

# Tradetalk

The Chaos Society Magazine

#11

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Glorantha  
Hero Wars  
RuneQuest  
Cthulhu  
Stormbringer  
Corum  
Hawkmoon  
Pendragon

## Handra & The New Fens

- History
- Church
- Guilds
- Heroes
- The Newtlings
- The Harandings
- Tarinwood



# Tradetalk

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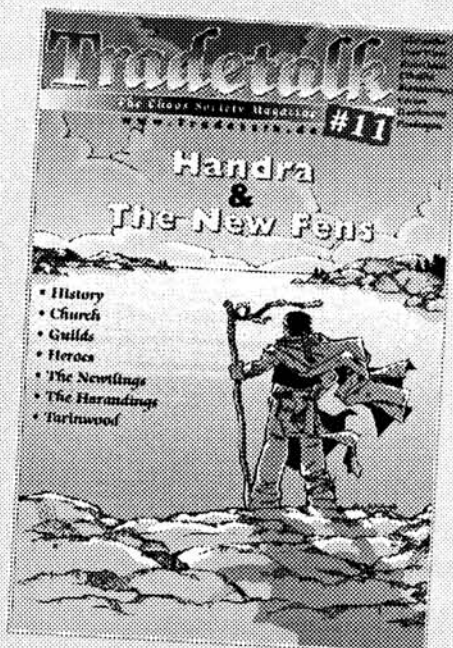
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# CONTENTS



Editorial	3
Timeline of Handra...	5
The City of Seven Isles	10
Social structures	14
The Church of Handra	16
The Guilds	19
Elandra	23
Newlings of Glorantha	26
The Pralori hunters	30
The Broos of the New Fens	31
The Harandings	32
Hurrlanth the Storm Lion	39
Legends of the Tarinwood	40
The Insects of Shaggai	44
Warlord Greymane	46



# Editorial

Hi Fellows,

**W**ELCOMES TO Tradetalk's second Maniria special. It took a "little" longer than we thought to finish this issue, but we hope that "Handra & the New Fens" was worth the wait.

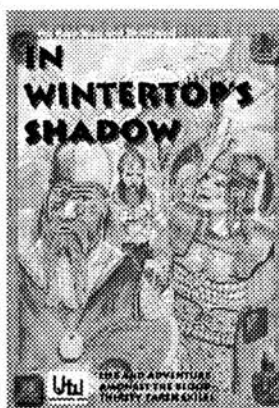
Julian Lord presents the "Harandings" of Wenelia, and Peter Metcalfe has reworked almost the whole of the original "Handra & the New Fens" manuscript, which was written in the early eighties by Marc Willner and Ken Rolston. Shannon Appleline finally presents another chapter of his Aldyami writings, the "Legends of Tarinwood." The Non-Gloranathan article in this issue is also by Shannon Appleline: "Insects of Shaggai" for Call of Cthulhu. Next issue is planned to be a Heortland special, including a lot of short articles by Ian Thompson, Mark Galeotti, Simon Bray, Pete McAveney, and many others. Shannon will add another Aldyami article, and present something new for Pendragon as well.

## Issaries News

As most of you might know by now: "Hero Wars 2nd Edition" will NOT be published. Instead Issaries, Inc., will publish a new Gloranthan RPG (based upon the core Hero Wars rules): **HeroQuest!** **Orlanth is Dead**, the second book of the Sartar Rising series, was published a few weeks ago. This book will be followed soon by a Dragon Pass Gazetteer / Sartar Lexicon (final name to be determined), Hero Bands, a book of about 25 hero bands suitable for player heroes, Imperial Lunar Handbook, Volume 1, and the third book in the Sartar Rising series, Gathering Thunder (formerly known as Adventures in Dragon Pass). Hero's Book (everything a player needs to play HeroQuest), and HeroQuest, Role-playing in Glorantha will also appear soon.

## The Chaos Society

www.TRADEtalk.de has become a Traders point, where almost all fan-publishers gather: products from The



Unspoken Word, Moon Design, Grey Dog Design, and of course the Chaos Society are available there (we accept Amex, Master Card, VISA, and Diners Club). Other publishers will follow soon.

More Issues of Tradetalk are planned: Tradetalk # 12 will be a "Heortland" special, # 13 and 14 are planned as "First Age" specials, and # 15 could be the "Mature Readers Only" issue.

**Legacy of Pavis** was published in summer. Next in the line of the Pavis & Big Rubble Companions is **Shadows of Pavis**. After that there might be a volume about Pavis Country to complete the Chaos Society's publications about Pavis. But before that, Ian Thompson will complete a **A Rough Guide to Pavis**, which describes Pavis in 894 S.T..

**The Path of the Damned volume 2**, the second issue of the Gloranthan comic, will be available in September.

**Ye Booke of Tentacles IV** needs only a little bit more time, and will appear also this year (this time for sure).

**The Widows Tale**, a Gloranthan novel by Penny Love, will be published by the Chaos

Society in October. Trade Paperback format, full colour cover. Preorders can be made at [www.TRADEtalk.de](http://www.TRADEtalk.de).

## Unspoken Word

In **Wintertop's Shadow**, adventures among the Tarsh Exiles, was published at Convulsion. It will be followed soon by **Imther: Edge of the Empire**, **The Far Place**, a second Uz book, and **Paper Heroes**.

Also available from Convulsion is the Convention booklet, **The Four Scrolls of Revelation**.

All are (or will be) available at [www.TRADEtalk.de](http://www.TRADEtalk.de).

## Moon Design Publications

Gloranthon Classics, volume III – **The Cult Compendium** is out! As with the previous two books in the line, this more than 300 page book is available in soft- or hardcover, and contains all the cults of various RQ2 publications and magazine articles.

Only one to go...

Gloranthon Classics, volume IV – **Borderlands & Other** should appear before the end of the year. Available at [www.TRADEtalk.de](http://www.TRADEtalk.de)

## Reaching Moon Megacorp

YES, correct: some News of **Tales of the Reaching Moon # 20**.

Now, near the end of the Gloranthon Classics series, the layout of TotRM #20 might be finished fast enough so that this very issue might appear THIS year.

## Merchandising

Again, Issaries has made monthly updates at [Cafepress.com](http://Cafepress.com). New T-Shirts, Mugs, and MUCH more for Orlanthy, Lunars, Uz and other Gloranthans. Check out [www.glorantha.com/products/cafe.html](http://www.glorantha.com/products/cafe.html) for links to all of the online stores.

**Greydog Designs** presented Gloranthon plush dolls, amulets, and jewelry at Convulsions under license from Issaries, Inc. These goods will be soon be available at [www.TRADEtalk.de](http://www.TRADEtalk.de).

See you in 3 months.

André

# HeroQuest

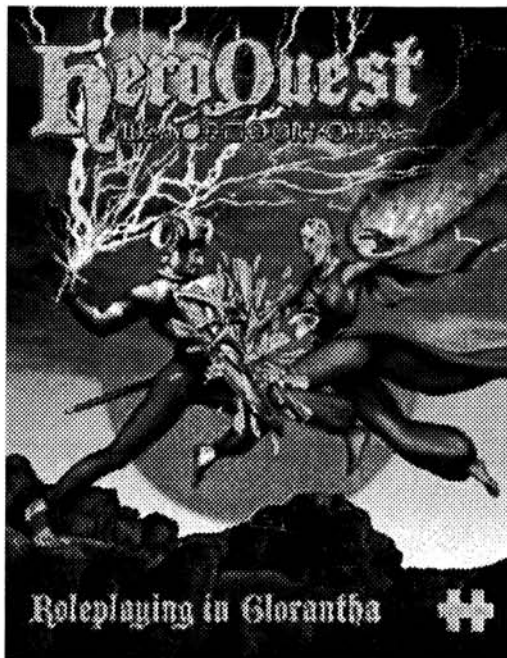
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**HeroQuest, Roleplaying in Glorantha** is the culmination of 27 years of design, creation, and revision.

Says Issaries president Greg Stafford, "For 27 years I've said it would be out 'next year.' Well, now it is next year. HeroQuest will be released 'this year,' after it goes through the entire editorial process. I am excited to finally have this ready for the world."

**All new features:**

- **New Format!** HeroQuest will be a 256 page book in the standard RPG format of 8.5" x 11". The rules will be presented as a single, complete book.
- **New Cover Art!** A full-color cover by renown artist Lee Moyers shows the Clash of Heroes.
- **New Interior Art!** Profusely illustrated by several artists, including Stefano Gaudiano, Mark Moreno, and Bernard Bittler.
- **New Maps!** The game includes several maps, all of them professionally drawn.
- **New Text!** The elegant game system designed by Robin Laws is presented in a clear and concise manner, newly and fully edited for clarity, completeness, and correctness.
- **New Examples!** Many examples are given to illustrate game play, all of them newly written by Greg Stafford, who originated the narrative style of examples over 20 years ago.



- **New Layout!** A handsome interior format makes full use of the artwork, runes, and other graphic elements for which Glorantha has always been known.

**A Game of Discovery**

The layout, contents, and presentation of HeroQuest encourages players to discover the world of Glorantha. Entry is simple, and its exploration a part of the story, campaign, and mythology. Only the minimal information in this book is required, but deeper exploration is encouraged online

and in supplements.

**A Game of Adventure**

The core HeroQuest rules book includes everything needed to play fun, colorful, and adventurous characters. Character creation itself is a part of the adventure. Players, not game designers, have control over the abilities and magic available to their heroes, allowing them to create their characters and begin adventuring almost immediately.

**A Game of Heroes**

HeroQuest encourages players to adventure into the myths and conflicts of an ancient and magical world.

**Everyone is a fiero in HeroQuest.**





# TIME LINE OF HANDRA AND THE NEW FENS

by Peter Metcalfe; based upon an original by Marc Willner

## Before the Flood

At the Dawn, two peoples inhabited lands of Slontos: the Pralori Hunters and the Entruli swineherds. The Elk worshipping Pralori were strongest in the hills while the Entruli worshipped Orlanth in the rich lowlands.

But Slontos lay between the Lands of the West and Kethaela. Warlords that dreamed of world conquest saw Wenelia as the stepping stone for the fulfilment of those dreams.

Here Lalmor marched from Kethaela, seeking a kingdom worthy of the Vathmai tribe. There Palang the Iron Vrok fought many battles to achieve glory for the Empire of Light and there too Arkat Humaktsson fought him in turn to destroy the lies of the Deceiver.

When Svagard conquered Slontos at the battle of the Lopers, Slontos looked forward to a period of lasting peace.

The coastal Entruli forswore their pagan gods to become pious Malkioni. Their inland kin scorned their apostasy yet feared the wrath of their patrons.

Although Svagard's conquest promised so, it produced much less and these soon turned to ashes. The Blindness of the God Learners caused them to commit terrible abuses without even realising their crime. In vengeance, the cosmos unleashed terrible dooms upon them.

For its friendship to the God Learners, Slontos suffered the Fools' Curse. From all over the world, Tricksters, madmen and rogues travelled to Slontos and erected a grotesque temple to their incorrigible deity. The land was blighted by jests, curses and unspeakably bad puns before the Gods took pity upon the Slontans and drowned them in the Flood.

## After the Flood

After the Flood, only the holy city of Kaxtorplose remained from out of the multitude of bustling Slontan cities. Jadnor, Lukae,



Herolal and others were all drowned. But several populations of Malkioni survived around the New Fens.

In Kaxtorplose, the Prince-Bishop Maxor the Blessed led his people in a mass of thanksgiving to the Holy Ones of Erenplose for saving them. From the lectern, the Prince-Bishop declared that the City had no foreign concerns for fidelity to the Holy Ones alone would preserve the City through all calamities. Accordingly, Kaxtorplose turned its back on the outside world although the Prince-Bishops were occasionally disturbed by their unavoidable duties as head of the Slontan Church.

The most numerous of the Malkioni survivors were the Valeki barons of the Old Ramalian Highlands. These dour folk inhabited many castles and were united only by the creed of their prophet, Valek. They lorded it over enserfed Mraloti savages whom

Slontan scholars declared were their kin, much to Valeki fury.

Although the Flood scarcely touched their lands, it brought the Valeki misery in the shape of the Ramalian Apostates. Believing themselves doomed beyond all redemption, the Apostates embraced the worship of the Lords of Damnation for they had nothing to lose. But their apostasy spared them for they were no longer God Learners. The Ramalians seized the richest Valeki baronies and set up the terrible ocean-hating kingdom there.

Many Slontans had found refuge on the hilltops of old Slontos. The Flood turned those hills into bleak little islands in the vast Mournsea. There the survivors eked out a meagre existence, surrounded by worthless riches of hilltop palaces and impassable waters.

Others had been fortunate enough to reach the mainland after the Flood. They were too few to survive on their own. Most made their way to Kaxtorplose but because of their impurity, they were condemned to live outside the City and at the mercy of vengeful Wenelians.

Although the Slontans did not notice it, the Flood affected non-humans too. The Mirrorsea Ludoch sent many schools to



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colonise the newly made seabed. They forbade the Islanders from fishing or from sailing between the isles.

The Newtlings were the worst affected by the Flood for the lowland nests had been drowned. However a large number of Newtlings survived the Flood as slaves to the Dragonewts of Ryzel. With the permission of their inscrutable masters, the Newtlings established new breeding grounds in the massive New Fens that the Flood had made.

### The Vankti War

Although the Newtlings rejoiced in this new paradise, they had faced many rivals and foes. The worst were the Vankti, a mysterious of tail-eating humans. They had conquered the Broos of the Fens and with their leadership, they threatened to destroy the Newtlings.

The resulting Vankti war was a grave crisis for the Newtlings since their Dragonewt masters would not help them.

The Pralori were willing to kill Vankti but were fickle allies otherwise. The Otters were all too willing to help for they also hated the broo despoliation of their new home.

The Vankti war was a savage one, fought with raids and atrocities. Only one battle was ever fought in that harsh time; the battle of Vankti Island.

With careful planning, the Newtlings had managed to surround the entire Vankti on their home isle with the aid of a Pralori hunting band. As the Newtlings began sinking the isle, the Vankti attempted to break out with the aid of their god, a foul-breathed bat-winged demon. Although scores of Newtlings were killed, the Vankti perished.

Many Broos survived the Vankti war, but without the Vankti to organise them, they no longer posed a serious threat to the Newtling nests.

### The Saga of Handra Liv

Several years after the battle of Vankti Island (or even at the same time, nobody can be sure), a war in distant Ralios was to cause a major change to life in the New Fens. This war was the irDranyo revolt that wracked Estal in 1150 ST.

The cause of the irDranyo revolt was the repressive treatment that the beastmen of Estal meted out to their Malkioni subjects, the irDranyo. Although the irDranyo seized many towns, they had no army to oppose the dreaded beast-knights of the Serene Enchanter, Goventainer Shadowshirt.

The revolt ended within two years in a grim series of sieges and sackings that caused hordes of refugees to flee Estal. One such horde was led by a pious coxswain called Handra Liv. Seeing that the road westward to friendly Partan was blocked, Handra prayed to God for guidance.

In that night, an angel descended upon Handra from above and lifted him up into the sky,

so high that the Handra could see the unreachable spires of Partan. The angel then turned Handra's eyes from the west and pointed them south. There Handra beheld a far-off City upon Seven Isles, a city of sanctity and refuge where the irDranyo would find peace. This was the Vision of the City.

Upon returning to earth, Handra led his people southwards to the Elk Hills. On the banks of the Noshain, they built rafts so they could float downriver to reach the City upon Seven Isles.

Handra reached the Seven Isles in 1153 ST and found to his astonishment that although the Isles were there, the City was not. Handra knew then that the Vision showed him the irDranyo were to build their City upon the Seven Isles.

### The Establishment of the City

The winter of 1153 ST was terrible and the irDranyo survived only with the aid of friendly Newtlings. Handra repaid the Newtlings with many blessings. He established the obligations that the City had to them and the ways in which the Newtlings could call upon the City for aid. To ensure that the City would fulfil their obligations, Handra ordained the Guild of Fensmen. Handra had seen these things in his Vision and warned his people that if they were broken, the City would perish.

Handra then sent scouts back to Pralorela to bring any irDranyo survivors there to safety. According to the Book of Citizenship in the archives of the Scribes Guild, four hundred irDranyo inhabited the Seven Isles that year, more than half having arrived after the winter.

In 1160 ST, the Pier was complete. Handra had ordered this made for he had seen it in his Vision yet he did not know its purpose. Handra had tried launching boats from it but had failed. Yet in his vision, Handra had seen that many riches would come from it.

Handra went out to the end of the Pier and prayed to God for guidance. In that night, an Angel arose from the waters and dragged Handra under. Handra did not drown as the angel bore him to the Nautilus Palace where the Merking swam.

When Handra returned to his city, he bore an emerald tablet, containing a treaty with the Merfolk. It provided for the weapons and other manufactures to be given to the merfolk at the Pier. In return, the Merfolk would gift the Handrans with many artefacts that they had recovered from drowned cities. This tablet can still be seen in the Hall of the Seamen for Handra established that guild to fulfil the Treaty.

In 1179 ST, Handra was aware that his time was short. He called his disciples together at the Pier and spoke to them about the portions of the Vision of the City which had not yet come to pass. Then he dived from the Pier and now rests in Waertag's breast. Handra's last words were later inscribed on the walls of the City Temple where they became known as the Prophecy of the City.



## Handra and its neighbours

At first Handra's neighbours cared little for the City. When Handra lived, caravans bearing crystals and bronze had regularly crossed the New Fens from the Valeki mines to the halls of King Frithorf the Magnificent and lands further north. The Handrans provided ferries for these caravans over the Noshain in return for a modest toll of bronze yet the Caravans never stopped at Handra.

This changed when the sword sage Triwl Gdonr wrote his memoirs. Having unwisely offended King Frithorf with a chance remark about bronze bones, he spent several years of exile in Handra around 1190 ST. His somewhat exaggerated tales about a hidden City upon Seven Isles filled with riches from the Sea awed his colleagues and Handra even enjoyed a brief period of fashion as a setting for works of implausible romantic fiction there. In this way, Handra acquired a legendary aura of fable which it has never quite shaken off since.

In 1235 ST, Pralori hunters located the topmost spires of a submerged Cathedral in the New Fens. Scholars identified it as Saint Sanbal's which had been lost since the Flood. The Prophecy had spoken of how God had gifted the City with a Cathedral and so a place for its miraculous coming had been left vacant. After lengthy debate, the City Priors ordered the excavation of Saint Sanbal's and its reconstruction in Handra. The drowned cathedral was raised by Newling magic, then dismantled stone by stone before being carefully rebuilt under the watchful eye of the Stonemason's Guild in Handra.

When the cathedral was complete, Ghulam the dour, chief disciple of Handra, was consecrated Bishop of the Noshain. Prince-Bishop Helor gladly proclaimed Ghulam as one of the one of the Seven of the Slontan Church as he needed a spiritual counterweight to the vile Baltanassar, the Ramalian Bishop of the Damned. The Valeki were not so accepting for they had mistrusted the Slontan Church long before the Flood. But Ghulam and the Handrans persevered to win their trust for they were not Slontans and had none of their bigotry towards Valeki.

The year of 1257 ST was a cause for great celebration in Handra as the first Ramalian caravans stopped over in Handra. This change in the route had been ordered by Count Soebasti of Bastis, successor to the late King Frithorf the Magnificent (who died horribly from worms after he insulted a witch), for Handra had become large enough for the Caravans to profitably stop there. The Priors ordained the Merchants' Guild to deal with the caravans.

The patient efforts of the Bishops of the Noshain to woo the Valeki into their bishopric unexpectedly yielded fruits in 1294 ST when the Ramalians razed the Monastery of Saint Valek's. Baltanassar, the Bishop of the Damned, had ordered this brutal act to cow the Valeki for the monastery both schooled their sons and trained their clergy. The surviving monks sought and gained refuge in Handra. At the behest of Bishop Fedro the worthy, the Priors ordered a new

monastery built for them (although this had to be outside the city for the Prophecy did not speak of it). In this way, Handra became the spiritual heart of the Valeki.

Handra's tradition as a refuge was severely tested when the Pharaoh overthrew the uz rulers of the Shadowlands, creating many émigrés. The Uz were all too happy to live in the gloomy Haunted Fields but their human collaborators preferred the civilised life of Handra for Kaxtorplose would not have them. Especially disturbing to Handran sensibilities were the packs of trollkin servants that the Black Kethaelans brought with them. The Priors debated at length whether to expel them but in the end decided to remain true to the principles of the City.

Such were the flow of immigrants that in 1340 ST, that the poor and foreigners were blocking the waterways with loose flatboats for they had nowhere else to live. Since previous crusades against them had little success, the Priors ordered that residential flatboats be tied up at one of the Isles, thus creating a boat suburb. Although this was not in the Prophecy, the rafts were not buildings and so it was not prohibited by it.

In the next century, the Guild of Spies announced grim news from Ramalia. Having exhausted the serfs and soils of his royal estates, the Ramalian King had begun seizing the lands of the Valeki barons. Although it would take over a century for the Ramalians to subjugate all the fierce Valeki, everybody knew that Handra would follow once the Valeki had fallen. Accordingly in 1430 ST, at the behest of Bishop Sanpal the Elder, Prince-Bishop Tydon proclaimed the Solemn Crusade against the Apostates of Ramalia.

Although the Crusade was in theory fought by all the Slontans everywhere, Handra and the Valeki Barons provided the lion's share of troops and gold. The resulting wars were a crippling drain on Handran finances although the Ramalian advance was greatly slowed.

In 1550 ST, Handran fishermen noticed that they could sail further out of the river mouth than before. This indicated that the Closing was weakening although there was as yet no sign of the Sailor that the Prophecy spoke of.

The spirit of optimism caused by the seemingly imminent end of the Closing was dashed five years later by the disaster of the Battle of Irn. After the complete defeat of the Baron of Irn, other Valeki nobles and the Handran crusaders in battle, King Paruzal controlled the Ramalian Mountains. The Handrans were devastated for not only for their terrible losses but the grand plan of containing the Ramalians at the mountains was now in ruins. The loss of the caravans of bronze and crystal was plunged the city into despair and only the Bizos caravan with its elfware still visited at Handra.

But surprisingly the Ramalians did not go on to conquer the northern Valeki as they had been expected to do. The Guilds of Spies and Diviners eventually discovered that the Ramalians were casting a lengthy spell in the mountains to drive the seas away from sunken Slontos.

Knowing only evil would result if the Ramalians succeeded, Handra sent numerous

## The Saga of Handra Liv

by Marc Willner  
& Peter Metcalfe

1150 S.T.

The irDranyo revolt breaks out in Estali and seize several towns.

-/8/11/1153 S.T.

The Beast Knights of Estal suppress the irDranyo revolt with much brutality. Handra Liv flees towards Partan with several hundred followers.

-/2/11/1153 S.T.

Handra Liv and his followers find their way to Partan blocked by Tiger Knights. Handra prays to God for guidance and receives the Vision of the City.

-/7/11/1153 S.T.

Handra and his people reach Pralorela. At the Highwater shrine, they build boats so they can sail down the Noshain to the Seven Isles.

-/9/11/1153 S.T.

Handra and his followers reach the Seven Isles but finds no city. Handra realises that he is to build the City of his vision.

1154 S.T.

Handra Liv makes his journey up the river, making peace with the Newtlings and establishing Fensmen Guildhouses. When he reaches Highwater, he meets several bands of fellow rebels who have made it to the area and helps them downriver.

1160 S.T.

The Great Pier is complete. Handra travels to the Nautilus Palace and returns with an treaty with the merfolk. Handra establishes the Seamens Guild.

