



THE KRAKEN
Chapbooks

Forgotten Secrets of *Glorantha*

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Sandy follows his own dark counsels. Let the reader beware!

Forgotten Secrets of *Glorantha*

SANDY PETERSEN

From THE KRAKEN 2014 Program booklet:

FORGOTTEN SECRETS OF GLORANTHA

Host: Sandy Petersen

Let the Geekfest begin! We'll make Uncle Sandy tell us stories on how he helped Greg Stafford create Glorantha in the Green Age. The Only Old One has more arcane knowledge, memorizes more sources, knows more amusing trivia and unconsciously guards more Glorantha secrets than anyone besides Greg. All we have to do is ask! Crazy, I know. And yes, he knows the God Learner Secret. And no, he won't tell us. Or worse: he will.

Sandy Petersen: So, Forgotten Secrets of Glorantha. Here are some maybe never released secrets. One thing that hasn't been clear in Glorantha all that time is that Heroes are supposed to be really rare. Dragon Pass of course has like fourteen Heroes and Superheroes, so that's a ton but, that's because it's the Hero Wars. Up until the Hero Wars, they're really uncommon. Every cult has a bunch of Hero Cults written up in the description, but that's because the writers thought Heroes were common, based on Dragon Pass. In reality, most cults probably don't have many Hero Cults. One maybe, or two. Superheroes of course are even more rare. One of the secrets of Superheroes that has never been revealed is that Superheroes are each connected to a particular Rune. Harrek the Berserk is Death, Jar-eel the Razoress is Harmony, Elamle was Life, and Sheng Seleris is the Spirit Rune. It's possible that there can only ever be one Superhero of that Rune in all time. There has never been another Death one, for example. Harrek is the Death Superhero. Possibly the reason that Harrek defeats Jar-eel in the Hero Wars is because Jar-eel Harmonized to his Death.

“POSSIBLY THE REASON THAT HARREK DEFEATS JAR-EEL IN THE HERO WARS IS BECAUSE JAR-EEL HARMONIZED TO HIS DEATH.”

Audience: Harmonized to his Death?

SP: Yes, she harmonized to his Death Rune, so she is killed. But the Harmony goes both ways, she harmonized him which is why, after he killed her, he basically retires and goes away. He doesn't want to kill anymore. So it kind of worked both ways. I don't know what Tada was, Beast or something. Androgeus was the Man Rune. That's what I think. Or possibly Change.

AUD: Because Androgeus is both male and female?

SP: Yes, but the idea is that each Superhero is aimed at a cer-

tain Rune. The Superhero I made up was Elamle, the Superhero of Pamaltela who saved the peninsula from Wakboth the Devil.

SP: Here's another thing that hasn't been clearly laid out, which is that in Pamaltela geology or history is running backwards. So, in the Second Age you have the Six-Legged Empire with their horses, it's like a conventional Genghis Khan-like empire, and then it's worked its way back to nomadic tribes and primitive beasts like rhinoceri and the like. If you go over to Tarien in the west part, there are dinosaurs and lizard things, but those aren't relics of the past. Those are the new things that are coming. The dinosaurs are the newest animals in Pamaltela and the Slarges. So Pamaltela is literally going backwards geologically, humans are on the way out. The most civilized and advanced humans were the Artmali. Of course, the most civilized and advanced were the original humans but they were evil too. So who cares?

**“... PAMALTELA GEOLOGY OR HISTORY IS
RUNNING BACKWARDS.”**

AUD: Was there a reason for that?

SP: It's just a thing. That's how it is. You could just as easily ask why Genertela isn't going that way. This is the kind of thing that comes out of me and Greg Stafford talking, where I notice this happening and say, *“Hey Greg, do you realize that in Pamaltela ...”* and he goes, *“Oh yeah, that makes sense ...”* (Laughs)

SP: Fonrit, which is the civilized place, is kind of trying to hold out against the barbarous past, such as Harrek and the Revolt against Slavery. Of course, being more modern isn't always better. That's how you get slavery and cities and roads and taxes and dictatorships. In the Fourth Age I would expect the Slarges to rule most of Pamaltela, if they're not wiped out by the Chaos things brewing in the Nar-gan Desert. I think those are in the Guide to Glorantha, right?

AUD: Not really ...

SP: The big threat now in southern Pamaltela is that the Nargan Desert is a Chaos Nest. And there are rivers that drain down into it, like the Serpents in the Wastes, except there's way more water in Pamaltela, it's more fertile. The Pamaltelan steppes are not like the Wastes in Genertela, they're more like the African savannah. In these riverbeds in Pamaltela, part of the year there's water and part of the year there's not, but in the dry season hordes of Grayskins and other Chaos stuff that can't survive anymore in the dry interior come pouring up the riverbeds and they have to be killed. They aren't individually very dangerous. You know what Grayskins are? They are like a person with a Chaos feature, usually a bad Chaos feature that hurts them. But they have to be killed and stopped. So what's happening is that in the Nargan Desert, the forces that are there are breeding Chaos to perfect it and get better Chaos. And the leftovers — the rejects — are what's going north.



**“THE BIG THREAT NOW IN SOUTHERN
PAMALTELA IS THAT THE NARGAN DESERT IS A
CHAOS NEST.”**

AUD: Intentionally?

SP: Intentionally. It is organized Chaos going on in the Nargan Desert. So that’s really bad.

AUD: Usually when you talk about Chaos in Glorantha everybody focuses on Genertela.

SP: Right, but there’s really big Chaos brewing in the Nargan Desert, possibly the biggest Chaos place in Glorantha right now, unless you count the Lunars. *(Laughs)* So it’s huge, and they’re breeding Chaos and the rejects are what goes north. I think it might be a corrupt relic of the Six-Legged Empire from the Second Age, because they would be organized and they would have fled from the curses that destroyed their empire. I’m not sure exactly what is there. I know they have labs and breeding pens and stuff and they’re making bigger and bigger and better Chaos monsters. It’s also possible the Mother of Monsters, at least part of it, came from that source. Anyway, so that’s something to know about: the Nargan Desert. Let’s see, what else?

SP: Here’s the most embarrassing Chaosium secret on Glorantha, or one of them. Greg had a race for each of the elements at one time, in the very early part of Glorantha. So the race for the Heat element, for Fire, was the Tamali. And then he realized that he had Hot Tamales, so they went away. *(All laugh)*

SP: I don’t know how much of the East Isles history is in the Guide to Glorantha, because I didn’t get a chance to read it before I came here.

AUD: There’s quite a lot about those islands that have Treasure Ships or whatever.

