is the fact that without them many special and unique fungi would die, depriving the attackers of useful medicinal, hallucinogenic, and magical properties.

RELIGION: Mee Vorala is their cult. She is the source of fungus.

REGION OF ORIGIN: Voralans apparently originated in the Underworld and came to the surface world during the Darkness. They proliferated then, feasting on the dead world, but have been driven back by sunlight since the Dawn. Now they are found in caves and other lightless places, or in a few fungus forests which have survived since the Darkness.

CHARACTER GENERATION: The voralans are a closed society reticent to deal with outsiders. They are passive, often struggling no more than mushrooms would, even to save themselves. They are unsuitable as player characters. Voralans of a colony are in constant telepathic link with each other and rarely speak, even to outsiders.

Species: Voralan

Homeland/Clan: Voralans are found everywhere in Glorantha. Clans have unusual, untranslatable names.

Age: initial age roll 2D6+30. Start experience at 30. Voralans do not age.

Parent Occupation: Here we give occupational skills for a normal tribe of farmer voralans. Tribes living in close proximity to enemies, or confronted by occasional aggression, would likely have several different occupations, especially Warrior, with varying skills.

BLACK ELF FARMER: Climb x2, Jump x1, Throw x1, Speak Voralan (commune with group mind) x3, Craft (fungus potions) x3, Craft (rock) x1, First Aid x1, Evaluate x1, Fungus Lore x5, Voralan Lore x1, World Lore x1, Conceal x1, Listen x2, Search x3, Sneak x1, Ceremony x3, Enchant x2, Summon x1. **MAGIC (spirit and divine):** 1D3 points of spirit magic at 30 years of age, plus 1 point of spirit magic per 5 years or fraction thereof, plus 1 point of divine magic per 20 years or fraction, plus 1 point increase in POW every 25 years or fraction. Other special voralan magic may be provided from the group mind. **EQUIPMENT:** gardening tool, 1D6 useful mushrooms or fungi, pet slime mold.

Culture: Voralan.

Religion: Mee Vorala.

Characteristics: as in *Glorantha Bestiary*.

Base Skills:

Agility

Boat (00), Climb (45), Dodge (40), Jump (25), Ride (00), Swim (15), Throw (25).

Communication

Fast Talk (00), Orate (00), Sing (05), Speak Voralan (30), Speak Aldryami (10), Speak Darktongue (15), Commune with group mind (50).

Knowledge

Animal Lore (05), Craft (Fungus Potions) (30), Evaluate (10), First Aid (10), Fungus Lore (40), Voralan Lore (15), Martial Arts (00), Mineral Lore (30), Plant Lore (25), Read/Write (00), Shiphandling (00), World Lore (05).

Manipulation

Conceal (10), Devise (05), Sleight (05), Play Instrument (00).

Perception

Listen (30), Scan (35), Search (35), Track (05).

Stealth

Hide (65), Sneak (75).

Cultural Weapons: none. Tribes with enemies would have weapons as in *Glorantha Bestiary*.

Magic: as in *Glorantha Bestiary*.

WAERTAGI

MYTHOS AND HISTORY: Waertag, the first of his race, was born in God Time as the result of a union between Malkion, Prophet of the West, and a ludoch mermaid. The Waertagi operated in close alliance with the Brithini peoples for the whole of their history and dominated all naval activity for the First Age. They were largely destroyed by the God Learners in the early Second Age. They returned to destroy the island of Jrustela centuries later, but were in turn wiped out by the Closing, when Zzabur's great curse swept them from the seas. Bands of survivors have haunted coastal cities since, and a group survives in the Edrenlin Islands (off the coast of the Elamle peninsula, in Pamaltela). The sea-going race has apparently begun to return, though no one knows their purpose.

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

DESCRIPTION: The waertagi are usually green-



and blue-skinned humanoids, often with long, webbed fingers and toes. They have a natural affinity to the sea and other waters.

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

Since the Closing, the culture of the surviving waertagi seems to have become less amiable, but little is known of its nature.

GOVERNMENT: Government was headed by each ship captain, with strict traditions about which functions were his alone to make (how to weather a storm, how to fight an attacking monster) and which were to be decided by the adult crew members (whether to go to war, where to trade). A political hierarchy was determined by the crewing functions. Promotion was by merit. Both women and men held position of power and honor. Children, upon completing the rites of adulthood, were given their choice of careers and people could change their careers as desire and opportunity presented itself.

RELATIONS TO OTHER RACES: The waertagi were held as friends by the Brithini, despite the reluctance of the Brithini to accept the apparent bastardization of the religion of the Invisible God to include the sea gods. Other humans feared the waertagi because of their unyielding grip on sea power. All sea people count the waertagi as one of their own, though this does not prevent the natural hostility of some races (gnydron, ysabbau, sea trolls, etc.) towards them.

WARFARE: The waertagi always work closely with other sea creatures in warfare, for instance using whales or plesiosaurs for assaults on ships, giant crabs to raid a sea shore, and constantly using undines to swamp ship or shore forts alike.

RELIGION: Waertagi worship the Invisible God and the Merman pantheon alike, finding no conflict in these beliefs.

REGION OF ORIGIN: Although originally born in Brithos, the Waertagi quickly spread across all the seas. Now only a few ships are found haunting the Sea

of Brithos hunting for the disappeared isle, a small colony on the Edrenlin Isles, and scattered descendants of survivors in other coastal area.

CHARACTER GENERATION:

Species: Waertagi.

Homeland/Clan: Edrenlin Isles/group named after a captain; i.e. Captain Harthon's Blueshell Cove Clan.

Parent Occupation:

1D100	occupation
01-40	Fisher
41-00	Sailor

The Waertagi occupation of Fisher is identical to the human Primitive Fisher. The occupation of Sailor is identical to the human Civilized Sailor. Other waertagi occupations are known, but rare.

Culture: Waertagi.

Religion: spirit magic (Fishers), Malkioni array and Merman pantheon (Sailors).

Characteristics: as human.

Base Skills: as human, except Boat and Swim are 70%.

Cultural Weapons: attack and parry — 1H Spear 20, 1H Mace, 1H Sword, or 1H Axe 20, 1H Flail 25, Dagger 25.

WIND CHILDREN

Wind children are humanoid creatures with large, beautiful feathered wings which vary widely in color.

MYTHOS AND HISTORY: Wind children are descendants of sylphs and humans who mated during the Gods Age when such crossings were more likely to occur and to succeed than the present time.

DESCRIPTION: Wind children are hairless, save for soft head hair, and males are always beardless. Clothing is minimal, usually consisting of a fur or leather harness to carry tools and weapons. They are extremely keen-sighted in the daytime, though no better than humans at night.

Wind children thrive in open spaces and suffer under close conditions, even to the extent of dying of claustrophobia if confined. Even flying under a tree canopy causes them difficulties. They far prefer to glide for long hours among the clouds, often in solitary contemplation. They delight in communicat-



ing with the airs. They have a natural affinity with sylphs. See also the *Gloranthan Bestiary*.

CULTURE, LIFE, GOVERNMENT:

Wind children are a flighty, independent race of freedom-loving creatures more concerned with their momentary pleasures than anything else.

Wind children live in groups called aeries which cluster about the tops of steep mountain peaks and cliff faces. Nuclear family groups, called creches, live in their own nests. Unmarried adolescents live in a large group nest called the "flight nest." Children are born live and nursed for up to a year, take their solo flight and leave the nest around 7 years, mature about 20, and marry around 30.

Wind children are long-lived. After about 125 years feather loss become significant enough to hamper flight, and by 150 most survivors are nearly flightless and confined to their aerie. The oldest wind children have been known to reach 200 years.

Marriage is monogamous and for life, extra-marital sex uncommon, with young always born in early spring.

Government is informal, led by the conclave of each aery. Respected members are elected to the conclave for life, usually when they reach the age of 50 or more.

Wind children are primarily hunters, taking game animals from the ground, birds from the air, and livestock from farms. They are omnivorous, but they dislike staying on the ground to gather vegetable foodstuffs and so eat mostly meat. They often eat meat raw, especially if it is from birds.

Wind children are not materialistic, preferring trifles, baubles, and items of beauty to other possessions. They trade mountainous creatures' furs, hawk and eagle fledglings, and high-mountain herbs for metal weapons, jewelry, and trinkets.

Wind children are extremely susceptible to even small amounts of alcohol, but never suffer hangovers.

RELATIONS WITH OTHER RACES: Wind children seem extremely self-centered to all other races. They consider humans, the species most similar to themselves, to be impressively strong but boring. The greed and occasional generosity of humans rep-



resents a strange combination of materialism and idealism to wind children, who see themselves as more consistent and logical in their self-centered behavior.

They have an ancient prejudice against elves, whose legendary forests of immense trees once threatened the wind childrens' wide open spaces. They have no real enemies except griffins, who sometimes compete with them for the same environmental niche.

WARFARE: Wind children rarely go to war, but when they do use the same techniques they use when hunting. Experts in the "swordstick" (*naginata*) cruise and swoop suddenly, flying over their prey and stabbing or slashing as they pass just overhead. Slingers hang back and use their altitude advantage to harass targets. They are experts at shooting moving targets in flight, and commonly catch their dead prey before it hits the ground.

RELIGION: Wind children worship Orlanth as the



storm god, but ignore his warlike and leadership aspects as irrelevant to their lives. They are primarily shamanic, worshipping their local wind spirits, mountain spirits, and others as needed.

REGION OF ORIGIN: Wind children are found only in the continent of Genertela. They live in three areas: scattered among the eastern Rockwoods Mountains, around the hills and peaks of Dragon Pass, and in the Shan Shan mountains which border the eastern Wastelands.

CHARACTER GENERATION:

Species: Wind Child.

Homeland/Clan: Wind children inhabit mountains.

Age: 2D6+15. Use Aging Table beginning age 60, rolling every other year.

Parent Occupation:

WINDCHILD: Throw x1, Fly x2, Sing x2, Evaluate x1, First Aid x1, Windchild Lore x2, Animal Lore x1, Plant Lore x1, World Lore x1, Conceal x1, Sleight x1, Ceremony x1, Summon x3, Listen x2, Scan x3, Search x1, Sling Attack x4, Swordstick Attack x3, Swordstick Parry x1, Dodge x2.

MAGIC (spirit): 1D3 points at 15, plus 1 point per 10 years or fraction thereof. Wind Children know Control Sylph by na-

ture, at no cost to INT. They are adept in the use of sylphs: see the *Glorantha Bestiary*. **Equipment:** body harness, jewelry. They never wear armor.

Culture: Wind Child.

Religion: Orlanth, spirit cults.

Characteristics: as in *Glorantha Bestiary*.

Base Skills: as in *Glorantha Bestiary*.

Cultural Weapons: as in *Glorantha Bestiary*.

NEW AGILITY SKILL

Fly (30): When a wind child wishes to fly, he must launch himself, taking off on his DEX strike rank. He must then attempt a Fly roll. If he fails his Fly roll, he falls back to the ground. He may try again next round.

Once airborne, he need not make his Fly roll again unless he is wounded in a wing, encounters adverse air conditions, or attempts a difficult maneuver.

Failure of a Fly roll while airborne indicates a loss of speed and altitude. Use the wind child's SIZ as his rate of descent in meters.

A successful use of this skill while airborne permits dramatic acrobatics, such as dodging an arrow's flight or suddenly swooping down to attack an enemy while in flight.





CULT OF THE BLOODY TUSK

I. MYTHOS AND HISTORY

TUSK RIDERS GENERALLY CLAIM that their main deity is the God of the Bloody Tusk, a god unknown on the God Plane and unacknowledged by other cults. Members of this cult actually worship three different entities: the hero Aram-ya-Udram; the god-pig Gouger; and an unnamed darkness demon.