1179 S.T.

Handra Liv calls together his disciples and reveals to them the Prophecy of the City. He then dived from the Pier into a better place.

raids, curses and countermagics to prevent the spell's completion. Their greatest success was the assassination of Baltanassar, the Bishop of the Damned, by four brave crusaders. When Prince-Bishop Tirolfin heard the news, he ordered the bells of Kaxtorplose to be tolled in celebration.

No less appreciative were the merfolk. As a gesture of gratitude, they allowed the Handrans to contact Meetinghall Isle, the ancient centre of the cult of the Volcano Twins. The Flood had breached the crater walls and inundated the city within, leaving only the Higher Temple intact. The incestuous islanders had survived but they were unable to expel the sea or to even purify the salt-rained soil. When Handran explorers reached the Isle in 1569 ST, they encountered gaunt wretched farmers. They were only too glad to join Handra as it released them from a life of toil.

Due to Handra's constant interference with the ritual, the Ramalians eventually abandoned it in 1578 ST. To vent his rage, King Paruzal sent a massive army to put the "sea-demons" of Handra to the sword. Panic broke out in Handra as the army was only discovered barely three hours away from the City. But they were ill-equipped for the Fens and the Handran army managed to trick them into crossing Eural's Ford the wrong way such that they ended up in Ryzel instead. Hopes that the fearsome Dragonewts of Ryzel would destroy the Ramalians were dashed as returning bachelor newtlings reported that they had marched through Ryzel, bloodied but unbowed.

## Handra and the Opening

Worries about the possible return of the Ramalians were forgotten when Dormal the Sailor landed at Handra and Opened the Seas there. He taught the Handrans how to build their own ships before returning to the Holy Country although two of his companions stayed behind. The first was a Newtling anxious to reach the Fens to breed while the second was Edro, an Esrolian merchant who sought to compete with the Trader Princes. Edro purchased his way into the ailing Merchants' Guild and prepared to ruin his rivals.

When Dormal returned, the Handrans had built many ships and using them to contact the many of the Isles despite merfolk opposition. Dormal addressed the Priors and spoke of his plans to Open the Seas everywhere. More a third of the Handran ships sailed with him when he left Handra.

The dark side of the Opening was revealed in 1582 ST when Holy Country warships entered Handran waters. The Admiral impertinently summoned the Priors, declared Handra a Protectorate and forbade them from building warships or sailing west of Pasos or east of the Troll Strait. To ensure compliance with his orders, Edro was named sole prior and a squadron of custom ships left at his command.

But the Alatani sank the Holy Country dreams of naval dominance by flaying the Admiral alive and sinking his fleet to honour the Abysmal

Ulvakorius. The Alatani then declared the Kingdom of Smelch and began enslaving the Manirian Isles.

Thoroughly alarmed, the guilds had Edro assassinated, seized the custom ships and began building warships for defence. When Smelch was defeated three years later, Handra had a navy large enough to force the Holy Country to leave them alone.

Although Edro was dead, the Opening still doomed the Trader Princes were doomed for the sea-route from Handra to the Holy Country was both faster and cheaper than the Old Wenelian Road. Only the Counts of Bastis survived for they controlled the Highwater temple between Ralios and Maniria. But his colleagues soon ran out of gifts to placate the Wenelian clans and in 1591 ST, the savage fighting broke out throughout Wenelia.

In 1603 ST, Kethaelans began to enter Handra in large numbers for they feared the Lunar Empire would soon conquer the Holy Country. After the Pharaoh defeated the Empire at the Building Wall Battle, most returned home leaving behind a fearful minority that called themselves Heortlings.

Handra encountered the Wolf Pirates for the first time in 1606 ST when they plundered Meetinghall Isle. Although the navy drove them off, the Pirates settled on the Threesteps Isles south of Kethaela and were often seen near Handra afterwards.

In 1609 ST, Hodan Brownsword, a prominent Heortling approached the Priors to liberate their land from chaos. The Priors demurred but were convinced after an eloquent appeal was made on the basis of the Prophecy of the City. Five years later, the arrival of more Heortlings revealed that the revolt in Sartar had failed. The embarrassed Priors vowed to expel all Heortlings from Handra if the lent gold wasn't repaid within twenty years.

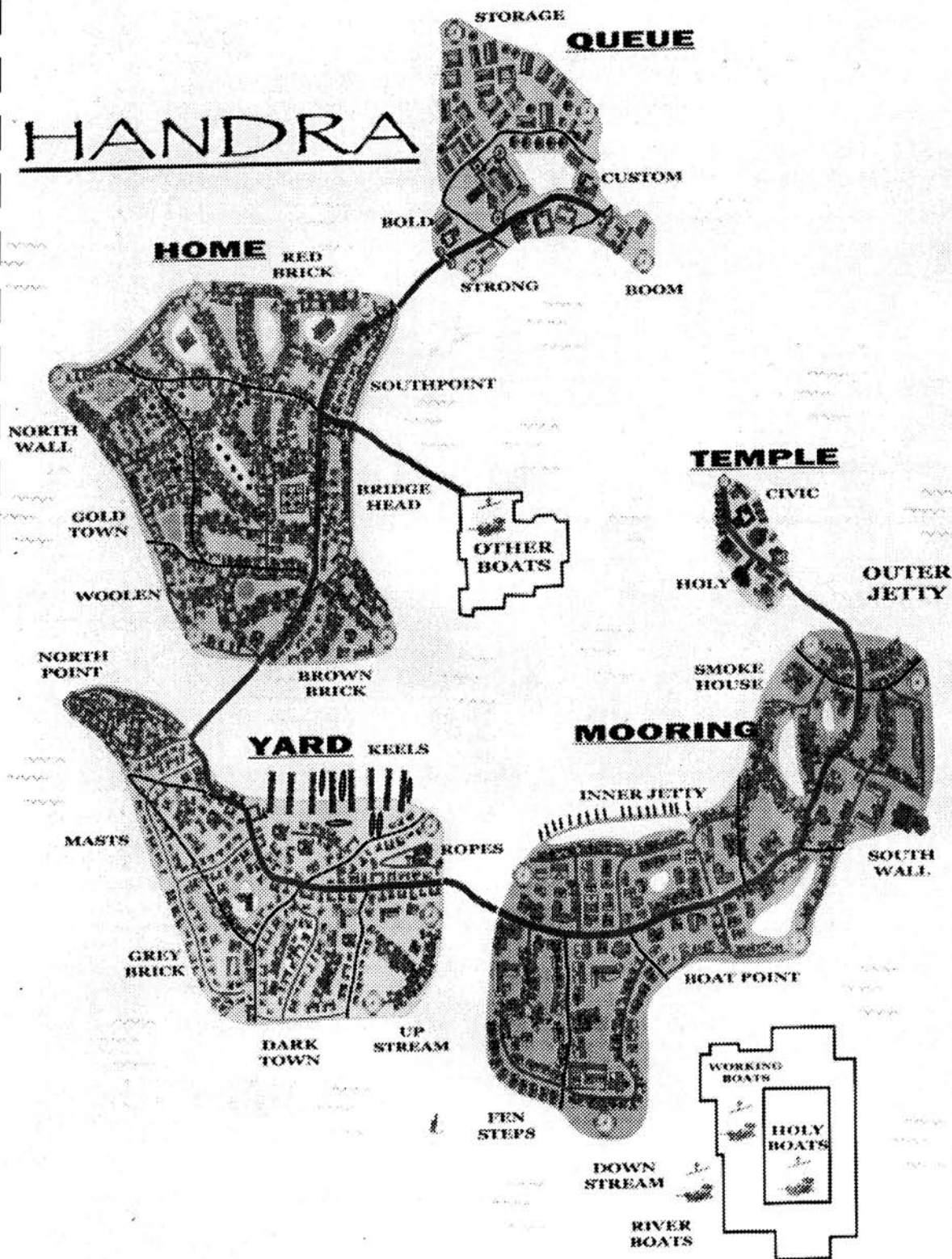
In the same year, an Etyries trader arrived at Handra from the Wastelands. The Heortlings petitioned the Priors to expel her for her presence could only mean ill. But with their influence at rock bottom, the Priors refused.

1616 ST was a year of bad news. The Holy Country collapsed after a wolf pirate called Harrek the Berserk destroyed its fleet and drove the Pharaoh into a mysterious exile. Although the Handrans had no love for the Pharaoh, they loved the Wolf Pirates even less. The Priors decided to aid the remnants of the Holy Country Fleet to crush the Wolf Pirates for once and for all. Two years of inconclusive engagements followed before Handra was raided yet again by Harrek the Berserk with even more wolf pirates.

Now is the year 1620. The prophecy has been fulfilled yet the security that the city has known is gone now. Ramalia, though largely quiet, menaces the city by its very existence. The Wolf Pirates spread terror by the seas. Dark troubles stir in the fens. Every year for the past decade, the Diviners' Guild has foreseen black clouds on the horizon and the Noshain foaming with much blood. Will Handra survive or will it join the Slontan cities in the graveyard of ruins?



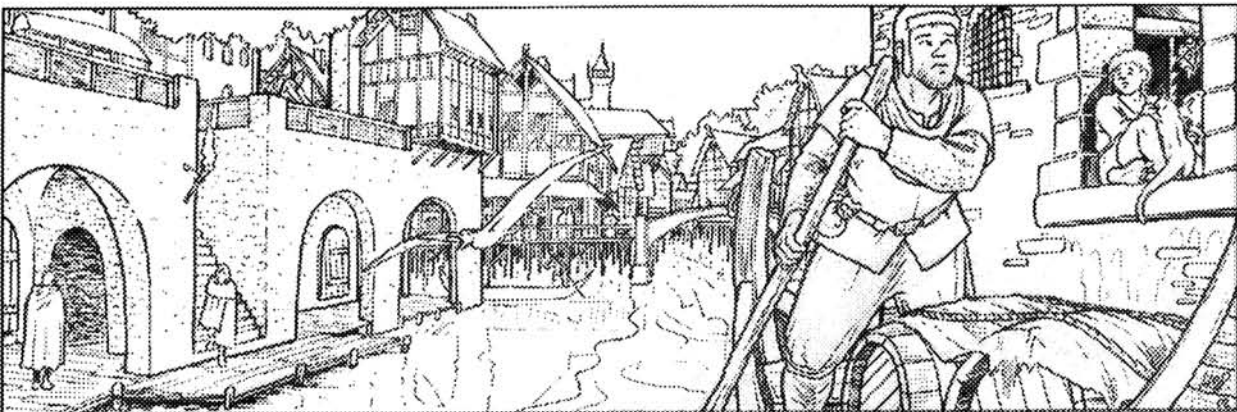
# HANDRA



# H A N D R A

## THE CITY OF SEVEN ISLES

by Peter Metcalfe; based upon an original by Marc Willner



### ETHNIC GROUPS

Many diverse peoples can be found in Handra.

The majority of inhabitants are Handri, descendants of the irDranyo refugees that built the city. Proud of their origins, they dominate the City of Handra politically and culturally yet tolerate the differences of others.

The largest minority are the Slontans from the Manirian Isles or Kaxtorplose. They are wealthy but somewhat aloof from the city. They disdain the Handri as "Stygians" and Valeki as "coarse swine".

Numerous Valeki live in the City, refugees from Ramalians. They are a proud God-fearing people although confusingly, many use boar-tusk fetishes and a few worship a black demon. They despise the Slontans for some antediluvian grievance.

Other groups of peoples include the Pralori scouts and trackers, the Black Kethaelans, darkness worshippers that dominate the Handran underworld, savage Entruli, valued for their skill as mercenaries, Trader Princes and Heortling émigrés.

The major language is Handran, a Ralian tongue, which is intelligible to the Trader Princes while the Seshnegi can barely comprehend this. The Slontans speak Entruli, a Manirian Language, for everyday conversation while the Valeki use some Mraloti tongue. All know Old Slontan, the language of literature, guild business and the

Church, and use this to communicate with each other. Tradetalk is commonly known here due to the impact of the Trader Princes and the Opening.

### SOCIAL ORDER

The Social Order is thoroughly grounded on Handra's Vision of the City. Although Handra professes to be a true heir of the ancient Logical cities of bygone ages, its marked peculiarities strike foreign Malkioni as odd. The Handrans are unrepentant, saying that their laws and customs are ordained by God and that is that.

The average Handran is a Guilder (equivalent to a commoner), a member of one of the twenty-four guilds that run the City. All Handrans belong to a guild, even if it is the Plebeians Guild. As a whole, the Guilders dominate the Handran social order in a way almost unheard of in other Malkioni cities. Guilder status is gained by being born to a guilder family, being admitted into a guild as a full member or as an honour by the Council of Priors. The Guilds admit only those who meet their requirements while the Priors award Guilder status for signal contributions to the City. About 85% of the population of the city are citizens.

Guilders have the right to participate in the affairs of their guilds. A guilder may speak in the guild assemblies and stand for election as a magnate. The Guilder is obliged to pay a large tithe to his guild and to abide by Guild rules.



The Guards are charged with the defence of Handra. Admission to the Guards is gained by simply swearing an oath before the Prefect of the Guards to defend the City. The Prefect of the Guards can refuse to administer the oath if he feels the candidate is unsuitable. Guards are allowed to bear arms within the city but are obliged to obey their appointed officers, abide by the Martial Laws and are forbidden to participate in guild affairs. Officers are promoted from capable guards – Handra is too small to have an officer corps.

The Clergy includes all those that have taken Holy Orders within the Church of Slontans. The Clergy are expected to refrain from worldly politics as being beneath the dignity of their office. Their main duty is to guide the souls of the Handrans towards God. They must abide by the rules of their Order and by commands of the Bishop of Noshain.

The Priors are the Nobility of Handra. They are not hereditary nobles but Handrans appointed by their guilds. Each guild has the right to appoint a Prior. The appointment has no fixed term for the Prior serves until he dies, retires, is recalled by his guild or excommunicated by the Bishop. The Priors have a right to an escort of Lictors, a grand standard of living at his or her guild's expense. They cannot interfere with the internal affairs of a guild although their judgements on affairs between guilds or issues that affect the whole city are binding.

## MILITARY ORDER

At the head of the Handran military establishment is the Prefect of the Guards, currently Vincid Metka. The Prefect is responsible to the Priors for the conduct of the Guards and can be appointed or dismissed by them at will. In practice, the office is largely ceremonial and awarded to distinguished guards as a reward for their services.

The Prefect commands three military orders. They are the Solemn Crusade, the Wooden Shields and the Last Stand.

The Solemn Crusade against the Apostates of Ramalia is charged with defending Handra against the Ramalians. Before the Battle of Irn, this was a grand professional fighting force thoroughly equipped with the best work of the Valeki redsmiths. Now the Crusade is now a wretched ragtag collection of Entruli barbarians, Pralori hunters, Valeki émigrés and whatever foreign never-do-wells that the City can persuade to fight for them. Currently the Ramalians are quiescent and the Crusade waits from its marsh forts, not daring to do anything to annoy the Ramalians.

As befits a Crusade, the head of the order is the Knight Commander, Leondo Pelas. Beneath him are several warbands, each led by a Captain. Before the battle of Irn, the Crusade had a cadre of experienced officers and captains that provided unity and focus. The current lack is painfully obvious – the Commander has to bribe and cajole his contingents to do anything while the warband leaders are chosen on the basis of popularity in

the ranks.

Most Handrans now see the best opportunity for military glory serving in the Wooden Shields, Handra's Navy.

The order gained its name because its wooden ships are said to be the City's best defence. The Wooden Shields are organized in the traditions of the Sea Alliance for Holy Country naval traditions are associated with tyranny and Edro's misrule. Silver Wrien is currently the Commodore of the order and under him are a score of captains, each with their own ships. In accordance with the best traditions of the Sea Alliance, Captaincy can be purchased by simply providing a ship with crew to the Order.

A third military order, Handra's Last Stand, is composed of the veterans and invalids from the other two orders. It acts as a reserve army for the city but more importantly, it looks after its members in their old age or weakness. The Prefect of the Guards personally commands this order.

## RELIGIOUS ORDER

Handra's Malkioni faith is not the strict monotheism of Seshnela or Loskalm, but the broad inclusion of the Ralians and the antediluvian God Learners. Foreign magical practices are not considered errors to be shunned at all costs but sadly recognised as natural to Humanity's fallen nature. Thus worshippers of pagan gods and heathen spirits as well as atheistic sorcerers find acceptance in Handra.

The converse of this acceptance is that all must represent the spiritual superiority of the Handran Church. Just as Malkion redeemed the world by compelling the pagans, heathens and sorcerers to unite to save the world, so does the Church redeem Handra by forcing them to work together for the good of the city.

The Handran Church recognises two types of laity, the penitent and the devout. The penitent are those who practice fallen magics while the devout worship only God and his saints. About forty percent of the laity are devout. All must pay a tithe to the Church, the penitent paying more than the devout – their guild usually collects this and pays this to the Church. Those refusing to pay a tithe are impenitent and punished for their impiety.

Handra has no recognised priesthood for the gods and spirits for mockery of the established church is a sign of impenitence. Instead people close to the gods, spirits or runes (such as shamans, devotees or sorcerers) are considered professionals in their magical craft – they may teach their knowledge to others and display their powers in public. However they are considered fallen and barred from high office in Handra.

Guild magnates, guards' officers and the Priors are required to be devout as a requisite of their office. Penitents can pretend to be devout to hold such offices, for the church is not concerned with private practice. However if a penitent office-holder works fallen magics in public, he can be deposed for his impiety or

## NAMES IN THE CITY OF SEVEN ISLES

### • HANDRANS

*The family name precedes the personal name. Some times the Family name is replaced by a descriptive name, especially if there has been and upward movement in class or status.*

### • SLONTANS

*A single name. Sometimes a descriptive name is added in front if the person is integrated well into Isler society.*

### • VALEKI

*Outsiders hear only nicknames.*



forced to make a recantation of error.

Any devout Handran may join the clergy by taking Holy Orders. All members of the clergy must acknowledge the Bishop of Noshain as their anointed leader. Unlike other Malkioni Bishopricks, the Bishop of Noshain is too weak to impose spiritual unity upon the Handran Church and three separate creeds operate in practice.

The largest creed is the irDranyo, the faith of the original Handrans. Adherents to the irDranyo creed are known as the Disciples of Handra and have held most church offices since Handra was founded. In the early decades of the City, the Disciples could and did practice fallen magics. But as a result of Kaxtorplose influence, the usage of fallen magics gradually became a debasement of their high offices and thus anathema. The Penitent are still welcome in their churches although beast-worshippers are disliked.

The puritanical Slontan creed is the next largest. Their preachers, the Warners of the Flood, against the evils of this world and the urgent need to repent. Only proper contrition will protect against the Flood to Come and the Holy Cities of Erenplose and Kaxtorplose are examples of how humanity will be saved. They dislike Penitents in general although they exempt the Entruli due to their kinship.

The Monks of Saint Valek guide the Valeki but are aloof from others. They bless and protect any Valeki, not caring about their fallen practices for only the Monks are required to be true to God and the saints alone. Other clergy are scandalised by the Monks' open acceptance of Valeki worshippers of Zorak Zoran

Since the opening, a fourth creed has arisen on the words of missionaries from Nolos. Their adherents, the Brothers of Riches without Shame, preach the Sinless Enjoyment of Worldly Riches that was revealed to them by Saint Onokos. They hope to awe the Handran clergy with their doctrines and from then convert all Handra.

## LAW

To remain a guildler in good standing, one must obey the Guild Regulations. Although each guild has its own Regulations, they all require that guildlers behave themselves, support their guild and refrain from damaging other guilds.

The expected standards of behaviour are that a guildler be honest and hardworking, and that they treat their colleagues as brothers. Breaches of these standards, such as plotting against a colleague, are condemned for they undermine guild fraternity. The standards also stipulate how a guildler should carry out his work by a mixture of guidelines and injunctions.

The duty to support the guild means that a guildler must obey his guide magnates and also to pay a large tith. This tith is large compared to Malkioni custom for the guilds must not only look after the welfare of their members but also perform numerous governmental functions.

The enjoinder to refrain from damaging other guilds means respecting the rights and privileges of other guilds and their members.

Significantly the required standard of conduct towards other guildlers is lower than the conduct required for colleagues. Consequently guildlers expend much time in plotting against other guilds.

Breaches of the Regulations are gauged by their seriousness. Although the Regulations are complex, most guilds because of their lack of legal training apply the following system: Minor breaches are those in which a rule is broken but the consequence is small. Major breaches are those which cause loss of property or minor injuries. Grave breaches are those that cause permanent injuries, death or significant loss of property. For example, lying to a colleague is a minor breach, unless it was done to cheat him of property in which case the breach is major.

Breaches against one's own guild are punished by the Proctor, a guild magnate, and his deputies. Minor breaches are settled informally with fines or restitution being ordered. Major breaches require a formal hearing and a Proctor can order temporary banishment to the Outcast's Guild. For grave breaches, the Proctor usually refers the case to the Council of Priors, who can impose exile, permanent banishment to the Outcast's guild or execution.. Sometimes this is not done for the guild might not wish the crime be publicly known.

If a guildler feels that a Proctor's judgement was unjust, then he may appeal to the Lictors for redress. The Lictors have the right to rehear the dispute and substitute their own findings and punishments. Since their proceedings are unpleasant for both parties and their cost is high they are rarely invoked even when a guildler believes he has been unfairly treated.

For minor and major breaches between guilds, a Prior and the Proctors for both guilds pass judgement. Since this is expensive for minor breaches, they are usually not heard and the wronged guild retaliates with a minor breach or uses its privileges to the detriment of the other guild for a short time. If the dispute becomes prolonged, then a major or grave breach is committed and the matter is heard. The Council of Priors hears all cases involving grave breaches.

By charter, the Lictors are empowered to public order within Handra. They can arrest those that they observe committing a breach. Lictors however are ignorant of much of the Regulations and guildlers often amuse themselves by committing minor breaches in front of an unwitting Lictor. For minor breaches, a Lictor can impose a small fine or confine the offender to the stocks outside the Lictors guildhall. For major and grave breaches, they must inform the relevant guilds and release the offender into the custody of his proctor within a day.

The Guards are obliged to follow the Martial Laws set down by the Prefect of the Guard. Superior officers have the right to impose summary punishments for minor and major breaches while grave breaches must be heard before a court-martial headed by the Prefect. The Handran Clergy have a similar system.

## • Insects •

*An important factor in the life of the Handrans is the almost constant presence of some form of insect, especially biting forms. With the exception of Fire season, there is a constant cloud of gnat and midge equivalents. While these don't carry diseases, they are a great annoyance, and have had a profound effect on clothing and social conventions. With the last few weeks of Earth season and lasting until Storm season, great clouds of mosquitos and biting flies appear. These are worse than an annoyance, since they carry a variety of diseases including Fever, Creeping Chills and the Shakes.*

## POLITICAL ORDER

The Guilds are the dominant institutions of Handra, responsible before God and the City for their members. Each Guild has a Charter that details its organization, duties and monopolies. Guild Charters can be issued, amended or withdrawn but this requires the consent of all Guilds and so is rarely done.

Several magnates (Handran guilders are sensitive to the accusation that Handra Liv didn't know the difference between a magistrate and a magnate) run each Guild. The number varies with the guild but typically there are three magnates: Master, Treasurer and Proctor. The Master leads the Guild, the Treasurer keeps track of the guild's finances and the Proctor enforces Guild Discipline. Larger guilds have assistant magnates to aid the three while smaller guilds will combine one or more magnate roles.

To be eligible for office, candidates must be recognised Masters in their guild. Election is carried by a vote in the guild assembly but only in larger guilds is there any real contest between candidates. Once elected, the Magnate remains in office until retirement or deposition by the guild assembly. Often smaller guilds have petty-Masters in which guilders are promoted beyond their worth because they are capable of handling the administrative work needed to run the guild. Being a petty-master however is a badge of inferiority for the magnate and his guild as it implies they are unskilled.

