

Issue 5

† CROSSWORD †

Immaculate Gardens
Windswords

KRALORI ARMY

Insulae of the
Lunar Cities

The ArchExarchs

Myth Cards

HISTORY OF KRALORELA

The Lives of
Sedenya

WOW IN GLORANTHA

† CROSSWORD †

Chris Pringle

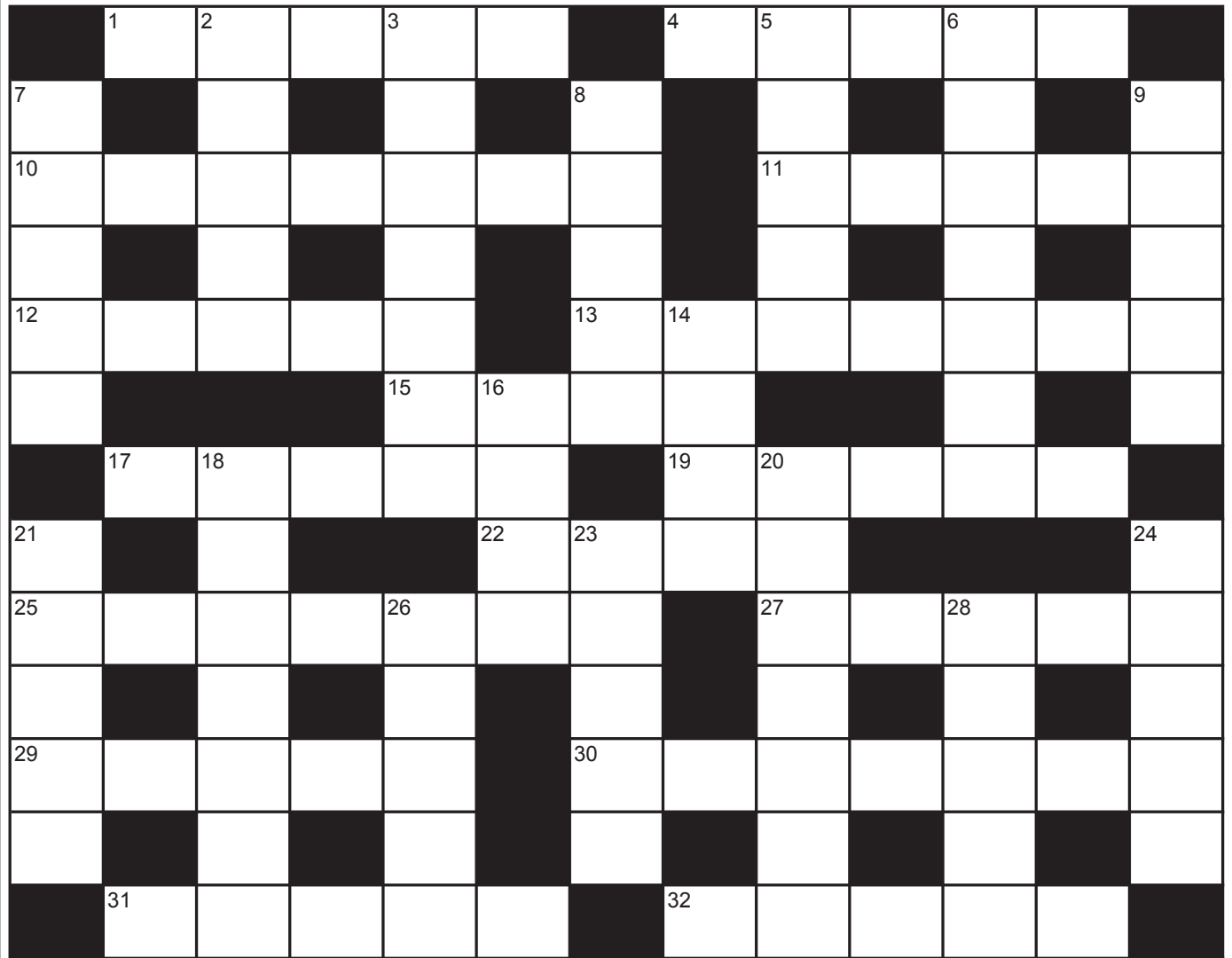
Any Sword of Humakt wishing to emphasize his Truth aspect will want to discover the answers to the clues in this Humakt-themed cryptic CrossSword puzzle. Clues requiring some knowledge of Gloranthan mythology and culture are indicated with an asterisk*. Answers with some Humakti relevance or weapon- or combat-related content are “sworded” thus† (or, if you prefer, are “sordid, we hear”).

Across

- 1 The Power in the blade at Humakt’s side (5)*†
- 4 Heal around source of serious affliction (5)
- 10 Ten rang, confused, as Humakt is in his Hall (7)*
- 11 Stand up, Sir, return within the boundaries of acceptance! (5)
- 12ac/18d The Arroinist did damage and uttered “ow”! (5,7)*†
- 13 Accomplish getting across a point in Gorakiki nest (7)*
- 15 Spell makes you swear (4)*†
- 17 Humakti seen without one? Unlikely! (5)*†
- 19 On the flank, nothing is due (5)
- 22 Repudiated reversal, concealed trick (4)
- 25 Most offensive mangled red cuts (7)
- 27 Weapon youth carried into middle of rebels (5)†
- 29 Cavalier caveat (5)
- 30 Episode about identity is clear (7)
- 31 Swords are crept towards (5)†
- 32 A way in stone (5)

Down

- 2 Raptor decapitated hound (5)
- 3 Turn skill to it or turn coat (7)
- 5 After losing a thousand, Humakt redeployed for his father (5)*†
- 6 Carve into parasites in lapse (5,2)†
- 7 Home one hurts (5)†
- 8 Ermine vermin (5)
- 9 To hack off, persevere, removing each end ... (5)†
- 14 ... and do this! (4)†
- 16 We hear woodworking blade contributes (4)
- 18 see 12 ac
- 20 Sink into side forming mesh (7)
- 21 Crass destruction leaves wounds (5)†
- 23 Complete removal of tip from blade (5)
- 24 A second 1? Heresy to crossword compilers and to Humakti! (5)*†
- 26 Look around, right, I will reveal where 2 lays (alt sp) (5)
- 28 Expert must pedal backwards to hide! (5)



Solution on Page 57

KRALORI ARMY

David Millians

The Kralori army is an ancient, highly formal institution with deep roots in Kralori tradition. Most of its modern traditions come from the era of Emperor Vayobi, though all elements have changed in subsequent times. Emperor Godunya added elements to the current system, mostly derived from forces opposed to the False Emperor after the demise of Emperor Yanoor.

A Kralori general, a *Jyang*, commands a single War Dragon, a *Jan Loong*. A Jan Loong leads his army as an entire body, his own great dragon body. See the description of the Adorations of Vayobi for more details.

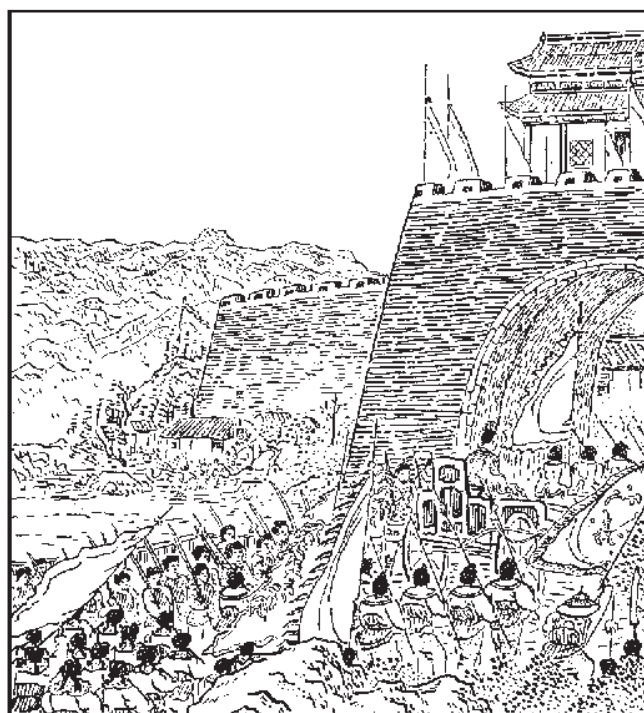
Talons, known as *Zhow*, command the largest units of Kralori armies, typically a *Dwan* of one thousand men, plus auxiliaries and support. Others assist the Jyang or perform other specialized duties in the service of their war dragon

A Fang, or *Jyen*, is a minor officer and commands a *Li An Dway* of one hundred men. These men are typically nobles or from other wealthy families, and most have some kind of formal training in a military academy, often provincial ones.

A Senior Scale, *Dae Lyen*, is not an officer but leads a *Ban* of ten men. They are sometimes called sergeants. Dae Lyen are usually commoners and tend to be pragmatists.

Regular soldiers are Scales, or *Lyen*, usually heavy infantry, half spearmen, half crossbowmen. They all carry short swords and shields. The Kralori spear is longer and more refined than those of the west and is more properly a pike or glaive.

Each War Dragon has traditional traits, which are listed below. Most all members of a dragon have these traits at some level, higher ranks at higher levels. A Jyang can draw upon these traits at superhuman levels, though at a temporary cost to his troops. A Jyang can subsume himself and all of his soldiers into the true War Dragon, a vast entity with massive power.



The Armies of Splendor – The War Dragons

The war dragons of Kralorela have histories stretching back at least to the reign of Emperor Vayobi, though each subsequent emperor has reorganized them to some extent. Each is a mighty force in its own right, channeling the power of a great dragon through its commander and his troops.

The Golden Dragon of Nascent Insight

The Golden Dragon is the empire's premier corps under Emperor Godunya. It includes several specialized units and operates its own elite military academy in Chi Ting. General Zhay Fay-Boong Gwa-Deen commands the Golden Dragon, which remains permanently in Kaisen Province as the emperor's special bodyguard. General Zhay is rumored to be one of the emperor's sons.

Dragon Traits: Defend Emperor, Grand Strategy, Imperial Pride

The Red Dragon of the Heavenly Halberd

The Red Dragon has a long, proud reputation as the toughest army in the empire, and its special, additional training is legendary among other armies. It recruits heavily in the central provinces but is stationed in Shi-yang to keep watch on

Ignorance. General Joon Ga-Ban Do-Syang commands the Red Dragon, in which his ancestors often have served as officers for millennia.

Dragon Traits: Eternal Dedication, Really Tough, Watchful

The Blue Dragon of Superior Insight

The Blue Dragon is one of the oldest armies and has a special relationship with its divine patroness. Blue Dragon tradition maintains that they founded the original Kralori navies, and some of its units still serve as heavy marines. Most of its elements, however, are stationed along Kralorela's west coast, where they guard against all incursions. General Dway Gong is the mysterious commander of the Blue Dragon.

Dragon Traits: Deep Training, Son of the Sea, Swim in Armor

The Green Dragon of Effulgent Victory

The Green Dragon claims a lineage far older than Emperor Vayobi, back to eras when armies were unnecessary. They are known for their wily tactics and for blending into the local population when called for. This proved useful during the Era of the False Emperor and the incursions of the Pentans.

General Jang Bwa-doong commands the Green Dragon of Efful-



gent Victory, which is based in Boshan Province, its assignment to monitor the region for rebelliousness. Some say that this army has been affected by its long assignment in the south and has absorbed some its lassitude.

Dragon Traits: Local Culture, Splendid Aura, Wily Tactics

The Purple Dragon of Triumphant Expedition

The Purple Dragons are most famous for their canny magical knowledge and occasional displays of power. Other armies and Kralorela's enemies find this disconcerting, which the Purple Dragon uses to its advantage. General Shee commands the Purple Dragon of Triumphant Expedition. Its units are scattered all across the empire, performing special assignments.

Dragon Traits: Crafty Nature, Recognize Magic, Resist Enemy Magic

The Black Dragon of Illuminated Perception

Emperor Vayobi formed this army from secrets and shadows he found in the darkness, and its history is composed of rumors and mysteries. Some say its soldiers are half-demon. Its soldiers work well by night and often penetrate enemy lines or areas ahead of regular troops.

General Beeng commands the Black Dragon of Illuminated Perception, which has stations in Puchai and Hanjan provinces, its assignment to keep the peace and watch the lower passes and lesser peoples of the eastern mountains.

Dragon Traits: Arise from Nothingness, Demon Paths, Weave Shadows

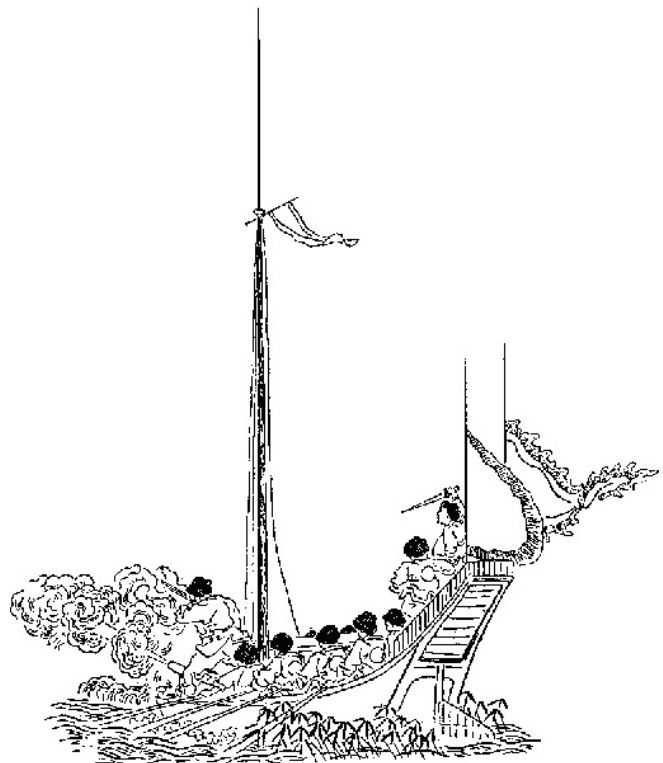
The White Dragon of Ascending Soul

The soldiers of the White Dragon have always been best known for their winter fighting, especially in snow and ice. They were the primary combatants in the Greater Winter War late in the reign of Emperor Vayobi, and their troops still guard Shiyang Province and the far north of the empire, ranging into Ignorance and Koromondol. General Woo, the Darkface, commands the White Dragon of Ascending Soul.

Dragon Traits: Grim Visage, Ice Storm, Winter Ways

The Navies of Splendor – The Sea Dragons

The modern Kralori navy developed during the reign of Emperor Vashanti but languished during the succeeding era, one of many causes of the rise of the False Emperor. Emperor Godunya revived the modern navy, and it remained strong throughout the Closing.



Kralorela's fleet easily defeated the Kethaelan expeditionary force, but other than protecting wide-ranging merchants, the emperor has never extended them beyond his neighboring waters.

Peaceable Embrace of Divine Amity

In one form or another, naval forces of Kralorela have always patrolled the Suam Chow. This seaway lies at the heart of the empire, and while it has varied in its extent through the ages, it has always been significant. Admiral Hoy, a traditionalist, commands the Peaceable Embrace of Divine Amity. Its modern duties consist of escorting large merchant craft, controlling smuggling, and addressing the odd elements that sometimes appear in these waters. This fleet has its primary assets in the major cities ringing the inland sea, but it also maintains smaller stations on islands and a few remote locations.

