

Tradetalk

The Chaos Society Magazine

#4

RuneQuest
Glorantha
Chtulhu
Elric!
Pendragon
Nephtim
Hawkmoon
Elfquest
Mythos



KETHAELAN ISSUE

- Kingdom of Night
- The Holy Country
- Port of Nochet
- Rightarm Islands
- Pendragon knights
- And more!



Tradetalk

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EDITORIAL

HI FELLOWS! We're back, proudly presenting our next issue: **Tradetalk # 4, the Kethaela Special**. This is the first of a series of Kethaela issues that we're planing to do in the future. Speaking of plans, we've changed ours (plans, that is) for this and oncoming issues of Tradetalk a bit. In this issue you'll find general knowledge and an overview of Kethaela, useful for gamemasters and players alike (especially new players which didn't know much about this area yet). There's a complete map of the Holy Country in the middle of the issue together with an explanation of all major points of interest. This map is a copy of the old map which was published in the RuneQuest Compendium and is reproduced with the kind permission of Greg Stafford, who has newly approved it, so it's more or less official. Furthermore we are also very happy to present a lot of material about the Rightarm Islands, the Kingdom of Darkness and the Port of Nochet. We hope you like the issue, and find it useful!

Future issues of Tradetalk

As I said before, the team of editors has changed the plan for future issues of Tradetalk somewhat. With this issue we begin the description of the Holy Country. The material herein should give every new player in the fantastic world of Glorantha an overview of this part of the world. **Tradetalk #5** will feature more information about the Pharaoh, Heortland, Caladraland, the next part of the Kingdom of Night series, the city of Handra and the cult of Vinga. What's more, we're planning on having some material for Egyptian Nephilim and an adventure. **Tradetalk #6** will bring you even more information about the Holy Country and the East wilds, including two adventures and the description of I-stakax!. **Tradetalk # 7** will cover the nonhuman races of Dragon Pass: the Ducks, Dragonewts and Telmori.

Other Publications

There's a lot of new fan-created Gloranthan material coming out lately, which is good news for us all.

Tales of the Reaching Moon #17 is a catch-up issue with an excellent mixture of Glorantha material about Seapolis in the Holy Country, East Island ships, Vormain piracy, the cults of Jakaleel the witch and Yanafal Tarnils, and a lot more. Take a look at <http://www.tang.demon.co.uk/TORM/front.html> for more information about Tales.

Enclosure II offers plentiful Gloranthan material ranging the length and breadth of the lozenge, and more magnificent artwork by Mike O'Connor. This issue includes a lot of information about the Orlanthe, Aggar and Fonrit.

For the German convention **Tentacles over Bacharach** the Chaos Society has produced a fundraiser of 112 pages of Gloranthan and Cthulhoid gold. Its name is **Ye Booke of Tentacles** and it contains seminar transcripts about Malkionism, the Lismelder tribe and the lore auction from the German cons of 1996 & 1997. You'll also find Sandy's Sorcery Rules, a piece MOB has written about the Sun County salt mines at Pent Ridge and a number of other articles including a great piece on the City of Wonders by Simon Bray—plus some wonderful artwork by Dario Corallo.

The Gloranthan Con IV Book contains also a lot of seminar transcripts and some notes from Greg which demonstrate that the Lunar Empire's titanic struggles with Sheng Seleris were but a mere side-show in that Hero's story-arc.

And if that weren't enough, **RuneQuest - Adventures** is coming to life again with **RQA #6**, the Stinking Forest issue.

Issaries Inc.

Issaries Inc. starts this year with its new game: **Hero Wars**. A regular column in Tradetalk has been given to Issaries Inc. so they can present the latest news about what is going on. See "News of the Trader" from Greg Stafford in this issue.

Avalon Hill

RuneQuest: Slayers is the new game Avalon Hill is producing in the lineage of RQ III. It is expected to be released in the summer of 1998. According to reports it will be not compatible with old versions of RQ and will not have any Glorantha content. It will feature its own new world with war clans, rune skills and no sorcery at all. For more details check out the Avalon Hill web page at:

<http://www.avalonhill.com/rqslay.html>

Chaos Society International

The Chaos Society has already welcomed two new chapters. In France, Didier Escodemaison has founded a Chaos Society in France. This is a sister society to the Chaos Societies in Europe, USA and DUCS (the Down Under Chaos Society). Didier plans to produce a French-language magazine called **Entropie** under the auspices of the French Chaos Society. For more information, check out his new webpage:

Entropie, Chaos Society France
<http://www.mygale.org/01/entropie>
entropie@mygale.org

Entropie will support Glorantha in France. Farbrice Lami-dey, translator of RQ to French and main contributor of Broo will be in charge of Entropie. Working along with Farbrice will be Olivier Saraja, author of the new French edition of Hawkmoon, and Stephane Adamiak, the current Product Supervisor of Nephilim. We congratulate Didier on an outstanding team for the French Gloranthan magazine. C'est bon!

The Chaos Society is moving into the Far East, too! Mamoru Kurihara has founded the Chaos Society Japan. He'll be handling distribution of our products in Japan as well as publishing an original Japanese-language Gloranthan magazine. Take a look on his webpage at: <http://www.din.or.jp/~storm/chaos/> This site will soon move to <http://www.glorantha.to/chaos/>

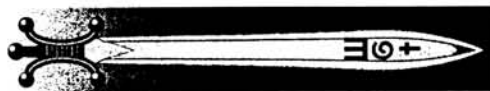
And of course you can always take a look at our official webpage (published by Scott Knowles):
<http://members.aol.com/Glorantha/chaosoc.html>

Errata

Okay, we admit it: there were a few mistakes in Tradetalk #3. Most of the articles about East Ralios (specifically The East Wilds, The Otter clan, Hsunchen and the adventure "Growing Pains") were been written by Jonas Schiött, Dag Olausson and Sten Åhrman. We apologise for not making that clear. And as David Hall mentioned in his critique in the "Zines Seen" column in Tales #17 we retain the German tendency to say things in two words where one will do; we'll try to improve (maybe we should read a lot of Hemingway). But that caveat aside, we thank David for his many kind words about this issue!

Enjoy the issue!

ingo



News from the Trader

Where is Issaries? Update: June 16, 1998

by Greg Stafford

THE ISSARIES COMPANY

We want you to own a piece of Glorantha.

Issaries, Inc. is a company which I have formed whose purpose is to support, popularize, and publish Gloranthan games, books, and a million other things.

I intend to offer shares to the members of the Gloranthan Tribe - that's you - at a starting price of \$100 per share. We will disallow selling the share for three years, during which time stockholders will instead receive a product dividend of a book or other item, as detailed in the prospectus which will shortly be available.

Issaries, Inc. is preparing a prospectus which will be mailed to all interested parties. Once it's done going through the hands of accountant and lawyers, then it goes to a California state board which must approve it. Once that is done, we can sell stock. Issaries needs to sell one thousand shares to make a viable company for roleplaying games. More shares will be sold to larger bidders as well. Majority shares still belong to Greg and his family.

Issaries will have a special relationship with Chaosium, who will be sole source for distribution and collect part of the sales for the services.

WHERE IT IS AT

At this moment, Issaries has begun the process of acquiring product. We have beginning manuscripts for the two starting books, as well as for everything else listed below.

Hero Wars is the new roleplaying game.

Glorantha: introduction to the Hero Wars is the first book. How many times have you wanted THE book to give to someone who asks, "What's this Glorantha about anyway?" Well, **Glorantha: introduction to the Hero Wars** is it. It is the beginner's guidebook to the Glorantha Overview. It includes large portions of my (Greg's) unpublished mythology called "Belintar's Book."

Hero Wars has been designed by Robin Laws, based on my (Greg's) published and unpublished works, to be the game system for portraying Glorantha. Wanna Heroquest to the castle of Orlanth and steal his drinking horn? Want to raid into the Underworld and get something to frighten Ethilrist's steeds? **Hero Wars** will let you do it. Want to be a redneck farmer boy working his way to greatness? Want to be a clan chief with a hundred warriors at your call? **Hero Wars** was designed for it. Want to go on the Lightbringer's quest? Visit the Golden Age?

Hero Wars is a storytelling system whose game system works on the relationship between competitors rather than hard numbers. It has enough crunchy bits, though, to have a difference between my sword and chain mail guy and your martial arts swordsman. It uses the same system for resolving any conflict, whether combat, bargaining, or setting an ambush.

Hero Wars is scheduled to be released in 1999. However, we won't release it without having a stack of follow-up products ready to go. Our schedule looks like this for the first year; it is all still subject to change. First will be the core books of the series.

GLORANTHA: INTRODUCTION TO THE HERO WARS

by Rob Heinsoo and Greg Stafford.

Answers basic questions, and provides an overview, of Glorantha.

HERO WARS

By Robin Laws, Shannon Appel, and Greg Stafford.

The roleplaying game system, being the basic rules to play, simple character generations, etc.

HERO WARS, Boxed Set

This includes both the above books, plus some full color maps, a couple of adventures, d20, etc.

Then we will begin our series of publications which center upon the Orlanthi peoples.

FATHER OF HEROES; Orlanthi Mythology

By Greg Stafford, and *someone else.

A book full of stories, and non-game description of the Orlanthi peoples. Greg's stuff is mostly taken from "King of Sartar".

(untitled); Orlanthi Player's Book

By Robin Laws.

A handbook full of lots of the cool stuff that Orlanthi can do with their powers, according to HERO WARS. All game related material.

(untitled); the Orlanthi Boxed Set

Both above books, plus some additional maps, etc.

SARTAR

By Robin Laws.

The Dragon Pass kingdom which ignites the Hero Wars. It gives local geography, mythology, history, as well as details on some tribes and their clans. Hints for fleshing out characters who are from here. Finally, local adventures and scenarios, plus the heroic campaign to raise the dragon to destroy the Lunar Temple.

HEORTLAND

By Shannon Appel.

Another tinderbox of the Hero Wars, this details information for really cool character generation as well as extensive background. Its scenarios are for local places like the Footprint, and also guidelines to participate in the heroic Siege of Whitewall, culminating in combat with the Crimson Bat.

AFTERWARDS

After those we will do some books for the Lunar Empire and for playing the nonhumans. We'll also do some other core books, like a handbook for the gods and goddesses, and a general handbook for the world, a time line and adventures for 10 years of heroquesting, and so on.

We will publish a more complete list on our web page soon,

<http://www.glorantha.com>

Kingdom of Night

Part I: BEFORE THE DAWN

by Shannon Appel
with help from Greg Stafford

The Holy Country. The very name is so vile that it sits in my gizzard like a chunk of lead. It would be better to call it the Unholy Country, or the Defiled Land, for it was built upon the uneaten corpse of a great empire. Humans have mistakenly called this empire the Shadowlands. Pompous Arkat named it the Greylands, believing that it undimmed before his own e-bony greatness. Its true name, though, was the Kingdom of Night, and its greatest ruler was the Only Old One. Here I shall recount the first chapter of its history, so that it is not lost within the lies of he who calls himself the Pharaoh.

Throkblotten Leadhead,
Priest of Ezkanekko

The Golden Age

Some Uz populists would tell you that the first settlers of Kethaela, the land that would become the center of the Kingdom of Night, were Uz. This is untrue, and since I intend to tell only the honest and truthful history in this document, I must dispel this falsehood. The first peoples of Kethaela were myriad.

The first humans of Kethaela were named the Vingkotlings, after one of their earliest kings. Their exact place of origin is unknown, but in time they came to inhabit all of Maniria, from Wenelia in the west to Kerofinela in the north, and Kethaela in between.

The hsunchen named the Entruli also prospered in Kethaela. Their homeland is now known as Esrolia. These boar-men traced their ancestry to Kethaa, the goddess of Kethaela, and her lover, Entru.

Other inhabitants also dwelled in Kethaela in those early times. In the Arstola Forest brown elves had already settled. Degenerate humans worshiped a god of fire in Caladraland. Newtlings lived on Kethaela's central plain. Dwarves sought great mineral wealth in Gemborg. Nearby, dragonewts had settled in Kerofinela, Pralori hsunchen in Slontos, and triolini in the Raging Sea.

This same time we Uz recall as the Age of Plenty, for it was when we still lived in Wonderhome, and even the most gluttonous appetite could be appeased. Argan Argar, who would be the first great savior of Kethaela, first appeared during this time. He was not born yet, but he had shape. He was one of the first three creatures

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of darkness to see the light of Aether. Though he did not gaze into its secrets, neither was he harmed by it. Thus was his destiny ordained, to exist between darkness and light.

In these earliest times the inhabitants of Kethaela knew peace, but it would not last.

The Lesser Darkness

As the Age of Plenty ebbed Kethaela was still watched over by the lovers Asrelia and Faralinthor. She was the goddess of the primitive earth, and he was a kind water spirit. But, their love was doomed. When Umath the air god came into the world he carried destruction with him like an honored friend. He slew many in Kethaela, among them Asrelia and Faralinthor. The earth hardened and Faralinthor's sea turned to salt.

Many hungered; the triolini died, their home gone.

Umath's orgy of destruction did not end there. He was not satisfied until he had turned the world upside down, by killing the Enemy, banishing him forever from the world of light into the world of darkness. This caused the destruction of the Uz homeland of Wonderhome, for we Uz could not survive in such close proximity to the Enemy. For a moment our chronicle must turn to the great Uz exodus, for therein lies the birth of Kethaela's savior.

One of the first creatures to flee Wonderhome was Xentha. On the surface she quickly seized great powers, and became known as the Goddess of Night. Shortly after arriving on the surface, Xentha gave birth to the first creature of darkness there, and that was Argan Argar.

Argan Argar took to the surface world at once. When Gore and Gash arrived in Dagori Inkarth, he was already there, and he showed them how to build above the surface, rather than under it. In the following years he became a great traveler, bringing messages between all of the troll strongholds, from the Uz Queendom in the south to the Realms of the Uzhim in the north. As he traveled he brought the comforting darkness to the many peoples of the world, and thus he became widely respected among all races.

Turning back to Kethaela, we find that it fared much more poorly during the Lesser Darkness. We already know that the triolini were gone. As time passed the elves of the Arstola Forest began to fall asleep. A new people came to the Storm Walk mountains, the fierce wind children. Their Umathi nature brought suffering to eastern Kethaela. On the other side of the land, the Caladrians found their flame dimmed, and the dwarves discovered their riches diminished. We Uz remember this era as the time when the treacherous elves and other elder races began to attack us, sometimes driving us from our newfound homes. Many Uz traveled to Kethaela during this time, but our appearance only gave the people of that land something new to fear, for they did not yet understand us.

The Uz were not the only people to arrive in Kethaela during the Lesser Darkness. During that time a race named the gold wheel dancers also appeared. Some said they were the splinters of the Enemy, and their nature was indeed painfully bright. They had no clan of their own, but lived

with the other peoples of the land. We know that one dwelled in Kerofinela with Isidilian the Wise, and another made his home in Caladraland. During the darkness the dancers would be slowly used up, until there was only one left to greet the dawn.

The worst thing that can be said of the Lesser Darkness was that it destroyed the unity that we all had known before. I have already touched upon the destruction of Uz unity—how our singular society of Wonderhome was destroyed, and how we were forced to form many lesser civilizations upon the surface—and also upon the destruction of the Elder Race unity—how our ancient trust was destroyed by the treachery of others. This theme was repeated a thousand times.

Within Kethaela we can see one example of unity lost by examining the case of the humans. Their numbers were small in those elder times, and most who dwelled in the lands surrounding Kethaela still named themselves as one people, the Vingkotlings, but in the Lesser Darkness that first tribe began to fragment. Disunity began among the humans when one faction began to war against the hsunchen Entruli, driving four of the Entruli tribes—the Ramali, the Heerili, the Maniri, and the Wenedi—out of Kethaela, and west into Slontos. Two tribes of Entruli, the Drorgalrites and the Vathmai, remained in Esrolia and pledged themselves to the Vingkotlings. But, their loyalty was false. Two generations later the Drorgalrites betrayed their new brothers at Arrowmound and became the Harandings, named after their traitorous leader. From this the Vingkotlings learned the act of betrayal and began to war among themselves. In the end their nobility was destroyed at the Last Royal Betrayal, and the Vingkotlings was utterly sundered; one of the Vingkotling tribes, the Kodigvari, was lost forever, the scant survivors forming a new matriarchy named the Esrolvuli. So it was for many people in the Lesser Darkness, their unity lost in the trials of the new age.

Through all these disasters, Argan Argar had traveled the world, offering aid to others. As the Lesser Darkness came to an end he made a fateful journey to the Uzhim in the north. While there he saw an old foe, that which waited outside the world. On his journey south Argan Argar met chaos again, and was forced to wage a solitary battle against the chaos being called Braznofstel at Morbode, in Old Rinliddi.

Argan Argar now knew that bad times were coming, and so he returned to his favorite land, Kethaela. He saw that Asrelia was dead, and so he traveled down into the Styx Grotto and reclaimed her from the Underworld. She was born again on the surface, and her new name was Esrola. Even today she is still worshiped in both aspects, as the dead god Asrelia and the living god Esrola.

After Esrola was reborn Argan Argar offered his spear to her. He became her protector, and thus the protector of Kethaela. The world was already on the brink of the Greater Darkness.

The Greater Darkness

Argan Argar reunified the people of Kethaela, and for a time helped them to fight the forces that besieged them. Once the fire-

- A new people came to the Storm Walk mountains: the fierce wind children

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men of Caladraland tried to overthrow Argan Argar, but he was too wily for them. He put down their uprising, imprisoned their god, and forced him to work for a year and a day building Akez Loradak, Ebonglass, or as the humans called it, the Palace of Black Glass. It was a magnificent structure, filled with everything that Argan Argar and his bride could ever desire. Every one of Argan Argar's great allies had his own chamber. The cellars sunk all the way down to the ashes of Wonderhome, where the Enemy now reigned. The tallest spire reached so high that it brushed the stars.

The Caladrian's god finished the construction of Akez Loradak just in time, for Esrola was very pregnant with Argan Argar's child. As soon as Argan Argar and Esrola moved into the great palace she gave birth to Ezkankekko the Only Old One.

The Only Old One was born into a harsh world slowly filling with chaos. He learned much of this world by watching his father. He saw the aid given to the Hidden Kings of the Vingkotlings. He watched the battle against the chaos in Larnste's footprint. He observed the communications carried from the Caladrians in the west to the Vingkotlings in the east. Most importantly, he learned how to resolve the conflicts between the elder races that had sprung up during the Lesser Darkness. In this way the Only Old One was prepared for his coming role.

A time finally came when the world had grown too small for Argan Argar. He apotheized, and the Only Old One became his earthly representative. Like his father before him the Only Old One ruled over Kethaela, not by power, but by authority. He continued to work as his father had, unifying the people of the land with trade and communication, trying to maintain a spark of life in a dying world.

It was during this time that Engzi the Skyriver Titan was wounded by chaos, far to the north of Kethaela. His blood mingled with his brothers, Creek and Stream, and thus was the Creekstream River formed. It was the first real river, for it went downhill when all previous rivers had gone uphill, like the Syphon still does. The Creekstream River washed down into Kethaela where it awakened Choralinthor, the son of Esrola and Falralinthor, who had been asleep since their death. So was the Mirrorsea Bay born, and the triolini returned to Kethaela. Humans also flocked to the new shores and islands of the bay. They named themselves the Pelaskites, after an old fishing god, and they were able to survive by living off of Choralinthor's bounty.

But, the wakening of Choralinthor was not good for all the peoples of Kethaela, for the water godling filled the land's great central plain. This was where Kethaela's first newtlings had lived. Their city was utterly destroyed by the deluge, though the ruins are still visible, deeply submerged, not far from the so-called City of Wonders.

Skyriver Titan's sacrifice was just one of many. Death washed across the world like a great tide, unstoppable. Though the Only Old One held together the souls of his people he could not hold together the world. It disintegrated, and in the end there was only one man left against the chaos.

The last man in the world was Ezkankekko

the Only Old One. He was the best suited for the role, for his father had taught him the secrets of darkness within light and light within darkness. The Only Old One fought his way across the shattered skerries that had once made up the Glorantha. He made his first pilgrimage to ancient Wonderhome and there he convinced the Enemy to reveal the secrets of Aether that his father had missed because he had turned his head. Then he made his first pilgrimage to the darkened heavens, to meet his father for the next to last time, and there he learned the truth of the matter. With these secrets of existence in hand the Only Old One was able to return to the world. He fought alone. He saved the world. He brought the knowledge back so each of us could do so as well. We still do. That is why the world survives. This is the secret of I Fought We Won.

After the Only Old One's battle the world began to reform, though there were some pieces that were gone forever. In Slontos, which lies just to the west of Kethaela, half of the land disappeared beneath the waves, and with it many of the h-sunchen Entruli and Pralori that lived there. This was Slontos' First Sinking. Such disasters were repeated everywhere.

The Only Old One searched through the ruins of the world for scattered survivors. He taught them the secret of I Fought We Won and they incorporated it into their rituals and myths. When you hear the stories of King Heort of the Vingkotlings, who traveled to the edge of the world to bring back the secret of the Second Son, and of Fwalfa Oakheart of the elves, who aided in the planting of Voria and Babeester Gor who were Grower and Taker reborn, and of Isidilian the Wise of the dwarves, who found the Lost Workroom, these are all reflections of the secret that the Only Old One brought back from his apocalyptic battle.

The shared experience of all the people of Kethaela brought them even closer together. They became a new tribe, unified, and they continued to grow. In the end they became the Unity Tribe of All Races, or as it has become known, the Kingdom of Night.

A minor event occurred in the time following I Fought We Won that would lead to something greater in the Second Age. In the far western country of Seshnela a god named Malkion died. Some of Malkion's followers were so distraught that they left their home behind forever, sailing until they found a new one. They settled in Kethaela, on the left arm islands. These people called themselves the Ingareens. Today we know their land as God Forgot. In this time, though, they remained hidden, and no one in Kethaela knew of their existence.

Toward the end of the Greater Darkness Wakboth, a great chaos general, decided to march against the people of the south. He planned to shatter Akez Loradak and knock down the great kygerlith of Dagori Inkarth. The Only Old One sent out a great call to all the people of the land: Uz, humans, dwarves, dragonewts, elves, gold wheel dancers, triolini, and wind children alike. They remembered the secret of I Fought We Won, and this gave them the will to fight the chaos. Using the arts of Argan Argar,



the Only Old One held his allies together, and struggled against Wakboth's forces, finally defeating him. This was the Unity Battle, and it was the Only Old One's greatest victory. After the Unity Battle the sky began to lighten a little. There was still hunger and loss, but the chaos was being held at bay. Many people called this time the Grey Age, for they saw the world as still being half dark. In Kethaela this time was known as the Silver Age, for the people of that land realized that the world was now half light.

The Silver Age

This age was a time of great heroes. Their names still fill our tales. They were recalled to our world by Arkat, and Belintar. By remembering the Silver Age heroes we remember the time just before the dawn.

Ezkanekko the Only Old One was the greatest hero, of course. He continued to rule the Kingdom of Night in the Silver Age, giving freely of his wisdom and knowledge to all his people. But, there were many other heroes.

Amphibos the Great Wanderer was a demigod who led the newtlings back into Kethaela from the west, returning them to the land they had known before the Creekstream River's deluge. They settled in the right arm, not far from the submerged ruins of their first settlement.

Isidilian the Wise continued his works of invention in Kerofinela, helping both humans and dwarves to prosper.

Martalar the Blazing Forge still protected the dwarves of Gemborg as well as the degenerate Caladrans.

Tessele the True was a great ruler of the primitive people of Caladraland. She wielded the Blazing Axe, and was not afraid to battle chaos for love of her soul-sibling, Vortem.

Aram the Soul of Udram was a great hero among the people who would become the human boar riders of Kerofinela. He was a worshiper of the pig goddess, and during the darkness had saved his people by capturing and fettering a fierce black demon. In recognition of his greatness, Aram's tribe took his name for their own, and became the Aramites.

Heort the Swift still lived in this time and he was the greatest hero of the Kerofinelan Vingkotling tribes. In later times they would rename themselves the Heortlings, in respect for him.

Sestarto the Artist was also a hero of these people. He crafted many things of great beauty. His greatest design was the Needle, which some strangely associate with the much later Ivory Plinth.

Panaxles the Architect built many great structures in his homeland of Esrolia, and elsewhere in Kethaela, among them the Stone Ring and the Light House. He often contested with Sestarto of the Heortlings,

and always won, until the time when Sestarto constructed the Needle. In a rage, Panaxles killed the artist, and then himself.

Kalops the Sacrificial King was another Esrolian hero. He gave his very life to his land.

Vogarth the Strong Man traveled Esrolia as well, helping the grandmothers unselfishly. He destroyed beasts, raised landmarks, and confused foreign kings with his honesty.

Edkarl the Digger was the greatest Harandling hero. We Uz taught him how to find food by digging in dead things. He would anger the Esrolians when he dug in their necropolis.

There were many other Kethaelan heroes in the Silver Age. These are only the greatest.

As the world continued to lighten the Only Old saw that the Silver Age was coming to an end. He knew that in the coming times, following the dawn, the Kingdom of Night would weaken. To prevent strife the Only Old One decided to create a new political entity, so that he could share his responsibility with others.

Two hundred years before the dawn the Only Old One called the survivors of the Unity Battle back to Kerofinela. They agreed to work together in peace, and formed the Unity Council. The first six members of the Council were: Ezkanekko the Only Old One, the dragonewt Heart of Weakness, the elf Fwalfa Oakheart, the dwarf Martalar the Blazing Forge, the last of the gold wheel dancers Speaking Wheel, and the human Aram-ya-Udram.

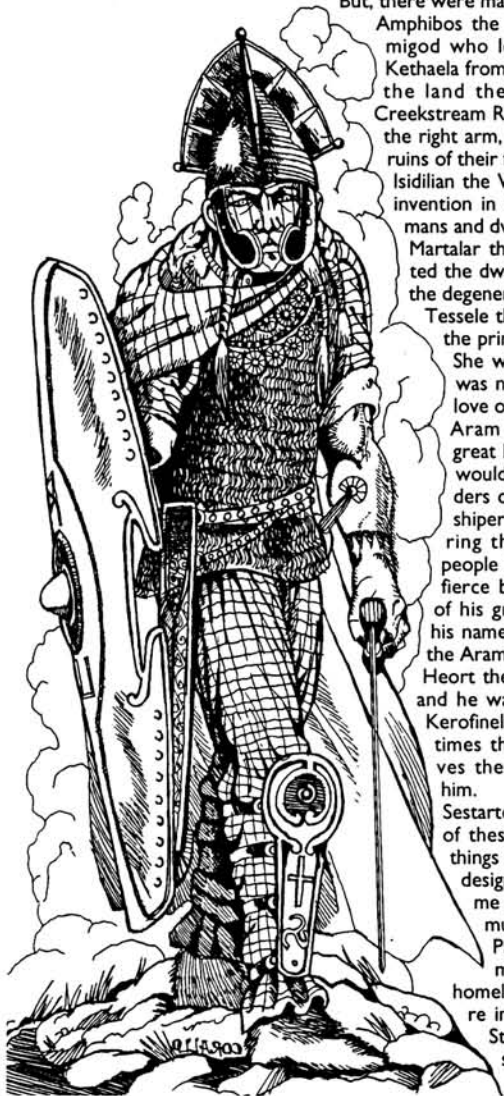
In the time that followed, the Unity Council strengthened its position, and its people increased their numbers. They repopulated the Elder Wilds, contacted many elf forests, reconnected the sundered dwarf colonies, found lost clans of humans, and began new communication with far-flung tribes of Uz.