Aram-ya-Udram was a human, one of the original Founders of the ancient Empire of the Wyrms' Friends. During the Long Night, before the Empire, he captured and fettered a black demon in Dragon's Pass, the center of the world.

Later, when the Long Night ended and the Empire flourished, the people, who were mostly tillers of the Earth back then, became complacent and belligerent. They no longer held feasts nor gave tribute or sacrifice to the Earth Goddess. Angered, she sent the Great Pig, the God-child, Gouger, to punish them.

Aram was then old, but still a good and wily fighter. He tricked Gouger during a long duel into the arms of his enslaved black demon. The wild boar was no match for the demon and Aram together and soon he lay on the Earth, dying. Aram took the great tusks of Gouger before he was buried. Aram freed the demon from its shackles. It quickly disappeared into the dark void of Chaos.

Aram soon controlled all the wild boars of the Pass. He tamed them and trained the men of the Valley to ride them. He established the Temple of the Ivory Plinth upon the death-grave of Gouger. Men came from all the Valley to give sacrifices and tribute to the altar to help appease the boars and keep them tame.

At some point, probably after the collapse of the Empire of the Wyrms' Friends, the humans who lived in and around the Ivory Plinth changed. Though no records survive of those dark days, it seems clear that they somehow interbred with trolls. Over a few generations (at most), they became a new race, the Tusk Riders.

The tusk riders believe that after death their spirits go to the Underworld, where life continues much as on the surface, except that there is no death. When a rider dies, his boar normally goes berserk and must be killed. It is buried with him, so that he will have a steed in Hell.

The cult of the Bloody Tusk is associated with the Runes of Death, Earth, and Beast.

II. CULT ECOLOGY

This cult is the main religion of the tusk riders. It supplies the giant pigs on which they ride. As importantly, it explains and justifies their brutal lifestyle.

The Cult of the Bloody Tusk is almost the sole religion recognized by tusk riders. Those individuals from other species who would join the cult must adopt the tusk rider lifestyle. The race and the cult members are the same folk, and outsiders fear and hate the cult as they fear and hate the riders.

This cult emphasizes the bestial aspect of human nature. Death means pain, yet the tusk riders must kill to survive. Hence, pain is good, as epitomized in the terrible Bloody Cut practice of the cult. Ordinary people are the prey of the tusk riders. Their goods are for the taking. Their lives are forfeit should they resist.

Each Wildday of Death week is a cult holy day, and at these times the tusk riders gather at their temples. The Ivory Plinth, normally a deserted ruin, swarms with the riders and their giant pigs at this time. The high holy day is that holy day during Earth season.

III. THE CULT IN THE WORLD

In spite of, or perhaps because of, the fact that the cult is so prevalent among tusk riders, it is not a major social force. The cult doctrines and beliefs permit,



even compel, the worshipers to carry on their barbaric life with verve. The cult supports the tusk rider culture, rather than dominating it.

Tusk riders are found only in the continent of Genertela, in Peloria, Maniria, and the Wastelands. The Ivory Plinth is in the Stinking Forest of north Dragon Pass, in Maniria, and is associated with an especially large tribe.

Each tribe of tusk riders has its own temple, which is visited only on and near the holy days. These temples are usually ruins or old buildings that the tusk riders have taken over, though sometimes they have been forced to build their own crude structures. These temples are either minor, major, or great temples, depending on the size of the congregation which gathers. Tiny clans too small to support anything but a shrine have access to the spell of Appease Earth.

Tusk riders are friendly to one another when meeting by happenstance, as is only natural for a race against which every man's hand is raised. However, no formal relations are kept up, though a tusk rider may occasionally migrate from one tribe to another. Generally, tribal leaders are also the religious leaders and vice versa.

IV. INITIATES

Any tusk rider can join this cult by simply sacrificing a point of POW. Non-tusk riders who wish to be adopted into the cult must prove their worthiness by subduing a tusker with their bare hands. This event is more of a bloody spectacle than an honest attempt to bring new members to the tribe, and sometimes chieftains force captured enemies to undergo this "initiation."

Membership in this cult is common to the vast majority of tusk riders, and without it, no tribal rank or importance can be attained.

Spirit Magic: Bladesharp, Countermagic, Demoralize, Disruption, Heal, Mobility, Ironhand, Protection, Slow, Vigor.

V. LEADERS

There is little distinction between the war leaders and the cult priests. Those leaders who concentrate their careers on worship and the gaining of Rune spells are called priests.

A candidate for priesthood must have proved himself a leader in both raids and battles. He must have Ride Tusker at 90% or more, have a skill of 90% in a weapon attack, and have 90% in Bloody Cut. Non-tusk riders must have been a tribe member for at least five years. If the requirements are fulfilled, the candidate is accepted.

Tusk rider leaders are on duty 100% of the time — they have no opportunity to adventure. However, their duty includes hunting, war parties, raids, and banditry. They are responsible for the welfare of their followers, and must not do anything which would endanger the tribe.

All cult special divine magics are obtained through one of the religion's subcults.

Common Divine Magic: Command Cult Spirit, Death Binding Enchantment, Dismiss Magic, Divination, Extension, Find Enemy, Heal Wound, Mindlink, Spell Matrix Enchantment, Spellteaching, Spirit Block, Warding, Worship Bloody Tusk.

VI. NEW CULT SKILL

THE BLOODY CUT: this Manipulation skill has a 00% base chance. It is a slaughtering skill, used to dispatch both animals and captured prisoners. The intent of the skill is to cause the greatest trauma and pain to the animal so that the spirit of the beast is stunned and may be trapped within a part of its body. The Bloody Cut is intended to be combined with the Death Binding Enchantment of the cult, but is often practiced on its own, to hone the skills of practitioners, or purely out of malice.

When the skill is successfully combined with the Death Binding Enchantment, a point of POW must be sacrificed. The victim's spirit is trapped and bound within its tail (or hand if humanoid). The spell caster can use the victim's magic points to cast spells and can cast the victim's spells, if any. This magic is not available to anyone but the tusk rider who created the enchantment, and is broken if a proper burial ceremony (such as the Hunter God's Peaceful Cut) is intoned over the animal's tail or hand, or if it is destroyed.

Ceremony cannot be used to increase Bloody Cut chances for success.

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A tusk rider priest.



VII. SUBCULTS

Spirit of Reprisal

Tusk riders that have abandoned their religion have a cumulative 10% chance per week that their tusker will turn against them.

Aram-ya-Udram

Aram provides the cult with the spells of Command Swine and Pain Tooth.

Pain Tooth

2 points

ranged, temporal, nonstackable, reusable

This spell must be cast on a weapon. It causes any hit that penetrates armor to incapacitate the location struck in addition to normal damage. The victim can recover from this incapacitation by rolling his CON x 2, and can try to do so each round. If a target has been injured in more than one location by a Pain Blade, he need only roll CON x 2 a single time to be freed of all incapacitating effects.

The Darkness Demon

This demon is the source of Fear and Seal Wound.

Seal Wound

2 points

ranged, temporal, nonstackable, reusable

Damage done by the weapon this spell is applied to cannot regenerate or heal magically, but can only be cured naturally, in the normal time it would take. Thus, a Heal spell cauterizes a wound, but does not heal it. A sufficiently high Heal restores a limb, but does not mend it. First Aid is also ineffective, though it stops bleeding.

Gouger, the God-child

Gouger supplies Appease Earth and Death Binding Enchantment.

Appease Earth

1 point

ritual Ceremony, reusable

This ritual is used to perform sacrifices to the Bloody

Tusk. It can take three forms. Grain or other food is given to the Tusk (usually by feeding it to pigs) in order to feed and strengthen the Earth, thus strengthening the cult. Blood sacrifice (preferably human sacrifice) appeases the Earth, protecting the cult from her wrath and causing the giant boars to remain tame and under the riders' control.

When magic items, other treasure of great worth, or more than a half-dozen sentient prisoners are sacrificed by this spell, and the Ceremony roll was a special success, the Earth is pleased, and the tusker mount of the sacrifice's provider has one of its characteristic points raised by one, at the option of the rider. No characteristic may be taken above the normal maximum by this means. Hence, if a tusker had a starting DEX of 6, it could not be raised to more than 9 through Appease Earth ceremonies.

Death Binding Enchantment

1 point

ritual spell, reusable

This ritual is based upon the Bloody Cut skill, rather than the magic Enchant skill. See the description of that skill for a full explanation.

VIII. THE IVORY PLINTH

The Ivory Plinth is the great temple, the center of the tusk rider cult. Engraved on its altar in old Theyalan are the following words:

"I am the War-teeth of Gouger, sacred god-child of Earth.

Two cities I've smashed, leaving rubble for my children.

Two peoples I've destroyed, flooding the Earth with blood.

Mine was the mission to destroy, for the glory of Earth.

"I am the trophy of Aram, the victor of the Battle of Larassa.

Aram is he who fought me, led me wild over the hills here.

Aram is he who tricked me, lured me to the arms of the demon.

Aram is he who wrenched me from my jawbone in my dying agony.

"I am the axis for the Riders, temple pillars and sacred home.

Sacrifices gather to feed me, ripe grain and fresh fruits. Sacrifices offered to appease me, hot blood and quick deaths.

Rich gifts sanctify me, and my children are deeply rewarded."



CACODEMON

I. MYTHOS AND HISTORY

CACODEMON IS A REMNANT of the army of Wakboth, the Devil. When their master was crushed under the Spike during the War of the Gods Cacodemon and other demons remained alive and embodied. They traveled widely, sowing disorder and trouble wherever they went, proving to be useful additions to the forces of Chaos. Cacodemon gained the support of the ogre race, and others of chaos as well, and for a time ruled a wide area of Genertela. Trolls, aided by Waha in Prax and other heroes elsewhere, suppressed the ogres and drove the Cacodemon to the Hero Plane with powerful spells. Since that time Cacodemon has operated primarily through its race of servitors, the fiends. Cacodemon himself can only manifest in the material plane with difficulty, though when it does all havoc break loose. Cacodemon is cunning and intelligent far beyond human capacity, and never appears unless some opportunity for great destruction with little risk presents itself.

The Cacodemon cult worships this creature. Communication is mainly through the fiends, chaos demons similar to the Cacodemon in appearance. The Cacodemon itself only appears on extraordinary occasions, and when it does is not under the control of its summoners.

The Cacodemon cult promises no life after death. Worshipers must take their chances in the primordial chaos to which all things return. Some ogres believe that they will be reincarnated as a fiend if they live a wicked enough life.

The Runes associated with the Cacodemon cult are Chaos, Disorder, and Death.

II. CULT ECOLOGY

The cult exists to spread disorder and destruction, and to increase the personal power of its members. This is the traditional cult of wild ogres. Other chaos crea-

tures occasionally participate in Cacodemon worship, as do humans with chaotic tendencies.

Cacodemon is served by several dozen fiends, who act as Cacodemon's representatives in the world.

This cult dislikes everyone and everything except other cults and beings of Chaos. Even these groups are not favored; they are merely treated as neutrals.

There are no official holy days. Each priest sets his own.

III. THE CULT IN THE WORLD

Except among ogres, this cult has no political power. On occasion individual members of the cult gain power through intimidation or by concealing their true nature.

This cult is widespread, but limited to certain territories. In lands where ogres are rare, this cult cannot exist.

Few Cacodemon temples are any larger than shrines. However, when a fiend is summoned for worship (done periodically, usually at least once a year), the shrine temporarily becomes the equivalent of a large temple for purposes of renewing and sacrificing for spells. This condition lasts for a week after the fiend has departed.

Shrines teach False Form.

A typical Cacodemon shrine is based around a couple of priests and maybe a non-cult shaman (who deals with Cacodemon directly on the spirit plane). Since the cult is liable to assassination and plotting, nothing like a central organization or extensive hierarchy exists. Individual shrines often squabble with one another. This internecine warfare has kept the Cacodemon cult a minor power.

