

HISTORY OF THE HEORTLING PEOPLES

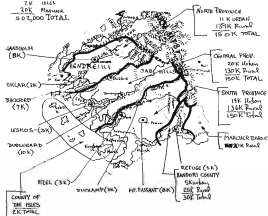
COMPILED ARTICLES ABOUT HEORTLING HISTORY
AND SOCIETY FROM THE DAWN AGE
THROUGH TO THE HERO WARS

MALDONWAL

POPULATION'S

150K N. TERRANCE
150K C. FROD
150K S. FROD
20K BARBERS
2K ISLES
20K MOUNTAIN
502,000 TOTAL

OVERSEAS AREAS (50%) = 25,000



- HISTORY OF THE HEORTLING PEOPLES -

COMPILED ARTICLES ABOUT HEORTLING HISTORY AND SOCIETY FROM THE DAWN AGE THROUGH TO THE HERO WARS

BY GREG STAFFORD AND JEFF RICHARD

HANDDRAWN MAPS BY GREG STAFFORD.

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HISTORY OF THE HEORTLING PEOPLES.....	1	Map of Sen Senrenen	60
Our Kings, The Orlanth King List.....	3	The Durengard Scroll.....	61
THE DAWN AGE.....	4	My Travels in Hendrikiland.....	62
The Heortlings c. 100 or 150 S.T.	10	The Hendriki Kings.....	66
Heortling Lands Map.....	12	Kings of Kerofinela.....	77
First Age Stories	13		
Lokamayadon Stories	18	THE THIRD AGE	85
Armies of the Battle of Night and Day	24	Later Hendriki Eras.....	85
Rastalulf's Saga.....	27	Map of Third Age Heortland.....	85
Triads of Terarir	34	Third Age Heortland and Holy Country	86
Book of Harmast.....	35	Hendriki Kings After the Durengard Scroll	88
The Children of Harmast	37	Map of Whitewall	92
The Arkatings	40		
		Some Miscellaneous Items.....	97
THE IMPERIAL AGE	41	Esrolia	97
☛ EWF History 490 to 1120 ☛	41	Map of Third Age Esrolia	98
Looking at the Dragon Religion	48	The Nardain Society.....	104
Slontos and Kethacla, 2 nd Age Map.....	50	The Kitori, or Shadowlords.....	105
Ingolf Dragonfriend.....	51	The Yelmalio	107
The Iron War, The War Against Zistor.....	53		
Map of Heortland.....	59	Index	109

The pen of Lbankor Mby wrote this book, and his blessing lies upon it and all who use it properly. But for anyone who profanes it, steals it, or copies its contents: may his eyes fall out, may his fingers grow gnarled, may his throat rasp, may his mind grow addled and may his back grow bent forever.

WHAT IS THIS BOOK?

At the Jonstown * temple you can buy a written document. One day I sent and I asked for "The cheapest list of Orlanth Kings you've got." This book is a research document to discover what that list means.

"I heavily referenced the "Twelve Books" of Kulbrast the Bold in assembling this material and even found a rare copy of "Durengard Scrolls" of Herelmel of Jadnor to include in this collection."

FROM WHENCE THE INFO?

Much material in the Dawn Ages section has been extracted from my unpublished Initiation of Harmast, a.k.a. Saga of Lokamayadon, a.k.a. Saga of Vargast Redhand. Some is unpublished material compiled from documents that I wrote to assist writers of Mongoose's 2nd Age materials. Another source is *Enclosure* magazine.

GREG STAFFORD, FEBRUARY 2007

**THIS IS THE SECOND EDITION OF THIS BOOK,
BASED ON THE *DURENGARD SCROLLS*
DONE FOR THE CONTINUUM CONVENTION, LEICESTER, JULY 2006**

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**A MOON DESIGN PUBLICATION
3450 WOODDALE CT, ANN ARBOR, MI 48104**

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OUR KINGS, THE ORLANTH KING LIST

*At the Jonstown * temple you can buy a written document. If you ask for "The cheapest list of Orlandth Kings you got," this is what you receive.*

1. Umath
2. **Orlandth Umathsson**
3. Vingkot Orlandthsson
4. Kodig the King, Vingkotsson
5. Bibidos Tenwife
6. Kabalakos Icefall
7. Rastagar the Evil, who made the Sword and Helm War
8. Vinki the Pitiful
9. Dameron Warman
10. Bibidos Bowman
11. Jardfor Mistakorsson, the Shapeshifter
12. Kogal Jardforsson, the Shapeshifter
13. **Heort the Great**, also called Staglord, The Skier, and The Founder
14. Gollanth Heortsson
15. Orstohra, "King at the Dawn"
16. Mistorang, when the 2nd Council was formed
17. Baltalbos
18. Leikan
19. Harmast
20. Kagradus, who rode the eagle
21. Endenori
22. Masterl
23. Venori, Conqueror of Peloria
24. Venharl, Plunderer of Dara Happa
25. Korlmar
26. Saronil
27. Hadager, whose bull Vesten killed
28. Orlmast
29. Haradangan, who broke the Corrupt Council
30. Orlmandan
31. Garindath, who was killed in battle
32. Korlager, friend of Two-pair Heroes
33. Harabos the Desperate, who was killed at Vanntar
34. Owenreth the Exile, who had no home
35. Garindath the Great Rebel, killed at the Battle of Night and Day
36. Korlager, the Wicked Fox
37. Harabos, the Desperate
38. Owenreth the Exile
39. Arkat, King of Battle
40. Orvanfalar, killed by a dwarf
41. Londaral, who destroyed Gbaji
42. Orldaran, who raised the roof
43. Lodaralest, called "wifeless"
44. Manabandar and Selenkor, the different twins
45. Harasaran, Arkating killer
46. Anlondaral, Shadowfighter
47. Unestaros Forkbeard, who invaded the tunnels
48. **Hardros Hardslaughter**, the Peacemaker
49. Manavar Blackhorse, Wyrmslayer
50. Darelmal, the Spear-stander
51. Tarkalor Two Beard, killed by his wife
52. Hardros the Grizzly Man, Lord of the Trident Men
53. **Severen Sevenstrike**, the Trident Man
54. Dastal Shouter, Trident-bearer
55. Manabrar Silverhelm, who chased the bee woman
56. Derastal, the Man of the Mountain
57. Senlanth Chest-breaker, Obduran's Sacrifice
58. Dardastal Silverhelm, called "Helm and Trident"
59. Andrinador Flightspear, who lost the spear duel against Chest-breaker
60. **King Thanlanth Noble-shield**, the Great Leader
61. King Berevenos, Orastan's King
62. Nevenos, possessed by a dragon [to 775]
63. Orimandan the Red, dragon food
64. Obduran, the Dragon King
65. Isgangdrang defeats Traditionalist Resistance
66. King Androrfin of the Hendrikings
67. Ivanstaval, the Hidden King
68. Orvanstavales the Hidden King
69. Oranvil, the Clever
70. Vestorfin the Dodger, Tribeless King
71. Elmaldes the Bandit
72. Dingorsvan, Keeper of the Regalia
73. **Orvamarth the Weasel**, who was King
74. Androrfin, who defeated Zistor
75. Beselbarn, stupid technophile
76. Andrin the Mover, who established the Dragonbreakers
77. Andrin the Stag, killed by his subjects and his wife
78. Andrin Halfcloak, killed by wyverns
79. Orstevin the Poet, whose words made magic
80. Orsaldes Treeringer, who made the trees grow
81. Andrin the Conqueror, Lord of Arrows
82. Andrar, whose Trickster destroyed Slontos
83. Davisin Ironspear, the Prisoner of Esrolia
84. Berevenos, lord of Barans Breakearth
85. Manavar, cursed by Hot Beb
86. Andrin the Short, who died in Dragonkill
87. Velhendrik, who lost the South Adjusted Lands
88. Velorlanth the Unlucky
89. Desarvinos, who Fed the Stones
90. Finelvanth the Flyer, the Adventurer King
91. Deserlanda the Queen, the Great Queen
92. Ivanstaval, slain by the Volsaxi
93. Volstaval Ivanstavallsson
94. Forndrin the Unlucky
95. Elmaldes the Strong, also the Wise
96. Orgar the Wise
97. Androrfin Rainface, who made the jokes
98. Selellanth, who saw the Red Moon born
99. Aventevis the Peacemaker
100. Silkinister the Thunderer, Lord of Dak
101. Elmaldes Blue Eyes, King the Old Way
102. Starkvaldes, the Fighter
103. Elmaldes the Sailor, Lord of the Ship
104. Andrin the Stouthearted, killed by Belintar
105. Darorgar the Clever, killed by Belintar
106. Volreणा, the Esvularing woman
107. Bararestol, killed by Volsaxing liberators
108. Andrin the Lucky, Servant of Belintar
109. Dingerlant, the Southerner
110. Vostarhendrik, the Burner
111. Daresvul the Fisherman, killed by his housemaid
112. Finsteren, killed by Chaos
113. Urvaresrol, the Bad Queen
114. Gestenen, who begged from the Uroxi
115. Tanandarg, the sorcerer
116. **Sartar the Transformer**, who freed men
117. Saronil, slain by dwarves
118. Jarolar Longstride, Victor at Karne Farm
119. Jarosar Longarrow, also called Hothead
120. Tarkalor Trollkiller, High King of Dragon Pass
121. Terasarin, killed by a Lunar Shakebeast
122. Salinarg the Doomed, who fell to the Empire
123. Kallyr Starbrow, Brilliant Warlord