Two hundred years later, the first new dawn came. In this year, which the Unity Council designated 0 S.T., the survivors of the Unity Battle reswore their Eternal Oath of One, and the Unity Council became the World Council of Friends. While the Unity Council was truly an entity of Kethaela and the nearby lands, the World Council would expand far beyond those boundaries.

Thus we leave our story of Kethaela at the dawn, over sixteen hundred years ago. The lands was filled with a variety of people: triolini, newtlings, and Pelaskites in and around the Mirrorssea Bay; dwarves and primitive humans in Caladraland; Harandings, Esrolvuli, Vathmai, and sleeping brown elves in the lands beneath the Mislari mountains; Uz upon the Shadow plateau; wind children in the Stormwalk Mountains; Ingareens hidden in God Forgot; Heortlings scattered across the east and north; and in nearby Kerofinela, the Aramites and the strange dragonewts.

The Kingdom of Night still ruled central Kethaela, with Caladraland, Esrolia, and the Shadow Plateau all strongly under the Only Old One's control. The Heortlings were very close allies. Though all of the other inhabitants of Kethaela were under the Only Old One's protection, many of them gave their loyalty instead to the newborn World Council of Friends. In the coming age this division of loyalty between the Council and the Kingdom of Night would lead to trouble, but for the time peace lay upon the land.

• Heort the Swift still lived in this time and he was the greatest hero of the Kerofinelan Vingkotling tribes. In later times they would rename themselves the Heortlings, in respect for him.





Kingdom of Night

Part II: THE FIRST AGE

by Shannon Appel
with help from Greg Stafford
& Stephen Martin

The Years of the World Council of Friends

At first the dawn seemed to be a time of hope, a new Age of Plenty, bringing fresh life to a world that had nearly been lost to chaos. There were ill omens even in those first days, such as when the Enemy snapped off the very tallest spire of Akez Loradak when he rose again, but they were ignored. If Ezkankekko the Only Old One had heeded these omens he might have been better prepared for the trials to come. But, it was not to be.

Instead the Only Old One turned his newly formed World Council of Friends to the task of rebuilding the world. Missionaries spread forth from Kethaela like a swarm of insects, hoping to rediscover the many tribes that had been lost during the darkness. In this way many new people were brought into the World Council of Friends. Prax joined in 35 S.T. All of the people of Kerofinela were members by 50 S.T. The Elder Wilds, populated by the original Unity Council centuries before, officially joined the World Council in 78 S.T. The Entruli in Slontos put aside their old differences with the Only Old One's Heortlings and their High King Jiinalyalf joined the World Council in 94 S.T.

However, the members of the World Council of Friends were not the only ones exploring the world in this new age. Shortly after the dawning two new peoples came to Kethaela.

The first were the waertagi. These were a strange green-skinned race that came from the west. They travelled in huge city-boats said to be made from the bodies of dragons. On occasion the waertagi had visited us before the dawn, but it was not until the first age that they began to do so regularly. The commerce they brought benefited Kethaela. The city of Nochet in Esrolia is

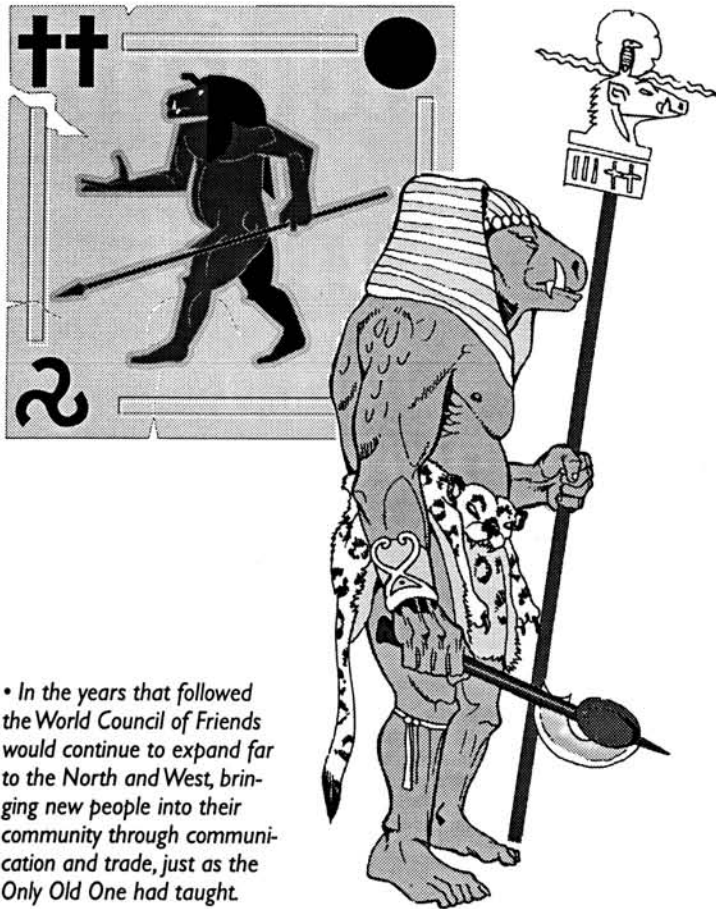
a prime example of a settlement that grew from nothingness to greatness due to the waertagi. By 25 S.T. the waertagi had set up several permanent trading ports in Kethaela along the right arm. Though the waertagi were a valuable new ally, their presence caused the triolini to recede from the Kingdom of Night, finding kinship instead with their new brethren.

The second new people to come to Kethaela shortly after the dawn were the elven awakens. These were green elves who had stayed awake throughout the darkness and were now spreading forth from Fronela to wake their lethargic cousins. We believe that the awakens came to Arstola no later than 20 S.T. for the brown elves who made up the forest were all awake by 30 S.T. Many of the green awakens remained in Arstola afterward, their job complete, content with the honors which were heaped upon them by their new fellows. As the First Age came to an end, this would lead to new conflict, but for now I will only note that the Arstola Forest was once more a part of Kethaela, for the first time since the Lesser Darkness. It took the elves many years to reorient themselves in the new world, so different from the one they had left thousands of generations before. Finally, in 97 S.T., they joined the World Council of Friends.

In 98 S.T. the Council lost contact with the Entruli in nearby Slontos due to an invasion of Pralori. There were seven years of fierce war in Slontos, from 104 to 112. When it ended the Pralori were ascendent. By 115 S.T. the Only Old One considered the area stable enough to reenter. He sent one of the two remaining tribes of Esrolian Entruli to Slontos. King Lalmor and the Vathmai tribe rescued their brethren from Pralori oppression, and so brought Slontos back under the aegis of the World Council. Thus the Kingdom of Night and all its surrounding lands

«Before the Dawn the Kingdom of Night was one of the greatest empires in all of Glo-rantha. It ruled all of Kethaela by right of authority. The First Age, though, would see the glorious realm's magnificent blackness begin to slowly undim. This chronicle is a permanent record of that time, lest the truth be lost within the deception of he who calls himself the Pharaoh».

*Throkblothen Leadhead,
Priest of Ezkankekko*



• In the years that followed the World Council of Friends would continue to expand far to the North and West, bringing new people into their community through communication and trade, just as the Only Old One had taught.

were finally part of a unity greater than any they had ever known.

In the years that followed the World Council of Friends would continue to expand far to the North and West, bringing new people into their community through communication and trade, just as the Only Old One had taught. But, these events are so far from the borders of Kethaela that I will not chronicle them here.

And so we pause for a minute, a little more than a century after the dawn. The World Council of Friends still met in Kerofinela, and the Only Old One regularly attended their meetings in person; it was as if the Age of Plenty was returned. But, alas, like the Age of Plenty, the years of the World Council would be followed by a time of great conflict.

The first sign of the coming conflict occurred in 123 S.T. when Martaler the Blazing Forge, one of the few living Silver Age heroes, decided to rise up against the Only Old One for dwarvish reasons that that we still do not understand. They fought hand-to-hand, and though Martaler could not defeat the Only Old One his slavish human followers used the disruption to drive us Uz from Caladraland.

Another sign occurred in 137 S.T., in Kerofinela, just to our north. That was that year that the great pig Gouger attacked our old allies, the Aramites. Only by calling on the power of the

black demon he had fettered in the darkness was Aram the Soul of Udrum able to defeat the beast. Afterward he used its twin tusks to form the center of the Ivory Plinth.

Almost simultaneously, in 138 S.T., war again embroiled Slontos. The death of the Vathmai King Lalmor led to the dissolution of his kingdom. His heir, Prince Veakmal, later regained the throne, but the next seventy years were filled with so much conflict and bloodshed that Slontos lost most contact with the council. Though their history is hectic and varied during this time, they shall pass out of our chronicle for now, with just one last note: during the period from 138 S.T. to 320 S.T. the lands of Slontos were increasingly influenced by Western ways. Finally, with the fall of the Kingdom of Herolal in 320 S.T., Slontos would utterly sever communication with the Council, retaining loyalty only to its new-found western cousins. So we leave them for now, until the dramatic events of the fifth century after the dawn.

The decline of the second Age of Plenty picked up speed in 150 S.T., when the World Council of Friends decided to move to Dorastor. The Only Old One argued against this decision, for at such a distance he would not be able to offer his full beneficent aid. The other council members turned an insensitive ear to the Only Old One. It was already apparent that they no longer wished to follow the peaceful ways of Argan Argar. It would take fifty years for the move to be complete.

The Only Old One did not sit idly by in these years. In 161 S.T. he made a spectacular offer to the peoples of Kethaela. He opened up the darkness cults of the Uz to all races, offering any joining them full Uz status within his kingdom. By doing so he hoped to strengthen the power of the comforting darkness, and also increase the unity of Kethaela. His offer was widely accepted. Under Varzor Kitor, a charismatic human, a new tribe named the Kitori formed. It was mostly composed of Kethaelan humans, but scattered wind children, dragonewts, and other peoples joined as well. They accepted the darkness with a vigor; their rituals were so great that, during sacred time, they blotted out the entire sky one night.

But, the Only Old One was to be cruelly betrayed. As the sacred time ceremonies reached their climatic conclusion the entire tribe swore its fealty to the fiery war god Zorak Zoran. To compound the betrayal many Uz joined the new Kitori tribe, to sing the praises of Zorak Zoran above Argan Argar. The burning brand of treachery burned deeply in the Only Old One's back for many years after that fateful day.

In 167 S.T. there came an event of such devastation that there would be no turning back from the path of conflict that the world had conspired to take. In that year the light-loving horse riders of faraway Peloria slaughtered a band of missionaries from the World Council of Friends. As a result Kethaela's Varzor Kitor was named Warlord of the World Council of Friends, and he began a five year war against the Pelorians which ended in the death of their emperor. Our only consolation is that in this era of growing conflict the darkness was still able to overcome the light.

One last tragic event occurred in 178 S.T. Aram the Soul of Udrum, one of the few remaining Silver Age heroes of Kethaela, died. A great contest was held among the humans to replace him, but he was irreplaceable. In the years to come his people, the Aramites, would lose their way, and begin to worship the black demon that Aram had imprisoned so long before. It would lead them down a wicked path of blood, cruelty, and war. This degeneration would reach its tragic conclusion in the Second Age.

While the first Age of Plenty ended with a murder, the second Age of Plenty ended with a vote. In 180 S.T. the World Council of Friends was dissolved and replaced with the High Council of Genertela. While the old council had united the world through peace, the new one would do so by war. The Only Old One despaired when he saw what he had created, but the worst was yet to come.

The Years of the High Council of Genertela

Like the Lesser Darkness the years of the High Council were filled with conflict, but new chaos had not yet entered the world. After 200 S.T., when the Council completed its move to Dorastor, Kethaela became a surprisingly quiet place. Tension grew, but quietly. The dwarves and the Caladrians still offered enmity, and refused Uz entry to their lands. The Arstolan elves began to distrust us Uz due to the soft words of the green elves who had taken up positions of authority in the forest. Still, there was no real conflict in Kethaela for over a hundred and fifty years.

There was plenty of conflict to our north, however. The High Council of Genertela began simultaneous military invasions of Fronela, Peloria, and Ralios. These organized campaigns were like nothing the world had ever seen before. The Battles of Elephant Pass (Dorastor, 204 S.T.), Argentium Thri'ile (Peloria, 230 S.T.), Eleven Beasts (Fronela, 300 S.T.), and Zebra Wood (Ralios, 320 S.T.) were just a few of the Council's conflicts during this period.

The Only Old One tried to empty his rock gizzard of the whole affair, turning his attention instead toward restoring unity within his own land. Unfortunately, without any external enemy the people of Kethaela refused to follow his lead, setting aside thousands of years of responsibility and respect.

Little changed until 350 S.T. when runners brought word that the Council was beginning a new project, to create a perfect god. The Only Old One began to dream of his father being restored to the world, and he grew cautiously optimistic. This optimism only grew when he learned that the Council had finally ended its boundless expansion into Fronela and Ralios. When the Council and Dara Happa signed the Treaty of Lakrene in 352 S.T. new hope bloomed.

Numerous ambassadors from Kethaela attended the council including Kwaratch Kang, who was the Only Old One's general, Varonal Zor, then chief of the Kitori, and on one noted occasion The Only Old One himself. The greatest Uz in Genertela were the Only Old One's al-

lies in his quest to bring about a new age of peace, including Charmilla, greatest Xiola Umbar priestess of Halikiv, and Thorktor Thon, a high Kygor Litor priestess of Dagor Inkarth. Some of the growingly unfriendly leaders of Kethaela were there too, including Martaler the Blazing Forge of Gemborg, and Serun Pineneedle and Senalf Hazelnut of Arstola, but they are scarcely worth noting.

Over the next fifteen years the Only Old One realized that the High Council had not changed, and that they were still feasting upon the same diseased carcass that they had begun to eat some two hundred years before. Worse, he learned that the elves and dwarves were conspiring with spies from Dara Happa to bring about a god of war, light, and death. The Only Old One tried to use all of his powers of rhetoric and barter to turn the Council from its path, but it was not enough. In 365 S.T. the Only Old Ones led the Uz of Genertela in a withdrawal from the Council. The dragonwets, most of the Heortling tribes, and a few other scattered humans soon withdrew as well.

Again, it was Martaler the Blazing Forge who offered the first betrayal. Almost immediately he led his dwarves to battle the Only Old One.

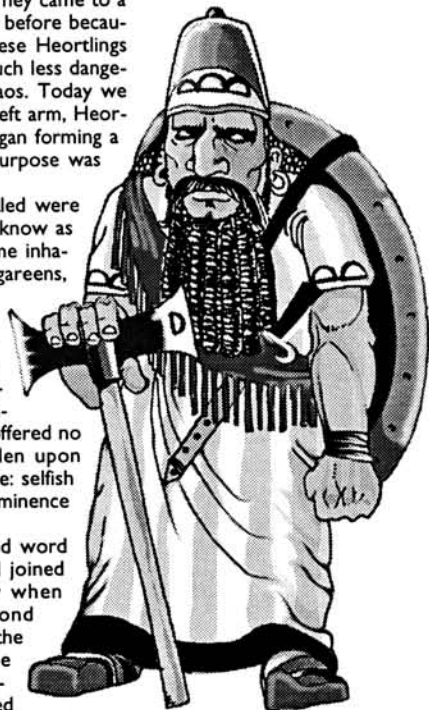
In that same year Lokamayadan, a charismatic Orlanthe leader, began the first Theyalan War by attacking the northernmost of the Heortling tribes. The Only Old One tried to offer what aid he could, but even Kwaratch Kang could not be in two places at once. By the end of the war, in 368, the northernmost Heortlings tribes had been conquered.

Many Heortlings from the lost tribes fled south until they reached the sea. They came to a land which had never been settled before because chaos still walked in it, but these Heortlings decided that the old chaos was much less dangerous than Lokamayadan's new chaos. Today we call this land, which lies along the left arm, Heortland. The displaced Heortlings began forming a new tribe, the Hendriki, whose purpose was vengeance against Lokamayadan.

The lands the Hendriki settled were just north of the islands we now know as God Forgot. They were in this time inhabited by a people known as the Ingareens, who had journeyed from the west long before. Although their new neighbors faced a desolate existence, constantly battling chaos while they tried to formulate a plan to overthrow a nearly invulnerable empire, the Ingareens offered no aid. Instead, they remained hidden upon their islands. Such was their nature: selfish and secretive. It would rise to prominence in the second age.

The Only Old One received word in 370 S.T. that Dara Happa had joined the Council. His despair grew when Lokamayadan initiated the second Theyalan war the next year. By the end of this war, in 375 S.T., the Heortlings would be utterly defeated, the surviving tribes subjugated and become slaves within their own lands, many others fled to the growing Hendriki tribe in

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Heartland or into the dangerous wastelands of Prax.

At the same time another tragic event was reaching its climax; the birth of the councilic god was near. Many of the Uz of Kethaela lent their power to a Dagori Inkarth effort to raise an opposing god, the Black Eater. They were successful in doing so, but it would not be enough. As 375 S.T. dawned the council's long rituals finally came to an end. The sun stopped, and chaos was welcomed back into the world with open arms. The council named their new son Nysalor, god of light, but we recognized him as Gbaji, god of evil. And so, just as in the Lesser Darkness, conflict led to chaos, and a second Greater Darkness descending upon the world.

The Years of the Gbaji Wars

It is hard to describe the Gbaji Wars' effects on Kethaela without describing the war as a whole, but I shall attempt it here.

Under the stopped sun the forces of Uzdom converged in Kerofinela with magical alacrity. With the Only Old One's blessing Kwaratch Kang and Varonal Zor led huge forces of Zorak Zorani. They were joined by legions from Dagori Inkarth and an army of native dragonewts.

The forces of the Council—marching behind Gbaji—and the combined dragonewt and Uz army—marching behind the Black Eater—met at the Battle of Night and Day. It was a disaster.

We eclipsed the sun, but it was not enough. Our forces were crushed by evil chaos tricks and the Black Eater was destroyed. Even worse, following that battle Gbaji cursed the Uz in spite. We learned that Gbaji was also D'Wargon, Womb-biter. The Trollkin Curse which hounds us to this day was the worst result of that day. When the sun began to move again it was dimmer than it had been before, but the price had been much too dear.

By 380 S.T. the Council had reestablished its control over Kerofinela. The battlelines were drawn up for a long war.

For almost twenty years after that Kethaela was untouched. The Heortlings began their two-pair hero rebellions, and we Uz did our part to confound our foes too, engaging in the hit-eat-and-run tactics that have always served us so well. We harried our foes mercilessly, but we were scraps of darkness within a raging flame. Later we would learn that the council had turned its atten-

tion to the west during these years and was busy infiltrating those lands with chaotic missionaries.

This time of holding was not without hope, for it was when Arstola Forest temporarily withdrew from the council to fight an internal war that we do not understand. It was typical elf foolishness. The brown elves battled against the green elves who had awakened them and become their rulers. Though the elves call this time "Sorrow of Aldrya", we call it "Pleasure of Kygor Litor", for we Uz ate well in those days. Most importantly, one of the traitorous peoples of Kethaela was too self-involved to battle us.

Kethaela's brief respite ended in 397 S.T. That was when Lokamayadan grew weary of Heortling rebellion and swept down one last time with a great army. At the Battle of Vanntar the Heortlings were defeated one final time, and with them their dragonewt allies, who were forced into military servitude by Lokamayadan.

After that councilic armies swept through Kethaela, conquering all who had not already joined them. The Only Old One tried to help his followers, but the forces he faced were too great. The brave Kitori fought on the front lines against the Council, but their armies were crushed and their forces scattered. The Council did not end its mad rush through Kethaela until 417S.T., when all of Slontos had been conquered.

In 423 S.T. Palangio the Iron Vrok, a wicked general from Dara Happa, was made governor-general of Kethaela. Only we Uz still stood strong against the councilic invaders, and so he besieged the Uz strongholds. This was why the Night Dragon Society was formed. It offered communication between the Uz that still resisted the council and our dragonewt allies. Of course, it was the Only Old One whose skill allowed this society to exist. Because of the Night Dragon Society the Uz of Kethaela, Dagori Inkarth, and Halikiv were able to make occasional gains against the invaders, but it did little good. The siege would last for almost twenty years before salvation arrived from a very unexpected direction.

In 424 S.T. word came of a man named Arkat leading a western army into Ralios to attack the Council. He tried to force his way through Kartolin pass and was killed. But, there was a certain human named Harmast, a member of the newly formed Hendriki tribe. He remembered the secrets of I Fought We Won that The Only Old One had long before taught the Heortlings. In 427 S.T. he used them to recover Arkat from the Underworld, and then explained to him a new way to reach the Council, by sailing to Kethaela and then moving up through Kerofinela.

Arkat landed in Slontos in 428 S.T. The battles were long, but eventually Arkat defeated the Councilic invaders and sent them fleeing. After that he moved into Kethaela proper. The Council's forces were already weak in the area because the Arstolans were still involved in their own conflict. To everyone's surprise the Caladrians refused to fight for the Council any more. When the waertagi began to raid, and Hendriki, Pelaskites, and Uz joined the army from Slontos, the Council realized that it was doomed in Kethaela. The Gemborg dwarves retreated, and Palangio's mighty army was forced northward. By 439 S.T. all of Kethaela was freed.

After that Arkat, with Kwaratch Kang and

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many other great warriors from the Kingdom of Night, moved quickly toward an even more important battle in Kerofinela. As he did he called several of the Silver Age heroes of Kethaela back into the world. Heort the Swift, Vogarth the Strong Man, and Tessele the True swore to fight alongside Arkat. Through the Night Dragon Society the Only Old One gave word to Dagori Inkarth of the coming conflict. Garazaf Hyloric broke the siege of the kygerlith at Dagori Inkarth to march another Uz army toward Kerofinela. There they were met by Arkat and an army of Dragonewts which had turned against their councilic enslavers. Palangio's doomed army was caught between these forces, and made to fight rather than flee. Arkat called upon Zorak Zoran's power in Kerofinela, and late in 440 S.T. he reconquered that land. The Uz from Kethaela were instrumental in defeating the Council's allies in Ginijji, and as a reward Arkat allowed them to feast upon both the late governor-general and his vrok.

For a time after that Arkat's army remained in Kerofinela, excising the vestiges of chaos that still remained in the land. It was during this period that Arkat and Kwaratch Kang led an expedition into the Elder Wilds to destroy the elves there. By 445 S.T. Saird had been conquered and Arkat was able to move forward again.

The last drive into Dorastor was long and difficult. As Arkat's western allies died they were replaced by Uz and Heortlings. Finally, Arkat realized that he was to weak to win the war as a mere human. In 447 S.T. he decided to become an Uz. It was Kwaratch Kang who led Arkat in his great transformation. Arkat pledged himself to Kygor Litor and was transformed.

After that the council was naturally doomed. Arkat's Uz army crushed the Councilic armies once and for all. Then Arkat pressed into Dorastor. Many good Kethaelans gave their lives in that last assault on Dorastor, among them Kwaratch Kang, our great general. In the end Arkat Kingtroll faced Gbaji alone and slew him. The chaotic reign of the High Council was finally ended. The year was 450 S.T.

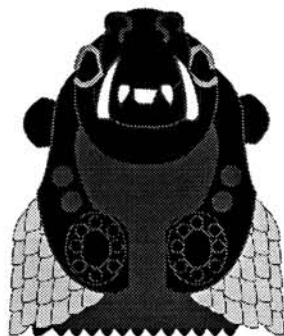
The New Silver Age

The next fifty years were filled with quiet recovery. After his apocalyptic battle Arkat looked at the ruined lands he had left behind him. He gave the Uz of Dagori Inkarth and The Kingdom of Night joint rulership over

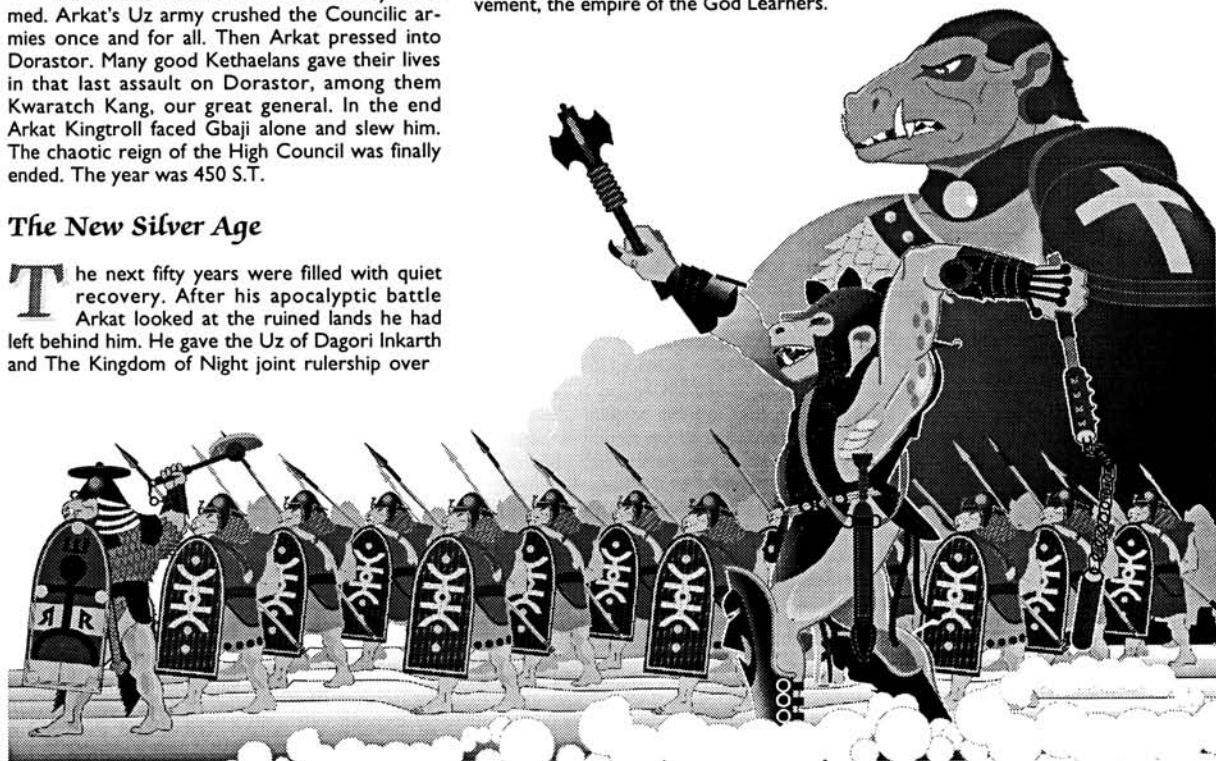
Kerofinela so that they could repair the damage the council had done. With the Only Old One's approval Arkat officially gave Heortland to the Hendriki, as a token of thanks for their efforts in the early battles of the war. Then Arkat disappeared into Ralios, where he formed a new empire of darkness and quietly lived out the last fifty years of his life.