IV. INITIATES

Membership in this cult is open to all, especially humans and ogres. The initiation ceremony is simple. The gathered priests summon a fiend of Cacodemon



(see Divine Intervention, below), and the candidate attempts a POW x5 roll on 1D100. If the roll is successful, the fiend accepts him and he is given the cult mark, a severed hand tattooed somewhere on his torso. The tattoo is small and easily hidden. If the POW roll is a failure, the fiend attacks the candidate. If possible, several candidates are initiated at once, of which usually one or more fail the POW roll, so every initiation ceremony is a bloodbath.

Candidates who are not giants, humans, or ogres must roll POW x3 instead of POW x5.

Initiates are taught the signs, countersigns, and secret codes which gain them admission to any Cacodemon cult headquarters. They must give a tenth of their income to their Talon, and are expected to follow orders.

Initiates of this cult gain access to Divine Intervention. However, they may only attempt it once a calendar week, and the type of Divine Intervention available to them is the limited type available to all Cacodemon worshippers (see below).

They must obtain their spirit magic outside the cult. The cult leaders approve and support this.

V. TALONS (Rune Priests)

Talons of the Cacodemon cult are the representatives of the Cacodemon on the material plane. They lead and guide lesser members of the cult, organizing them into an effective force for assassination and disruption. They are expected to respond to no one but their demon and his fiends.

To qualify as a Talon, an initiate must fulfill a task of assassination or destruction assigned him by another Talon. He must have a skill of 90% or better in three skills which must be related to death, destruction, and bushwhacking. Weapon skills, Devise (for setting traps), Hide, and Track are all suitable.

Unlike initiates, Talons may attempt Divine Intervention as often as they wish. The consequences of continual divine intervention may be fatal, however (see below).

Common Divine Magic: Extension, Mindlink, Sanctify, Spirit Block, Warding, Worship Cacodemon.

Special Divine Magic: Create Ghost, Detection Blank, False Form, Vomit Acid.

VI. NEW CULT SPELLS

Detection Blank

1 point

ranged, temporal, stackable, reusable

A specialized antimagic spell designed to block detection spells. It may be cast to screen any one object, spell, or person from detection. It stops only Sense, Detect, or Find spells, but unlike Countermagic, Shield, or similar spells, it does not let the person doing the detection know that his spell has been blocked. Otherwise it functions as two points of Countermagic for each point of Detection Blank.

Simple penetration of Detection Blank by a boosted detection spell does not dispel the overall effect, though the target is clearly detected. Future detection spells must still be boosted to penetrate the Blank.

This spell does not block spells such as Second Sight or Mystic Vision, nor any skill.

False Form

1 point

self, temporal, nonstackable, reusable

This spell gives an ogre caster the semblance of a normal human to all senses, including non-human senses such as Darksense. The spell also hides the cult mark. It is used by members of the cult to pass as humans. The spell has a duration of eight weeks. Extension does not work with False Form.

Vomit Acid

3 points

self, instant, nonstackable, reusable

This horrifying spell must be boosted with one or more magic points. The user immediately vomits forth a quantity of steaming acid whose potency equals the magic points in the spell. The caster is not affected by his own acid, but anything it touches is.

The amount of magical acid produced is enough to cover much of a human-sized target, affecting any three contiguous hit locations on such a target (fewer if the target is larger than human size, at the ruling of the gamemaster).

The acid may hit any target in normal melee range that is located to the front of the caster, and upon striking attacks as if it is a special success. The acid stream may be dodged with a special Dodge roll. A



successful parry means only one thing: it indicates that the parrying weapon and parrying limb are two of the three locations hit. Special or critical parries have no effect on the damage from the acid.

Armor and protection spells reduce damage from the acid, but Countermagic has no effect. The acid destroys armor and weapons.

VII. ASSOCIATE CULTS

Primal Chaos

The universal chaos cult provides Chaos Feature.

Thed

Thed gives him use of Chaos Spawn.

VIII. NOTES

Divine Intervention

The Divine Intervention of this cult is unlike its counterparts in other cults. The ability has only one result. It causes the Cacodemon to send a fiend, one of its demon-servants, in answer to the summons. Once summoned, the fiend chooses its own actions, based on the situation.

Cacodemon may be called upon to send a fiend once a week by an initiate or Talon, and will answer no further calls from any other members of that temple of the cult for the rest of the week. This does *not* count failed attempts, just successful summonings. For example, if a Talon calls a fiend on the first day of the week, no one else in the local cult can call a fiend till the next week. This fact is a cult secret, jealously guarded, and is unknown to outsiders.

Cacodemon does not appreciate Talons who summon fiends for purposes other than worship. After the first time a Talon performs a successful Divine Intervention for personal purposes, he stands an increasing chance (POW as a percentage the second time he calls, POW x 2% the third, etc.) of being attacked himself. If it attacks, the fiend will not fight to the death; should the Talon be so powerful as to injure the fiend severely, the attack will be broken off.

This potential attack does not apply to Divine Interventions performed for worship, shrine dedication, or initiations. It also does not apply to Divine Interventions performed by initiates.

Ogres

Cacodemon welcome all to its cult (as much as it welcome anyone), but it is especially interested in all ogres. The ogre species evidently originated during the Great Darkness when a band of people chose this disorderly way as the guide to their survival. Since then, all ogres have had natural, automatic connections with Cacodemon.

Their connections with Cacodemon are not always intentional. Ogres may attempt to join any cult, as long as they pass the worship requirements and can fool the cult officials. But their primeval sympathies run deep, and whenever an ogre comes within eight kilometers of any Cacodemon holy place, the natural blood-thirst of the race asserts itself. This may occur without the ogre being aware that he is betraying himself. Of course, when a party members asks why he is eating his dead friend, even the ogre should realize that he blew his cover.

Many of these ogre holy places are well-known and, more likely than not, heavily populated by members of that race. Other spots, however, have been forgotten and lay dormant, secret even to ogres, and are hazards to those ogres who attempt to pass for human.

Reprisals

The Cacodemon cult needs no spirit of reprisal. His fiends and his worshipers kill anyone who leaves the cult all by themselves.

IX. FIENDS

These embodied spirits cannot normally be killed, but the body can be destroyed, driving the spirit away for a full week before it reforms again from some gorp or other chaotic mass.

Due to their highly chaotic nature, features vary widely. Even the same fiend might have different chaos features at different times, if it had been destroyed and forced to reform its body between summonings.



A FIEND (app. 3 meters tall)

characteristics	average	attributes
STR 10d6	35	Move: 4/5 fly
CON 6d6	21	Hit Points: 28
SIZ 10d6	35	Fatigue Points: 56
INT 2d6+6	13	Magic Points: 40
POW 8d6+12	40	
DEX 4d6	14	

area	melee	missile	armor/hit pts
r leg	01-02	01-02	10/10 (.33)
l leg	03-04	03-04	10/10 (.33)
tail	05-06	05	10/10 (.33)
abdomen	07-09	06-09	10/10 (.33)
chest	10	10-13	10/12 (.40)
r wing	11-12	14-15	10/7 (.25)
l wing	13-14	16-17	10/7 (.25)
r arm	15-16	18	10/7 (.25)
l arm	17-18	19	10/7 (.25)
head	19-20	20	10/10 (.33)

weapon	SR	atk%	damage	parr%	armor
R Claw *	6	120	1d6+3d6	70	10
L Claw *	6	120	1d6+3d6	70	10
Bite **	6	80	3d10	—	—
Kick	9	80	5d6	—	—
Tail	9	100	1d10+3d6	60	10
Wing ***	9	80	2d10	60	10

* the claws inject a special corrosive venom with a POT of 20. Immediately upon the claws penetrating armor, the victim must resist with his CON vs. the venom. If the resistance roll fails, he takes 20 extra points of damage to the injured area. If the resistance roll succeeds, he still takes 10 extra points of damage.

** the bite injects a venom with a potency of 20. It takes effect on the third round after the bite.

*** this is an area attack, hence cannot be parried.

NOTE: The fiend can use all its attacks each round.

CHAOTIC FEATURES: 1d6+4 other chaotic features, randomly rolled.

X. CACODEMON

Cacodemon is a chaotic being far beyond the capacity of most adventurers to harm or even locate. The rolls for Cacodemon are included here for purposes of illustration. To create Cacodemon, its current characteristics and chaotic features must be determined and the results applied to its statistics.

Cacodemon always is protected by 8D6 servitor fiends when it appears.

Cacodemon (app. 9 meters tall)

characteristics	average	attributes
STR 10d6x12	420	Move: 8/10 fly
CON 6d6x12	252	Hit Points: 161
SIZ 20d6	70	Fatigue Points: 672
INT 4d6+6	20	Magic Points: 480
POW 3d100+70	222	
DEX 4d6	14	

area	melee	missile	armor/hit pts
r leg	01-02	01-02	60/54 (.33)
l leg	03-04	03-04	60/54 (.33)
tail	05-06	05	60/54 (.33)
abdomen	07-09	06-09	60/54 (.33)
chest	10	10-13	60/65 (.40)
r wing	11-12	14-15	60/41 (.25)
l wing	13-14	16-17	60/41 (.25)
r arm	15-16	18	60/41 (.25)
l arm	17-18	19	60/41 (.25)
head	19-20	20	60/54 (.33)

weapon	SR	atk%	damage	parr%	armor
R Claw *	6	360	10d6+70	210	60
L Claw *	6	360	10d6+70	210	60
Bite **	6	240	10d10+70	—	—
Kick	9	240	20d6+70	—	—
Tail	9	300	10d8+70	180	60
Wing ***	9	240	10D10+35	180	60

* the claws inject a special corrosive venom with a POT of 100. Immediately upon the claws penetrating armor, the victim must resist with his CON vs. the venom. If the resistance roll fails, he takes 100 extra points of damage to the injured area. If the resistance roll succeeds, he still takes 50 extra points of damage.

** the bite injects a venom with a potency of 100. It takes effect on the third round after the bite.

*** this is an area attack, hence cannot be parried. Alternately, the wings can create a wind with a strength of 3d6+6 each combat round (see *RuneQuest*).

NOTE: The Cacodemon can use all its attacks each combat round.

CHAOTIC FEATURES: Cacodemon has 3d6 chaos features.



SCENARIOS

HERE ARE SEVERAL SCENARIO OUTLINES and scenario hooks. These outlines offer ideas for interaction with the Elder Races in a Gloranthan campaign.

The longer scenario outlines offer long-term possibilities for adventurers to interact with dragonkind, elves or dwarfs. These scenarios are designed to be interspersed among others in your campaign play sessions, presumably over several game years, thereby providing a chance for the adventurers' history to grow into a story of inter-species co-operation. Note how some of them link together.

Remember that it will be almost impossible to use all of the scenarios with a single band of adventurers, simply because these conservative members of each Elder Race will not deal with humans are known to be friends of the other. The players will have to decide whether they wish to be friends to either dwarfs or elves, not both, if they want to maintain long-term relations.

We ignore trolls here because many scenarios for interacting with trolls have been published elsewhere. Gamemasters should remember that, unlike elves, trolls do not normally hire humans to do their work.

Incorporating these interesting beings should not be restricted to life-and-death struggles where they are simply another differently-shaped monster to kill. So we have given a variety of possible ways to meet and incorporate them.

Interaction with most of the lesser Elder Races is given as scenario hooks — encapsulated ideas on how to introduce the nonhumans into their campaign. I have often played sessions of *RuneQuest* beginning with no more than one of these notes.

The gamemaster's task is to present these aliens as something more than humans in funny costumes, even though some are parodies of humanity (the Paladin Morocanth). In defense of such creatures I claim that activating the fantasy universe requires humor, and for those who protest that it is inappropriate, I can only say that my campaign has not suffered from this sort of play.