THE DAWN AGE

FROM THE FIRST SUNRISE TO THE DEATH OF GBAJI, 0 S.T. TO 475 S.T.

SETTLEMENTS AT THE DAWN

I put this and the next list together because I needed to see just how *small* the tribes had been before and during the Harmast era. This is a listing of (many of) the significant places in south/central Genertela at the Dawn.

These are given as sites because most populations clustered around a single site, and were so small that they had only little influence beyond. Most peoples did not really share borders, but lived with wide areas of Elder Race inhabited wild lands between each other.

The listing is alphabetical, regardless of size or inhabitants, and follows this format:

FORMAT

NAME (OTHER NAMES)

- brief description
- location
- Inhabitants, or often, people who gather there at its holiest day
- Lifestyle
- Culture, or significant aspects of tiny cultures
- Primary Deities
- Other Notes

UZ HABITATIONS

AKEZ LORADAK

(EBONGLOSS, PALACE OF BLACK GLASS)

- Divine palace, uz temple center, trade center
- On the Shadow Plateau
- 6,000 trolls
- Troll
- trade, hunter gatherer, underground farms
- Argan Argar, Esrola
- Ezkankekko (the Only Old One) rules from here.

AKSENA ZA

- Tunnel complex
- Yolp Mts.
- 2,000 trolls
- hunter gatherer
- troll
- Zorak Zoran, Kyger Litor

EZKORO ROKO

- Massive tunnel complex
- In Halikiv
- 3,000 trolls
- hunter gatherer
- troll
- Kyger Litor

ARANEA KAD (CRAGSPIDER'S MOUNTAIN)

- Crude palatial temple
- Dragon Pass, north east
- 500 trolls
- hunter gatherer
- troll
- Kyger Litor

HOMBADAKA BOKO (DANCING GROUND)

- barren valley
- trolls
- hunter gatherer
- troll
- Kyger Litor
- Trolls

ELDABRI BOKO

- sacred site, trading fort
- ?
- 300 trolls
- trade, hunter gatherer
- troll
- Argan Argar, Kyger Litor

KEDESTAGI ENDOBOKO

- trading fort
- ?
- 500 trolls
- hunter gatherer
- troll
- Argan Argar

ALDRYAMI POPULATION CENTERS RIST

- Aldryami Forest, Great Tree
- SE of Yolp Mts., to Erinflarth River
- 800 elves, other Aldryami
- wild horticulture
- Aldryami
- Aldrya pantheon

ESTON

- Aldryami Forest
- Elder wilds
- 300 elves, other Aldryami
- wild horticulture
- Aldryami
- Aldrya pantheon

ARAKON

- Aldryami Forest, Great Tree
- in Arstola Forest
- 2000 elves, other Aldryami
- wild horticulture
- Aldryami
- Aldrya pantheon

MOSTALI TUNNEL CITIES**KARUR BENVEKARA DASTOGA**

- dwarf underground city
- Jord Mts.
- 2000 dwarfs
- mining, trading
- Mostali
- Mostal

DENERA DALA VO

- dwarf underground city
- Imther Mts.
- 8000 dwarfs
- mining, trading
- Mostali
- Mostal

KARUR ELAR TARAS (GREATWAY)

- dwarf underground city
- Rockwood Mts. by Dragon Pass
- 5000 dwarfs
- mining, trading
- Mostali
- Mostal

DEZIRAMKO CHO AL KALAD (GEMBORG)

- dwarf underground city
- Vent (large volcano in Caladraland)
- 1000 dwarfs
- mining, trading
- Mostali
- Mostal

HUMAN SETTLEMENTS**JON BARAT (GOD FORGOT)**

- Hidden town
- Leftarm Isles
- 200 people, who called themselves Ingareens
- farming, gathering, fishing
- Malkioni

PARANTIKOR BEL**(IVORY PLINTH, NEEDLE, TUSKER TOWER)**

- Temple village
- Between Snakepipe Hollow and the Rockwood Mts.
- 400 humans
- hunter gatherer
- Aramites, humans who ride tuskers
- Orlanth
- These are human beings, led by Aram Ya Udram, who is the human being serving on the Unity Council. [Later, after Aram's death, during the Second Council, these people turn to worship the darkness demon guardian of their temple, and become the "half-trolls" of later times.]
- Tall ivory colored tower, a single tusk from gigantic boar. It is among/atop stone buildings. Tower is 400 feet tall, 25 yards around at the base' one entry