So we leave Kethaela once more in 500 S.T. The land is slowly recovering from the ravages of the Council. By Arkat's decree the Only Old One's rulership once more spreads from western Kethaela to Kerofinela. The elves of Arstola and the dwarves of Gemborg are in hiding, but the rest of the people of Kethaela all joined together once more under the Only Old One. We may name them such: the triolini, newtlings, Pelaskites, and waertagi in and around the Mirrorsea Bay; the primitive humans of Caladrland; Harandings and Esrolians in Esrolia; Uz upon the Shadow Plateau; wind children in the Stormwalk Mountains; and Hendriki in Heortland. The remnants of the Kitori are scattered, their unity lost. In Kerofinela proper we must note two people for their traditional connection with the Only Old One: the surviving Heortlings tribes, many of which have been badly hurt during the Gbaji Wars, and the Aramites, who have by this time fully succumbed to the dark lusts of their black demon.

But, before we close the book on the First Age, we must revisit one last people in Kethaela. These are the Ingareens, who were hidden on the islands that we now call God Forgot, as they had since before the dawn. They have had little impact on history thus far, but in the Second Age they will rise up to become an important force, and more importantly a part of an important movement, the empire of the God Learners.



• After that Arkat, with Kwaratch Kang and many other great warriors from the Kingdom of Night, moved quickly toward an even more important battle in Kerofinela



The Holy Country

by Jörg Baumgartner

THE HOLY COUNTRY is a theocracy in the magical world of Glorantha. It occupies the eastern part of the Region of Maniria, on the southern coast of Glorantha's northern continent Genertela.

The Holy Country has always been a cultural crossroads. It can only be reached from the central part of Genertela through Dragon Pass. To the east is the magical land of Prax and then the vast Wastes. To the west are the Malkioni countries, reachable. To its south lies the great Homeward Ocean in the centre of Glorantha.

The history of the Holy Country is steeped in cultural clashes, both peaceful and warlike. This has been so since before Time.

Inhabitants

The population of the Holy Country varies from subkingdom to subkingdom. Most of the inhabitants are humans, but there are sizeable troll and merman populations. Old nonhuman groups are present in much lesser numbers. Although each subkingdom has a unique culture, they are merged in the major urban centres. The cosmopolitan urban culture has been further enriched by influxes of immigrants from the lands far from the Holy Country.

Culture

Mostly Theyalan culture, but with heavy modifications. Apart from religious differences, the six major subkingdoms underly different external influences. One of the strongest influences is the unification of the Sixths, embodied in the person of the Pharaoh or Godking. Other major influences include Malkionism and the encroaching Lunar Way. The larger cosmopolitan cities include a lot foreign influences, often only superficially following the culture of the surrounding lands.

Languages

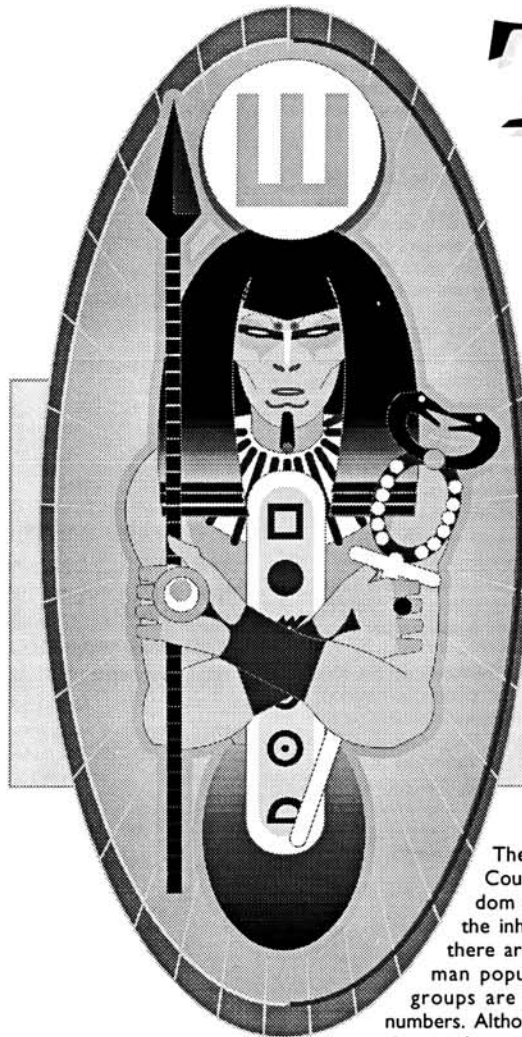
Theyalan and nonhuman languages. Heortlander is a Manirian dialect of the Theyalan language with a few Western and Stormspeech influences; Esrolian has Aldryami, Darktongue and

Earthspeech influences; Caladrian has strong Fire-speech influences; and Kitori is a creole of Darktongue and Theyalan. The Islander dialect of Boatspeech has Ludoch and a few Waertagi elements, and the God Forgot language is a creole of Theyalan and Brithini. The newtlings, Ludoch, trolls, wind children and other non-humans speak dialects of their racial languages. The large cities speak a creole of all the surrounding languages, which amounts to a Theyalan dialect with Western influences and numerous non-human loanwords.

Government

The Holy Country as a whole is a theocracy with a living demigod - known as the Pharaoh or the Godking - as its ruler. The six greater subkingdoms all have a mundane leader taking a seat on the council of the Six, as the Pharaoh's Full Council is called. The council assembles each Sacred Time in the City of Wonders. These seats are the High Admiral of the Boats for the Rightharm Isles, the Ruling Talar of Talar Hold for God Forgot, an elected Matriarch out of the queens of Esrolia, the President of Caladraland, the King of Heortland, and the Only Old One of the Shadow Plateau.

Apart from the larger kingdoms, there are several smaller regions, often of mixed population, which are directly subject to the Pharaoh. These include the Barony of Karse, the city-state of Rhigos, the Kitori Tribe, and the land of Porthomeka.



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roleplayer for 12 years, into RQ for 8 years, into Glorantha for 6 years, but deeply. One-time editor of German zine **Free INT**, co-editor of **Tradetalk**, and holder of the yellow flag on the digest for excessive verbosity.
<http://www.toppoint.de/~joel/omegl.html>

Religion

Five of the Sixths are elementally oriented: Heortland follows the Orlanthi Storm pantheon, Esrolia the Earth pantheon, Caladraland the Fire pantheon (Lodril, Caladra and Aurelion), the Rightarm Islands the Sea pantheon, and the Shadow Plateau the Darkness pantheon. The People of God Forgot on the Leftarm Isles follow no theist religion, but have embraced a variant of the Brithini Way.

Of course this is a gross over-simplification. There are several religions not directly associated to various of these pantheons which still receive worship almost throughout the Holy Country. These include the cults of Humakt, Lhankor Mhy and Chalana Arroy. In the cities there is often a city cult with a minor city deity but a whole bunch of associate deities, usually taken from the surrounding pantheons. There is also the state-bearing worship of the Pharaoh/Godking, which provides magical tribute as well as physical tithes.

Points of interest

Arkat's Hold (medium city): Situated at the eastern end of the Building Wall, this fortified city was designed and built by the ancient hero Arkat, whose spirit is worshipped as one of the city gods.

Asrelia's Retreat (medium city): The capital temple city of the North March sports the most splendid earth temple in Esrolia. The mother of wealth has attracted numerous money-lenders and other bank-houses.

Axe Hall (small city): This temple city on top of the Shadow Plateau houses the largest independent regiment of Babeester Gor axe maidens.

Backford (medium city): Located right on the south bank of the Syphon River, this city controls the main ford across the Syphon. All traffic on the Royal Highway has to go through the city gates, which has ensured a modest income to the otherwise pressured Eorl of the city.

Bandori River: The Bandori Valley is home to the southernmost of the four old tribal federations of Heortland. Unlike the other three, this smaller tribe did not receive a duke when the Hendriki tribe, assisted by the upsurging Aeolian Church of Heortland, took control over the other tribes after Belintar's ascension. The only city in the Bandori lands, Refuge, is controlled by God Forgot Brithini who maintain their status even though the city was conquered by the Hendriki around 1350.

Baron Sanuel's Land: Outwardly one of many Malkioni mercenary/trader lordlings, Baron Sanuel received part of the Volsaxi Valley as a land grant by Prince Terasarin. Even though he adopted Malkioni creed and bearing upon his marriage to a Seshnegi dowager baroness stranded in Nochet, he still is true to his noble Sartarite ancestry, and has the covert support of his family in Aldachur. The Kurtali tribe of the Volsaxi holds a certain grudge against the Baron for taking parts of their lands, but they acknowledge his sovereignty over his land and people.

Belernos (small city): This city in Longsi Land, Esrolia, sits directly on the edge of the Arstola Forest and is Esrolia's marketplace with the Arstolan aldryami.

Blackwell (medium city): Blackwell is the human name for this fortified troll city. At its centre a great well encircled and covered by black stones contains what is said to be the brains of the monster slain by Belintar whose bones form the Lead Hills blocking the former course of the Creek-Stream River. Although a troll city, there are some humans of the Kitori tribe who have taken residence here after their tribe was driven out of the Marzeel valley. They keep contact with their kin in the Troll Woods through the Argan Argar merchants.

Blackwind Marsh: A dark and soggy marshland is all that remains of the once wide river bed of the Creek-Stream River after the monster summoned by the Only Old One was slain by Belintar, in 1318. Only a small amount of the earlier water seeps through the Styx Grotto into the old river bed and trickles into the steadier flow of the Marzeel River, formerly only a tributary of the River.

Bottomland Marsh: The tidal flats at the foot of the Shadow Plateau, surrounding the northern half of Frog Island. At high tide it is grazed by seatrolls living in flooded tunnels below Shadow Plateau, while at low tide newtlings from Frog Island harvest the trapped seafood.

Brol (medium city): This city at the confluence of the Eagle and Whitefall Rivers is famous for its sheep market.

Building Wall: This structure erected itself by magic during the Building Wall Battle in 1605 and thwarted a large-scale Lunar invasion into Esrolia. Its appearance varies along its length, sometimes like a coral with pointed spikes (rumoured to be venomous to touch), sometimes like an earthen rampart topped by Esrolite square shields. The Pharaoh ordered several units of militia to stand where the wall would rise, and included them and their spirits into the wall.

Bullflood River: The Bullflood gains its name from its source, Stormwalk Mountain,

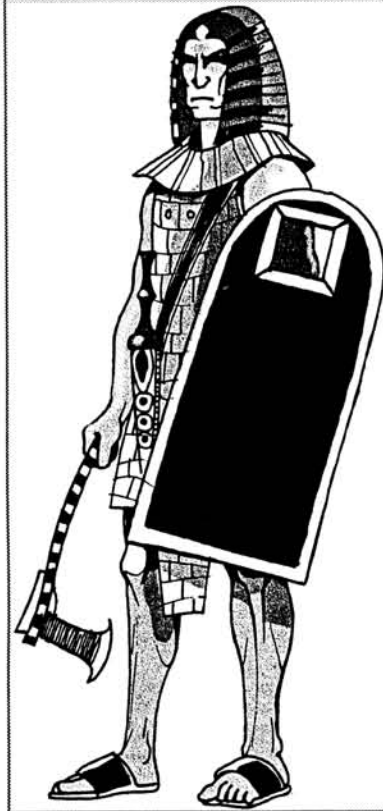
POPULATION OF THE HOLY COUNTRY

Humans

Caladraland	450,000
Esrolia	1,800,000
God Forgot	50,000
Heortland	500,000
Rightarm Isles	30,000
Shadow Plateau	2,000
Total:	2,832,000

Nonhumans

Pygmies (Wasp Riders)	5,000
Wind Children	8,000
Trolls (Shadow Plateau)	90,000
Trolls (Troll Woods)	30,000
Ludoch (Rightarm Isles)	35,000
Newtlings (Mirrorsea Bay)	25,000
Ducks	10,000
Scorpionmen	15,000
Total:	218,000



where the Storm Bull once wrestled the head of a mountain god. On its upper course are the settlements of some of the most traditionalist Orlanthei clans of Heortland, whereas its lower course through the plateau goes through the heartlands of the Hendriki tribe. On its long delta below the plateau fisherfolk of islander stock and newtlings ply their trade. The Bullflood can be shipped by small river craft a good way into the plateau, up to five miles from the city walls of Durengard.

Caladraland: The southwestern of the six great subkingdoms of the Holy Country is a heavily forested mountainous region with much volcanic activity. A chain of very high active volcanoes is connected through lesser peaks and craters, some active as well, some dormant since before the Dawn. Rich volcanic soil and continual rainfall have given rise to a temperate to subtropical rainforest teeming with life. The human inhabitants' semi-nomadic burn-and-slash horticulture has prevented large permanent cities except around their temples, namely the Low Temple in Vinavale, west of the Vent, where the president resides, and the High Temple upon the crater of the Vent where the religious leaders rule the land. Compared to the farming or herding communities around them, Caladraland is sparsely settled. The mundane government is headed by a president elected by the clan leaders among themselves. Each clan may provide the president for only one term, and no kinsman of a president (even from a different clan) may succeed him. The president must be approved by the religious leaders as well as by a folkmoat. The priesthood of the Volcano gods Lodril (originally Caladril) and the Volcano Twins Caladra and Aurelion has magics to suppress or summon volcanic activities. Their religious influence extends long outside of the region controlled by the Holy Country, well past the Voilor River which comes out of the Solanthei lands. The culture is patriarchal and somewhat warlike. The main unit of society is the clan, led by the clan chief and his advisors. The clans field well-trained units of spearmen which find occupation among the Pharaonic troops as well. Caladrian warlords conquered Porthomeka, the southernmost part of Esrolia during the Pharaoh's ascension and installed themselves as the warrior-nobility of Porthomeka, while the native Esrolite inhabitants continued their way of life. The westernmost part of Caladraland has been conquered in turn by enterprising Wenelian barbarians who installed themselves as the ruling nobility. Now the rulers of state of Thonble defend themselves and their Caladralander subjects from the raids of their barbarian kinsmen, taking much of the pressure on Caladraland. The Caladrian natives of Thonble still follow the religious leadership of the High Temple.

Casino Town (medium city): This infamous small town is known as a gamblers paradise. It is run and protected by the Brithini lords of God Forgot, who receive the largest part



of their income from their cuts on the winning. The bank has been broken only once, by Belintar, and the bankholders still pay interest on their losses to this day. Like surprisingly many of the cities in atheist God Forgot, Casino Town has a patron spirit in Our Lady of Credit. This goddess of wealth, luck and chance "giveth, and she taketh away." Casino Town attracts adventurers and gamblers from all over the known world. It is one of the few places where one can encounter Wolf Pirates, barbarian warlords or decadent Lunar nobility in relative peace, provided by the attention of centuries-old Horal guardsmen backed by powerful Brithini sorcery.

Choralinthor Bay: The wide and relatively shallow inland sea forms the core of the Holy Country. Almost one third of it falls dry at low tide, and an enormous current runs out through Troll Strait which can be used by skillful captains to save up to a day on their outward journey. Also known as the Mirrorsea Bay, the waters keep calm even when the storms are raging across Kethaela. This is due to the influence of Choralinthor, the god of this sea. The son of

the Land Goddess and a Sea lover is calm and friendly. The fisherfolk hold him dearly for he rewards them with excellent catches as well as comparatively safe passage, and the Ludoch praise his sokid strength.

City of Wonders (medium city): Located on the magically raised Loon Island, this city was created by the Pharaoh as his capital. It is dominated by enormous magical constructions, symbolizing the magical strengths of the six main subkingdoms. The Pharaoh has a magical bridge which can reach into the heartlands of each of the six subkingdoms.

Clanking Ruins: The remains of the city of Locsil, also known as Machine City, are a cursed and haunted place. In the Second Age the God Learners built a great city to the Machine God Zistor, a dreadful contraption of devices and magic which devoured spirits and even gods. Only after a ten-year siege the God Learner abomination could be overthrown, and only by a cooperation of all races and peoples of and around the Holy Country. The victors cursed the place, and only the most daring or desperate adventurers enter the ruins. Few return.

Dammed Marsh: When the monster slain by Belintar turned into the Lead Hills, the Creek-Stream River was blocked in its course down to its mouth into the Mirrorsea, at the city of Karse. The waters gathered north of the Shadow Plateau and turned it into a great marsh. Only when Belintar dug the New River the waters found a new way to the sea, but the land where it had been dammed remains a marsh to this day.

Deeper (medium city): The capital of the Mirrorsea Ludoch lies at the bottom of the Troll Strait. No ship can enter the Mirrorsea except by their notice, or across the treacherous tidal flats between the Rightarm Isles.

Dizbos (small city): This frontier city in South Esrolia has been plundered each time a Ditali or Solanthei invasion was launched into the Holy Country. It sits at the end of the northern route of the Wenelian Trader Princes.

Donbry (small city): This city in the heart of South Esrolia has an annual great fair at which the grain haulers and the mill owners bid for the grain harvest. Located on the back of the Thorab Hills it provides the easiest route from North Esrolia to the Trader Princes' roads to the West.

Duchamp (medium city): Overlooking the ford across the Minthos River, this city controls the trade of the southern duchy of Heortland with the mainlands.

Durengard (large city): The royal capital of Heortland, and seat of the archbishop of the Aeolian Church.

Ernalda (small city): This square-walled city has the greatest temple to the Earth Mother in all of Esrolia.

Esrolia: The most densely populated land in Western Genertela is almost entirely dedicated to grain fields. The special blessings of the Earth Goddesses allows for two harvests per year even though the climate is little different from the surrounding lands. As a result, practically no pasture exists in the lowlands, and the many villages are within sight of their neighbouring villages. The land is dominated by three rivers, the Gorping and Malthin Rivers joining the Mirrorsea north of Rhigos, and the New River which enters Choralinthor at Nochet. The Rivers are separated by two comparatively low watersheds, the Willford Hills stretching south from the Skyreach Mountains, and the Thorab hills forming the backbone of South Esrolia. The culture is matriarchal, and the priestesses claim that they alone follow the ancient ways of the Earth mother. Men are restricted to a secondary role in the husband cults of the earth goddess. In the hillier terrain of Longsi Land and the North March, the farmland becomes interrupted by some pasture, and an agriculture more similar to the Orlanthi farmsteads dominates the picture. The women are still in control, but the men take more interest and part in the administration of the land - they are considered brutish and unruly by lowland standards, although the Orlanthi barbarians still consider them effeminate. Esrolia is the single greatest exporting nation of grain. Esrolite wheat is shipped from the Mirrorsea ports to the countries in the west. Most of the grain trade runs through the ancient port of Nochet, where the Capratis family from Pasos holds the grain shipping monopoly, but the independent ports of Rhigos and Storos outside of direct control of the council of queens are trying to circumvent this monopoly, with some success. The Esrolite cities are ruled by the queens as well, but they have become a refuge for the men who don't conform to the women's standards. Cults like Lhankor Mhy or Humakt form an outlet for male independence, and their adherents are tolerated with only mild disdain by the female rulers. The port cities have more than their share of outsider influence and immigrants, leading to entire city quarters under independent control in Nochet.

Footprint: A deep depression, about 20 miles wide and almost 60 miles long, whose origin is said to have been Larnste's foot stamping down on a squirming thing from beyond the world. When the Soul Arranger stamped down, the Storm Mountains folded up, but the squirming thing reached around and bit the god who limped off howling in pain. Afterwards a god grabbed the masterless spear of Lodril and drove it deep into the sore left by the thing, releasing the imprisoned fires of the volcano god. A storm god (likely Kolat) blew the ashes and dust into the depression and petrified the woods

around the chaos sore which became the Foulblood Forest. While his magic could not destroy the festering chaos, it could confine it in its place by denying it the life to infest.

Foulblood Forest: Where the poisoned blood of Larnste fell to the earth, horrible mutations befell the forest there. The chao-



tic inhabitants of this place know it as Forest of First Reward. It is a holy place for several chaotic cults, whose adherents linger around its fringes.

Frog Island: The largest island inside the Mirrorsea Bay is connected to the Tangle by the Bottomland Marsh, tidal flats inhabited by seatrolls. It is inhabited by a newtling tribe led by a priest king who pays homage to Flesiska, protectress of amphibians.

God Forgot: The only Sixth of the Holy Country without any elemental affiliation. Its people did worship gods like all the other peoples around the Mirrorsea, but their gods were all slain or lost during the Darkness. When the Waertagi came after the I Fought We Won Battle with Brithini Talars searching for their lost founder, the people gladly accepted them as leaders and their atheist creed.

Gorping River: The southern of the two main rivers of Esrolia springs high on the slopes of the Mislari Mountains, deep within the Arstola Forest. It runs through the Ditali Lands, where it is joined by the Warm River, and runs through a deep and unnavigable gorge from Thelos to the great bridge. At its mouth into the Mirrorsea Bay it is joined by the Malthin River, the other main river of Esrolia.

Heortland: The eastern region of the Holy Country is called Heortland after the ancient hero-king who led his Orlanthi people out of the Darkness. Originally a term for all the Heortling (Orlanthi) lands of Kerofinela, the modern Heortland is restricted to the land southeast of Dragon Pass. The western border of Heortland is formed by the Mirrorsea Bay. White cliffs up to three hun-

dred metres high overlook a stretch of marshland and dunes interrupted by the wide mouths of the five rivers of Heortland which have cut deep gouges into the plateau, effectively dividing it into separate peninsulas. The plateau is mostly flat, with only low rolling hills brought here by the Glaciers of the Darkness. The land is as densely settled as Orlanthi agriculture allows, sometimes even denser where the heavier western plow has found acceptance. Few forests survived the millennia of plow and axe. The further east one comes in Heortland, the rougher the terrain grows as one enters the foothills of the Storm Mountains. Already twenty miles inland from the Royal Highway connecting the plateau cities forested hillsides enclose still fertile valleys. Sheep graze the rich pasture, and wealthy farmer clans control the valleys. Higher up in the foothills farmland becomes sparser as the land gets rougher. Finally the high valleys of the Storm Mountains allow only little farming and herding. The craggy peaks of the Mountains serve as the eyries of the Wind Children, winged humanoid descendants of the lesser Storm Gods who have inhabited these mountains already in Godtime. The cities of Heortland dominate either the coastal stretch or the lowland plateau. Each (with the exception of Mt. Passant) is located at one of the rivers, usually just above the navigable part. The northern part of Heortland is formed by the Marzeel Valley, a steadily rising lowland between the Shadow Plateau and the Storm Mountains, with many rolling hills roughening the terrain as the land rises to meet Dragon Pass. The eastern portion of the Valley is covered by the Troll Woods, a forbidding dark forest of predominantly fir trees which has been the home to trolls since the Darkness, whereas the western part is fair farmland. The culture of Heortland is mainly Orlanthi. The High King of Heortland, traditionally of the Hendriki tribe since Arkat liberated the land from Palangio the Iron Vrok, is the nominal ruler of all the peoples east of the Mirrorsea Bay and the Shadow Plateau, but in reality only the southern part of Heortland is under his direct control. The lowland people of the Plateau are very civilized, and some have been thoroughly westernized. The Hendriki tribe was put into rulership after the reign of Palangio the Iron Vrok, and they have been friendly to Western influences ever since. Unlike the small tribes in the tradition of the Orlanth Rex cult which are predominant in most of the Barbarian Belt, the Heortland Orlanthi have formed clans of comparable size which only rarely formed into greater cooperations below the common kingdom. When Belintar first entered Heortland around 1316, there were four greater tribes in Heortland. The Hendriki controlled most of the central plateau and the coast, the Solthoni were centered upon Jansholm, the Minthings upon Duchamp and the Bandori along the Praxian border. These tribes had formed from smaller federations to rival the Hendriki, who alone had maintained a larger cohesion than

that of the clan after the Dragonkill War. The Hendriki were allied with the Only Old One, but Belintar undertook a great heroic quest to draw them on his side. He succeeded with the help of the Aeolian Church of Heortland, then just a wizardrous subcult of Orlanth, and gained Hendriki help or at least neutrality in his struggle with the Only Old One. The Hendriki, whose new king was a staunch supporter of the Aeolian Church and a close ally of the Wenelian Merchant Princes, started a campaign to unify all the tribes under his personal kingship, and he succeeded to subdue the other three tribes by 1325, sending waves of refugees north into Dragon Pass. His son and successor continued his expansion policies and conquered the God Forgot-held southern part of the Plateau around Mt. Passant with his mounted knights. This time the refugees went both north and east, into the Praxian Marches. Refuge was taken and became the seat of his younger son.

High Temple (medium city): Situated on the crater walls of the Vent, this temple city has basements filled with boiling lava. The high priesthood of the volcano gods controls the magics and priesthoods of all the volcanoes along the Manirian coast, even outside of the Holy Country.

Holy Island: This island marks the birthplace of Choralinthor.

Hot Point: A dormant volcano on the northeastern border of Caladraland.

Ironfort (small city): This heavily fortified port is the seat of the Admiral and his outer warfleet.

Jansholm (large city): The centre of the northern of three Heortland duchies sits atop a river island just above the Solthi rapids. The Royal Highway enters the city over two ancient stone bridges of apparently dwarven built.

Jorsh (medium city): The capital city of South Esrolia became a border city during the Kethaelan Civil War during and after the ascension of Belintar.

Karse (large city): The city of Karse is the centre of the Barony of Karse. This seaport has a long (though interrupted) history as the turntable between central Genertela and the Seas. Originally located on the opposite bank of the River mouth, the city of Karse was resettled only after Belintar had killed the Only Old One and redirected the Creek-Stream River. The new city was founded by dissident nobles from Heortland who received a land grant of the Karse along the Marzeel mouth. The new city soon attracted settlers from all over the Holy Country. With the Opening, Karse has experienced a second growth, out of its city walls. It now serves as the most important

place to offload goods destined for Dragon Pass or Peloria, once again.

Kenstone Island: This island east of the Troll Strait has a strong fisherfolk population of Islander stock, but is ruled by a Hendriki noble as part of the Kingdom of Heortland, and is the base for the small fleet of stout boats forming the royal coast guard.

Kethaela: The ancient name of the Holy Country after Kethaa, a goddess of the land



whose descendants are claimed to live in Wenelia. Another name of the region was the Shadowlands (especially during the rule of the Only Old One).

Knight Fort: This ancient and forbidding fortress looms over a squalid Praxian oasis inhabited by the enigmatic Oasis folk of Prax. It was erected in an earlier age as the defence against Praxian raiders. After a long period remaining unoccupied by any troops, the fort was taken and repaired by Heortland forces around 1360. Since then it has served as the main base for the royal forces protecting the marcher settlers. Recently it has been crewed by mercenaries, including both Brian of the Volsaxi and Sir Richard the Tigerhearted.

Kosh (large city): The capital city of Longsi Land also marks the upper reach for river travel on the Eagle River.

Leskos (medium city): This Heortland seaport at the mouth of the Bullflood River lies on a peninsula between the river bed and a lagoon. It occupies the best quay sites for deepwater ships with goods heading to Durengard.

Lighthouse (small city): A dormant volcano on the south shore of Caladraland which has become sort of an urban centre of the

surrounding clans, providing a market place where sailors who brave the Poison Shore can trade with the landbound population. A magical flame directs the ships into the safe harbour below the city.

Longsi Land: The northwestern province of Esrolia between the Malthin and Eagle Rivers is less densely populated than the central provinces, allowing for some pasture between the fields.

Loon Island: Belintar the Stranger raised this island out of the centre of Choralinthor Bay in order to fulfill an ancient prophecy. It now is the site of his magical capital, the City of Wonders.

Low Temple (medium city): The mundane capital of Caladraland dominates the most civilized region of Caladraland, the Vinavale.

Lysos River: The Lysos River springs in the Skyreach Mountains above Arkat's Hold and joins the New River which has taken its course through the old river beds of the Runnel and Lysos Rivers to the city of Nochet.