SP: Well, here's the deal with the East Isles. In the Gods Age, they were one continent, they were Vithela. There were two monster gods that came to attack it. Beater and Gulper is what their names translated as. Beater would smash the continent and break it up into separate islands. Then Gulper would suck the islands down one by one and destroy them. Vithela was being destroyed by this process. And here's a secret of the East Isles: there used to be one organized, decent pantheon of gods that ran the East Isles. But when the islands were shattered and broken into pieces, each island kept one fragment of the personality of a god. So each island in the East Isles has its own proprietary god, but it's whatever fragment it got, so that there's one island that has the God of Hairdressers, one island that has the God of Volcanoes, and there is one island that has the God of Lamps. They each have their one thing. That's their island's piece. And they don't go worship other gods, because that's their god, even though they may know their god is stupid, because they've got the God of Public Toilets or something. But that's their god, you wouldn't change it any more than you would change your last name. It's just how it is. If you're lucky you have a good god, you can do more things, but your god is your god. So the way that Theya, the Goddess of Dawn, saved the islands from being destroyed is by weaving a net that tied the islands together mystically so they were still part of a whole. And because they were mystically together, Gulper couldn't suck them down because they were connected, and Beater couldn't break them apart because they were already broken, so those monster gods were rendered impotent. They couldn't destroy the islands anymore. For the magical communication to keep the islands connected mystically, Theya had the Keets give up the power of flight. So that's why ducks don't fly, according to the East Islanders.

SP: Of course the Keets are more than just ducks. They're mostly ducks even in the East Isles but there are other ones there, of course. There are flamingoes and auks and penguins. Well, not penguins. But there are other kinds of flightless birds.

AUD: But they are usually presented in a less pathetic way than the ducks of Genertela.

SP: Yes. The ducks of the East Isles are highly respected. Well, they're sort of respected. They are still ducks. It's considered bad luck to kill one, and considered good luck to have them on your ship. Everyone realizes that because of them, the islands weren't destroyed. Now the Sorns, which I think were mentioned in the *Wyrms Footnotes*¹ — I had Sorns in my mystic menagerie article —, so the Sorns were pterodactyl Keets instead of birds but they didn't want to give up the power of flight, so they didn't. That is why they are considered a Chaos enemy now. They are mildly Chaotic, about like a Cave Troll. They usually don't have a Chaos feature, maybe 5% of the time, and they can still fly. Of course, their problem is that most of them have a 6-to-8 foot wingspan, they weigh about 30 lbs. and they don't have hands. So they can't do too much evil. Maybe they can carry off a little kid or poop down your chimney. They do all the evil they can, but they're not like Broos, which are a real threat.

AUD: A minor threat?

SP: The Sorns are more of a nasty pest that you want to get rid off if they are around. Of course they can fly long ways so they can be anywhere in the East Isles. So that's the Sorns, that's their main Chaos foe. And of course, they're selfish; they didn't want to give up flight to save the isles. So their original islands of course were sunk, but they had flight so they could go to other islands.

SP: So that's the East Isles, let's see, um ... oh, East Isles! In the Second Age the East Isles Empire was run from Golden Mokato, which had a really good part of a god, it was like the God of Being a King or something. So they ran the empire, but you may notice that during the Second Age all the empires are destroyed in these huge catastrophes, but not the East Isles Empire. This is because of the people of Mokato with their god, and their skills. And they are also not a part of the God Learner movement, they're a whole separate group, they fought the God Learners and they fought the False Dragon Ring and they held them off. They didn't beat them, but they held them off. So

¹ *Wyrms Footnotes 15*

what happened is that Mokato saw the disaster, they prophesied the disasters and knew they were coming. And unlike the God Learners and the Wyrms Friends and the Six-Leggers and the New Dragon Ring and Errinoru's Elf Empire, the Mokato Empire saw like how to save themselves. They withdrew all their people, all their soldiers, all their governors, all their bureaucrats, back to Mokato and voluntarily abandoned the whole empire. And by doing that, they weren't destroyed because there was no empire left for the destructive forces to get a grip on. Of course, now the Doldrums moved in and the East Isles kind of didn't do anything because the Third Age had that kind of passive lack of communication type activity. And that still hit them.

SP: Here is the thing: Mokato is still there and still fantastically rich but they still can't leave their island because if they do, the doom that was waiting for the East Isles Empire will get them — it is still there!

***“MOKATO IS STILL THERE AND STILL
FANTASTICALLY RICH BUT THEY STILL CAN'T
LEAVE THEIR ISLAND BECAUSE IF THEY DO, THE
DOOM THAT WAS WAITING FOR THE EAST ISLES
EMPIRE WILL GET THEM — IT IS STILL THERE!”***

AUD: Oh! (*Excited*)

SP: It hasn't triggered. It's delayed! It's still there. So they don't dare leave their island but they still want the empire. People can go to the island and leave again, so they're plotting to set up their empire like at a distance by controlling it without themselves having to leave very much, kind of the way how Carthage did it, where like Hannibal's army wasn't Carthaginian, it was mercenaries from Spain. You know what I'm talking about?

AUD: Yeah, yeah! (*Excited*)

SP: They're trying to set that up as best they can but it's harder for

them. Because at least Carthage could send out Hannibal and those guys, but they can't do that. They have to only stay on the island. They're trying really hard to set it up that but it's hard. So Haragala has taken up the slack. Haragala has a God of Sailing Ships and Navies, so they're kind of becoming the big power. So that's the East Isles secrets.

SP: All the Elder Races have a secret plan to destroy the world in the Fourth Age, at the end of the Third Age. I think these have been published, right?

AUD: We know about the trolls and Valind's Glacier ...

SP: The trolls and the Glacier. Yeah, that is the Troll Plan.

AUD: ... the Aldryami and the forests.

SP: Yes, with all the seeds.

AUD: The Mostali and Slon, where they have the huge chain and they drag Slontos into Magasta's Pool?

SP: Well, the Glacier is going to go there too so they might hit each other. The Troll Plan is to plug Magasta's Pool with the Glacier and flood all the coastal lands where the humans live, then they're going to move in and eat all the corpses. So they have very simple plans, really. *(Laughs)* "We'll have lots of food!" *(Laughs)*

AUD: So the Mostali do this. As for Dragonewts — I don't think we know.

SP: The Dragonewt Plan might be incomprehensible for humans, it might make no sense. Dragonewts do a lot of things that make no sense to humans, because they're so alien to humans. Their goals are different. They can't die. One thing about Dragonewts is that like a majority of the Dragonewts living in the Dragon's Eye and those places — they never eat. They just starve to death and get reborn. Then they just do things till they starve to death and they get reborn. Why would

they bother to eat? That would just take up time. They don't eat, they don't sleep, they catch diseases and die. They don't care because they just get reborn immediately.

AUD: And then they have no sex, right?

SP: No, dragons have no sex. Well, okay, it is possible but they have five sexes ...

“NO, DRAGONS HAVE NO SEX.”

AUD: Okay.

SP: ... one to each stage. But really they are from dragon eggs. Eggs from real dragons, often from the God Time. Maybe with one Dragonewt from each sex they could make new eggs, but why would they do that? They have no need to. So they can either advance to dragonhood by the five stages, doing a ritual, or they can just exist and die. Of course they can be killed, because Chaos can destroy them.

AUD: I've tried to play one in a game, but as you say, they're so completely alien, they don't have passions ...

SP: The way that Greg plays them is letting them do weird things once in a while to sort of simulate it. I mean, Dragonewts have motivation for what they do, but we just don't understand it. Oh, one of the things is the Dragonewts have the Left-hand Magic, that's how they put it. Everything else in Glorantha is the Right-hand Magic. What does that mean? It's not clear, you know? (*Laughs*)

AUD: There are Dragonewts units as mercenaries in armies. Why would they do that? Do they need money?