The gamemaster should explore the nonhumans slowly and leave room to interpret things his own way. Don't worry about how I did it or did not do it. Work

with the players to figure out the advantages of this creature. Any of these potentially friendly encounters might balloon into much greater fun in a tale when players have a chance to exploit their new-found friends to their advantage. Plan to be flexible using these and take advantage of ways to use them in your campaign.

The intent behind these hooks are often quite different. Some hooks defy the ordinary bent of the creatures, such as the Adventuring Morocanth. Many of them are inevitably combat-oriented (Orcs and Porks, Broos, Ducks). Some are offers which I expect to be refused, such as the Newtling With a Destiny. Later, though, the adventurers might meet someone with the tails through another motivation. The tails may prove to be nothing more than a minor detail after all. Whether the player characters choose to help the newtlings (and certainly cause trouble for themselves) or not is not important if the creatures provide some entertainment. Some of the characters are more comic than serious, such as the Intellectual Centaur and Epicurean Satyr.

No statistics are given except where none are available elsewhere. They were excluded because of space limitations, and because generating creatures is the most mechanical and regular part of *RuneQuest* and can be done by beginning gamemasters. If you would like to see a separate book with pages and pages of encounter statistics, write to us at Chaosium Inc. and express yourself.

— Greg Stafford.

THE DRAGONEWT MARCH

This adventure can take place in any town in Dragon Pass. The player characters are accosted by a supercilious newtling slave with a solid gold neck band. The little fellow demands to know if they are mighty warriors?

Regardless of the answer, he then gives a bizarre



whistle, at which point a large group of warrior dragonewts steps around the nearest corner, weapons ready. The dragonewts bow and then attack. Use standard dragonewts from the *RuneQuest* Introduction to Glorantha Book. Use as much dragonewt magic as necessary to win, with the goal of subduing all members of the party. No incapacitated characters will be killed: in fact, they will be healed!

If any player characters flee or surrender they will be politely killed. Characters attempting to negotiate will be ignored.

Once the party is subdued, a new dragonewt with a somewhat mutilated facial appearance swims into the party's bleary vision. He also bows respectfully and introduces himself in hissing Tradetalk as "Repentant Servant." He informs the party that they have been enlisted as bodyguards and mercenaries by the far-famed dragonewt leader, Master Lord-Prince of Four Jewels (of whom the party has probably never heard). He states that they will be richly rewarded. If questioned, he rather disdainfully points to a pile of obviously powerful magic items strewn haphazardly on a table, mixed in with diamonds and other jewelry. If they refuse, they will all be slain and eaten.

The Dragonewts

The entire party now consists of 53 dragonewts and newtlings plus one wyrm and one young triceratops — and the adventurers, of course. The party is under the leadership of Master Lord-Prince of Four Jewels, a young ruler dragonewt with great magics. He is also the official emissary of the Sibilant Tongue of Ouroboros (vulgarly called the 'Inhuman King') and he is attempting to fulfill several diplomatic and magical operations during this epic journey.

The composition of the party is as follows:

Ruler Dragonewt — Master Lord-Prince of Four Jewels.

Noble Dragonewts — Master Two-Weapons, Master Sticky Skin.

Warrior Dragonewts — Pathfinder, Heir of Might, Eyes of Glass, Fourth True Son, Sword of Justice, Fourth True Light, Star of Illumination, Flame of Honor, Spark of Life.

Scouts — 18, not named.

Slave Master — Whip Lizard.

2 Interpreters and Bird Tenders — Head of Shame, Repentant Servant.

20 Newtling Slaves.

1 Triceratops.

1 Wurm.

Group Organization

Master Lord-Prince of Four Jewels is always the highest in command and anytime he says for something to be done it will be done, by anybody in the party (conditions permitting, of course). There is a strict social and religious hierarchy according to the stage of growth. This is natural since the entire sentient race of dragonewts seeks the same end and the physical changes of the dragonewts are an outward sign of inward enlightenment. Underlings will always obey the will of the priests, even if it countermands the orders of their immediate overlord.

The nobles are officers and are assigned tasks or groups to command as needs be.

Each warrior dragonewt is assigned the care of three scout dragonewts. They are essentially his to command. When they are killed the warrior dragonewt will get no other unless they become available through the death of another warrior dragonewt.

Some Distinctive Dragonewts

There are four dragonewts here worthy of special note. Whip Lizard was a warrior dragonewt who died dishonorably. Thus, when he awoke again he found himself with the skills of a scout dragonewt. He could have left the community and become an outcast in the wild, as his shame would normally require, but he evidently learned the folly of that and decided to repent. Thus he has voluntarily made himself a slave to work and redeem himself in the eyes of his superiors and the Ancestors. He is expected to act as a warrior in protecting the slaves and also to keep the newtlings in line. Even scout dragonewts command him, though.

Head of Shame and Repentant Servant are listed as being interpreters and bird-tenders. Whoever is given a demi-bird to tend must always take care of it themselves when in the field, and these two are along to tend to the extra dozen. They are not allowed to ride without the permission of a priest or warrior.



Head of Shame and Repentant Servant are warriors from a deviant dragonewt community who realized the error of their ways and have returned to petition to re-enter their eggs in the Nest. They are considered to be polluted by the outside world and thus have lost their warrior status and had their names changed. However, their usefulness has not been overlooked either. They are under the protection and tutelage of Master Lord-Prince. This is known to everyone, and respected. These two and the Master are the only dragonewts who understand Tradetalk. Like most dragonewt deviants, they had been surgically modified to be able to speak non-dragonewt tongues. They are committed to perform the Master's every desire. The other dragonewts have seen them perform actions which are odd for dragonewts but they are now used to this.

Master Lord-Prince of Four Jewels is restricted from many contacts with outsiders and these interpreters act as contacts for him. Thus the Master is allowed limited contact with the profane world through these two and in his lifetime can educate them and, perhaps, the rest of the world. One of these two is always at the side of the ruler and the other tends the Demi-Bird.

Lord Sticky-Skin acquired his famous skin on a heroquest. Whenever any weapon contacts his skin the wielder must overcome this dragonewt's POW with his own or his weapon will be held fast. Naturally, he rarely uses the Don Armor magic.

THE SLAVES

The twenty newtling slaves have no will of their own. They are expected to do every bidding of the dragonewts, but most warriors would not sully themselves by speaking to a slave. The scouts are expected to deal with the newtlings.

The newtlings are being brought along as porters and food. They may also be used as gifts for the dragonewts of Ralios if deemed useful. Unlike the dragonewts, most of the slaves speak fluent Tradetalk.

The slaves are carrying, in total: 3 packets of ritual items; 5 packages of extra obsidian weapons; 3 packages of human money (approx. 476 Lunars, mostly in gold and gems hidden in food packages; and 6 packets of food. This last is to be used for emergencies only since the party intends to hunt or purchase food along the way.

THE TRICERATOPS

This trained battle dinosaur is intended to be a gift for a Ralios dragonewt priest which the Master knows, that is, if it survives. The party knows of some of the dangers facing them in the land of Dorastor and the triceratops is intended to be heavy support against some of these foes. Three beaked warriors are trained to command this beast. They are Eyes of Glass (who is generally the rider), and his relief riders Fourth True Son and Sword of Justice.

BATTLE TRICERATOPS

characteristics		attributes
STR	60	Move 6
CON	41	Hit Points 51
SIZ	61	Fatigue 101
INT	3	
POW	12	
DEX	7	

	melee	missile	points
location	1d20*	1d20*	
tail	01-02	01	14/13
rh leg	03-04	02-03	14/17
lh leg	05-06	04-05	14/17
hind q	07-08	06-08	14/21
fore q	09-10	09-12	14/21
rf leg	11-12	13-14	14/17
lf leg	13-14	15-16	14/17
head	15-20	17-20	34/21

* Roll 1d10+10 for hit locations when fighting a ceratopsian, unless the opponent is at least as large as the ceratopsian. Even missile combat should use 1d10+10, since the head frill covers the body from the front.

weapon	sr	atk%	damage
Charge	7	70	2d10+7d6
Ram	7	90	2d10+7d3
Trample	7	95	14d6

Notes: the triceratops must charge for at least one SR to utilize its Charge attack. Both the Charge and the Ram attack are capable of impaling and thus doing an additional 2d10 damage.

ARMOR: 34 frill, 14 point hide.

THE WYRM

The wyrm is a medium-sized, trained, battle wyrm which is knowledgeable about fire magics. Its name is Heir of Flame. It is no slave, but it has proven itself friendly to the dragonewts all of its life and has no intention of changing now.

Even though he knows that he is considered to be 'fallen' he is a devout disciple of the Dragon Way. As a result he is considered to be a scout dragonewt in rank.



them during the most sensitive periods of ritual. At these times the most powerful elves and dryads all disappear, leaving a few guards to oversee the mercenaries left to guard them.

The scenario can be used almost anywhere. This ritual is occurring in many places in Fronela. In my campaign it is in the Grazelands, on *Dragon Pass* map hex #1727.

Part I) An Elf Is Hiring!

Penacyr Heartwood, a green elf, enters a human habitation to hire mercenaries. He is a Yelmalo officer and accoutered with several golden tools and weapons, but the usual enchanted copper armor of warrior elves. He is accompanied by several green elf warriors.

He says that he wishes to hire men to guard a sacred elf site for a week. He seems to know the most famous and infamous adventurers and makes a show of avoiding troll-friends and dwarf-friends. He makes a bigger fuss over known elf-friends, knows them by name, and knows some of their exploits when they proved themselves for the elves.

He will explain that the job is so many days away (up to the gamemaster to determine in his own campaign) but will not disclose the precise location.

The most probable foes are trolls or dwarfs.

USUAL MERCENARY RATES

These are taken from *Deluxe RuneQuest*, Gamemaster Book. Individuals are responsible for supplying their own food and other materials.

1 foot soldier. 55 L/week.

1 mounted soldier. 220 L/week.

1 officer (mounted). 440 L/week.

He offers the usual mercenary rates for 1 week of employment, to be paid in the local currency. Though travel time is *not* covered (as is usual for mercenary employment) this fee is far greater than the required fighting time, which is probably going to be a single day and night.

Penacyr states that he does not want to hire mounted men, and if someone insists on going along as a mounted soldier they will receive only a foot man's pay. The only exception will be for the officer, who he seems to assume will be mounted, and for whom he offers 440 lunars, even if the man is not mounted.

Penacyr states that everyone will also be required to take an oath to keep the site secret. He offers a bonus of 75 L per person to take the oath.

He does not wish to hire magicians, and if any desire employment they are offered only the usual soldier rates. The elf does promise that the guards will receive some magic, at the site, for free. Also, the defenders can keep all plunder which they take during the employment.

No trolls or dwarfs or creatures of chaos will be hired, under any conditions.

The elf wishes to hire up to 20 mercenaries, all properly led and outfitted. Since it is unlikely that any gamemaster wants to run a game for 20 player characters, many of these will be non-player characters.

Part II) Travel to the Site

The hired humans travel under the guidance of the elves, who travel sometimes during the daytime and sometimes at night. They occasionally double back, or otherwise take difficult routes, apparently to confuse their employees.

The mercenaries travel together. The elves take all responsibility for scouting and leading the group. Only a couple of them at a time are present with the humans.

Several days away from the hiring site the elves call aside the hirelings, group by group, together to take the promised oath. Several of the nonplayer groups are called before the players, and go and return without incident. It is not secret what they are doing. The mercenaries who are finished do not feel it is a trick or a trap of any sort.

In a quiet grove among walnut trees Penacyr takes a position upon a tall rock and explains that the time has come to swear the oath of secrecy. He insists that everyone must take the oath, without exception. Presumably everyone agrees. Thereupon an elf, garbed in enchanted copper and bearing a glowing greatsword, steps from behind the rock. He is obviously a Humakti Sword Lord. He does not introduce himself but simply commands everyone to grasp their favored weapon with their right hand and to place their left hands upon his sword, which he holds out horizontally. Then he tells everyone to repeat the oath after him.