Sea Dragon Traits: Holy Waters, Know Suam Chow, Pacify Enemy

Vigilant Expression of Imperial Caution

This smaller fleet controls Kralori coastal waters, from Fanzai in the far south all the way to Koromondol. Admiral Bay, known for his sometimes risky but ever-successful tactics, commands the Vigilant Expression of Imperial Caution. These forces protect Kralorela from pirates, foreign smugglers, and other unlicensed traffic, but they also train to prevent even the most-dire forces from entering the empire.

Sea Dragon Traits: Daring, Vigilant, Wary

Vigilant Envoy of Imperial Attentiveness

The Vigilant Envoy of Imperial Attentiveness is the special creation of Emperor Godunya.

This fleet consists of only a score of smaller ships. Crewed by misfits and criminals recruited from the seediest parts of the empire, these vessels range far out to sea, venturing as far as the East Isles to the east, Kethaela to the west. Their normal duties are long-range patrols and escorting important merchant ships and occasional diplomatic missions. Admiral Ying commands this motley assemblage and has plans soon to send them as far as Pamaltela.

Sea Dragon Traits: Adventurous, Creative, Underhanded

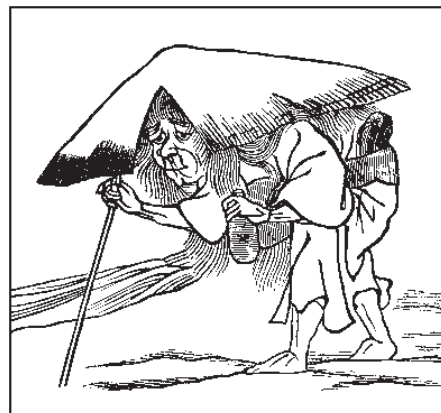
Special Kralori Forces

Kralorela's ancient heritage is the source of many, small specialized units in its modern military. In addition to those described here, there are many other more obscure elements. Kralori forces also sometimes hire hill folk or Hsunchen for actions against other barbarous foreigners.

Brotherhood of Ultimate Enlightenment

Founded by Emperor Heenmaroun, this order of strange monks specializes in directing deadly bolt of primal power against their opponents. Those surviving such attacks usually either expire of joy or join them.

Traits: Agile as a Bird, Bolt of Enlightenment, Fight with Staff



Legions of Dzha Had

These orca men from the far north are known for their bravery and honor. The imperial army mostly uses them against pirates, native and foreign.

Traits: Killer Whale, Pod Frenzy, Smash Vessel

Mystics of Silken Entanglement

This is an order of warrior nuns. They fight using lightning-fast silken strands, confusing and binding their enemies. Upon death, these women become giant silkworms, rapidly metamorphose into giant butterflies, and fly into the heavens.

Traits: Beautiful, Silken Webs, Silkworm Blessing

The OmFa Irregulars

These calm men and women wield strange energies. They and their powers expand and contract, sometimes delivering devastation, sometimes enhancing extreme traits in others.

Traits: Calm, Vary Other's Trait, Vary Own Trait

The Scaled Guard

The Scaled Guard are giant, super-heavy infantry in massive scale armor. They mostly guard sensitive locales, though sometimes the high command uses them to overwhelm opponents. They are rumored to be reformed huan to.

Traits: Dragonscale Armor, Gigantic, Know Enemy Secrets

The Sunbird Riders

The Sunbird Riders date back to the era of Emperor Metsyla. There are now few of the seemingly immortal riders and their brilliant steeds, and they dwell in the sky, but they have been known to answer and emperor's summons and descend to aid his forces.

Sunbird Rider Traits: Fire Bow, Ride Sunbird, Sky Armor

Sunbird Traits: Fly Across Sky, Heavenly Discipline, Shine Bright



The ArchExarchs

The Lords of Discipline

David Millians

The Archexarchs are the leading officials of the imperial government and act as overseers of vast aspects of society. Most live outside the mortal world as part of their work. Their vast palaces in the capital are as much temples as homes.

While in some capacities Archexarchs act as conduits of worship and links with the emperor and the gods, they also receive worship in their own right from millions of people, mostly seeking their intervention in the humblest of concerns. They are known to be hard to reach, so most people approach them through communal ceremonies and usually only their servants.

The archexarchs of Kralorela can receive sacrifices. All of them have essence, spirit, and daimon servants, who assist them in their work. These are in addition to the countless mortals that serve them in life and after.

Gain Archexarch Aid (1W6): any appropriate divine or government relationship, Pious

Gain Archexarch's Assistant's Aid (1W3): any appropriate divine or government relationship, Pious

Gain Minor Archexarch Augment (1W): appropriate divine or government relationship, Pious

The ArchExarchs

Wenbu Shen, the Archexarch of Divine Affairs, supervises the sky gods and the movements of the celestial realm and helps those that have suffered at the hands of gods and spirits.

Mung Jing, the Archexarch of Dreams, purges people of evil desires. He can take away evil dreams and even heal those suffering from disorders of the mind.

Hemu Yanhow, Archexarch of Harmony, oversees the balance of the world, preventing disasters and supervising most censors. He receives many prayers but often answers them in mysterious, subtle ways.

Tachun Da, Archexarch of Heaven, leads the celestial court and is known to create gods from his thoughts. He oversees the Ministry of Rites.

Udam Bagur, Archexarch of Hell, is the Judge of the Dead. All mortals and everyone that has lost a loved one make sacrifices to the Lord of Hell. Some seek longer life, and others ask mercy for their ancestors.

Ji Lili, Archexarch of Memory, is in charge of time and the calendar.

Jing Chee, Archexarch of Plenty, looks after the prosperity of fields and treasury. He heads the Divine Council of Prosperity and

the Ministry of Revenue. Many ask his aid and blessing for everything from their labors to a throw of the dice.

Weng Goo Shing, Archexarch of Stability, maintains tradition and opposes careless changes in the world. He oversees the Ministry of Justice. Many oaths are sealed in his name.

Cheeloong Ji, Archexarch of War, heads Kralori military and the Hidden College of War, where strategic planning takes place.

Prayers in his name are on the lips of every soldier going in to battle.

Jiji Shee, Archexarch of Wisdom, is keeper of knowledge, protecting it from abuse and the unwary. He heads the Righteous Web of Knowledge and oversees the Ministry of Personnel. Many offer simple prayers for his blessing, both for themselves and their foolish neighbors.



HISTORY OF KRALORELA

Keith Nellist

This is the second completed game in a series of planned conversions of the “flow of history” game based on Lew Pulsipher’s design “Britannia”. The first, “Peloria” was inspired in large part by the Fortunate Succession. The development of this game was fun for me. First, getting an understanding of the scale of events, deciding on a suitable timescale, working out which Nations should be represented, and how to split them between four players. Working out how to do this for Peloria was a great help in doing the same thing for Kralorela. Some early versions were immensely complicated with every named Emperor and Hero from every source included. I had to cut this back and eventually got rid of individuals altogether. The concept of Emperor remains, similar to the King of England concept from Britannia.

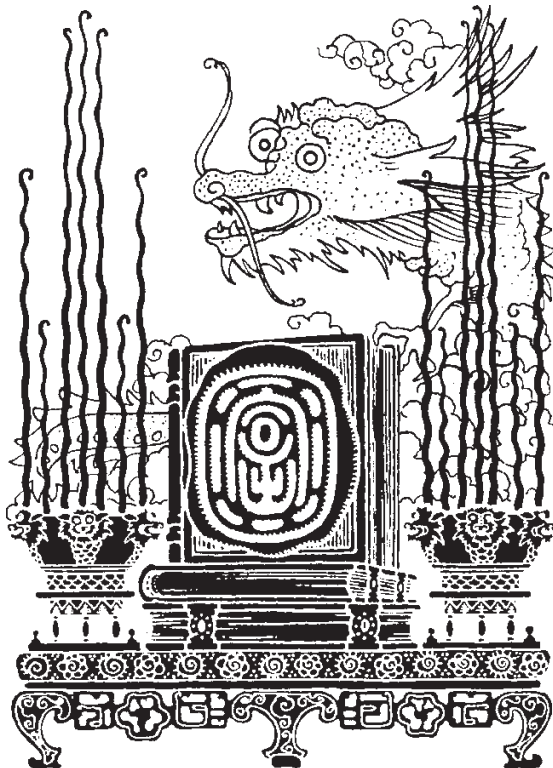
I had enjoyed Peloria so much that I wondered what other areas of Gloranthan history I could try. A board game set in Dragon Pass has obviously been done before, but this was a different treatment and I tried again using The Composite History of Dragon Pass as the basis of the game. I am still working on this one, I made the rounds 40 years long and started with the Inhuman Occupation. I am happy with this up to turn 7. Inner Prax and the Holy Country are also in the pipeline. One change from Peloria was a reduction in record keeping needed for the Population increase phase by replacing the record keeping with a dice roll. This makes the whole thing more random, but in playtesting with my boys, dice are much easier than keeping track on population points on a track.

Fronela came together very quickly, using the Middle Sea Empire Unfinished work as its primary source, starting at the Dawn and with 100 year rounds. It is interesting how little we know about several centuries of Fronelan history. I had to introduce several concepts to make the Malkioni, Hsunchen and Barbarians different from each other. I was also pleased to be able to include Grotarons and Gonn Orta in the game. This is still in play test and I’m up to around turn 8. Fronela allowed me to explore the possibilities of split factions of what is essentially the same group of people. The Malkioni and Storm Barbarians are split into 4 groups representing factions within



those groups. I had tried Church, State and People, for example, but found it more fun to have each group having Wizards, and Soldiers etc. Storm Barbarians, obviously, should be fighting each other. I wanted the Beast Peoples to be constantly reappearing in the game but only in small numbers, so made them spring to life from the wilderness in empty areas throughout the game. This represents their low population density and the fact they never actually disappear, although they may be hidden away in the wilderness.

Finally, I got to Kralorela. The main problem here was the large periods where not much appears to happen. Yanoor's reign seems relatively event free until his death, for example. Kralorela seemed cursed with uninteresting times. I then drew back the focus and realised that there are 5 million generations of Kralorelans and a lot of the interesting stuff happened before Yanoor. The concept of Round changed from a fixed length of time to the reign of an Emperor,



with a couple of unlucky Emperors split into more than one round. I could then get into deciding which factions to represent, and how to split the map of the region into areas. I realised that the terrain was going to have to change over time – with mountains, seas, wastelands, islands and the like all being created by the actions of Emperors, dragons and demons.

For the map, I started where I wanted to finish and worked backwards. We start the game with a fairly empty map of mostly plain areas and, gradually, bits get sunk, mountains get raised and areas get cursed and become wastelands. Because of the changing terrain I suggest using a new map each time, and drawing on mountains, hills, seas and islands as these features appear.

The limited number of units per nation is more important in this game, with many nations severely limited, especially among the Hsunchen. This will drive many tactical decisions, for example: if you know you cannot get any extra units, is it worth risking one or two in a battle?

This game attempts to simulate the history of that part of the land of Abzered that becomes the Splendid Empire. It starts before Time during the Reign of TarnGatHa, a land inhabited by beast peoples. Dragon people come, and civilisation begins. Demons come and destroy everything, but order is restored. Demons come again but, again, are repelled. A false dragon takes control but true dragons return and destroy the upstart. A nomad warlord rides in from the west and lays waste to the empire but the empire is resilient.

Each Round represents an era of myth or history. Each Round is made up of Nation Turns, in which one Nation is active. The Nation turns follow the same order in each Round.

Nation Turn

1) Population Increase Phase

Each area in which a Nation has a unit has a chance of population increase. Some types of area do not give population increases for particular types of units as detailed under the Nation. Roll a D6 for each area that is eligible. On the roll of a 6 gain one population unit to be placed in the area, up to a maximum of the number of counters that a particular nation has. After the population increase roll, there may also be new units appearing according to the particular Round.

2) Movement phase

Move any, all or none of a nation's units. All units may move up to 2 spaces. There are some restrictions based on terrain. Units must stop when they enter an area containing units from any other nation.

Dominated units nations cannot move.

Overruns:

Units must normally stop when they enter an area containing units from other nations. However, if the moving Nation has more units than the area's defender, they may overrun the area – leaving behind as many units as the defender has and moving the excess to the next area.

3) Battles phase

When two nations occupy the same land area after the movement phase, battle occurs, unless those Nations can co-exist. One die is rolled for each unit simultaneously. For combined armies (cavalry and infantry) the attacker decides which dice result to allocate to which unit. This gives an advantage to mixed armies.



Battle Results

A normal unit eliminates another on 5+

Hills gives -1 to attacker die rolls in the first round.

Attacking cavalry has +2 on die rolls for the first round of battle.

Defending cavalry in open terrain is only eliminated on 6+ in the first round of battle.

Eliminated units are removed.

After the second round of battle a nation may submit to Domination if that is an option between the two units.

Battle continues until all units of one or both nations are eliminated, dominated or retreat. Nations that can coexist do not have to fight. The choice is up to the active player. They may attack a coexisting nation, although the attacked nation also rolls.

Units from dominated nations can attack dominant nations if they have entered the area from a non-dominated area. All dominated units are immediately eliminated in such a case.

Retreat

Either side may retreat after a battle roll if there is a suitable area to retreat into. For attacking nations, this is the area from which they entered the area. For defending nations this is any adjacent empty area or area containing a unit of the same nation. The units must normally be able to move into the area. They cannot retreat into Sea areas if they cannot move into Sea areas.

The Defender moves to any adjacent solely occupied areas, or adjacent vacant areas that it could normally legally move to.

Attackers retreat to the area they moved from to reach the battle area.

Stacking limits apply to retreats.

If no legal retreat area is available, the units must remain in battle.

“**Raiding**” is defined as attacking for one round and then retreating. Certain nations (Leopard People, Turtle People, Night Bat people) are rewarded with Victory Points for raiding. A nation must state that it is raiding before dice are rolled. They may then retreat even if the enemy units are all eliminated.

4) Overpopulation phase

Each area can support a limited number of units. Extras units are removed from the board in this phase.

Plain areas	4
Curse area	1
Mountain	2
Hills	3
Islands	3
Sea	3
Rice Area	5

Special Turns:

Invasion!: During an invasion! Turn the invader has two movement and two battle phases (i.e. phases are 1,2,3,2,3,4).

Areas

Note that the geography of the region is changed during the game so that lands are sunk, mountains raised, and islands flooded.

There are several terrain types and features:

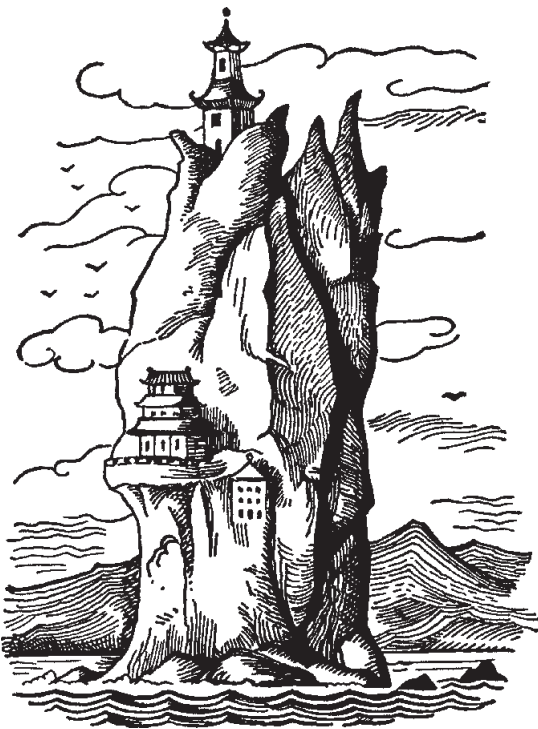
Sea - most units cannot move into these areas.