Guild charters require the magnates to consult the assembly once a week. These meetings are opportunities to ordinary guild members to discuss issues facing the guild. Although they are not obliged to, the Magnates often allow the assembly to make certain decisions to keep them happy. Magnates like it best when the assembly has a grudge against a rival guild, that way their attention is focused on getting even and the Magnates' own conduct is not examined too closely.

The Charter specifies several duties that a guild must perform for the City without charge. For example, in sacred time, the Diviners must make an accurate prediction of the coming year to the Council of Priors. Failure to perform these duties can lead to the guild being severely fined.

Monopolies are areas of commerce that only members of the guild can perform. For example, only the Sea Talkers are allowed to trade with the Merfolk. Violations of a guild's monopoly are major breaches against that guild and severely punished in Handra.

Every guild has the right to appoint a Prior. A Prior must be a recognised Master



of his guild yet not be a Magnate. Due to the cost of maintaining a Prior and the unwieldy nature of twenty-four member council, many guilds (especially smaller ones) allow a Prior from another guild to speak for them instead. Thus the actual number of Priors is normally ten or so and on several occasions, a sole Prior has made decisions for the whole city.

## POLITICS

Although most political debate is little more than mindless support for one's guild, one issue is not: the riddle of the city's future. During the Closing, the Priors had the Prophecy to guide them and thus political debate was confined to its interpretation. Now the Prophecy has largely been fulfilled leaving the Priors to face the future bereft of Handra's words. The long and draining war against the Apostates of Ramalia is a litany of defeat and disaster. Before today's children grow old, Ramalia will most surely put them to the sword. The Wolf Pirates visit Terror on the Isles and now that the once-mighty Holy Country is a half-remembered dream, the doom-laden visions of the Augers fill the Priors with dread. They know all too well that the fate of the City rests upon what they decide in the coming years.

Three philosophies guide the Priors.

The *Old Faithfuls* believe that the City should remain always faithful to Handra's vision. Now that the Prophecy is so close to completion, why should the City turn away from his words now? Surely God will save the city from disaster since its people have followed his will? This once dominant view lost its lustre the day the Ramalians crossed the Noshain. In their hearts, most Priors are Old Faithfuls but their heads condemn this as a foolish dream.

The *Thousand Handrans* believe that the War against Ramalia has failed because the Prophecy was not interpreted correctly. Handra's Vision was not just for the Handrans but for all. The City has been selfish, hiding the Light that is Handra's wisdom and the current woes are the City's just punishment. The Thousand Handrans are determined that other cities and peoples should be induced to become like Handra. The Valeki must be encouraged to give up their brutish oppression of their bestial serfs and set them free. Kaxtorplose must become open to all. After all, a thousand Handras is better than one.

The *Foes of the Ocean* are the smallest faction. With the understanding of the Ramalian spell, they propose to drain the Fens and use the new lands for the expansion. Some even propose to drive the sea away from sunken Slontos.



# Social structures

## IN THE CITY OF HANDRA

by Peter Metcalfe, based upon an original by Marc Willner

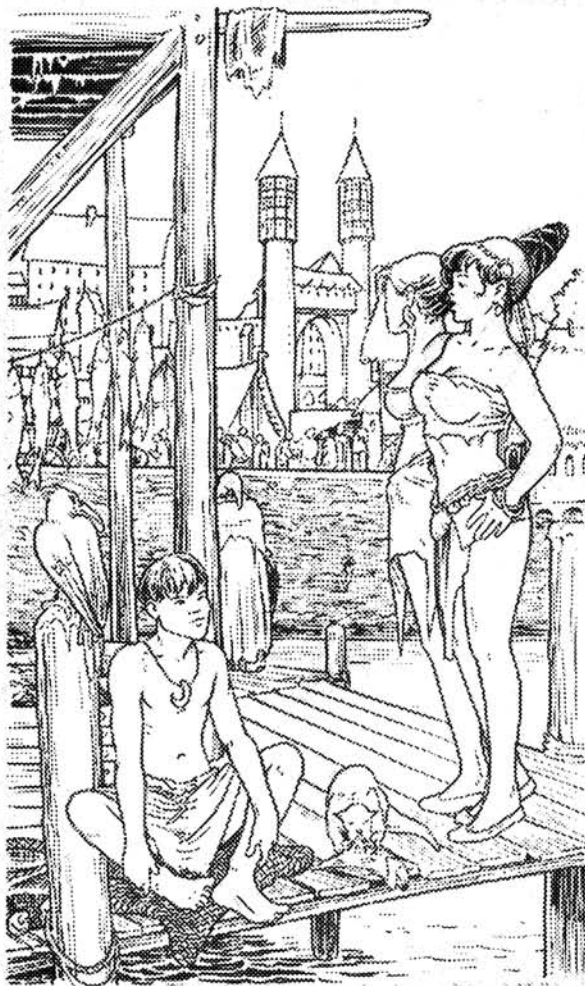
### THE HANDRI

The origins and customs of the Handri has their roots in Estal early in the Modern Age. There many Malkioni lived in the Estali towns while the majority of Estal practised Beast worship. The God Learners had encouraged many Malkioni to settle Estal to bring civilization to that bestial land. In doing so, they aroused considerable resentment among the beast worshippers. While the God Learners lived, the Malkioni of Estal were safe, but when the God Learners fell, the Estali were free to take revenge.

Although the Malkioni accepted their reversal of fortune with grace, the Beast-rulers were keen to eradicate their presence from the land. Firstly they levied many taxes and duties upon the Malkioni. They hoped the Malkioni would convert to the Old Ways. A few did but the majority remained true for their faith in God was worth more than any worldly possessions.

The beast-rulers then tore down the churches and banned the Malkioni from worshipping. With this measure, they hoped to alienate the Malkioni from their God. They failed for in response, the irDranyo movement appeared. This pietistic doctrine held that one could still remain close to God by living in ideal communities. Since the Malkioni were mostly townfolk, their guilds were transformed to be instruments of faith and the Malkion grew stronger as a result. In frustration, the beast-rulers resorted to pogroms and persecutions. This caused the irDranyo revolt which ravaged Estal and which caused Handra to found the City upon Seven Isles.

Although the Handri once again can worship in churches, they still retain several customs inherited from the irDranyo



movement. An understanding of these customs will help explain modern Handri society and the government of Handra today.

**Communality:** The irDranyo proverb "Love your guild as you love your family" formed the basis of guild communality in which the guilders dealt with their fellows as if they were family. Although a few went to the extreme of treating the guild as a joint marriage institution (a practice that occupies the minds of the Informers and springs up in Handra from time to time), most Handri consider fellow guild members to be part of their extended family, with a few piously considering all to be their brothers. Members of the same guild would care for the sick, help the aged and look after the children. They would help each other in work, covering up lapses and ensuring that all were treated fairly. Conversely anybody not part of the guild was an outsider, the source of all problems, and treated with apathy.

**Equality:** The same irDranyo proverb also came to be applied to woman since they too were part of the guild. As a result, the traditional Malkioni reserve towards women was wept away in a wave of piety and the Handri do not consider it strange for a woman to become a magnate or join the guards.

**Security:** The irDranyo movement was founded during a period of persecution and the Handri have an abhorrence of oppression. The best response was to reply in kind. Whomever mistreated one of the Handri was met with a suitable retaliation by his fellow guilders. If one cheated a Handri, he could expect to be robbed by the Handri's guild.

## THE SLONTANS

Before the Flood, the Slontans numbered distinctive nations. In Handra, two distinct subcultures of Slontans exist (excluding the Ramalians) along with a smattering of smaller obscurities. They are generally wealthier than the Handri.

The older subculture are the Kaxtori, citizens of Kaxtorplose. Compared to the Handri, the Kaxtori are restrained in their mores and behaviour. They follow a somewhat rigid Malkionism in which men are superior to women and caste differences are emphasised. Despite the potential for social conflict, Kaxtori have lived in Handra ever since the City was founded. Most Kaxtori visit for a period of time that ranges from a season to several years before returning. This phenomenon is so common that many families of Kaxtorplose maintain residences in Handra for their family members there. The Kaxtori move to Handra for a variety of reasons: either they were exiled for some impiety, left to be free of the puritanical rule of the Prince-Bishop, desired to enjoy the uninhibited social life of Handra, visited for annual business purposes or desired to break free from the stuffy social atmosphere of Kaxtorplose.

The Kaxtori can easily gain guild status in Handra because they are related to members of the richer guilds (such as the Usurers or the Merchants). The chief difficulty that new Kaxtori have with Handran society is the lack of slaves or decent servants. While Plebeians are hired to perform domestic work, their guild prohibits them from working at night-time and regulates the chores they could do. Since Entruli slaves are automatically freed in Handra, the Kaxtori must do many domestic chores themselves and accept a lower standard of living than in Kaxtorplose. That is the reason why most return.

The newer subculture are Twinners, immigrants from Meetinghall Isle and so-called because of their unusual marriage customs. The Twinners are not disturbed by the lack of servants in Handra and most spend their entire lives in Handra. Before the Flood, they worshipped the Sky and Earth but their gods abandoned them. During their isolation, they only had the comfort of barely remembered prayers to God. Now the Twinners have converted to the Slontan creed, although their marriage rites causes consternation to the Kaxtori. The marriage bond is conceived as a union of equals and the husband and wife address each other as brother and sister.

Despite the incestuous imagery and the implication of the equality of women, the Twinner marriage rite is valid in Kaxtorplose. This is because as heirs to the treasures of Meetinghall Isle, the Twinners were wealthy enough to attract the attention of a recent Prince-Bishop in dire need of money. The resulting legitimisation of Twinner marriages and the Prince-Bishop's marriage to a Twinner caused a major scandal that has only recently died down (although some families are still not speaking to others).

## VALEKI

The Valeki are related to the True Earth Mraloti of Ramalia, although the history of this relationship is not known. The Valeki claim themselves to be the rulers of the Mraloti by right of conquest, while Slontan scholars believe that the Valeki are Mraloti that have adopted Malkionism. The resulting dispute has poisoned relations between the Valeki and the Slontans while the Handri keep a diplomatic silence on the question. The Valeki are found as exiles in Handra and other

places for the Ramalians have displaced them from most of their lands.

What is undoubted is that the religious beliefs of the Valeki and the True Earth Mraloti are largely similar. Both believe that Earthmaker (their quaint name for God) created the Earth to bless and protect humanity. Both worship Earthmaker's helpers for Earthmaker himself is too distant to contact. Their main differences is the nature of their religious authorities: the True Earth Mraloti listen to the Mumbors, female peasants sensitive to the presence of Earthmaker's helpers. The Valeki scorn the Mumbors, preferring to listen instead to the Monks of Saint Valek.

The Monks contact Earthmaker through the rituals established by Saint Valek. From him, they have learned that the Monk is superior to the Mumbors, and that men are superior to women and were the leaders of family and society. The Mumbors disagree and accuse the Monks of being duped by Euralm. The resulting civil war between male Monks and female Mumbors distracted the Valeki such that they were less able to resist the greater evil of the Ramalians.

To assert their authority, the Monks imposed the Malkioni Caste system upon the True Earth Mraloti. Those families that consorted with the Mumbors were condemned to remain farmers. Those families that listened to the Monks became Warriors and Lords, and considered themselves Valeki. Because the farmers and the Valeki had different values, the struggle between the Monks and the Mumbors often spilled over into relationship between the Valeki and their farmers. The atmosphere was so bad such that farmers that had become alienated from the Mumbors were often promoted and encouraged to repress the Mumbors and their strongest supporters.

The Bishops of Noshain often wept to see such infighting in face of the greater evil, but their efforts to heal the breach were unsuccessful.

Only the Monks wield the true magics of Earthmaker. Others worship Earthmaker's Helpers, although the Valeki worship some that aren't recognised by the Mumbors. Chief among the Helpers unique to the Valeki is Zorak Zoran (known to them as the Hell Helper). He is too frightful for most Valeki to worship although the Ramalians have encouraged his worship in their lands to repress the farmers even more.

## FOREIGNERS

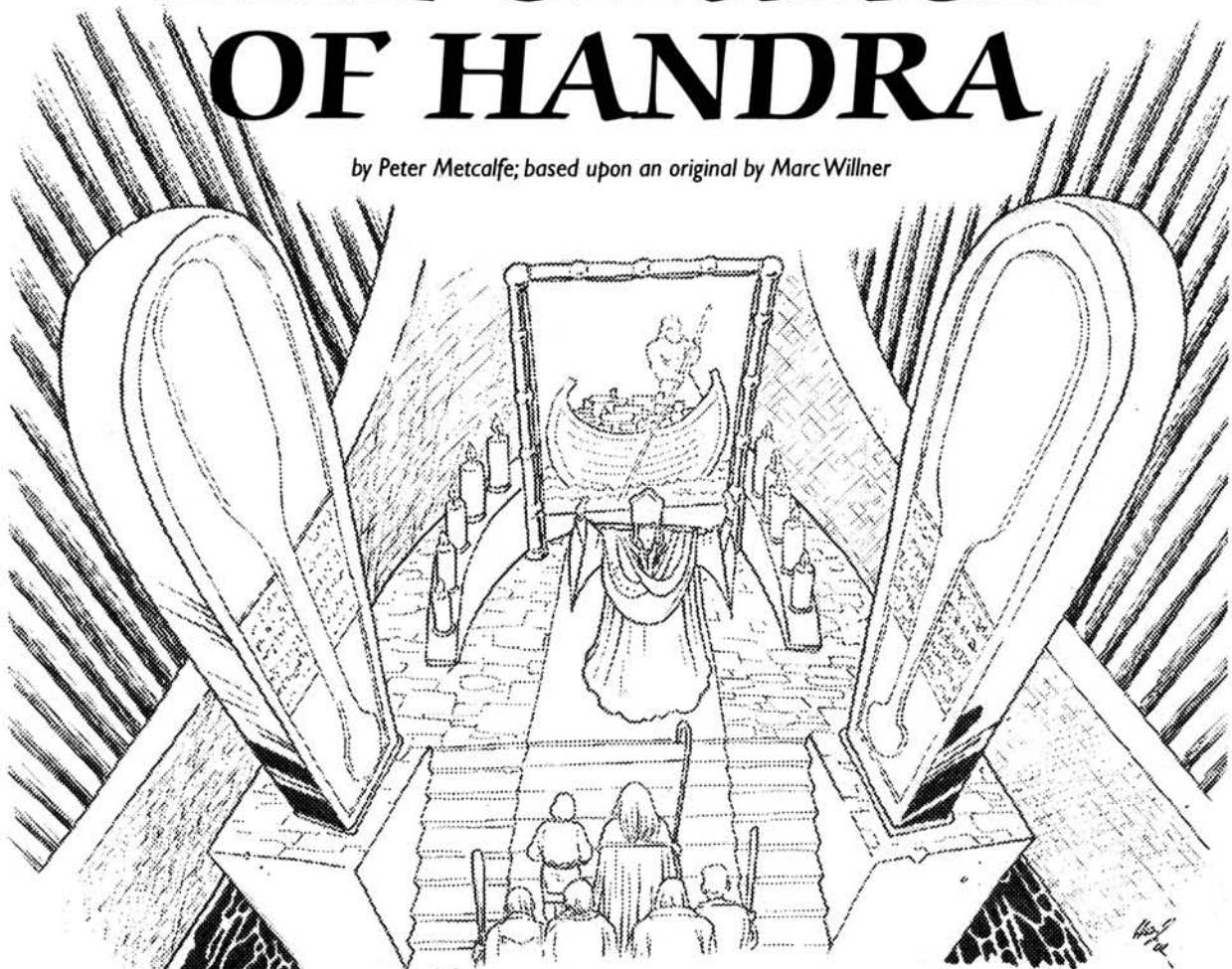
The Foreign Settlements keep the customs of their homeland, with the exception of slave-owning. As long as they don't interfere with the City life, the City doesn't bother them. Some foreigners adopt Handran customs in part or totally, but this is an individual choice.

## THE OUTCASTS

There exists in Handra, as in any society, people who don't fit in. They form a level of criminals, ne'er-do-wells, and rogues, and serve to keep the Lictors and the Outcasts guild exercised and in shape. They include those expelled from the guilds for various reasons, adventurers (until and unless they get very successful), rascally foreigners, and those who just don't want to fit in. They are mostly found on Other Boats.

# THE CHURCH OF HANDRA

by Peter Metcalfe; based upon an original by Marc Willner



## Common Knowledge

The Church of Handra is a Malkioni faith found in the city of Handra. Although part of the larger Church of Slontos, it is Ralian in origin and philosophy. The church sees the primary means of salvation, not in regular worship of God but through life in sanctified guilds. It tolerates the worship of fallen magical practices, believing that as Malkion redeemed the world by making the gods, spirits and sorcerers work together, so does the church redeem Handra by making them work for the good of the city.

## Mythos and History

### History Since Time Began

Handra Liv was first known as a leader of the irDranyo revolt of Estali. Although he originated very little of that

sect's teachings, he is revered for his great piety, his insightful speeches about irDranyo philosophy and his leadership of the surviving irDranyo when the revolt was brutally crushed.

Because of his great piety, angels were moved to help him. Two such visitations are recorded: the Vision of the City, that led to the foundation of the City of Handra, and the Journey to the Nautilus Palace, which led to the Sea Treaty and was responsible for much of the City's wealth. Popular tales speak about angels fighting alongside him in the battlefield against the Beast-Knights but these are not accepted as canon.

Handra's many speeches about the philosophy of the irDranyo are so lucid that the actual writings of the irDranyo writers do not survive. The speeches have been collected into a treatise that aspiring clergymen avidly study to understand into how the city should be managed.

But Handra's second greatest accomplishment was to lead the despairing survivors of the revolt to a promised city of sanctity and learning. And when no city was to be found, his greatest achievement was to inspire them to build one.

### Manifestations, Icons and Images

Handra is depicted as a simple boater (his occupation before he joined the irDranyo) guiding a boat through turbulent waters. His boat is no ordinary vessel for it contains the City.

### Otherworld home and Life after Death

Handrans that worshipped only the Invisible God and his Saints in life are assured of Solace and Joy after death.

Handrans that practised fallen magics are blessed by Handra such that their stay in Hell before their rebirth will be neither painful nor prolonged.



On the Adept's Plane of Handra is the Seventh Isle (which locals distinguish from Other Boats). Like the ordinary isles, it is part of the City and teeming with buildings and people. Unlike those of ordinary isles, the buildings are flawlessly magnificent while the inhabitants are impossibly graceful and serene. At the exact centre is the Cathedral of Saint Sanbal's in all its ethereal glory while surrounding it are the twenty-five guild sanctums. The Pier is also there but leads off to a mysterious location on the Saint's Plane.

The inhabitants of the Seventh Isle once lived upon the ordinary isles but were magically translated because of their distinguished skill or piety. In this state, they are able to continue working for their city and guild for several centuries at least, providing advice and instruction when needed. They can also make works of supreme craftsmanship but these have to be rebuilt in the mundane world to be usable there.

## Nature of the Cult

### Cosmological Reason for existence

The Church exists to guide the people of the City of Handra towards God.

### Role of the Church in Society

The Church has two roles in Handra, one conventional and one exotic. The conventional role is to minister to the spiritual needs of the Handran people. The exotic role is to ensure that the guilds are instruments of sanctity that redeem all those that belong to it. The Church refrains from politics for this is the responsibility of the guilds, not the church. By maintaining guild sanctity, the Church knows that whatever is decided is right in God's eyes. Although the Church has many powers by which it could intervene in guild affairs, it only does so at the command of the Council of Priors.

### Attitudes and Relationships

As part of the larger Slontan Church, the Handran Church recognises the spiritual authority of the Prince-Bishop of Kaxtorplose and in return, is recognised as the Bishopric of the Noshain. Because of liturgical differences between Handra and Kaxtorplose (or more precisely between the Handri and the Slontans), the two have separate rites. The Handran Church has a number of Slontan Clergy but they are not properly part of the Handran Church – they have their own leaders and their immediate spiritual authority is a legate appointed by the Prince-Bishop.

The Handran Church has a similar relationship with the Monks of Saint Valek. Although the Monks are part of the Church,

the Bishop of the Noshain has wisely allowed them autonomy and the right to chose their own leaders. Attempts have been made to harmonise the doctrines of the Valeki and the Handrans so that the two creeds can be one. If successful, this will strengthen the Handrans and the Valeki but much work is still to be done.

The Church maintains its distance from the fallen entities worshipped by the penitent. While it could regulate their worship as was done in the past, it currently has no desire to and instead trusts the guilds to keep the fallen cults in their place. Another reason is that when the Church did regulate the fallen cults early in the city's history, the clergy often became fascinated with the fallen cults and compromised their holy office, thereby endangering the City.

Finally the Church hates slavery and oppressive rule, and anyone or anything that promotes it.

### Mode of Worship, Rituals and Holy Days

The Handran Church venerates the Invisible God and the Guilds in its rites. Unlike Malkionism in general, the guilds are not based around the veneration of a saint, but are considered holy collectives worthy of worship. The High Holy Day of the Cult is the anniversary of the Apotheosis; Clayday of Illusion week of Dark Season. The other holy days of the inspirations, which came on Godday of Harmony week of each season.

## Organization

### Distribution of worshippers

The Handran Church has over eight thousand souls to care for. Most of them are found within the City itself although small communities are found throughout Wenenia.

### Centre of Power, Shrines and Sanctuaries

The holiest spot to the Church is the Cathedral of Saint Sanbal's upon Cerowin Isle. This was deliberately built over the spot where Handra Liv was first realised that he was to found the City of Seven Isles. Because the heads of the order (first Chief Disciple and then Bishop of Noshain) also reside here, the Cathedral is the seat of the Handran Church.

Each of the twenty-four guilds has its own chapel where the rituals of sanctification are performed. Although regular worship takes place in these chapels, simply being a member of a guild in good standing is sufficient worship.

### Church organization and ranks

The Bishop heads the Church. He or she is chosen by election for life, although many bishops do retire beyond the Pier

rather than remain old and frail.

Serving the Bishop are the guild curacies, responsible for keeping the guilds holy and ministering to the spiritual needs of the guild laity. Each curacy is affiliated to a guild chapel and contain a curate and several ordinaries (regular liturgists). The curate maintains the guild blessings while the ordinaries looks after the Handri Devouts. To avoid favouritism and corruption, the curates are rotated between guilds every three years.

The Church used to have guard chaplaincies but most of them were killed in after the Battle of Irn and never replaced. Currently both the Bishop and Prefect feel their reestablishment would cause more disarray within the demoralised Solemn Crusade while the Wooden Shields already have Dormal's priests.

## Lay Membership

### Role in the religion

All members of the guilds or guards are lay members in the Church of Handra. Becoming a lay member requires nothing more than joining either a guild or a fighting order.

### General Expectations of Members

The Church divides the laity into two kinds: penitent and devout. Penitents are those that practice fallen magics (worshipping gods or spirits or practising atheistic sorcery), while Devouts worship the Invisible God and his Saints. One's status is determined by declaration, although inspections of lay status are carried out from time to time.

Both are expected to be members of their guild or fighting order in good standing. Penitent guilders are expected to pay a higher tithe than Devouts – some evade this by passing themselves off as Devouts. Devout guilders are expected to be pious worshippers although simply being a guildler in good standing is sufficient. Devouts are forbidden the use of fallen magics and if caught, they must make an admission of error and do penance. Persistent users of fallen magics are degraded to the Penitent status. Although the Guards also have Penitents and Devouts, they have no special obligations or penalties to follow.