TOR BALUR (LATER PLAIN OF STONES)

- Sacred Site
- near Red Wyrn River
- 150 humans, Balurgans
- Sacred Horticulture
- Old Earth type culture
- Balurga (earth goddess), Verhil (earth son/husband)
- Hillfort-style holy centers, with underground temple

ALKOTH

- Small city, temple center
- Junction of Oslir and Erinflarth Rivers
- 2,500 humans, called (Slavers, Killmen, etc.)
- Urban agriculturalists (rice, irrigation)
- Dara Happan
- Shargash, Oslira, Bijiif
- Alkoth City contains many shrines and temples to the Shargash pantheon

TOR VARA**(EVENTUALLY SITE OF CITY OF HORTUGARTH)**

- Sacred site
- near Red Wyrn River
- 150 humans, Balurgans
- Sacred Horticulture
- Old Earth type culture
- Balurga (earth goddess), Verhil (earth son/husband)
- Hillfort-style holy centers, each with underground rituals
- temples.

BERENSTEAD

- Hillfort village, temple center
- on the Black Eel, south of its confluence with the
- 1,500 humans, called Berenethtelli
- Agriculture
- Heortling
- Orlanth, Ernalda
- Hill fort encloses Temples of Orlanth and Ernalda, Barntar and Redayalde, and Hyalor

BERTHESTEAD (ARROWSTEAD)

- small stead among marshes
- about ten miles from the confluence of the Black Eel and Oslir
- Rivers.
- 200 humans, called Deleskarings
- Horticulture, trade of arrows to neighbors
- Heortling
- Odayla (hunter), Deleskar (arrows)
- Joranos the Archer created this when he shot an arrow into the air and, after much search, found it again where it had grown into a patch of arrows, ripe for picking. He appointed Deleskar and his family to tend the sacred brush for him until he returned (he never returned).

SOLUNG PLATEAU

- Cave temple
- 300 humans, called Caladrians
- horticulture (slash and burn)
- Karkudja (a.k.a. Caladrians, firemen, blazeheads)
- Caladra, Volcanic Goddess; Kudja, ancestor god
- Solung Cave was where these folk emerged from beneath the ground to tend to the skin of the volcano gods. These humans unflinching follow the commands of the dwarfs of Gemborg, who still live inside the Vent. Tessele is the demigoddess leader of this tribe.

ENDAKA (DITAL'S CAVE)

- Clan Gathering Site
- About 120 miles from the mouth of the Gorping River
- 100 humans
- hunter gatherer
- Ditaling, Small clan on the Gorping River
- Dital, a hunting spirit
- Autumnal meeting site, nearby is secret site where Dital was born.

NOCHET

- Cyclopean walled town, several temples
- Choralinthor Bay, at mouth of the Creekstream River
- 3,000 humans, called Esrovuli Tribe
- Agricultural
- Esrolian culture is matriarchal and matrilineal
- Esrola, Argan Argar
- Nochet, the great walled city, with many shrines; The Esrovuli Tribe began with the women of the Kodigvari tribe, after all the men were slain.

KORAYAKA

- the forbidden island Necropolis
- island on the Bakana Lake, Malthin River
- a couple thousand dead
- rotten
- inert, but potential undead
- Ty Kora Tek
- These are dead from an age forgotten by the Esrovuli. In the Darkness undead came from this place, until the Strong Man built a dam which made the lake that surrounded the necropolis.

URDRAYSTEAD

- Hillfort village, temple complex
- on the Oslir River north (downriver) from Kordros Island
- 1,200 humans, called Forosvuli Tribe
- Agriculture
- Heortling
- Orlanth, Ernalda (and Urdrya, the cow goddess)

SERIASDOVA (TEMPLE OF SERIAS)

- Temple to Orlanth and Ernalda
- upper Marzeel River
- 200 humans, called Garanvuli
- Agriculture
- Heortling
- Orlanth, Ernalda
- This is another of the small Star Tribes, saved by their leader, Garan. Serias was his lover, who was the cause for his descent.

MRALOTHENYI (PIG HOLLOW)

- Sacred Rooting Ground for tribe
- in the Old Woods, south of Skyreach Mts.
- 400 humans, called Harandings
- hunter gatherer
- Pig People, with nobles riding upon huge tuskers
- Orlanth, Esrola (Ketha)
- Compliant servants to the elves of Arstola Forest

DEKSARHILL

- Orlanth Temple
- on the Upper Black Eel, named after Deksar the Grey,
- 800 humans, called Infithtelli
- Agriculture
- Heortling
- Orlanth Greybeard, Ernalda
- Deksar was a Lawspeaker who began the recitation of Vingkot's Lawhere. [The monster Black Eel apparently does not go into this stretch of the Black Eel River, perhaps because of its shallowness. It is likely that the smaller spawn of the eel are here, but poseless threat.]

HOJASINESTEL (THE BARKING GROUND)

- Sacred Autumnal Gathering Place
- north of Black Eel R.
- Hunter/gatherer
- 1,000 humans, called Jajalarings
- Jajalaring, a.k.a. the Three Dogs, The Dog Peoples, Three Dog Folk
- Jajagappa, Keratora, Aryela
- Generally these people occupy the lands north of the Black Eel and east of the Oslir, but are known to cross over to the west of the Oslir and on rare occasions south of the Black Eel (mostly to trade maybe humans).

KARSE

- Stone fort, very strong; harbor
- 200 humans, called Pelaskites
- Fishing, trade
- expert wooden boat makers
- Choralinthor, Pelaskos

KOROLSTEAD

- upper Oslir (modern Grazelands)
- 900 humans, called Koroltes
- Agriculture
- Heortling
- Orlanth, Ernalda

URAR BAAR

- Trading Fort
- at the confluence of the Black Eel and Oslira
- 100 trolls, 300 human slaves, called Lenesterings
- trading post
- Troll (Uz)
- Argan Argar

KARFONSTEAD

- Hill fort with village
- Kordros Island
- 750 humans, called Liornvuli
- Agriculture,
- Heortling
- Orlanth, Ernalda

MARANABA

- Temple of Maran Gor
- at foot of Kero Fin Mt.
- 200 people, Maganites
- Sacred Horticulture, Temple Keepers,
- prehistoric Earth
- Maran Gor the Earth Shaker

NOGATEND (THE FEATHERED BOAT(S))

- temple on largish boat(s),
- Black Eel and Oslir Rivers, mostly south of Riyestan
- 1,000 humans, called Nogtendites
- Fishing, gathering
- weeders, eelies (i.e.- guys on the eel river)
- Jadarenasa, Mother Loon
- These folk benefit from an ancient pact between their goddess and the Black Eel. Upon need, the boat Nogatend becomes a huge living loon, capable of destroying the great Black Eel. [They actually have several of these boats which ply portions of the river, but no one else knows there are several.] The boats are made of reeds and are highly decorated with many types of feathers