SP: Well, they might. Dragonewts do leave their homes and go long distances to do things. And when they do then they have to hunt in

order to cook and eat and do everything. And also there are barbarian Dragonewts that aren't as much into the dragon way, just like they were left behind by the dragons. Especially in Ralios, you have a lot of barbarian Dragonewts and they just live like animals. Some of them even have a primitive version of the Inhuman King. Those in Ralios might breed more often to replace their numbers. So there probably used to be more Dragonewts, and as they went extinct they weren't replaced. And remember, the Dragonewts we have left are the very worst ones, the crappiest ones because these are the ones who haven't gone on to dragonhood. These are the ones who were so selfish, or so cowardly, or so inferior or so lazy that they haven't become dragons. Remember, most of the Dragonewts today were alive at the Dawn. They just haven't done anything. They just sit around and exist. They don't have the same motivations. The ones who were motivated went on to become dragons. And these stuck around. So we have the worst examples of Dragonewts. (*Laughs*)

“AND REMEMBER, THE DRAGONEWTS WE HAVE LEFT ARE THE VERY WORST ONES, THE CRAPPIEST ONES BECAUSE THESE ARE THE ONES WHO HAVEN'T GONE ON TO DRAGONHOOD.”

AUD: So what happened to all those that made it to dragonhood?

SP: They became dragons!

AUD: But where are they now?

SP: Who knows? Somewhere, right? The Dragon's Eye or somewhere mystical. Dragons seem to be able to fade out. It's not clear. Maybe it's the same place — both the Malkioni and the dragons say that the Invisible God and the Dragons aren't in the same place, but it might be a similar place. Because the Invisible God doesn't have any manifestation in Glorantha, but the Malkioni are all convinced he exists. They have carefully plotted proofs he exists despite the fact that he does nothing.

So, the dragons similarly say, “*Oh yeah, well he became a dragon and he went away, so therefore obviously there is a place they go.*”

AUD: But you could destroy the Dragonewts if you destroy their breeding grounds?

SP: You could destroy the breeding grounds and they don't get re-born. So there are fewer Dragonewts now because they did that at the start of the Dragon Kill War. And that killed a bunch of Dragonewts. Now they don't dare do it any more. The thing is they thought the dragons were gone, but they found out that at least some of them were still around, and that was bad. Has it been published what the goal of the Empire of Wyrms Friends was?

***“HAS IT BEEN PUBLISHED WHAT THE GOAL OF
THE EMPIRE OF WYRMS FRIENDS WAS?”***

AUD: No. (*Astonished*)

SP: Do you want to hear it?

AUD: Yes! (*All excited*)

SP: Okay. So, here is the map of Glorantha (*Starts drawing*), here's Genertela. Here is the Oslir River and here's the Rockwood Mountains. Down here is the Holy Country. You know the Rockwoods, right? Okay, so what they were doing is they were creating the World Dragon. And in doing so ... the reason they were oppressing the people so direly is that they were taxing and draining them partly to cause unhappiness. The plan was: the spine of the dragon is the Oslir River. The wings of the dragon are the mountains, the Rockwoods. The head of the dragon is the Holy Country with all the magics. And the soul and the mind of the dragon are the people and the leaders of the Empire of Wyrms Friends. And in giving the dragon passion and personality, to give it a heart and a soul, they were repressing

the people and filling them with anger and passion and betrayal and all the emotions they needed to have in the dragon. And they were sucking all the magic out to put it into the dragon to compose it. But it was hard and causing disruptions. And what they were trying to do, they were trying to reach the point where these things would balance off and they would merge and the dragon would rise up. And would probably destroy Glorantha, but that would be okay because you'd have the World Dragon now. But what happened at some point was that the Dragonewts realized the disruptions were so great that this process wasn't going to succeed.



“... WHAT THEY WERE DOING IS THEY WERE CREATING THE WORLD DRAGON.”

AUD: So they stopped it?

SP: No, they killed them all right away. Of course, they wanted it to happen, but they said *“Okay, it’s going to fail, so we’ll kill them all and it will stop.”*

AUD: How did they realize it was going to fail? I didn't get that.

SP: The Dragonewts? Presumably they were working out mathematical probabilities of how much magic they needed, how much personality. They were just looking at the numbers. The Empire of Wyrms Friends people said, "No, no! *We can do it!*" But the Dragonewts calculated they couldn't. And they might have known because they were closer to the Wyrms.

AUD: So they chickened out?

SP: Yes. So they rose up, they wiped out the Empire of Wyrms Friends leaders, and then everyone came down to destroy the Dragonewts. Because the people who liked the Empire of Wyrms Friends leaders were mad at the Dragonewts as they killed the leaders, and the people that didn't like the Empire of Wyrms Friends leaders hated the Dragonewts because the Dragonewts were the Empire of Wyrms Friends leaders, too. They were right up at the top. So for example if you hate China's rulership and the leaders of the army wipe out the rulership you'll still hate the army. Everyone hated the Dragonewts and that's how the Dragonkill War came about. But that's what they were doing, trying to make the World Dragon. Or at least that's what Greg and I believed in 1988. *(Laughs)* And that's why they were focused on such a small thing. That's why even though they were so much smaller than the God Learner Empire they were deeper and more powerful. The God Learners had breadth; the Empire of Wyrms Friends had depth. Of course, the God Learners had the Middle Sea Empire and they had the False Dragon Ring, which was a separate country. It was a separate empire but it was founded by God Learners — by breakoffs of it. And of course, the Six-Leggers were another breakoff. And there was one nonhuman Empire, the Errinoru Elf Empire.

AUD: So we know all the Elder Race Plans, right? There's no other plan that we have missed? The trolls, the Mostali and the Aldryami?

SP: We don't know the Dragonewt plan. We know they have one because of the Dragonewt Dream. That's part of their plan.

AUD: What is the Dragonewt Dream?

SP: That was the Dragonewts starting their plan. That wasn't just a random thing. That was the Dragonewts setting their plot into action. We know the Mostali Plan. The next step in the World Machine is to bring the Red Moon down, so it orbits. The first part worked. It came up, now it has to go down, and then orbit like the sun does. That's all part of the plan.

***“WE KNOW THE MOSTALI PLAN. THE NEXT STEP
IN THE WORLD MACHINE IS TO BRING THE RED
MOON DOWN, SO IT ORBITS.”***

AUD: But will it eventually happen, right? The moon will go down?

SP: No, Argrath just wants to destroy the Red Moon. The dwarfs want it to keep going, just like the sun.

AUD: Like clockwork.

AUD: But who is coordinating plans like this within the Elder Races? I can see the Mostali being that coordinated, but is there someone who leads them, or is it communal?

SP: The dwarves — that's the problem. Here is why the Mostali plans don't ever work: They really don't have a leader as the people who are the most experienced Mostali aren't people who rose to the top because they were leaders, they were just the ones who were the very best at like building cogs or something, so they aren't necessarily able to lead other Mostali in an intelligent manner. They have this World Machine and it's supposed to do the work for them. The Machine is supposed to do it on its own, but it doesn't. *(Laughs)* So the dwarves are actually kind of pathetic. When their machines work, they're great. Your camera is great, but if you went fishing with it, it wouldn't be so good. And the other problem the Mostali have is that the camera has

no self-direction, it can only be used by someone else. So presumably, at one time there were forces that used the Mostali for tasks, and now those are gone. The dwarves are still there trying to get their tasks.