### Physical Skills, Mental Skills and Virtues

PHYSICAL SKILLS: None taught.

MENTAL SKILLS: None taught.

VIRTUES: Generous, Industrious, Pious

### Requirements to belong

Lay members must uphold the rules of their guild or order. They are also required to tithe, although their guild does this for them. Devouts must not use fallen

magics, while Penitents must not challenge or mock the spiritual authority of the church.

### Benefits

Lay members receive all the benefits of their guild or fighting order. Devouts receive the knowledge that so long as they support their guild, they will enter Solace upon death. Penitents are promised a shortened stay in the underworld for their contrition.

### Disadvantages

Laity have the disadvantage that their Church is confined to Handra and that its practices are unknown outside Maniria. If they venture into foreign lands, their exotic Malkionism may arouse suspicion or worse.

## Liturgists

There are two types of liturgist in the Church, the curates and the ordinaries. The curates are trained in the magics to bless the guild while the ordinaries look after the laity (or rather those that are Handri and Devout). Curates are chosen from outstanding ordinaries - there is little training involves for many ordinaries also study curatorial magics.

### Entry requirements

An applicant for an post as ordinary must have been a Devout of good standing and ignorant of any fallen magics.

### Benefits

Liturgists are supported by the Church (ordinaries can expect a common lifestyle while curate receive a prosperous lifestyle). If illiterate, they receive training in the western script.

### Magic available

Ordinary Liturgists are trained to lead worship to the Invisible God, and gain access to the blessings of The Abiding Book. They may also study Handra's two works, The Prophecy of the City and The Guilds of God. Understanding of the last work is necessary to be appointed curator.

### Grimoires:

*The Abiding Book* (Bless Building, Bless Corpse, Bless [Crop], Bless [Herd], Bless Marriage, Call Teen to the Church, Excommunicate, Forgive, Lead Prayer, Name Child, Resist Pagan God, Resist Spirit)



*The Prophecy of the City* (Find Way to City, Bring Peace to Citizens, Find Way within City, See the City as it should be, Travel Safely within City, Hue and Cry)

*The Guilds of God* (Sanctify Guild, Ordain Magnate, Ordain Prior, Call Guild to Order, Open Way to Guild Sanctum, Translate Citizen)

Liturgists that learn both The Prophecy of the City and The Guilds of God to lw2 may learn Handra's Secret

SECRET: Free Citizen (Frees any member of the Church of Handra from physical or magical bonds).

### Disadvantages

Liturgists may not intervene in political matters nor may they hold office outside the Temple.

## Subservient Cults

### Warners of the Flood

The Warners of the Flood are liturgists that serve the Slontan minority (although a few Slontans can be found in Handri congregations and vice versa) and also can be found in the towns of Ramalia. The liturgists are attached to parish churches that serves all Slontans within an area no matter what guild they come from. Their holy works are The Abiding Book with some apocrypha from the lost Book of Betrayal and Murder and the disturbingly apocalyptic Revelation of the Flood, written by a Prince-Bishop who was swallowed by a Leviathan during the Flood that drowned Slontos.

The Abiding Book (Bless Building, Bless Corpse, Bless [Crop], Bless [Herd], Bless Marriage, Call Teen to the Church, Excommunicate, Forgive, Lead Prayer, Name Child, Resist Pagan God, Resist Spirit) Fragments of Betrayal and Murder (Punish Disobedience, Shrive Sin) Revelation of the Flood (Curse Sea-Monster, Resist Sea-Magics, Purify Water of Salt, Receive Flood Warning, Rise to Surface)

Those who learn the above grimoires to lw2 can learn the secret:

Secret Part Waters (the Liturgist forces a body of water to miraculously part so that he can travel through it without getting wet. The effect is insignificant for a single Liturgist while a large congregation could cause a path to open between one isle and the next).

### Monks of Saint Valek

The Monks of Saint Valek are liturgists that guide the Valeki in the proper way of caring for Earthmaker's creation. Unlike other Handran clergy, they practice celibacy (which locals speculate is the reason why they hate the Mumbors so much). They do not follow the "Slontan ravings" of the Abiding Book preferring their own holy book. They have neither guilds nor parishes but a single monastery at Greenholm.

The Teachings of Valek (Name Child, Bless Valeki, Bless Corpse, Lead Prayer, Resist Unclean Spirit, Forgive, Excommunicate)

Secret Command Helper (the monk may command any spirit or worshipper of any recognised helper).

# The guilds

## of the city of Handra

by Peter Metcalfe, based upon an original by Marc Willner

### I. The Guild of Plebeians

DISTINCTIVE GARB: a red cap

GUILDHALL LOCATION:

Wollen (Home Isle)

MASTER: Rodifarin

Most Handrans have never been apprenticed to a master and so lack the opportunity to prove themselves worthy of admission. At adulthood, they are reduced to performing menial work for the other guilds. Handra, foreseeing the abuses that would arise, created the Plebeians' guild to look after these people. This guild sets out the pay and conditions under which its members work and ensures that they do not suffer from an unjust master. Because of its membership, it is the strongest guild in Handra and its magnates the most vocal. The other guilds despise it but consider it to be a necessary evil.

### II. The Guild of Fensmen

DISTINCTIVE GARB: a green cap

GUILDHALL LOCATION:

Fen Steps (Mooring Isle)

MASTER: Fridoc

The Guild of Fensmen exists to look after the Newtlings of the swamp. They have a monopoly of dealing with Newtlings which they maintain by jealously guarding their knowledge of the Newtling language. They trade with the Adult Newtlings in return for the services of surplus bachelors (those not needed to defend the nests).

The Fensmen use the bachelors in two ways, the first is to provide portage for all those that wish to travel within the Noshain and the Fens. The second is to sell them to the Dragonewts of Ryzel as "indentured labourers" since slavery is a sensitive topic in Handra. The Ryzel trade has yielded a fair amount of draconic artefacts and slave dinosaurs over the years (the guild having at least one Trachodon with a howdah). Fumbling attempts have been made to procure dragonewt mercenaries but so far Ryzel has always shown incomprehension.



The Fensmen

### III. The Guild of Seamen

DISTINCTIVE GARB: a blue cap.

GUILDHALL LOCATION:

Inner Jetty (Mooring Isle)

MASTER: Gulamitor

The Seamen control the trade with the merfolk. Once their commerce was the main source of wealth for the city but it has declined steadily in influence and wealth as alternative markets became available. The seamen conduct their trade with the merfolk from the pier. They have first pick

of whatever is sold at the market and auction any treasures that the Ludoch give. By charter, they may trade no foreign goods to the Ludoch.

### IV. The Merchants' Guild

DISTINCTIVE GARB: a yellow cloak.

GUILDHALL LOCATION:

Gold Town (Home Isle).

MASTER: Duneun.

This guild was established to handle trade with foreigners. Any foreign merchant must sell their wares to the



merchants and they in turn have the sole right to sell it at the market. Any local produce can only be sold to a foreign merchant through the guild. This unusual practice annoys most foreigners as the guild drives a tough bargain with foreigners and a more lenient bargain with Handrans. This can be circumvented by joining the guild but the disadvantage of this is the requirement of guild fraternity: merchants must share the details of their business with each other.

The guild has a sordid reputation because it was associated with Edro's despotism. The continued presence of Esrolians in the guild has done little to assuage local suspicions.

### V. Scriveners' Guild

**DISTINCTIVE GARB:** a white cloak.  
**GUILDHALL LOCATION:**  
 Red brick (Home Isle)  
**MASTER:** Bicala

The Scriveners are responsible for the City records. Any contract between guilds, citizens or foreigners must be written down and authenticated by a scrivener to be legally enforceable. One copy exists for each party while an extra copy disappears into the guild archives. In cases of copies of an agreement differ in wording (which is not uncommon in Handra although the reasons the scriveners give are probably not true), the version in the guild archives is legally binding. After a Handran sorcerer managed to outwit the Devil two centuries ago, the latter has reportedly deposited several lead-sealed scrolls in the archives.

### VI. Guild of Usurers

**DISTINCTIVE GARB:** a yellow cap.  
**GUILDHALL LOCATION:**  
 Storage (Queue Isle)  
**MASTER:** Amonelin

The Usurers are notorious for being the only Handrans allowed to lend money at interest. But their guild also includes the far more numerous moneychangers and pawnbrokers. The guild is responsible for keeping the wealth of the city and the guilds safe. For this reason, the guild hall has been broken into numerous times without success for the sought after treasures actually reside in the guild sanctum on the Seventh Isle.

### VII. The Maritimers' Guild

**DISTINCTIVE GARB:** loose breeches.  
**GUILDHALL LOCATION:**  
 Holy Boats (Riverboats Isle)  
**MASTER:** Eragar

Despite the apparent duplication in



The Scrivener

guild function, the Maritimers and the Seamen have vastly different occupations. The Maritimers was originally known as the Boaters' Guild and retains some rights over transport down the Noshain (specifically comfortable transport - the cheaper Fensmen barges are notoriously cramped for this reason). Since the Opening, it has blossomed in size and wealth due to expansion of overseas trade. The guild hall is actually a trireme being one captained by Dormal of blessed memory.

### VIII. Guild of Lictors

**DISTINCTIVE GARB:** a grey cloak  
**GUILDHALL LOCATION:** Grey Brick (Yard)  
**MASTER:** Aliator

When other guilds do not agree, the

Lictors are called to provide final judgement. They are a last resort for their charter permits the use of torture and other painful divinations before making a judgement. Strict rules prohibit the Lictors from causing permanent disfigurement and they regard temporary marks to be shamefully poor craftsmanship. If a confession of verifiable wrongdoing is obtained, the Lictors charge their victim for the length of time they took. For this reason, they prefer slow but sure methods.

The Lictors are also called upon when a guild has a wrong in need of redress but does not know the identity of the offender or his guild. Lastly whenever the Priors pronounce a sentence of execution, the Lictors carry it out.

### IX. The Outcasts' Guild

**DISTINCTIVE GARB:** a grey cap  
**GUILDHALL LOCATION:** Ropes (Yard)  
**MASTER:** Kheledivo

Criminals and persistent debtors are the property of the Guild of Outcasts. They are forced to labour at the direction of the guild officials until their debt or sentence is paid off. The standard punishment is the monotonous task of making rope for which the Guild is also known as the Ropemakers. Detention in the Outcasts guild rarely exceeds two years for major breaches.

### X. The Guild of Spies

**DISTINCTIVE GARB:** a black cloak.  
**GUILDHALL LOCATION:**  
 Dark Town (Yard Isle)  
**MASTER:** Inefons

The Spies gather information about Handra's enemies: Ramalia and the Wolf Pirates. Their agents can be found in the towns and cities of Ramalia and along all the ports of the Newcoast. Their income is gained by selling their gathered knowledge to their clients. Normally their clients are other guilds and orders but they have no inhibitions about selling to individuals. Informers allege that the Spies have endangered the city by not revealing everything they know.

### XI. The Informers' Guild

**DISTINCTIVE GARB:** a brown cloak.  
**GUILDHALL LOCATION:** Bold (Queue Isle)  
**MASTER:** Guliro

Informers prides themselves on keeping the City free of corruption, crime and immorality. They lurk in the shadows, always waiting to catch word about some sordid crime or salacious scandal. If a informer learns about a breach, then the wronged guild is informed. In return, they



The Usurer

are entitled to a fee of any restitution agreed upon, either in coin or in labour. The informers also police public conduct, which include transgressions such as public drunkenness, swearing, or lewd conduct. The offender and his behaviour is vigorously condemned at public orations with no details omitted to shame the guilty. This humiliation can be avoided by making a contrite donation to the Informers.

## XII. The Magicians' Guild

**DISTINCTIVE GARB:** a black cap  
**GUILDHALL LOCATION:**  
 Smoke House (Mooring Isle)  
**MASTER:** Sargbuk

The smallest guild in Handra, the Magicians' guild contains a dozen or so sorcerers, a Valeki exorcist that traps evil spirits within a herd of swine and a servant of Magasta. Since the guilders work with fallen magics to control the cosmos, they are penitents by definition and so ineligible to hold guild office. The guild charter reinforces this point by requiring that a magnate must publicly repent of his error and abjure the use of fallen magics. Traditionally a simulacra has been crafted from the leading sorcerer to fulfil the duties of the office. However the last simulacra made for the office over a century ago developed a will of its own, exiled his astonished progenitor, and has dominated the guild ever since. Nobody has deposed it for the simulacra has destroyed the all records of the spell used to make it

## XIII. The Diviners' guild

**DISTINCTIVE GARB:** a silver cap  
**GUILDHALL LOCATION:**  
 Brown Brick (Home Isle)  
**MASTER:** Pawel Fustus

This guild includes all manners of astrologers, oracles, Entruli soothsayers, Valeki haruspices, seers and palm readers. Originally a guild that foretold the future for anyone with indifferent accuracy, it has transformed itself into the Market of the Future, a place where one can buy or sell knowledge of future events. This arcane market is heavily patronised by merchants seeking a sign on whether their ventures will be favourable or not.

## XIV. Guild of Apothecaries

**DISTINCTIVE GARB:** a white cap  
**GUILDHALL LOCATION:**  
 North Point (Yard Isle)  
**MASTER:** Anburun

Apothecaries dominate the practice of medicine in Handra due to a bygone factional dispute within the guild over a century ago. Doctors still exist but have inferior status and are restricted to physical injuries – sicknesses and mental ailments are deemed to be "beyond their competence". The goal of the apothecaries is to reverse the corruption of the human body through the use of tinctures, ointments and other remedies such that the recipient can reside on the Seventh Isle. The way is broadly known but the price is such that they must earn a fortune in their practice to acquire the necessary ingredients.

## XV. Armourers' guild

**DISTINCTIVE GARB:** a black apron.  
**GUILDHALL LOCATION:**  
 Boom Chain (Queue Isle)

**MASTER:** Tharaneta

The Armourers make both weapons and armour. They know how to work sea-metal but the bulk of their work in such metal is commissioned by merfolk. The guild once contained a contingent of Valeki redsmiths but since the loss of the mines of Irn, the Valeki skills have become worthless for they lost contact with their patron spirit, Bronze Helper.

## XVI. Stonemasons' guild

**DISTINCTIVE GARB:** a grey apron  
**GUILDHALL LOCATION:**  
 Bridgehead (Home Isle)  
**MASTER:** Alidarel

The first of the three builder guilds, the Stonemasons are responsible for construction of stone buildings. Such is the cost of their work, that stone buildings are the most expensive in Handra and only the guilds can afford their services. Their pride and joy are the bridges that link the Seven Isles for they modestly disavow any part in the construction of the even grander Cathedral of Saint Sanbal's.



The Apothecary



The Armourer

### XVII. Shipwrights' guild

**DISTINCTIVE GARB:** a blue apron  
**GUILDHALL LOCATION:**  
 Boat Point (Mooring Isle)  
**MASTER:** Saribert

Dating from the time of the Opening, the Shipwright's guild has a monopoly over shipbuilding which it learned from Dormal himself. Unusually it is a chapter of the Shipwright's Guild of Nolos and closely associated with the Sea Alliance. The Priors have considered ordering the guild to sever its connections but decided not to for fear of offending the Sea Alliance.

### XVIII. Guild of Carpenters

**DISTINCTIVE GARB:** a brown apron  
**GUILDHALL LOCATION:** Keel (Yard Isle)  
**MASTER:** Kibilor

The second of the three builder guilds, the carpenters build the wooden buildings of Handra. Due to the expense of wood, their buildings are expensive and a status symbol for the rich. Their greatest

work is the magnificent Hall of Priors, although the East Wing is currently being repaired after a fire.

### XIX. Guild of Mercers

**DISTINCTIVE GARB:** a yellow apron  
**GUILDHALL LOCATION:** Masts (Yard Isle)  
**MASTER:** Curen

The Mercers of Handra make sails, clothes and insect nets. They traditionally work with linen produced from the flax of the fens. Since the Opening, the sailmakers have become pre-eminent within the guild although the source of their textile, hemp, has earned them a poor reputation as hashish-users.

### XX. Guild of Victuallers

**DISTINCTIVE GARB:** a white apron  
**GUILDHALL LOCATION:**  
 North Wall (Home Isle)  
**MASTER:** Orukadyn

As well as the inn-keepers and wine merchants of Handra, the Victuallers' guild of Handra also includes a number of establishments in the Fens and the Valeki baronies. Each establishment is graded according to its quality (a guildler denoting common fare while a prior represents a first-class establishment) and the guild has strict regulations on what type of service each can offer – a guildler inn is forbidden to offer certain amenities for example. Despite the name of the grades, anybody can patronise any establishment so long as they have the coin.

### XXI. Guild of Woodsmen

**DISTINCTIVE GARB:** a green apron  
**GUILDHALL LOCATION:**  
 Upstream (Yard Isle)  
**MASTER:** Culiuro

The woodsmen are responsible for supplying Handra with the wood that it needs. Originally it was a guild of wood merchants selling lumber from Pralorela, but with the Opening the guild has had to set up its own lumber

Camps in Pralorela and Tarinwood. This has caused difficulties between Handra and the Pralori, not to mention outright hostility from the Aldryami.

### XXII. Guild of Furriers

**DISTINCTIVE GARB:** a furred cap.  
**GUILDHALL LOCATION:**  
 Southpoint (Home Isle)  
**MASTER:** Dataro

The guild of Furriers handles the Handran fur trade, obtaining most of its furs from Pralori hunter/trappers. The

guild also includes the trades of fellmongery and tanning, although most of the skins that are used in these processes come from Valeki swine herds. By charter, the guild is forbidden from dealing in skins of the Giant Otters for their friendship to the Newtlings.

### XXIII. Guild of Bricklayers

**DISTINCTIVE GARB:**  
 Pants that expose the top of the buttocks  
**GUILDHALL LOCATION:**  
 South wall (Mooring Isle)  
**MASTER:** Erenecalen

The last of the three building guilds, the Bricklayers are responsible for the construction of all brick buildings in the



The Bricklayer



city. Most of the buildings and houses in Handra are made of brick for it is the cheapest building material – although brick buildings of more than one story in height are uncommon due to the necessity of wood floors and ceilings. The bricklayers make about five types of bricks, ranging from the cheapest brown grade (crafted from the mud of the fens) to the expensive gold grade (used only in the construction of the Usurers guild hall). Their greatest construction is the South wall, a multicoloured wall made from all five grades of bricks.

## XXIV. Guild of Misfits

**DISTINCTIVE GARB:** motley  
**GUILDHALL LOCATION:** Ship of Fools  
**MASTER:** Danfer

In any city, there are always people incapable of fitting in. In Handra, they are part of the misfits' guild. The misfits are different from the outcasts in that the outcasts are capable of abiding by the laws but chose not to whereas the misfits cannot. Their pitiable condition is considered by Handrans to be a residue effect of the Fools' curse.

Once misfits are identified, they are taken to the Ship of Fools and magically confined there. This floating asylum meanders through the city waterways with all sorts of odd events, japes and buffoonery occurring in its vicinity. Every sacred time, the Ship sails to the sunken Temple of the United Eural (even during the Closing!) and returns with one or more of the more deranged misfits missing. Occasionally brave souls travel aboard the ship to enter the Temple but none have returned.

## XXV. The Guild to come

The Prophecy of Handra actually speaks of twenty five guilds, yet only twenty four are so described. Most Handrans think that the Priors make up the twenty-fifth guild but they are not guilders. In truth, the twenty fifth guild is the guild of heroes, those that will defend Handra during the coming tribulations.



by Peter Metcalfe; partially based upon an original by Marc Willner

## Common Knowledge

Elandra is the patron deity of the thieves of coastal Slontos. She teaches that theft is good for it frees the soul from Eural's Lies. Many are the tales told about her. The Handrans believe she saved the world by stealing the Mask of Sanity from the Tricksters thus rendering their conspiracies unworkable. The citizens of Xactorplose know that she drowned the God-Learners by stealing a crucial stone from the Mourntsea Dyke. The unfortunate townfolk of Ramalia blame Elandra for their oppressors for she stole the stole the poison that the Ramalians had prepared for themselves and consumed it. In this way she avoided the gruesome torture that they had prepared for her while inflicting an even worse fate upon them in return, that

of existence. Learned authorities have examined all these tales and dismiss them as fanciful nonsense.

## Mythos and History

### History Since Time Began

Due to scholarly rejection of the tales of Elandra, her life and origins remains a mystery. Her Teachings, although widely known among her worshippers, contain little information about her. What is known is that her teachings have a similarity with Black Arkati writings from Heortland. The Scriveners' Guild of Handra claim she was a Black Arkati who fled westward to their city after the Pharaoh conquered the Kingdom of Night. The Sword Sages of Esrolia romantically conclude from Triwl Gdonr's melodramatic

## Crime in the City of Handra

by Peter Metcalfe, based upon an original by Marc Willner

Like most places, thieves are not welcome in Handra. The penalties for crime are severe, involving degradation to the guild of Outcasts, exile or death. The city's prosperity however both tempts and supports a number of full-time criminals. Widely known as "Black Kethaelans" for their supposed origins, most criminals are ordinary Handrans that support their short squalid existence through crime. Most are small time characters: bandits, thieves, smugglers and pimps.

The underworld in Handra is currently disordered due to the vigilant efforts of the Lictors' guild. Three underworld figures are struggling for dominance.

First is Oba Mat, a (human) Kitori servant of Argan Argar. Oba Mat is trying to unite the underworld into the Night Market. He has with him two followers from his native troll woods and is trying to recruit more. His success is hampered by his off-putting Kitori habits and the absence of any local trolls to act as enforcers. Oba Mat regards both Biloss and old Teelig as enemies and Ape Iskat as a possibly useful stooge.

Second is the Trader Prince, namely one Biloss, a fallen worshipper of Issaries. Biloss earns his living as a fence protected by a cosy relationship with several Lictors but has tried to develop some co-ordination among his suppliers. He endeavours to stay in the good books of his friends on the other side by reducing

memoirs that Elandra was among the irDranyo refugees that built Handra.

### Manifestations, Icons and Images

Elandra has no icons or images among her followers. Such is not important to them for she is their guide rather than their god. The Scribes' Guild depicts her as a mysterious woman waiting in the shadows while the prudish scribes of Kaxtorplose draw her as a harlot. The Sword Sages fancifully give her a coat of arms emblazoned with the runes of Arkat, Darkness and Theft.

### Otherworld Home and Life after Death

Elandra can be found in a dark and gloomy cove, the whereabouts of which is uncertain. The Sages of Handra believe Elandra's Cove to be in the vicinity of the Astelkel Horse ruins near Stantham's Well while a Prince-Bishop of Kaxtorplose has solemnly declared her cove to be within the Pit of the Tortured Thieves in Hell.

Elandra teaches that her cove is a place of instruction only. Death is merely another of Eurmals' lies that can be ignored when one is truly free. If an Elandran dies before this point then Elandra steals their souls before they appear before the Judges of the Dead. In this way, the thieves avoid unjust punishment and are free to earn their ultimate release through stealing from the Gods, Spirits and Saints. However dead thieves find the vengeful guardians of the next world to be far more dangerous than mortal legal officials and most quickly reincarnate.

## Nature of the Cult

### Cosmological Reason for Existence

Elandra is worshipped as an agent of release from the lies of Eurmals the Deceiver (a common Slontan name for the Devil). His lies doom mortals to perpetual woe and suffering. Elandra teaches that the way to freedom is through acting as though these lies did not exist.

Elandra shows that the most pernicious of Eurmals' lies is the Deception of Owning – the notion that an object can have an owner. She describes with vivid clarity how this deception damns mortals by trapping them in an unjust society. One cannot avoid damnation by owning nothing for the act of respecting other people's property also ensnares one within the Deception. Only through taking what one needs regardless of owner can true freedom be found.