- Zabdamar – live in the sea and gain population increases for occupying sea area.

- Dragon people and Undead: When controlled by the War Dragon they can be moved into sea areas and can stop in them – they are in large barges. They do not gain population increases for living on the sea.
- Pentans can enter sea areas but die in the overpopulation phase.
- Elephant people, Seal people, Immanent Masters: Can live in the sea but do not get population increases for sea areas. Elephant people can only live in sea above the snow line¹.

Islands are sea but with many islands, so that a substantial land based population can survive here but sea and most land based units can also move through these areas.

- Praxians and Ignorants cannot move through these areas.
- Pentans can enter sea areas but die in the overpopulation phase.
- 3 units can be supported in Islands.



¹ These are actually “Elephant Seal” people.

Plains are flat country and the default terrain.

- 4 units can normally be supported in plains.

Hills are difficult terrain but not mountainous. Most land based units can live here.

- 3 units can be supported in hills.

The Tunnelled Hills and Fanzai begin as hills.

Mountains are so steep and high that they are difficult to live in and difficult to move through.

- Only the following can live and move in mountains,: Yak, Tiger, Eagle, Sheep, Leopard, Sekeverans, Undead, Dozaki, Wind children.
- Other units cannot enter them except via mountain passes
- 2 units can be supported in mountains.

Dozaki Newhome, the Mountain of Dark and the Mountain of Light begin the game as Mountains.

Mountain passes are routes through the mountains that enable units to move from one side of a mountain area to another. A unit can enter a mountain space as if it is a normal hilly area via a mountain pass route. If the mountain is occupied the unit must stop as per normal, and the units would battle as per normal, however the active unit can be retreated along a mountain pass in any direction along the pass. Example: A unit of Praxians from the badlands enters a mountain area inhabited by Tiger people. They stop, and fight the mandatory first round of battle. The Praxians could then choose to “retreat” forwards into the hills of Kralorela.

Note that the area at the end of the pass must also be empty. Also note that mountain passes can be overrun as normal.

Sea routes are narrow channels through land that work in a similar way to mountain passes allowing sea based units to cross land into other sea areas.

Snow line - Areas above the snow line receive regular snowfall and frosts, and are not suitable for some Nations – Pig People, Praxians, Night Bat People, and Bamboo Elves may not enter Snow Line areas.

Pent, Hsa Shan, Kuchawn, Shiyang and Kahar are north of the Snowline.

Cursed lands - Sekever¹ curses the lands west of the mountains to be infertile and unsuitable for farming.

- 1 unit can be supported in cursed lands.

Rice farmland - Once Rice farming is invented in Turn 4 it can be used to support a larger population. Rice farming is practiced in plain areas adjacent to the Suam Chow, and in the Suam Chow itself. It is also supported in Teshnos and Gnow Chang Hia.

- 5 units can be supported in Rice farmland

Coastal areas are classified as any area adjacent to sea or islands.

Hsunchen coexistence

Hsunchen units from different nations can cohabit in the same area. They do not need to fight. When a Hsunchen unit moves into an area occupied by other Hsunchen they can declare that they are not fighting. They still receive a population increase roll as normal for the area that they inhabit and still score for it in a scoring round.

1 An evil god.

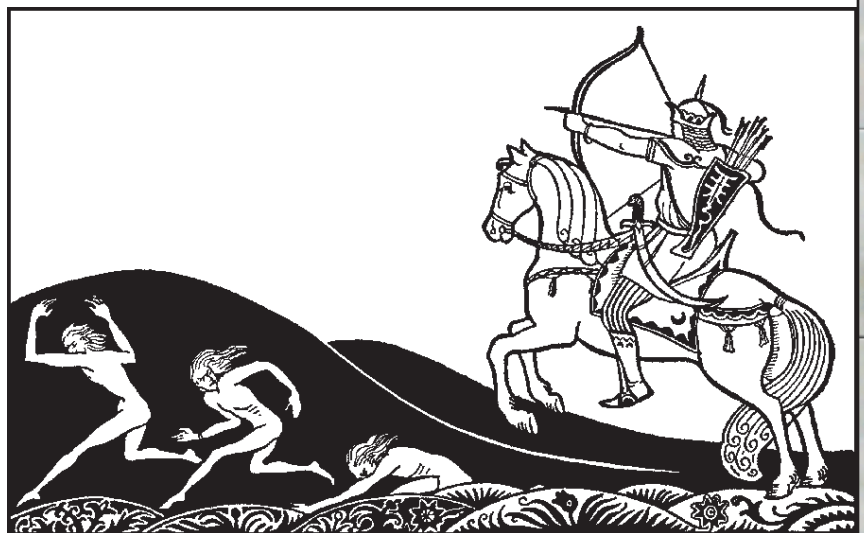
If the area is attacked by another unit, *both* Hsunchen units roll simultaneously in defence. The attacker can choose which unit to eliminate. Both Hsunchen units can choose to retreat.

Overpopulation is calculated using all of the units in an area. Normal areas have a maximum of 3 units per area. If there are 4 units then one is eliminated by overpopulation. If one of the nations is more populous than the others then it loses a unit. If it is equal, then the nation whose turn it is loses the unit.

Dominance

Some units can dominate other units in the same area. This is similar to Hsunchen coexistence but with one nation at an advantage. When the potentially dominant nation moves into an area with a potentially dominated populace it must declare that it is trying to dominate the populace and simply survive the first and 2nd round of battle. This gives the attacked nation one chance to flee.

The Sekeverans could dominate Immanent Masters dominating dragon people, all in the same area.



- Dozaki, Dragon people, and the Army of Every Death can dominate Ignorants
- Immanent Masters can dominate Dragon people, Sekeverans and Undead.
- The Army of Every Death can dominate Hsunchen, and Undead.
- Sekeverans can dominate all other units.
- Bamboo elves can dominate Hsunchen
- Tree elves can dominate Hsunchen and Teshnans.
- Pentans can dominate Teshnans, Boshan, and Hsunchen.

Dominated people still get a population increase for the area they are in.

Overpopulation is always taken from the dominated people in both the dominated and dominating nation turns.

War Dragon

When the War Dragon is active the dragon people¹, Undead, Army of Every Death and Immanent Masters are all mobilised to fight for the empire.

During the player turn of each of these nations, the player also controls units of the other nations in the War Dragon, with certain limitations:

- 1) They cannot move all of the units from an area leaving it empty. They must leave at least one of the nations in possession of the area.
- 2) They may move through other War Dragon areas but may not stop in those areas unless they can rule those areas.
- 3) During combat, the player whose nations turn it is controls the units under the control of the War Dragon.

¹ Shiyang, Boshan, Hum Chang, Vaska Long

4) The War Dragon can move land based units into the open sea and leave them there. They can remain there (on barges) but if they move inland they cannot later move back to the sea unless they are again controlled by a War Dragon.

5) They cannot be used to fight nations that are part of the War Dragon.

TURN ORDER

Player	Nation	Appears in Round
4	Zabdamar	4
4	Seal people	
1	Elephant people	
1	Teshnans	4
2	Pig people	
2	Boshan	2
2	Tiger people	
3	Sheep people	
3	Hum Chang	2
3	Deer people	
1	Woodpecker people	
1	Shiyang	2
1	Yak people	
4	Jungle Hen people	
4	Vaska Long	2
3	Ignorants	2
3	Sekeverans	4
1	Undead	4
4	Dozaki	3
3	Night Bat people	
4	Day Bat people	
3	Eagle people	
2	Leopard people	
2	Turtle people	
1	Tree elves	13
3	Bamboo elves	13
4	Wind Children	7
2	Pentans	12
4	Praxians	12
2	Chestelo	13
2	Immanent Masters	14
1	Army of Every Death	14

Rounds

ROUND 1: TARN GATHA

During this round beast peoples appear in the land. Each player places the appropriate beast in an area of his choice.

Special Rules:

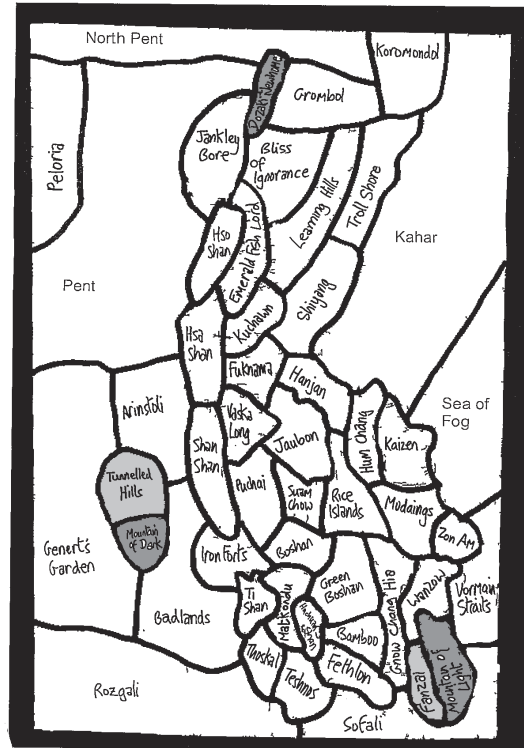
- Seal people:** gain 2 units in any area.
- Elephant people:** gain 2 units in any area
- Pig people:** gain 3 units in any area
- Tiger people:** gain 2 units in any area
- Sheep people:** gain 3 units in any area
- Deer:** gain 2 units in any area
- Woodpecker people** gain 2 units in any area
- Yak people** gain 2 units in any area
- Jungle Hen people** gain 3 units in any area
- Night Bat people** gain 2 units in any area
- Day Bat people** gain 2 units in any area
- Eagle people** gain 2 units in any area
- Leopard people** gain 2 units in any area
- Turtle people** gain 2 units in any area

ROUND 2: HEENMAROUN

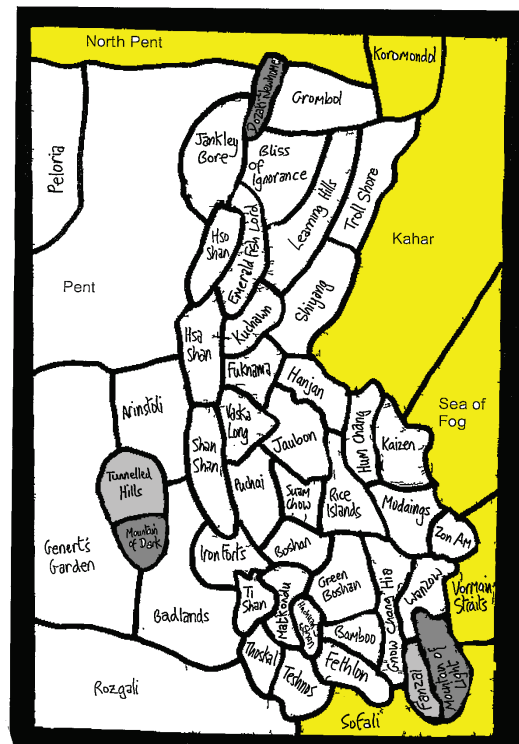
"*Beasts of Kerandaruth*" tells the story of how the Animal Kingdoms are converted to the higher religion of Dragon Worship. HeenMaroun is often identified with Yelm.

Special Rules:

- Boshan** gain 2 units in any area.
- Hum Chang** gain 2 units in any area.
- Shiyang** gain 2 units in any area.
- Vaska Long** gain 1 unit in any area.
- Ignorants** gain 4 units, place on any area on the north or east edge.



Round One Map



Ignorants' Starting Area in Yellow

ROUND 3: METSYLA

Who ruled Abzered. Called Govmeranen in the East Isles.

Special Rules:

- Boshan** +2 units, in any empty area, or stacked with other Boshan
- Hum Chang** +2 units, in any empty area, or stacked with other Hum Chang
- Shiyang** +2 units, in any empty area, or stacked with other Shiyang
- Ignorants** +2 units, in any empty area, or stacked with other Ignorants
- Dozaki¹** +10 units North Pent
- Vaska Long** +2 units, in any empty area, or stacked with other Vaska Long

The 3 Kahar areas (Kahar, Sea of Fog, Vormain Straits) are sunk at the end of this round. Any units in these areas, other than Elephant people (Player 1), Seal people (Player 4), or Turtle people (Player 2) are destroyed.

The Rozgali² becomes Sea and Sofali becomes Islands. Any units other than Elephant people, Seal people or Turtle people in these areas are destroyed.

ROUND 4: SHAVAYA

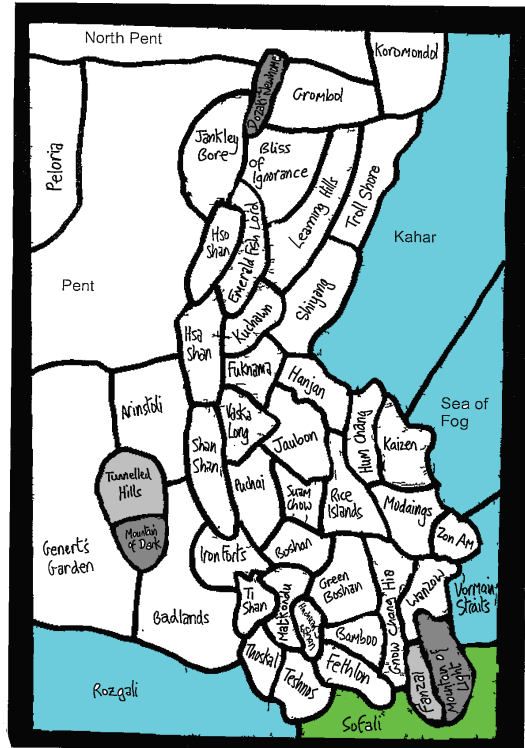
Who first names Kerandaruth the Kingdom of Splendour

Farming invented. Rice mother allows max of 5 units per plain area (for Dragon people and Teshnans)

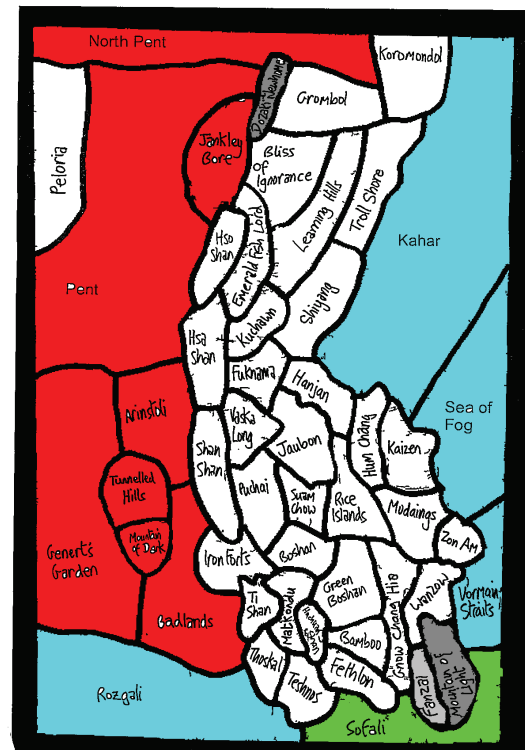
Special Rules:

- Zabdamar** 3 units appear in Kahar.
- Teshnans** 5 units appear in Teshnos.
- Boshan** increase population to 5 in any area solely occupied by Boshan.
- Hum Chang** increase population to 5 in any area solely occupied by Hum Chang
- Shiyang** increase population to 5 in any area solely occupied by Shiyang.