Machine Ruins: Also known as Clanking Ruins, these ruins are a most drastic reminder of the blasphemy of the God Learners. This capital of the Zistor or Machine God cult was besieged at the end of the Second Age, and afterwards the ruins were cursed and trapped by dwarf automatons, disease spirits, shadows and other demons. While there still might be magical treasures of the bygone age waiting to be found, nobody but the most desperate or the most bold have dared to go there.

Malthin River: One of the two main rivers draining Esrolia, the Malthin River springs in the Mislari Mountains north of the Arstola Forest. Upwards from Roskoth in Longsi Land it isn't navigable except in early sea season, and even then only by canoe or raft. Roskoth can be reached by small river craft, whereas larger river craft or even smaller seagoing ships can make their way up to Mygalos, where the Malthin is reinforced by the waters of the Whitefall River its tributary, the Eagle River. The only crossing (except by ferry) downriver from Mygalos is at Pennel Ford. The Malthin River drains into the Choralinthor Bay at Rhigos, where it is joined by the Gorping River.

Marcher Barons: The Marcher Barons of Prax are Heortland nobles who settled here during the later phase of the Heortland Civil War. Protected by the mighty Knight Fort, refugees from the civil war settled under the supervision of merited followers of the conqueror king. The barons form a warlike and somewhat rough community of individuals who put great prize at their freedom to act as they see fit. They only unite when their land is threatened by Praxian



raiders, and even then sometimes reluctantly.

Margar Fort (small city): This fortress marks the border between the Porthomekan supremacy and Caladraland proper.

Martof River: The main tributary of the Minthos River in southern Heortland.

Marzeel River: The Marzeel River springs in the northern ranges of the Storm Mountains and gathers strength in the Troll Woods. Originally only a tributary of the Creek-Stream River, the Marzeel now provides most of the water flowing into Choralinthor Bay at Karse, and few people remember that this once was Lorian's way when he followed the beckons of Magasta.

Marzeel Valley: The northern part of Heortland is dominated by the Marzeel Valley. After the Dragonkill War, all human settlers had been driven out of Dragon Pass, or slain, and few wanted to settle that close to the dragon-haunted lands. Those who did best were the humans of the Kitori tribe, who had maintained a common tribe with trolls since the Dawn Age. They controlled the human settlers of Esrolite or Heortling stock who held out under the suzerainty of the Only Old One. Originally the valley of the Creek-Stream River, Belintar's victory over the Only Old One blocked that river with the Lead Hills, and made it even less popular for human settlement, so the Kitori tribe remained in power. Only with the resettlement of Dragon Pass by humans the valley experienced an increase in traffic and population. When the kingdom of Sartar was founded in the Quivin Valley, regular traffic travelled through the valley, and the Kitori took their share of the trade, and often more. In the late reign of Prince Saronil, his younger brother Tarkalor organized the sun worshippers of Sartar and the suppressed farmer clans of the valley in resistance of the troll-friendly Kitori, and with the aid of the newly re-settled Sun Dome Temple pushed the Kitori tribe back into the lands of their troll allies. Ever since, the Volsaxi tribal confederation ruled the valley

from the ancient hilltop-fortress and city of Whitewall.

Minthos River: The southernmost of the five rivers of the Heortland plateau springs in the southern Storm Mountains and is joined by the Martof River at the edge of the foothills. It is navigable for sea-going ships up to the port city of Vizel, and for smaller river craft up to a few miles below Duchamp. The river marks the border between the duchies of Mt. Passant and Durengard.

Mirrorsea Bay: Another name for a Choralinthor Bay, also just called the Mirrorsea.

Monros (medium city): This city controls a ferry across the New River as well as the customs for the river barges traveling to and from Nochet.

Mt. Passant (large city): The capital of the southern duchy of Heortland overlooks the southern plateau from a solitary rock. Founded as an Orlanthi hilltop city in the First Age, it was given to the Talars of God Forgot after the expulsion of Palangio the Iron Vrok during the Gbaji Wars. It remained independent from the Kingdom of Heortland until its conquest in 1356, after two seasons of siege warfare.

Mygalos (medium city): This river port is the farthest possible place reachable by large river barges or small seagoing craft. It serves as a main shipping facility for the grain of inland Esrolia.

Necropolis (small city): The living inhabitants of this complex of temples and catacombs are outnumbered by the thousands of dead resting in and below the city. The Esrolian cult of Ty Kora Tek has its centre here.

New River: When the Creek-Stream River had been blocked by the Lead Hills, Belintar dug the upper course of the New River to release the Dammed Marsh into the river beds of the Runnel and Lysos Rivers, connecting Nochet with the great River.

New Crystal City (medium city): This city was built with dwarfen aid from Gemborg during the reign of Palangio the Iron Vrok. It is famous for the multi-faceted gems lining its towers.

Nochet (metropolis): The greatest city in this part of the world, and rival to most other metropolises, Nochet was founded around a Waertagi drydock and seaport during the Dawn Age. While still ruled by a matriarch advised by a council of queens from Esrolia, the city has several autonomous enclaves, some ancient, some of more recent origin. Within the city walls members of all Kethaelan nations can be encountered, as well as traders from the West (Nolosites in Tumerwal, Quinpolic merchants in Alata ruled by Don Capratis, Va-

deli, Handrans) or even further overseas (Umathela, Fonrit, Teshnos and Teleos). Altogether, more than 100,000 souls make this city buzz. Nochet is the home of the largest temple library of the Lhankor Mhy cult.

Pedestal (medium city): This port a mere 10 miles south of the gates of Nochet is firmly controlled by an Esrolian queen and forbids permanent settlements of non-Esrolites. These measures haven't yet helped to break the monopolies western merchants have bought from the council of queens, though.

Pennel (medium city): Situated at the main ford connecting South and North Esrolia across the Malthin River, the queen of Pennel controls most of the grain transport from South Esrolia to the grain docks at Nochet.

Poison Shore: The coastal waters of the Solkathi Sea between the Mournsea and the Rightarm Isles form a treacherous shore. In addition to sharp cliffs and reapers who bait passing ships into seemingly safe anchorages, the extent of the Closing can take unexpected sweeps inwards and surprise coastal craft. The Ludoch shun this area as well, fearing the underwater eruptions of boiling water and acid gases, which gave the name to the stretch. Murthdryami forests benefit from the mineral-rich exhausts, though.

Porthomeka: This land between the Gorping and Shining Rivers was a southern province of Esrolia before the Kethaelan Civil War during and after the ascension of Belintar, when it was conquered by Caladrian warlords.

Queendom of Jab: The efforts of scorpion-queen Gagix Twobarb in subduing three other queendoms by devouring their queens after personal duels have formed this sizeable state of scorpionmen on the slopes of the Storm Mountains. The amounts of half-wit scorpion breed released in Dark Season has experienced a steady rise since she has come to this power.

Refuge (large city): Refuge was founded as an exile colony by an unknown group, even before the Darkness. Several groups claim



this privilege, including an unorthodox sect of Brithini, the Eurmial cult, and indigenous natives who claim kinship to the Oasis Folk of Prax. The old port of the city and the Lighthouse in the bay are of Waertagi origin. Even though conquered by Heortland in 1360, the city is still controlled by Brithini lords, who take care to please the conquerors sitting in their castle. The city itself appears to be lawless, and in certain quarters thieves and other criminals hold almost unlimited power. There are also fisherfolk and Heortland exiles among the residents.

Rhigos (metropolis): This metropolis is located on a peninsula reaching into the river mouths of Esrolia's two main rivers, but its hinterland is controlled by the warlords of Porthomeka. The city is ruled by the Demivierge, a religious position as well as mundane, and has a great temple to the virgin aspect of the land goddess. The Demivierge is directly responsible to the Pharaoh, and has to report in the City of Wonders in person each year, to deliver the city's tribute and services. Rhigos has maintained a careful independence of both the Porthomekan warlords and the council of Queens in Esrolia. Its seaport lacks the great drydock facilities Nochet has inherited from the Waertagi, but still is impressive. Generally, Rhigos strives to get equal with its rival, Nochet, but so far there has been no great success. While easily the second greatest city in the region, Rhigos lacks both the lustre and the size of Nochet to really get even. This has produced a touchy pride in the locals who will go at great lengths to avenge even imagined slights against their city. As a result, Rhigos has produced perhaps more duelist than any other place in the world, and the Rhigosite style of fencing with two light swords is considered deadly even among staid Humakti.

Rightarm Islands: Often simply called The Islands this archipelago is one of the six subkingdoms of the Holy Country. Outsiders tend to think of the Islands as a land of human fisherfolk and sailors inhabiting the numerous

islands connected by tidal flats riddled with ever-changing canals. Most are unaware of the Ludoch mermen who populate the slopes of the peninsula and cooperate with the human inhabitants. The human ruler is known as the

High Admiral of the Boats. He was made the admiral of the Pharaonic fleet as well when the Closing was overcome by Dormal the Sailor. The real power in the islands is exerted by the Ludoch mermen whose merchieff rules from the city of Deepest. The islands - known as dry spots - are controlled by the merfolk as well, and Seapolis, the largest city of the legged folk is part underwater and part on the islands. Giant guardian cranes stalk the salt marshes of the tidal flats, ready to attack any intruders.

Roadend (village): This village on the border between the Volsaxi confederation and



the Principality of Sartar marks the end of the royal Sartarite road from Wilmskirk, which is continued by a much older but very worn-down trade path through Volsaxi lands.

Runnel River: Formerly the border between Esrolia and the Grazelands in Dragon Pass, this tributary of the New River now marks the extent of a no man's land beyond the Building Wall.

Seapolis (medium city): The largest settlement of the human inhabitants of the Rightarm Isles lies on a couple of islands. The canals and pools in between are the home to about as many Ludoch mermen. In its knowledge temple the current Prince of Sartar, Temertain, survived the systematic assassination of the members of the royal house of Sartar.

Shadow Plateau: One of the six subkingdoms of the Holy Country. This tabletop plateau is inhabited by uncounted trolls and trollkin, and its surface is prowled by wandering shadows. Once the mightiest volcano of Kethaela, this was the site of several battles between Lodril and Argan Argar for the hand of Esrola. The Darkness God shore off the top of the volcano after chaining Lodril, and forced the volcano god to build the Castle of Black Glass, also known as Obsidian Palace, atop the Plateau. This wondrous city reached up into the sky with its highest spires, and its basements led down into Hell. The Only Old One, son of Argan Argar and Esrola, ruled Kethaela from here during the Great Darkness and well into the Third Age, until challenged and conquered by Belintar the Stranger. During the final struggle between Belintar and the Only Old One, the fabulous spire of the Obsidian Palace was shattered, and black dust was spilled all over the surface of the plateau, covering what meagre vegetation endured

there. All that now remains is a land of ghosts, black sand swirling about the top of the plateau, and a great bubbling tarpit where the centre of the palace once stood.

Around the plateau the land steadily rises towards Dragon Pass. While the southern edge of the plateau rises about 1000 metres above the narrow coastal stripe known as the Tangle, its northern side stands only a few hundred metres above the valley. Its northeastern end is continued by the Lead Hills, the petrified remains of the great monster summoned by the Only Old One but slain by Belintar. Inside and below the plateau uncounted tunnels and grottoes are inhabited by trolls and trollkin. The most famous of grottoes is the Styx Grotto, a stretch of caves washed out by the River when it was dammed by the Lead Hills. After the New River had been dug, the River still runs part of its course through the grotto, and some trickles still seep through below the Lead Hills into the Blackwind Marsh.

Shining River: The Shining River springs in Vinavale in Caladrland, and flows through Porthomeka to its mouth into the Mirrorsea at Storos.

Sandpaper: This island of the Rightarm archipelago was the place where Belintar the Stranger swam ashore during the Closing.

Skee Island: An island of the God Forgotten archipelago.

Sklar (village): This settlement on a bay in northwestern Heortland is inhabited mainly by fisherfolk, but the rich marsh pasture has attracted a number of Hendriki herders to settle here. The current Archbishop of the Aeolian Church was born and raised here.

Smithstone (medium city): This city in Volsaxi lands is famous for its masonry. The river beds around it provided the white quartzite which makes the facing of Whitetwall so impressive.

Sober Island: This island in the Mirrorsea Bay lies halfway between the port of Karse and the City of Wonders. It has gained its name from the fact that by the time a ship outbound from Karse reaches this island, even the most intoxicated victim of shanghaing will have sobered up enough to recognize his new fate.

Solung (medium city): Situated south of the Shining River, this city collects the tribute of the native farmers of eastern Porthomeka to be traded in Storos.

Solung Plateau: This volcano lost its peak in a legendary explosion during the Grey Age. The remaining trunk has been lying dead ever since.

Solthi River: One of the five rivers cutting into the Heortland plateau, the Solthi springs in the Troll Woods and runs around

the island of Jansholm through a narrow gouge into the Mirrorsea Bay.

Stone Cross (altar): This altar was erected by the Pharaoh to commemorate his treaty with Ironhoof, the centaur King of Dragon Pass. It stands on the Crossline, a formerly magical border erected by the dragonewts after the Dragonkill War.

Stonewood: This petrified forest in the Footprint gives silent witness of the Footprint myth. It originated when a Storm God (likely Kolat) blew the cloud of dust, ash and poison that emerged from the place where Lodril's Spear pinned down the Squirring Thing over the forests surrounding the sore left by the poisoned blood of Larnste's foot. It has since served as a killing ground for the chaos emanations from the Foulblood Forest. It is rumoured that, if entered at certain times from certain directions, the petrified forest is alive (but stony). The rare wanderer into these parts rarely return, falling prey to wandering stone monsters.

Storm Mountains: This chain of mountains separates the land of Heortland from the Plains of Prax. There are several myths about their creations: When Larnste stamped his foot on a squirming thing he saw, when Caladril's/Lodril's children rose from within Esrola's womb, when Orlanth raised this chain to connect his mother Kerofin with the Cosmic Spike.

Stormwalk Mountain: This mountain is a sacred place to the Storm Bull. It is the site of his victory over a son of Lodril, whose head he wrestled off when he came into these lands. As a result, the top of the mountain now forms a spiral pathway to a plateau on the top. The spiral pathway and the plateau are the home to the largest known herd of skybulls. They are guarded by the demigod hero Gorangi Vak and his dog.

Storos (medium city): The only Mirrorsea Port under direct control of the Porthomekan lords, situated on the mouth of the Shining River, has so far failed to rival the ports of Rhigos or Nochet.

Sylthi (medium city): This city on the Whitefall River marks the highest point upriver the grain barges can travel.

Syphon River: This river is unique in its retaining the original Godtime direction, flowing from the sea to its source. When Magasta called all the seas and rivers of the world to his aid to plumb the hole the implosion of the Spike had left, the Syphon River too headed with all his force to fight the chaos. Unfortunately the chaos at its source was stronger than the distant pull at Magasta's Pool, so that it alone still runs to its headwaters.

Talar Hold (small city): This heavily fortified city houses a colony of immortal Brithi-

ni lords and their most faithful servants. They rule the (Theyalan) people of God Forgot ever since the Dawning, after they had lost their gods to the Chaos Wars.

Tarpit: A whole filled with bubbling tar is all that remained of the staircase to Hell in the centre of the Obsidian Palace after Belintar's final battle with the Only Old One. The Castle of Black Glass was pulverized, and its remains now cover the top of the Shadow Plateau.

Thelos (large city): The capital city of Porthomeka lies at the western (lowest) end of the Gorping Gorge, a passage of the Gorping River unpassable to all river boats. All river travel has to use the overland route to the Gorping Bridge, where it



can be let to water again.

Tosk Island: The main island of the Leftarm Isles, aka God Forgot archipelago. From its capital Talar Hold all the archipelago is controlled.

Troll Strait: The only deepwater access to the Mirrorsea Bay experiences a strong current at each falling tide, washing above the Ludoch city of Deepest. The strait gained its name from the Sea Troll ambushes the God Learner ships experienced when they approached the Shadowlands.

Troll Woods: This firwood is the home for several troll tribes living in the eternal shadows of ancient trees which have withstood even ravagous trollkin. More recently the trolls have been joined by their long-time human allies of the Kitori tribe who had been driven out of the Marzeel Valley by the sun worshippers who came to aid the Sartarite prince Tarkalor and the tribes which later formed the Volsaxi confederation.

Twotop (village): This hillfort is the seat of the Sylangi tribe of the Volsaxi people.

Vapor Pits: A place on the slopes of the

Vent on the border to the Rightarm Islands where hot geysirs shoot steam and mist into the air all day long.

Vent: The largest Volcano of Caladrland reaches over 2000 metres above the sea. Its smoke and fire can be seen all over Maniria when the priests of the High Temple on the edge of its crater allow the built-up pressure to release.

Vizel (medium city): Built upon terraces hewn into the white cliffs of Heortland, this port city on the Minthos River mouth serves as the seaport for southern Heortland. Some of the inhabitants claim that Prince Sartar got the inspiration for the Pockets of Boldhome on a visit to Vizel.

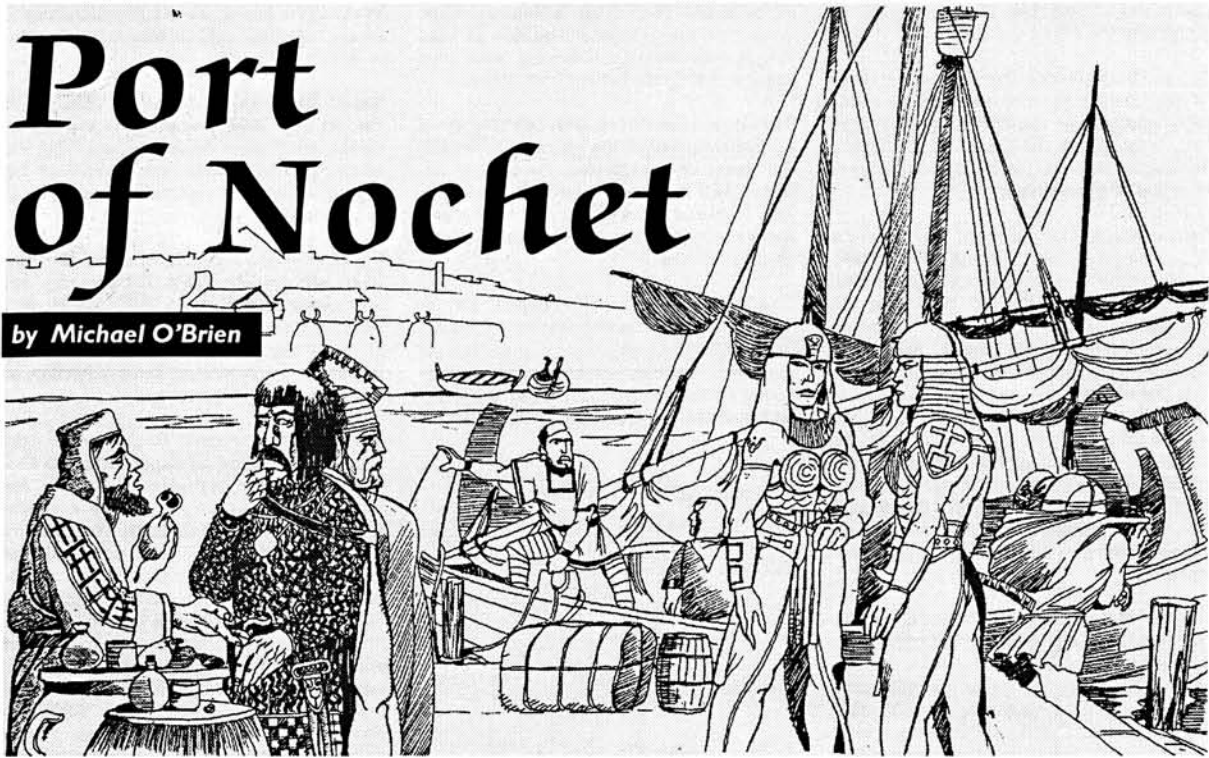
Whitewall (large city): This ancient hillfort is centered around a hilltop sacred to Orlanth. It has been occupied already at the Dawn, and although it was deserted several times it still was resettled as soon as circumstances allowed. The current city still has the Second Age drystone wall of snow-white quartzite, reinforced with impregnated fir wood from the nearby Troll Woods into the famous Orlanthi walls mentioned already in Palangio's Accounts of the Manirian War, a copy of which survived in the library of Alkoth in Dara Happa. After the Dragonkill War the hilltop fortress remained unoccupied until the Etori clan of the Kitori tribe reestablished Orlanth worship at the temple in the centre of the city. Under the guidance of the Pharaoh a temple to Argan Argar was added, in recompensation for the damages done to the trolls during the ascension wars. The mixed human-troll inhabitants held the fortress until Tarkalor Trollkiller led an alliance of sun worshippers and rebelling tributary tribes against the Kitori and drove them into hiding in the Troll Woods with the sun magic of his allies. The city became the centre of the new-founded Volsaxi confederation, which maintained its independence from both the Principality of Sartar and the Kingdom of Heortland. Only recently the Etori clan was readmitted to the city, and only because of their kinship ties to Brian of the Volsaxi.

Willford (large city): The largest city in the North March overlooks the New River from the slopes of the Willford Hills. Below the city the only ford across the New River grants access to the farmland west of the Shadow Plateau. While relatively safe from Grazelander raids, the farmers there rely heavily on the Babeester Gor Maidens of Axe Hall to protect them from troll raids and trollkin hordes.

Zoo Island: Located on the largest of the southern islands of the Rightarm archipelago. Originally founded by the God Learners, the denizens of the Zoo found mercy when the other works of the God Learners were destroyed. Exotic beasts and beings from all over the world can be found among the ruins of this once proud palatial park.

Port of Nochet

by Michael O'Brien



• **Michael O'Brien**
is the author of *Sun County*
and contributed to other
RQ/Gloran releases including
Strangers in Prax,
Lords of Terror and numerous
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THE UNIQUE GEOGRAPHY OF THE HOLY COUNTRY is well-suited to water transport. A succession of wide, sedate rivers empty into the Mirrorsea Bay, a broad expanse of calm water which laps the shores of five of the six provinces. The Mirrorsea, also known as Choralinthor Sea, has been renowned since legendary times for its tranquillity. It is broad, relatively shadow (10-30 meters), well-lit and warm; abundant with marine life. The boats that ply the Mirrorsea are generally flat-bottomed and powered by oars, for the air above the Mirrorsea is remarkably stable too, quite unsuitable for sail. Though the barge captains may bemoan the necessity and expense of oarsmen, they are also grateful that only in the Storm season, when the Orlanth winds whip down from the Stormwalk mountains and churn the waves, is the Mirrorsea Bay hazardous to boat travel. For the rest of the year they may ply it in safety.

The city of Nochet is the greatest city of the many that ring the Mirrorsea, and its port, the busiest and most prosperous. "Port" is perhaps an inaccurate term, for, though there are docks and wharves for the larger, sea-going vessels, most of the river barges and flatboats find it convenient to pull up along a broad stretch of sandy beach, formed at the wide mouth of the Lysos River. This area teems with activity, in and around the beached watercraft. Fishermen dry and mend their nets, or haggle to reach a fair price for their catch with the mongers from the city markets.

Shipwrights order their work teams about, effecting repairs or perhaps constructing a new

vessel from Longsi Land pine, recently landed here by barge (since the Lunar invasion, the famous Heortland oak is no longer available). Carters and porters load or their wagons with fish or tradegoods for the city, some 2 keymiles distant, or else empty their loads onto the flatboats, ready to be taken for sale in a foreign market. Sailors from ports distant and near stroll through the crowds, pursued by vendors, beggars and whores (for here prostitutes may practise their trade without recrimination, unlike most parts of the city). Oarsmen offer to take crewmen or travellers out to their ships anchored in the harbour.

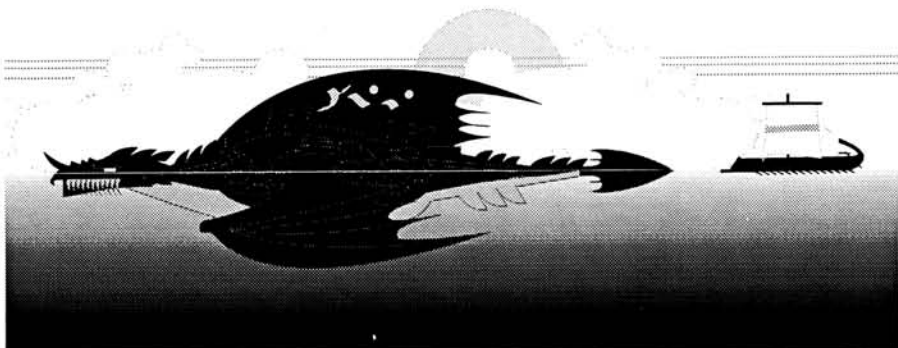
Children run in and out of the bustle, making mischief. Trios of guardsmen (Heortlander mercenaries this season, judging by their bristling beards and contemptuous looks) wander about keeping the peace, and one may even occasionally spy one of the Matriarch's Axe Maidens, here on some mission, her countenance even more contemptuous than the barbarian guardsmen as she makes her way through this small world where males seem to dominate, unlike her beloved city and the rich lands around it. Above the throng stands the stern yet benevolent gaze of the departed Pharaoh, carved in sandstone; the gravity of his appearance made strangely comical by the marked tilt of his statue, which has slipped and shifted in the sand.

Behind the Pharaoh stands a small sea-wall; above it stretch the warehouses, some filled with the goods of a dozen lands, but most crammed with the fruits of Esrolia's bounteous climate and rich soil: golden grain, and fine (and coarse) spirits, stoppered in the famous green-ware jars that

The Jrusteli Island

In the midst of the wide Lyosos river-mouth sits an incongruous island, called by all "Jrusteli Island", though few may know just who the Jrusteli were, and why this island is called for them. Nevertheless, it is shunned by all decent folk as a place of bad omen (despite the wondrous fishing said to be had off its shores).

The island was once a Jrusteli settlement; just why the God Learners stopped here is unknown. Unlike the surrounding area, the island is made of coral, coral unlike that seen anywhere else in the Mirrorsea Bay or, indeed, anywhere else along the Manirian coast. In contrast the sweeping sands along the delta, the shores of Jrusteli Island are jagged, making landing there hazardous. The island itself is barren, some say cursed; only a few stunted plants manage to grow there, nestled into cracks and crannies where soil has blown and settled from the mainland. Water too, is scarce, collecting in a few pools hidden amongst the crazy outcroppings of the sharp coral. Just as the God Learners' reasons for settling on the island are unknown, so too is how they managed to place it here, for it is obviously alien to this locale. Some speculate that the God Learners sailed it here, like a ship, and were perhaps seeking to repair it in the great Waertagi dragonboat dock. This theory (while dismissed as fanciful rubbish) is perhaps borne out by the fact that the docks and the isle are in very close proximity to each other; in fact, the more ignorant of the Nochenes believe the island and the docks have the same origins. The whole island has a marked slant towards the seaward side, as if something had caused it to tilt and partially submerge. Lhankor Mhy scholars will smugly say that this obviously occurred at the downfall of the impious God Learners, when the world rose up against their heresies, the world's instrument in this case being the Only Old One. There are no structures remaining on the portion of the island still above water, though



identifies Esrolian vintages across the world. Beyond this, and straggling all the way up to the first tier of Nochet City's mighty walls, sits Portside (or Poorside to some), a shanty town of foreigners, outcastes and (lately) refugees from Heortland.