"I do swear, upon my weapons and my heart, upon my loins and my grandmothers, upon my brothers and my gods, to obey the commands of Penacyr



Heartwood for the duration of this employment. May all these things, my weapons and heart, my loins and my grandmothers, my brothers and my gods, turn upon me and destroy me if I disobey his orders or reveal the location of this place we go to. I swear this without secrecy or deceit."

This done Penacyr gives everyone 75 lunars in silver coin and sends them back to the rest of the group. When all the mercenaries have so sworn the groups again travels onward, this time more directly without obfuscation.

If anyone refuses to take the oath Penacyr gets angry and immediately dismisses them. If the dismissed person further protests then Penacyr orders the other humans present to disarm and bind the protester. If they disobey then Penacyr jumps down, out of sight, behind the rock and barks out a command. The other elves then reveal themselves from hiding behind trees and loose several volleys of arrows blessed with either multimissile or speedart at the protester(s). The intent is to kill or disable the treacherous humans. If the humans try to reach Penacyr they will not find him behind the rock, and if they track him they will find him with the Humakti rune lord among the humans who have already sworn loyalty, ordering them to attack the lying traitors who refused the oath and betrayed him. The mercenaries will do their best to do this. Since the player characters are badly outnumbered and probably outclassed, they had best flee if possible.

Fleeing humans may be rescued by whichever one of the war parties the gamemaster had planned to use to attack the grove later in the scenario. These attackers will assume that the humans dislike the elves and offer to hire them, as per the dwarf scenario below.

Part III) The Site

This is a sacred site designed to be the center of a new elf forest. The elves have a temple, well-manned, beneath the roots of the central tree, though they keep this secret from outsiders as long as possible. The trees and other vegetation grow unnaturally fast here so that it is noticeably different every year that it is visited by the adventurers.

Penacyr leads the group into a clearing, in the center of which are a double ring of trees, approximately 120 meters in diameter. Penacyr orders the humans not to go close to the inner ring, and to

never try to enter into the center ring upon danger of their lives.

Several elves stand guard around the central tree. Other elves and an occasional dryad can be seen performing their business there, ignoring the humans as much as possible.

The central tree is a type not known to the player characters no matter what their Plant Lore might be. It has silver bark and bright green buds, but no other distinguishing features.

The inner ring is of seven oak trees, all fully leafed even though most of the forest is still growing leaves in this season (Sea Season). Magically scrutinizing the trees will reveal several life forms hidden there. These are ordinary runners, about a dozen per tree.

The trees of the outer ring are saplings, no more than 1-2 meters tall. They are of several types, all of them common to the region.

The mercenaries are divided into four groups, each of which is ordered to camp in one of the compass directions. The player characters should be one of the groups. They may erect whatever defensive constructs they wish in the few hours allowed them.

Penacyr instructs the groups that their duty is to stand guard outside of the inner ring and to protect it at all costs from the expected attack. He explains that most of the elves will be absent performing an important ritual and that defense is dependant upon the humans. The anticipated foes are either dwarfs, trolls, or mercenaries hired by them.

Penacyr provides all the humans with an elaborately carved stick. He explains that it contains an extinguish spell. If any of the trees are ignited they must extinguish it as soon as possible.

Penacyr also gives the party leader another carved, Y-shaped stick. This, he explains, contains three 6-point Healing spells which he can use at will. All he needs to do is to touch it to a wounded person and use up one magic point to heal the target. He also provides a "shatter-stick" to the leader. It is a meter long, carved, and decorated with several colorful feathers. He explains that this contains a very powerful magic which must not be used unless a foe enters the inner ring of trees. Then it must be pointed at the foe and a few simple words recited, whereupon it will loose its magic at the foe. He does not know anything more about it.

Penacyr does not know anything about the stick or how it works. In fact, this stick, contains a Multi-spelled Disruption of six points, with an attack bonus equivalent to 15 points. When used it automatically



takes 6 magic points from the spell caster. If the caster does not have six magic points then it takes hit points to make up the difference. If the subtracted hit points would bring the caster to zero or fewer points the stick does it and works anyway, much to the discomfort of the caster.

Penacyr explains that all the sticks must be returned afterwards.

As night falls five groups consisting of a dryad accompanied by seven non-warrior elves enter the clearing, softly chanting a blessing song in Aldryami, each from a different direction. They ignore the humans and circle around the tree on a path in a decreasing spiral and, mysteriously, disappear through an invisible opening into the tiny tree.

Part IV) Night Fight

The expected attack comes as warned. Gamemasters should choose a party of foes appropriate to the capabilities of the defenders. After all, we do not wish to indiscriminately kill all the adventurers, but rather to create a dangerous and difficult challenge.

Remember that the fight is at night, with all the problems of visibility which that entails. Another possible problem is what they will do with horses.

The enemy will not consist of a mixed party of dwarfs and trolls, though either type will include human mercenaries and whatever type of servants might accompany them.

The attack occurs around the entire perimeter simultaneously, but at unequal strengths. There will be a primary attack with the strongest foes with the greatest fire power, a secondary attack, and two feints which attempt to pin down the guards but not necessarily engage in melee. Every attack will probably begin with missile volleys, magic attacks, and threats of melee.

The gamemaster should be aware of the other three quarters attacked and work it up to be an exciting story. Sounds of battle, blasts of magical energy, ignited and extinguished fires are visible. Perhaps the adventurers are engaged only by skirmishers, but the group on their flank is assaulted by overwhelming numbers. Do the adventurers go to help or hold their quarter? Give them tactical problems of various types to challenge them mentally as well as in melee.

Whatever occurs the gamemaster must be sure to describe activities which do not include the player characters, but not get bogged down in it. The worst

possible occurrence in a game is when the gamemaster is playing with himself and the players can only watch. Never, for instance, engage in a fight between nonplayer characters which requires dice-rolling; just describe it graphically.

Suggested foes are:

1. Trolls, assisted by a mass of poorly equipped trollkin and a couple of frightening cave trolls, plus humans. Remember that they will likely have a priestess or two, with Blinding spells.
2. Dwarfs, aided by stone constructs such as gargoyles or Jolanti. They will have multiple-shot crossbows, chemical potions (perhaps sling-shot acid jars), and sorcery. Humans will always be used in the first assaults, and the dwarfs in melee will all be experts and armed and armored with iron.
3. Ogres, indiscernible from humans and always aided by mercenaries. Ogres will probably try to trick the humans by coming out of the night and acting as friends in order to get close enough to penetrate the inner circle and fire the trees. Ogres might call upon Cacodemon against rune-level foes.
4. Broos. The broos will call upon other chaotic types to help them, but probably not be able to get humans to assist them. Thus there might be a band of scorpion men for the main assault team.

Consequences of Failure

It is possible that the adventurers will fail and either be overwhelmed or allow the enemy to penetrate their defensive perimeter. Should this occur the elf defenses, which Penacyr never discloses, will spring into action. These should be kept secret by the gamemaster, or else exposed gradually over several adventures to keep the adventurers in awe of elf defenses.

The inner ring of trees are Warriors of Wood — animated trees which can move slowly about and attack with several limbs at a time. Nestled among their limbs are runners, who are trained to pelt the foes with rocks which are kept in baskets nestled among the limbs. Also, each tree has a couple of trained vines which can snake out and catch at foes to hold them while the warriors bash away, and which may even lift the foe off the ground and try to strangle it.

If the enemy penetrates the inner ring then the



Humakt rune lord springs out of the invisible opening around the central tree to try to chop them down. If necessary several other elves also come, fighting preferably with bows but engaging in courageous melee if necessary. If this occurs in the later stages of grove growth then these warriors remain concealed in the branches of the central tree.

Gamemasters should decide how much damage they wish to wreak on the grove. It is possible that outer trees can be damaged, or even destroyed, without negating the entire ritual. However, if the inner tree is destroyed at any time the entire ritual is in vain and the site will be abandoned.

Part V) Conclusion

The attack finishes as dawn arrives. Elves come out of the invisible opening, warriors first, then dryads. If damage has been done they will weep over it and the dryads, surrounded by sad elves, will sit there and sing over the ashes or wood chips.

The grove seems different today, in a way that humans can sense but not articulate.

The elves are much friendlier to the humans than they were before the ritual. They seem very lively and vibrant, and even the damage does not entirely dampen their mood.

Penacyr, accompanied by several of his warriors, scouts the grove and receives the reports of each leader, getting as much detail as possible.

He orders the mercenaries to scout the outlying areas for bodies or for scouts, and orders some of his own warriors to go and track the foes back to their lairs. If anyone is dead he expresses sympathy, but they will not resurrect anyone, for such is the fate of mercenaries. If anyone is in need of healing the dryads perform it to their best ability.

Penacyr collects the sticks. If anyone dares to refuse, or try to trick him, his temper will flare and he will order the items to be taken by force. If they were hidden he will threaten to slay the mercenaries for their perfidy. Point out that since the ritual is now over there are many elves about, apparently from beneath the tree, and they are surely enough to carry out his threats.

Penacyr also gives each of the survivors a small twig which is peeled and carved with strange symbols. He explains that this is to prove that they have acted as elf-friends. It cannot be traded, given away or stolen, for if it is taken from the person or his possessions it will burst into flame. It is no guarantee of

anything, but if shown to elves it will certainly make them friendlier than they might have been.

Penacyr then pays each of the survivors the promised fee (55 Lunars for most) in local silver coins.

After a couple of days of rest and standing guard, Penacyr and his men lead the mercenaries back to their starting place. Before separating he reminds them of their oath to keep the site secret, thanks them profusely, and (if all went well) says that he hopes that they can do business again in the future.

Part VI) Subsequent Visits

Further rituals will be needed. Penacyr Heartwood returns to the region to hire mercenaries every year for six years in a row, although at a different season each time. The second year is during fire season, the third during earth, and so on up to Sacred Time.

Penacyr always prefers to hire known elf-friends, and displays genuine affection for those people that he knows. Otherwise, the hiring, journey to the site, lending of magic sticks, mysterious ritual, and so on are similar to the first visit, with escalation.

Because we presume that the some of the adventurers will survive from year to year and be re-hired, we suggest that the subsequent attacks be stronger and stronger. This is in line with the growing importance of the grove and the growing effort to destroy it. However, the attacks each year do not necessarily have to be by the same type of foes. It may be dwarfs one year, trolls the next, and chaos things the third. Such effects are the nature of Gloranthan ritual and magic which necessarily draws its opponents from the world, but not always from the same part of the world.

The grove changes each year, with the trees growing at unnatural speed. Many flowers and bushes also crowd their way in. Some of these might be recognized to be defensive plants of the elves, such as strangle weed, trip-vines, shooting pod-bushes, spy-weeds, and so on. Only the inner ring of Warriors of Wood does not change appreciably. Trees which were destroyed by being dug up are never replaced, but those which were damaged remain, but always a year behind the others in growth. Thus if a sapling was cut down on the first year, the second year it would still be a sapling. If damaged again it would be a sapling the next year again.

The central tree grows much faster than the outer trees. Its golden bark glows dimly, even on lightless



nights. Although adventurers are not allowed to get close they might be able to see (with Farsee, for instance) that its leaves are mixed, consisting of all the types of trees which make up the outer ring. Such a tree would be both stunning and confusing in the spring time when it flowers, and although the players will not be invited back in the Sea Season if they are like my players they will probably find some reason to go back on their own.

If adventurers return to defend the site several times the elves will be increasingly friendly. They will offer to resurrect a slain elf-friend who has come several times, for instance (but not necessarily to resurrect friends-of-friends).