1 Known in the West as Trolls, Uz, or Digijelm.
 2 Sunk by Sshorg and his minions.



Round Three - Sinking lands



Round Four - Cursed lands

Ignorants increase population to 4 in any area occupied by Ignorants.

At the end of the Ignorants turn, the land is cursed By Oorsu Sara. Pent, North Pent, Genert's Garden, Badlands, Arinstoli, Tunnelled hills, Mountain of Dark, and Jankley Bore are cursed - new maximum population is 1 units.

Sekeverans 12 appear in any area. Invasion!.

Undead All units killed by Sekeverans reappear as Undead, in the area they were killed in.

Dozaki Invasion!¹

Vaska Long Increase population to 5 in any area solely occupied by Vaska Long

Rice mother born in Jaubon: 2 extra population units to a Dragon People possessor of Jaubon at the end of Round 4

*Julang Hombondol invents irrigation in Hanjan:*1 extra population unit to a Dragon People possessor of Hanjan at the end of Round 4.

Round 4 scoring

All **Hsunchen** score 1VP for each area they occupy (except Deer, a special case).

Ignorants score 1VP for each unit they possess.

All **Dragon People** score 1VP for each unit they possess.

Zabdamar score 1VP for each area occupied.

ROUND 5: SEKEVER

Special Rules:

Sekeverans Invasion!

Undead All units, (except Undead), killed by Sekeverans re-appear as Undead, in area they were killed in.

ROUND 6: DARUDA

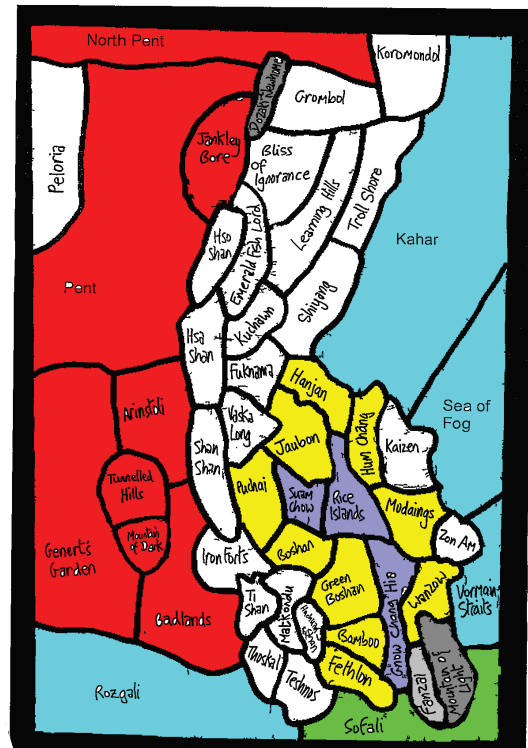
Daruda appears and the demons and dank spirits flee from his presence.

Special Rules:

After the Sekeverans turn, all Sekeverans are eliminated in areas surrounding the Suam Chow, which becomes 3 island provinces (Suam Chow, Rice Islands, Gnow Chang Hia).

Daruda created 15 Exarchs for the 15 provinces of Kralorela: At the end of the round an Exarch counter is awarded to a Player (not Nation) for each of the following areas that are held:

1 "Glory of the Black Sun". Chaos army, possibly led by Tien, staggered around the old mountains fresh from their victory over Genert, god of the earth, the battle was fought by arranged armies on both sides.



Round 6: Sinking of the Suam Chow

Puchai, Boshan, Jaubon, Hanjan, Hum Chang, Wanzow, Gnow Chang Hia, Rice Islands, Suam Chow, Kaizen, Moddings, Zon Am, Shiyang, Iron Forts, Matkondu, Fuknama, Vaska Long

ROUND 7: THALURZNI

Thalurzni pushed the land westward causing the lands to wrinkle up like a table cloth creating a barrier between civilisation and the Nichung barbarians to the west.

Special Rules:

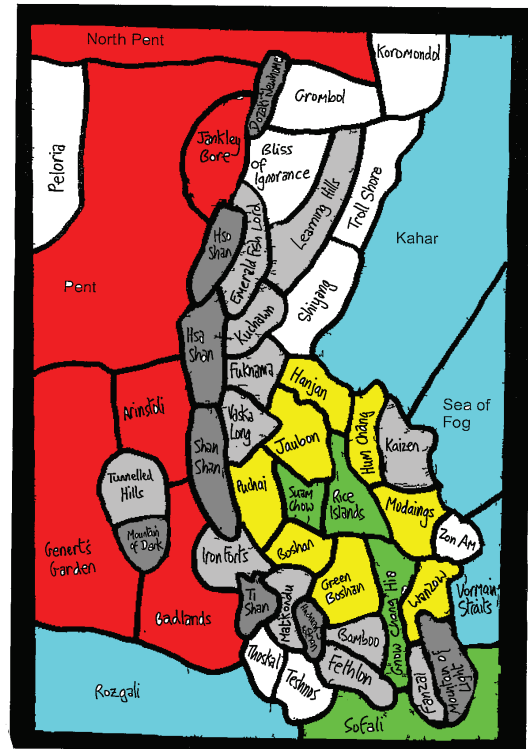
Pig people	Invasion!
Boshan	Invasion!
Sheep people	Invasion!
Hum Chang	Invasion!
Woodpecker people	Invasion!
Shiyang	Invasion!
Jungle Hen people	Invasion!
Vaska Long	Invasion!
Wind Children	4 new units in any empty mountain areas.

After the Turtle People and before Wind Children turns Mountains are created - lands pushed up to form mountain ranges and create hills. Any units in the new mountains are eliminated, other than Eagle, Yak, Sheep, Tiger, Leopard and Night Bat people. Dozaki can live in Mountains but are eliminated by the Mountain creation.

The new Mountains are: Hachuan Shan, Ti Shan, Shan Shan, Hsa Shan, and Hso Shan.

The new Hills are: Learning Hills, Emerald Fish Lord, Kuchawn, Fuknama, Vaska Long, Iron Forts, Matkondu, Bamboo, Fethlon, and Kaizen.

Thalurzni married Halisayan the good wife, from the city of Hsiang Wan in Jaubon province: Possessor of Jaubon receives 1 VP.



Round 7: Raising of the Mountains

ROUND 8: MIKADAY

Watcher of the Populace. Mikaday went among the people and made laws to help the Mandarins rule.

Round 8 scoring

Exarchs

After all the Nation turns the Players allocate their Exarch counters to areas possessed by Dragon people Nations, a maximum of one per area. The score for that area is doubled, so for example, a Player 2 Exarch in the Rice Islands with 2 Boshan units would score $(1+2)*2=6$. Only one Exarch can have this effect per area, i.e. the score is not quadrupled if there are two Exarchs in an area.

Exarchs remain of the board and can be 'carried' by any units, for example, while moving or retreating, or captured if no units remain to carry them. A dominated Exarch becomes the possession of the dominating nation.

All **Hsunchen** score 1VP for each area they occupy. (Except for Deer, a special case)

Ignorants score 1VP for each unit they possess.

All **Dragon People** score 1VP for each unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits.

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

ROUND 9: VAYOBI

Before he was wrestled by Sekever and cast into the Ocean.

Special Rules:

Sekeverans Invasion!

ROUND 10: WAR DRAGON

Vayobi returned from his meditations with the Blue Dragon of the Deep.

Special Rules:

When the War Dragon is present it coordinated the forces of the Kralori (dragon people) so that they fight together against common foes. This means that during a War Dragon turn War Dragon units may move through other War Dragon areas without fighting - the War Dragon uses zombies in its navies and so the War Dragon also allows Undead to move through sea and island areas.

There are 5 parts to the War Dragon in this round: Vaska Long, Shiyang, Boshan, Hum Chang and Undead. Units belonging to other players may also be moved, as long as an area is not completely emptied by their movement. If an area has 3 Hum Chang in it, then the Vaska Long player can move 2 of those units during his turn, leaving one unit to hold the area. Then Boshan could move one of the 2 units again. The Hum Chang player could move all three of his own units.

The War Dragon also controls a navy, which means War Dragon units can move through and stop in sea areas.

War Dragon Units cannot attack other War Dragon nations during a War Dragon round. (Rounds 10, 13, 16)

Boshan	War Dragon
Hum Chang	War Dragon
Shiyang	War Dragon
Undead	War Dragon
Vaska Long	War Dragon

ROUND 11: VASHANTI

His name tingles the tongue.

Round 11 scoring

Exarchs counters remain with the Nation that possesses them. The score for an area is doubled, so for example, a Sekeveran Exarch in the Rice Islands with 2 Boshan units would score $(1)*2=2$.

A Leopard Exarch would double the score of an area possessed.

All **Hsunchen** score 1VP for each area they occupy. (Except for Deer, a special case)

All **Dragon People** and **Ignorants** score 1VP for each unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

Sekeverans: Score 1 VP for each area occupied

Undead: Do not score

Dozaki: Score 1 VP for possession of each of these areas:

Bliss of Ignorance, Grombul, Koromondol, Jankley Bore, Learning Hills, North Pent, Dozaki Newhome.

ROUND 15: ARMY OF EVERY DEATH - 860-960 (100 YEARS)

Led by Heseroon Marn

Special Rules:

Pentans 1 unit in Pent

Praxians 1 unit in Genert's Garden

Immanent Masters any deaths caused by Immanent Masters create an Army of Every Death unit for the next Army of Every Death turn.

Army of Every Death new units according to Immanent Masters Combat Results

The Closing!: Any units, other than Zabdamar, in open sea (Rozgali, Vormain Straits, Sea of Fog, Kahar) are eliminated.

Round 15 scoring

Exarchs counters remain with the Nation that possesses them. The score for an area is doubled, so for example, an Immanent Master Exarch in the Green Boshan with 1 Immanent Master unit and 2 Boshan units would score $(2)*2=4$.

An Ignorant Exarch with 4 Ignorants in an area would score $4*2=8$.

All **Hsunchen** score 1VP for each area they occupy. (Except for Deer a special case)

All **Dragon People** and **Ignorants** score 1VP for each unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

Sekeverans: Score 1 VP FOR Each area occupied

Undead: Do not score

Dozaki: Score 1 VP for possession of each of these areas:

Bliss of Ignorance, Grombul, Koromondol, Jankley Bore, Learning Hills, North Pent, Dozaki Newhome.

1 The Emperor asks the Thrunhin Da to ban all travel on the Oceans.

Immanent Masters: Number of units ruled by Immanent Masters e.g. 1 Immanent Master stacked with 3 Shiyang gains the Immanent Master player 3 points.

Praxians: 1VP for each area containing only 1 Praxian.

ROUND 16: DRAGONS AWAKENING SHUDDER - 960-1060 (100 YEARS)

Special Rules:

Tiger people	1 unit in any area
Deer people	1 unit in any area.
Night Bat people	1 unit in any area south of Snow Line
Day Bat people	1 unit in any area south of Snow Line
Eagle people	1 unit in any area
Turtle people	1 unit in any Island (Sofali, Gnow Chang Hia, Rice Islands, Suam Chow) area.

Dragons awakening shudder – end of Round 16.

Player 2 - Earth dragon: choose 4 connected areas – remove up to half the units in each area.

Player 3 - Fire dragon: choose 3 connected areas - remove all but one unit.

Player 4 - Sea dragon: floods all islands. Remove all units except Turtle people, Zabdamar and Seal People.

Player 1 - Storm Dragon: Typhoon choose 12 connected areas - remove one counter from each area. Wind children are immune to this effect.

ROUND 17: WAR IN HEAVEN - 1060-1160 (100 YEARS)

Special Rules:

Boshan	War Dragon
Hum Chang	War Dragon
Shiyang	War Dragon
Undead	War Dragon
Vaska Long	War Dragon
Army of Every Death	War Dragon

ROUND 18: GODUNYA - 1160-1260 (100 YEARS)

Special Rules:

Tiger people	1 unit in any area.
Night Bat people	1 unit in any area south of Snow Line
Day Bat people	1 unit in any area south of Snow Line
Eagle people	1 unit in any area.

ROUND 19: GODUNYA AND SHENG SELERIS - 1260-1360 (100 YEARS)

- 1247 *Red Moon rises*
1250 *Sheng Seleris enslaved*
1352 *Sheng Seleris chooses the world, returns to Pent*
1356 *Raids iron forts. Boshani side with Sheng*

Special Rules:

- Pentans** 10 units in Pent. Invasion!
Praxians 6 units in Genert's Garden
Chestelo 1 unit in Peloria¹

ROUND 20 SELERAN EMPIRE - 1360-1460 (100 YEARS)

- 1363 *Sheng invades Wastelands, Ignorance and Teshnos. Defeated by Godunya.*
1375 *Sheng invades Peloria*
1415 *Sheng defeats Red Emperor.*
1442 *Great Glory of Revenge – all widows for a week*

Special Rules:

- Elephant people** Invasion!
Pig people Invasion!
Tiger people Invasion!
Leopard people Invasion!
Turtle people Invasion!
Pentans Invasion!

ROUND 21 SHENG SELERIS DEFEATED - 1460 – 1560 (100 YEARS)

Special Rules:

- Elephant people** Invasion!
Teshnans Invasion!
Hum Chang Invasion!
Shiyang Invasion!
Vaska Long Invasion!
Eagle people Invasion!
Wind children Invasion!
Praxians Invasion!
Chestelo 3 new units in Peloria, Invasion!

1 These are now the Moon People, worshipping the newly risen Red Moon.

ROUND 22 SHIPS APPEAR! HERO WARS! - 1560-

Hold a funeral service for the rest of the World. Heed the warning on the Cliffs of Chu.

Special Rules:

Ignorants Invasion!'

Chestelo 5 units in Peloria. Invasion!

Round 22 scoring

Exarchs counters remain with the Nation that possesses them. The score for an area is doubled, so for example, a Chestelo Exarch in Kuchawn would score $(4)*2=8$.

A Zabdamar Exarch in the Sea of Fog would score $1*2=2$.

All **Hsunchen** score one point for each area they occupy. (Except for Deer, a special case)

All **Dragon People** and **Ignorants** score one point for each population unit they possess.

Boshan: Score 1 VP for possession of each of these areas:

Boshan , Green Boshan, Rice islands, Gnow Chang Hia, Suam Chow, Wanzow, Iron Forts,

Vaska Long: Score 1 VP for possession of each of these areas:

Jaubon, Puchai, Hanjan, Iron forts, Fuknama, Kuchawn, Suam Chow, Vaska Long.

Shiyang: Score 1 VP for possession of each of these areas:

Shiyang, Troll Shore, Fuknama, Kuchawn, Hanjan, Learning Hills, Emerald Fish Lord, Rice Islands.

Hum Chang: Score 1 VP for possession of each of these areas:

Hum Chang, Modaings, Kaisen, Wanzow, Gnow Chang Hia.

Zabdamar: Score 1 VP for possession of each of these areas:

Kahar, Sea of Fog, Vormain Straits

Teshnans: Score 1 VP for possession of each of these areas:

Thoskal, Teshnos, Tunnelled Hills, Fethlon, Matkondu.