### Role of the Cult in Society

Elandra's cult is popular among the Slontan underworld for it provides thieves with a persuasive motivation for stealing and the magical tools for doing so.

### Attitudes and Relationships

Since Elandra views the world as corrupt, her followers are directed to rely upon themselves and nobody else. This advice extends

even to fellow members. Elandrans can form temporary relationships with each other, outsiders or organized societies. However Elandra teaches that in the end, all must be stolen from

### Mode of Worship, Rituals and Holy Days

Elandra is worshipped through her three magics. First the Elandran casts Evade Divination to conceal his existence from Eurmals and other non-Elandrans. Then he uses Boost Darkness to summon up the blackest shadow possible. Finally See in Darkness is used to find Elandra's cove beyond the blackest shadow. Once found, the Elandran hears her teachings and advice whispered in the darkness.

Elandra is contacted whenever needed. Most Elandrans contact her briefly to learn her magics but the committed followers contact her at least once a week for instruction.

## Organization

### Distribution of worshippers

Elandrans are found throughout Slontos. They are most numerous in Handra and Kaxtorplose and to a lesser extent in Ramalia. They are less common in New Coast for the turmoil there makes criminals turn to more rewarding activities, such as piracy or banditry.

### Centre of Power, Shrines and Sanctuaries

Elandra's cult has no centre of power, shrines or sanctuaries.

### Cult organization and ranks

Elandra's teachings condemn organized societies as instruments of Eurmals and prohibits her followers from copying them. In practice, two types of Elandrans exist; the Named and the Unnamed.

The Named have joined the Elandrans so they could learn her magics to aid their crimes. While they eagerly affirm her axiom that theft is good, they do not realise or care for its deeper implications. When a Named becomes committed to her teachings, he or she becomes one of the Unnamed.

The Unnamed are dedicated followers of Elandra's Teachings. They consider their names to be property and have rejected them. Instead they use aliases and names of other people. Whenever they feel the need, they drop these false names and take up another. Such tactics have baffled and confounded authorities throughout Slontos.

## The Named

### Role in the religion

The Named are causal worshippers that use or abuse Elandra's teachings for their own end.

### General Expectation of Members

The Named are expected to steal for a living. Due to their lack of understanding of Elandra's teachings, they often act against Elandra's teachings to the extent of stealing for wealth, committing other crimes or forming a gang. The Unnamed take act against those that stray too far. An enormously wealthy Named will find his ill-gotten gains stolen. A successful gang of Nameds will split up in mutual suspicion or worse after an insider apparently steals from the rest of the gang.

### Physical Skills, Mental Skills and Virtues

PHYSICAL SKILLS: Hide in Shadows, Sneak

MENTAL SKILLS: None taught.

VIRTUES: Taciturn.

### Requirements to belong

Joining the Elandrans requires instruction by one of the Unnamed and participation in a worship to Elandra. The Unnamed can be contacted in any number of ways: One could ask a Named to meet an Unnamed, one could become known on the streets as a thief and have an Unnamed pay a visit, etc.

### Benefits

The Named can ask to an Unnamed for further instruction in Elandra's Teachings or any thief skills that the Unnamed knows. The Unnamed is paid in goods that the Named has personally stolen. Even the Three Magics can be so taught but the Unnamed will require that the Named steal an expensive object of the Unnamed's choice.

### Disadvantages

Once one of the Named, one can never leave the Elandrans without becoming Unnamed. A Named that attempts to become an ordinary decent member of society customarily finds stolen property turning up in his possession and the law not far-off.

## The Unnamed

### Entry requirements

Becoming a Unnamed requires a committal to become free through Elandra's teachings. Ideally an Unnamed must have no property and live entirely by theft alone. However Elandra makes clear that this state is possible only when the Unnamed has completely seen through the Deception of Owning. Before that state is reached, a Unnamed is permitted some bought property to survive. Nevertheless as the Unnamed gradually frees himself from the Deception of Owning, he is expected to steal more and own less.

### Benefits

An Unnamed is permitted to teach Nameds in thief skills and Elandra's teachings in return for payment in stolen goods. The Three Magics may also be taught but the Unnamed

must require an expensive object to be stolen and to be satisfied that the Named has stolen it by himself.

### Magic available

To aid the Unnamed on his quest for true freedom, Elandra taught three spells that have been handed down from Unnamed to Unnamed. Scholarly examination of these spells clearly show that they clearly parallel the Three Masteries of the Black Arkati. If an Elandran were to find the Temple of Black Arkat, they could deepen their knowledge of the Masteries. But since most Elandrans are ignorant of Black Arkat, they are restricted to these spells. The talisman for these spells depends on the Unnamed's taste – too obvious a talisman and the Unnamed's intent is unmasked.

Elandra's mastery of the Physical World lay in her ability to Boost Darkness. The Black Arkati used this mastery to wrest control of the mundane world away from the Deceiver and their favourite tactic was to enhance the Might of their Elementals. The Unnameds use this spell to deepen the shadows to make them easier to hide in.

As a proof of her mastery over the Magical World, Elandra shows how to Evade Divination. This mastery was crucial in the magical wars that the Black Arkati waged – they even used it to discover what magics an enemy magician might know. Most Unnameds have this spell on at all times to avoid divinations. Normally the spell's strength is weak to make it easy to cast daily. On the other hand, if an Unnamed needs to lie low, they cast the strongest spell they can and repeat it until they think the Diviners have lost interest.

To master the self, Elandra taught See in Darkness. The Black Arkati knew a whole range of spells within this Mastery to perfect their selves but the Unnameds have no need of becoming trolls.

Unnameds that know her three magics to 1w2 may learn how to Enter Elandra's Cove using the Three Magics.

This secret removes the Unnamed from the place he is currently in and through Elandra's Cove, he can reach any place that he has been. The base difficulty is 14 with an additional resistance based on how far the Unnamed wishes to travel as per the base distance chart (HW:RiG p231)

### Disadvantages

An Unnamed is expected to get rid of any property that he does not need. Elandra does not care how he disposes of it so long as he does not receive anything in exchange. If an Unnamed goes against Elandra's Teachings, then he finds out that Elandra has been stealing from him.

### Subservient Cults

None.

the amount of violence and limiting the crimes against abiding members of society. He considers the Night Market bloody handed outsiders and Ape Iskat a moronic thug.

The Apes is a brutal gang, led by one Ape Iskat. They thrive through extortion and muggings. Most Apes are young hooligans and tend to leave after a couple of years spent making rope. The Ape sees the Night Market as competitors and the Trader Prince as a cowardly old man.

The most respected underworld figure in the city is Old Teells, worshipper of Elandra. A local man, he has travelled widely and gained considerable notoriety in various exports. He retired to Handra and inducts others wishing to meet Elandra. Although the most obvious contender to rule the Handran Underworld, his worship of Elandra precludes this. He is on reasonably friendly terms with the Trader Prince. Old Teells despises the Night Market and ignores the Apes, although he is willing to work them if necessary.

### The Cult of Elandra

A mysterious magical tradition can be found in the Handran underworld. Known as the Elandri, it purportedly was founded by a Black Arkati, one Elandra, that fled Kethaela after the Pharaoh slew Ezkanekko. Following her tradition apparently requires the use of skill and the avoidance of violence. Although it could easily do so, the tradition has not spawned an organization to dominate the Handran Underworld. Apparently the requirement to rely on skill precludes the reliance upon other people and so the Elandri are loners.



# Newtlings of Gloranthia



## Common Knowledge

Newtlings are sentient amphibians capable of survival in fresh or salt water. They live in isolated communities around marshes, lakes, or tidal estuaries. However, the wandering Bachelor Newtlings are the most commonly encountered of the species. The bachelors and adults resemble humanoid newts, with bulging eyes and frog-like faces. At a distance, a bachelor may be mistaken for a crested dragonewt, but the two species are not related. The newtlings say they were born in the primal mud of creation and lived in it ever since, disdaining adaptation to the hardening of the earth and the cooling of the air around them.

## Stages of Life

### Larvae

The larval stage is aquatic and unintelligent. The larvae begin as huge tadpoles, then grow to resemble very small adults - but with three external gills on each side of the neck. They are normally grayish brown, and remain in this stage for around two years, staying in special, guarded pools hidden from outsiders. Larvae are able to feed themselves, and hunt for their own

by **Ian Thomson**

*Partly inspired by work of Ken Rolston,  
Marc Willner and Greg Stafford.  
Additional ideas: Stephen Martin,  
and Peter Metcalfe*

food only hours after they hatch. Eventually they metamorphose into the bachelor stage over a single season.

INNATE ABILITIES: Hide Underwater 19, Small 14, Swim 5w

### Bachelors

The bachelor stage is a sexually immature state in which all newtlings spend around thirty years of their lives. The bachelor is terrestrial; has a thick, rough skin; is dark brown with yellow spots; and stores water in the fat of its large tail. Each can stay underwater without difficulty for up to six minutes. Bachelors often leave the water to try their luck on land where adults cannot follow. The bachelors are sometimes forced to leave home due to bullying or food shortages, but many simply depart following inner urges. These are the 'Newtling Renegades' encountered at the far corners of the continent. This stage is

when newtlings develop their abilities, and learn new things for the life they will lead after they return to the waters to breed.

After about thirty years of bachelorhood, each newtling feels an urge to return home. The transitional period lasts about a year, and any newtling who does not return to the water is doomed.

INNATE ABILITIES: Alert 12, Hide in Cover 15, Small 10, Survive Without Water 14, Swim 5w, Swim Fast 12.

### Adults

When sexual maturity is gained the ability to withstand drying is lost. The skin becomes soft, smooth and porous; the tail is smaller and can no longer store water; and the skin color changes to a golden brown with orange spots. The newtling enters a village and begins life as a breeding adult. He guards the larvae, teaches what skills he can, and is now allowed to properly worship the Great Newt, or to become a respected independent shaman. Even the wisest sages are unsure how long this stage lasts, as newtlings discourage others from looking into their private affairs. However, some aged newtlings have indicated first hand memories from their lives as bachelors more than 50 years previously.

**INNATE ABILITIES:** Adults increase the innate abilities listed for Bachelors. Even the most timid adult will have minimum ratings: Alert 15, Hide in Cover 19, Swim 10w, Swim Fast 16. The size is not normally different from the bachelor. On completion of their transformation they also grow gills as well as retaining their lungs, and gain 'Breathe Water 16'.

### Habitat

Newtlings settle where open water is adjacent to shallows or dry land. They are commonly found in such areas as the coasts of the Mirrorsea Bay, the New Fens of Western Maniria, the Corflu Delta, and most major River Valleys including the River of Cradles.

### Culture

No parental bond exists between parents and offspring. Larvae are conceived in communal breeding pools during the breeding season (Sacred Time). Parents do not even know which larvae are theirs. Despite this, worship of ancestors is commonplace, and all newtlings of the same tribe are seen as relatives. Newtlings are notoriously difficult to organize, and normally only powerful local chiefs (the 'Bosses') and their advisors are able to maintain longevity in positions of authority.

Newtlings acquire authority through their ability to persuade others to follow them and through reputation for success. A few Adult Bosses run each Newtling Village.

Young bachelors remain within their community for up to twelve years. Those who remain longest within the society still stay at the bottom of the social ladder. They are given the hardest, dirtiest, most dangerous tasks, and all adults push them around. Even so, those bachelors that remain are the strongest of their fellows, and have forced their weaker brothers to leave before them.

Most exiled newts leave the vicinity of their village to roam across the land. They often join communities of other exiled bachelors, banding together for survival in a hostile world. Some communities live in peace with the local riverfolk while others are known as bandits.

As with many other cultures in Glorantha, newtling villages are run as theocratic democracies. Everyone has a say, but the religious hierarchy (such that it is) is the body that advises the Boss Newt. These religious elders only rise from amongst the fertile adults, and are usually the Shamans of the Great Newt, ancestor to all newtlings. They provide inspiration and protection for the young, and are normally friendly with the spirits of the local river or other water source.

Newtlings live a simple agricultural ("aquacultural") life, farming the underwater vegetation, hunting, and engaging in some trading. They speak their own language, and eat fish, crustaceans, and insects, and even worms if nothing better is available. They do not use boats but prefer to swim, although they do build small rafts that they pull or push through the water for transportation

of goods. The favorite weapons of the newtlings are the trident and the sling, used along with a small wooden shield. They use very little metal armor, for only the strongest can swim in it. The rare newtling Heroes sport sea-metal armor that is almost weightless in water.

A typical Newtling village will be composed of half larvae, a quarter bachelor (mostly strong ones) and a quarter adults.

Newtlings are not noted for their use of tools, with a few exceptions. The newtling trident is a three-pronged, one-handed short spear, useful both on dry land and under water. Their nets are artfully weighted and are used both in hunting and combat.

**CULTURAL ABILITIES:** Close Combat (Net, Trident), Fishing, Know Local Waterways.

### Relations with Outsiders

Newtlings are very wary of humans, because they have been hunted for their tails, which are recognized as a delicacy in some cultures. The tails are hacked off and tied or sewn shut, then treated in a number of ways to create what some describe as a nutritious and flavorful food.

### The Newtling Village

The first indication of a newtling settlement will be a sentry challenge. If the visitors are friendly, a Boss Newt will greet them. He may authorize trade, or let them into the village. Visitors see a large proportion of the area hung with nets, which catch the insects that are an important part of newtling diet. The party will be kept away from the main living area. This is generally located in obscure or out of the way situation, such as up in the trees, surrounded with quicksand, or even completely in shallow water. Shelters are of woven reed, and wattle-and-daub, and are arranged haphazardly, sometimes on stilts. A breeding pool may be nearby, which is an open stretch of water where the larvae are protected. This will not be easily accessible from the village, although the newtlings themselves know the secret paths.

If the visitors are allowed to stay, they will be offered the hospitality of the Boss Newt (which helps show off its influence). Food and shelter, on dry land, is usually given. If the newtlings have knowledge of the habits of land dwellers, they will offer fish, if not, they may proffer large insects. Refusal of food is considered strange, but newtlings are not quick to take offence in this regard.

All newtlings have tactics to defend their homes. They fight with net, trident, and short sword, using sudden ambushes from the water, and hit-and-run strikes by surprise from the thick reed beds.

### Bachelor Professions

Bachelor Newtlings are adaptable and may successfully gain entry to one of a variety of professions, but rarely advance far within any field

## The Water Forest People of the New Fens

by Peter Metcalfe, based upon an original by Marc Willner



*There are about ten thousand Water Forest People in the Fens. They have a variety of origins – some are descended from Siantans driven mad by the drowning of their homeland, the ancestors of others emigrated here from Ralios with Handra while the rest are Pralori Hunters that have abandoned their ancestral ways. Although the Handrans consider them to be Fensmen, the Water Forest People are formal towards the city folks, are sullen and uncooperative with other humans and hate broos with a passion.*

## The Water Forest People...

*The people live as hunter/gatherers and agriculturists, depending on the season. They supplement their livelihood with fishing, trapping, and guiding city parties into the swamps.*

*The People are scattered among numerous villages, each led by a council of elders. Although the villages look all the same to most outsiders, the Handrans can distinguish three different types of Water Forest People. Slontan villages have a prayerman in a supposedly white clothing while Pralori villages have a witchdoctor with a deer-antlered costume. If neither or both of these holymen are present, the village is considered irDranyo which only shows that even the Handrans do not understand them well.*

*The Water Forest Folk have no loyalty to anybody outside their own village and often feud with their neighbours. The Fensmen guild keeps the peace and has attempted to create a communal identity for the folk as a whole by promoting marriages between villages. While marriage within a village is largely a rare sign of backwardness, the village tensions have not diminished — rather they have become imbued with in-law tensions.*

outside of those closely involving a riverine or coastal lifestyle. Those who are drawn towards becoming shamans may lead the cults of minor river spirits. When the bachelor approaches adulthood it is customary to pass the shamanship on to his apprentice.

### Shaman

**SIGNIFICANT ABILITIES:** Craft Fetish, Lead Ceremony, Ride Spirit Frog, Shamanic Escape, Spirit Combat, Spirit Sight.

## Religion

### The Great Newt Tradition

Many mysteries surround the tradition of the Great Newt. For example, several incomplete statues of the Great Newt exist (like the one found some years ago near Apple Lane), and sacred areas, with attendant Shamans, are usually found with these idols. What the significance of these statues might be, their origin, or the consequences of reuniting all the parts of one of these statues: all of these mysteries are hidden from the eyes of outsiders. Only perhaps the elders amongst the adult newtlings might understand these questions; the wandering bachelors have very little insight into the Great Newt's mysteries. The statue found near Apple Lane was said to have been a representation of one aspect of the Great Newt that was trapped after a great battle in which it defeated and bound the Old One, ancestor of the Rock Lizards. However, other myths have been associated with different statues on other sites.

### Mythology of the Great Newt

As the Age of Creation became the Golden Age, the primeval sludge of the world changed in response to the new forces it was being exposed to. From this sludge emerged the Great Newt, and he ruled this muck with no opposition. He was so strong that he could wander the lands near his home without fear, and learned much of the ways of the drylanders. But he was much more at home in his mire, and soon returned. Later, a group of lesser creatures came to him for protection and he took pity on them, and they came to emulate him in appearance. They were the Seven Bachelors who later spawned the Hundred Ancestors, who in turn begot the entire newtling race.

The Great Newt told the Seven Bachelors that they would be safer if they learned the ways of the dry land, and showed them how to leave the sludge and survive away from its protective embrace. Though they stayed together, each of the Seven faced an individual challenge and overcame it, and eventually they too returned to the ooze. However, when they returned to their old home, they found it had changed. The bounty of the Green Age had turned the slime into reedbeds and fertile marshes, and they rejoiced in this new environment. Soon, they too felt the forces of change, and turned into the first adults of their race.

The Great Newt stayed with them and

taught them all they needed to know about tending their young and surviving in the new fertile region on the edge of the land and the sea. Sometimes dangers were met, but the newtlings who had been the Seven Bachelors had learned from their experiences when they explored the world, and were not intimidated. When the Hundred Ancestors grew old enough, they too were sent out into the world, to learn and become strong enough to protect the future generations.

**HOLY DAYS:** Water Day of Harmony Week, in Sea Season, is the High Holy Day for the tradition of the Great Newt. Lesser Holy Days include Waterday of Movement Week in Earth Season, and the same date in Storm Season.

**HOLY PLACES AND TEMPLES:** Holy Places to the Great Newt are always in areas related to both the earth and the water, usually river deltas, swamps or marshes. Inquisitive outsiders find such places will always be hard to reach, even in the unlikely event their existence is suspected.

**TEMPLE ORGANIZATION:** The Shamans of the Great Newt are only loosely allied, as they rarely have cause to interact on decisions of great significance. The vast New Fens are an exception to this, since the unusually complex newtling society has given rise even to an interconnected religious hierarchy, albeit a loose one. In those rare times when different groups of Great Newt worshippers are brought together in alliance, the most senior Shaman is always the leader and appoints his advisors as he sees fit.

### Core Practices

**NEWT SPIRITS:** The Great Newt was not a ferocious or adventurous being, and his spirits provide attributes and magics that mostly enhance the defensive or avoidance capabilities of newtlings. Such spirits include: Breathe Water, Burrow in Mud, Camouflage, Dodge Attack, Enlarge Tail, Exude Foul Stench, Exude Slime, Exude Toxin, Regrow Limb, Run Fast, Swim Fast.

**Ancestor Spirits:** The ancestors are typically integrated and used for professional benefits. They may have excelled in one of many professions, including fighting, and so between them they have a variety of useful abilities. Each typically offers an ability or personality trait.

**RIVER SPIRITS:** The newtlings of any region normally respect the local river spirit (or spirit of whichever main body of water feeds their home) as part of the Tradition of the Great Newt.

**MARSH SPIRITS:** (Such as those available to the newtlings of the Dammed Marsh south of Beast Valley, or those of the Corflu Delta.) Boat Sinker, Call Frog Swarm, Concealing Mists, Find Path, Hide Path, Marsh Lights, Sinking Mud.

### Helper Practices

**AMPHIBIAN SPIRITS:** Frogs and other amphibians also relish most regions that newtlings favor, and newtlings long ago learned how to gain assistance from their distant relatives. Which frog spirits are strong depends on the region in



question.

**LESSER WATER SPIRITS:** The smaller spirits of water are usually friendly to newtlings, who traditionally understand the needs and preferences of all creatures of this element.

**EARTH SPIRITS:** The newtling relationship with Earth Spirits is less strong than with the entities of Water. However, the Great Newt taught them that the ways of the Earth are also important: without both the Earth and the Water the places where newtlings make their homes would not exist. Because of this, newtlings are careful to treat all Earth Spirits well, and in return have learned many magical benefits.

Most newtlings integrate the spirits they use, because they tend to wear few clothes and carry only what they are likely to need in the near future. Shamans are exceptional and use fetishes made out of plaited reeds, dried weed, and the feathers of waterfowl. They wear these as ornaments or otherwise carry them about their person. Warriors may also have spirits of combat integrated with their weapons or armor.

**MENTAL ABILITIES:** Great Newt Tradition Knowledge.

## Newtlings of the New Fens

The New Fens are an extremely favorable habitat for newtlings. They can survive, and even live well, with little effort in the maximum of safety. Around 7000 newtlings dwell here, in semi-permanent communities of 100 to 300 individuals.

This ease of survival here promotes social intricacies unknown in other newtling communities, approaching even the complexity of a comparable human society. An adult newtling can live very well here, even when totally isolated from its peers. Food is readily found, predators are rare, and other sentients are either grossly inferior to newtlings in mobility or indifferent to them.

Most great shamans follow the ways of the Great Spirit of the Noshain River and/or the path of the Great Newt. However, an alternative is the powerful Spirit of the Marsh, who commands the quicksand, the quagmire, and the mists.

Village shamans of the Great Newt cult tend also to communally worship the Noshain River Spirit. Some young newtlings who are showing signs of ability as shamans spend time at the great temple of Noshain, as well as studying with the shamans of the Great Newt. This is a new custom, which acknowledges the newtlings' increasing interdependence with other races of the Fens. These young newtlings earn their keep teaching swimming and water combat abilities on behalf of the Noshain Temple. Newtlings who are products of this educational process tend to be comparatively sophisticated, and make excellent guides for expeditions into the Fens.

Attacking other villages to steal food or property is a frequent project of Boss Newts in the Fens, where other enemies are rare. A ritual form of warfare takes place against other

newtlings, with challenges and insults rather than much open combat.

## Typical Newtlings

### Soldier (Bachelor Warrior)

**TYPICAL ABILITIES:** Alert 19, Boating 14, Close Combat (Trident, Net) 19, Dodge 4w, Find Water 14, Fishing 18, Great Newt Tradition Knowledge 18, Hide in Cover 2w, Know Local Waterways 5w, Make Raft 12, Move Silently 16, Newtling Customs 13, Ranged Combat (Sling) 16, Small 10, Survive Without Water 5w, Swim Fast 1w, Swim Quietly 15.

**INTEGRATED SPIRITS:** Camouflage 16w, Dodge Attack 12w, Run Fast 9w.

**TYPICAL WEAPONS AND ARMOR:** Buckler with Fish Hide Armor ^2, Sling ^1, Small Trident ^2.

**TACTICS:** Newtlings fight only when they must, usually in defence of their villages, which is the only time they commonly fight in co-operation.

### Guardian (Adult Warrior)

**TYPICAL ABILITIES:** Alert 6w, Boating 18, Breathe Water 18, Close Combat (Trident, Net) 8w, Dodge 11w, Fishing 16w, Great Newt Tradition Knowledge 5w, Hide in Cover 13w, Know Local Waterways 16w, Make Raft 3w, Move Silently 5w, Newtling Customs 2w, Ranged Combat (Sling) 3w, Small 10, Swim Fast 8w, Swim Quietly 6w.