AUD: So someone was issuing tasks for them?

SP: Probably the Celestial Court. And when the Celestial Court went away then the Mostali lost their motivation.

AUD: I mean with the trolls you can easily imagine ...

SP: Oh, they have a family structure. Mistress Race Trolls are in charge of the Dark Trolls, and the Aldryami have the Spirit of the Forest. They're kind of disorganized because each forest is separate, but at least each forest has a communal soul that can make decisions.

AUD: Do you remember when we talked about my ideas for the Troll Plan last year? Their original plan is to use Trollkin to nibble off a piece of Valind's Glacier, right? The trolls put them with their heads in the ground and make them eat through the ice like a drill to eventually break off a huge iceberg. So I was thinking, would it not be part of the plan that all troll communities shipped their Trollkin north to help the project go faster?

SP: Oh yeah, I loved that.

AUD: One fun thing that would probably happen is that since all the Trollkin are gone, the troll insects and fungi farms would collapse and the insects would roam around freely and the fungi would spread uncontrolled. And no one would know what happened. Isn't that something that could happen?

SP: Well, actually there are two Troll Plans for the Dragon Pass area. The plan number one is that they've decided they don't want the Trollkin anymore, so Cragspider kicks all the Trollkin out of Shadows Dance. So all the Trollkin that used to be there are ousted from the troll community, and they're all going to go across the human lands.

“WELL, ACTUALLY THERE ARE TWO TROLL PLANS FOR THE DRAGON PASS AREA.”

AUD: Now you have all kinds of problems with them.

SP: First of all, that would disrupt things. And they have another plan that would compete with that. Here is their other plan: The trolls have been looting Dragon Pass, they were fighting and gathering treasures and they have a lot of gold. They have a secret hall in the Castle of Lead in Shadows Dance, it's called the Hall of Fiery Brilliance. It's where all the gold they've kept is. Of course, they don't like the gold. But they've got it. They have mountains of gold because the trolls don't use it. They know that if they get gold, they give it to Cragspider or to the Castle of Lead people, and they just put it in the hall, and then they just use Bolgs and Lunars. So all the gold is there. They are going to take all the gold possibly just before or after the Trollkin Release and give it to the humans.

AUD: Just like that?

SP: It's going to destroy the economy, all right? *(Laughter)*

AUD: It'll be a financial disaster. *(Laughs)*

SP: It'll be a financial disaster! I mean, If they give it all to the Sar-tarites, what's going to happen to the Lunars? Exactly. It will be catastrophic, then if you follow it up with a Trollkin raid ... There will be inflation everywhere and all the farmers will have stopped farming because they're rich.

AUD: And you can't buy anything! *(Laughs)*

SP: You can't buy anything anymore, yeah. *(Laughs)* That's the other Troll Plan, which I think is actually a better plan than the iceberg.

AUD: Much more effective!

SP: But once the humans have fallen into civil war and the communities have broken up — then the trolls come and eat them all.

AUD: I never heard about that one. That is kind of cool. It would be a fantastic campaign, you know?

SP: Wouldn't it? (*Laughs*) A troll comes up to you and gives you 10,000 Gold Wheels! "*Here, thanks.*"

AUD: But everyone else has it too, you know! Like you bring it back and celebrate: "*Yay, we are rich!*" and then ...

SP: Until they find out they're trying to kill you for it and you're fighting each other — "*We've got to go and spend it with the Lunars first!*" Part of the reason for that catastrophe is to demonstrate that the trolls are actually pretty savvy. They're smart. Still the ultimate goal is: Eat stuff! But they can be smart about the way they do it. (*Laughs*)

AUD: That is very funny.

AUD: So why did they want to release all the Trollkin?

SP: Oh, that's actually a side effect of their plan to cure the Trollkin Curse.

AUD: But we don't know anything more about it?

SP: They want to exterminate the Trollkin, but the Trollkin are still useful as food. They just don't want them in the troll lands. This is yet another failed attempt to end the Trollkin Curse. Cragspider is still trying. She tried twice. She made the Great Trolls. Well, she didn't make the litters. Also, in Pamaltela they're trying to end their curse.

AUD: What was their curse?

SP: There are Jungle Trolls in Pamaltela. What happened there is that when the Darkness God, who is probably Zorak Zoran, led the

Armies of Ice into attacking Pamaltela, they got defeated. In the myth, it's Pamalt fighting Zorak Zoran or the Cold Ones, Umath and those guys, but probably physically it was armies of humans and elves fighting trolls and barbarians. Pamalt crippled the trolls and destroyed the Cold aspect of them. So the Hot Trolls live in the jungles and they're Darkness, but they have no Cold left in them. It's like Yelmalio has no Heat, they have no Cold. But it's a physical thing. These trolls, they're still big, but they're skinny and emaciated looking. They're still dangerous predators but they don't live in big groups. The trolls in Genertela are organized and they have kingdoms. In Pamaltela, they live in family groups or little clans here and there. They kind of live among the elves and they just eat things.

AUD: They are more savage.

SP: Yeah, they're savages, right? They view their lack of Cold as a weakness. They thought that if they could have Cold and if they could bring chill to the jungle, they would be more dangerous. They're trying to figure out a way to break that curse. One clan did it by doing the Cragspider's plan — they got a Dark Troll and they got their Darkness spirits to mate with it, hoping they would give birth to a new hybrid Jungle-Dark Troll that could stand the cold. But instead, what they got was that the clan started giving birth to Trollkin, so that was a problem. There was another clan that combined with Storm spirits because it was originally Storm and Darkness that invaded Pamaltela. And this is in the central mountains, the Mari Mountains. They combined Storm and Darkness and they gave birth, they recreated the Horned Trolls from the God Time. That was a small Heroquest success. They kind of broke the Jungle Troll Curse, but now they are no longer Jungle Trolls, but instead Horned Trolls.

AUD: There are not many of them?

SP: No, no. It happened actually in my campaign when I was working at Chaosium. They're up in the mountains and they have Horned Trolls, a few.

AUD: Just how abstract is the God Learner Secret², Sandy?

SP: I don't even know if it's the same secret as it was when I left, or if Greg has changed it. If he hasn't, it's not particularly abstract.

AUD: Is there anything else on your list?

SP: Let's see: there's the God Learner Secret, there is the Lunar Secret ...

***“LET'S SEE: THERE'S THE GOD LEARNER SECRET,
THERE IS THE LUNAR SECRET ...”***

AUD: The Lunar Secret?

SP: Well, the way they look at magic and stuff. It's not really a secret, I guess. On the Hero Plane, there are Shadow Warriors who guard critical places. These are actually members of the Arkat Cult, trying to protect the Hero Plane. When you go to treat with the Knife Raven, which is a raven with feathers all made of iron knife blades, you're supposed to negotiate with him. But there's a guy in black armor with a big sword standing next to him, watching. And if you try to kill the raven, he will fight you. The Knife Raven will too. And so they're all over the place in the Hero Plane. What they are ... the Arkat Cult is actually a bigger cult than people know, but no one ever sees it do anything because all its activity is on the Hero Plane. Because you join the Arkat Cult, your goal is to protect the Hero Plane from being abused like the God Learners did. If you join the Arkat Cult and you are like a Runelord of Arkat, your job is to go on the Hero Plane and stand by the Knife Raven and guard it. If someone tries to kill it, you kill them.