Off to one side lie the mighty biremes and triremes of Pharaoh's war-fleet. Many more were to be constructed on these sands by his order; since his disappearance, the Matriarch herself has taken over command of the navy, and ships are being built to replace those that refused to serve under her banner and sailed off to the vain defense of Heortland. They have not been heard of since; it is assumed they were taken by the Lunars at the fall of Karse. (That they defected to the Lunars has been dismissed as mischievous prattle by the Matriarch, and should not be repeated.)

Those deep-water and sea-going vessels that are unable to beach on the sands have two options, both very expensive. First, they may choose land at either of the wharves. Unfortunately, both are controlled by Merchant Prince families, and only their vessels may dock there unless a very hefty fee is paid.

The Caprati family of Pasos control the wharves on the city side of the river, and own the monopoly on all sea-borne grain trade (except that going to Karse). The Caprati also rule a small community of their own people, behind their docks, and bounded by walls from Portside. This enclave of western, Malkioni culture is known as Alatos and its ruler, patriarch of the Caprati family, is called the Democrat.

Across the river, the Du Tumerine family of Seshnela have their wharves. They have been trading in Nochet longer than the Caprati, and once held the license to Alatos (which they called "Alata"). They were outbid for it by the Caprati's late last century, and were forced to move across-river. The suburb they established there is known as Zera. Zera is ruled a council of Du Tumerine elders, and the traditional leader is called the Don. At this time however, the leader is the *Donna*, young widow of the old Don. This has disgruntled the Zera council, but the Donna has found herself an ally in the Matriarch. Like the Alatosi, the people of Zera are also Malkioni, though of a different persuasion. The Du Tumerines have a monopoly on all trade from the Shadowlands, and recently won the rights to export milled hops and Esrolian tobacco to the West.



Ships unable to berth at the Du Tumerines or the Capratis will find themselves in the hands of the Guild of Oarsmen, who will row their cargoes ashore for a fee.

The most prominent feature of the Port of Nochet is the great Waertagi dragonship dock. Ironically, this is also the least used of the port facilities, being mainly ruin. Some parts have been modified to take local boats, and a thriving culture of fisher-folk and outcastes live amongst the artifact's massive tiers. Other sections have been incorporated into the city defenses, particularly where the old Waertagi walls remain firm, and much of the city's sewer system empties here. There have been grandiose plans to rebuild the Waertagi dock throughout history, but such plans have always floundered because of the great expense that would be required.

Recently, a dwarven engineer offered blueprints for a partial reconstruction, said to be based on a similar project being undertaken at Metropolis of Sog, Queen City of the West (whose own similarly ruinous yet colossal dragon docks are said to occupy a whole quarter of the city).

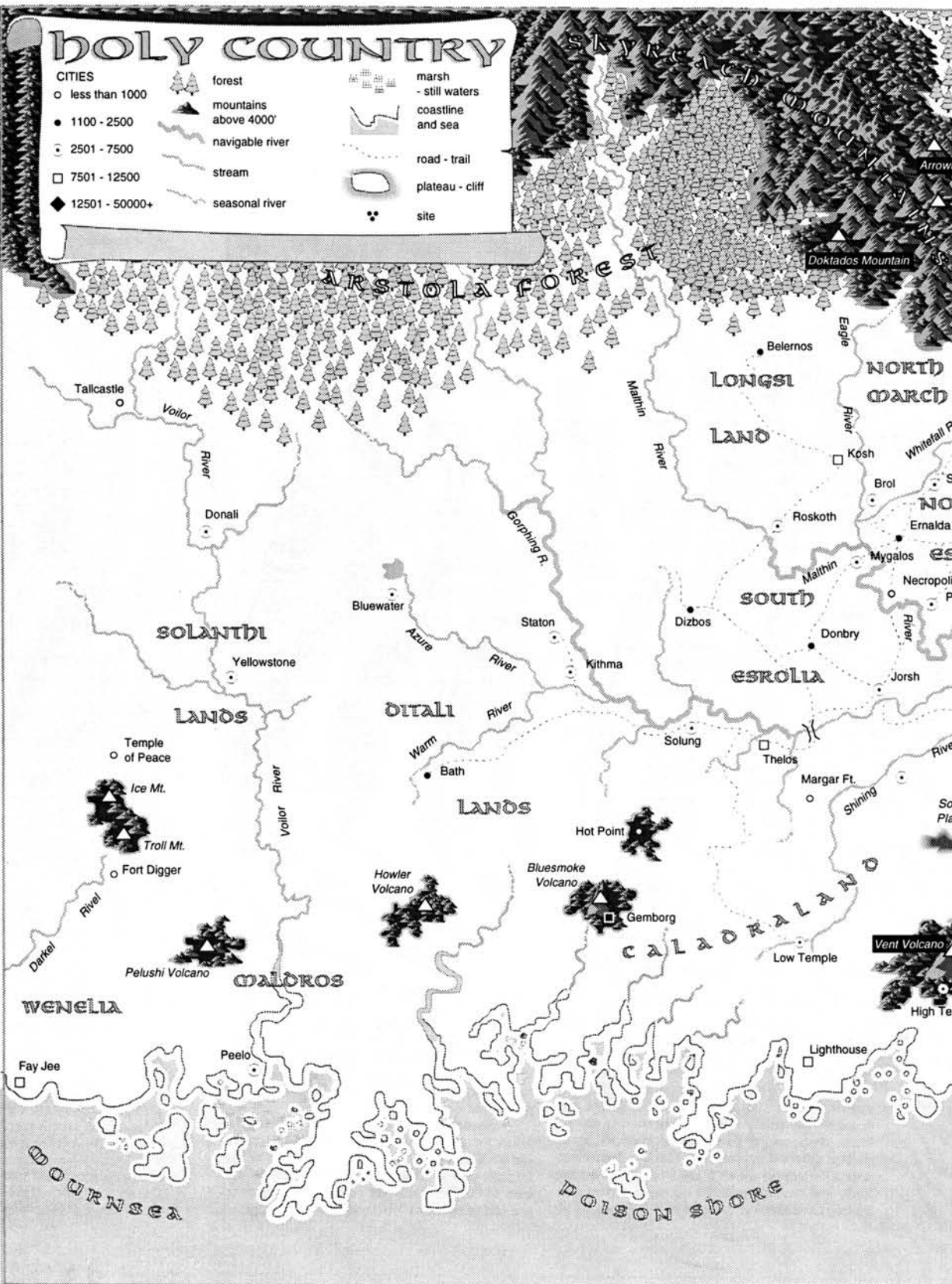
HOLY COUNTRY

CITIES

- less than 1000
- 1100 - 2500
- ◐ 2501 - 7500
- ◑ 7501 - 12500
- ◆ 12501 - 50000+

- forest
- mountains above 4000'
- navigable river
- stream
- seasonal river

- marsh - still waters
- coastline and sea
- road - trail
- plateau - cliff
- site

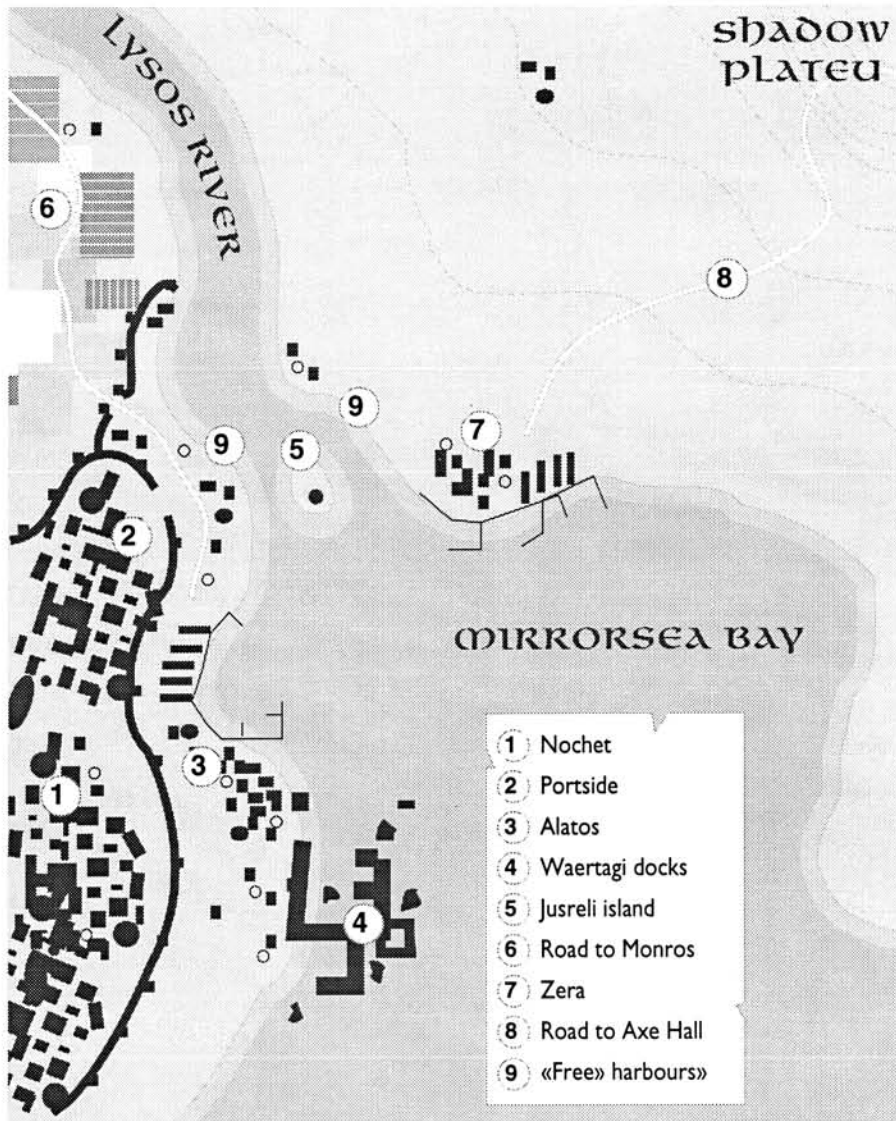




fishermen who risk holing their boats to fish above the submerged portion often claim they can see portals and windows carved into the coral spires underwater. There are regular stories of monsters, apparitions and great treasures in these depths too, some of them possibly true. By long-standing Matriarchal Decree, it is forbidden for anyone to set foot on Jrusteli Island. It is also forbidden to sail over the sunken section of it too, but this law is generally not enforced, except in wartime. A fort was constructed at the end tip of the island early last century, though, at considerable expense, out of stone from the mainland sunk onto the cora below. Jutting out from the island itself, the fort and its attendant stone wharf are not considered part of Jrusteli Island and thus do not fall under the Matriarch's ban.

This fort is officially called the Tower of Eugenius, in honour of its clever designer, a palace eunuch was nevertheless executed by the Matriarch when the cost over-runs became excessive. It is referred to as "Cold Castle" by those unlucky enough to garrison it, because of its lack of amenities. The fort secures one end of the great boom across the river mouth and serves as a customs station. Although considered impregnable, Cold Castle is totally dependent on supplies of food and water from the mainland.

Unofficially, and only in times of siege, the defenders of Cold Castle have sometimes snuck out of the tower under cover of darkness to drink from the island pools; maps showing the location of these water supplies were carved into the base of the walls by thankful soldiers in case of future need. Despite the island's evil reputation, it is truly an object of great beauty, something even the most superstitious Nochene would agree with. At different periods of the day, the coral of the island reflects different hues, ranging from a deep purple in the false dawn, to a soft pink at noon to a lurid red at dusk. It is considered quite prestigious to have a view which takes in the island, and there are building regulations to prevent those lucky enough to enjoy such an outlook from being built out.



- 1 Nochet
- 2 Portside
- 3 Alatos
- 4 Waertagi docks
- 5 Jusreli island
- 6 Road to Monros
- 7 Zera
- 8 Road to Axe Hall
- 9 «Free» harbours»

The Matriarch reportedly purchased the plans - albeit at a tenth less than the Mostali sought - but as yet, there has been no signs of her acting on them.

While the Port of Nochet may still call itself the richest in the Holy County, that distinction is being hotly contested by Rhigos, the paramount city of Porthomeka and second only to Nochet in size and prestige. For Rhigos is undertaking a program to expand its deep-water docks, which will be able to berth the sea-going vessels of the West. What is more, Rhigos promises that this new harbour will be a "free port", where all vessels may berth regardless of commercial affiliation.

Despite the promise of the new harbour, Rhigos's future expansion into Nochet's market is blocked by political factors, though with the increasing disorder in the Holy Country, these too are being diminished. Rhigos is unlucky in that it

lies on the Porthomekan side of the Malthin River; ergo, all produce from the Esrolian side must pay customs duty before it crosses over. This is a relatively new innovation, enacted by the Matriarch at the behest of the merchant-princes of Nochet. Also, the boatmen who ply the Malthin-Whitefall and Gorphing rivers, which terminate at Rhigos, have for centuries by-passed this city, and made there way along the coast to the Port of Nochet. There reason for doing so is simple: they can get a better price for their cargoes at Nochet, where merchants come from all over the world to trade.

The Port of Nochet is probably the first sight a traveller will have on his arrival in Nochet, even if he comes from overland, for the main trade trails terminate here also. Portside is most likely his first resting place, for entry into the city is by no means unlimited, particularly if the traveller is an unaccompanied male.

Rightarm Islands



By Simon Bray
and Martin Hawley

«**W**ITH MUD FLATS at low tide, endless reed beds, and brackish lagoons, the landscape sounds very unattractive. Marshes, estuaries, and sheltered tidal creeks shelter fish and wild fowl with many congregating daily with the ebb and flow of the tides. Other species like geese or salmon arrive as seasonal migrants. Mussels and crabs, shrimps and abalone are there for the picking, along with many other shellfish and crustaceans. Edible plants include sea kale and numerous species of seaweed. Another valuable resource is salt, used as a preservative and derived from the vast evaporation pans, known by locals as saltines. Local fishermen use boats, fish traps, hook and line, leisters and nets to catch the bounty of Choralinthor, including salmon, eel, dab and chard. They go out in small groups always with a Ludoch guide, I was told that these relationships are mutually beneficial and lifelong. Seafood includes mammals, birds, and molluscs; seal, dolphin, and whale are not hunted as frequently as they were. A few sea birds such as guillemot are taken, and oysters, mussels, abalone and clams are exported to Nochet.

Fresh water streams flow into the area of Seapolis, yet water in the surrounding lagoons is brackish. Reeds grow along the shores of many of the islands, along with a scrubby growth of hazel, birch and elder on dryer islands. Some islanders hunt water hogs, rabbits and rats in the windswept dunes and damp slacks, or fish the reeds as stilts wearing 'marshstalkers' with their trained cormorants.»

An extract from «The people of Our Land» by Podatet of Rhigos

GODS OF THE RIGHTARM ISLANDS

AN AQUATIC PROSAEPEDIA

CHORALINTHOR

The God of the Bay

Benevolent Father, loved by men and Ludoch alike. His worship is the central focus of Rightarm Island religion. His bounty sustains life and his calm blue waters nourish it. Many human shrines can be found throughout the islands. He is typically portrayed as an azure skinned merman wearing a coral crown, in his hands are a fish and an oyster.

DALIATH

The Keeper of the Deep and Lord of Wisdom

Daliath is the god of all knowledge, he dwells beyond the great abyss and guards the Well of Wisdom. He is an ultimately distant deity who is given little worship by men or Ludoch. He is however associated with many myths. The Islanders associate him with the entity known as the Cauldron Keeper, a powerful spirit that plays an important part in the aquatic section of the Tournament of Luck and Death. Daliath is occasionally shown as an aluminium cauldron in some Islander rites.

DIROS

The Boatman

An ancient deity who taught men how to build boats and sail the waters. He is patronised extensively by the Islanders and is especially important to boatwrights. In some myths he carries the souls of the dead out to sea. Diros is portrayed as an old man, sat crosslegged in his craft.

DORMAL

The Sailor

He is responsible for reopening the seas. He found many of his secrets amongst the Islanders mythology and they venerate him for opening the world once again. Many Islanders believe that Seapolis holds Dormal's original ship plans, a fact that is heavily debated with the Esro-

ISLANDS, MARSHES AND TIDES

The Rightarm Islands are a great archipelago that runs from the foothills of the Caladraland volcanoes, eastward into the Troll Strait. The Islands are believed to be part of corpses of Choralinthor's parents, who were slain during the God Time.

The southern coast of the archipelago is washed by the cold waters of the Solkathi Sea, but still supports an unusual variety of cold water corals. The gentle currents of the Banthe sea wash the islands from east to west. The warm waters bring with them plentiful supplies of food to feed the multitude of local sea creatures. The azure waters of the Choralinthor Bay lie to the north of the islands. The deity of the bay provides an immense harvest to the fisherfolk. The archipelago is tidal and becomes a single marshy peninsula at low tide, cut by hundreds of brackish channels.

The islands are formed from volcanic stone and jut high above the marsh. Some islands have fertile interiors on which the locals tend small gardens. Other islands only exist at low tide and are thickly covered by the bounty of Murthdrya's seaweed. The whole area is washed with frequent rains and plenty of sunshine, however the winter months can bring storms and it is much harsher here than in the rest of the Holy Country.

THE TWO-LEGGED AND THE TAILED PEOPLE

Two groups of people live in and around the Rightarm Archipelago. The local Theyalan humans are ruled by Ludoch mermen of the region, this relationship has existed since before the Dawn. The Pharaoh's last quarter centenary census suggests that 65,000 inhabitants, divided equally between mermen and humans inhabit the Islands. However, it has proved nearly impossible to get correct census information from the mermen.

The native humans call themselves Pelaskans in veneration of their founder deity, Pelaskos the Fisher. Outsiders call them Choralinthans, Islanders or Rightarmers. They are hardy, rugged people, well adapted to life in the marshes and islands of the Rightarm archipelago. Men fish the coastal water and brackish lagoons in small ornate boats. They hunt wildfowl in the marshes stood atop great stilts, while women gather shellfish from the tidal flats or rocky outcrops and collect the cattail rushes to pound into flour. Houses are typically constructed atop long stilts and are gathered around the great hall of the Admiral (Chieftain). Often several families live under one roof and they work co-operatively.

The Pelaskans love to carve images of the sea onto their possessions and their homes are often richly adorned with images of fish, whales and mermen. Pelaskans typically have olive hued skin, very dark eyes and jet-black hair. Their clothing is simple but ornately decorated with aquatic images. Both men and women wear skirts and shawls of woven cattail cotton, often dyed blue or green in colour. Some tribes practise head binding on their infants and each clan uses tattoos extensively to denote social status. For ritual occasions great costumes of wood, feathers

and imported cloth are worn, often depicting the Sacred Birds or other local spirit. The rich folk of Seapolis have begun to adopt styles and fabrics similar to those in Esrolia, and head binding is now seen as primitive.

Exotic imports are brought in to the islands along the Holy Country trade routes, and it is not uncommon to see even the lowliest fisherman wearing flashy items from far Teshnos or Seshnela. The weapons of the Pelaskan are the harpoon, trident and net. They rarely dress in armour, although the warlike folk of Fishing Cone Island fashion unusual wooden armour, with helms carved in the resemblance of sea beasts. Weapons made from aluminium are highly prized and bought at great expense from the Ludoch.

The Government of the Islands is controlled by the Ludoch merfolk. The fishermen are dependent upon the good will of the sea folk for their livelihood, and have always accepted this form of leadership. The Admirals or Ard-Righ are the Merchief's Two Legged representatives amongst the tribes and speak with his authority. From amongst the Ard-Righ is selected the Ard-Righ-Mahalgasta or High Admiral of the Boats, who co-ordinates the tribes from the city of Seapolis. The High Admiral is often attended by the Merchief's aquatic emissaries, and rarely makes a decision without directly consulting his Triolini mistress.

The Merchief Oolanate lives beneath the Troll Strait and sends forth her Ludoch representatives to move amongst her two-legged servants. The merfolk shoals have a semi-nomadic lifestyle, travelling amongst the islands and reefs seeking the best food of the season. They have only one permanent habitation, which is the sacred city of Deeper. The Ludoch always escort fishermen on the trips, acting as hunting companions and advisors. Tribes often refer decisions of importance to the mermen and it is seen as auspicious for a merman to give his blessings to a tribal activity. The benefits are mutual, the Islanders gain protection and the Ludoch take a

part of any catch. The Islanders refer to the Ludoch as the Caudate Ones (Tailed Ones) and revere them as semi-divine. Consequently, many of the Pelaskan holy ceremonies consist of great sacrifices of unusual food items that are cast into the sea and ritually devoured by the Ludoch. External observers have noted that the Ludoch treat the humans as well loved children.

The local people have their own Theyalan tongue called Choralinthan that has many similarities to Caladrian, but with many words derived from the Sea Speech. Sea Speech is used for rituals and ceremonies, and to communicate with the Ludoch. The Ludoch's own language consists of a complex array of clicks and squeals that are unpronounceable by humans.

SEA GODS AND WATERY SPIRITS

Shamanistic worship of the Sea Gods is common amongst humans and Ludoch. Magasta is worshipped as the unfathomable Sea King and he heads a complex array of watery deities. To the mermen the worship of Choralinthor and Triolina is paramount. Only warriors worship Wachaza and Magasta is ruled by the shoal elders and leaders. The Ludoch shamans know how to contact

all manner of watery spirits and are experts in the summoning of undines.

To humans Choralinthor is the all-important provider and perhaps their greatest god. Pelaskos the Fisher is the man's God. He teaches the correct way to survive. Women hold Oyster Girl, wife of Pelaskos sacred. The great sea deities such as Magasta, Wachaza, Daliath and Triolina are worshipped directly by a small number of magically potent individuals, but are only given propitiatory worship by commoners. Dormal the Sailor and Diros the Boatman are popular throughout the islands, and a great temple to both gods stands in Seapolis. Of importance to the Islanders are the local spirits such as the Twelve Sacred Birds, Sun Fish, Sea Wyrms, Sea Dragon, Shallows Mistress, Cauldron Keeper, Flesiska and many more that feature heavily in local mythology. Shrines to these spirits can be found throughout the islands.

The iconoclastic mermen do not portray their deities as they live within them and know their nature intimately. The Pelaskans love to illustrate their gods and spirits, especially in ritualistic costumes of carved wood, shells and feather. These costumes are sacred to the tribes and have been handed down through the centuries. The boats of the Pelaskans are also ornately carved with images that offer thanks to the lords of the sea.

THE HARPOONERS AND THE PHARONIC NAVY

Pelaskan warriors are inefficient and easily slaughtered on land, but when afloat they have many advantages. They have Ludoch allies and great nautical skill, swift boats and an immense knowledge of the waters and marshes of their country. Invaders are repelled by dozens of small boats, expertly piloted and crewed by harpoon wielding natives. While the boatmen engage from above the Ludoch attack from below, smashing keels, drilling hulls and summoning beasts from the sea. Whereas heavily armoured foes will drown when they fall into the water, the Pelaskans are expert swimmers and know that if they are gravely wounded then their aquatic brethren will aid them. The Pelaskans also know the ways of the tidal marsh, they use the changing channels to fool pursuers, they encourage foes to moor on islands that will disappear at high tide and they lead foes into treacherous currents and whirlpools.

Pharaoh appointed the High Admiral of Boats the head Holy Country Navy in thanks for the Rightarm Islands support of his ascension. The Rightarm people formed a large part of the Pharonic fleet, which was supported in turn by the Ludochs of Choralinthor Bay. The great oars powered ships of the fleet, were incredibly swift and manoeuvrable and were invested with the magic of the sea gods. Each Sixth of the Holy Country was responsible

for funding the fleet's construction and paying its maintenance. The fleet had been crucial in the defeat of the Only Old One, decimating the sleek black ships of the tyrant and freeing the coastal countries of the Choralinthor. Seapolis, Notchet and the City of Wonders all maintained huge harbours for the Pharonic fleet to berth in. Following Dormal's quest to overcome the Closing,

Holy Country ships began to adopt the use of Dormal's keel and sails in their construction. In 1586 the fleet began to venture forth further into the oceans, exploring eastward as far away as Teshnos.

The fleet remained a potent force and was initially successful at driving off the pirates that were migrating from the West. After the disappearance of the Pharaoh in 1616 the High Admiral took over complete control of the fleet. It is suspected that the Admiral gave support to the Lunar Empire in its attack on the port of Karse, or at least ignored the Lunar ships. In 1620 the Lunar Empire supported the Rightarmers in their liberation of Iron Fort from the Talari of God Forgot. The fleet began to suffer from the increasing numbers of pirates off the southern coasts. Finally in latter part of 1620 the Wolf Pirate fleet attacks the Rightarm Islands, the Pharonic Fleet is smashed and the Ludoch allies refuse to assist in the conflict, instead they only save the ships crews from drowning. By 1624 the rag tag remnants of the Pharonic Fleet resides amongst the ruins of the Seapolis docks.

THE ISLAND GAZETTEER



Several hundred permanent islands, marshes, reefs and peninsulas form the Rightarm Archipelago. The majority of the islands are small, tidally affected and inhabited only by sea birds and seals. The majority of those that are inhabited by humans only have small villages and fishing communities atop of them. However, several places are noteworthy.

ANGONE ISLAND - The island is extremely steep and is shaped much like a stalagmite. Islanders build their houses on boats, moored to

lian people. The Ludoch are indifferent to Dormal, although it is believed that they contended his first voyage. Dormal is portrayed as a Holy Country sailor sitting holding a small aluminium (or bronze) bowl.

FLESISKA

The Mother of Amphibians

Humans, Newtlings and a few exotic races revere this humble goddess throughout Choralinthor Bay. Humans worship her for the food she provides and her unusual spells. Newtlings worship her as an ancestor. Flesiska's holiest place is Frog Island, here amongst the galleries and cloisters of her small temple room many giant amphibians. Flesiska is portrayed by humans as a frog shaped mask, this is typically worn by a naked female dancer. The Newtlings portray the goddess as a jade coloured newtling.

HELER

The rain god

The first husband of Triolini and father of King Undine. He was captured by foreign gods and forced to live in the clouds. Pelaskos and the Spirits of the islands rescued him and returned him to their lands. The rescuing of Heler brought about the unity of humans and grateful Ludoch. Heler was so overcome by the devotion of his rescuers that his tears flowed and brought life to the dry islands. Heler is portrayed by Islanders as a blue skinned man, with tears of pearls streaming down his cheeks.

LORIAN

The Sky River

During the Gods War Lorian lead an army and invaded the sky. Nelat purified his body and he bore the secrets of the dead Fire Emperor, which Magasta had taught him. He resides in heaven still covering it with his blue waters. His children are Tanien the burner and Sun Fish who brings light. The planets are believed by many Islanders to be celestial mariners and the stars are heaven fish. Lorian is worshipped the Ludoch as a son of Manthi. In Islander ceremonies Lorian appears as a

golden crowned merman and is always escorted by Sun Fish, Star Fish and the Celestial Mariners. Tanian is never portrayed.

MAGASTA

The Life of the Waters

Magasta is the King of the Sea Gods. He is the head of the pantheons of both the Pelaskans and the Ludoch. He is the power of the ocean, he is life and death incarnate. Only the Ludoch and a few powerful humans dare to worship him directly. It is believed that Magasta is the Cycle of Life and Pelaskans and Mermen alike give up their dead to the ocean that their souls may enter the cycle. Pelaskans portray Magasta

as a huge, kelp bearded man, dressed in long blue robes which are encrusted with barnacles. The High Admiral normally portrays Magasta on High Holy Day celebrations.