ULANINSTEAD

- hill fort, town and temple complex
- near the Quivin Gap
- 1100, Orgovaltes
- Agriculture
- Heortling
- Orlanth, Ernalda

PENENTELADA (PENENTEL'S CAMP)

- walled town, temple
- on Aggar River
- 800 people, called Penentelli
- Hunter gatherer
- Heortling
- Orlanth the Hunter, Lady of the Wild
- Includes the savage Skanthei clan (which remains there on maps for
- a long time)

RIKALRA (THE FLOWER GROUND)

- Temple Garden
- west bank of Oslir and north of the Black Eel confluence, in Dara
- Ni
- 300 humans, called Riyestans
- Horticulture, intensive gardening
- Syllilite, but with especially close relations to Rist elves
- Riyesta (Earth Mother), Kemar (Seed Father)

SEDENORSHILL

- hill temple, near (unused) extensive dolmens, etc.
- just north of Shadow Plateau
- 300, Sedenorvuli
- Agriculture
- Heortling
- Orlanth, Ernalda
- Here the Star Hero, Sedenor, descended to save the first of his clan from Chaos

SIDARA

- Large field, with a stone goatish statue in center
- Imther Mountains, in a pass in the south
- 300 humans, called Sidarsi
- Pastoral (goats)
- Sidarsi (pre-Imtherian)
- Sidar the Horned (Goat Father), Miapora (Goat/Mountain Mother)
- These people were the only humans who had regular communication with the dwarfs of the Imther mountains).

(GRIZZLY PEAK)

- Sacred Orlanth Hill
- just east of Liornvuli Island.
- No permanent residents

STRAVULSTEAD

- Town, temple enclosed by cyclopean walls
- Dragon Pass, east of Kordros Is.
- 1,000 humans, called Stravuli
- Agriculture
- Heortling
- Orlanth, Ernalda
- here Stravul settled and his followers gathered after his leader, Joranos the Archer, was killed and his lands cursed.

CAFOL

- large town, temple complex
- northern Sylila, about 60 miles south of Alkoth
- 2,000 humans, called Syllilings
- Agricultural
- Syllilite
- Orlanth (?), ?

GRASSY BATER

- (holy site)
- location?
- ?humans
- ?horticulture
- ?
- ??

NAME? (ARROWSTONE VALE)

- Use?
- in Dara Ni
- ? humans, called ?
- Horticulture
- ?
- ??

VARKNATHENDAR (NEAR LATER VORANEL)

- Autumnal gathering site
- Lakrene, on middle Erinflarth R.
- 1000 humans, called Talastarings
- hunter gatherer
- Talastari
- nine minor spirits
- the "nine Talastari clans" includes the Lanisti clan

LOLON

- village, holy site
- 1500 humans, called Vanchites
- Hunter gatherer
- Vanchite
- Helical the Sun, Negalla the Green Woman
- Where Helical used to sit in judgment

(HILL OF GOLD)

- Although the Hill of Gold is in their land, it is not a holy place to them.

GOROLFSTEAD

- hill fort, temple
- on the upper Forantin River (in Billiz)
- 600 humans, called Vestantes
- Heortling
- Agriculture
- Orlanth, Ernalda

ARAU (GOD HOWL)

- Sacred grove
- in the Dog Hills
- 250 humans, called Votanki
- Votanki, dog people
- Hunter gatherer
- Votank, Brother dog

ZULOX

- Sacred breeding site
- in Tork
- 300 humans
- Pastoral (goats)
- Zarkosite
- Durbaddath (Father Lion), Uryarda (Mother Goat) and Zarkos (their
- human child, mistakenly called Votank in *GRoY*.
- These people may, at the dawn, be larger in numbers and already in Garsting and Jarst, or they may yet to be driven to those places later when Vanchite aggression drove them thither.

OTHERS**HORSHASSU**

- dragonewt capital
- near Kero Fin
- 5,000 dragonewts
- hunting, raising demibirds, extortion
- dragonewt
- dragons(?)

BEZDURON

- Wasp Nest Cavern
- NW Stormwalk Mts.
- 100 pygmies, called Bezjalaf
- hunters
- Bezjalaf ride on gigantic wasps

DELUR EYRIE

- Cliffside nesting eyrie
- Skyreach Mts.
- 50 Wind Children
- Hunting
- Wind Children
- Orlanth

KARALUR EYRIE

- Cliffside nesting eyrie
- Rockwood Mts., north of Dragon Pass
- 100 Wind Children
- Hunting
- Wind Children
- Orlanth

VERALUR EYRIE

- Cliffside nesting eyrie
- Skyreach Mts.
- 250 Wind Children
- Hunting
- Wind Children
- Orlanth

SERID YARKASSA (CITY OF AMPHOBOS)

- Magical town/port
- Rightarm Isles
- 300 people, 700 newtlings, many others
- fishing, gathering
- newtling (humans are Pelaskites)
- Choralinthor, Pelaskos

THE HEORTLINGS C. 100 OR 150 S.T.

Around 100 to 150 or so.

NB: All of the tribal regions actually interpenetrate each other quite a bit along the borders.

BERENETHELLI

12,000, through Saird, 2,000 Jajajaring friends in woods and Imther Hills 300 Balurings

Befriends the Nogtendos and crosses the Black Eel and Oslir, quickly expanding close by and making a very strong tribal center. Further settlers go north on the smaller rivers into Saird, bringing word to the Jajajarings and taking the lowland farming lands. The dogs keep the highlands, happy with it probably. Ura Baar, a supposedly "neutral troll post," is surrounded entirely by Berenethelli settlements.

Some Berenethelli clans and group go further, into Vanch, but generally for the sake of freedom, and shun their ancestry in favor of being Vanchites.

FOROSVULI

9,000. Also off to a good start, and working from a core to consolidate along the Oslir River. Avoiding the Berenethelli downriver, they went up. Early on accepted Liornvuli as inferior Orlanthi, but they refused and went on. Have kept a strong center, with

INFITHELLI

3,000. Another 3,000 or so have migrated northward (Talastar) and southeast (Slontos).

LIORNVULI

4,000. Winners in the struggle for "Who owns north of the Spine?" (Spine = continental divide which runs through DP) Another 2,000 have departed.

STRAVULI

2,000. Losers in the above-named struggle. More than 4,000 of these people have been killed or departed for elsewhere.

SEDORNOVULI

Whoooooops! off the map! Gone, in a good Orlanthi struggle against the Koroltes for who should run the rites at Sedenorshill.

The survivors packed up and went away, and no one knows where they went.

For a long time. They went to where the Lanisti are, and settled in to run that pass as savages. They went on unrecognized until they finally had the King of the Koroltes and his family passing through when they revealed their identity. This was the "Laugh of the Lanisti," and was shameful because the Orlanthi king had to submit to an Issaries priest.