Sekeverans: Score 1 VP for each area occupied.

Undead: Do not score

Dozaki: Score 1 VP for possession of each of these areas:

Bliss of Ignorance, Grombul, Koromondol, Jankley Bore, Learning Hills, North Pent, Dozaki Newhome.

Immanent Masters: 1VP for each unit

Chestelo: Possession of any one area east of Shan Shan Mountains: 4pts.

Praxians: 1VP for each area containing only 1 Praxian.

1 Can Shu plans to conquer the world.

Player 1

Shiyang

- MAX 21
- dragon people

Elephant people

These represent two separate groups – Elephants south of the snow line – who must live on land, and Elephant Seal north of the snow line – who must live in coastal areas or the sea. They can survive the sinking of land (for example, Rozgali or Kahar) but are eliminated if there in the overpopulation phase.

- MAX 6
- Score for areas

Yak people

- MAX 6
- Can live in mountains.

Woodpecker people

- MAX 3

Tree elves¹

- MAX 4

Teshnans

- MAX 10

Undead²

- MAX 12
- No population increase rolls
- Created by Sekeveran killing.
- Do not score.

1 Errinoru makes them active in relation to the outside world. Godlearner meddling creates hostility between Tree and Bamboo elves.

2 These represent the swarms of ghouls occasionally created by the Huan To, the Zombie galley slaves used by the War Dragon, bad ghosts, hopping vampires and other dead creatures.

Army of Every Death³

- MAX 12
- Can dominate Ignorants, Dragon People, and Hsunchen.
- Created by the actions of Immanent Masters.

Player 2

Boshan

- Dragon people

Pig people

- Only gain population increase for areas south of snow line.

Tiger people

- Score for areas
- Score 2VP for killing non Hsunchen, excluding Undead.
- Can live in mountains.

Leopard people

- Can live in mountains
- Score 1VP for raiding
- Score 1VP for killing Dozaki

Turtle people⁴

- Can live on land, islands and seas.
- Do not gain population increase roll for sea or land areas- just islands.
- Score 1VP for raiding.



3 A rebellious army sworn to drive the Immanent Masters and the False Dragon Ring from Kralorela.

4 These are mostly Sofali but raids by these units represent any pirates and might also include Vormain or Trowjang pirates.

Pentans¹

- Cavalry
- Score 2 VP for each area conquered, including sea, but not mountains.
- They score (once) for each area that is conquered. They can even conquer and score for sea areas but die if still there in the overpopulation phase.

Chestelo²

(a.k.a. Pelorians, Dara Happans, Moon People, Red Hair tribe)

Immanent Masters³

- They can rule Dragon people, Sekeverans and Undead.

Player 3

Hum Chang

- dragon people

Night Bat people

- Only gain population increase for areas south of snow line.
- Cannot fight Day Bat people.
- Can co-exist with Day Bats.
- Score 1VP for raiding.
- Can live in mountains.

Eagle people

- Treated as Cavalry units
- Can live in mountains.
- Score 1VP for raiding Pentans.
- Score 1VP for killing Pentans, Deer, Sheep, Wind children.

1 Driven out of the west into the waste lands of Pent these savage horse riders like to conquer.

2 Exiled from the far west, these peculiar people worship the red moon.

3 Taking a shortcut to dragonhood, these are the armies of Shang Hsa-may his name be cursed, who drove Yanoor to death and rules Kralorela.

Deer⁴

- Only gain population increase in areas shared with other Hsunchen.
- Score for areas where any Hsunchen units are sharing an area.

Sheep people

- Score for areas.
- Can live in mountains.

Ignorants⁵

- Score for units.
- Score for each of their units killed by overpopulation, unless ruled by Dozaki (in which case, Dozaki take points).

Sekeverans⁶

- Maximum of one Sekeveran per area.
- Those killed by Sekeverans reappear as Undead.
- Can rule all other units.
- Sekeverans population increase gives new Sekeverans that can be located anywhere⁷.
- They can co-exist with Dozaki, Ignorants, Undead and Immanent Masters.

Bamboo elves⁸

- Score for 1VP killing dragon people.
- Score for 1VP killing Tree elves

4 Deer Hsunchen encouraged harmony with other Hsunchen

5 Ignorants reject civilisation, worship the black sun, are slaves to Dozaki, demons, whoever. Cannibals who make bloody sacrifices so that they can grow maize.

6 Demons, criminal gangs, dank spirits, chaos monsters, scorpion men, Cwim, Huan to. There are good a fighting and killing, but if there is more than one Sekeveran in an area in the overpopulation phase then they fight and one all but one is destroyed.

7 These are criminal gangs or demon worshipping cultists that will appear and usually get eliminated.

8 Errinoru makes them active in relation to the outside world.

Player 4

Zabdamar¹

- MAX 4
- Score for Kahar sea areas
- Can only live on sea or island areas.
- Can raid land areas but are eliminated in overpopulation phase.
- Score 1 VP for killing dragon people.

Vaska Long

- Dragon people

Jungle Hen people

Day Bat people

- Cannot raid Night Bat people.

Seal people

- Population increase only on coastal areas.

Dozaki²

- MAX 10, then 6 after Yanoor.
- They score 1VP for any unit they kill
- They can coexist with Ignorants but any overpopulation by the Ignorants gives 1VP to the Dozaki.
- Their unit limit is reduced to 6 in Round 13³.

Wind children

- Treated as Cavalry units
- Score 1VP for killing Eagle Hsunchen.

1 These are a race of ugly mermen and beautiful mermaids; the children of Kahar and adept at swimming in both sea and fog. They dislike the Kralori Empire and raid the lands when the fog rolls ashore.

2 Crawled out of hell in the north and came south looking for food

3 They were cursed and weakened living on the surface.

Praxians⁴

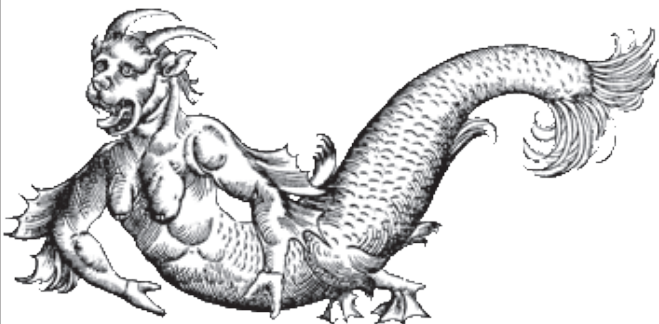
- Cavalry
- Score for killing. 1VP per unit.



4 Driven by their need for pasture for their outlandish herd beasts the Praxians seek plunder and battle in the lands of the east.

Players' Guide

Not much happens in Round 1. I decided that instead of defining start locations and having players spend time before the game setting up their units, the first round could be used to decide where their various Hsunchen started. This may seem like it lacks any decisions, but players need to know what is going to happen in the future so that they can manoeuvre their nations into advantageous areas. They should be aware of the turn order, for example and that Player 2 controls both Pig People and Boshan so that come round 3, for example the Pig People can vacate an area leaving room for Boshan units to move in. Similarly, Teshnans follow Elephant People, Hum Chang follow Sheep People, Shiyang follow Woodpecker People and Vaska Long follow Jungle Hen People. The deliberate implication here is that the civilised People descended from, or at least mixed with the Beast People as is taught in the "Beasts of Kerandaruth" story during the reign of HeenMaroun, so in my Glorantha the Boshan people are, partly at least, descended from Pig People and retain some Piggish characteristics. The beautiful women from the Northern provinces get their beauty from their Woodpecker ancestors. I did consider some sort of start up where the various beast nations emanated from the Mountain of Light Animals and the Mountain of Dark Animals, but felt that this was putting too much emphasis on geographical locations at this stage in



mythology. It should be noted that Seal People, with no coastal areas, gain no population increase. Turtle people, with no islands, also gain no population increase roll.

There are some scoring opportunities in Round 1. The Tiger People score for killing, but only Non Hsunchen, of which there are none at this stage. Eagle people can kill Sheep or Deer people for victory points. These are, by design, all controlled by the same player. Turtle, Night Bat and Leopard people score for raiding, so may do some damage.

Round 2 sees the appearance of the Dragon People: Boshan, Hum Chang, Shiyang, Vaska Long. Then, at the end of the round, the Ignorants arrive from the North West. A lot of player choices will be determined by which nations get the best population increase rolls.

The Ignorants have an unusual scoring method in that they score for any units removed by overpopulation. There are new units appearing in round 2, 3, 4, which will probably be limited by the number of counters available. The player should be careful not to give away too many points to dominating Dozaki (trolls) who appear from the North.

The Glory of the Black Sun was a battle I wanted to feature and is represented in Round 4 (Emperor Shavaya) by the appearance of Sekeveran demons and a Dozaki Invasion. The turn order – Sekeverans, Undead, then Dozaki, gives the Dozaki the best chance of killing a lot of Sekeverans, in the northern part of the board at least.

Round 4 scoring, at the end of the Round gives a small reward for the jostling for position that should have occurred between the Dragon and Beast Peoples. Their objective should have been to run away from

nasty monsters like the Sekeverans, Dozaki, Undead and Ignorants to maximise their populations for this round.

Round 5 should end with a dismal period for humanity, as Sekeverans, then Undead go on the rampage. This continues in Round 6 with attacks on Sekeverans justified by the objective of gaining specific scoring areas (the Provinces) and the fact that a sensible Sekeveran in an area where it will be eliminated anyway by Daruda may as well flee.

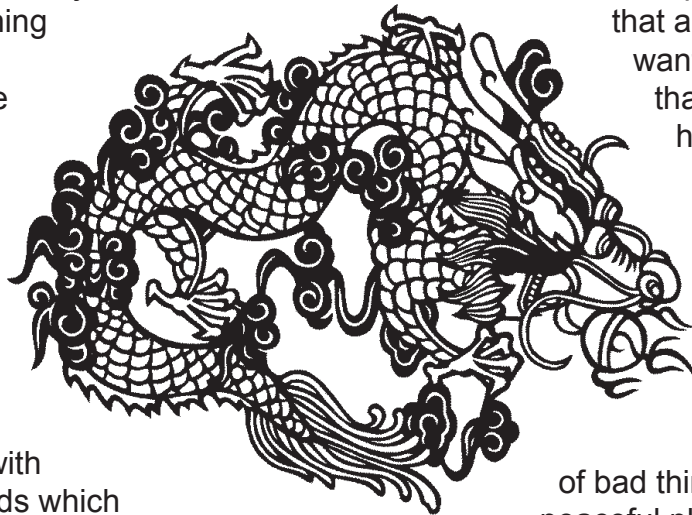
Round 7 represents the various problems that Thalurzni battled with by lots of Invasion rounds which tend to cause more reductions in the number of units on the board. This also gives players a chance to move their units away from the soon to be created mountains that Thalurzni creates and that become the home of Wind Children.

Round 8 is the reign of Mikaday, the Watcher of the Populace who seems like a good Emperor to have presiding over a scoring round, rewarding those peaceful and prosperous people who live how and where they should according to Mikaday's laws. There is room for some conflict between the Dragon People as they all have areas that more than one nation can get points for:

Boshan and Vaska Long over Suam Chow and Iron Forts.

Boshan and Hum Chang over Gnow Chang Hia, and Wanzow.

Vaska Long and Shiyang over Fuknama, Kuchawn and Hanjan.



Round 9 represents the first part of Vayobi's reign, the return of Sekever.

Round 10 features the return of Vayobi after his meditations with the Blue Dragon of the Deep and the first appearance of the unique War Dragon feature of this game where players control units that are not their own. I wanted to reflect the fact that Kralorela should have a powerful military when it is mobilised but at the same time make it an obviously distasteful feature of life for all involved tending to corrupt those involved in it, causing all sorts of bad things and upsetting the peaceful plans of good citizens.

The Army (the War Dragon) is thus powerful, dangerous, and only partially controlled.

Apart from tingling the tongue, I don't know much of what Vashanti achieved, or what happened in his reign, so another good chance for a peaceful scoring round.

The Dawn brings the Yanoor to the throne. The Battle of Warring ford represents the Dozaki invasion. Their last action before the Curse of Kin reduces their maximum numbers from 10 to 6. I dearly wanted to include Mostali here, but decided that this was their only historical action in Kralorela and that they could be assumed to be a subset of the Dozaki, as part of the Elder Races. We see the first appearance of Pentans, driven from Peloria by the Dara Happans, and Praxians exploring the wastelands of Genert's Garden.

I didn't have any specific actions resulting from the Sunstop but after it we have some

military manoeuvres of the War Dragon, the appearance of Aldryami awakened to be more active in the affairs of the world by Errinoru.

Round 14 features the Immanent Masters, representing both godlearner adventurers and local converts to the new path of Immanent Mastery. They can rule any other units so Boshan are a good target for rule but at this stage there should be some population pressures in most of the coastal regions and thus potential Army of Every Death rebels created by the rule of the Masters. This was a difficult one. I wanted to have some sort of mechanic that represented how much the Immanent Masters oppressed or misruled the populace being represented by the size of the rebel force that rose up to fight them. At the end of round 15 they score for any ruled units so they should be trying to rule as many as possible. Both Round 14 and 15 represent Shang Hsa's rule. The Awakening Shudder ending his reign happens in Round 16. The widespread earthquakes, typhoons, fires and storms are controlled by different players so everyone should suffer. The widespread destruction of people in round 15 should give some space for hidden Hsunchen people to re-appear from hiding.

Round 17 features more fighting, with the War Dragon thrashing around.

Round 18 should be more peaceful but with more Hsunchen peoples emerging from hiding.

Round 19 is the start of big movements in Pent and Prax. Pentans score once for each area conquered so they need to move fast to each empty area and leave behind empty spaces. Player 2 should be using his forces to help achieve this goal. They can even conquer sea spaces representing their invasion of Vormain.

Round 20 is the height of the Seleran Empire when it includes all manner of beast peoples invading all sorts of areas in the East. Although they move around and are motivated by the Great Glory of Revenge on civilised people, the reign of nomads and beast peoples should burn itself out by the end of Round 21, which also heralds a new force from the West, a Moon Empire of western Chestelo, similar to the Dara Happan Empire before them.

Round 22 is the future, the start of the Hero Wars in Kralorelan with an invasion of Moon People, and Invasion of Ignorants ruled by Can Shu, and, of course, a final scoring round.



Splitting the nations into 4 groups is a difficult balancing act with conflicting ideas such as equal game time for each player, equal player influence or at least interest at different stages of the game, some sort of thematic unity to each player, and some sort of tactical benefit to the different nations working together. One important factor was to make sure nations that should be enemies were controlled by different players. Initially I wanted to make each player in some way representative of one of the four vices of Kralori culture, but this proved to be too difficult.

Here is the thinking:

Player 1 controls Shiyang, the Northern provinces, so to balance this I also gave them the Teshnans in the south. The Teshnans were friendly to the Tree Elves of Fethlon so they joined the group. The Teshnans may have descended from Elephant people so these were one of the Hsunchen groups. Similarly with Woodpecker people and Shiyang. The Yak People and Undead were fitted in later as a representative in the mountains and as one of the evil races respectively. The historical event group is the Army of Every Death, coming into play in the later stages of the game.