PHARGON

Founder of the merman tribes

This deity worshipped by the Ludoch as a great ancestor. The Pelaskans say that Phargon is the older brother of Pelaskos, son of Old Man, who went first into the world to found his nations. He is portrayed as a titanic whale tailed triton, holding a trident in his right hand, water spouts from his forehead.

OYSTER GIRL.

The proud daughter of the Sea King and bride to Pelaskos the Fisher is worshipped as the goddess of wives in the Islands. She was the first person to dwell in the God Time, and taught her husband the secrets of the Islands after a lengthy courtship. She is portrayed as a young woman emerging from an oyster shell. She carries on her hip a pearl handled dagger and in her hands holds the bounty of the sea shore. The High priestess enacts the ritual of the Parade of Ripples upon Oyster Girls holy day. Statues of Oyster Girl are always moist to the touch and are sculpted from mother of pearl.

the island. The people of the island are renowned for their amazing wood carving skills. These carvings of fantastical and colourful sea beasts were traditionally sent as gifts to the Ard-Righ-Mahal, but later were sent each year in tribute to the Pharaoh. It is rumoured that a great room in the City of Wonders is filled with these carvings, which now rot with no one to view them. The inhabitants of Angone still carve on regardless.

ARD-RIGH PLACE - The most important of the Islands. The island has within its centre a massive hall, which has stood since the beginning of the world. The massive carved post that holds aloft the roof once stood in Pelaskos own house. The Council of Admirals meets in the hall each season to discuss the affairs of the Islands, with the High Admiral of Boats leading the council. During Sea Season the island becomes a centre of the great Sea worship, and the ritual of the Sea King's Tribute commences from the centre of the great hall. The ritual is vital to the survival of the Islands as it reaffirms the harmony between men and Ludoch.

The northeastern point of the island is the centre of habitation in the Rightarm Islands. Seapolis the capital is here and many small villages fill the coastal regions. The large numbers of people are supported by the fishing industry and through foreign imports of grain. A recent development has been the many fish farms established with the help of the Ludoch people.

The Lunar Empire is rumoured to have provided the revenue to establish a temple to the Mistress of the Tides. This may have been in return for the Rightarms support of the invasion of Heortland. The Wolf Pirates ravaged Seapolis in 1620, destroying one of its two great harbours and much of the Kethaelan fleet. It gradually recovered over the following years despite the kidnapping of a large percentage of the city's populace.

BRAIN RUINS - The most beloved daughter of Kethaa was slain here by a jealous lover. Her head was dashed by a great stone and her city destroyed. All the world mourned at her death, and the land around her murdered body became infertile. Only the Newtling peoples, loyal servants of the earth goddess remain within the fallen buildings and revere her lost name.

DARK POINT STACKS - These Dark, brooding and fractured cliffs line the southeastern edge of the Caladraland coast. The rocks are treacherous and have the power to draw ships onto their jagged sides. Beneath their waters live the Sea Wyrms, evil Kelpies and Fossegrim that feed upon drowning sailors. Sometimes the crashing waves about the rocks run red with blood as the Shellhorses war with their foes the Kelpies.

DEEPER - The crystal domed palace of Oolanate the Sea King lies beneath the Troll Strait. It was constructed by the Magasta for his daughter and is a highly magical place. The exact nature of the Ludoch capital is a greatly debated secret. Only the Ludoch, the High Admiral of Boats and the Pharaoh have ever been there. The Rightarm Islanders believe that many of their gods dwell here and pay regular tribute them from a flotilla of boats. This sacrifice of food is greatly enjoyed by the Ludoch, who participate readily. It

is known that Leonardo the Scientist once built a great metal fish in which to explore the Deeper, but was driven away by its angry inhabitants.

THE DRY SPOT - Cursed by Heler before the dawn, no rain ever falls here, or ever can. The islands are dotted with the ruins of those foolish enough to attempt to settle here. Amongst the ruins is the infamous Water Tower Folly of Zistor. During the Second Age, the God Learners carried out heinous rituals here that only worsened the island's plight.

THE ISLE OF ETERNAL PEACE - The Isle of Eternal Peace, is a mysterious place. Dangerous whirlpools, treacherous quicksand and deadly currents surround it. The folk of the Rightarm Islands say that if the hazards are crossed then you will reach and island paradise full of all life's bounties. Many have ventured here and perished, those that do not are said to not want to return to the mundane existence of the islands. Sometimes the fisher folk gather on the edge of the island's hazards to throw offerings into the currents and shout prayers and greetings to those that dwell on the island. The truth is far more sinister. The island is not a paradise, it is in fact like many of the other dry spots. However, it is home to two entities called Delayer of Putrescence and Seeker of Soulless Solace. These are spirits, wraiths from a forgotten age, perhaps once Wyrms Friends or God Learners. Those that reach the island, do find escape from the world, because their souls are torn from their bodies and sent howling into the void, and their still twitching corpses join the rings of meditating zombies that serve the entities unfathomable needs.

FISHING CONE - This site of geothermal activity gives this large island it's name. The Fishing Cone is a great steaming pool, surrounded by sulphur stained rocks. It is an important religious site as it was here that the Sacred Birds first brought fire to their friend Pelaskos. The ancestor used the fire to cause the water to boil so that he could cook his fish. The hellish waters of Fishing Cone are also a magical entrance to the realm of the Cauldron Keeper, the lord of wisdom. The island is dotted with many villages and its tribesmen are especially warlike. Many men from the island joined the attack on the Ditali in 1614 and have never returned.

FOUL STORM ISLE - Torn by harsh waves and winds even in the height of summer, this island would not seem a suitable home for anyone. However, the hardy and insular natives of the island would disagree. They scrape out a living by capturing sea birds and sylphs with their magical nets. The Admiral of the island claims to speak with the wind gods and rides to the Ard-Righ Place upon the back of a huge white gull, called Gawaii.

GROWING REEF - The multicoloured reef grows around the southern coast of the Rightarm Archipelago like a great natural fortress. It dampens the power of Magasta and his children. Islanders worship the Reef as a living entity, and make sacrifices to Coral Builder. The Pharaoh was gifted with the magic of the reef and used it in the Building Wall Battle to defend the Holy Country.

The reef is the home to many shoals of Ludoch who mark their

territories by manipulating the coral to grow in special ways. Good Pelaskans learn the clan markings at an early age.

KELP GIRLS HAIR - A great forest of kelp that tosses like hair in the tides. The forest is formed from the body of Kelp Girl, a mortal who married a prince of the sea. Within the dark fronds live the sea elves, children of Murthdria, who trade on occasion with the Ludoch. The tops of the kelp are grazed upon by manatees and sea otters hunt in the dark, clinging kelp. Pelaskans come here to hunt, but are always wary not to displease their long lost relative.

IRON FORT - A huge fortress of unknown design commands the only entrance to this rocky islands fertile highlands and overlooks rich fishing waters. The Talari captured the Iron Fort several hundred years ago and their immortal warriors defended it from Choralinthan attack tirelessly. In 1620 the Choralinthan massed a huge attack upon the fortress. The army consisted of Islanders, Ludoch, sea beasts and a contingent of marines from the Lunar Empire. The fort lies firmly in Islander hands and they have begun to distribute the exotic war booty amongst the tribes.

ISLE OF RED SHADOWS - An island paradise amongst the marshes. The Isle of Red Shadows is the site of a small temple to Uleria. The priestesses originally came to the islands from Esrolia. The cult thrives by offering its services of healing, fertility and pleasure to the locals and many sailors. The cult doctrine is based upon the teachings of the Lady of Red Shadows, a mysterious spirit that pervades the isle. This teaching states that the unity of the Holy Country stems from Uleria's love, for if the goddess had not been present at Esrola and Faralinthor's union then the life giving Choralinthan would not have come into existence.

The air of the island is filled with soft red light. This comes in part from the temple lanterns and the power of the island spirit. The island is rich with life, flowers bloom here year round and birds sing their mating calls out of season. Those who step ashore on the island are possessed with a feeling of love and joy, no war can be brought here. The Wolf Pirates were unable to assault the island due to the power of the spirit, who it is said laid down with the White Bear herself on his arrival. The Lunar Empire has also sent missionaries to the island, perhaps believing that the spirit has some connections with their goddess.

MUDSKIPPER BAY - These great tidal flats separate Caladraland and the Rightarm Islands. At high tide the bay is a churning mass of filthy water, in which the Pelaskans fish for eels, sea sturgeon and rays. When the tide is low the bay becomes a great plain of rich dark mud, from which shellfish and wading birds can be harvested. Fishermen also hunt the vast variety of mudskipper fish that dance here. However, all must beware of the Giant Hell Skippers that can eat a man whole and the monstrous crabs that infest the quicksands.

SACRED CRANE ISLAND - This island is the nesting site of the giant sea cranes that inhabit the archipelago. Their monstrous nests cover the islands flat top and gigantic fledglings can be heard screaming for food throughout Sea Season. The islanders never disturb the Sacred Cranes and it is their greatest taboo to harm one. The High Admiral of Boats knows a special ritual that calls the cranes to defend the Islands from invasion or destruction. Many of the Sacred Cranes died defending the islands from Harrek and his band in 1620 and their numbers severely depleted.

SANDPIPER ISLAND - The Island is also known as Sandpaper to none Pelaskans. This is One of the most sacred pharonic sites within the Holy Country. Here Belintar the Stranger swam ashore to establish his empire. A great temple to the Pharaoh stands in the islands Centre and it is the only island of the archipelago to have many foreign inhabitants. The Magical bridge of the Pharaoh has extended here on occasions and the place where he constructed the glorious and impossible polyreme, «The Pharaoh's First» is still visible. Several unusual groups inhabit the island, including the Aluminium Dancers, the Cog Hull Cult and the Sea Hounds of the Pharaoh. The original inhabitants of the island no longer exist as they gave their souls to make Belintar the Pharaoh and consequently dwell in angelic bliss.

The island was heavily plundered during the Wolf Pirate raids of 1620 and the temple to the Pharaoh was razed to the ground. The failure of the God King to reappear after the Tournament of the Masters of Luck and Death in 1616, meant that the magical inhabitants began to dwindle and disappear over the next few years.

SEAL ISLE - The people of this isle live by hunting the Blue Seals that clamber ashore on their beaches. The seals arrive in such numbers that the islanders have to move their coastal homes inland throughout the mating season. Unlike the other Rightarm Islanders the Seal Islanders use seal hide co-tracts from which to fish rather than wooded boats. Halicora the Seal Mother and Phoca her husband are revered at a special shrine carved into the cliffs of the island, and their ceremonies are renowned for their orgiastic splendour.

SHEARWATER ISLE - The Shearwater folk are one of the most gregarious tribes of the Rightarm Islands. They travel regularly in their little boats to trade with the Esrolians. Their religious festivals are renowned for their fantastic Spirit Animal costumes, which they export to the other islands of the region. The Admiral of the island is very fond of Porthomekan cigars and Esrolian wine and has arrived at the Great Hall on Ard-Righ Place roaring drunk more than once.

SHELLBORN ATOLL - This is the centre of the Oyster Girl cult. It was here that the ancestress first opened herself to the advances of Pelaskos. There is a large temple located on the shore of the island. Its walls and roof are covered with shells collected by the priestesses and mussels grow in great profusion on its stilt legs. All women of the Rightarm Islands try to make a pilgrimage to the site at least once in their lives. The island is also responsible for the production of vast amounts of lime, which is derived from the burning of oyster

PELASKOS THE FISHER

Hero

The cultural hero of the Rightarm Islanders. He was cast out from his father's house into the oceans of the world. The Hero eventually came to the Rightarm Islands, where with the help of the spirits of the islands he learnt to survive. He is venerated as the god of fishermen, the father of the Pelaskans and the teacher of island survival skills. Pelaskos is portrayed as a young man, often naked. He holds a net and a fish in his hands, and is often surrounded by statues of the Sacred Birds and Oyster Girl his wife. Despite Pelaskos' local importance he is not venerated by any other local cultures, apart from a few small sects on the other islands of the bay. The Ludoch do not venerate Pelaskos but recognise that he is important to their humans.

THOLAINA

The Queen of Sea Beasts

Through the goddess's bounty and lust she populated the oceans and the islands. She is venerated as the mother of all life. The Ludoch adore her, and she is worshipped as the women goddess amongst them. Pelaskans set up statues of the goddess and her children throughout the islands. She is portrayed as a Ludoch woman suckling to her breasts one or more of her children. Pregnant women often cry out her name in blessing during childbirth.

WACHAZA

The Lord of Death

He is the warrior and the psychopomp of the Islands. His death is however without end, as his foes do not reenter the Cycle of Life. He is a deadly god, who is fearful and is only worshipped in times of crisis or desperation. He is all things that are dark and deadly about the sea. The Pelaskans portray as either black skinned ludoch with ferocious yellow eyes or as a similarly coloured shark. He has only one large site of worship among the islands, at the Touchstone Wilderness, which is guarded by his immortal avatar Shark Dancer. The Ludoch worship Wachaza with deeper understanding than the Islanders ever could.

shells in its rituals. This precious commodity is one of the Rightarm Islands most important exports. The atoll survived the Wolf Pirate invasion intact, and acted as a refuge for many of the islanders fleeing from the raids.

SHELLHORSE ISLAND - A small island that lies beyond the wall of the Growing Reef. It is uninhabited by mortals. Instead it is the home of the Shell Horses, benign fairy spirits that take the shape of horses or sea serpents. The Shell Horses carry out an eternal feud with the Kelpies of Dark-point Stacks. Some shamans have learned to contact the magical animals to use as mounts, but the creatures always demand assistance to fight their deadly foes.

SUMMONER ISLE - The stilt walking shamans of the islands gather on this unobtrusive island each Sacred Time. They know that the island enters the Spirit Plane during special ceremonies. The islanders do not venture from their homes for fear of what they may see. During the shamans stay the sky above the island is filled with an aurora of spirits and magic. Even the Wolf Pirates did not dare to face the spirits of the island during the 1620 raid, until the White Bear arrived to lead them. The consequent massacre left the Rightarm Islanders severely spiritually depleted.

TOUCHSTONE OF WILDNESS - A shrine to Magasta and Wachaza stand upon the strange green rocks of this tiny island. Around the sharp rocks of the coast gather sharks, sea serpents and other creatures of the deep. The Shark Dancer, an ancient priest, attends the shrine and his Ludoch servants. The island is only visited in times of war or desperation and then only as a last resort. The canny priest also protects a second shrine to Wachaza's siblings Tidal Wave and Water Spout. The High Admiral of Boats came here to call upon Wachaza in 1620, hoping that the Master of Watery Death could aid him against his Yggite foes.

THE TROLL STRAIT - Here the placid waters of the Choralinthor Bay meet with the turbid waters of the Homeward Ocean. Troll Strait is so called for the sleek black ships of the Only Old One that once patrolled this area. Sea Trolls are known here too, but the area is most famous for the Ludoch city of Deeper that lies beneath its waters.

ISLANDS OF VALON - This small group of coral ringed islands are constantly shrouded in mists and fog. The islanders are noted for their great seamanship and beauty, and many of them bear the mark of the Ludoch. The Valons do not stray from their islands for long and never leave the vicinity of Choralinthor Bay, they would die of homesickness if they did. The Valons build their houses in the shape of great inverted boats, which are always beautifully painted. Many shamans and boatwrights come to Valon to worship the local spirit of sailing known as Master of Hulls. The spirit has a large shrine dedicated to him, the shrine like the local houses is made from the inverted hull of a great boat.

VAPOUR PITS - This peninsula is riddled with volcanic steamholes, fumeroles and geysers. Occasionally strange subterranean objects and

creatures are thrown up from beneath the earth. Both the Caladralanders and Pelaskans collect these things, they are then either saved, eaten or ritually burned according to the object's nature. Some groups of Islanders say that the Vapour Pits was created by the Sun Fish falling to earth when the Sheho the Cormarant tried to steal him from heaven. Both spirits are contacted here. Blood has mingled with the steam here on many occasions. The bloodiest battle occurred here in 1572, when Caladraland tribesmen disrupted the Pelaskan Fire Water Dance with deadly consequences.

WADISHANA ISLANDS - These two large islands are inhabited by the Running Mackerel and Silver Dolphin tribes. These two powerful people have lived in harmony here since the dawn and inter tribal marriage is common. Whaling was the mainstay of the islands until the Closing came, but is now long forgotten. Many of the houses have whale bone in their construction revealing their great age. The islanders venerate the spirits of the Fish King and Dolphin in a small temple on the eastern isle. Dormal is also more culturally important here that he is on many of the other islands. The High Admiral of Boats draws upon the fine young men of Wadishana to crew his ships and boats. The Island of Wadishana survived intact during the Wolf Pirate invasion, protected by the Growing Coral, but many men were lost fighting aboard the ships of the Kethealan Fleet.

ZOO ISLAND - One of the largest islands of the archipelago and yet uninhabited by the Pelaskans. The island was once the site of a great experiment by an ancient and evil empire. Scholars disagree as to which evil empire, whether the Empire of the Wyrms Friends, The J-rusteli Empire or the Shadowlands themselves. Here creatures from other worlds were summoned for observation. The experiment was never completed as the site was destroyed in the Machine Wars of Zistor. Otherworld creatures and hybrids that are not found anywhere else in Glorantha now inhabit the island. Shamans have reported a potent spiritual entity on the islands, which they have named the Keeper of Zoo, as it appears to have power over the islands other inhabitants. Monsters occasionally escape and the Islanders must hunt them down. It is taboo to enter the waters around the island and the Pelaskans patrol the region ritually to prevent the fool hardy from doing so.



ISLAND SPIRITS

by Simon Bray and Martin Hawley

STORM

GAWAI THE CLOUDBRINGER

He is the cloud carrier servant of Heler. Gawai is our friend he lives in the mountains of the Caladraland and in the realm of the drylanders. He appears as gentle tattered grey clouds, quickly spilling down over our islands as he heralds the arrival of Heler. Gawai teaches the magic of Cloud-call.

REISALTOS

The poisons wind that comes from the coast of Caladraland bringing the sulphurous fumes and ashes of Vent. Reialtos is two faced, her ashes are fertile and nourish the salt marsh yet can kill the shellfish and small fry on which we rely. Her yellow wind is no good for anyone, and when we see it coming we either go inside or cover our mouths with damp linen.

SANDSHIFTERS

These are mischievous little spirits, who stir the reeds and disturb the pelicans when they are nesting. They blow the dune sand into our homes making work for wives and mothers. They like to blow sails and move boats when we are fishing. For those that upset the Sand shifters they cause fishing lines to snag on the reef, or worse, hole the boat bottom. To guard against this you should tie dried marram grass and samphire flowers in a bindle to your prow.

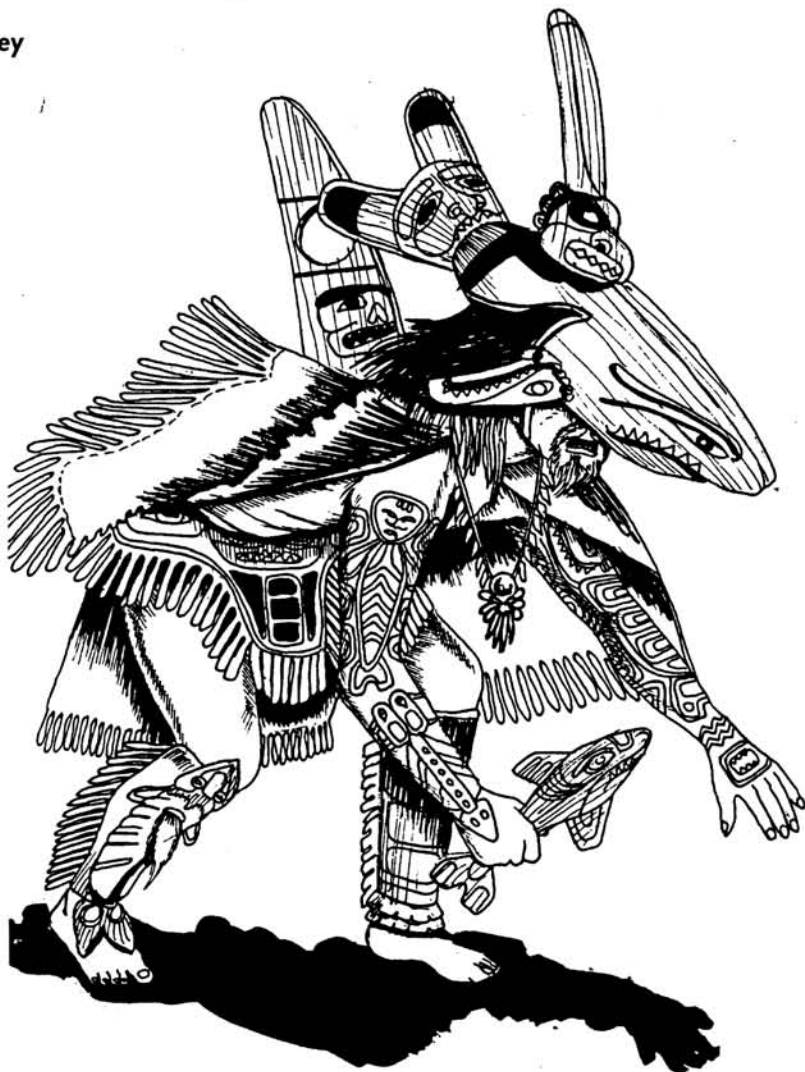
WATERSPOUT AND WHIRLPOOL

Alastos is the Waterspout and Mrast is the Whirlpool, sons of Magasta and Brastalos. They bring the dangerous swirling waters that cause boats to capsize and homes to flood. They arrive from the Mournsea, quickly filling the still calm bay with their destruction. Their favoured haunt is the rip tides and currents around Eternal Peace and carry sacrifices to their father and mother. Anyone foolish enough to contact them could gain their deadly magic or enter the Airgate, but more likely perish in their revolving columns.

SEA

CAULDRON KEEPER

Our caudate brothers call him Daliath. He is the keeper of wisdom who lives deep below the waters. Contacting the Keeper is a most difficult activity. Few have ever succeeded in meeting with him and gaining his touch of wisdom, one who has was Pela-



skos as part of the great Sea King's Tribute Path. The Pharaoh met the keeper too and this is why he was such a just and benevolent ruler.

CISLUU THE SEA HORSE

He is a trickster spirit residing in the marine pools and lagoons. Cislui is a mischievous soul who delights in dragging boats astray. He is a turbulent little braggart and schemer offering rides then drowning his riders.

CORAL BUILDER

Coral Builder is the servant of Mother Ocean. Giving succour to Syphod the Anemone, Echion the Urchin, Podor

the Crab, Porifa the Sponge, Molakka the Mollusc and the children of Golad with his creations. Coral Builder knows the magics of Growing Reef.

DOLPHIN

Daughter of Tholaina and Vadrus. Dolphin is the close friend of Watu, and can be seen swimming in the strands of Kelp Girl's hair, or in the shallow waters with Motegi. If she is contacted and a sacrifice is made to her, Dolphin will teach the magics of Aquabatics, Hold Breath and Swift Swim.

FISHKING

King of all fish and husband of Triolina. He is a massive crowned fish who lives beneath

the bay. Each night he holds council with his myriad servants and so the fish caught after dusk are either foolish or disloyal to their lord. Our Ludoch friends call him Golod. He teaches the magic of Speak to Sea Fish.

HELER

The husband of Triolina, The Blue One grants Rain magic. Our people know him to be part of the sea tribe even if you hear from outsiders that he is now the slave of the storm tribe.

ALHARA

Alhara is the Lady of the Mist, daughter of Aphara. She resides in the House of Dew and comes to the islands where cool waters meet warm air. Her time is the early morning and the evening. We call her Mist-maker, or Haze spirit. She is accompanied by a ghostly moaning like the sound of a marsh goose. Like her mother she is a member of the storm tribe and the sea tribe, she can teach the magic of Mistcloud.

KELP GIRL

Cari the Kelp Girl teaches the magic of Speak to Murthoi and the ritual Bountiful Shoreline. She is the Princess of the Sea King and leader of the children of Murthdrya. Once she was a mortal princess, a child of the Ard-Righ-Mahal, but she fell in love with her sea prince and is now an immortal part of his realm. Her story is a warning to all girls who are seduced by our caudate brothers. She teaches the magics of Kelp Girl's Wisdom and Sea Love.

MASTER OF HULLS

Son of Diros, the Master of Hulls is revered by all our fishermen. We paint his symbols on the undersides of our boats to ward away the evil spirits and to show respect to our lord Choralinthor. He provides the magics of Even Keel and Brisk Boat, for stability and swiftness within the bay.

MASTER UNDINE

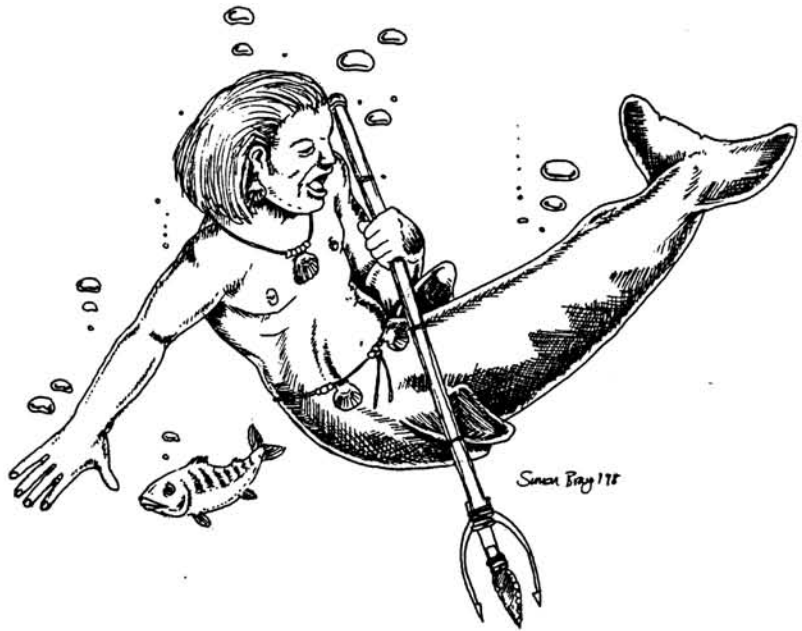
Son of Mother Ocean, Lord of all the Undines. Master Undine is father of the «Destructive Brothers» including Tsunami the tidal wave and Island Gulper, master of the tides as well as the benign Mirinthe.

MISTRESS OF THE TIDES

She controls the tides of the bay. Her sister is the Blue Streak. The Lunars have recently built a temple to her in the city of Seapolis. Her presence is gentle, unseen and calming yet her effects are felt throughout our islands.