² *Why didn't we ask what the God Learner Secret is? Probably because we adhered to Greg Stafford's rule for Glorantha Lore Auctions. The rule says that there are 6 questions that will not be answered and the first is "What is the God Learner Secret?"*



AUD: Isn't the Knife Raven a Humakti quest?

SP: It's a Humakti quest, but other guys will want to go on the quest to treat with the Knife Raven as well. Humakti might go on the quest, but do it wrong, either because they make a mistake, or they are Illuminated, or something. So you're just there. What happens is the Lunars are actually doing creative Heroquesting kind of the way the God Learners did, but not with the same motivation, so that they're been having this war on the Hero Plane against the Arkat Cult. So, sometimes you go to a place like where the Raccoon is, whom you talk to and play a riddle game with before you cross the river. And there's no Guardian of the Raccoon, because the Lunars killed him and the new one hasn't come, so you can kill the Raccoon and get his fur.

And if they do that enough, the Raccoon will go away. There won't be a Raccoon. That's what happened with the God Learners, they

started destroying, changing the God Plane. So there are things on the God Plane that aren't there anymore because they wrecked it. And the Lunars are doing that, and the Arkati are trying to force them to stop. Of course, Arkat did creative Heroquesting too, so it's kind of trying to fix what he did. But Heroquesting isn't very common, I guess. We need to have a Guide to Glorantha for the Hero Plane, too.

AUD: Is it possible for someone to join the Arkat Cult, go to the Hero Plane physically and vanish from the physical world?

SP: Well, yes. Usually you come back periodically. Here's one of the reasons for the Arkat Cult: in the Arkat Cult you can go and you can get permission to violate the Hero Plane. You can say, *"Hey, I really need to kill the Knife Raven."* And they say, *"Well, okay, this one time. But then you have to make up for it by doing all these other things."* And you go, *"Okay."* So they're kind of cynical about it. And really, the thing about the Arkat Cult is that it's not actually a cult because people go into it from all different religions. They're an organization that is trying to run the Hero Plane. They just want to protect the Hero Plane. They may only want to protect their own Hero Plane, but the Arkat Cult is the organization that keeps track of all the Heroquests. Because the Arkat Cult is composed of Illuminated people from lots of different cults, they are able to collect together all the Heroquests. It learns all the Heroquests from the different cults, so it's the source of them all. That's another reason the Lunars want to get them, they want to get all those secrets. And they coordinate. Like, a Yelmalio cultist might want to guard the Hill of Gold and they would help him coordinate that, to guard it. They might even send him help. He might not want help from a Darkness cultist to guard the Hill of Gold. The Arkat Cult is not very cult-like. It doesn't give you magic. It teaches you about Heroquests. So it's really more like a secret organization. And I think it's in the Guide to Glorantha that there are some monsters in Ralios called the Dog People. You know about them?

AUD: No.

AUD: That was in one of the Hero Wars books.

SP: The men are human bodies with a dog head and the women are dog bodies with a woman's head. They're actually a fairly common nonhuman race there. The women of course cast all the spells because they can talk, they're the magical ones. The men are the ones who fight. They're not Chaos, they're just like minotaurs or something. The most common Beast people among the Ralians are the Elk People, the Deer People.

AUD: You've talked about Genertela, Pamaltela, and what were the islands? Is there anything else?

SP: Sure, tons — which islands do you want to know about?

AUD: Teleos and Loral?

SP: Loral is Monster Island. Well, I've just recently learned that they've decided that there are humans on it. I didn't know that. I always thought that Monster Island had no humans on it, just monsters. But Loz³ is writing a Monster Island book. I saw copies of it at GenCon.

AUD: It is actually published already.

SP: The monsters on Loral are Godzilla monsters. In the 1980s, we didn't think any humans lived on Loral. I guess now they do. Okay, I would want to have Godzilla on the island but I probably wouldn't have based them all off Godzilla.

SP: Teleos in the First and Second Age, the First Age especially, was the Pirate Kingdom. Pirates from Teleos plagued all the world and then until the Middle Sea Empire kind of suppressed them. But their ships would go out. Teleos, as you know, they have multicolored people. There are the six tribes of Teleos: Orange, Yellow, Red, Green, Blue and Purple.

³ *Lawrence Whitaker*

AUD: It's not clear whether they were already there ...

SP: No, no, those are the Teleos people. The pirates were colored like that. And the pirate ships had Dragonewts on them sometimes too, because the Dragonewts on Teleos were friendly towards the humans, or at least neutral. Today the six races are kind of hostile to each other but of course they can't fight. It's pointless to fight — if you try to wipe out the Blues then that means your tribe gives birth to more Blues next year. There's no point in fighting.

AUD: But has this weird birth mechanism already existed? Or is it from some catastrophe?

SP: They already had it. But here's one thing. You know the Third Age is the Age of Lost Communication? It is the age of the Silent Prophet, the Doldrums, the Closing, the Syndics Ban. On Teleos, it is when the tribes separated into colors. Before then, there weren't tribes. You were Red and you had Purple wife and your kid was Yellow. The personality traits were still there. The Red wife was more sexy, the Yellow kids were a little lazier but kind of smart. The Orange kids, you kind of had to watch because they were a little bit sneaky, the Green kids would eat dirt and you would go "*Come on!*". They all had these personality traits but it was all your family. You didn't segregate. So the fact that the Yellows were kind of lazy but kind of smart meant that actually they made good organizers and leaders. The fact that the Purples were prone to fits of anger made them good as soldiers and police. These personality traits were not super-strong — there were plenty of Yellows who were hard working. It's like Americans when we perceive Europeans and I'm sure Europeans are the same way. When I go from Germany into France there is like some big differences I immediately notice in just the way the cities are, right?

AUD: And Italy, too.

SP: And Italy, too. I don't know, Germans probably aren't born to be German. Raise a German kid in France, I'm sure he'll be French

like everyone else. Of course in a magical world it's not the same. They have those personality traits. Before the Closing, those traits were ... well, actually it may have started when their pirate navy was destroyed by the Middle Sea Empire, they began segregating. The current artificial system of them all living in different areas is that they all have to meet to trade kids. That's a modern result of their segregation. It's actually like a racial prejudice mockery. *(Chuckles)*

AUD: And the fact that they used to be pirates and today they are very peaceful?

SP: Oh no, they want to be pirates again. They remember those days fondly. They're peaceful because they have no one to fight. They couldn't fight each other. I guess you could fight the Dragonewts, I mean there is not much point. There was nobody they could battle. They could beat you up, but they couldn't use weapons. So they have these taboos, because they didn't have a weapon culture. Now with the Closing ended, they're trying to figure out how to be pirates again. But they're crippled by the fact that if they filled a whole ship of just Reds, it wouldn't work. Now they're doing it a little bit. They're opening trade, they have trade ports. The thing is, the tribes are structured differently. Some of the tribes have a king, some have a council of elders, one of them takes advice from the Dragonewts, they're all different.