KOROLTES

7,000. Along the uppermost Oslir, and across the Spine all the way to the River.

Very robust Orlanthi in these kings, and they like to go about challenging others. hence, there are very few clans in their territory who are not members of this tribe. They forced the Sedornovuli to move away into oblivion and everyone knows the "Heden's Challenge of Arekon." (Arekon will be changed.) Heden was the Sedornovuli king who listened to the words of his fat merchant and, as a result, sold off their sacred ancestral site for "a whistle, a dog, and a rock." Arakon brought them, even though the whistle was a fart from Urox, the dog was a sacred dog from the gates of the underworld, and the rock was a piece of truestone. Arekon had relatives in Imther who helped him find the gates to their dog hell, and with that dog Arekon tracked down a demon which had cursed an Urox warrior of Prax.

Arakon shamed him into giving up his piece of Truestone, and with the dog ran all the way back to Heden. Arakon nearly failed when the Uroxi nearly attacked Heden first, but Arakon made him do the full bull challenge, which always includes a bout of stamping and farting (and if we are unlucky, full emptying of bowels before combat). The dog held Heden in place during this. Then he turned the critter on Heden, who was killed. Only the fat merchant survived the Uroxi's rage, and he won a great amount of money on a side bet which he had placed.

ORGOVALTES

8,000. Not much competition for the whole of the Creek, Stream, and the south side of the River. Powerful, centralized. Some settlers had left of course.

Usual peripheral allies being subsumed into the tribe as weird but well known clans.

GARANVULI

The Hero Tribe. 1,000. These guys live at the edge of the chaos forests of the highlands and don't have much fun. At least adventurers pass through here and hire guides, etc.

PENNENTELLI

3,000 + 1,000 nearby

Concentrated central area, surrounded by many fiercely independent clans in the Aggar hills all around. Many of them not of Aggar origin, either. Couple thousand of these guys have gone to Talastar and Vanch.

VANCH

2,000 misc. Orlanthi clans (federated to fight against Alkoth.) 1,000 misc. DH immigrants (fleeing from Alkoth, are all 2nd class citizens) 5,000 Raccoon Peoples (family/clan groups, including many who live among the Orlanthi settlements and work as they do, as well as traditional bands in the woods and hills. Their territory overlaps into Imther, and they have a loose association knowing this.

SYLILA

8,000. Growth slowed early by Alkoth devastation tactics. Have a High King, who commands about half of the tribes from his stronghold at Cafol.

TERARIR

A huge area which is essentially going to become The Warground.

This is a mixture of DH refugees, late post-Hyaloring lords, ambitious Heortlings, Sylilans, and Vanchites, dotted with Alkothic stronghold outposts. (And whatever other tiny populations survived her, where we have not really detailed...) Though perhaps not urban, I think that this is probably more proto-urban than any other unit listed above. Maybe these peoples are even, for this short period, the transition zone, undefined by name, but where the secrets passed each other. Maybe they are the first ones who came

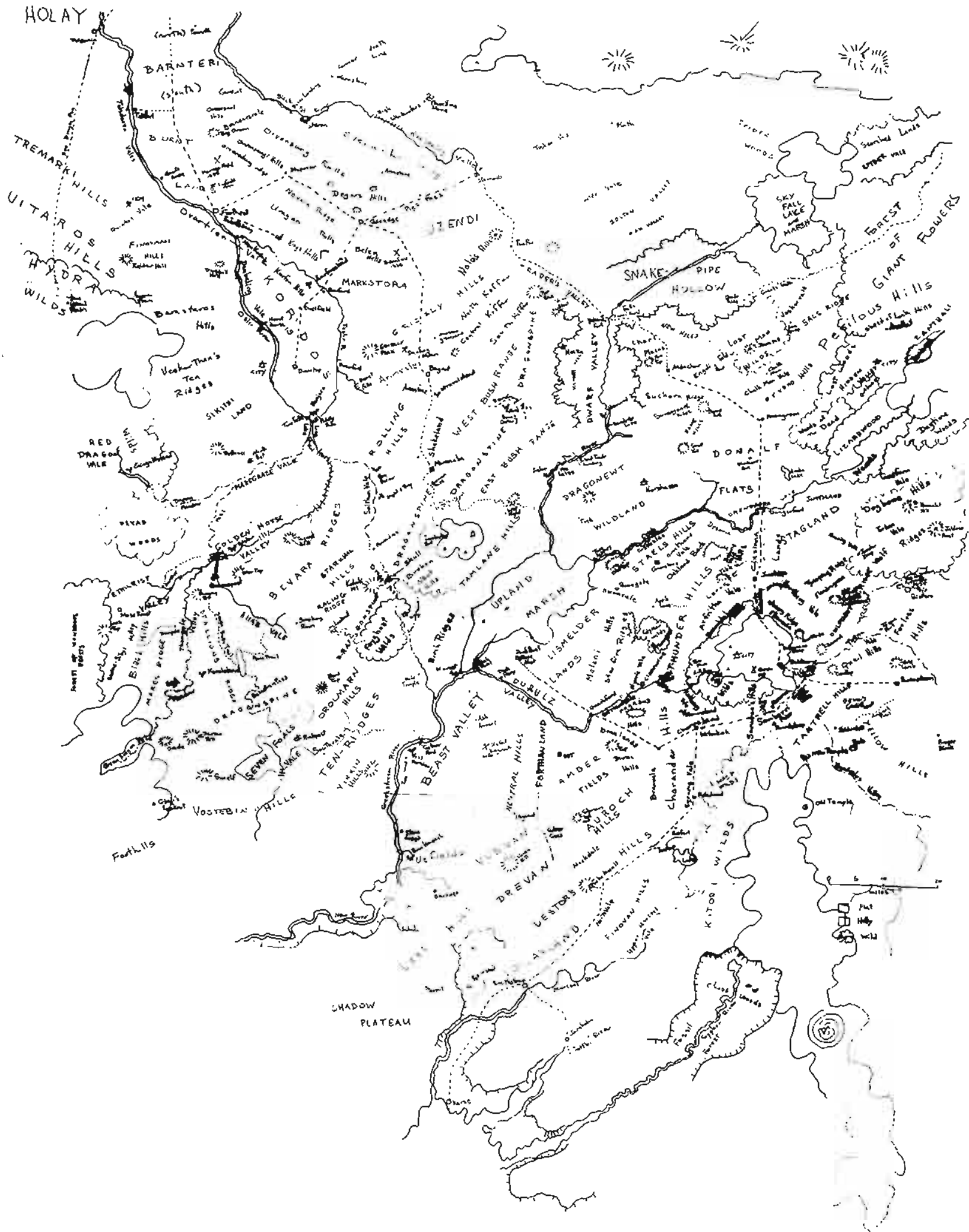
up with this political idea like this (opposed to DH, I note) and take it to Dorastor.