Player 2 controls the Boshan, in the southern region, and their related Pig people. They also have the Tiger and Leopard people in the mountains. Player 2 has two historical event nations. The first is the Immanent Masters. The second is the Pentan invasion of Sheng Seleris. The Seleran Empire also included various Hsunchen peoples so the Tiger and Leopard people are a good choice for violent beast people. The Pentans and Boshan were allied for a while too so Player 2 is quite unified.

Player 3 is a mixed bag. They control the evil Sekeveran demons who hate everyone, the Pentan-hating Eagle People, the friendly Deer People who like everyone to live in harmony, the mountainous Sheep People. In the south they have the Night Bat People and the Bamboo elves. In the north, the Ignorants live in squalor.

Player 4 has a tough job but some advantages. The sea dwelling Zabdamar can cause constant problems to coastal areas. Player 3 should control the central area with the most populous Vaska Long people. They have a large influence in the north early on with the Dozaki, and the Praxians come in later in the south.

WOW IN GLORANTHA

Steve Lieb

In the field of role-playing games, it's an unfortunate fact for PnP RPG's that computer games have stolen much of the thunder. In particular, the so-called MMOG (Massively Multiplayer Online Games) are almost daily news. This isn't a bad thing; World of Warcraft, in particular, with its 11 million subscribers worldwide, has almost singlehandedly flushed the perceived social stigma fantasy role-playing used to have.

Ironically, many of today's CRPG gamers may know nothing of the roots of their hobby beyond a vague knowledge of something called "Dungeons & Dragons" – with little or no understanding of the generations of role-playing mechanics spawned from innumerable arguments between players and DMs, or the canonical roles of "fighter", "healer", "rogue", or "mage" that slowly evolved through endless Mountain Dew-fuelled nights around dining room tables.

Until now, the information flow has been exclusively one-way: mechanics and systems from pen-and-paper games have found their way into pretty much every computer game, but there's been very little return current.

Actually, I credit the website [Penny Arcade](#) with the original idea for this article; despite otherwise ample "geek cred" one of its founders, "Gabe" (Mike Krahulik) had never played 'classic' role playing games. With some trepidation and much advice from "Tycho" (Jerry Holkins), Gabe decided to try it...and found it

fantastic. Gabe's unusual start in role playing – extensive experience with all sorts of computer games without a RPG context, as well as the context of an adult male with adult resources – has given him an interesting and fresh outlook on running his D&D campaign. It's so interesting, in fact, it's been the subject of hilarious [podcasts from Wizards of the Coast](#).

Gabe's innovative ideas about adopting CRPG conventions, encounters, and quests into face-to-face format are both clever and refreshing. This merely takes the idea a step further, adopting the talents and abilities of World of Warcraft classes into Runequest formats as a way of enlivening my RQ game, giving my players and NPCs a bigger variety of powers both to deploy and avoid.

To that end, this is the first installment of RQ interpretations of WoW class abilities. First alphabetically, the Death Knight. As Blizzard describes it:

The fearsome [Death Knight](#), World of Warcraft's first Hero class, is not your average adventurer seeking to prove his or her worth on Azeroth's fields of battle. No longer servants of the Lich King, they begin their new calling as experienced, formidable adversaries, heavily armed and armored and possessing an arsenal of deadly and forbidden magic learned in the Lich King's thrall. Runequest is of course, not a class-based game. These are merely a collection of contextually-linked



powers that could, of course, be available as a complete set to a particular collection of Death-Knight analogues – undead Captains of Delecti, perhaps. More broadly, certain sets of powers could be available to Rune Lords or even initiates of other deities – the ice/cold powers could be available to members of a Valind cult, or associated worshippers. The plague-based talents would naturally lend themselves to Malia, while the blood talents could be used by a DM to empower some creepy blood-cult hunting the PCs.

These powers are not intended to be balanced except in a basic power/effect sense; they are attempted translations of the powers directly from WoW, it's always up to the DMs to adjudicate what may or may not be over-powered in the context of their campaigns.

It should be kept in mind that DK's were introduced to WoW specifically as an excep-

tionally powerful "hero class" – these abilities are strong by themselves, but many of them work in synergy with each other to become extremely potent and lethal.

If people find this interesting, I'll happily review and publish the more moderate and utilitarian abilities of other classes, such as heal-over-time spells – such as Rejuvenation, a healing spell that heals 4hp for the bargain price of only 2mp, however spreading that healing out as only 1hp at the end of each round for 4 rounds.

Spell List

Abomination's Might DIVINE 3

The caster and all allies within 5m gain +15% to hit, +15% to dodges/parries, and +3 damage as long as they remain within range or return to within range.

Annihilation I DIVINE 1

All of your attacks do +1 cold damage, ignoring armor; additionally Obliterate has a 1/3 chance of NOT cancelling current bleed/plague effects

Annihilation II DIVINE 2

All of your attacks do +2 cold damage, ignoring armor; additionally Obliterate has a 2/3 chance of NOT cancelling current bleed/plague effects

Annihilation III DIVINE 3

All of your attacks do +3 cold damage, ignoring armor; additionally any Obliterate cast will NOT end current bleed/plague effects

AntiMagic Shell DIVINE 1*

Stackable, caster only, temporal; within 3 hexes of the caster, any spell effects (friendly or enemy) must overcome casters MP to successfully cast.

Blood Boil DIVINE 2

Check against each enemy within 3m of caster MPvMP, success causes 1 point of damage per location, ignoring armor, special 2, crit 3. +1 damage for each Bleed effect.

Blood Presence DIVINE 1*

stackable;self only; for each point of the spell (6 max) weapon damage is increased according to +1d4, 1d6, 1d8, 1d10, 1d12, 1d20. Each strike heals the wielder by 1pt.

Blood-Caked Blade DIVINE 1

For each bleed effect currently on target, target immediately takes 1d6 damage to body hp; CON vs CON to resist for half damage.

Bloodworms DIVINE 1

Each hp of damage taken by a bleeding target heals the caster by 1 hp.

Bone Shield DIVINE 3

Roll 3d6; this is the AP of the Bone Shield. For each point of AP remaining in Bone Shield, there is a 5% chance of totally blocking any incoming physical (melee or ranged) attack; a blocked attack reduces the AP by the incoming damage points (disregard specials/criticals)

Chill of the Grave DIVINE 2

All enemies within 10m are -2SR, -10% to hit, -2 damage

Corpse Explosion DIVINE 2

Cast on any corpse within range; that corpse explodes for SIZ/6 d4's (round down) of damage to all adjacent hexes. MP vs caster's MP to resist for half damage.

Dark Certainty DIVINE 1*

stackable; for each point of Dark Certainty, +1% to target's 'Special' and 'Critical' success ranges with attacks (only)

Dark Command DIVINE 1

Self only; Target must attack caster next round, or move to do so as best possible (not suicidally)

Deadly Strikes DIVINE 1*

Stackable; self-only. For each point of Deadly Strikes active, the character's attack rolls are -1% (ONLY for purposes of determining critical success)

Death and Decay I DIVINE 2

Target single hex is blighted. Anyone in the hex at the end of the round takes 1d6 damage to their least-armored location.

Death and Decay II DIVINE 4

Target 3-hex area is blighted, anyone in the hexes at the end of the round takes 1d6 damage to their least armored location.

Death and Decay III DIVINE 6

Target 7-hex area is blighted, anyone in the hexes at the end of the round takes 1d6 damage to their least-armored location. Center hex only: roll of a 6 means roll again 1d6+5.

Death Coil I DIVINE 1

target takes d2 damage per round (ignoring armor) as long as the caster succeeds in winning MPvMP checks

Death Coil II DIVINE 2

target takes d3 damage per round (ignoring armor) as long as the caster succeeds in winning MPvMP checks

Death Coil III DIVINE 3

target takes d4 damage per round (ignoring armor) as long as the caster succeeds in winning MPvMP checks, each roll of max damage costs caster 1hp (ignoring armor) as well

Death Coil VI DIVINE 6

target takes d6 damage per round (ignoring armor) as long as the caster succeeds in winning MPvMP checks, each success costs caster 1 hp (ignoring armor) as well

Deathgate DIVINE 1

transports the caster, gear, and allied spirit(s) to Place of Death, no range limit.

Desecration I-VI DIVINE 1-6

Starting in the caster's hex, a field of desecrated ground spreads at one hex at the start of each round; within this desecration, all enemies spell-casting costs an extra +1d3mp, divine spell-casting adds +1d6 to the %cast roll per point of Desecration. When the spell reaches its maximum range, it ends the end of the following round. The effect spreads from the original hex, regardless of subsequent movement of the caster.

Desolation DIVINE 2

For the duration of the spell, each damaging attack on the target does +1 damage for each unhealed previous attack.

Dirge DIVINE 1

A howling dirge plays in the background, all enemies within radius of the caster suffer -10% to hit, -1 damage, -1 MP to resist spells, and suffer +1 damage from any melee, ranged, or magic attack that specials or criticals.

Ebon Plague DIVINE 2

Melee or ranged attacks that cause damage to the target for the duration of the spell also drain 1d6mp/attack.

Embrittle DIVINE 2

Target's armor is chilled to a brittle state; any damage exceeding the AP of that location damages the armor 1:1.

Frigid Dreadplate DIVINE 4

Target is surrounded by icy armor, allowing them an MPvMP to resist any critical strikes. A fumbled resist immediately cancels Frigid Dreadplate.

Frost Presence DIVINE 1*

stackable;self only; for each point of the spell (6 max) incoming weapon damage is reduced according to +1d4, 1d6, 1d8, 1d10, 1d12, 1d20.

Heart Strike DIVINE 2

instant; self only; next successful attack will shift 1d6 points on location table toward target's heart location; reroll any damage dice that are less than half maximum, +1d6 damage (ignoring armor) per bleed and/or plague effect on target.

Howling Blast I-IV DIVINE 2+1 per lvl

caster fires blast of cold (cone shape, 1 hex, 2 hex, 3 hex, max 4 hex); enemies in zone take 1 point of cold damage per hit location per level (ignoring armor), are knocked prone (knocked back 1 hex on special, 1d3+1 hexes on crit), take 1d4 damage to a single hit location; each effect is resisted separately.

Hungering Cold DIVINE 3

self only; all enemies within 10m of caster suffer Chains of Ice plus Frostbite effect

Hysteria DIVINE 4

target may resist using CON at the end of each round, target gains half-again skill in attack skills, is at half-skill in any defense skills, and loses 1d3 body hp per round for spells duration (or until successfully resisted)

Icy Fortitude DIVINE 2

self only; caster gains +10 effective CON for all resistances & heroic rolls; incoming attacks do -1 damage.

Icy Touch DIVINE 2

cast on weapon or target, weapon (or target's natural weapon) attacks do +1d4 damage (cold), slow target's initiative by 1d4 SR (5min), and reduce their move by 1 (minimum 1)

Lich-born DIVINE 1

target has +10 effective POW vs Mind-Control effects.

On a Pale Horse DIVINE 3

For 24 hours, the caster's mount moves +10% faster.

Place of Death DIVINE 3

non-reusable; ritual; with the death of a sentient, consecrates a spot as the destination for the Deathgate spell for that caster. Each caster may only have one Death Gate destination active (the most recently cast);dispellable

Vendetta DIVINE 2

self only; any time caster kills a sentient target during spell, caster heals 1d3 hp.

Wandering Plague DIVINE 1

Caster only, temporal; during the Wandering Plague, any Bleed/Plague/Frostbite effects applied by the caster on a target have a 1/3 chance to immediately spread with full effect to any adjacent enemy.

Will of the Necropolis DIVINE 1*

stackable; during the duration, any damage that would disable a limb or knock the target unconscious is reduced by 2 per point of WoN.

Blood Gorged SPIRIT 2

as long as target is unharmed, target does +2 damage; if target is harmed, target takes +1 damage and effect ends

Blood Strike SPIRIT 2

cast on a weapon; each hit by that weapon has a MPvMP chance of applying "Bleeding" effect to target for 20 rounds. For each Bleed effect currently on target at the end of the round, the target takes 1 hp general damage, ignoring armor. Any heal effect will cancel all Bleed effects immediately. ("Bleeding" targets are +20% to be tracked, per effect.)

Blood Vengeance SPIRIT 2

self only; any time caster scores a critical attack or is the subject of a critical attack, +1d4 damage (cumulative) for the rest of the combat or spell's duration, whichever is shorter

Butchery SPIRIT 1*

stackable; each target you kill during the course of the spell grants you 1 mp per active level of butchery.

Chains of Ice SPIRIT 1(*)

reduce target's move to 0 until this time next round. Learned as 1 pt spell, but total points cast must => move rate of target.

Crypt Fever SPIRIT 2

Melee attacks that cause damage to the target for the duration of the spell also drain 1mp.

Dark Conviction SPIRIT 1*

stackable; for each point of Dark Conviction, +1% to target's 'Special' success range with attacks (only)

Dark Glance SPIRIT 1

Self only; MPvMP to cause target to attack caster with next series of attacks

Death Grip SPIRIT 2

Caster SIZ v Target SIZ (4-footed creatures 2x effective SIZ, 6+ footed or slug-like creatures 3x effective SIZ) to pull target adjacent to caster (crit means target arrives prone). Failure by caster pulls caster to target (fumble means caster arrives prone).



Eye of Acherus SPIRIT 2

Summons a sensate 'eye' with normal vision capability that moves at 1m/SR out to spell's range at command of caster. It is visible (Sneak is caster's POWx4, Hide is POWx3), but immune to damage; may be dispelled.

Forceful Deflection SPIRIT 1

cast on a target; increases parry% by target's STR, increases AP by 1/2 STR

Fortification SPIRIT 1

Target is immune to Bleed, Plague, or Frostbite; any existing effects are cancelled immediately.

Frost Touch SPIRIT 1

cast on a weapon or target; increases weapon (or target's natural attacks) dmg by 1 (cold), MPvMP to reduce target's move by one OR slow their attack by 3 SR. Both effects last only through the target's next initiative.

Frostbite SPIRIT 1

Frostbite starts at 1 point in a single location, increasing +1 per round until it overcomes armor in that location. Once it overcomes armor in that location, target takes 1 pt of damage in that location at the end of every round until they roll 1d20 below their CON (roll before damage is applied)

Impurity SPIRIT 1*

Stackable; self only, temporal. For each point of Impurity in effect, the caster's spells are +1 MP for overcoming target's resistance.

Mind Chill SPIRIT 1

Sear the target's mind with cold, preventing spellcasting until after the target's next initiative.

Mind Freeze SPIRIT 2

Sear the target's mind with cold, preventing spellcasting for 1d6 rounds (minus head armor, minimum 1).

Necrosis SPIRIT 1*

Stackable; self-only. When the caster causes a wound on a living target, that wound takes an extra point of damage at the end of each FOLLOWING round for as many rounds as extant points of Necrosis.

Obliterate SPIRIT 3

cast on weapon, lasts duration or until next successful strike; adds +3 armor-ignoring damage, +3 per Bleed, Plague, Frostbite on target; all bleed/plague/frostbite effects are now cancelled.

Pestilence SPIRIT 3

Cast on target with Bleeding, Plague, or Frostbite; for each point of B/P/F, there is a 25% chance that it will spread to any adjacent target; each spread is 1 "point" of B/P/F, special 2pts, crit 3 (never more than original victim)

Plague Strike SPIRIT 2

cast on a weapon; each hit by that weapon has a MPvMP chance of applying "Plague" to target for 20 rounds. For each Plague currently on target, this weapon is +1 damage (ignores armor). Any healing (not 1st Aid) will remove Plague.