MURTHDRYAS CHILDREN

The numerous plants of the sea tribe, most only see damp straggly seaweed, lucid green algae or cloudy water. Only those with the second sight of dreaming can see their true form. All of Murthdrya's children owe allegiance to their mother and to Cari the Kelp Girl. Tangleboy looks like a threadlike seaweed, who lives high on our muddy sho-



res. He is an unkempt, tangled spirit who delights in quarrelling with the Spartina girls over whom owns the muddy realm of the shore. His aura is one of confused and untidy thoughts - tinged with spite and pride. The Pelevetia Maidens are the daughters of Cari and the sea prince. They are bright green shaggy clusters of weed, each with distended air sacs attached to their limbs. The maidens swim in the upper zone of the beach waters, their feet in the sea, their hips gyrating and their stranded hair tresses spinning. The dancing girls of Seapolis mimic this with their erotic and writhing dances. The maidens are carefree and happy as they bask in the sunlight and dance in the shallows. The Malachite men are crenulated, notched and a deep dark green in colour. They have no roots, leaves or flowers and live in the middle zone of our rocky shores, waiting for currents to spread their serrated bodies to feed. Their aura is one of stupidity and dull-witted dour moods. They are not as clever as Cari or as beautiful as the Pelevetia maidens and don't understand why they are stuck in the waters between the two, and don't care for it either! Plankton People are groups of motile green or white beings, often covered with elegant scales and delicate flagella. They swim freely around Triolina's realm in swaying shoals acting as messengers for their Murthdryami brethren. Their aura is dependent on which kind they are; green and white are happy go-lucky, glad to give their lives for the whales and sons of Scyphod; yet the red are evil and dangerous outcasts, they poison oysters and other shellfish, causing the toxic red tide when we mist stop fishing or die.

RIP TIDES

Dangerous and unruly spirits, servants of Wachaza. They can drag your boat under if you are not careful, or worse drown you when you dive for shellfish. They steal the land and carry it away to the realm of Manthi, they steal children too!

SEA DRAGON

Father of Waertag and the green skinned ones. He lives in the depths of the bay, where he has slumbered for many long years now. His aluminium scales wash ashore after the greatest sea storms, which are caused by him rolling in his sleep. Ancient prophesy says that he shall rise and wrap the bay about him like a cloak to defend the world in the second darkness.

SEA HUNTER

The daughter of Varchulanga and Tholania, the Sea Hunter is Queen of all the sharks. She is both terrifying, yet necessary. She preys upon the weak and foolish. She teaches all about the reality of death and the dangers of hunger. Her child was Gloom-shark who was lost to chaos but still haunts the world. She teaches Command Shark and Feeding Frenzy, but only witches and the terrible children of Vorchulanga would dare summon her forth.

SEA WYRM

Son of Golod and Varchulanga. He dances in the crashing waves along the rocky shores. He is wise and cunning, and has much to teach those that seek him. But he has learned that men can be tasty and so cannot be trusted. Those who seek his teaches must first wrestle him into submission or find themselves feeding the wyrm.

SHALLOWS MISTRESS

Daughter of Esrola and King Undine she lives in the shallows near the sea grass meadows, she is a kindly, gentle spirit. She dances over the giant water Lilly leaves or splashes in the shallows, scattering her daughters the Spartina Sisters, who turn sea into land hence she is a powerful if elusive ally for us when we need new land or to reclaim the excesses of Alastos the Water-spout and Mrast the Whirlpool. In Seapolis they have a cult of reclaimers who use magics like these to build Calpulli. Those with the sight will see the Mistress of Shallows as a young girl dressed in sea grass and marsh samphire, her brown hair woven with sea lavender and sea spurrey flowers, scitting over the water surface. She is difficult to catch and flighty in her moods. If offered life seed, wild honey or golden trinkets she may teach the magic of Water Walking. Her daughters are more accommodating and the Spartina teach the growing of mud grass to our shaman, gifting then with their magic seeds.

TIDAL WAVE

Son of Master Undine. We know him as Tsunami. He comes when times are really bad and the winds blow hard. His waters destroy our houses and smash our boats, he came with the closing and did this. We pray to his father and our lord for him never to visit us again.

EARTH

CLAM GIRL

She taught our people how to protect themselves during the Greater Darkness. Shamans may contact Clam Girl by going to the shore and settling into the sand or mud, submerged under the water for an entire day and night. After this time Clam Girl will manifest. You may then establish a link. Do not offend her she will snap her jaws shut, severing and devouring your arm or leg. She teaches Breathe Water plus her own special spell Clam Shell.

ELORAN

The Mangrove Man, we fear even his name. He dwells among the twisted roots stagnant pools Eloran sends out his roots under the treacherous muds of the fringing swamps. If he catches you he turns you into a worm and forces you to live inside his twisted stumps. He is warped and ugly, on dark nights he leaves his shady world to hunt children. Don't go near his home at night, he will get you, I would not go here at all unless you are tempted to look for the Magical Balutu flower within the short stumpy trunks and maze of aerial roots. When the tide is high he floats like dull greenish grey leather on the water and forces his roots through the bottom of your boat to get you!



KETHAA THE EARTH QUEEN

Bride of Choralinthor, the power of the Earth Queen is not strong within our islands, yet we still venerate her for the stability she provides. The Esrolvuli to the north hold her most sacred, they claim she will rise again when the time is right. Her daughter, a most loved spirit was slain amongst the islands by a hideous enemy. Her brain was dashed across the land by a great stone. Where her murder occurred their now stands the Brain Ruins, inhabited by her loyal children the newtlings.

FIRE/SKY

BAMBALAYA

Great Ancestor Seabird, daughter of Tholania lives in the ocean above the waters. She was gifted with the powers of flight after her mother stole the powers of a captured

sky spirit. She is mother of all the Soul birds and the other sea birds. Each of her children has special magics which she taught them. Bambalaya can only be contacted on a calm day as she is frightened of Alastos and can be injured by Reialtos. You must go in a small boat near a shoal of Bonito fish and shake a rattle adorned with feathers from all her children and then she may grace you with her presence and you can sacrifice to her to gain the magic of Flight.

SANDFLARES

Small spirits who live under the sands of beaches. Nobody knows when they will appear, or how many will flare through the sand into knee high dancing flames. At night they can be mistaken for shore fires of fisher trips, but don't be fooled you may ground your boat in the shallows. If you meet one and sacrifice to it you can learn the exotic magic of Firestarter.

THE SOUL BIRDS

During the Great Darkness our people were gifted with aid from the Twelve Soul Birds. Each gave a gift to Pelaskos and in turn he taught these to us, his people. Sacred Crane was the protector of Pelaskos and his family during the Great Flood. His servants still guard our islands to this day. Lede the Heron taught Pelaskos to make his first raft to sail after Oyster Girl. Pepyna The Pelican is the tanist, through self sacrifice and wisdom he provided food and showed how our people could survive the bad times. Sheho The Cormorant is the fisher and sea guide who singed his feathers black when he liberated fire from the Caladralanders. Tetlin The Marsh Harrier taught Pelaskos to survive in the marsh and how to hunt. All our land hunters revere her. Rednek the Grebe is the Dancer, who taught Pelaskos the Courtship Dance to woo Oyster Girl and the Dance of Parading Ripples to bring calm. We contact him during the marriage ceremony. Gowknowl The Booby, The Blue Footed One, who recovered Cormorant's lost fire brand and brought it home. He teaches through his trickery. Oyster Catcher Pelaskos first companion, who showed him Oyster Girl. She is the food guide for our women. Sacreech The Gull Pelaskos guide to Magasta's palace. Chara The Tern is the Storm Hailer, servant of Gawaii Cloudbringer herald of Heller, whom brought the storm to drive away The Sea Hunter and her minions and saved our people. He was wounded but still brought news of the Dark Wind and the Marsh Hardener. Grandfather Loon provider of warmth and comfort who helped Pelaskos and Oyster Girl forget the coldness about them. The White Goose came from the North at the End of the World and returned hope to the Islands. He is the spirit of our Shaman.

SUNFISH

Son of Lorian, the Sunfish swims through the Sramak's River each night, we can see him in the ocean above the sea each day. He is a dazzling beautiful spirit and his warmth and light add to the bounty of the shallows of Mother Ocean and the waters of Choralinthor. When we sacrifice to him Sunfish gifts the magics of Sea Eyes to us and our caudal bretheren alike, he further gifts us with the magic of Sea Lights to aid our fishermen at night and when the sky is overcast.

PLANT TRIBE

Binder Boys are tall greyish green plants with dark red rounded heads, clothed in brown glossy leather. They live just above the tide mark where they try and seduce the daughters of the Shallows Mistress. Their aura is one of lust - tinged with jealousy and spite. They sometimes betray each other and whisk away their fellow s-essence, leaving an empty rush which we use to make our durable baskets. Golden Samphire maidens are short, fleshy plants living in the marsh and shingle banks. They look like golden yellow nymphs, who dance about with orange ribbons. To those without the sight they look like small plants with yellow flowers. The maidens portray an aura of innocent delight tinged with a mischievous teasing spirit. The Languid Girls are spirits are shin high yellow green plants with flesh coloured spikes that look like fingers. They live in the wet dune slacks, where you can see them bathing . They have an aura of wantonness, as they wait for young men to sip water from the pools and be captivated by their beauty; only never to return and give their bodies to nourish the girls and the slacks. The Sea Daughters live in fringing channels and pools and are delicate spreading shrubs.



They live there because they are from the rape of Muthdrya by an evil earth spirit. The sea daughters have tried to return to the sea but are tied to the earth. Their aura is one of distress and hopeless longing. Sea Stars are short lived, stout and erect with blue- purple or white flowers. They appear in the salt marsh and are proud and aloof. They are said to be the servants of the Tide Mistress. Their aura is one of arrogance and pride mixed with the feeling of inevitable loss. White scatterers are knee high, horny tipped men which possess white or pink flowers. They jump around the salt marsh throwing their yellow seeds in the air. Their aura is one of careless abandon. Their flowers are the spray of the sea foam.

ANIMALS

When contacted properly and sacrificed to our animal brethren will gift you with useful powers. Motegi the dugong gifts Float, Watu the sea otter provides Kelp Swim, Mopook the Mudskipper gifts Mud Movement, Weiseri the seal gifts Detect Fish and Swim Silently, Kokuru the salt water crocodile gifts Strength, Podor the blue swimming crab gifts Protection, Ma-teuku the Bittern provides Invisibility.

DARKNESS

THE DARK ONE

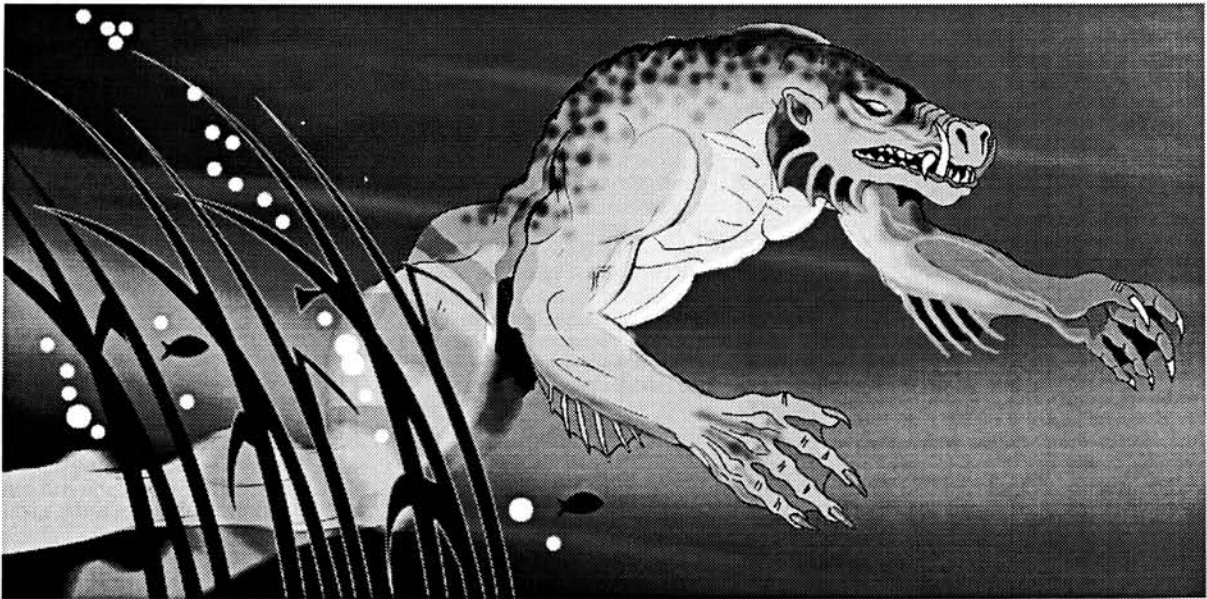
Most terrifying Sea Eater and Marsh Hardener killer of plants and fish. This spirit is so feared it has no name only titles. When it comes many die and the sea turns white and hard. Children starve and nights become long, boats are broken and men go mad with hunger and fear. Thank our Gods it does not come often and we pray that Choralinthor to halt it's spread.

NERIES

Dark son of Tholania and a darkness spirit, he lives under the mud flats and sand between the high and low waters. We use his worm children in our fishing. Be careful of him as at night he comes up from his burrow and drags down any soft food he comes across that includes sleeping fishermen!

ROBBER

A captured spirit of death, Robber was tamed by Wachaza. She is a most terrifying and dangerous spirit, The purple skinned ones willingly submit to her desires and they use her magic of Drown when they attack our divers or capsize our fisherboats.



Each Sea Season after the Islander's complete their Sacred Time rituals they enact the festival of the Twelve Sacred Soul Birds. Each dance represents an important part of the Islands Mythology. These mythic acts drive away the dark, winter spirits and herald the coming of Spring. Successful completion of the festival means bountiful shores and abundant fish. While it's failure could result in famine, conflict, the return of winter, or worse the coming of the Marsh Hardener and the Dark One.

The Twelve Birds' Festival

by Martin Hawley



Day One

Summoning the Sacred Cranes

Myth: Pelaskos Summoned the Sacred Cranes to protect his people as the time of the Darkness came upon them.

Events of The Day: The residents of Seapolis are awakened at dawn by the sound of trumpets issuing from the top of the Miradore. Men don their finest robes, women their brightest dresses. All slick their hair with coloured paints. Throngs of boats of all sizes and types clog the narrow canals as they make their way to the waters above New Reef. Here is anchored the Admiral's huge trireme. Pelaskos climbs into the adorned crow's nest, decorated as the semblance of Pelaskos' house and summons the Sacred Cranes to stand as guardians over the festival. Out of the marsh stride the thirty foot tall Sacred Crane Guardians taking their position at Pelaskos' Calpulli, dwarfing their shining metal counterpart.

Day Two

Lede's Dance

Myth: Pelaskos arrived in the Islands and was besotted with Oyster girl, he attempted to follow her by swimming and failing. He sought aid from several sources to no avail. Lede the crested Heron taught him to construct a raft. With the gift Pelaskos was able to follow Oyster Girl deeper into her island realm.

Events of the day: At dawn Pelaskos watches in sorrow as Oyster Girl gracefully departs. He spends the rest of the morning trying to learn how to swim. The mood alternates between comedy and despair as in turn Dolphin, Seal, Whale and Crocodile perform their own dances, but Pelaskos cannot follow the steps. In the early afternoon Lede the Heron arrives and shows Pelaskos the secret of the raft to cross the water instead. City dwellers and visitors alike can participate in the raft races. Whilst daring young men are invited to run and jump across courses of rafts at the floating market.

Day Three

Pepyna's Dance

Myth: Pepyna the Pelican sacrificed himself by giving Pelaskos his last fish and starved to save the islands.

Events of the day: The Senate head orders the city food stores to be opened after the lean times of winter. Pepyna travels throughout the city gifting all with presents of food. The people rejoice, feasting upon trays of cattail bread, bowls of stewed fish, & platters of steaming seaweed. The first market of the year opens at the Floating Market.

Day Four

Sheho's Dance

Myth: Sheho the Cormorant came and showed the starving Pelaskos how to find fish and how to recover the lost ones among his people. Pel-

The Sacred Dancers

The important citizens of Seapolis each take on the persona of the Sacred Ones. These roles are traditional, the rites and dances have been handed down through the centuries. They all wear extremely ornate costumes of wood, feather and bone, all richly painted. Again these costumes are traditional, parts of which are highly prized family heirlooms. Other Admirals, officials and shamans play important roles. Residents play the Myriad of Island Spirits, or are dancers and musicians. While even the roles of those that watch, Islander or Foreigners are all important in the festival.

Pelaskos
The High Admiral of Boats
Oyster Girl
Tarak Aren, the High Priestess of the Oyster cult
Lede the Heron

Fantakos the Lord Harbour Master
Pepyna the Pelican

Hylissa Savanita
Sheho the Cormorant
Unruly Admiral Podubah of Shearwater Isle
Tetlin the Marsh Harrier

Admiral Akkbar of Wadishana
Rednek the Grebe
Miramelle
Gowknowl the Booby

Bobbob the Trickster
Oyster Catcher
Felda Alor, head of the Fishwives Guild
Sacreech the Gull

Admiral Gunshap of Foulstorm and the giant gull Gawaii
Chara the Tern

Henoderius the Magistrate of the Waterways
Grandfather Loon
Tolonqua the Shaman

Dolphin
Angolar the Fishguard Captain
Seal

Janna Chovosi, the priestess of Halicora
Sea Hunter

Shark. Dancer, the Wahaza Priest



skos then sent him to Caladraland to steal fire from the Fire Woman.

Events of the day: Sheho dances through the confined straits of Esrola's Fingers calling the fishermen to the temple of Pelaskos. Here the fishermen give thanks and move their boats out into the Bay to commence the first catch of spring. Sheho then performs the Dance of Recovery, diving below the waters and emerging each time with a sodden dancer. The dancers remove their silver overcoats, shake themselves dry and assume their roles as Islanders. Sheho and Gowknowl then depart the city on their quest to ignite The Firebrand with the stolen fire of Caladraland.

Day Five
Tetlin's Dance

Myth: Tetlin the Marsh Harrier taught Pelaskos how to hunt in the marshes. It was Tetlin that showed Pelaskos where Blue Feathered Sea Eagle lived.

Events of the day: The spring hunt occurs, Tetlin calls the hunters and they depart Seapolis to hunt in the surrounding marshes in a celebration of its bounty. On capture the kill is prepared for the day of Gowknowl's return. Later in the day Tetlin guides Pelaskos through Esrola's fingers past the Saltines to the nest of Blue Feathered Sea Eagle. Young girls compete for the honour to be the Pearls of Oyster Girl in the rites of the following day. For only the most beautiful can succeed.

Day Six

The Dance of The Parading Ripples.

Myth: Pelaskos wandered alone, he had food and drink but he wanted the love of Oyster Girl. Rednek the Grebe took pity on Pelaskos and showed him how to court Oyster Girl to win her heart and soul.

Events of the day: The traditional day for new marriages, courtships reach their climax with the betrothed performing the final dance of courtship. In a celebration of love and fertility the Pearls of Oyster Girl perform their gyrating ribbon dances. In the afternoon the Dance of Parading Ripples takes place, Rednek the Grebe and the high priestess of Oyster Girl skate over the waters with their captivating display, sending magical waves of peace and harmony throughout the city and islands.

Day Seven
Gowknowl Brings Fire

Myth: Sheho was set alight by the Fire Brand, he dropped the Brand and to douse the flames dived into the water. Sheho emerged with his bright feathers forever charred and blackened. Gowknowl the Blue Footed Booby recovered the fire brand dropped by Sheho. Although it was heavy and his feet trailed in the water, making them blue Gowknowl successfully brought fire back to Pelaskos.

Events of the day: Sheho and Gowknowl return from their foray to Caladraland bearing The Firebrand. Both with their new costumes. Residents



light ceremonial torches, rowing or swimming out to Gowknowl's barge which floats on Chiton harbour. They return with the brands, which are placed in prominent positions on their dwellings. Cooking fires send sweet smelling smoke and wonderful aromas of the hunt meats into the city canals.

Merriment is rife and people of all ages delight in playing pranks, free from retribution or punishment.

Day Eight Women's Day

Myth: Oyster Girl once again left Pelaskos. He wandered about the Islands, here he met Oyster Catcher who showed him where Oyster Girl now dwelt. Later Oyster Catcher taught the women the secrets of the Pearl Handled Sea Metal Knife so they could harvest the shellfish on the shores of the Islands.

Events of the day: Before dawn Oyster Girl has hidden somewhere within the city, new brides and teenage girls follow her lead. At dawn, Pelaskos begins his overacted search of the city. He comically extends his search, knowing her hiding place, compounding the mythic act of discovery. Young men and new Husbands have no such luck for they engage in a genuine search. On discovery couples reaffirm their marriage rites, while potential suitors begin their year long courtship, willing or otherwise. Brides may use the day to escape from loveless marriages, for if not found by dusk their marriages are annulled.

Day Nine Sacreech's Dance

Myth: As times got worse Sacreech, starving, stole the last fish from Pelaskos to survive. Shown his error he repented and showed Pelaskos the way over the waters to the Palace of Magasta. It was here that Pelaskos began the Sea King's Tribute path.

Events of the day: Sacreech steals the first fish of the spring catch and is chased by the city fishermen. He leads them out to dive beneath New Reef's waters, where the Palace of Magasta has been constructed by the Ludoch. Within the secret rites of the Fisherman are reaffirmed before the Merchief. The Fishermen silently return, knowing their place in the world. If he so chooses, or if needs demand it Pelaskos may initiate the rites of the Sea King's Tribute path on this day. Sacrificing at the Palace of Magasta before moving to the Great Hall of The Ard-Righ Place to begin the path.

Myth: During the Great Darkness Alastos and Reialtos the Bad Winds filled the skies, Sea Hunter came and brought her children to harry Pelaskos. Chara the Tern offered to go the

Day Ten Chara's Battle

Myth: The waters were high and Pelaskos was forced onto the roof of his hut. Grandfather Loon came and brought warmth and comfort for Pelaskos and Oyster Girl. Grandfather Loon then brought land from sea for Pelaskos and his bride to live on.



Events of the day: Traditionally the day when new calpulli are begun. Since the great Wolf Pirate attack the day's significance has grown as Seapolis strives for former glory. Everybody rises at dawn and climbs onto the roofs of their dwellings. Groups of dancers dressed in sea blue robes take the role of the rising waters, moving through the canals and attempting to grasp any trailing limbs or clothing. Celebrations begin at the site of a new calpulli, as the strange Poldari enact their rituals.

Myth: In the darkest hour, all seemed lost, when even friends' were gone Pelaskos was alone. From the North he heard the sounds of approaching wing beats. The White Goose came bringing hope awakening the spirits of the Islands. Upon his arrival Pelaskos rejoiced, as it triggered the return of all the Soul Birds, heralded by Bambilaya.

Events: Residents blacken their faces in mourning, wailing songs of despair can be heard throughout the calpulli. Pelaskos sits alone on an isolated rowboat. From seemingly nowhere appears The White Goose. He circles Pelaskos in a dance of delicate beauty. From the Dawn comes the immense flying form of the chariot of Bambilaya. People remove their dark robes to reveal bright festival costumes. Dancers emerge accompanied by Mirrorweed flutes and rhythmic drumming, sending echoing beats answered from all points. As afternoon wears on the Soul Birds arrive, in their wake come crowds of dancers and musicians aboard boats of all kinds. These are the Spirits of the Islands who converge with the Birds on the rowboat of Pelaskos in a tumultuous climax to the great festival. Singing, dancing and cavorting carries on until the early hours of the next day.

Day Eleven Grandfather Loon Brings Comfort

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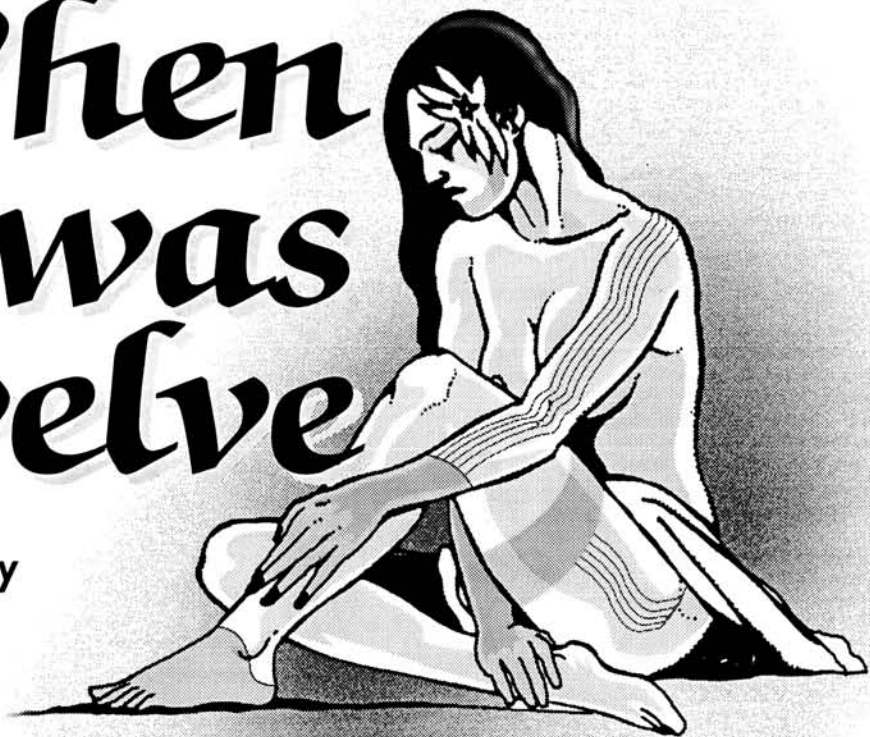
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Day Twelve The Arrival of the White Goose

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When I was twelve

by Martin Hawley



WHEN I WAS TWELVE my father let me go out past the reeds, past the salt marsh and into the lagoon waters with him. He taught me how to use the fishing spear and how to spot the seal children and the servants of Chara.

When I was twelve I was allowed to view the men of the great ancestor, I saw the basket where I would be reborn; don't ask me about the oyster shell- that's women's knowledge.

When I was twelve I chased Pandasala into the dunes and I swam naked with Lenala in the slack pools.

When I was twelve I tasted the urchin spirit for the first time and I tasted the ripe lips of both Pandasala and Lenala for the first time too.

When I was twelve I heard about the mistress of the shallows And the languid girls and wondered if Pandasala and Lenala were such?

When I was twelve I took the row boat across the place of the rip tides and crossed nearby where Eloran the mangrove man dwells.

When I was twelve I met Tolonqua the wise man I asked to tell me about the ways of our people, here is what he told me.

A long time past when Pelaskos dwelt with us and talked to the sacred soul birds he had become a man. There came a time when the Dark One visited our people and they were hungry. They had only the gifts of Oyster Catcher and the roots of cattail to eat.

Once Lede said *«make yourself ready»*. All the men made themselves ready and went out past the marsh, towards the sea in two boats. Then Lede spied a child of Weiseri and he speared it with his sea metal leister. It jumped up and drifted on the water as if it was dead. Lede hauled it into the boat, *«let us eat it here»*, so the birds made a fire and cooked it. *«Let us eat it all, let us eat it all»* cried Sacreech. Then Lede and the companions ate. Pepyna tried to hide a piece of meat in his feathers, but Sacreech saw it, took it, and burnt it in the fire. Then the men went home.

The men gathered large mussels and abalone and took them to the women. Pelaskos called *«get the shellfish»*. Noise of many feet came through the surf and Oyster girl and the other women came running to meet the boats. They fetched the shellfish from the beach and then they ate.

Pepyna took care of Pelaskos. Pelaskos said *«tomorrow I will go with you»*. But Sacreech said *«What do you want to do! The waves will carry you away, you will drift away, even I best bird of all almost was swept away»*.

The next day they made themselves ready. They went to the boat and Pelaskos came down to the beach. He wanted to go with them and held onto the boat *«go to your hut, go with your wife»* said the birds. Pelaskos went back to the hut and he was sad oyster girl his wife now comforted him. Sacreech said *«let us leave him, he looks happy enough now!»* And they paddled off.