The Sacred Season ritual is the most important and the most dangerous. The foes will certainly overmatch the players who should be very hard pressed to do their duty. If they survive they will be invited to participate in the final dance of joy for the grove. They can join in one of the many circles which forms, hand to hand, around the central tree. Almost all the participants are elves and dryads, even including brown elves who might normally be sleeping during this season. However other creatures who will live peacefully in the woods are present, perhaps a dragonewt, newtling, or even a friendly giant. Beasts, of course, are not joined hand to hand. Instead the animals form an unnatural circle with predator and prey alike side by side, circling for three rounds, then breaking up to dance and dodge among the elven circles. For the entire time birds fly about, singing songs of any season, both migration and mating, playing with pixies and faeries who joyfully flutter about. A grand feast follows, though all the food is elvish (i.e.-vegetarian). Eventually everyone falls asleep. When the participants awake they are given gifts: elvish things, like a cape of leaves which cloaks sound, a healing stick, perhaps even a shatter-stick (with instructions on its use and dangers). Then the participants are bid go home. They will discover that the whole of Sacred Time has passed, though it seemed to be but a night to fight and a day to celebrate.

ELF SCENARIO 2. ATTACKING THE DWARFS

Penacyr approaches the humans one day with an offer of mercenary employment. He cannot lead them, nor

spare any elves to help. In fact, he will pay double normal rates because he wants it kept secret that he is employing them.

A band of treacherous dwarfs had taken up residence nearby, even apparently having duped some humans into helping them. The humans are needed to enter into their cave and destroy them, or disrupt them as much as possible. Without any of the foolish humans helping them, only one of the dwarfs is a fighter. Surely the adventurers can handle such a proposition?

The gamemaster should read the main dwarf scenario to construct the defender's lair, remembering that there would also be a number of traps, machines, and other artifacts to help the dwarfs.

DWARF SCENARIOS

These assume that the adventurers have a local base of operations, have an on-going career which has established them some reputation as successful fighters, and know their way around the area.

SCENARIO 1. HELPING THE DWARFS

This scenario is given to allow adventurers to become acquainted with, and perhaps friends of, a band of dwarfs. It will give the gamemaster ample time to demonstrate the peculiarities of the standard Gloranthan dwarfs.

The most valuable dwarf gambit is to offer to trade their unusual magical (that is, technological) items, and to provide their services. This will provide much of their activity.

An important aspect of this is that the dwarfs remain and can provide help to the adventurers some time, too. They can be persuaded to lend some of their magical potions, servant beings, or tools.

The unnamed dwarfs are left as wild cards for the gamemaster. They can be pulled out at some time when they will prove to have precisely the mechanical or creative powers needed for success elsewhere.

A significant part of this scenario's interaction is to negotiate with the dwarfs for payment. They have



no idea on Surface World values and operate from their own point of view. Thus gold is not important, but food is.

Because the scenario is designed to be used wherever you have your campaign it has generic place names. If your campaign has been set in the Dragon Pass area the places from my campaign are:

Nearest Dwarf Settlement: Dwarf Mine in Dwarf Run

Nearest Large City: Boldhome or Furthest

Local Authority: a Sartar clan chieftain.

I) INTRODUCTION

One day, while traveling through a thinly populated region the adventurers are approached by an unknown dwarf dressed in clothing they have never seen before (even if they have seen dwarfs). He speaks their tongue, but with a thick accent.

He is wearing simple clothing, a cloak woven from some foreign stuff (spun earth, he calls it).

He is hesitant and on the edge of fear, but determined to speak. Without much introductory patter he tells the adventurers that he and his friends need help. Relevant facts are:

"I am Karantharanis, a Mostali in great need. My friends are hidden nearby, but exhausted from hiding in this strange land. We are from a foreign land and are not sure how they got here. They have been hiding for many days, and even their Surface World expert has not fared well. They are starving and their guard has collapsed from exhaustion and wounds.

"The guard was wounded fighting some monster or another. I do not know which one. I do not know anything about the Surface World.

"I have five friends nearby. All are dwarfs. We arrived here together. One of us has already died, and another was taken into slavery.

"We need someone to go into the city to buy us dwarf food. The real stuff, in cans. I will give you one of these [he holds up a gold coin worth 100 lunars] now and one later for each can brought back. Will you help? I will meet you here in how long?"

The adventurers must decide whether to help them, to rob them, or maybe even to capture him and sell him to slavers. The dwarf is pretty persuasive and will appeal to whatever seems to motivate the characters: money, honor, or the future.

If the adventurers do not choose to befriend the dwarfs they will still be around, somewhere, and may affect the player characters somehow.

If the adventurers help honestly, they will find that one oddities shop in the nearest large city has a few cans of dwarf food, but is selling them for 100 lunars apiece.

If the characters buy it and return the dwarfs will not be above bargaining, but are so hungry that they will capitulate quickly. They have about 100 of the gold pieces stashed away.

With several cans of food the adventurers can convince the dwarf to let them meet the rest of the dwarfs.

The dwarfs, unusually gregarious thanks to the food, will tell the adventurers that they are exiles, and that they came here from (the nearest dwarf settlement). They have been wandering about for days.

They will not go out of their way to speak, and know only a few words of the language. The adventurers can try to guess the types of dwarfs by their dress and tools, but should learn only the obvious.

II) THE DWARFS (and their items to trade)

Arontalfor, the Suresteel Sargent. He is an Iron Dwarf, and well equipped with enchanted iron accouterments, a couple of centuries worth of enchantments upon his body, a pair of two-shot muzzle-loading pistols with iron ball shot (all of which he keeps a Big Secret), a set of iron-working tools (including a bellow), and several iron ingots. Like most experienced iron dwarfs, he knows how to work iron into tools of war, as well as how to wield the final results. He knows nothing of making anything peaceable out of iron, like plows, and refuses to try.

Karantharanis, who does most of the talking for the crowd. He is actually a Gold Dwarf, carries a supply of 100 gold coins to start, but has no skills at working it. His specialty is languages, which he once taught in a position equivalent to a university professor.

Barganzeer, often called **Tinsealer**. His position is unknown at first, and only much later is he revealed to be an alchemist specializing in making dwarf food. He is lousy at other potions.

Number Five, who is usually seen just sitting around



sculpting and polishing a set of solid silver Gloranthan chess pieces which he is patiently making.

1 other dwarf, unnamed and titled, left to fill the gamemaster's needs.

Activity: If not engaged in their real profession or their hobby, the dwarfs generally sit around and do nothing. They would not think of doing something out of their profession. Thus none of them except the iron dwarf ever fights, for instance. If asked why they act puzzled, as if they had been asked why they have never sat on the moon. Doing something else is impossible for them to imagine doing. After stumbling around for the right words, Karanthis eventually says they are "not programmed" to it. They cannot entertain serious thoughts about doing other work, and none of them even considers the do-nothings to be sluggards without their proper work to do. Thus the last dwarf may never do anything but sit around polishing a toy mirror waiting for a task.

III) TEMPORARY REFUGE

One day, several weeks after the initial meeting, the adventurers find themselves beset once again by a needy dwarf.

The dwarfs need a place to stay. The exposure and weather is too hard on them since they have never been outside before.

They want to stay in the adventurers' home while they find other options for surviving. After all, the player characters are the only friendly humans they have met so far.

They will bargain for something if they receive this assistance.

Once ensconced in the adventurer's house, inn, or whatever, the dwarfs show no sign of departing. If the adventurers move the dwarfs follow, following in a demoralized huddle except for the iron and talking dwarfs.

At last the iron dwarf, in broken language, asks that the adventurers help him to find a home for them.

Revelation: They do not expect to ever return to their homeland.

IV) CAVE EXPLORATION

The Iron Dwarf wants his men to live in a cave of their

own. He asks the player characters to take him to one and explore it with him. He prefers an empty cave if possible, but is not at all afraid to go and fight to clear out a good site.

The Rainbow Mounds (featured in *Apple Lane*) is a good candidate. He will not accept the caves of Chaos from *Snakepipe Hollow*, however. It is likely that your campaign has some available nearby cave which can be re-used.

Once convinced of the suitability of the cave they will move in and stay, out of sight for a while.

Revelation: They are exiles because of their outspoken support of Openhandism, a philosophy which allows them to interact with humans and other races.

V) OVERLAND HELP

Karanthis comes to the adventurers and asks for and escort across the land to the nearest significant dwarf settlement. He offers to pay 15 lunars per day of travel, plus expenses for food and lodging. He needs human assistance to gain entry and acceptance at inns along the way.

He is traveling overland to the nearby dwarf settlement to buy more canned food. He explains that they have travelled there before, but always as a group. Thus the Iron Dwarf was able to lead and protect the others. This time he must go alone.

When the party arrives at the dwarf settlement they go through the usual procedures: they give their names and request entry; they are sent to wait nearby for a day or two; the party is finally ushered into the audience chamber. Karanthis kowtows, bonking his head on the ground. It does not matter what the adventurers do: nothing special is expected of them.

The usual representative of the dwarfs is present to speak with outsiders. As usual he is closely guarded by a half dozen iron dwarfs. He listens to Karanthis speak, inquires briefly of the humans as to their purpose, and thinks for a while, scowling at the group.

After a moment, Karanthis is ridiculed by the dwarf lord who says that he will no longer accept their Falagian Diamonds as payment, due to an oversupply.

But the lord takes a diamond this last time, and in return a small cartload of canned dwarf food is pulled into the chamber. Based on the previous price the characters paid for dwarf food in the nearest city, this cart load is worth 20,000 lunars!



On the way home, Karantharanis pulls the cart along by himself, never asking or accepting assistance. When the party arrives home, he is joyously greeted by his fellows. When payment time comes Karantharanis offers the usual 15 pennies per person per day, or a Falagian Diamond, and shows no emotion if either choice is made.

When the adventurers attempt to sell the diamond they should visit jewelers, gem merchants, or investigators with an interest in mineralogy. No one recognizes the type of rock, and most offer less than 25 lunars for it. The most honest of the gem smiths says he would like to check with some other people before he buys it, saying it might be a Falagian Diamond. It will take several months for him to get back his information since the expert he is consulting is in a city far away.

If the adventurers accept diamonds the dwarfs will try to use them for payment from then on, claiming a great monetary value for them. But efforts by the adventurers to sell them meet only low prices and long delays from the honest jeweler.

Revelation: the dwarfs are even out of favor with the local dwarfs. They are short on food, and long on Falagian diamonds.

VI) THE AUTHORITIES

One day, while the adventurers are visiting the dwarfs (perhaps to try to pry out some information about the Falagian Diamonds), a band of humans arrives to question the dwarfs. The local authorities finally discovered the dwarf presence and want to nose in. They say nearby farms have been raided for food.

The dwarfs defend their right to be there, claim they are not hurting anyone by their presence, and are generally mild mannered and peaceful. He points out that they do not eat that kind of food anyway, and asks the humans to verify this.

However, one of the humans is offensive, trumping up charges of cattle stealing, apple thefts, and of peeping Toms haunting his farm. Then he ominously hints that the dwarfs are foreigners, and not subject to any protection by local laws. The Local Authority reluctantly agrees, but says he won't support any local interspecies warring, and urge everyone else to stay away. The Iron Dwarf makes a veiled threat of his own by simply saying that they can hold off any number of humans, single-handed.

If the adventurers do not volunteer to act as the representatives and protectors of the dwarfs by this time then the Iron Dwarf asks if such a thing can be considered. The Local Authority says "Probably." Then the Iron Dwarf *appoints* the player characters as his representatives, and states that all dealings with him must be approved first by them.

This thrusts a burden of responsibility on the player characters and ensures their continued interaction.

The thugs are such that they are awed by the combat abilities of the adventurers, thanks to their reputation, and make no further threats. The loud-mouthed one makes one last bid to save face and says it must be trollkin bothering him, and asks if the dwarf will help clear them out. The dwarf says it is up to his agents to decide.