Rime SPIRIT 1

Target is coated in rime ice, -1 SR, -5% to hit, -1 damage until they are hit for any damage.

Scourge Strike SPIRIT 4

For the duration of the spell, the caster may spend 4mp to make any melee swing a Scourge Strike - the full damage of the attack applied to the target becomes a -% to all the target's chances of success for any purpose.

Strangulate SPIRIT 3

Silences breathing target for 2d4 rounds (minus head armor, minimum 2)

Suppression**SPIRIT 1***

Stackable; caster only, temporal; for each point of Suppression, caster deducts 1 pt of damage from any magic effects.

Unholy Blight**SPIRIT 2**

Unholy blight prevents the curing of Bleed/Plague/Frostbite (UB would have to be dispelled or expire first), adds +1 to each Death Coil damage roll, and gives the target effectively -1 MP vs Death Coil attacks.

Vampiric Blood**SPIRIT 2**

instant; all living beings (friends and foes) adjacent to target resist with CON; failure to resist means they lose 1d3 body hp. HALF (round up) the total lost hp determine the die rolled for healing gained by target (so 7 total lost hp would heal target 1d4)

Vicious Strikes**SPIRIT 1***

Stackable; self-only. For each point of Vicious Strikes active, the character's attack rolls are -1% (ONLY for purposes of determining special success)

Immaculate Gardens Windswords

A Glamour Street Gang

Roderick Robertson

Disaffected youth in poor neighborhoods form gangs; for protection, for comradeship, and for defense, and to make a quick Lunar. Being disaffected by the cultural norms, they often take the identity of a cultural enemy to shock their parents and “the establishment”.

The Windswords are an Insula gang in Glamour, composed of over 200 members, mostly boys between 12 and 20. They affect the dress and mannerisms of Orlanthi, wearing woolen tunics and baggy trousers (even in the heat of a Pelorian summer) and affecting “storm” tattoos and face-paint. When they fight other gangs, they use “barbarian” weapons and armor, especially horned helmets, which are their identifying mark.

The gang is composed of young men from three *Insulae* (multi-story apartment buildings) – the Immaculate Gardens, the Shimmering Waters, and palm Oasis – in the Shadow Dark neighborhood of Glamour, a section of the city where the *Municipales* (police) patrol in dozen-man squads, rather than pairs or individuals. The streets around their insulae are their territory, disputed hotly with the gangs from other insulae and other neighborhoods.

The members of the Windswords do not actually worship the Orlanthi Gods, in fact they, like most of the Lunar underbelly, are remarkably atheistic – few attend any religious service at all. Most only know Common

magic learned from their parents or the spirits of their Insula before joining the Windswords, though some members have magical items. In this they are similar to other Insula gangs in Glamour.

The gang deals in hazia and cheap beer (brewed in emulation of their Orlanthi namesakes), and runs a protection racket for the small businesses of their Insulae. Their *Bulls* (best fighters) guard the three insulae, lead forays against rival gangs, and engage in strongarm robbery when all else is quiet. A few (the *Alynxes*) are second-story thieves, breaking into apartments from by climbing the outside walls or the light-wells.

Membership in the Windswords is open only to the families living in their three insulae. Children as young as six years old can be recruited if they show promise, though the usual age of admittance is ten or so. Girls are allowed to join as *Alynxes*, *Ernaldans* (girlfriends, support, and throwers of half-bricks) or *Vingans* (girls willing to fight in general melee with other gangs). The vast majority of the Windswords are simply “strong arms and weak minds”, and never really graduate above general gang member. The best fighters form the ranks of the Uroxi, while the Gang leaders form the “Ring”.

Renowned Members

Romerdus the Arkat is the leader of the Windswords. He is in his mid-twenties, and holds court in a palatial (for a run-down Insula in a poverty-ridden section of town) apartment in the Immaculate gardens insula. The apartments on all sides of the Arkat's are held by his most trusted lieutenants. The Arkat made his mark on the gang by conquering the gang's third Insula in a three-year campaign of terror and economic warfare against the former owners, the Crimson Impalas (a Praxian-inspired gang). The Arkat has a complete suit of barbarian mail armor, including a magnificently-horned helmet, and a sword and spear. He wears the helmet and sword whenever he leads gang activities, but only wears the armor or carries the spear when "at war".

Luciullus Bull-head is the leader of the Bulls and the Arkat's right-hand man. He is a fearsome fighter, a head shorter than most members of the gang, but built like a Carmanian warhorse. He is so ugly that the facial paint he wears at all times actually improves his appearance! He is not only a feared fighter, but a crafty warleader. His campaigns are solidly planned and he makes sure that each member of his Bulls can perform his part. He only wears a horned helmet, eschewing even a tunic (though he does wear trousers – he is Dara Happan enough to feel ill-at-ease totally naked). He fights with two bronze-banded clubs, though his bare hands are weapon enough if he loses his clubs.

Damandalla Daisy-hair is the Arkat's girlfriend and leader of the Ernaldans. She organizes the gang's parties, and leads the gang's healing after battles. She is the former wife of the Immaculate Garden's manager, whom she left for the Arkat. She worships Deezola as an initiate, and has actual healing magic from the Goddess. She owns a magic comb

that will smooth the most tangled hair, and a magical bracelet that allows her to sense the feelings of those around her.

Magiye the Claw heads up the Alynxs, the sneak thieves and second-story workers. She is adept at climbing, and looks too innocent to be a thief, an attribute she uses shamelessly when caught. She and the Alynxes tend not to rob the apartments in the Windswords' insuale – that would be wrong, and everyone knows who they are. Instead, they make a habit of robbing other insulae, sneaking past those gangs' guards. Magiye wears a pair of metal claws on her hands when she is working – they are equally useful for combat as climbing. In battle, she slashes her opponents with her claws. She keeps trophies of every victory – she bites an ears off her victim and keeps it in a jar of alcohol in her room.



Insulae of the Lunar Cities

Roderick Robertson

Prior to the Lunar Empire, the cities of Dara Happa tended towards single-family or modest 2- to 4-family dwellings, often two stories tall, with work or shop space on the ground floor, and living quarters above. With the population explosion in the cities since advent of the Lunar Empire, *Insulae* (sing. *Insula*, Island) have become the norm in Glamour, and common sights in the other cities of the empire.

An insula is the plot of land between major streets with four, six, or even eight high-rise apartment buildings. The buildings are separated by alleyways which connect to a central park/garden for the residents of the apartment buildings, which is more often a trash-strewn dump where everyone empties their chamber-pots and rats (and worse) roam through the straggly weeds. Each individual apartment building is also built around an open space, which acts as a light well for the rooms on the inner walls of the building. The central park contains the communal well for the insula.

As with the earlier style of building, the ground floor of the building is composed of shop or working space, where residents of the insula can buy bread, pre-cooked dinners, sandals, and sundries of all kinds. Shops are connected to the apartment directly above by stairs. Above the second floor are single-family apartments, usually three rooms – a Living/dining room, a master bedroom and a second bedroom. There are between six and ten

apartments per floor, and an apartment building can be as high as seven floors (by Imperial Decree, no apartment building may have more than seven floors). Usually one stairway connects all the floors. In larger buildings, two stairways may be present. A single building may house 60 families or nearly 400 hundred residents, and a single Insula may have up to 4000 residents.

Each insula has a flowery name (much like modern apartment complexes), and each building in the insula is numbered. Or at least, they are supposed to be numbered – the real way to find someone in an insula is to ask. Each insula acts as a small town, with its own services, restaurants, taverns, and goods merchants.

The apartment buildings are normally built with stone outer walls and thin wooden partitions separating apartments. Doors are rarely worth barring, as an enterprising thief can simply break through the wall to gain entrance to an apartment. Rather than have to replace a wall, most residents simply leave their door unbarred.

The ground floor normally has toilets washed with water from the civic aqueducts, used by all the residents of the building. However, walking down six flights of dark stairs simply to relieve oneself is rather onerous in the middle of the night, so residents keep chamber pots, emptying them in the morning. In the better Insulae, they empty them into the

toilets. In most, however, they simply empty them out the windows, with or without a cry of "Slops!" to warn those below.

Each building is supposed to have a manager appointed from the residents by the City Overseer. The manager acts as the general contractor, renting agent, and complaints department. He is allowed to settle disputes by the most expedient means, which often means whoever paid the highest "fee" wins the case. Each insula, likewise, has a Council made up of representatives from each building, plus a city official.

Each Insula has a resident spirit, which protects the buildings and residents from fire, sickness and other ills. A small temple houses the Insula's spirit, and is administered by a Lunar Priest. Some Insular temples are well-run, with bright lights, clean clothes and a staff of Priests, acolytes and altar boys,. Most, though are little more than an empty room overseen by a depressed priest who watches the residents pass him by.

The spirit can make a well-run Insula a joy to live in, but many spirits are simply overwhelmed by the conditions of the Insula: by cracked walls, water wells poisoned by human waste and toilets stopped up with trash, Insula gangs and disheartened residents.



Myth Cards

or

“How to encourage players to have a mythical behavior ?”

Grégory Molle

Most of the players at my table haven't read much about Glorantha, so I look for every opportunity to familiarize them with Gloranthan background and help them to use it in game. The question is: how to do that without burying them under tons of scholarly knowledge and texts?

I found some of the best tools for that in *Sartar: Kingdom of Heroes*: its flexible rules about rune affinities, and its clan generation questionnaire. This article is about another and complementary tool inspired by *Dying Earth RPG*, designed by Robin Laws, John Snead and Peter Freeman (Pelgrane Press). In this game, at the beginning of the session, the narrator gives his players a quotation taken from one of the many tales of Cugel. When a player makes a fun and pertinent use of his quotation, he gets a reward because that helps to reproduce in game the atmosphere of Jack Vance's stories. This is a system we can try with Glorantha.

What are we looking for when we're playing *HQ* or *RQ*? We want our characters to behave like the gods they worship. That's the way to reproduce in game the kind of feeling we have when we read myths. The examples of cards that you will find in this article are like the quotations in *Dying Earth*: at the beginning of the game, the narrator gives one of them to each of his players, according to the god each character worships. If the player makes a good use of it during the game, he gets a reward – hero points, if you play *HQ*, or Mongoose's *Runequest*.

These cards help Gloranthan newbies to improve their “Glorantha praxis”.

What is a “good use” of the card? I see two main uses. Firstly, when the character has to make a choice and/or to react to something in the story, what determines the good choice, the good reaction? The imagination of the player, of course, is the first answer... *but the cards can help*. And they do it with a brief but pure Gloranthan stuff. Secondly, when the

I'll tell you how...

ORLANTH

DEFEATED AND CUT INTO PIECES, SURVIVED



During the Great Darkness, when Oranth sought to destroy it, Wakboth parried, and with a single stab, he cut Oranth into forty-eight pieces. Any lesser god would have gone into all forty-nine. But as it was, Oranth was barely able to blow out of there.

A tale of The Great Darkness
Heortling Mythologies p. 93

character wants to use a magical ability (or a rune affinity). In Glorantha, that means he's reproducing one of his god's deeds. Here again, cards are not necessary... *but they help*. Let's go a bit further and have a detailed look at these cards.

1) "I'll tell you how..." These words help the player to remember that when he's using the card during the game he becomes a storyteller for some seconds. It's not just "*Well, guys, here is a card that gives me an advantage, right?*" The least he can do is to read the title and the quotation (see point 5). Of course, if he wants to add some details, he's welcome.

2) The name of the god. As a narrator, you'll have to create cards according to the gods worshipped by the characters of your players.

3) A brief summary of what the god did. It gives the player the fundamental information on what the card is about. For example, "*Orlanth, cut into pieces, survived*" indicates clearly that the card is about "survival in extremely bad conditions". A pertinent use of the card must have something to do with that — literally, or possibly in a more metaphorical way.

4) The rune. When the narrator creates a card, he has to determine the rune associated with the god's deed quoted on the card. If the player wants to use the card and the quotation to justify a magical action of his character, this is the rune he has to use according to the rules (as an affinity or augmentation) to be rewarded at the end of the session. Of course, it may happen that the quotation of the myth has, in the mind of the player, a link with *another rune* of the god. The narrator should listen to his explanations and, if he's convinced, allow the player to use the card in this personal way.

5) A quotation from the myth. The player has to read this quotation. That's an opportunity for him *and other players* to hear about some Gloranthan stuff. Two possibilities: **a)** The quotation is enough for the players, they don't need more. The player

using the card has just has to determine the link between the quotation and the story he's playing. **b)** Players want to hear more about this myth. Ok, let's go and tell the story. How? Maybe the narrator, who made the card and knows the story perfectly, is able to complete the story. He tells, the players listen. An IV of pure Gloranthan Myth. Or, maybe, the players have personal ideas, maybe they feel like improvising the complete story. Even better! They do it, the narrator guides them if necessary. The quotation is completed, the link with the adventure established. Players improvised something that is not The True Story written in a Gloranthan scholarly book? Who knows? There are so many versions, variations, greggings...

What about rewards? Here are some propositions. A pertinent but literal use of the card — the title, the quotation, the rune, no more no less — should be rewarded with 1 HP at the end of the game. A pertinent *and original* use of the card — details added, personal interpretation of the quotation, or anything else compatible with MGF — should be rewarded with 2 HP. Finally, both narrator and players should vote at the end of the game on the best use of the cards (narrator's vote counts double if necessary): the player should win 1 additional HP, maybe more... What happens when a player doesn't use any card during the game? Well, being *not* rewarded is in itself a punishment, and it's probably enough. Of course, we can't completely ignore the possibility that a player could have a more or less irrelevant use of the card. But it can't be the end of the story: in this case, the narrator has to help the player to find a better way.

I'll tell you how...

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DEFEATED AND CUT INTO PIECES, SURVIVED



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A tale of The Great Darkness
Heortling Mythologies p. 93

I'll tell you how...

ERNALDA

WON CONFIDENCE OF DISTRUSTFUL ALDRYAMI



Ernalda went to the children of her first husband, Flamal. The Aldryami were reluctant to help her, fearing she had betrayed them with her marriage to Orlanth. High King said: "*You serve the Forest-Killer. You are the Betrayer.*" But she proved her bounty to them and they gave her the Abdorl seed.

A tale of Ernalda's Life
Heortling Mythologies p. 7

I'll tell you how...

ISSARIES

REASONED WITH STORM BULL



Issaries and Urox visited a land where Long-Noses and Big-Teeth were fighting each other. The Storm Bull said: "*Good! The biggest battle of all is coming up. Everyone should practice.*" But Issaries said: "*Storm Bull, if a big battle is coming up, all peoples must learn to fight only their real foes.*"

A tale of The Flood Era
Heortling Mythologies p. 64

I'll tell you how...

HUMAKT

COMMANDED HIS BAND OF WARRIORS

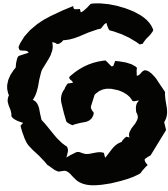


When Humakt saw the Hell Legion of Jagrekriand coming south against the Vingkotlings, he called his ten best fighters to help him to defend Kerofinela. He said: "*Go and find your best ten men, my good companions. And tell them to each find nine more like them.*" So it was all done quickly, and the battalion marched forth for combat.

A tale of The Flood Era
Heortling Mythologies p. 65

I'll tell you how...