AUD: We played a scenario of the Harreksaga in Teleos by Loz, we did the Rainbow Quest. It would have been very interesting to know these things before. I played it by luck, but it was a great game. The Brithini, the old people of the West, do they have different skin colors too?

SP: They were paler.

AUD: You don't say the magicians were all blue and the rulers all gold? They had no different skin colors?

SP: No, they were all white. The Vadeli had different skin colors. Blue Vadeli were blue.

AUD: But not the other People of Logic?

SP: Well, the Vadeli aren't People of Logic. The Brithini will confirm, the Vadeli are the complete opposite. (*Laughs*) They're absolutely the polar opposite, the worst things. It's like Jews and Samaritans. They're still Samaritans, they're not allowed in the Jewish army. (*Laughs*) Of course, there are only a couple hundred Samaritans. But of course the Vadeli don't care, they're the Vadeli. Actually in my campaign, there's now one Blue Vadeli. The players are kind of sad about that, they're trying to worry about it. Here's the thing with the Vadeli. Before the Third Age, before the Closing, there were only Brown Vadeli left. The Vadeli are caste-like, just like the Brithini. The Brown Vadeli were the worker caste, so they weren't farmers, they were sailors and hunters. They really weren't dangerous. They'd do all the bad things they could, but if you have a whole bunch of proletarians, I mean you need a Lenin or a Trotsky to make them dangerous. After the Closing there was an island with Red Vadeli. The Red Vadeli are the warriors. So when the warriors mixed with the Browns, then that's when the Vadeli Empire formed, briefly. Where they went and colonized and they said, "*We ended the Closing, be our slaves!*" That didn't last very long, but it lasted a little while and that was because the Reds were back. If they had been Blues, it would have been more effective because the Blues are the king caste. They don't have a magician caste because they all use magic.

AUD: For you there is no Gold Vadeli that are rulers, it's Blues who have power? In my understanding the Gold caste is the Talari, the ruler. The Blues are thinkers, wizards. So for you the Vadeli ...?

SP: There is no Gold caste for me. There are three. There are no wizards. That's one of the reasons that they are unnatural to the Brithini, because all the Vadeli use magic. And with the Brithini, only the wizards can. So it's not fair. The Brithini wizards actually feel pretty constrained. They can't use weapons. They can't farm. They can't hunt. They can't fish. They can't give commands. But the Vadeli can do all those things. And if a Blue Vadeli violates his caste, it doesn't matter. They can violate their caste all the time. So a Brown

Vadeli can fight or give orders, he's just not as effective. But a Brithini wizard is just as effective giving orders as a king. It's just that he will die if he does it. (*Laughs*) Well, he doesn't die. He begins to age. What happens is that ... say, like for example, here's Fabian, a handsome 24-year-old⁴. If Fabian was a Brithini and he looked this age and he violated his caste he would still be that age, he would just start to age from that point like a normal human. They just go on from that age, whatever age they look like. They'll die in 40 or 50 years. But to them that is horrible. They do have spells that let them violate castes. For example, they have a spell that turns farmers into warriors. It's an emergency spell. All the farmers who accept the spell will then grow old and die. So it's only for emergency.

AUD: The Spell *Forbidden by Urostio*?

SP: That's the one. It turns farmers into warriors, and all the farmers who take the spell will die.

AUD: So it's a kind of kamikaze spell for them because it means death?

SP: They don't want to do it, but they will do it if they have to. Here's the thing about the Brithini. All the Brithini that had spirit and courage and bravery and honor, they all became Malkioni and they died. The ones that are left are the most cowardly, reactionary, cold-blooded and loveless. They are the worst Brithini that are left.

"ALL THE BRITHINI THAT HAD SPIRIT AND COURAGE AND BRAVERY AND HONOR, THEY ALL BECAME MALKIONI AND THEY DIED."

AUD: I think they are not human anymore.

⁴ Thanks, Sandy, but I was 39.

SP: Well, you know, they are as human as you would be if you'd been alive for a thousand years, and never loved anybody, and only worried about your caste, and only worried about staying alive. So that's why they don't have children unless they're ordered to, because it breaks their eternal boredom. And of course, they feel betrayed because Brithos is gone. So the Arolanit Brithini are like, "*Oh! They left us! They suck!*"

AUD: Tell me about the War of the Seas where the Waertagi ally with the Brithini again to wipe the seas clean.

SP: That's supposed to be a secret. (*Laughs*)

AUD: We're talking about secrets!

SP: Okay, what's happening right now is people are seeing Waertagi show up. Waertagi dragonships showing up, they're coming in from the north and the south, because of course they all went down Magasta's Pool when the Closing hit. But they are showing up. But the Closing came from Brithos. So the dragonships are showing up and they're asking people, "*Where's Brithos?*" Everyone thinks that the Waertagi are looking to get vengeance on Brithos. But they're not! They want to bring back the Waertagi-Brithini alliance. And if Brithos comes back, if the Waertagi ... basically the Waertagi will attach magical anchors to it, and pull it back out of the fog. And if they can do that, then there will be a new power, well, an old power back in Glorantha again, from the First Age.

***"EVERYONE THINKS THAT THE WAERTAGI ARE
LOOKING TO GET VENGEANCE ON BRITHOS. BUT
THEY'RE NOT!"***

AUD: Why do they need the Brithini?

SP: They don't need the Brithini, they want them.

AUD: Why do they want them?

SP: Because the Waertagi can only live on land for a short time. And the Brithini ... you know the Waertagi are like the fifth caste of the Brithini. They're very closely related to the Brithini. A Waertagi will sicken and die if it stays on land very long. So there are those little pockets of coast where there are Waertagi, but in some of the areas they have interbred so much with other people that they can live on the land. But in others they get on a boat and they have to go out for a little bit every day, and they just lived all through the Closing like that. So there are little pockets of blue and green-skinned people. Now the color of Waertagi skin, there are like four different blue-skinned humans in Glorantha. There are the Artmali, and their skin is about the color of a Russian blue cat, a grayish blue. That is the color of their skin. Then there are the blue-skinned Vadel, which is kind of a ... I'm not sure what their color is, but it's a different color. And there are the Blues of Teleos with a nice robin's-egg blue, kind of a pretty blue. And the Waertagi are of a sea-greenish, a green-blue-cyan kind of color. They have gills, some of them. They don't all have gills. They've bred with the Fish people, the Mermen. They have the Innsmouth Look. And they've bred with the fish Mermen, not the dolphin ones.

AUD: So there are many kinds of Waertagi? They don't look all the same?

SP: No, but they all feel of the same race. Well, there aren't many kinds now because they were exterminated. And now there are the ones on the coast that have interbred with people. There are Waertagi pockets that are still left along the coast of Elamle, that's where they are. Sog has some, too. There are other places where they crashed their dragonships and interbred, but there they interbred so much they vanished. But they stayed in Sog because Sog has Brithini, so they didn't interbreed because Brithini don't want to have sex, so they always stayed separate. And in Elamle it's because of the Mother of Monsters who keeps the things separated. You know of the Mother of Monsters works, right? The Mother of Monsters walks back and

forth in a cycle and lays an egg every day. And what the egg hatches into depends on where the tides are and what it is laid on. The most fundamental difference is that if it's on dry land when the egg hatches, it becomes this land monster, like a Chaos tyrannosaurus. If it's part in water and part out, it becomes an amphibian monster. And if it's in the water it becomes a sea serpent. But there are other things. Like, if it's elevated above the ground, it will become a pterodactyl. And there's the King Eater if it's on top of the grave of an important person. There are all sorts of different things. And the King Eater is really feared. Some people will roll the egg onto a king's grave and get a King Eater.