DARANI**TALASTAR GROUPS****DORASTOR SETTLERS****ESROVULI**

20,000 Esrovuli Tribespersons, 1,000 Pelkites (fishermen) in cities, 2,000 foreigners.

Nochet is the largest city around here, having almost 3,000 people in it, in all. Its queen keeps close relations with the other peoples scattered around the Mirrorsea and the creatures within its waters. She has a trade agreement with the Waertagi.

HEORTLING LANDS MAP



FIRST AGE STORIES

These sections are taken from the combined Lokamayadon, Vargast and Harmast Sagas.

MISSIONARIES OF THE UNITY COUNCIL

Before Urox killed the devil, the whole world was ruled by chaos. Winter had no end. Nearly everything died, except for those few groups, clans, and families which held to some fragment or secret that kept them alive, and allowed them to fend off the chaos monsters. But at best, those groups were small and lived in fear and starvation, often resorting to monstrous actions to survive.

One place which was different was the land we call Kerofinela. There, uniquely to the whole world, bands of survivors worked together despite history, myth, and hunger to destroy the chaos army in their land. A great leader who was able to communicate among races brought strangers together to resist their common foes. What he made was called the Unity Council.

The leader was a demigod named Ezkankekko. He was the Reconciler. To suit everyone, had no set shape, but always appeared to be of whatever race the speaker was. Even if two looked at him at once, they each saw a leader of themselves. When Ezkankekko spoke, each heard whatever tongue they spoke, even if dozens of creatures were there.

Ezkankekko's parents were gods. His father was Argan Argar, a god who invented language. His mother was Esrola, whose body is all of the land called Kethaela, which is everything south of Kerofinela to the sea. From such parentage, his power was great, and he didn't squander it. The uz sheltered him from chaos. Ezkankekko kept the uz together in return, and when they asked to devour a part of him so they could go on he agreed on one condition, which was that they would be loyal to him afterwards if they survived this. So he was sapped, but not squandered, because the uz drove off chaos from their realm, then set to clear the Above World too.

Ezkankekko was a giant among people, whether human or uz. He went among the various leaders of the humans, the stony Mostali, the wooden aldryami, and the gold-wheel yardon. He found certain among them agreeable to the plan. Those which disagreed were all destroyed, because they were alone. Those which acted together drove off the demons, destroying them across all of Kerofinela and Esrolia.

Afterwards, under the guidance of Ezkankekko, the many races formed a place to get together to speak to each other, and work out the problems of their mutual defense. This was the Unity Council, and as long as it was united the beings were able to keep chaos out of their lands. The killing cold was reduced there, a dull light lit them sometimes, and they mastered the winds when Heort began to worship Orlanth again.

At Dawn, they were there, used to working together, and happier than ever that the sun rose upon them. Their numbers grew quickly. Some of them traveled, and they made a frightening discovery.

Most beings, whatever race they were, which had survived outside of the Unity Council were not aware of the

Dawn. They didn't feel the warmth, recognize the food, or seek to better themselves in any way. The first human that they encountered simply died of fright.

Ezkankekko, though, spoke in person to many of these terrified strangers who had been captured. With him were humans, aldryami, Mostali, and others who learned this way from him. Ezkankekko taught the newcomers how to see, and without violence or magic he let them experience the Dawn. Once they saw it, no one lost it.

The dawn residents of Kerofinela were not selfish. They had survived through the Great Darkness, and they realized that the world farther around them had not done so well. For the first year after the sun rose the members of the Unity Council spent time traveling more freely, and visiting each other. Everyone was very happy to do this, which was quite new.

After only a few years of consolidation, the peoples of the Unity Council expressed their sincere concern for the less blessed peoples of the lands around them. They organized small bands of missionaries, sometimes of one people and sometimes of different races, who went to teach their secrets of peace and abundance to any who would listen. They brought the Dawn to the world.

Teaching these things to the suspicious, frightened, fearful peoples was not easy. Typically, the first contact would be from whatever race the missionaries had discovered. Thus elves went to the aldryami, dwarves to the Mostali and so on. The process was slow, but most often yielded good results.

The Unity Council began to receive requests from the new folks to become members. The first group was the Arstola Forest Aldryami, then also the Gemborg Mostali. After a while so many peoples had joined that they called themselves by a new name. The larger organization was called the World Council of Friends, and for a hundred years no one much disputed that self assessment.

HISTORY OF BEAUTIFUL DORASTOR

Dorastor was first settled by the Yoke Clan, from the Stravuli tribe. Kalasmas the Settler was a son of Kalanth the Plow Priest. His father was Kalasmas, and his father was Durpar, and his was Kors, who was named to be the chief of the Yoke Clan by Heort the Great. Chief Kors had been a famous fighter among the Vulture Campers, and even today people go to the place where he was killed to pray for victory in dire straits.

Kalanth was a sacred plowman who never seemed discouraged at his tasks even when no sprouts rose, or when the red rats devoured everything on the night before harvest was to begin. He had a shrine to Barntar, his ancestor. He was with King Orstohra when they worshipped all night before the Dawn, and saw the first sun rise. He was a member of the Ring of the Stravuli and it was he who recommended and led the Stampede, still popular in tragic folk lore and poetry.

The Stampede tells how Kalanth arranged for the stampede of a herd of thunder walkers against the walls of the Liornvuli fort of Kordros. Kalanth's king, Sarlanth the Bold, then bore off the wife of Liornvuli's own king. Queen Durlindia renounced her marriage at the next Ernaldia rite, and then married Sarlanth and King Sarlanth's army and his wife's bold plans frustrated and ridiculed Liornvuli attempts for vengeance. They lived happily ever after, and died old and at peace in 109. As their funeral pyre was being laid King Dargos led an army from Liornvuli hauling Culgak, a trebuchet that hurled buckets of fire and withstood all magic, weapon, and creature which tried to destroy it. Kalanth was killed defending his king at the fort of Beken's Well. Within two years all the Stravuli clans west of the Spine had submitted or fled from their ancestral lands around Mount Grizzly and over the Spine.

Kalasma was just a young man when the Liornvuli slew his father and the tribal leaders. His mother submitted the Yoke Clan to be tributary to King Dargos when they came riding into the stead. Then she sent Kalasma with a message to old King Orstohra, and set the rest of her clan to packing. Kalasma returned with an edict from the High King promising protection to the Yoke Clan as it migrated from its ancestral home, and in return the shield clan promised allegiance to the High King, and the normal annual gifts. When the next spring thawed the lands of Kero Fin, nearly the entire clan got up and departed, setting westward to lands which they had heard about.

Their move was not unusual, though the method of escape by getting the High King's protection had never been done before.

But in the century since the Dawn the predawn homesteads had grown far too crowded. Outlying farms were begun in the open areas, and even some new nearby regions were cleared for new settlements. It wasn't enough. For instance, the Stravuli had numbered less than a thousand people at the Dawn, including every elder, adult, and child. A century later they had quadrupled, and promised to keep growing as long as there was room to live in. When neighboring clans or tribes quarreled over an adjacent region, many found it easier to go elsewhere rather than fight.