The player characters can refuse this without incurring any adverse opinion. It is not the job of iron dwarfs to hunt trollkin bothering an ineffective warrior's farm. If they agree to help, perhaps not even pledging the dwarf's direct assistance, they incur the good will of the Local Authority and populace. In fact, no trollkin (or anything) are bothering the guy's broken-down farm.

Revelation: If pressed, the dwarfs will admit that they are from the land of Slon, a dwarf kingdom which is thousands of kilometers away. They are not criminals, just outcasts.

VII) MARKET ASSISTANCE

Karantharanis comes and asks to be allowed to go along with the humans next time they go to the market. He is looking for some unusual stuff and would like assistance.

He is looking for a big metal barrel, a couple of glass beakers, a big load of charcoal. Then Barganzeer Tinsealer goes from stall to stall, rummaging through human grocery stands, leather clothing, pottery, and animal feed merchants. They purchase a variety of apparently random materials, load it into their cart, and return home.

At the cave a whole new set of apparatus is set up. If pressed the dwarfs confess that Barganzeer made it for his project, which is to construct their own food. The pieces were made mostly from the old tin cans, and the things bought today will allow him to finish



the machine and begin experimenting with the raw materials purchased.

Revelation: Barganzeer is a food-maker!

VIII) A DINOSAUR PROBLEM

The adventurers are asked to join in hunting down a dangerous dinosaur which has been driven into this territory by enemies. The gamemaster should have the Local Authority and other important figures join in a discussion on the best methods to combat this type of dinosaur.

A general hunt is declared and many people set off, then divide into parties to find the dinosaur. As usual, the adventurers are the ones who meet the monster. They attempt to execute their dinosaur-capturing plan and, once underway, discover to their horror that there two dinosaurs, and their plans are only half-ready. In the ensuing fight one of the dinosaurs is abruptly seized by invisible forces and backs off, standing quietly by.

Investigation will reveal the iron dwarf nearby, with Number Five who is in a trance. When he shifts his weight so does the dinosaur, and adventurers may figure out he is controlling the monster.

The dwarfs do not care what is done with the dinosaur. If the adventurers want to kill it they can.

Revelation: returning to their cave, the dwarfs confess that Number Five specializes in controlling dinosaurs, and little else. He was raised for that task, and has practiced it for centuries, in their homeland.

IX) IRON RATIONS MERCHANTS

The dwarfs want to sell their canned food. Karantharanis suggests that they can be sold in the human city as "iron rations" suitable for adventurers. They want a human to act as their market agent. A group of player characters often has an Issaries-type character probably willing to do this, or to set someone up.

The fact is, most people will not buy it. It is good for adventurers, even though it tastes bland and slightly chemical, but they will not pay more than 10 pennies per can, and then not purchase more than a few cans per season. In all, a disappointing return.

X) AN AGONIZING DECISION

The adventurers are asked to come to the cave. If they are delayed, or refuse, or otherwise cannot go, the dwarfs all come to them a week later. They are obviously disturbed. Some are sullen, one looks scared, one is obviously unhappy. The humans have never seen them so emotional before.

They explain their situation. Two of the dwarfs have received a job offer in the nearby dwarf settlement and are torn whether they should go or not. Over discussion they reveal that the Iron Dwarf does not want them to go, feeling they are an important part of the team. Karantharanis is torn: he thinks they should go, since that is the original reason for them coming; but does not want them to go because they are needed and liked. The two, want to go. The other two dwarfs are too worried to have an opinion.

Arontalfor has convinced everyone that they must wait on the decision of the humans, since they agreed to place themselves under human authority and law. He thrusts the decision onto the humans. The dwarfs will do whatever is decided.

Revealed: The dwarfs do not always act in concord.

XI) A REQUEST FOR HELP

One day the dwarfs ask the adventurers for another conference. Karantharanis explains that they have been asked by the local dwarf leaders to help in exterminating a dread and dangerous foe. Arontalfor, the Suresteel Sargent stresses that this is not necessary, but that it would make their lives much easier by ingratiating the dwarf ruler to them. He further hints that maybe this way they could get some rare ingredients to make something which the adventurers want. He may be lying about this.

If accepted, the adventurers join Arontalfor and some other dwarfs to attack an Elf Grove which is being established many kilometers away. (See the Elf Scenario for this)

Revelation: these dwarfs' Openhandism does not extend to elves, who are despised as filthy life forms.

OTHER EVENTS

By this time the dwarfs should be well established and available as a source for scenarios and assistance.



Other possible events: the dwarfs discover one of their number is living nearby, owned as a slave; a strange dwarf comes and asks the humans for help, but is not readily accepted by the established community (because he is from Nida, and believed to be a spy); elves or elf-friends come to town and pick a fight with the dwarf-friends.

LESSER RACES

Here are suggestions for ways to include other non-human creatures from this supplement in game situations. In most of these outlines the creatures are treated as they are treated in Chaosium campaigns: some are always enemies, some are unimportant and incidental, some are potential long-term friends for the adventurers.

Since most of the adventuring is in Genertela and the original homes of some of these creatures have not yet been published, Pamaltelan and Oceanic settings have been ignored.

Whatever the initial cause for meeting these beings, gamemasters should remember to keep them handy for future scenarios.

BABOONS: Baboons are an aggressive, persecuted race which harbors grudges and distrusts humans. They rarely leave the Wastes. A family group of baboons has left their homeland to pursue a rumor that the legendary Gorilla City has returned to life in the nearby region. They are investigating this, hoping to become the Alpha Baboon Clan in the upcoming Monkey Empire. They are reluctantly seeking local help to find it, and pledge their eternal loyalty to anyone who helps them find it.

Broos

Broos are always enemies. Interaction with them will always be for combat. Prospective employers may try to keep the fact that broos are the foes as a secret because sane adventurers will avoid the prospect if possible. Alternatively, employers will offer double or triple wages to hunt down and destroy marauding broos.

Scenario: A band of filthy creatures has wiped out several nearby farms. The locals fear them too much to attack, and the chieftain has offered a reward of

1000 lunars for their extermination, and can be coaxed to double the amount. The broos are wild broos whose form is similar to various domestic farm animals.

Scenario: A substantial broo force, well-armed and well-led, is known to be in the region. The locals are terrified and have begun an extensive campaign to kill them. They are offering double normal mercenary wages (110 lunars per week per warrior) for assistance. Naturally, the mercenaries will bear the most dangerous fighting.

CENTAURS: An intellectual centaur seeks help in finding some books. He was educated young by a friendly earth priestess who has, since, left for other parts, leaving him with a burning curiosity. His over-size antics in the city are more a source of comedy than anything else. The centaur is visited by a gourmet satyr friend who comes to visit him, and whose culinary tastes are as sophisticated as a Lunar dilettante, but whose other civilized traits are nil. He is not even housebroken.

Ducks

Scenario: A duck merchant needs guards for his fleet of five large rowboats which is traveling up and down a dangerous stretch of river. Ducks and newtlings are the boat crews, all of them poor fighters and big complainers. He does not report that he knows he will be attacked by a band of possessed crocodiles this trip.

Scenario: A duck is seeking vengeance for wrongs done to his family, claiming they were killed by bounty hunters, and tries to motivate allies by appealing to their honor. Actually he is a thief who plans to exploit and abandon his allies.

Giants

Giants are cantankerous, solitary creatures unlikely to be friendly to smaller creatures. Thus interaction with them is most likely to be hostile.

Scenario: A giant is bothering the peasants with ruin and devastation unless he is fed. The local chieftain offers a reward of 500 lunars for the monster's death. The adventurers discover that it is a mother giant busy feeding its child.

Grotarons

Individual grotarons can be found wandering around the continent seeking suitable sites for a possible fu-



ture home. They are usually found alone or in small groups. They explore mountains, seeking valleys for homes.

Scenario: A grotaron needs help to protect his family as they attempt to establish a new home in a nearby high mountain valley. They are feuding with an eyrie of wind children offended by their presence. See Wind Children, below.

JELMRE: A jelmre has escaped his slave master, a minor sorcerer who lives nearby. He seeks aid and offers to give up any one of his emotions (as described in *Creatures of Glorantha*) — except his Hatred, which he preserves. He will give an emotion to anyone who will protect him from the sorcerer for one week. The sorcerer has announced a reward of 3000 pennies for the return of the jelmre. The sorcerer is simultaneously pursuing, with some thugs as bodyguards, and believes that the jelmre was stolen from him.

KEETS: A keet in oriental garb seeks soldiers, at usual mercenary rates, to guard his small ship's passage along Genertela's southern coast. He states that he anticipates pirates along southern Maniria, but does not report the hostile plesiosaur which has been following him. Have the adventurers ever befriended ludoch?

LUATHA : Luatha may be encountered only in the Seshnelan islands of Kanthor's Archipelago, and at this time the players should have no desire to ever meet them. The closest would be to sail around Kanthor's Isles, whose sailors always circle outside, often even fearing even to seek their shelter in a storm. Many stories of the Purple Ship of Doom circulate, most of them exaggerated but not exactly untrue.

LUDUCH: A seaside region is plagued by giant land crabs which have been raiding their farms and villages. Adventurers are attacked while resting there and discover a strange symbol marked onto the shells of the dead ones. A local fish wife says she has seen it as a merman sign. The adventurers are chosen, or perhaps volunteer, to go to the beach and try to communicate with the mermen. Negotiations are not difficult, and the party learns that the crabs are an unnatural infestation of the local sea littoral and the best the mermen can do is repel the crabs to send them ashore. "Unless you could, perhaps, provide us with

237 kilograms of quicksilver, and twelve of the biggest arbalests available to you. Dwarf ones would be best."

MOROCANTH: A village nearby harbors a militant "people-only" policy. An adventuring morocanth, a tough survivor type, well armed and armored, enters the tavern where the adventurers are. Many of the locals get surly and mean but the morocanth ignores everything until the local priest comes in. He says he is an associate priest of Flesh Man, but he is actually a second-rate beginning shaman. In good (local language) he protest injustice. He insists that he is a person, and tries to enlist the support of other visitors at the inn who may be able to verify his myth that the morocanth were chosen as "people" by their great god, Waha Deliverer of Justice. This argument, if verified by another traveller, convinces the priest, who departs. The crowd, however, is drunker and meaner, and now some people with real weapons are showing up. The morocanth tries to use a Malkioni philosophy, spouting about the equality of all creatures (this is actually a Stygian heresy, but none of the peasants know that, or care).

It is likely that the adventurers will have entered the story before this. Will they help or hinder the morocanth? If befriended, he can provide considerable information and guidance for the territories he has been through.

NEWTLINGS: The adventurers have heard rumors previously about the "newtling with a destiny" who has been unusually noisy for an amphibian. They meet it and discover that it and its companions have been violated. A band of humans captured them and amputated their tails, which are a great delicacy in many sophisticated circles. The newtling with a destiny asks for help, promising only his friendship in the future, if either their tails are returned or the culprits receive justice by having a limb cut off and brought to him.

Ogres

Ogres usually remain undercover. They know they are despised and work their evil in secret, if possible.

Scenario: An employer hires adventurers to transport some goods to a nearby city. One of them goes along as leader. However, it is actually an ogre in league with broos. The party in being led into and ambush by the broos.



Scenario: A petty lordling is concerned that some of his peasants from the outlying area have disappeared without a trace. He hires the adventurers to investigate. They discover that an ogre family has grown so powerful that they cannot conceal their origins and have even raised a shrine to Cacodemon.

TIMINITS: some local bad guy has imported a batch of outlandish creatures to gnaw away a nearby village. The timinits are being manipulated into unnatural cooperation by a blue-skinned (Vadeli) sorcerer. The sorcerer has little other magic other than his elaborate method of controlling these creatures. He has a dwindling number of them kept nearby. He is a coward and, since he has been paid and done his promised task, has no loyalty to his dreadfully ignorant employer who he will gladly backstab, if asked.