AUD: Can you tell us where the Mother of Monsters comes from?

AUD: It could be a remnant of an experiment of the Six-Legged Empire.

SP: It's a legacy of the Third Age Communication Ban. It's the Communication Ban for that area.

AUD: It is part of the Closing in a way, or the Ban?

SP: You've got to remember that Glorantha usually is not just one thing. The Silent Prophet and the Doldrums and the Closing and the Syndics Ban are not all the same thing. But they all happened simultaneously just like the Sunstop. There are a whole lot of different things happening that all made the sun stop in the First Age, but they were not connected to our understanding. Maybe Arachne Solara sees the connection. The Mother of Monsters is clearly a Chaos thing. It may have been spawned by the Six-Leggers or by a bungled Heroquest. We know that at one time the Mother of Monsters was in the Holy Country, at least briefly. During the Masters of Luck and Death Wars, the Mother of Monsters is on that coast. It may have been moved there.

AUD: But there is another Mother of Monsters in the ocean, right? There was a bit of confusion about that.

SP: Well, there's Triolina, the Goddess of all Sea Life. Anything can be a Mother of Monsters but this specific monster, which probably should have another name, is the Curse of Elamle. The humans only survive by working with the elves. And every town has a different method. Some of the towns ... what happens when the Mother of Monsters comes by, they abandon the whole town. Then, when it leaves they go back and kill the babies. Some of them do other things. It's just that the Mother of Monsters is the biggest commonly seen Chaos monster. Oh, here's one thing! I didn't realize this wasn't commonly known, because Loz didn't know it. The Sky Terror! No one knew about the Sky Terror! I was amazed. So here is the Sky Terror. *(Excited)* There is currently not a Sky Terror. The Sky Terror has to be assembled. Ralzakark knows how to assemble one. Ralzakark, King of the Broos, he knows how to make one. You know about the Chaos Gaggle?

“THE SKY TERROR! NO ONE KNEW ABOUT THE SKY TERROR!”

AUD: Yeah. *(Excited)*

SP: Okay, the Chaos Gaggle is never complete. But what it consists of is three, well I am going to call them Wyverns but they're not Wyverns, *(Starts writing)* they just have two wings, no legs — three Wyverns, *(Writes)* four goats, one python, one whale and the Red Gorp. *(Writes)* Okay, these are the parts of the Chaos Gaggle. *(Holds up paper)* If all of these parts are together, it's not hard to assemble the Sky Terror. The Chaos Gaggles are broken up Sky Terrors. The Sky Terror is a huge monster with sixteen legs and six wings and a long neck. It looks a little like ... *(Draws for a while)* looks a little bit like this?

SP: It flies around in the air and eats ambient Chaos, so it can't survive long if there's not a lot of Chaos around. It needs Chaos. So that's why you can make one in Dorastor and then fly out to do things for a while before it breaks up again.



AUD: How big is it?

SP: It's colossal!

AUD: It's bigger than the Crimson Bat?

SP: Oh, bigger than the Crimson Bat. It's huge.

AUD: Is it Mother of Monsters size?

SP: It may not be as big as the Mother of Monsters, but it's big. I think it's like 200 or 300 feet long.

AUD: And what does Ralzakark want this thing to do?

SP: Well, here's the thing. Look, seen the three sets of wings?
(Points at drawing)

AUD: Ja.

SP: Those break up into the Wyverns. They come off. The four legs become the goats. The toes become the legs of the goats. The python is this long thing that is like the digestive tract. And the whale is the torso without the digestive tract, it is like the lungs and liver and stuff. And the Red Gorp is the glue that fits it all together. So it's a huge quivering mass of this stuff. Well, Ralzakark doesn't need it right now, but if he needs to wreak some horrible damage somewhere, it's like a Superhero level thing. So he would unleash it on the Lunars if they tried to invade him. For most things he wouldn't need it.

AUD: So he's keeping it in reserve for now?

SP: He doesn't have one. He has to make it.

AUD: He's reserving the possibility of one.

SP: Right. So to make a Sky Terror you have to have all the pieces, and if all the pieces are from the same Sky Terror you can make it pretty easily. The problem is usually some of them have been killed, so you might be missing the whale or one of the goats and then you have to take two pieces and try to fit them together, and that requires some effort because they don't fit the same way. That's what the Chaos Gaggle is, and that's why you don't see them because they fly into areas that are non-chaos, and then, after a while, they degenerate and turn into the Chaos Gaggle because there's not enough Chaos to maintain them. Actually they were a common terror monster during the Chaos Wars that people would see all the time, and it was a real problem because they're almost as powerful as a dragon. Awful things. And so there may be some coming out of the Nargan Desert.

AUD: So they are not the same thing as the being called Tyram who gives the Hate Sky spell?

SP: No, Sky Terrors aren't intelligent. No intelligence. They are just insensate monsters.

AUD: So nobody worships them? Tyram is something else?

SP: Tyram the Sky Horror? That is a different Sky Terror, yes. When Tyram manifests, it's more of an East Isles' Chaos god. When Tyram manifests, what happens is that the sun becomes the pupil of a giant eye that fills the whole sky. That's Tyram. The sky is one huge eye seeing you all the time, knowing everything, knowing all the secrets, governing everything. It's the worst.

AUD: Shit.

SP: *(Laughs)* Yeah, you don't like it. And occasionally, like once the Chaos gods, the Chaos forces got strong enough to bring the Sky Horror to visibility, and that of course was during the Sunstop.

AUD: How does it explain the Hate Sky spell? Or don't we care and forget it?

SP: What's wrong with the Hate Sky spell? Of course Tyram has that. Tyram wants to replace the sun with his pupil. You know what a pupil is? It's a hole. It's dark, right? Tyram is the antithesis of the sun. Tyram means to replace the sun with it.

AUD: So the Black Sun might be a part of Tyram?

SP: Yes.

AUD: Oooh. *(Astonished laughter)*

SP: And Xamalk is the Darkness Chaos god.

AUD: Who?

SP: Xamalk.

AUD: Xamalk, yes okay.

SP: And there are monsters called Xamalki, burrowing Chaos things that are more prominent in Pamaltela. But in Slon the dwarfs

have to fight them sometimes. They go underground where there are Xamalki and fight them.

AUD: Sandy, sorry to make you repeat but I have seen these words often and I have never heard them pronounced by a native speaker, it takes some time to catch. Okay?

SP: Well, how would someone from France or Germany or Italy pronounce that? [Xamalk]

AUD: Zzz-a-malk. (*French accent*)

AUD: Zaamaalk. (*German accent*)

SP: Yeah. Well, the initial X is always an issue.