**INTEGRATED SPIRITS:** Camouflage 17w, Grow Spines 16w, Inescapable Net Cast 12w, Mighty Trident 14w, Run Fast 8w.

**TYPICAL WEAPONS AND ARMOR:** Buckler with Fish Hide Armor ^2, Sling ^1, Small Trident ^2.

### Elder (Shaman of the Great Newt)

**TYPICAL ABILITIES:** Alert 8w, Breathe Water 19, Close Combat (Trident, Net) 6w, Dodge 9w, Great Newt Tradition Knowledge 16w, Hide in Cover 12w, Know Local Waterways 18w, Move Silently 6w, Newtling Customs 7w, Ranged Combat (Sling) 5w, Small 10, Swim Fast 7w, Swim Quietly 4w.

**INTEGRATED SPIRITS:** Burrow in Mud 2w2, Camouflage 19w, Dodge Attack 15w, Enlarge Tail 17w, Run Across Water 16w.

**BOUND SPIRITS:** Clinging Net 18w, Exude Foul Stench 3w2, Regrow Limb 4w2, Toughen Skin 19w.

**TYPICAL WEAPONS AND ARMOR:** Buckler with Enchanted Fish Hide Armor ^3, Sling ^1, Small Enchanted Trident ^3.

*\*This is a drawing by a 12 year old boy from Handra. It shows how common Newtlings are in the streets of the City of Seven Isles, where they work as fishers*



# The Pralori hunters OF THE NEW FENS

by Peter Metcalfe, based upon an original by Marc Willner



**L**IVING IN SMALL reed shelters, surrounding their canoes, are the small bands of wandering Pralori hunters from the Elk Hills. They hunt in these lands to prove themselves worthy as men, to hunt special prey that can only be found in the fens, or to spend time away from the women and children back home. A hunter usually spends a season or two with the bands before returning to the elk hills — a significant minority spend much longer.

The bands number between five and thirty males (Pralori taboos prohibit the females from joining these bands) with the largest ever being fifty reported around a corpse of a brontosaur. The membership of the bands is temporary with hunters leaving or joining according to the season, the hunting conditions, and the local threats.

A band's camp is made up of lean-tos and other temporary shelters. The canoes are kept in the middle and fires are lit at edges of the camp. Such camps can be abandoned quickly with little loss. The people spend their time hunting, making tools, or relaxing. From the size and number of these settlements the number of Pralori is believed to be around two thousand.

The hunters pride themselves on their self-sufficiency and trade furs for "luxuries" only rarely. Though not very warlike, they will fight if cornered, or if intruders offend them greatly. They use their skills at hunting in war as well, stalking their foe and attacking from ambush if they can. They use thrown spears, stabbing spears, self bows, and many-stoned bolas for birding.

Each band is centred around a Hunting Leader and each hunter is expected to obey him — if he doesn't, he is made to leave. The Hunting Leaders are responsible for ensuring that the local spirits are kept friendly with gifts and prayers. The important spirits for their rituals are the prey animals, and the spirit of the Marsh, though other spirits are also worshipped.

Hunters avoid meeting with outsiders for they are fearful of being corrupted by their alien ways. The first indications a party might have of the presence of a hunting band is be either the sound of fleeing canoes as the band avoids them or a Hunting Leader speaking to them from hiding, demanding to know their business. Only in rare circumstances will outsiders ever be permitted into a camp.

# The broos OF THE NEW FENS

by Peter Metcalfe, based upon an  
original by Marc Willner



## Bro o Society of the New Fens

There are about five and a half thousand broos in the Fens. Handrans consider this six thousand too many.

The broos are little more than feral rabble, armed only with what they can make themselves: spears, rocks and clubs. They are keen boaters although their boats are stolen from either the Handrans or the Newtlings.

Ever since the battle of Vankti Island, the broos have been little more than a nuisance. Most of their victims are lone newtlings or Water-Forest people. Confronted with travellers in groups, they prefer to hurl excrement from a distance. Recently the broos have begun attacking larger groups which causes some concern in Handra.

## Notes on the Broos of the Fens

In their quest to exterminate the demonic newts of the Marsh and their Handran collaborators, the Ramalians have begun coercing the broos of the fens into a disciplined force. The fearful broos call them Vankti for they believe the Ramalians are their ancient ogre allies returned.

Currently a Ramalian Knight called Sorc dominates the largest grouping of broos in the fens. Supporting Sorc's reign of terror are three captains, Gloomik, Haosm, and Mlitin, each of whom are responsible for a fairly large area of the Fens. Instead of attacking the Handrans and the Newtlings for now, the Ramalians have been hunting down smaller broo gangs and forcing them to pay tribute and obey orders.

Sorc plans to spread his authority east from Broohaven along the foothills, then he plans to move south until he controls all of the Fens north and east of the Noshain and Euralm Rivers.

Sorc is planning a major raid on the Seven Isles for plunder within a year. He hopes to lure a expeditionary force from Handra deep into the fens so that he can destroy it and loot the corpses. With the captured arms and armour, Sorc's broos will be able to fight pitched battles and the conquest of Handra will become possible.

Sorc's captains are leery about the planned raid for the broos still fear the city more than they fear the Vankti. If ordered within its presence, they would run away. They would prefer that the broos are proven in raiding caravans before they raid the Seven Isles.



# The Harandings



by Julian Lord  
Some inspiration from Justin Akkerman and TERRA INCOGNITA

## Just Say No

• The Harandings resisted Jarani's Staff. They are a rebellious people and non-Heortlings, but they are not Vadrudings either. They are counted among the Wenelians, the Esrolians, the Caladri, the Helerings, and the other Victorious Tribes, just as they once belonged to the Kingdom of Night. But the Harandings truly belong to no-one. They worship Vorlan and his sons & daughters, and Urgkronika the sow-wife, but they are at war with the gods. They have been conquered and their Tribe has been shattered, but they still have enough bravery to fight the Endless War against the Emperors of the Broken World. They still hope (and Quest) to heal Vorlan of his madness and break his Staff of Power.

## Mythology

They name us outlaws, and brutal Vorlan himself rains storms and lightning on our heads, but the Harandings will never bend their knee nor call anyone "Master". Not even Vorlan Storm Lord!

G'Garath Boardick was born in the time of the Ten Tribes, and grew to become a great warrior in the Beast Wars and Elf Wars. The greatest victory of his youth was when he broke the Entruli, and took Huurghkra Six-Breast, their most beautiful daughter and the High Priestess of Urgkronika, for his wife. She gave him the name Harand, which means "Lover".

Harand Braveson went on to free all the lands south and west of Arrowmound, and gave them to the People (among them two tribes of the Entruli, the Drogalarlites and the Vathmai, who followed Huurghkra), and they named themselves the "Harandings" in honour of this great Gift of Freedom. After all of Harand's tasks were done, he returned the leadership to the People, as was his sacred duty, and he ascended Mount Arrowmound, wearing only a woollen shirt and armed only with an obsidian knife; so he came to the Moot of Vorlan to boast of his valour and receive his reward.

But as he stood to make his speech, Jarani Proudstaff demanded that Harand declare his Loyalty to King Vorlan. Yelmal, Andrin, and Eural had tricked Vorlan into thinking that a King was different to an Emperor, and that the

title could be an Honour; even though cold Humath himself—the Best and most Truthful of Vorlan's brothers—denied it. And Jarani himself desired to be a king of men, just as Vorlan had named himself the "King of the gods".

Harand asked, "What do you want with rulership, when there is already peace among your people? What need, if Vorlan will always be just, and reward the Good and punish the Evil!"

Jarani replied, "We cannot live without Law, and we will never lose the Star Heart, even if the King must give up his Freedom for the good of all." And this was an Evil Lie, for the Star Heart and the Heart of Freedom are the same.

So Harand understood that the Impossible had happened, that Vorlan, the god of Freedom and the True Son of Umah, had become less than a man, taking the form of a Great Bear, or Wild Boar, or Murderous Wolf, with Lightning Claws and Hungry Tyranny in its eyes. Jarani came before Harand then, bearing the Staff of Power, and bad him kneel to Vorlan upon the Rock of Tyranny and call the Storm God "King of the World", and call Jarani himself "My Lord".

Harand Just Said No.

And Jarani raised the Staff of Power and struck Harand with all his Might.

But Harand was a Free Man, and Freedom can never be conquered by Injustice. He leapt into the Wind, and the Storm Woman and all the Good Winds of Vorlan sustained Harand as he fell, and so he flew down into the southern lands, and was able to tell the people of Vorlan's betrayal. Then there was War between the

Harandings and the Heortlings. Finally, Jarani sent a Storm of Thunderbolts to strike Harand dead, and the Fury of Vorlan was so great that the entire land of Slontos sunk beneath the waves, taking its Kings and all their people to the bowels of Hell.

Since that day the Harandings have dwindled, and have been conquered many times by foreign Kings. Many of the Esrolian clans were Harandings once, but they were taken over by their womenfolk when the men died fighting the Heortlings. The lands of the Longsi are ruled by the Matriarchs of the Red Earth faction, and the Ditali are ruled by the Caladri volcano people. Some Harandings were seduced by the shifting ways of Heler, and these are a lost people who have forsaken the Breath of Freedom. Even the Boar Harandings are broken, for they have listened to Wenel's whispering lies. Only the Storm Harandings are truly faithful to the Old Ways, and only the Blue Lion Clan is truly free, even though the Kings and Priests of Vorlan call them outlaws and worse.

### Common Knowledge

"Harandings? Worthless scum! Outlaws, stickpickers, oathbreakers and secret murderers, all of them!"

### Form

A shattered Tribe of non-Heortling bloodlines, ruled by various foreign overlords. The bloodlines are never matrilineal: the fully matriarchal families became Esrolians or Helerings, with no exceptions. Most Harandings are pig farmers, stickpickers, or outlaws. All are Freedom Fighters.

### Cultural Context

The Harandings were one of the Ten Tribes. They are descended from those Vingkotlings who refused Jarani's Lawstaff, and Heort's and Orlanth's Laws. They are disorganised, rebellious, factious, spiteful, and proud; and therefore weak, for they lack the political means to overthrow their Lords and Queens. But the Harandings are a stubborn folk, and will NEVER give up their rough anarchic ideals, nor any of their hard-won individual freedoms. They would rather die.

### Ideology

Just Say No.

### Look and Feel

Impoverished and disorganised, the Harandings have been defeated again and again by foreigners, after Harand Braveson, their cultural

Hero, rejected the Lawstaff. The Harandings are locked into ancient patterns of fruitless rebellion against the Chiefs, Lords, Kings, Queens and Pharaohs of the Land: the Evil Emperors. Their only tribal leader is Harand, but Harand is dead. Nevertheless, they are a hopeful people, motivated by the unswerving Ideal that One Day Vorlan Will Be Free.

### Purpose

Harandings are usually narrow-minded, thinking little farther than personal survival and the basic needs of their children. Their purposes are either short-sighted, stubborn and selfish, or idealistic and rebellious. The typical Haranding Hero is an outlaw or warlord, and always a Freedom Fighter. They hate kings and all other rulers with passion, and always do what they can against them: petty acts of civil disobedience, refusal to pay taxes, armed revolt, neglect of simple duties, impulsive lawbreaking, etc., or even romantic personal vendettas against these Enemies of Life. Another common purpose is to avoid legal and political retribution from non-Haranding leaders and their warbands.

### Reactions (of outsiders)

Severe mistrust and armed wariness. Local clan and tribal leaders do what they can to control and suppress the Harandings' rebellious nature, often by ritually binding Haranding bloodlines into marriage taboos and traditions with their own people; for the Harandings obey Umath's and Asrelia's Ancient Laws, if not the Lawstaff itself. Unfortunately, they have no particular taboo against kinstrife, and Haranding bloodlines can never be fully integrated into an ordinary clan or tribe.

### Leaders

The Harandings have very few of their own leaders. Instead, they are expected to obey their foreign masters, whether Merchant Princes, Solanthi Warlords, Esrolian Queens, strange Helerings, Malkioni Princes, Pharaoh, Uz Mistresses, or anyone else that has conquered their lands. Occasionally, a Rebel Hero will appear, and many will join his cause. They may liberate a few tulas, but the freedom seldom lasts for more than a single generation.

### Membership

There are at least 150,000 "Harandings". They live south and west of the Arrowmound and north of Caladraland, but virtually all of them are counted among the Esrolians, Ditali, Longsi, Solanthi, Helerings, and other local Tribes and peoples, in the lands that they call Auld Harandela. The independent Harandings can be numbered in their hundreds at best, most being

### Hara

• *One of the few things that all Harandings agree about is that they all love Hara. Hara is far more important in Haranding beliefs than in Heortling ones, because the Harandings lack the Ways of the Lawstaff. The common love for Hara provides the basis for cooperation and shared identity. The cult of Hara is the greatest outward difference between Haranding and Vadruding peoples.*

*Several goddesses partake of Hara, including Voria, Helera, Uleria, Harana Ilor, Glorantha, and Velhara.*

## Family Life

Haranding family life is centred on the mother. There is something almost trollish in this, and it is why the Harandings were fairly well integrated into the Kingdom of Night. The Harandings dislike the communal homesteads of the Heortlings, preferring to live in individual dwelling places. When they build longhouses, they are partitioned to ensure that each family has its own privacy.

The fathers teach their children about Freedom, Honour, and Courage, and tell them about the Betrayal of Vorlan and Harand's Revolt. Haranding family life is harsh and pessimistic, and the father who fails to teach his son to be strong and independent is deemed a failure. Most men teach their children to be disobedient through a combination of unreasonable demands and a hard stick. When a young man first strikes his father to the ground, it is a sure sign that he is ready for his Initiation trials.

## Wedding Classes

Haranding marriage traditions resemble Heorting wedding traditions (described in King of Sartar and Thunder Rebels), except where they contradict the Haranding Family ideals. Three other marriage classes exist. Two of them, Storm Weddings and Earth Weddings, are peculiar to Maniria. Blue Weddings are practised only among Helering clans.

## Storm Weddings

The man ambushes his bride-to-be (sometimes with help from allies, if she is well protected), and carries her off to his home. Most Storm Brides submit to their men, usually after a period of testing (the length of which depends on many individual and ritual factors, such as the bride's personal taste, her wealth, the initiatory status of each, their public standing, how proud they are, etc). The ritual signifying final acceptance is that the bride sends for her belongings: a good occasion for a party and the transmission of her bride price. Sometimes she may attempt to escape, perhaps with help from allies. The man will suffer constant public humiliation from his wife and peers if he has an unhappy marriage (she Just Says No), and a clever man will quietly seduce the woman before the projected wedding day. Most Harandings believe that the "best" Storm Marriages are those decided on the spur of the moment, or after a chance meeting of strangers.

## Earth Weddings

Earth Weddings occur in those bloodlines with an Esrolian influence and strong Ernaldan rituals, and this form of marriage is under Babeester Gor's special protection. The husband goes to live in the wife's home, and any children born of their marriage belong to the wife's clan, but the husband retains his full freedom, unlike



## The Seasons

• The Haranding lands have a wet climate, dominated by the Heler rains. The other major influences are the violent lightning storms occasionally blowing down from Arrowmound, Ice Winds and snowstorms from Ice Mountain, heat waves and ash storms from Caladraland, and the Ohorlanth Storm.

## Flower Season

The only pleasant period, sometimes called Hara's Season. The Heler clouds are at their thinnest, and warm south winds alternate with gentle rains. Occasionally sunny. The woodlands are

outlaws, criminals and Rebels. The Blue Lion Clan is the only large group of fully independent Harandings.

## Organization

Mainly disorganized. The Harandings are a sub-culture of Manirian Orlanthe. They form the basis of the poorer, less powerful Manirian bloodlines. Their impulsive and rebellious nature manifests in acts of open revolt and in their constant, selfish, disruptive, and antisocial disobedience.

Harandings occasionally gather into small bands led by romantic idealists, but with the exception of the Blue Lion Clan, these are always short-lived affairs. Their religious cults are never confused with their politics, which are firmly based on self-government by each nuclear family or bloodline.

The Harandings have no Argraths.



the true Esrolian Wedding.

Once the deal of marriage is struck, a time of feasting is set (ideally three days, but most can only afford one). A sow and a boar are sacrificed to Urgkronika (for Fertility) and to Babeester Gor (for the wife's Protection). The bride then summons her groom (ideally on the second day), and he bids farewell to his old bloodline and is welcomed into the new. The wife sits and commences her feasting with the Gyrdan, while the groom is ritually welcomed into her family. The spouses then pray to the gods together (ideally at the Dawn of the third day), dance together (ideally, this refers to a full day of public courtship rituals and trials), and finish the feast together, wife and groom. At the final height of the party, the Ministri bring forth their most potent brews and blessings, and just as everything gets into full swing, the new spouses run away to a pre-arranged hiding place to start their new life together (Harand and Huurghkra hid in a pig sty when they married). The ceremony has many local variants.

## Blue Weddings

In most clans, a "Blue Wedding" is simply a sexual affair, whether it lasts or not. In Helering-dominated clans, most lasting marriages commence as Blue Weddings. Few taboos govern these sexual affairs, although there must be willingness on all sides. There are no particular gender taboos, no rules about fidelity or chastity, nor even any special rule about the number two. Many Helerings even practise the Blue Wedding as a kind of art form, seeking as much variety and adventure as possible; even on the Other Side if they finally grow weary of mortals. Most just sleep around for a while before making their final choice of companion, and that is how Harandings living in Helering clans would practice this form of marriage.

## Haranding Divorces

There are two types of divorce.

The first is when the wife leaves her husband. The children go with the mother, but the husband keeps all other chattels. Stealing wealth from the husband is cause for kinstribe, and most husbands would seek revenge against their wife's family for such an insult. Wives of husbands who leave them are still legally married, unless they leave their husband's home.

The second type of divorce is simply a mutual agreement that the marriage has failed. In this case, division of chattels is either mutually agreed upon, or decided by the clan priestesses.

## Religious Life

Haranding religious life is centred on the cults of Vorlan and Urgkronika, but the cult of Vorlan is radically different to the cult of Orlanth, for it is based on propitiatory worship, the idea that Vorlan is power-mad, and more emphasis on Vorlan's sons and brothers, always with the

peculiar Haranding approach. On the other hand, Urgkronika is a fairly standard sub-cult of Eralda the Mother.

The Harandings were once Umathings, and they still believe that Umath was the greatest and the best of the Storm gods. They maintain many of his rituals and teachings, especially Umath's Virtue of Freedom. They worship Hara as Umath's wife, but never directly. They acknowledge that Vorlan is the chief god of the Storm Tribe and the god of the Good and Evil Winds, but they loathe his Staff of Power.

## Cult of Vorlan

The Harandings worship the same Storm god as the Wenelians, but the following paragraphs describe Haranding practices only. The Wenelians have no concept of Vorlan Tyrannous, and they accept the rule of the Lawstaff (although less widely than the Heortlings).

Vorlan is similar to the Heortling cult of Orlanth as described in Thunder Rebels. There are very few Devotees of Vorlan, but many Godi, and some priests. Most adult men are Initiates of Vorlan, making sacrifices of broken lawstaves, weapons captured from their foes, tax collectors, and other tokens to signify defiance and freedom.

Vorlan's Devotees gain powerful magic at the cost of becoming social outcasts (except for the Harand cultists). Even so, they do all they can to change the Vorlan cult from within, and when meeting foreign Orlanthi will always invoke Umath's Law before Orlanth's or Heort's; and damn the consequences! They may not join any Tyrannous subcult (see below).

Vorlan has the Adventurous, Allfather, and Thunderous Aspects. Harandings call the Evil Aspect of their god "Vorlan Tyrannous". The following gods are Tyrannous subcults: Andrin, Dar, Jarani, all Vingkot subcults, all special Aspect subcults. Initiates and Devotees of these cults are the Harandings' worst enemies, worse than Chaos and worse than the Yelmali, for they are a corruption of the Storm itself. Some Harandings conflate Urain with Vorlan Tyrannous, and their Ereltharulu and other anti-chaos fanatics tend to attack these "Uraini" on sight!

Lawstaff Day (Winds Day, Mobility Week, Fire Season) is replaced with Harand Day, celebrating the day that Harand said No to God, and stood up for Freedom. It is also known as Freedom Day, No Day, and Evil Tyrant Day. Local non-Haranding leaders, magistrates, and soldiers call it Hellstorm Day, lock themselves in, and pray to their gods that they won't be that year's cosmic revenge targets.

*decked with flowers, and both the hunting and the gathering are plentiful. Also a good raiding season.*

## Blue Season

*The Heler Storm covers the sky, and the rains slowly lose their gentleness. Most rivers flood, hunting is bad, and people are miserable. They generally stay at home, subsisting on a diet of pork, boiled greens, and bitter fruit. Some Aldryami raids.*

## Acorn Season

*The Heler Rains subside somewhat, but the weather gets colder. People gather their meagre harvest, and some animals are slaughtered for the winter ahead. The best time for raiding Esrolia.*

## Vorlan Season

*Storms from Arrowmound hammer the woodlands, occasionally yielding to drenching Heler rains, ash storms, and snow from Ice Mountain. People stay at home and propitiate the gods.*

## Ice Season

*Most of Maniria is blanketed in snow, as the Ui storms blow from Ice Mountain (it never freezes around Bluewater or Caladraland). The Harandings sometimes call this the Death Season, as they often need to fight troll raiders, chaos monsters, snow demons, and hunger; one after the other.*





### Subcult of Vorlan Adventurous

#### ➤ HARAND the Rebel

Harand's Initiates and Devotees are the cream of Haranding society. They would be the leaders, if the Harandings didn't reject the very idea of leaders and rulership. Instead, these brave Heroes concentrate all their energies to make sure that Harandela Always Remains Free. Nothing daunts this ideal, not even the apparently infinite supply of Emperors and Slaves that populate the World. Even some non-Haranding malcontents worship Harand the Rebel.

It is a point of honour among Harand Devotees to have a wide range of daring, romantic, swashbuckling, impossibly brave, and other such awe-inspiring abilities. Many Harand Devotees seem more dashing than is humanly possible.

**ENTRY REQUIREMENTS:** Refuse initiation into any other cult.

**PHYSICAL ABILITIES:** Agile, Resist Physical Coercion, Swashbuckling, Ranged Combat [weapon]

**MENTAL ABILITIES:** Chant Rebel Staves, Cut into Rhetoric, Disrupt Meeting, Humiliate Official, Organise Revolt, Panache.

**VIRTUES:** Dashing, Freedom-Loving

**AFFINITIES:** ➤ **FREEDOM** (Escape, Find the Path, Foil Pursuit, Infiltrate Enemy Stronghold, Inspire with Love, Overhear Secret Plans, Reveal the Tyrant's Hand) [many Feats of the Freedom Affinity introduce archetypal story elements into a Narrative; this is a subtle Magic that often

resembles ordinary abilities or unlikely coincidences]

➤ **MOVEMENT FEATS:** Dodge Missiles, Run Like Wind, Shoot on the Run-

**SECRET:** No! (Acts as an integrated passion spirit, giving a bonus of 1/4 the secret's Target Number to any ability used during any struggle against tyranny.)

### Urgkronika the Sow-Wife

Urgkronika is the daughter of Vorlan and Entra, and a wife of Vorlan.

☐ **URGKRONIKA** is a subcult of Esrola the Mother (see Thunder Rebels pp. 202 - 204), and is very similar to Uralda the Cow Mother, except as follows:

"Domestic Animals" refers to all domestic Pigs and all domestic or wild sows. References to "Domestic Plants" are to Oaks and Acorns.