ORLANTH
DROWNED THE SOLAR EMPEROR

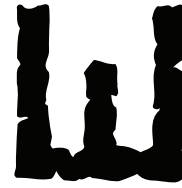


One of Orlanth's greatest victories was when the dragon Aroka devoured all the waters of the world. Orlanth overcame him and freed the gentle rains of life. Then Orlanth renamed the waters to be Oslir, and sent her north against the Solar Emperor, who was drowned.

A tale of The Flood Era
Heortling Mythologies p. 62

I'll tell you how...

VINGA
GAINED NEW POWERS



Vinga cast deadly javelins at Trembling Shore and at Thrinbarri Roofs fought with sword and shield and cut down Jiril. She honourably spared him and he surrendered his powers to her, and she became the Defending Storm.

A tale of The Flood Era
Heortling Mythologies p. 71

I'll tell you how...

BARNTAR
PROTECTED HIS CATTLE



In the Silver Age young Barntar grazed his hardy Redmane cattle until a great bear killed them all. Barntar drove the bear away, but has fought against him since. He then built a lodge from the felled trees, and set boundary stones at the edges of the clearing, so that the forest never came back.

A tale of The Great Storm Age
Heortling Mythologies p. 84

I'll tell you how...

ELMAL
PROVED HIS LOYALTY



One day, Teller of Lies, disguised as a blind oracle known to the Storm Tribe, wailed "*Elmal, your master, Orlanth, is as good as slain, defeated in the land of the dead. You must take his place as King of the Storm Tribe.*" Some of Orlanth's people believed the false oracle but Elmal said: "*This oracle is false. I would not be loyal to Orlanth if I believed him so easily defeated.*"

A tale of The Great Darkness
Heortling Mythologies p. 97



The Lives of Sedenya

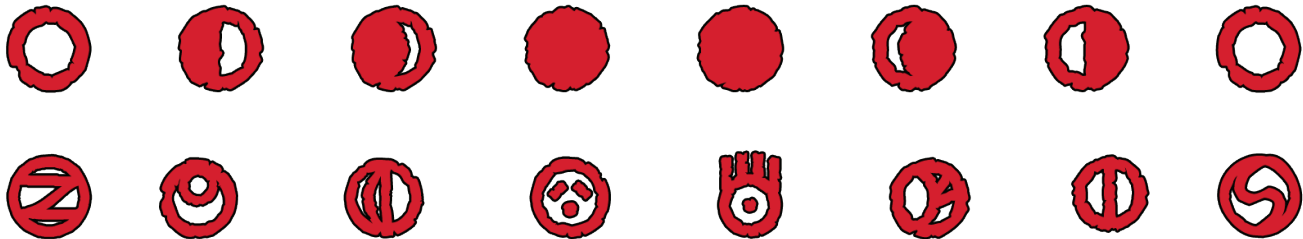


The Great and Glorious Saviour of the World

The troubles and victories of Our Wonderful Sedenya, who is called the Red Lunar Goddess.

Written in the year 6/7 of the Lunar Calendar to instruct and enlighten the people of the world.

Translated by Greg Stafford



The Testimonial

“When you speak of me, tell of yourself first,” said the Goddess. She was instructing her followers how to teach others about Her.

“How will we do that, Great One?” they asked.

“Tell who you are, of your first memory, your akindling, and your sevening,” she replied. Since then all persons who speak for her or about her have followed those instructions.

These four facts are the perspective from which Her teachings must be looked at and worked from. These things are stated in the Testimonial which every Lunar being declares

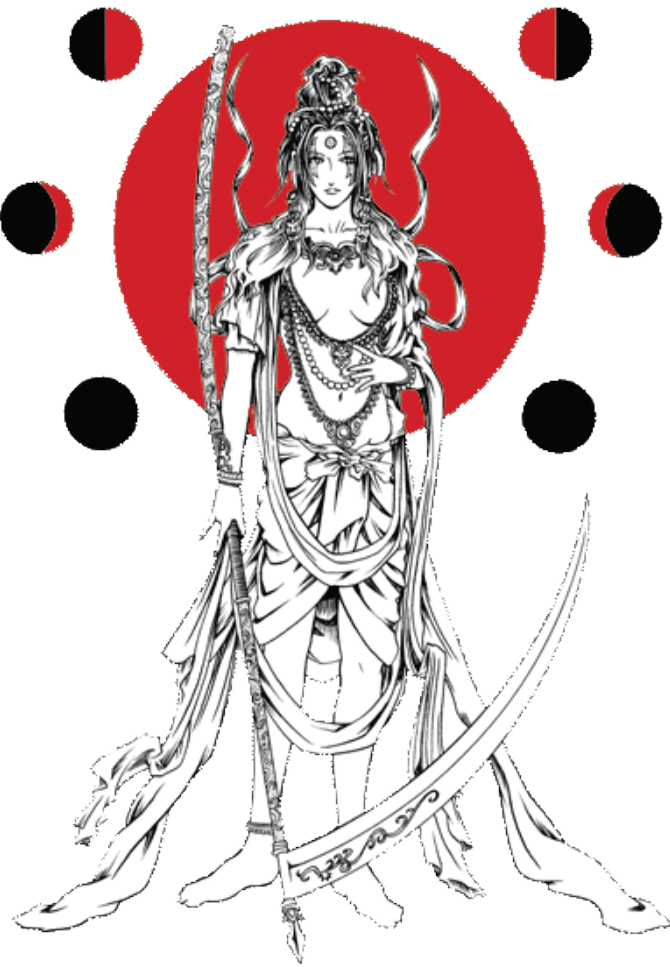
whenever they speak of Her. These are the essential events which shape a Lunar. They are a person’s name, or external identity; first memory; a person’s first awakening to higher consciousness, called akindling; and a person’s sevening, or waking of the secret Lunar consciousness that leads to Enlightenment. This last is the most variable, for it changes throughout a person’s lifetime, while the others events generally do not.

The document begins with the Testimonial of the Living Goddess, Teelo Estara.

The Lives of Sedenya

Her Testimonial. She told us:

“Before telling you about myself, I will tell you of me. I am Teelo Imara, who has seven times seven other names. I was born in Jernamathalana, the Snow White Palace. My first thought was when I saw the Wanderer pass close to my palace, and it incited me to depart from my home. I never got back. I was akindled when Homura, the Gem, my first baby, was born. I was sevensed by the eight arms of Taraltara, the face and the mask.”



Sedenya, ©Duck Nicholson

Natha is the living Moon Goddess. She is the current manifestation of Sedenya's power of change and regular cyclicism. She is currently red, but has changed through Her own growth and through the actions of external forces. This changing has been both Her strength and Her weakness. Her changes have sometimes been so radical that in ancient times, many beings, even powerful gods, did not recognize Her from one mythic age to the next. She has previously been white, a different red, two different blues, black, and invisible, and in due course will change again to the other white. Initiates learn to recognize that these vast changes are simply Her external appearance, as if She had changed Her dress. She is always Herself.

Early Mythology

In the Creation Age, She was a celestial being, immobile and unchanging, as was everything in the world. She was radiant white, pure in her Zayteneric dress of innocence. One day She saw a new god, and She moved from Her place to follow and watch it. She followed it about the Sky. When the new god dipped below the horizon, Zaytenera, now curious beyond thoughts of safety, followed. There She met Him Below, a powerful god to whom She was forcefully attracted, and who She took as Her first lover. She left Her white dress behind, and rose again a vital, bright red. She called Herself Verithurusa, which means either the Wondrous Wanderer or the Changing Truth, or both. Scarlet Verithurusa kept wandering about the Sky, and there She took as lover the god Shargash, who hated Her afterwards; Asyrex, who was the father of Gem; Orbryix, who slew himself when She left him; Urnion, who was turned into a star; Zedada, later a great warrior; and Mur, whose daughter and son were healers. At last, weary of the world, She



returned to Her own father's palace. Instead of finding welcome and affection from Yelm, She was rebuked and scolded, then cast from the palace forever. Grieving, She left, but a shadow remained behind, fluttering about in the Palace of Light on dark wings. They were not Her wings, and Yelm did not claim them, but they flapped around like a bat caught in the daytime. Those wings dimmed the eternal light of Yelm, so he did not see so clearly anymore and allowed his foes to enter and come close. Much later, he was killed, and afterwards his wife and his courtiers said it was the wings of Verithurusa that had caused his death. So ended the Creation Age, and so began the Storm Age.

Verithurusa cast off Her joyous red dress and donned one of blue. She found solace in the arms of Asyrex, a kind and loving god who was Her husband and the father of the Mernitan peoples. Their children took wives and husbands from among gods, spirits, mortals, and essences. Their land was Dosvolos. The Mernitans raised a great city, and to protect them, their divine Mother stood overhead, a radiant topaz blue. She was called Lesilla, Protecting Mother. Her brightest and wisest daughter was the Great Queen, Cerrulia. When the Emperor of the Center organized the world of mortals, Dosvolos was among those lands under his sway. They sent to him the High Crown of Mernita. When the Great Flood drowned the world Lesilla used Her powers of attraction and drew all of Dosvolos upward above the crashing waves. Her people were saved. Yet, for that sacrifice, She

used so much of Her power that She was weakened and sank lower in the center of Her Sky.

Lesilla always shard her power into the many bodies of with Her descendants. Whichever of them was strongest was Cerrulia, and many others had specific titles as well. One of them was Demiska, the Contrary, and whichever one she inhabited most weakly was called Demiska. Demiska was given the wonderful Bow of Lesilla to compensate for her weakness.

After the Flood, the Emperor of the World took Demiska into his palace, because he wanted her bow. Of course, she gave it to him, and she became his wife. Alas, he kept it, and the Mernitans were angry. They asked for the High Crown back, but instead the Emperor bent the magical bow and with it drove an immortal arrow through the heart of Lesilla, their Mother in the Sky. The Goddess, weak and old, stumbled and fell from the Sky. A part of Her is still visible as the Blue Moon Plateau, haunted and devastated, inhabited only by ghosts, demons, and trolls. The armies of the Emperor then conquered Mernita and put its people into slavery.

When the Emperor died, his wife mourned him, despite the mistreatment She had received and the evils he had done. She took the name Sorrow, or Gerra, and went into mourning. She put away her beautiful clothing and jewels, and donned the black dress of mourning. Over the generations, Her power waned, both from Her unending sadness and

because She was further stripped of power. The world continued to grow dark, miserable, and terrifying. The Storm Age ended, and the Darkness began.

Manarlarvus was a weak, miserable, and frightened Emperor. He built a dome to hide in, with his favorite people, and left everyone else to be devoured and tortured by the growing populations of monsters. He blamed everyone else for the problems and faults of the world.

Gerra was first refused admittance to the dome. However, she made the door keeper acknowledge his absolute responsibilities, and with her superior mastery of mathematics made him admit she deserved to be present. However, She was allowed in only as a menial and drudge. She was overworked and subjected to terrible and outrageous misdeeds. When food ran short, they ate Her fingers, then Her arms and feet, and much else of Her as well. The vileness of these deeds proved that the rot and evil of the world were inside the stronghold as well.

The Emperor made everyone seek the cause of his troubles in the secure dome, and the perpetrators of the evil blamed it instead upon Gerra, labelled as an interloper and invader. She was dragged out of the protection and impaled upon a stake set upright into the ground to suffer forever. Then the dome cracked. Some say it was because of Gerra's curse, or Her agonized screaming. Others say the cause was the righteous wrath of the Emperor, who was actually innocent and vastly offended. Others say it was the unrighteous lies and evil of his underlines. Maybe it was just the monsters outside who broke in. The results were the same. The stronghold collapsed, all safety was lost, the Sky fell down upon the world, and Hell swallowed the remnants of both. Gerra was torn from Her

stake and left to wander with the other unholy remnants of being.<p>

Demons ruled. Vengeance and hatred dominated. They destroyed everything, and would have destroyed Gerra as well, but they recognized in Her their own Mother. The shadows from the Realm of Light would not destroy Her. The miseries and tortures would not touch Her, who had been victimized to make them. And the things which were of other-world origin, like Kazkurtum, ate Her and shat Her out whole. Miserable being! She wandered the world, and whatever She touched was awakened for a moment, aware of its own suffering and misery. Truly, She was Gerra, or Grief.

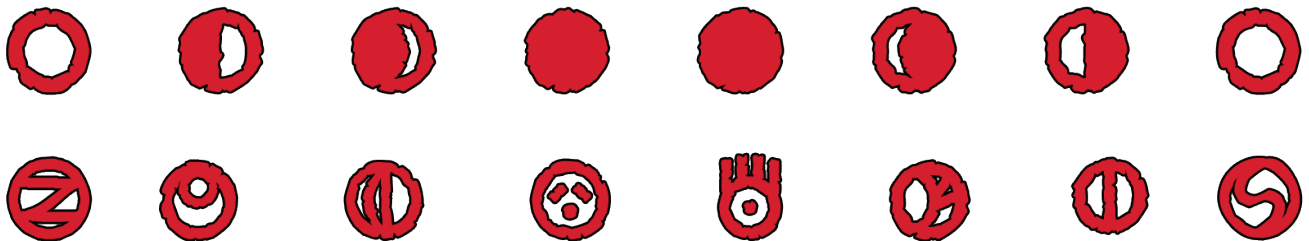
But one time She found the stake which had impaled Her. It spoke to Her, and it said, "Rashorana, to live is to suffer, but to suffer is not to live." She lived, and She realized that She was more than suffering. With those words, She saw Herself, both Her miserable self and the radiant being that She had been. She was still all of that, and so She ignited a tiny spark. Some say that spark was hope; some say it was just fire. Whatever it was, She treasured and loved it, and whenever She met others, instead of igniting them to grief, She shared this brightness with them. Slowly at first, but faster as the world warmed, life began anew. Babies were born whole; laughter was heard; storms of ash congealed and gods rose from the ashes. Fires revealed their souls; stars rose; Bijiif separated the living from the dead, the immortals from mortals, the spirits and essences and gods from each other. Animals, plants, and minerals were differentiated, and Rashorana showed the inner life and purpose of each. The world was reborn.

She called herself Ulurda. She found Her husband again, who had been lost so long ago and had been seeking the source of joy which was Her. Rashorana wove a new dress, sapphire blue this time, and with Her latest husband She rose into the Sky. She found Her bow, and they hunted the pieces of the universe across Sky, Underworld, and earth until everything was found and put into place once again. She taught of fire, of hunting, of love, and of the secrets of being. The sun rose. Nations separated, each to their own destiny. She began to become reborn in the world of mortals, from which all inspiration and change arises now. She was called Sethir, Verener, Morga, Sendaranpola, Urstenus, Davu, Nysalor, and Kerestus. Each of these men and women planted a portion of the knowledge that would be needed to dress Her in Her full glory.

In 1220, as the world knows, the Seven Mothers gathered and raised Her in all Her

portions. The child Teelo Estara, clothed in red and glowing from within, led a band, then a league, then an association, and at last, a nation. And she learned about Her world, Her self, the Otherworlds, and Her other selves. At last Her time came; She stopped Her wandering and entered the Otherworlds to become complete with Herself. She conquered life, death, and Chaos, and returned in time to rescue Her loyal people. When the Old Gods resisted Her integration into the Cosmos, She proved Her presence. And when the time came, She rose again into the Sky, red and brilliant and shining. That is Natha, whom we know today, and love.

We could tell ten stories about each of these phases She was in, and ten more about each of Her lifetimes. But however many times it is told, and however many beings She seems to be, She is One who is Many.



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