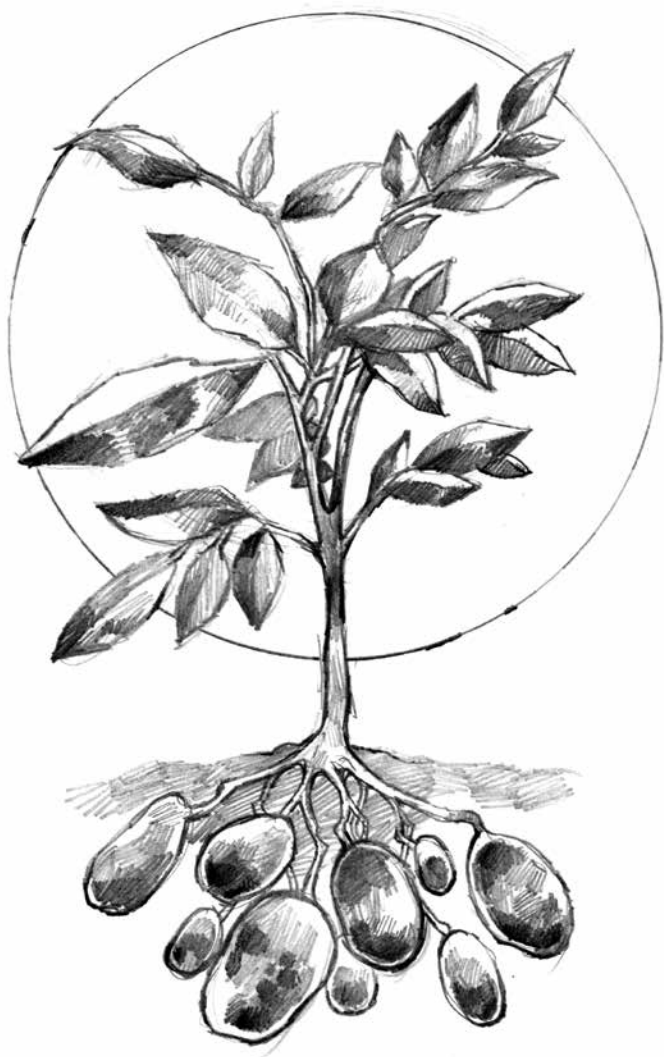
AUD: One last secret, Sandy.

AUD: Tell me about the Blue Moon. I am big on the Blue Moon. Tell me interesting stuff about the Blue Moon.

SP: Okay, the Blue Moon. The Blue Moon is undead. It was killed during the Gods War and buried ... as a potato. Literally. Potatoes are the Blue Moon plant, because they give life in the ground. It arose as the Undead Moon and began its invisible cycle where it crawls off the outside of the Sky Dome, where you can't see it. And then it drops through the Pole Star to Magasta's Pool, and you can see it as the Streak. And all the water in Glorantha follows it rising up or climbing the Sky Dome, then it drops when it goes down. So the tides in Glorantha take several days to rise and then drop in a single day or sometimes in a few hours.

AUD: That's not a secret. Tell us more!

SP: It's the God of Secret Powers and Conspiracies. People who live on the coast can predict the tides for as long as anyone wants to. They know what the tides are. The Blue Moon is not ... Seshneya in the



Gods War was also blue, but it was not the Blue Moon. That came later. There's stuff that everyone knows, Blue Moon assassins and the Blue Moon Cult and how their spells work, right — their spells aren't variable. Okay, the East Isles and the Lunar Empire and Ar-grath's people all believe in a White Moon. Now the Lunars say the White Moon will replace the Red Moon when it has won. The other people, the Orlanthi, say you have to destroy the Red Moon before the White Moon can rise. The East Islanders say the White Moon is in hell, waiting to rise, and will be brought up someday. Everyone agrees the White Moon is good. Everyone likes the White Moon. There is also the legend of the Black Moon, and the Black Moon is bad. One theory that some Lunars have, not all of them, is that the Black Moon is currently in the sky orbiting the Red Moon and that's what causes the phases.

***“THERE IS ALSO THE LEGEND OF THE BLACK
MOON...”***

AUD: That's interesting.

AUD: I never heard that before.

AUD: Yeah, that's new.

SP: And they say it's a big secret of the Emperor. How big, who knows? Now the East Islanders say they can receive dreams and instruction and information from the White Moon if they're righteous enough.

AUD: Sandy, do you happen to remember which side of the Sky Dome the Blue Moon creeps up?

SP: The outside.

AUD: From the south, from the north, from the east, from the west?

SP: Well, no one can tell because you can't see it. No one can see it. If you ask different people they have different theories. Lots of people say, "*Oh yeah, it goes there.*" But who knows, right? It's possible it has different places, that's why it's faster sometimes. Sometimes the Blue Moon will be a couple of days, sometimes it is seven or eight days, sometimes as long as 30 days, sometimes only the next day, it keeps varying, but there is a definite cycle you can predict it with, like the planetary orbits. The Blue Moon has a cycle — it's not unpredictable.

AUD: It makes the seas rise the first five days, then fall in four days, then four, then three days.

SP: No, it's like two, then seven, then three, then nine, then one, then six ...

AUD: But always the same cycle?

SP: No, no. It's more complex than that. You actually have to do math to figure it out. It's more like an irrational number where you can calculate Pi for a long way but it doesn't repeat. It's like that. Sometimes it will repeat, but you can calculate it. I don't know what they use to calculate, Lunar spirits maybe. The Blue Moon does have Elementals. They're called Selenes, and they are really hard to get because you can only summon them during the Blue Streak. Which is pretty short. And you have to be a cultist. And the cultists of the Blue Moon who do this mostly want to keep their powers secret so people don't know how to defend themselves against them. So it's hard to tell what they do.

AUD: So what does a Selene do?

SP: Hm?

AUD: What does it do?

SP: I just said, they keep it a secret.

AUD: *(Laughter)*

AUD: Okay, guys! Sandy has to get ready for his game. Thanks for attending ...

SP: Okay, here's what a Selene does. Well, I'll tell you this: The Selene does something unexpected and surprising that would fit your campaign. But then it will always do the same thing. They don't differ. What would be the most effective thing against your players? That's what it will do, and then it will do that thing. Selenes bring cold, or Selenes bring undeath, or Selenes drain power. I think in my campaign they drain power. They're like Fearshock, but it kills your power. Your might in Magic Points is dead. I'm thinking RuneQuest so they kill your magic power. But they can do whatever you want.

***“THE SELENE DOES SOMETHING UNEXPECTED
AND SURPRISING THAT WOULD FIT YOUR
CAMPAIGN.”***

AUD: Thanks, Sandy! That was really entertaining!

AUD: Thanks a lot.

(Applause)



Sandy Petersen (born September 16, 1955 in St. Louis, Missouri, USA) is a game designer who lives in Rockwall, Texas. He is most famous for designing the Call of Cthulhu RPG and thus greatly popularizing the works of H.P. Lovecraft, but he is also the second most influential author for Glorantha after Greg Stafford.

Later he worked as a computer game designer on many groundbreaking and influential games like Doom, Quake and the Age of Empires titles. He now designs board games at his company Petersen Entertainment and publishes Cthulhu Wars and the upcoming Glorantha board game Gods War. Recently Sandy returned to Chaosium as Vice-president of the Board of Directors, Chief Creative Consultant and Guidance Ro-Man.

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