The Yoke Clan wandered, carefully avoiding fights and keeping the king's good will. They spent the first winter in a camp and were guests of the High King. Kalasma's mother stayed there and was one of the nurses for the old High King.

Kalasma went to Dorastor because he had heard it was empty. The young chief always welcomed any of the Lifebringer missionaries who had finished their task. Most had some report about a miracle they had seen, perhaps a fabulous well, a speaking gravesite or spirit tree which promised bounty for worship. Those were the places where the first clans moved to, and later many of their descendants became tribal leaders around those wells, graves and trees.

Kalasma chose Dorastor. Moving carefully with his clan, he reached Dorastor in the year 114. Dorastor was a wide and pleasant land. Indeed, as the uz and aldryami had reported, no humans inhabited it at all. No savages, no wild

folk, no lost folk, or monstrous humans at all. The rich lands were excited when he sacrificed to his gods. He formalized relationships with the local aldryami, the river spirit, the four speaking animals and the Likiti of Dorastor, following the examples set forth in the Unity Council. Kalasma himself built Yokestead upon a small hill on the riverside, near the center of Dorastor. He cut the first furrow with a team in the great clan yoke. Rather than concentrating everyone there, though, he sent his companions farther away where they all made clan claims to the best lands and holiest places. Thus when more newcomers arrived the Yoke Clan were the natural leaders. No raids or war were there, good houses kept out winter, and children always outnumbered adults for a century. Only a few feuds broke out, and were all settled.

Each generation in Dorastor had its leaders, famous people and heroes. After settlement Aerial Gadmus mapped the whole valley from above, and Estes made the Talking Grove, which prevented miscommunication with the aldryami as long as it lived. After that Vyrope discovered the dormant goddess Dorasta and brought the aldryami Awakeners to the site. After that every field that Vyrope blessed in the Rainy Season bore double, and she spent most of her time traveling and teaching others the goddess' rites. Kulebras was her husband, who braved Vorios Mountain and came away with the great sword, Ironbreaker. Anyone who bore it was the best fighter in Dorastor, and many of them were Champions.

Isidros the Dancer was one of their children. He was a follower of Barkuli, one of the local Awakeners whose pipe and satyr dancing reawoke the forces of Nature each spring. Most Orlanthi performed Barntar and Dorasta rituals, and considered the Awakeners to be too wild and strange, for in it men dressed as women and women as men, usually forgot their names, and ate only what they found, often returning home sick and worn. But in these rites they could see the ghosts of life returning to the world as they danced, and even being ill the devotees never complained. Customarily anyone going out to hunt or gather went to them for advice and a blessing.

One day Isidros told everyone about one of his favorite places, but they didn't know about it. They wanted to visit it, but he didn't like being in the wilderness in the summertime. Too many bugs, he said, no good food. Only after his cousin, Kulelanth, organized a company of caterers and bug squashers did they go. Dokat was the name they gave the place. As they entered into its regions songs burst out from amid the dense foliage. Searching in the brush and trees they found a wide circle of painted poles which surrounded a large area. These sang out to announce the name and virtues of anyone who traveled between any two of them in the perimeter. Isidros led the party to his favorite place, which was inside a cave. There was a large basin there which was filled with ice, even though it was summer outside. The people took some ice outside, but as Isidros had said, it didn't melt until they placed it in a liquid. Pleased at this, they looked around some more. They found foundations under dirt and growth, they saw fallen towers spread across the countryside and Iminia, who could sense

where ghosts had been, lost count of the folk who had been there before. They realized these were vast ruins. They hastily performed protective rites, and continued looking around more carefully. Before they left they had found a great scroll that was so huge that it could not be moved. It was made of something no one could identify. Anyone who could read any language could read the scroll.

Kulelanth was fascinated and intrigued, and with his chief's permission he established a small settlement there for study, and many graybeards went to help and learn from the scroll. Other ruins were found, always blasted without trace of ghost, spirit, or hint of who had been there. These were also dug up and studied, often revealing some further wonder that enriched the kingdom.

Soon a strange family came to the fore. Gwalynkus the Good was the foremost. He was the self proclaimed Manifestation of Unity Dorastor, because he united so many races in himself. He was a miracle child, for his mother's father was a dwarf and his father's mother was an aldryami. Furthermore, with Florencia Sillinhalia, one of the last Gold Wheel Spirits, he was the father of Golden Fintalen, who organized all the markets of Dorastor and the cult of Issaries too. These interspecies marriages were, by this century, generally considered impossible or, perhaps, offensive by most people. Yet, as if moved by strange forces, in this family it was common and, because of the great unity that they brought, the family was honored instead of abhorred.

Gwalynkus guided the formation of the great Dorastor tribe. After another century of settlement and migration, the population of Dorastor was so numerous that a tribe had to be made. The Yoke Clan ring was elevated to become the Ring of the Kalasmasings, and new allied clans were created as well, each taking as Founder one of the original settlers. Collectively, they were called the sons of Kalasmas.

Gwalynkus also encouraged closer ties with Kerofinela. He proffered the idea of the Great Council, to keep harmony and friendship in a world that was becoming more crowded. He offered to build a city where everyone could come together for the occasion. He began it before people had agreed, so when they agreed, it was ready. It had areas for each of the great races so that the aldryami elves, Mostali dwarves, uz trolls and yardon gold wheel dancers all felt at home.

Gwalynkus made an offer to donate the city, with many benefits and honors, to the Grand Council if they would move there. They investigated, and much work was begun. Much later, because it was closer to the center of their entire new territory, including those of the many Elder races who were partners, the Council did move. Though the process began in 150, it was not until the year 200 that all the main functions and functionaries moved there.

HOW THE HIGH COUNCIL WAS FORMED

Foreigners changed things. Foreigners were people who spoke tongues which no Orlanthi speaker knew. They wore strange garb, worshipped devil gods, and used terrible magics which at first struck fear into the missionaries. The first among them were the Shadzorings, a race of demon men who hated the light and delighted in torturing and harming all living people. They lived in a god-made city, whose surrounding wall was a single green stone without doors. When the Orlanthi diviners asked their god who these demons were, they learned that they were the worshippers and children of Shargash, the god of wanton destruction.

Shargash hates Orlanth. In the Storm Age it was Shargash who killed Umath. Shargash was the Ultimate Rebel who defied the rule of Orlanth. Shargash tried to many times extinguish faithful Elmal, and nearly succeeded. Only Wakboth finally laid Shargash low, in the Darkness.

In the Grey Age the first visible gods were in the heavens. A few stars, then two planets became visible. The first planets were Shargash and Kargzant, both of them bad gods of violence. They slipped out early, and made more trouble for the world that way. The Orlanth and his companions came into the sky, visible as a bright constellation of seven stars. He circled the sky, spiraling into its center, and reached Elmal and brought that now-dim god to the Underworld to be healed. Orlanth and his companions then returned to the sky and struggled against the rebel gods until the bad ones were conquered and chained to their cycles. Only then did Orlanth give the signal for the Dawn. Elmal, the bright triumphant sun, rose.