When they arrived at the island of seals Lede went ashore and speared a seal. It jumped up and drifted on the water as if dead. Sacreech said «let us eat it here and now», else Pelaskos would want to come here and eat the seal when the Sea Eater comes. The birds cooked the meat and ate it all. Pepyna tried to hide some on his head but sacreech took it and burnt it. In the dusk light they gathered large mussels and abalone and then went home. When they approached the beach Pelaskos shouted «wife go and get your shellfish». Then the noise of many feet came through the water down to the beach and carried the shellfish home. Sacreech said «don't tell Pelaskos else he will want to go with us.» In the dusk light Pelaskos said «tomorrow I will go with you», But sacreech said «what do you want to do? The waves will carry you away!» Yet Pelaskos replied «I will go, I must go, It is my 'destiny'...».

In the dim morning light it was colder, a lot colder and it never got quite light. They made themselves ready for the third time, this time the birds had to break the water to move the boats. Pelaskos went down

to the snow covered beach and took hold of the boat. But Sacreech pushed him aside and said «what do you want here? Go to the women, it is colder and darker, soon the Dark One will come and you must protect your wife». Pelaskos wept. Sacreech said «now paddle away and leave him», the other birds were unsure, but Lede didn't say anything so they thought all was well.

They paddled again to the island of the seals, where Lede again speared a seal but this time it was a small one and weak, yet still they cooked it and ate it and sacreech showed his greed. Pepyna again tried to hide some meat this time on his leg, yet again Sacreech found it and burnt it. In the blackness they arrived home again to the village and again Pelaskos told his wife to get the shellfish even though she was weak and sick.

In the dark they made their way to the beach and made themselves ready as the waters rose. Pelaskos was ready too. The birds hauled the boats to the water, this time only a few of them were there. Pelaskos tried to get into the boat but Sacreech threw him into the water. He would have drowned even though

he could now swim if Motegi dugong had not saved him.

When Pelaskos swam to the beach he took his fishing spear and he walked into the marsh, there he met Tetlin who showed him where the Blue Feathered Sea Eagle lived. The eagle showed him how to hunt. It took him seaward to find the birds, in the dark they could see the smoke of the bird's fire. Pelaskos could see they were eating rotting meat; so he returned home because even shell fish were better than that!

When the light returned the birds all again went to hunt and launched the boat. Pelaskos stayed in bed. After the sun rise he rose and called to the women and children

and some men who now were there «make yourselves ready» then he took out

some meat which

Pepyna had hidden

in his beak «every

day in the dark-

ness the greed

ones ate this»

he showed it

to Oyster

catcher

who had

stayed

behind e-

ver since

the first

hunting trip

«see even you

are forced to

eat shellfish

while the gull

and your so

called

brothers even

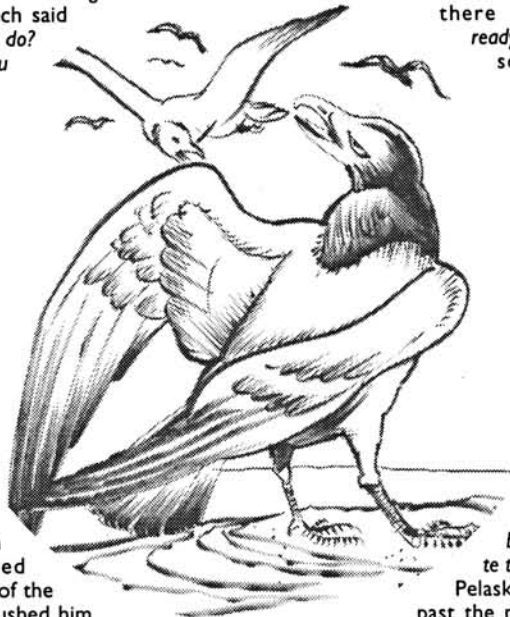
Lede a-

te this!»

Pelaskos took the people past the marsh edge and out into the world he showed them the hunting ways off Tetlin and where the seals live was, so that even in the times of the marsh hardener all got meat and fish to eat.

When the people saw the gulls and the other scavenger birds. Sacreech declared «what are you doing here? You will capsize and drown, he saw they had meat to eat ». Pepyna said «ha Gull do you recognise now that I have helped Pelaskos and his people». Sacreech got angry for it was he, HE! That had shown the Fisherman the way to Magastas palace. This time Pelaskos spoke «be quiet Gull you made us suffer for that you will only eat my scraps from now on.» Sacreech was outraged and appealed to Sacred Crane.

Sacred crane decreed that Pelaskos had earned the right to command. In the last real act Sacreech caused the mussels to become fast to the rocks, thinking that the women would now be forced to eat roots again. Yet as we all know Oyster Catcher gifted the women with the Pearl Handed Sea Metal Knife, so they could collect them.



Choralintor Bay

by Guy Hoyle



Maybe someday I'll go
back to old Heartland,
If my dear old wife would
only pass away!
She's nearly got my heart
broke with her nagging,
Her mouth's as big as
Choralinthor Bay.

See her drinking sixteen
Storm Bulls into stupors,
And then she can walk
home without a sway;
If the sea was beer in-
stead of salty water
She'd live and die in Cho-
ralinthor Bay.

See her drinking sixteen
Powzies! at the Grog
Shoppe,

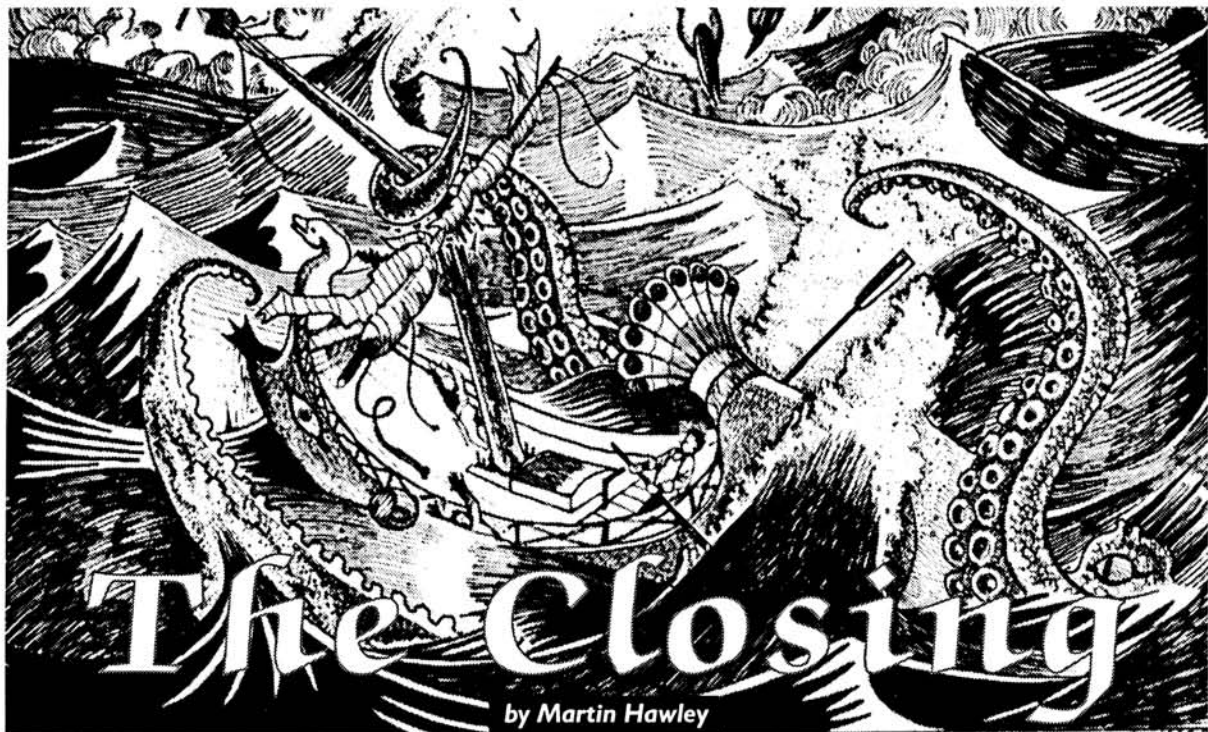
The bar-troll says, «I
think it's time you go.»
Well, she doesn't try to
answer him in Darkton-
gue,

But in language even
Storm Bulls do not know.

On her back's a tattooed
a map of Kethaela,
And when she takes her
bath on Waterday,
She rubs sudsy soap a-
round the Shadow Pla-
teau,

So the suds flow down to
Choralinthor Bay.

Based on a parody of
«Galway Bay», by Tommy
Makem (If you don't know the
tune think of the «Oscar



OUR PEOPLE'S FIRST NOTICED the time of the closing when we saw the flocks of gulls and terns, shrieking in a most vociferous way, not the shrill calls of mating or defence; but a pandemonium of distress, a discordant hullabaloo of fear. Next we spied a strange bird, which nobody recognised, dead on the beach. It wasn't an ever swimming boat bird or a migrating snow goose- but it did have long legs and pink feet.

A few days passed and Bonito fish were found washed up dead, stinking, all along the shore, each shoal accompanied by a screeching gaggle of gulls- they all died and after this the birds didn't feed on the dead fish again, not even when the dolphins and the killer whale were washed up.

The Sand shifters became more agitated and danced amongst the reeds sending spiraling columns of sand into our homes, and causing our sails to billow and rip: so we stayed at home inside for many days and nights, telling stories, singing songs and asking our elders what was happening?

One morning the Sand Shifters and gulls were quiet, we ventured out and out at sea we could see Jalhara, the haze spirit, or so we thought. We set out, but our fishing boats soon encountered thick green fog that enveloped us; this wasn't so Jalhara - at least not as we had known her before! Our men came back quite ill and some died, so we collected crabs and abalone from the rock pools and mud flats instead.

We were glad when the fog cleared our prayers to Pelaskos were answered. We weren't

so glad when the fog was replaced by the stinging yellow wind of Reialtos though! It wasn't as if it brought ash this time it just bought the choking smell, like that of the vapour pits- but worse! Some children went blind, we thanked Pelaskos that the poison shore wind only lasted three days and nights.

After this we could fish again, and it wasn't so bad, or so we thought, because next came the fiery waters, the sea bubbled and foamed like the waters of the fishing cone, sure it brought fish to the surface but they were bad and fetid! Some boats were cut and splintered by wispy red haze, while others caught on fire and sunk. Many fishermen were lost, after this we didn't go to sea again, we had lost many boats; so we used our canoes and rafts to fish in the marsh and lagoons. We prayed to Molukka and dived for shellfish in the shallow waters.

We would have been glad to eat shellfish and seaweed but even these were stopped when the divers and collecting girls were dragged into the waters, pulled under and drowned by Cislou and his minions, the Riptides.

Paradoxically it got a lot better after the coral rose from the sea, it grew over night, jagged spikes and twisted domes, some way past the break line. At least it stopped the evil antics of the Riptides, and even if we couldn't fish for the seal and lobster, we caught crabs and speared damsel fish or dived for oysters and clams in the warmer still waters; just like the lagoon but bigger and more abundant. Sure there were sharks at first, but after a few weeks we killed most of them and then they only troubled us if

a high tide brought one over the coral break water.

It was anew way of life, but we survived, just as we survived the attacks of the Wolf pirates. Just as we were getting use to it, it got worse! The sea waters rose, many homes were flooded so we raised them higher on stilts, the coral bank was covered and waves crashed against our shore, so we moved our boats up past the high tide mark onto the raised beach. It was then that the monsters came, at first we saw the spawn of Varchulanga far out to sea, but that didn't last, they came close inshore and ate our children, smashed our boats and ate our men.

Next came the humming, the humming like insects, only louder, it lasted days before the pulsating blue wall of light came. Ahead of it were strange boats being smashed against standing waves and their sailors being drowned. After this came the giant wave, we saw it far out to sea and took shelter in the still waters of Choralinthor. The huge wall of water crashed against our homes wiping them away.

Then as it had come, it stopped. At least the beginning stopped, after this time we tried to go out to sea, but every time boats were sunk and men drowned, so we stayed in shore venturing no further than Kelp Girl's hair and Shell horse rock. We survived with the bounty of Choralinthor to feed us and clothe us.

This is how we live now and we are happy and our lives have been magnified by the opening of Dormal.

A triad of NPCs for Pendragon

KNIGHTS OF ARTHUR

by Shannon Appel

SIR CYMWN QUEEN'S KNIGHT

Since Queen Guenever came to Camelot love has been in the air. The beautiful pageantry of the royal wedding was soon followed by the establishment of the Courts of Love. When lovers began to flock to the courts Guenever choose the best to become her own special knights. They are known as the Queen's Knights, or the Queen's Guards. Membership brings great honor; both Lancelot and Gawaine belong to this organization.

Another member of the Queen's Knights is Sir Cymwn, a relatively young Cymric Christian. He pursued fine amor in the queen's court, later proved his skill with the Lyre, and was thus invited to enter the august ranks of the Queen's Knights. All seemed well in the world. Then came an event which Cymwn refuses to talk of. Questing in the woods he stumbled across a maiden by the name of Ansig, who he proceeded to woo. He was so struck by her beauty and intelligence that after only a few scant months he proposed marriage to her. She accepted, but at the same time revealed that she was truly a pagan enchantress. Cymwn was horrified. He spurned the woman, calling her a vile witch, and in return she cursed him, swearing that he would forever be unlucky in love.

Ansig's curse has come true. In the year since that event Cymwn has been a constantly loser in love. One woman was carried away by a black knight, who she fell in love with. Another was killed in an unfortunate riding accident. Half a dozen women have spurned Ansig for other knights. One even favored his squire over him. Ansig perseveres, because his life of romance as a member



of the Queen's Knights is all he knows. But, he fears he is doomed. Even worse, people are starting to note Cymwn's luck, and talk. Cymwn may be used any time after King Arthur's wedding (514).

• Feasts, tournaments, and quests are often the center of Pendragon games.

Though these events may be quite interesting on their own, they can always be made more vivid and interesting by the introduction of NPCs: usually other knights feasting, battling, or questing themselves. What follows are a trio of knights that can be used for this purpose.

Each of the knights is based upon one of the central themes of Pendragon: romance, religion, and magic.



Glory 1,932

SIZ 13	Move 3	Major Wound 12
DEX 15	Damage 4d6	Unconscious 6
STR 13	Heal Rate 3	Knockdown 13
CON 12	Hit Points 25	Armor 10 (chain) +shield
APP 17		

Combat Skills: Battle 12, Dagger 8, Horsemanship 15, Lance 14, Sword 18

Significant Traits: Generous 13, Just 12, Merciful 16, Trusting 12, Valorous 14

Significant Passions: Amor (Current Amor) 14, Loyalty (Guenever) 20, Loyalty (Queen's Knights) 15

Significant Skills: Awareness 10, Courtesy 13, Dance 10, First Aid 10, Heraldry 8, Hunting 5, Play (Lyre) 20, Sing 10, Tourney 10

Heraldry: gules, three crescent moons argent, two in chief and one in base.

Horse: Sarcie, a roan Andalusian charger, easily excitable and always eager to run, Damage 7d6, Move 8, CON 12

Appearance: Sir Cymwn was graced with good looks. His hair is curly blond, while his eyes, always glittering with excitement, are sea blue. Though slightly stocky, Cymwyn is not overly so. Cymwyn tends to dress in his frilly courtly best whenever he can (2L value)

Demeanor: Cymwn is normally hyperactively energetic. He is always bouncing around looking for something to do. The only exception is when he falls in love, something which tends to happen every few months. Then he is lost to the world... at least until he becomes bored. Cymwn has only known true love once, and he spurned her. He is unlikely to find a relationship with such great emotional depth with anyone else.

Lately Cymwn has tended to be a bit gloomy, bemoaning his lost loves, but this is all forgotten as soon as he catches a new lady's eye.

STORY IDEAS

Damsel in Distress - Cymwn's ladies have constantly been getting into trouble over the last year. When Isabel, his latest amor, disappears in the woods, Cymwn asks the players for help. After a hunt through a possibly dangerous woods the players will eventually find Isabel being held captive by a giant whose da' always told him he had to go out and capture maidens to make a name for himself; he hasn't quite figured out why yet. Wit may overcome the giant quicker than swords. On the way back home Isabel will fall in love with one of the player knights, possibly leading to a moral dilemma, since Cymwn still moons over her.

Quest for a Cure - Eventually Cymwn will reveal his curse to the player knights. He asks them to quest with him for a cure. This should result in a journey across much of Arthurian Britain, as Cymwn searches out the greatest holy men and sorcerers. Morgane le Fay, Morgawse, the Queen of the Druids, and any number of Saints are all possibilities. Some will request minor deeds from Cymwn and his companions (riding the area of a beast, bringing back a certain rare component needed for an enchantment, discovering information on a far away area, etc), and all will try to remove the curse but fail. Cymwn will eventually realize that he must return to the "witch" that cursed him, Ansig. As it happens Cymwn and Ansig both still love each other, but Cymwn can not overcome his Christian teachings to express that love, and Ansig is too stubborn to lift her curse unless he does so. They are doomed to remain star-crossed unless the player knights can convince one or the other to change their ways. Perhaps Guenever can be convinced to intervene?

SIR JOSEPH KNIGHT TEMPLAR

Far to the South and East of Britain a war of great religious significance is underway. Christians and Arabs fight for a land that both consider holy. Numerous crusades are called to the Holy Land, and many new knightly orders appear. One of the most famous is the organization of the Knights Templar. They are a knightly order sworn to keep Christians safe in the Holy Land. After crusading for several years in the Holy Land Sir Joseph has decided to return home to Britain. Although he tires of the war he has not given up the Christian fight. In Britain he hopes to preach the evil of the Arabs, convince other knights to join the Crusades in the Holy Land, and found a new cell of Templar knights in Britain.

Joseph also carries several secrets with him. He knows that the Knights Templar found several great Christian artifacts in Solomon's Temple, and he is aware that a few of the top Templars practice magic. He is not sure what to make of these facts.

The Crusades begin toward the end of the second phase. Joseph may be used from the start of the third phase (525) forward.

Note: The Knights Templar, a crusading organization, should not be confused with the Knights of the Grail Temple, a Christian mystery organization.

Glory 3,405

SIZ 17	Move 3	Major Wound 14
DEX 13	Damage 6d6	Unconscious 8
STR 16	Heal Rate 3	Knockdown 16
CON 14	Hit Points 31	Armor 12 (reinforced chain) + shield

APP 10

Combat Skills: Battle 18, Dagger 10, Horsemanship 14, Lance 14, Sword 20

Significant Traits: Chaste 13, Forgiving 16, Merciful 12, Pious 12, Temperate 15, Valorous 17

Significant Passions: Honor 18, Love (God) 12, Loyalty (Templars) 16

Significant Skills: Awareness 12, Courtesy 8, First Aid 10, Heraldry 9, Hunting 5, Religion (Christian) 10, Tourney 6

Heraldry: quarterly, 1 and 4, argent, a cross gules; 2 and 3, vert, a chevron argent between, in chief a sun in splendor or, and in base a pascal lamb argent. Joseph also wears the badge of the Knights Templar: two poor knights sitting upon one horse.

Horse: Horse, a bay charger, calm and unemotional, Damage 6d6, Move 7, CON 16.

Appearance: Joseph's black hair, brown eyes, and restrained mode of dress all combine to form a very normal appearance. Because of his large, burly strength, and the ragged scar that mars his face, many think of Joseph as a dumb brawler, but in truth he is fairly intelligent.

The only time Joseph puts on his finest clothes, a full 1L of value, is for Sunday church service.

Demeanor: Like his horse, Joseph is fairly calm and unemotional. His ire is slow to rise, and even when it does Joseph keeps it under careful control. Joseph is only enthusiastic when he speaks of the church or the Knights Templar. Then his eyes sparkle and his face fills with glee.

Joseph enjoys talking about the time he spent in the Holy Land and he will get along well with any other enthusiastic story teller. Although he is constantly preaching about the Templars he does so in a friendly way, not pushy at all.

In general, Joseph tries to help others out when they need it, and this makes him many friends.

STORY IDEAS

Quest to the Holy Land - If he can, Joseph will convince a group of knights to make a one year pilgrimage to the Holy Land. He will show them the greatest cities, Jerusalem, Tripolis, and Antioch, and inevitably ask them to join in battles against the Arabs. Protecting one of the great cities from a siege or facing off against strange Moslem magicians could make a dramatic conclusion to this journey.

Purifying the Templars - When Sir Simon, an important member of the Templars, comes to Britain to aid Joseph's quest to found a new cell, Joseph is at first enthusiastic. But, when Joseph discovers that Sir Simon is one of the mysterious Templar magicians, his enthusiasm ebbs; he believes that such magic is quite non-Christian. Approaching the player knights for help, Sir Joseph asks them to help unmask Sir Simon as the magician he truly is. Although this task will be difficult, and perhaps even morally questionable, the real danger begins when the player knights must face Sir Simon's wrath afterward.

Knights in Glorantha?

Of all the BRP games Pen-dragon is the farthest from the standard Still, with some work, the knights in this article could be converted for use in RuneQuest. The statistics transfer cleanly, though INT and POW will need to be added.

The following numbers are suggested:

*Sir Cymwn,
INT 13, POW 7
Sir Joseph,
INT 12, POW 15
Sir Euddac,
INT 14, POW 16*

All secondary statistics (hit points, damage bonus, etc) must of course be recalculated. Skill values must be multiplied by 5 to generate a percentage. Awareness becomes Scan. Dance is an Agility skill. Flirting is a Communication skill. Hunting is a Manipulation skill. Intrigue becomes Fast Talk. Many other skills have equivalents of the same name; those that don't are knowledge skills.

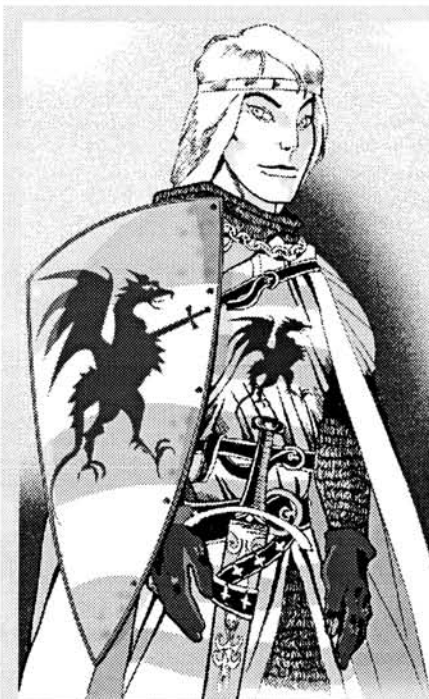
In the world of Glorantha, the three knights all come from Heortland, in the Southeast of Kethaela.

Sir Cymwn is not a member of any formal romantic court but he does value romance greatly. The "witch" he scorned was a high priestess of Uleria from Dragon Pass. He could not correlate her beliefs with the worship of the Invisible God he learned from the westerners. When the priestess was scorned she called upon

the divine wrath of Uleria and cursed Cymwn with his unluckiness in love. Since, he has journeyed the lands of Maniria, hoping to find a love that will not be bewitched.

Sir Joseph is a member of The Cold Wind, an loose organization pledged to free the Orlanthe tribes from Lunar oppression. After the battle of Whitewall he is tired of the conflict in Heartland, and now travels the nearby lands, preaching against the Lunars, a dangerous occupation. Lately, Joseph has learned something disheartening: some of his fellows who name themselves members of the Cold Wind have begun to learn either Lunar or chaotic magic (Sir Joseph is not sure if there even is a difference), hoping to turn the Lunar's powers back against them. Sir Joseph is not sure what to make of this fact.

Sir Euddac is a green elf, one of the few born of the Arstola Forest. After acting as an emissary to the humans for many years, he began to envy them for their individualistic thinking and strong sense of self. He joined the knights of Heartland, hoping to know both true companionship and individualism. He still is coming to understand his own passions. When the time is right Euddac will ask trustworthy companions to help him cut himself off from Aldrya forever.



SIR EUDDAC
KNIGHT OF THE OTHER SIDE

The Other Side is a region that lies alongside Arthur's Britain, yet is ever divided from it. It is a place of magic and enchantment, and is also the home to many strange and wondrous peoples. Once, Sir Euddac was one of them. Euddac lived in the court of Queen Titania and King Oberon and for centuries was content. When the Enchantment of Britain opened wide the doors between Fay and Earth Euddac looked upon the exploits of Arthur's knights and for the first time ever he grew... unhappy. Euddac saw that Arthur's knights knew two great things that he never would on the Other Side: true companionship and the thrill of life that only comes with the knowledge of mortality.

That day Sir Euddac decided to travel to Arthur's Britain and become one of the high king's knights. He hopes by doing so that he may one day find the companionship and mortality that he so dearly desires. After showing his prowess with sword to a local lord, Euddac was knighted. Since then he has tried to emulate Arthur's knights.

Euddac may be used any time after the Enchantment of Britain (514, when Balin strikes the Dolorous Stroke).

Glory 1,100

SIZ 16	Move 3	Major Wound 15
DEX 18	Damage 5d6	Unconscious 8
STR 13	Heal Rate 6	Knockdown 16
CON 15	Hit Points 31	Armor 10

(chain) + shield

APP 12

Combat Skills: Battle 13, Dagger 8, Horsemanship 13, Lance 14, Sword 18

Significant Traits: all traits are at 10

Significant Passions: none

Significant Skills: Awareness 10, Compose 10, Courtesy 12, Faerie Lore 18, First Aid 10, Heraldry 8, Hunting 10, Tourney 3

Heraldry: party per bend azure and argent, over all a cockatrice or.

Horse: Hayseed, a yellow dun charger, good-natured and friendly, Damage 6d6, Move 8, CON 14.

Appearance: Sir Euddac is tall and lean, his hair long and blonde and his eyes blue. He speaks with a peculiar accent which he claims is German if asked. A strange silver circlet (value 2L) constantly adorns Euddac's head. It passes over his ears, concealing the fact that they are pointed.

Sir Euddac's appearance is always immaculate. He keeps his arms and armor meticulously clean. When he visits court he wears clothing worth 2L.

Demeanor: Most knights will find Sir Euddac quite friendly, perhaps pathetically so. He is trying his best to be a good knight of Arthur, and also a good companion to other knights. Euddac is not particularly passionate, a product of his Fay heritage. He will shrug off insults, and ignore vengeance. Likewise, he may ride right past the needy or lie as it suits him. This will change after he has remained in Arthur's Britain for a time.

STORY IDEAS

Euddac should be presented as a normal knight for several years in a campaign. One day, though, he will choose to reveal his Fay heritage to the player knights. The following two story ideas both follow that revelation.

The Quest for Mortality - Although he has found companionship, Euddac still desires mortality, and thus asks the player knights to join him on a quest. He has learned of a shrine deep in the Wastelands surrounding the Grail Castle where a most holy old hermit lives. The hermit is renowned for having converted an elf king, bringing him into the embrace of Christ. Euddac wishes the holy man to repeat the feat. The journey through the wastelands should be fraught with perils: awful beasts, strangely changing landscapes, and tests of Christianity. If these obstacles are overcome Euddac will gain his wish, and will begin to age like mortal man does.

Next issue!

- Kethalela part 2
- The Kingdom of Night part 3
- Heortland
- Handra
- The Cult of Vinga
- Caladraland
- Three Flowers
and the Pharaoh