TUSK RIDERS: Any encounter with tusk riders is the same. The tusk riders sweep out of a grove of trees upon the party, not brandishing weapons (but with their combat magic already cast), but their mere presence is threatening. The tusk riders size up the party, and if they think a fight would be anything but an overwhelming victory for them the tusk riders resort to bluff and threat to get some payment from the party. The tougher the player characters appear to be the less the tusk riders will feel obliged to accept. Mild protests from humans are ignored, but insults from the party provoke anger and a quick attack by the tusk riders. The tuskers like to kill something and offer a drink of its blood to strangers, and are marginally less hostile if accepted.

These guys are vulgarly (and incorrectly) known among my players as the "orcs and porks."

SLARGES: A remarkable event has come to the city. A talking parrot, accompanied by several monsters, has challenged all the redsmiths and silversmiths of the city to a making-contest, and offers a huge emerald as prize if his smith is beaten.

The smith is a giant slarge, a being never before heard of in this area. Even the local scholars and sages cannot identify the huge creature, and are spending a great deal of energy arguing over his classification.

The slarge is a specialist in smithing. He is here to learn the secrets of human metallurgy. He is accompanied by four lesser slarge guards/servants. The parrot is simply a speaking device which is possessed by a powerful spirit controlled by the slarge, who has difficulty voicing (but not understanding) human lan-

guages. The giant slarge has not needed to reveal his other powers (whatever they are).

At the contest the local smiths name some judges, and the parrot randomly names people from the crowd as his, including the player characters. "Ooh," it says, "I sense that these beings are controlled by a Greater Destiny!"

A player character is asked to name the item or items to be made by each contestant. After the work period (several days), all the judges view the items closely. The slarge's work is far superior than most of the locals' in quality, and has the added attraction of being slightly exotic in form.

If the slarge wins, he afterwards gives the thing he made to the person who requested it. He keeps all the ones made by the locals. If the slarge loses (perhaps most of the judges simply lie, out of loyalty to their friends) he gives up the emerald without any sign of emotion. (It is an illusion anyway, and will disappear in a year. The slarge simply makes a new one outside of town.)

Waertagi

Waertagi are strictly sea-going people. They need to hire people to help them in any land-bound operation.

Scenario: Some waertagi need help transporting a two meter long, elaborated carved boat, many miles inland. It is part of an ancient pact made when this area was a sea, and the waertagi have not performed it for several centuries. Two waertagi accompany the party to provide leadership and to see that the task is carried out.

Wind Children

Scenario: At the foot of a mountain a female wind child with a broken wing is encountered. She appeals for help. The adventurers know that they can sell her for almost 10,000 lunars to a novelty slave dealer who makes his rounds through this region soon. Or they can help her. If they do she will keep a curious and friendly eye on them in the future, perhaps aiding at some vital moment.

Scenario: A wind child wants to get some help from humans against the group of giants which have invaded its home mountain valley. The adventurers have a chance to learn something new about the mountains — perhaps a hidden pass? The monsters are actually Grotarons, not giants.

KEY

-  dwarf area
-  dragonewt area
-  troll wastelands
-  dense human population
-  green or brown elf forest
-  yellow elf forest

PENT—major area

Prax —other area

-  marsh or swamp
-  water
-  broo area

Banthe
Sea

VALIND GLACIER

White Sea

Blue Moon
Plâteau

Brass Mts.

Rathorela

Winterwood

FRONELA

PELORIA

Yolp

Jord

Imther

Dorastor

Dragon
Pass

Erontree

Nida

RALIOS

Guhan

Arstola

Safelster

MANIRIA

Tarinywood

Esrolia

Gemborg

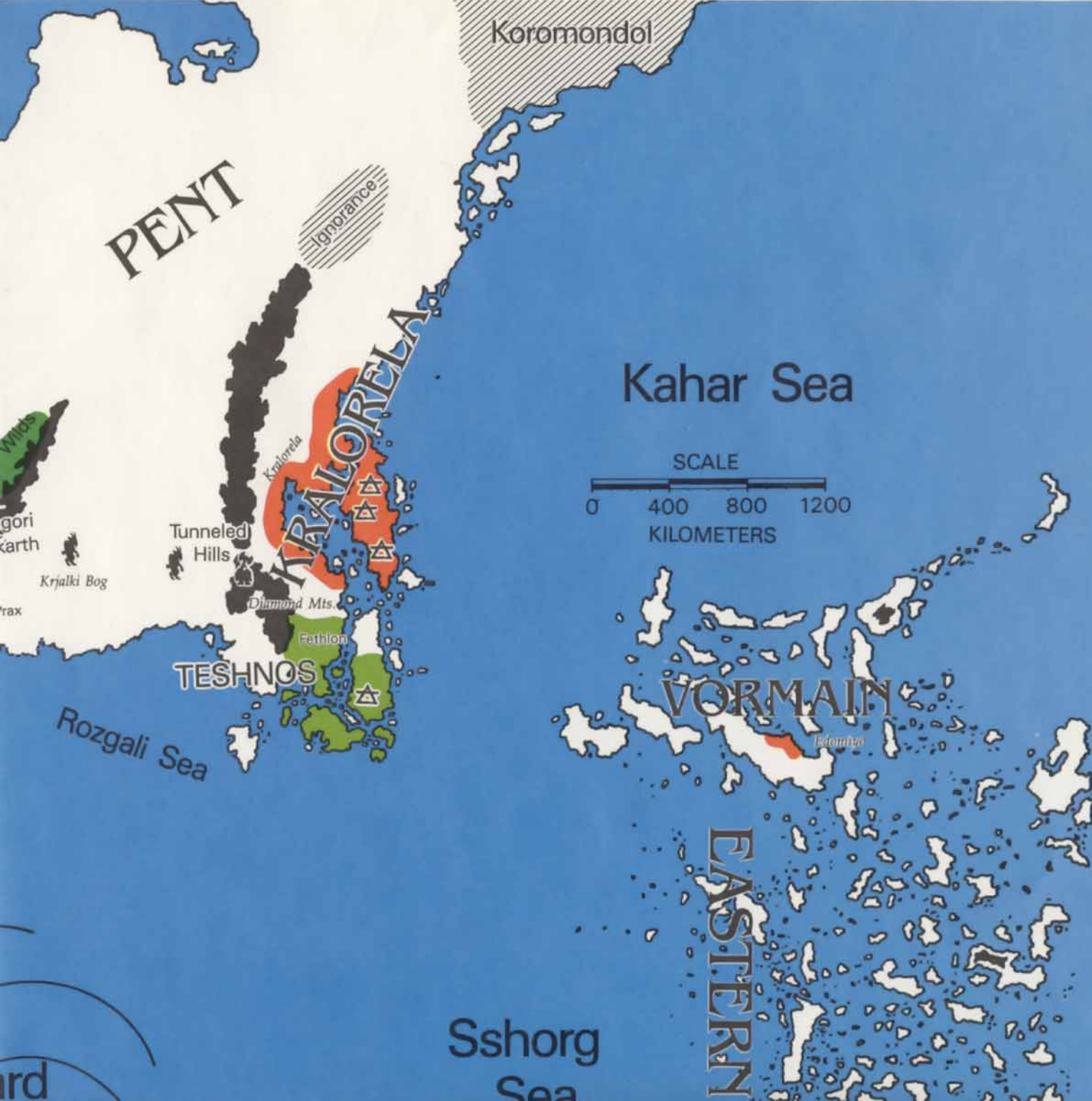
Iron Mts.

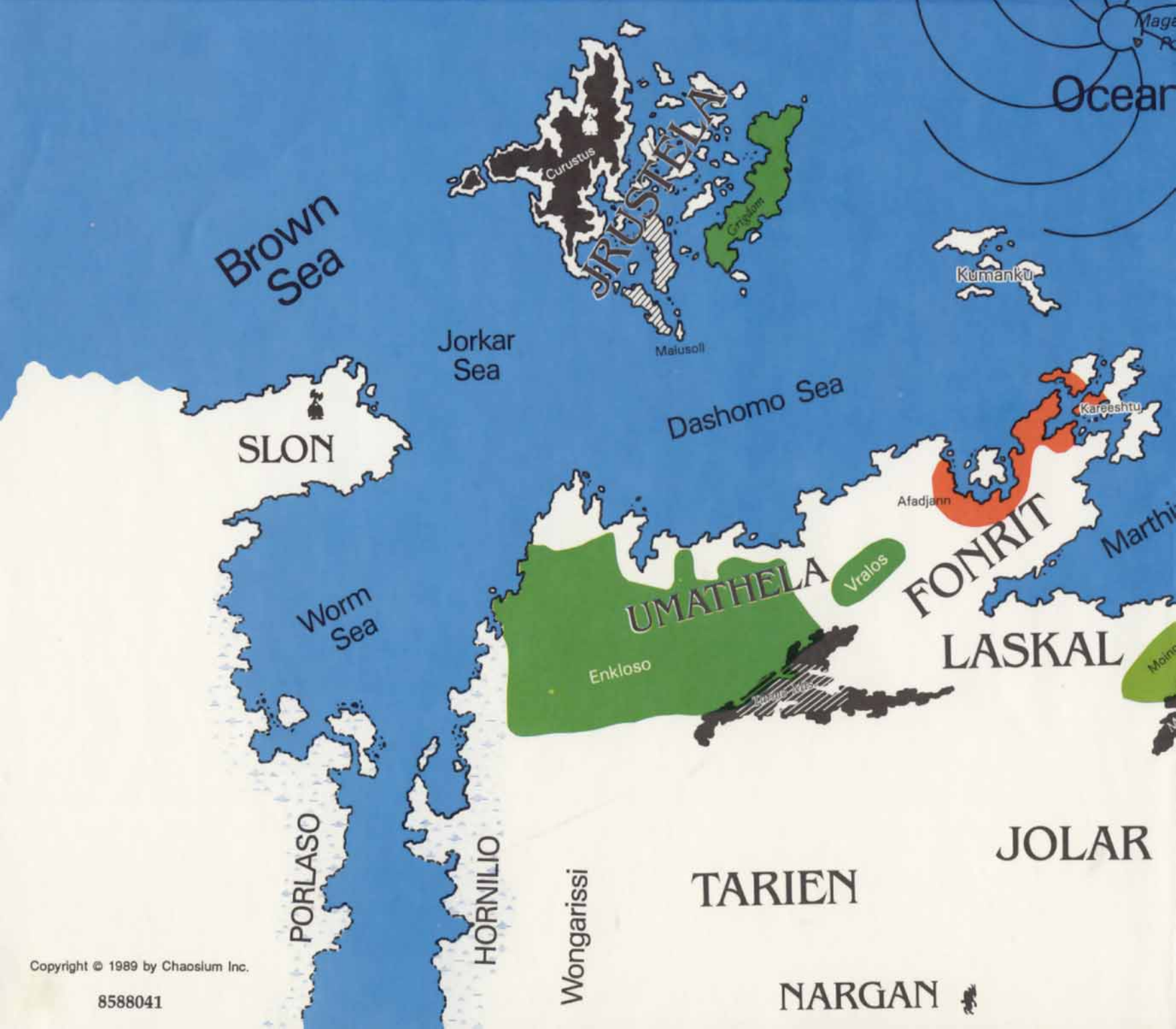
Kanthor

SHNELA

Solkathi Sea

Homewa







ISLES

Loral

Loral Is.

Sea

TELEOS

Garbulla

Maslo Sea

Ytarian

Novaroopila

Zhnauquafian

no Sea

Kimpos

an Mts.

Geskallia

Feofaxia

Palarkri Mts.

Jhostrobbios

ERRINORU JUNGLE

Togaro Ocean

KOTHAR

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