**PHYSICAL ABILITIES:** Add "Fat and Ugly", "Gorge", and "Wallow in Filth" (Note: "Fat and Ugly" is a consequence of belonging to this cult, not a prerequisite. It is an ability or a Flaw, according to the player's wishes. If an Urgkronika Heroine is generated with Beautiful, Comely, Shapely or any similar ability, do not record "Fat and Ugly" on the character sheet)

**VIRTUES:** Replace "Prudent" with "Cunning"

**WORSHIPPERS:** Pig farmers, and sometimes their husbands

**AFFINITIES & SECRET:** Replace Cattle with Sow-Wife. Add "Catch Mate" and "Make Multiple Birth" to the Affinity.



## Other Ernalda cults

All Ernalda subcults are known to the Harandings, but clans with a wide variety of Ernalda cults and rituals are influenced by Esrolia, and they tend to support the Babeester Gor cult and other outward signs of full matriarchy. Only the refusal and rebellion of the menfolk prevent this, and social tensions run high in these clans.

### Arroin

The Harandings know of Chalana Arroy and revere her, but their healing god is Arroin, and healers take their powers from forest and woodland plants. They gain a few weak magic powers from them, but it is whispered that the greatest of the Arroini have a source of magic from the elves. The elves know secret HeroQuest rituals to contact Arroin in the Green Age, before his magic was destroyed. Many healers are also Oak Women (see Alda in "Wenelia", Tradetalk 10). Arroin's taboos against violence are more severe than Chalana's.

### Yelmal

Yelmal is an enemy god, and a corruptor of Vorlan. Harandings hate and despise all Yelmali (Yelmites, Elmali, Yelmations, Yelormans, Rigsdali, etc), and do whatever they can to harm them. Halamalao, the shining god of the aldryami, isn't confused with Yelmal, but most Harandings hate elf gods anyway.

### Eurmal

There is no place for the Eurmali in Haranding society.

Most Haranding Tricksters prefer shape-changing tricks over all other varieties.

### Heler

Many Harandings worship Heler, the dominant weather god of Maniria, although the Heler cult is only truly dominant in the Bluewater region and on the Manirian coast. Many of the Gorphing riverfolk are Helerings. Harandings have occasional contacts with Helering sailors of the Manirian coast and islands, who ply both waves and clouds in their magic ships. These contacts mainly occur at the inland port of Bluewater.

The Harandings worship Heler mainly as the ram and the ewe, as described in Storm Tribe, but they have many myths where Heler takes the form of the twelve sacred animals of Wenelia and makes children with them, so there are Stag Rains, Boar Rains, Stallion Rains, and so on. Other aspects of animal totemism are widespread, including the worship of gods with various animal forms, despite the hsunchen origin of the practice. This is because shape-changing Heler took the sacred beast forms and fathered beast daimones among all of the Manirian pantheons and otherworlds, and many Vorlani gods have servants in the twelve sacred animal forms. Helera was one of Entru's favourite lovers.

### Black Ram

Many anti-chaos berserkers worship the Black Ram Ereltharol, whose cult is more

primitive and savage than among the Heortlings. Black Ram has several subcults and Hero cults, and his Haranding Initiates and Devotees have a wider range of Affinities than other Ereltharulu. The two core Affinities are Rain and Black Rain. A worshipper's third Affinity depends on the chosen subcult. The available Affinities are Clouds (see Heler), Anti-Chaos (see Urox), Berserk Combat (see Urox), and Combat (see Kargan the Warrior). The tiny numbers of women who worship Black Ram gain the Clouds Affinity.

### Humath

Humath is the Haranding Death god, and very similar to the Ralian god of the same name. The Harandings were originally Umathi, and they still deride Vorlan as compared to the Primal Storm. When Vorlan used the Staff of Power against Humath, the Death god fought back and Vorlan couldn't win; but Humath still loves Vorlan as his brother. This is the true Iron Law, the Law of Umath; that no-one can make you do anything, tempered by the Love of Hara. The Harandings do not worship Humakt Humathsson, who betrayed the Orlanthis just as Arkat would later betray the Harandings.

The cult of Humath is similar to Humakt as described in Storm Tribe, but he isn't an Oath-Keeper, does not have a Severing ritual, has slightly different geases, does not have Battalions, and has slightly different subcults (no Efordar Blackhands, greater emphasis on Kargan the Warrior, no Makla Mann, Rigsdal is an enemy). His Initiates and Devotees place much emphasis on Humath's honour and freedom, but they are pessimists and tend to become miserable loners.

### Harst

Harst the Reeve is the god of Trade. The Harandings know of Garzeen and Gultha, but these cults have no native Initiates. Herald Goodword Initiates are viewed with suspicion. Harst can be either a Vorlan or Issaries subcult.

### Lhankor Mhy

There are very few Lhankor Mhy worshippers among the Harandings: the Harandings have no libraries. Those Few who feel the call usually move to Nochet, and hope to forget the brutal and empty vulgarity of their origins. The rare Haranding Devotees are either Wild Sages or Sword Sages; never Lawthanes! No Lhankor Knowing or Irnar worshipper could ever be foolish or ignorant enough to live among Harandings (AKA "morons").

### Drolgard

The Drolgard cult is a tiny Knowledge Band, but historically important, for it is from this cult that the Impious Scholars learned the secret of Auld Wymish, and were able to found the EWF. Most people believe that the Drolgard cult was ruined at the same time as the EWF. This is not true. There are currently 17 fully proficient Dragon Speakers in Maniria, all of them Harandings of the Drolgard cult, and sworn to absolute secrecy. The cult has been engaged in strange and dangerous dealings with the dragonewts of Ryzel since before the Dawn.

## Names

Haranding names are similar to Heortling names, but are more primitive and varied.

Names beginning with O may be changed to names beginning with Vo-Yu- or U-.

The vowel o is often rendered u, such as Enjuss- for Enjoss-.

Some names beginning with vowels may have an initial aspiration, H-, so Hargagarth not Argrath (remember that "Hargagarth" is a dirty name in most Haranding dialects).

G is sometimes doubled as

G'G or g'G, such as G'Garla or Gorang'Gar.

Also K > K'K or k'K.

The letters r and l are very unstable, especially between vowels. Modify spelling almost to taste.

Finally, a peculiarity of Haranding speech is that it conserves an archaic Dual Gender: simply add -u to the Base. Very few names have Dual Gender, but the names of some gods, plants, spirits, Heroes, rivers, and geographical features are double-gendered. For instance, the Haranding name for the Gorphing River is Gorp'Heenigu (Gorp Eater): Gorphing is a child of Heler. There is some conflation between Dual Gender and Plural Number; for instance, the plural of Ereltharuli is Ereltharulu.



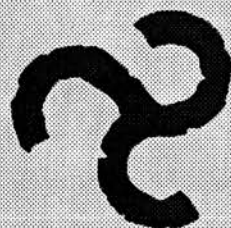
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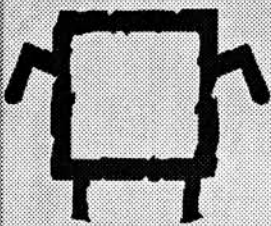
*Harand the Rebel subcult  
and of the Harandings*



*Freedom Affinity  
of Harand*



*Movement Affinity  
of Harand*



*Urgkronika Subcult  
(same as Entra:Thunder  
Rebels p. 203)*

**Odayla**  
As in Storm Tribe.

**Storm Woman**  
There are few differences between Storm Woman's cult and the cult of Vinga given in Storm Tribe. Storm Woman is Vorlan's sister, and her Initiates and Devotees may join any acceptable subcult of Vorlan (see above). Unlike Vinga, Storm Woman refused the Staff of Power.

**Yinkin**  
Other than an ambiguous emphasis on Yinkin's sexual friendship and rivalry with Heler and Heler's various shapes and offspring (particularly in the Cat and Cloud myth cycle), Yinkin's cult is unchanged.

## Economy

The basic form of exchange is the pig. Other trade goods are valued in terms of pigs; or hams where smaller values are involved. A pig is worth three hams, and a breeding pig is worth seven hams. Wergilds vary from fifteen pigs for an ordinary stickpicker or swineherd to thirty pigs or more for a priestess, a war leader, a Kolating or any other similarly powerful individual.

## Cultural Keywords

**Female Haranding**  
PHYSICAL ABILITIES: Housework, Gathering, Endure Bad Weather.

MENTAL ABILITIES: Haranding Customs, Haranding Myths, Manirian Geography.

PERSONALITY: Enduring.  
RELATIONSHIPS: to Family; to Bloodline; Worship Storm Pantheon.

MAGIC: All women initiate or devote themselves to a specific goddess. See Thunder Rebels or the Hero's Book for lists of suitable goddesses for each profession. Harandings fear and loathe sorcery as soul-draining. Shamanism is rare, and shamans are generally outcasts and hermits. Mysticism is extremely rare, normally equated with dragonewts and outsiders.

**Male Haranding**  
PHYSICAL ABILITIES: Close Combat (Spear and Shield Fighting), Hunting, Endure Bad Weather, Ranged Combat (javelin).

MENTAL ABILITIES: Haranding Customs, Haranding Myths, Manirian Geography.

PERSONALITY: Rebellious.  
RELATIONSHIPS: to Family; to Bloodline; Worship Storm Pantheon.

MAGIC: All men initiate or devote themselves to a specific god. See Thunder Rebels or the Hero's Book for lists of suitable gods for each profession. Harandings fear and loathe sorcery as soul-draining. Shamanism is rare, and shamans are generally outcasts and hermits. Mysticism is extremely rare, normally equated with dragonewts and outsiders.

## Occupational Keywords

Adapt from Thunder Rebels. The "Nobles" keywords given on pp. 173-174 of that book are not available, nor is the Lawthane occupation. Keywords for the common Rebel and Camp Woman occupations are given below. Other Outlaw occupations, such as Thief, Smuggler, etc. should be adapted from other Hero Wars publications, such as the Pavis & Big Rubble Companion series.

### Rebel

These are good people who been outlawed by evil masters. Forced to flee their homes, they remain in the whereabouts to continue their struggle against oppression. Striking from their hidden forest bases, they wreak havoc upon tax collectors, foreign soldiers, sheriffs, lawspeakers, nobles, and other figures of oppression and tyranny.

PHYSICAL SKILLS: Agile, Archery, Hide in Cover, Stealthy, Sword and Shield Fighting

MENTAL SKILLS: Recognise and Unmask the Agents of Oppression, Tracking, Wilderness Survival, Elf Habits

PERSONALITY: Tough, Wily

RELATIONSHIPS: To Rebel Band

MAGIC: Black Ram, Humath, Storm Woman, Thunder Brothers, Vorlan Adventurous (Harand)

UNUSUAL MAGIC: Other Vorlan subculs

LIVING STANDARD: Poor

DISADVANTAGES: Wanted Dead or Alive

EQUIPMENT: Hideout, leather armour and shield ^2, sword ^3, bow and arrows ^3

### Camp Woman

Camp Women have the important responsibility of making sure that Rebel Bands never lack anything, and that their hideouts will always be safe and comfortable, and that reactions to any Emergency will be swift and efficient. Many of them lead a double life spying on the tyrant (whoever that is) and his vile servants.

PHYSICAL SKILLS: Dagger Fighting, Gardening, Hide in Cover, Manage Hideout, Stealthy

MENTAL SKILLS: Careful, Cover Tracks, Emergency Escape Route, First Aid, Pig Farming, Preserve Food, Run Camp, Spy, Wilderness Survival

PERSONALITY: Passionate, Wily

RELATIONSHIPS: To Rebel Band

MAGIC: Ernalda Allmother (Orane, Overdruva), Ernalda the Healer (Enferalda)

UNUSUAL MAGIC: Storm Woman, Urgkronika

LIVING STANDARD: Common

EQUIPMENT: Tents, packs, and other emergency gear, availability of pack animals, tools and implements, dagger ^2

# Hurrlanth the Storm Lion

**T**HIS IS A TALE from before Vorlan forsook Freedom and betrayed us. He was a great Fighter in those days, and we will never forget

this tale of the Beast Wars and never cease mourning his lost honour. The Great Lion Basmol had invaded our lands and hoped to conquer us, for he saw that Umah was dead and thought we were weak. Vorlan decided to hunt this Lion with his spear and his cunning, and he entered the forest, following the trail of gore that Basmol left behind. But the Lion was too crafty for Vorlan, and suddenly leapt from his hiding place and gouged Vorlan deep in the back. Vorlan barely managed to flee, and he came to rest in a hidden forest clearing. This forest clearing was beautiful and peaceful, for in happier times Umah and Hara had made love here, and this is where Vorlan came to heal his wounds and mend his grief.

As he was resting, Hara appeared to Vorlan, and with soothing words she asked him about his troubles. And he told her of the evil of Basmol, and she healed him with her hands and her body and her words. She told him that Basmol's strength was too great, but that she herself would find a way to turn that strength into a weapon for the Vorlani. And she passed into the forest shadows, taking the form of a strong and beautiful she-lion.

Hara hunted for a while in the forest, until Basmol caught her scent and so he was trapped (for none can see Hara without loving her). He began to hunt her, and the chase lasted for days, and nights, and weeks. Finally she let him catch her, and she took his great lion strength into her loins, and Basmol was pleased. But as

he relaxed, Hara jumped up and flew away, and Basmol roared for she was carrying his strength away inside her. And Hara returned to the secret forest clearing and there she gave birth to Hurrlanth the Storm

Lion, and he was full of Vorlan's and Hara's and Basmol's strength, and Vorlan taught him

to be a great warrior and the eater of lions. And this is how Hara gave birth to the Storm Lions.

## Storm Lions

These lions live in inland Maniria. Their fur is greyish-blue, the oldest and strongest bulls being grey. They are rare creatures, but very strong ones: they prey on other carnivores (and they have a marked preference for eating lion meat). They are unafraid of humans, and love to eat manflesh. There are some wild daimones of the Storm Realm with the shape of Storm Lions.

Storm Lion (Manirian Lion, Blue Lion)

Weapons and Armour: Claw and Bite 2W2^5, Thick Skin ^3; (males only) Mane and Thick Skin ^5.

Significant Abilities: Ambush 7W, Fierce 7W, Large 3W, Panic Target 2W, Strong 2W2.

Tactics: Lions hunt at night. Unlike other lion species, Storm Lions hunt alone, or unusually as a mated pair. Like other cats, lions attack with their bite, trying to kill with a single strike to the throat. They use their claws in defence, although they may swat or grapple fleeing prey to knock them down. Unlike other lion species, Storm Lions only attack and eat other carnivores, including humans.



# LEGENDS OF THE TARINWOOD

From the Chronicles of Fethela Fodronu

by Shannon Appelcline

## CLEAR CREDITS

• *Tarinwood is another forest which is little referenced in official works. Elder Races and Glorantha: Genertela, Crucible of the Hero Wars each give it a paragraph, and that's about it. I decided to maintain much of that error of mystery, though I've discovered the Tarinwood elves' plots in writing this piece. The writings of Elias Terenikson quoted in this article are drawn from my own book, The Broken Council Guidebook, coauthored with Greg Stafford, Stephen Martin, Eric Rowe, and Paul Reilly. The story of Galanin is original, but part of a myth cycle in progress, some of which appeared in Tradetalk #3 as „The Myths of Death and War“.*

**I**N THE WEST OF GENERTELA there is an elven wood that lies at The Center. Its name is Tarinwood and it dwells upon the borders of the world. Westward lies Seshnela, filled with warriors and priests who worship he who cannot be seen; northward lies Ralios, ancient home of the horse-people, now a meeting ground for west and east; southward lie only marshes and beyond that the sheltered, hidden seas; and eastward lie the stricken lands, monuments to the pride of man. Yet, none of these lands may claim the Tarinwood, and Tarinwood would side with none.

In their attempts to recount the Tarinwood's song, I have heard others call it a „virginal forest“, without truly knowing what that means. Tarinwood is not new growth, is not newly sprung from Gata's sweet loam; it has dwelt upon Genertela since before Halamalao was returned to us, sundered and split. Rather, it is a fortress, a great and mighty edifice of wood and soil and leaf in which the Aldryami of Tarinwood shelter themselves from the world. It is virginal in that it is untouched, a last bastion into which outsiders are not welcomed, a true and strong attempt to preserve the first song in this last world.

Elias Terenikson, writing from the High Council of the First Age, was one of the greatest historians of Genertela, and thus it is not surprising that he remembered Tarinwood in his archives: „Tarinwood rests just barely within Ralios. It stretches all the way to the Ocean in the South. The majority of the people in Tarinwood are brown elves who slept through the darkness, though their speaker, Roostin Trueheart, is green. The Council first contacted Tarinwood in 130, and it was only through their help that we were able to bring the word of the Council to the rest of the people of Ralios.“ And little more has been written of Tarinwood since.

I fear that I must reveal my own shame now, and admit that I too know little of Tarinwood today. The song of Aldrya, I fear, no longer resounds in my roots, and as a result even I am not welcome in the fortress of Tarinwood, let alone my esteemed scribe. And thus, I can not truly sing you the song of Tarinwood, but rather can only offer echoes, fragments of fragments of songs reflected from that forest and not heard again. I can but tell you of what lies nearby, of what they sense within the ancient forest.

Tarinwood's true heart must remain, at least for now, a mystery.

## HOW GALANIN CONQUERED LONELINESS A TALE NORTH OF TARINWOOD

As Collected by Karasin Butthead

Once, long ago, there was a time and a place called the Eternal Plains. It lay west of the mountains and east of the sea. It lay north of the forest and south of the snow. It lay after the beginning of the world and before the beginning of time. It lay in Ralios, a long, long time ago.

In the earliest days of the Eternal Plains, the horse god Galanin roamed far and wide. All of the world was in awe of him, for he ran faster than all the spirits of the winds, was more free than all the spirits of the water, and laughed more merrily than the spirits of the wood. But, Galanin had a secret that he kept locked deep in his heart. It was loneliness.

Galanin traveled far in those days, and met many people, but it was not enough to fill his soul. He tried to talk with the Basmoli, but they chased him away with snarls and threats. He tried to talk with the Triolini, and they pretended friendship, but then tried to kill him with their strange weapons. He tried to talk with the elves of Tarinwood, and they offered friendship in truth, but would not run with him across the lands.

It was known by all who lived in Ralios in that time that there was one creature who surpassed all others in wisdom, and that was the raven spirit. Eventually, when Galanin found that his loneliness had become too great to bear, he sought out this wise seer.

"I roam far and wide, and many in the world hold me in awe," Galanin said, "but I have a secret that I keep locked deep in my heart. It is loneliness, for I have no fellows who can roam the world with me."

The raven spirit saw all and knew all that happened in Ralios, and after careful thought he was able to offer Galanin advice.

"Seek out Ralia," the raven spirit said, "for she is the source of all life within our land. When you meet her, in her halls deep below the earth, ask to be introduced her daughter, InUlei. InUlei's heart is as light as your own. She will teach you the rituals to create a new race, who will be your equals."

When Galanin set forth from the home of the raven spirit, he realized that there was a new



secret locked deep within his heart. It was hope.

**Fethela's Comments:** *The song of Tarinwood is a confusing one, for when I hear it, wafting on the wind, into those faraway places to which I have been exiled, it has a tinge of history, of nostalgia. In ancient times Tarinwood was not the fortress it is now. In the First Age they participated in the High Council of Genertela, sent their own Healing Water to make a God. And before that they treasured their first friends, the first whom they saw after waking from the long sleep. The Galanini.*

*The Galanini were horse people, born of the horse god Galanin, brothers to the human Enerali. They are almost gone from Ralios now, subjugated by the east and west alike, though their cultures, their stories, and their myths live on in Safelster and in Vemonstran and in many far away places. As I consider the ways of Tarinwood, and their retreat from the world, I wonder if they retreat in the hope of protecting their ancient Aldryami ways, or if they simply fear our strange new world. And I must wonder, how much does this ancient tale of a different people reflect upon my own hidden brethren. Did they feel loneliness too? And, what of hope?*

## THE TRAINED MONSTERS

### A TALE SOUTH OF TARINWOOD

As told by Mart, Peasant of Ramalia

This here is a hard land, wood man. We live from day to day, and sometimes we don't. We try and till the soil, but these hilly lands ain't much good. We try and hunt, but except when we find an unlucky deer folk who is wandering lost, we don't get much game. We don't even try and fish in the oceans, because we know now what comes of that sort of thing, and in any case them waters are still all mired with silt and dirt and stone that's older than my sire's sire.

And then there's your damned forest. The Tarinwood you say it's named. It oughta be a good place to hunt. My sire's sire once told me stories of the truffle hoards in there. But we ain't allowed there any more. You wood men just wave your sticks at us and say to go away and try and stick us if we don't. It's all the fault of Them, I think. Them who sunk our land and rules us still. The Impaler and his damned sorcerers, that is.

So anyway, this land is no good, but we really can't get out. You wood men close the forest to us, and we'd be killed by the Axemen if we tried to use the royal trade routes, and of course the water just isn't an option at all. So when a young man gets a hankering to try and find life for himself that's better than what his sire had, there's only two options for escape. One is the New Fen and the other, that one is the Trachodon Marsh.

Now most the little ones who try and get out, most of them try for the New Fens, cause they say there's a city on the other side called



Handra where every one gets a say, and roots and corn grow in the streets, and the sorcerers don't eat us peasants' souls. They say that it's no good to try the Trachodon Marsh because there's just wood and water on the other side and past that even more sorcerers than here. But, most of them folks, they get caught by the Axemen too, and they just end up feeding some sorcerer instead of their family or themselves, and that ain't no good. It always made me wonder how smart most folks was.

So, when I got my hankering, I decided to head out for the Trachodon Marsh, no matter what no one said, and see if I could find myself a better life on the other side. Now, it was pretty easy getting to the marsh, because the Impaler, he don't guard that way, cause most folks ain't as smart as me. So I managed to slip in without a problem, and soon I was slipping through marsh and mud and it was really exciting, like I was in a whole new world.

But, I was only a day in, and I knew the other side of the Marsh was still really far away, when I started seeing the big monsters. They was like snakes, all scaly and cold-looking, but they had feet and legs and sometimes spiky tails and

## ADVENTURE SEEDS

- The area about Tarinwood suggests many adventure seeds, both due to the mysterious elves themselves, hidden in their ancient fortress, and due to the many ancient people remembered by the wood dwellers.

## THE HORSE WHISPERERS

A new cult is arising in Ralios and Maniria that remembers Galanin, the father of many of the peoples of these lands. The cult seeks to regain certain ancient artifacts: the authentic feather of the Raven spirit; the Unicorn Father's shed horn; the four spears given to the sons of Enerali; the reins with which the trickster spirit once tricked Galanin; and a few others. Players might be asked to aid in the recovery of these ancient items, or might be faced with the results of the rituals undertaken afterward.

## ADVENTURE SEEDS

THIS IS  
THE FOREST  
PRIMEVAL

Although the elves of Tarinwood are very strict about letting foreigners into their realm, they are not as homicidal as some of their kin. Thus, adventurers might be coaxed into a journey into the forest after being offered magics which should hide their presence from their elves. The rulers of Ramalia are aware of a growing threat from Tarinwood and ask the adventurers to recover a certain heartwood, buried in a hidden grove in Tarinwood. The rulers of Ramalia believe that, left undisturbed, this heartwood could grow into a new Great Tree which would make the elves of Tarinwood even more formidable. Although not guarded directly by the Tarinwood elves, the heartwood is an ancient artifact, said to be a limb from Flamal himself. In approaching it, the adventurers will find themselves thrust into the Hero Plane, facing the mythology of the elves.

sometimes spiky backs, and always, always big sharp teeth. And they was way bigger than snakes too. Some of them was so giant, that I woulda maybe come up to their knee if I wanted to get that close, which I didn't.

I think I hear them sorcerers call these things dinosaurs one time when they was laughing about us peasants trying to escape into the marshes.

Anyway, I wasn't going to be afraid, because I got the blood of Gart Snuffblood in me. So I kept on going, and I just lie down in the swamp when one of these big monsters would get too close. And so I make it another day in, but then I see something that I really can't believe.

Most of these monsters, especially the ones with the biggest teeth, are all solitary, but as I rise over a little, hilly, muddy crest on that third day I see a whole pack of the biggest, meanest, and toothiest of all the monsters, all grouped together. These are all those critters that I'm only knee high on, and they stand on their back legs, and got these tiny little front legs that are still as big as my arm. And they got these mouths full of rows and rows of teeth that could eat me in just one gulp. And, there's a lot of them. Like more than everyone in my village. Even more than when the Axemen sent down their army because we wasn't paying enough taxes in our corn and barley and weren't sending enough folks to sacrifice their souls to the Impaler.

There was that many and more and they was all monsters.

And riding upon the back of each of these was one of you folks. A wood man. And each of them have a net full of spears at the side. I was just standing there, with my mouth all hanging out, and amazed at this sight, when I felt that cold, leafed hand come down on my shoulder. It was a wood man, all snuck up behind me without me even smelling him. He wasn't on one of those monsters, of course, cause I woulda smelt that.

"Pig man," he said, and I don't think that was any sign of disrespect, "We remember your people and the friendship we knew long ago. You should not be here, but we will let you go if you never speak of what you have seen."

I just shook. I don't mean shook my head, no. I mean I shook cause I was shook, how these wood men had all these huge monsters trained like dogs. But the wood man, he understood I was scared and just nodded. Then he takes a vine, and pulls it right off his skin, and wraps it around my neck like a necklace. And he says, "Wear this, and if we meet again, you shall be remembered." And then he was gone, slipping off into the marsh as quiet as a snake. And I, I'm running hard, back toward home, and I don't stop till I get out of those marshes, all full of monsters and wood men.

I'm telling you this story now, cause you're one of them, and I figure that's fine. But, really, I'm telling you cause I want you to answer me a question. What'd he mean, "if we meet again"? Are those wood men bringing those monsters here?

**Fethela's Comments:** *In this story out of Ramalia we see one of the same themes as in the story of Galanin. An ancient people, once friends*



of the Aldryami of Tarinwood, now oppressed, but not forgotten.

As for the dinosaurs supposedly being trained by the Tarinwood Aldryami, I can say little more. In the first age, the Tarinwood Aldryami are said to have fielded a small unit of War Trachodons against Arkat's advancing forces. If Mart's story is to be believed currently Tarinwood is training an army much larger and more dangerous that what is possessed during the great Gbaji Wars. The formerly peaceful Tarinwood turning violent, especially against their neighbor, Ramalia, seems very unlikely.

A FALLEN LOG  
A TALE EAST OF TARINWOOD

As told by Arlen Brightear, Trader of Handra

We're at the center of the world, here in Handra. I'm not the only worshiper of Orlanth making his way here, not even close to that. And we have the westerners and the Ralians and all the

folks from the Holy Country too. We even get damned Red Mooners since they invaded the Pharaoh's land, despite how far away this place is from their little Solar Empire.

We get you elves here too, though they're a little less common, because you folks don't seem to be impressed by bustling metropolises. And once in a long, long while we get an elf out Tarinwood. Them folks are usually pretty secretive, but like the great god Issaries says, „Everyone's got to trade!“ Even you elves.

Just a few weeks ago I got an elf from Tarinwood in. He was buying all kinds of weird things. Statues of some strange horse god that they worshiped in Ralios a long-time ago. Seeds for blackberries and strawberry bushes, even though I told him the deers in Pralorela would just eat them down. Huge nets and saddles big enough that you could ride a Thunder Beast with them. All sort of weird things. And he paid with gold - ancient gold from the Council days.

We were talking. Arranging the sale stuff, though it was hard to barter properly because your kin just didn't understand. Anyway, we talked and suddenly this elf started looking down at the docks and all the boats. And he said, „This was all land yesterday. It is no wonder the balance is shifted.“

was pretty confused by what he said, because I'd been there the day before, and the land and the sea were still in the same place, so I asked him, „What do you mean, mate?“ And he breaks into a story, like elven philosophy or something.

„The world is in balance,“ he said. „It is like a fallen log, balanced upon the precipice of oblivion. And we are the moss which grows upon it.“

„You would not think it, but moss can grow heavy. It can weigh a log down, and, balanced upon the edge of a precipice as we are, that weight could send us all plunging down into the nothingness that lies at the edges of all things.“

„Yesterday, before the land turned to water, before the bright light dimmed once more, before the dragons rolled over and blinked, we had nearly righted the balance, and nearly undone that which had been done during the time of rest. But it was not to be, and now we teeter too close to the inevitable.“

„The goddess ones over stretch themselves. They cast souls into Oblivion for no purpose. The bright ones forget their promises to us. They pierce the sky and leave behind a bloody wound. The old people are gone. Only their memories remains and their spirits, oppressed.“

„It is the end of the world, the end of time, the end of everything, unless we can set the balance right. And we will do so, no matter the cost.“

By this point, I'm thinking this wood man is kind of crazy, and that maybe he's even threatening me. So I doubled the price of all his good and he didn't even blink.

that's your story, elf. My guildars, please?

**Fethela's Comments:** *In the scant old stories I can find of Tarinwood, from Elias Terinikson's time, balance is an important concept, much lauded. It seems to be due to the influence of Eron within their wood, in his guise as the healing waters who might revive a dying world. The tale Arlen relays is similar to those of old, but I somehow feel that it is harsher, that maybe it was a threat like Arlen suggested, or perhaps just a promise. If Aldrya still sang within me, perhaps I would be able to recognize it as a dream, or a song, but I fear I am too weak.*

*What dwells within Tarinwood's borders now? I cannot say for sure, but I believe it may be a song of history, a revival of what once was and may be again. May I live long enough to see what symphony emerges.*

## ADVENTURE SEEDS

### MONSTER SMASH

*Dinosaurs from the Trachodon Marshes have begun to invade Ramalia. Some are even making it to the faraway city of Handra. The migrations are entirely accidental! A side effect of the Tarinwood elves training dinosaurs in the area. However, if adventurers investigate they will doubtless learn of the deeper plots of the elves, much less accidental and innocent in nature. The adventurers will probably be able to defeat the solitary monsters being driven out of the Marshes, but what will they do when, deep in the Marshes themselves, they find themselves face-to-face with an entire army of elves and dinosaurs?*

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# The Insects from Shaggai

by Shannon Applecline



The following is a study of the Shan. Although only a few live upon the Earth, they have had maleficent and deadly affects upon our world's inhabitants.

## History

The story of the Shan begins on the planet Shaggai, far beyond from Earth, past the Yekub and Xentlix galaxies, at the edge of the Universe. Only dead stars lay beyond Shaggai, a graveyard of life, and past that the Borderland of the Universe, beyond which there is only chaos.

The Shan crawled forth from the black seas of Shaggai into its acidic atmosphere an unimaginable time ago. They oozed up into the misty swamps and the mold-filled jungles to find that they were not alone in the Universe. Another race of beings, now long gone, had lived on Shaggai before them, and had left behind artifacts. Within ancient black buildings, the Shan found weapons of that lost race, but it was what they found in the green pyramids that dotted Shaggai that truly change the young insect. For these verdant pyramids were places of worship that contained within them the cosmic chaos.

The Shan evolved quickly upon Shaggai. Perhaps because of their ability to draw sustenance from Shaggai's twin blue suns. Perhaps because of secrets left behind by the lost race that had lived before them. Perhaps because of secrets whispered in their ears by members of the cosmic sultan's court. Whatever the reason, the Shan soon came to control their planet totally.

Cities sprang up on Shaggai, built by the Shan's strange geometric visions. Pylons and domes climbed to the sky in the metropolises of the strange insects, all built of a curious gray metal that is unknown on Earth. Among those domes and pylons sat the objects that had become the center of the insects' worship the pyramids dedicated to Azathoth, built of gray metal now, not the green stone of those who had come before.

The Shan became bored with their life of decadence upon Shaggai and soon they began to reach to the stars. The Shan's temples embodied the power of their Idiot God, and the Shan were able to use this power to leap across non-Euclidean space, teleporting their temples to faraway worlds. They colonized new worlds, subjugating the inhabitants in slavery, torturing

## Shan

### Adventure Seeds

#### 1. Insane Asylum

History has shown that young Shan tend to adopt the cultures and, moreso, the cults of those worlds they are born upon. Such has happened on Earth, where a group of recently born Shan have turned to one of the major religions of this world: Christianity. They seek escape and asylum from their own people. How do investigators result to alien Shan trying to do the right thing? More importantly, in what dark ways might the Shan interpret Christianity? And, can their conversion actually be trusted?

them for amusement alone, or worse.

Although the Shan began to move among the stars, they did not abandon their old home, Shaggai, despite the fact that it had long been a planet doomed due to the creature which gnawed at their planet's core. In ancient times the Shan had called up something they could not put down, and so had imprisoned it in a great pyramid at their Boreal Pole. But, it was not to be this Worm from Beyond that would destroy the planet of Shaggai, but rather one much greater.

In the year we would term 592 AD, Ghroth came to Shaggai. He is the Harbinger, who will awaken the Great Old Ones and bring about The End Times. When he looked down upon Shaggai, the Shan absorbed his hideous nature, and soon began to die from it. Some Shan escaped Shaggai, riding their Azathothian temples into non-Euclidean space, but their homeworld was destroyed.

## Shan in the Modern World

It is presumed that there are still Shan among the stars, living in the outposts and cities that they built long ago, when expanding out from Shaggai. Of more interest, however, are the four or more Shan temples which have come to Earth:

Egypt is claimed by some to be the Shan's beachhead upon our planet. In ancient Egyptian, or even Khemite times well before the destruction of Shaggai. The Shan are said to have orchestrated the building of some of the first pyramids and to have created a race of half-Shan hybrids. What secrets might be held within Shan pyramids and whether some of their kind might still live in desert lands are unknown.

The Pyrenees in Spain is the home to the second known incursion of the Shan upon the Earth. In the twelfth century AD a Shan exploratory craft crashed and was unable to take off as has been the case with all Shan temples investigating Earth in modern years. Whether any Shan still exist in this stronghold is, as with the purported Egyptian Shan, unknown.

The Woods Near Goatswood, in England, house the best-known and documented of the Shan upon the Earth. A temple to Azathoth buried itself partially under the earth in 1643, upon its arrival. As with other modern Shan incursions, the invaders were unable to leave. Only thirty Shan still lived within the temple, the last survivors of a long exodus from doomed Shaggai which had visited the colony planet of Xiclotl and the worlds of Thuggon and L'gy'hx during its journeys.

The Shan in Goatswood have with them many servitors from Xiclotl tall, dumb metallic beasts as well as some denizens from L'gh'rx our own Uranus. Over the years they have tried to gather human servitors, most notably by forming a witch cult to Azathoth shortly after their arrival, but to date have been stymied.

The Goatswood Shan were also the instigators of Benevento Chieti Bordighera's opera, *Messa di Requiem per Shuggay*. It was only performed once, in 1769, but a riot ended it during the third act. It is said that if the opera is

ever performed in its entirety, Azathoth will be summoned to Earth. Fortunately, the performance of the opera seems to require certain alien instruments.

The Black Hills of South Dakota are at the heart of the most recent, known, incursion of the Shan upon Earth. Only half-a-dozen or so Shan are known to have survived the temple's destructive landing upon Earth in 1742. By mining Uranium, the Shan hope to rebuild their temple to Azathoth, and so escape their planet.

In all it appears that there are no more than a hundred Shan upon the Earth. However, there is evidence that the Shan have learned how to use humans both as hybridization stock and as breeding hosts, and thus there is the possibility for the Shan population on Earth to grow explosively. As far as is known, none of the colonies of Shan upon the Earth are aware of the others.

In modern times, major plots of the Shan have included: trying to repair their temples to escape Earth; trying to destroy the ozone layer to escape Earth; trying to destroy the planet by summoning Azathoth; and simply trying to gain influence and power upon this world.

## Biology

The Shan have been described as „chitinous arthropods“. They are an insect-like race with lidless eyes, scaled leathery wings, three mouths, and ten legs, each bearing small tentacles.

The most striking characteristic of the Shan is their ability to derive nutrition directly from the sun. This has been misidentified as photosynthesis by some, but in actuality does not seem to be related to rays of visible light a blessing to the Shan upon Earth, given that our Sun's rays are painfully, sometimes even deadly to them. Instead, the Shan seem to derive nutrition from other parts of the Sun's spectrum. Some have suggest that gamma rays and x-rays are among those used by the insects.

The Shan are made of a strange, alien matter that does not seem to exist entirely within our reality. As a result, Shan are able to move directly through terrestrial life; they often use this ability to embed themselves directly in the brains of their victims. Here they are able to use their nascent telepathic abilities to influence the memories, dreams, and finally the actions of their victims.

Longevity is another characteristic of the Shan. Their lifetimes are usually 15-18 centuries long. This is closely tied to the fact that reproduction is deadly to them. The Shan fertilize egg sacks within their Queens when the hundreds of small embryos finally hatch, they consume their parent, then each other.

However, after starting to colonize the stars, the Shan learned that their egg sacks could be hosted in other intelligent creatures; the Shan of the Pyrenees are known to have adapted this technique to humans. A small number of Shan-human hybrids are also thought to exist, dating back to Egyptian times. These beings, which appear as humans till they reach maturity, are

## 2. The Living Daylights

One of the greatest threats to the Shan of Earth has always been the burning rays of our bright, yellow sun. One of the Shan groups has come up with a plan to end the threat once and for all by blowing so much debris into the atmosphere that the sun's rays will be dimmed greatly for decades to come. All it requires is an arcane ritual which will tap into the power of Yog-Sothoth to eradicate Mount Sinai, where it was once imprisoned. A battle against not only the Shan, but also followers of Yog-Sothoth will be required if the ritual is to be stopped.

## 3. The Coming of Ghroth

For what dark purpose did the Harbinger Ghroth seep over the edge of the universe, to feast upon the ancient planet Shaggai? Some of the Shan know a possible answer that secrets of the Lost Race that came before them offer a threat to the Great Old Ones themselves. And, the Shan have brought these secrets with them to Earth. How will the investigators react when astronomers detect a rogue planet heading toward Earth? If faced with a choice of destroying secrets that could protect the Universe from eldritch monstrosities, will the investigators choose the save the Earth or offer hope to the rest of the Universe?

## Shan Bibliography

- **Black Hills, Blackest Secrets**  
by Sam Johnson (G)
- **Countdown**  
by Denis Detwiler, Adam Scott Glyncy & John Tynes (G)
- **The Garden of Earthly Delights**  
by Lucy Szachowski and Gary O'Connell (G)
- **The Insects from Shaggai**  
by Ramsey Campbell
- **Khai of Khem**  
by Brian Lumley
- **The Queen**  
by Diane Sammarco
- **Ramsey Campbell's Goatswood and Less Pleasant Places**  
by Scott David Aniolowski, et. al. (G)
- **Shaggai**  
by Lin Carter

considered abominations even by the Shan.

Life upon Earth has been hard for the Shan, as the planet is very poorly adapted for their life. They can only fly for short distances in the atmosphere. Direct sunlight is very painful for them, doubtless because our sun is so much brighter than their two blue suns, shielded by their dense, acidic atmosphere. Worst, our ozone layer makes it impossible for Shan temples to fold back into non-Euclidean space.

## Technology

The Shan are a decadent race, and so it is not a surprise that much of their technology consists of items first constructed by races now lost to the Universe and of things built by their many servitors. Even their great temples, which harness the power of Azathoth, and allow the Shan to fold into what may be the same Great White Space utilized by the Elder Things, were left to them by the peoples who lived upon Shaggai before the Shan.

Most Shan devices are operated by focused mind power taking advantage of the race's minor telepathic ability. They tend to be items whose sole purpose is entertainment, torture, or both such as the nerve whip which the Shan of Goatswood use to punish their Xiclotlan servitors.

## Society

For the most part the society of the Shan is one of classless anarchy and individualism. The Shan's ability to draw sustenance from suns has long allowed them to live lives of luxury and decadence. The only exception to this rule are the priests of Azathoth, who also tend to be scientists and even rulers. These beings are greatly respected, and followed almost without question by the Shan.

The societies of Shan upon the Earth tend to be more closely knit and more organized than your typical Shan society, a reflection of the fact that these insects are stranded far from where their home once was, surrounded by dangerous aliens.

## Cults

The Shan are nearly totally unified in their worship of Azathoth in his avatar as Xada-Hgla. Their society, and even their daily lives, revolve around this Outer God. It is he who powers their temples, and lives within them, given the Shan the ability to fold through non-Euclidean space.

Shan born upon other worlds have occasionally tried to turn their worship to other gods. Such was the case with a number of young Shan upon the world L'gy'hx who tried to turn to the worship of Llogg. Almost universally, these heathen have been wiped out by the followers of Azathoth.

### Hardral The Claw Son #1 (warrior - lion clan)

**Keywords:** Weaponsbane 3u3, Orlanth Lion Devotee 18u2 (Combat, Leadership, Movement)  
**Other abilities:** Leadership 4u3, Lionclaw Slash feat 4u3

### Malkar Irontongue

Lawspeaker 3u3 Devotee of Iankor Knowing 14u2, Reveal Truth 19

### Contest Synopsis

**Close Combat (Hardral):** 15u3\*6 + 86 AP  
**Leadership:** 5u4  
**Mass Combat (Greymane):** 15u3



### Varstal Ribbreaker Son #2 (warrior - lion clan)

**Keywords:** Chieftain 7u3, Orlanth Lion Initiate 8u2 (Combat, Leadership, Movement),  
**Other Abilities:** Close Combat 6u3, Strong 19u2

### Histaria Willowwoman

**Keywords:** Healer 2u2, Devotee of Chalana Arroy & Sisters of Mercy 13u2, Resurrect Other 3u

### Greymane - The Lion King

This aging chieftain from the Lion clan of the Solanthei tribe is the most famous raider among the western Mannirians and plundered Farolia several times. Lord Greymane is now (1620) an old man who rules from his favorite wife's farm. His sons, Hardral and Varstal, are both capable leaders and magicians.

### Lord Greymane

**Marks:** Stares with leonine eyes before talking, looking as if he would spring  
**Other Significant Abilities:** Hate Farolians 5u2, Warlord 11u3, Close Combat 19u4  
**Relationships:** Solanthei 12u3  
**Special Items:** Varstain's Spear \*6 (Lightning blast 9u2), Turnblow (Iron chainshirt) \*6  
**Personal Augments:**  
+5 to Combat, Leadership or Movement related tests  
+1-4 when dealing with Farolians  
+7 to any test where he could be assisted by members of his kingdom, over and above the assistance of personalities

Kingdom (includes raiding)

Families

Personal Time

Orlanth Lion Initiate 17u2  
**Affinities:** Combat, Leadership, Movement



# GLORANTHA CON

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## **Guests of Honor**

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## **Other guests include:**

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Sandy Peterson, Ken Rolston and Roderick Robertson



***All Hail The Crimson Bat!***

The Lunar Empire is the theme of GloranthaCon VIII, as the Empire waxes strong and is the focus of many upcoming publications including the long awaited Imperial Lunar Handbook! The featured Live Action Freeform Game is The Birth of the Goddess — can you become one of the Seven Mothers? — and an array of other events includes tournaments, seminars, the Gloranthan Trading Association (GTA) Dinner, Lore Auctions, Seminars, Sing-Alongs, Geos, Trollball and more!

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**HeroQuest**

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# ORLANTH IS DEAD!

Sartar Rising, part 2

Winds stop. Air thins. Magic fails. Winter begins, out of season.  
You expect to hear the news any time now, but you already know the truth:  
Whitewall has fallen. The old world is over.  
"Where will you be when the Hero Wars begin?"

**Orlanth is Dead!** begins the Sartar Campaign and the Hero Wars with an epic conflict against the Lunar Empire. As winter deepens and spring fails to come, the rebellion begins in southern Sartar at the supernatural struggle later known as the Battle of Iceland. The end of the world is not just for great heroes and famous leaders, for it encompasses everyone in its deadly embrace. During the days of doom and the final battle, ordinary Orlanthei tribesmen have a chance to begin their own epic careers... if they survive!

## Selected Contents

**Welcome to the Hero Wars** - Notes for running a game as part of the Sartar Rising campaign series.

**The Sartar Campaign** - Includes a Hero Wars Timeline, details about Kallyr Starbrow, and Solving the Mystery of Argrath.

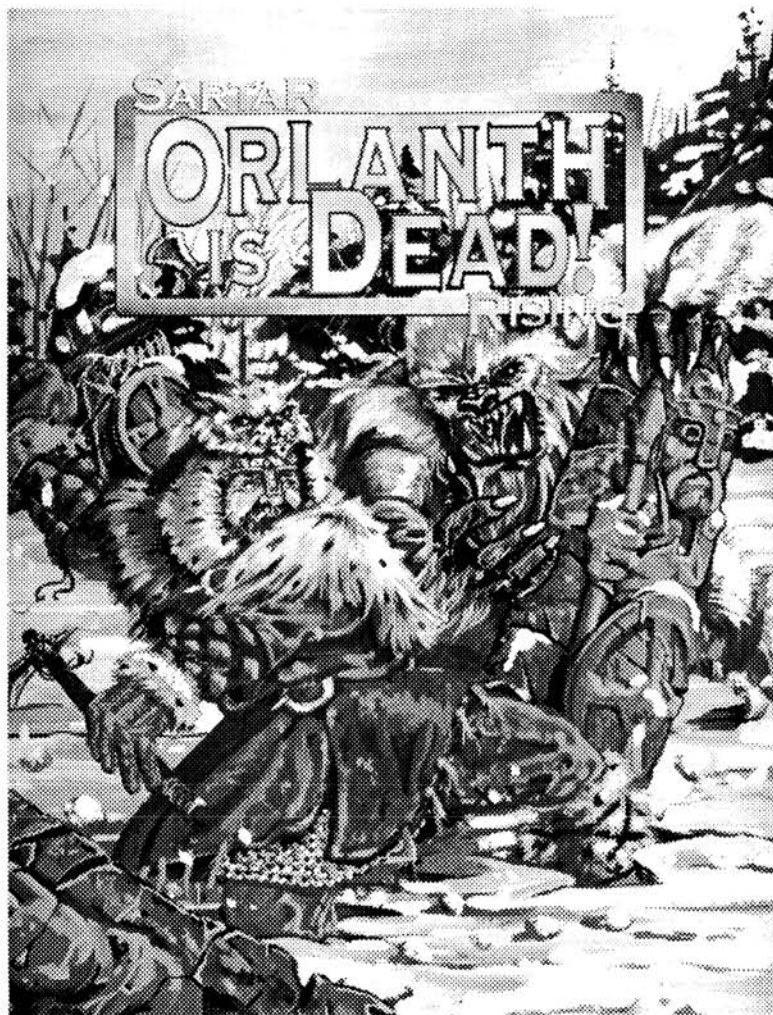
**Your Clan** - Discover the mythical history of your ancestors using the Clan Questionnaire.

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**Orlanth is Dead!** - A campaign outline based on the Heortling Sacred Calendar, detailing the events that occur from the fall of Whitewall to the Battle of Iceland.

**The Battle of Iceland** - The epic battle against the Lunars that will break the Endless Winter or seal the fate of the Orlanthei.



**Orlanth is Dead!**  
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