The gods have been confined to their paths and cycles ever since. They intervene among mortals only rarely now. Nonetheless, the gods live through their worshippers, and the demands and desires for blood and violence are wrought by their worshippers. The demons of Alkoth, the children of Shargash, no longer rule the world as they did in the Darkness, but they still live in Alkoth where humans worship and revere them. The primeval hatred between Shargash and Orlanth is not quenched. Thus, a hundred years after the Dawn, the worshippers of the gods met again and the bright learning of the Lightbringers was attacked, crushed and quenched.

The Shadzorings were a miserable and perverted race of demons or half demons or demonic humans. They ruled the ancient empire that had been Dara Happa. In the Static Age that land had been the summer palace for Emperor Yelm, but when Yelm was thrown down the people were so helpless that they were easily overrun by these demons. They ruled there for the Darkness, for the Grey Age and even unto the age of the Dawn.

The Unity Missionaries had tried to persuade the Shadzorings to friendship, but those foul demons had no understanding like men or uz. The missionaries then tried to find friends among the slaves and allies that were ruled by the Shadzorings. All was to no avail, for the northern races all feared and distrusted the Orlanthi.

The Shadzorings killed all the foreigners they met. They discovered where these strangers came from, and then they

sent raiding parties which plundered the new settlements in the Oslir valley, and either killed or enslaved everyone, burning everything they could not carry.

This new threat was the first and nearly only topic of discussion in the year 180 ST among the members of the Unity Council. No decision was reached, and a new discussion began about the form and purpose of the Unity Council. Almost everyone present agreed that it was not sufficient to deal with the Dara Happan problem, and so the Council called for a wise man to decide for them. They chose Seritrantor.

Seritrantor was not on the Tribal Ring of Dorastor, nor did he hold a position among the Unity Council. But he was widely popular revered for his judgment and honesty. After interviewing many wise men the council chose to listen to Seritrantor's opinion. Before he gave it, he convinced the council to make a new body to oversee them all. He proposed the form of the council, with six elements and a seventh member to bring Harmony. They agreed only to discuss this, and Seritrantor went and investigated the demons. He went to the land of Terarir, where most of the violence had taken place. He spoke to the survivors of the slaughter, read the blood on the ground, looked into the convulsing airs around the murder and slaughter and returned after a year of suffering from his study.

He said that they faced murdering demons and tribes of savages led by blood thirsty warlords who refused to honor the Dawn and were fighting to return to the Dark. They must fight back.

The Unity Council met again to debate. At last the all looked towards Ezkankekko, their ancient leader who was called the Only Old One. He who had united them all at last gave his approval. The combined folks agreed to make a new body to oversee this war. They made the official positions of the seven High Councilors, and chose the first members to fill them. Seritrantor himself was given the position of Harmony, in order to oversee the war.

The Unity Council gave over their authority and leadership to this new council. Now the people were ruled by the High Council of Genertela. The member peoples granted to this council the responsibility and leadership for all life upon the surface of Genertela. They agreed to the principle of the basic equality of all intelligent life, to the premise that peace is better than war, and the regulation of local standards towards the betterment of all members.

A war leader was named, a man named Varzor Kitor. He was a human of the Kitori people. They who worshipped the same gods as the uz and were fiercely loyal to the Only Old One. Varzor Kitor was called Lord Demon of Death, for he was able to incarnate the powers of Zolan Zubar, a powerful war god who had fought against the Shadzorings in the Darkness. The great sword, Ironbreaker, was given to him as sign of his office. Orders and invitations were sent to all who would join in the war to destroy the demons.

Then they declared war. Among the Heortlings, the black arrow was sent around. War bands collected at the banners of the most famous heroes. Among the uz the great among them organized their people to scout and raid. They

knew these foes from the Darkness and looked forward to settling old scores. A Mostali army, small in numbers but great in metal and magic, came down from the Greatway. Aldryami, shiftless and uneasy in their homes, came to look around for more rootful places.

On the first day of the 168th new year after the Dawn, with the blessing of the Council, the Lord Demon of Death led off the biggest army that had even been mustered. A thousand men, dwarves, elves and trolls marched off as the Unity Army.

The elves moved through the forested lands with ease and found enemy strongholds. When the ragtag army of Shadzoring monsters tried to aid, the war bands surrounded them and slew. When the demons tried to muster in force for assault, the dwarf and human bands shattered them. The uz ate so many corpses of the enemy armies that more and more of them came to eat so well. The uz were eager to keep fighting and eating, and they scouted the way right up to walls of the city of Alkoth.

At Alkoth the Unity Army discovered that the rumors of the city's impregnability were understated. In the land for five days march all around the city all crops or buildings had been burned to the ground. In the center of that starving territory, where the Oslir and Erinflarth rivers met, a vast expanse of marshes hid semihuman denizens that hated everyone in their territory. Amid that marsh was the city, a mile wide and encircled by a wall that was a hundred yards tall. It was a single piece of immortal stone without gates. And finally, inside that wall, was a piece of the Underworld, enclosing within it the dead, monsters, and demons.

The uz were pleased. They had once been underworld creatures themselves. In the Storm Age they came from that awful place and looked forward to being there again. But just the description of Alkoth caused every other being grew to become faint of heart. They all refused to even enter into the treacherous marshes. Lord Demon of Death agreed, and so instead they confined the Shadzorings to the marshes and devastated the surrounding provinces and lesser cities which had been ruled by Alkoth. They did this for years, and sent the treasures back home.

Even with Alkoth confined Lord Demon of Death was not unopposed, and he did not always win. The cities that were freed from Alkoth still feared and hated the High Council army. They sent three chariot armies. One was from the Vonlath tribe, and two from the Hirenmador tribe. These machines drove fear into the armies. They were pulled by horses that seemed numberless. Some had great scythes on their yokes and sides and whirling blades on their wheels. Some hurled huge spears, others loosed great volleys of arrows at once. But mostly, they were fast and light and full of archers. The Lord Demon had no such count of steeds, and so to counter them he brought in an army of savages from Prax. They who rode upon an array of wild animals of the wastelands, like bison and sable antelopes, and he especially hired hordes of pygmy archer people who rode upon nimble impala.

The war lasted over 50 years. The mortal inhabitant of Lord Demon of Death was replaced several times, and never because he was killed. Sometimes the leader was a

man, sometimes an uz and once it was a dwarf. Each tired of slaughter.

Fifty years is the time for a man, his sons and his grandson. After 50 years of war and raiding the families of Dara Happa which had led their tribes at the Dawn had been largely killed off. Of course, new leaders arose among them, and at last those bred wiser men who sought peace from Lord Demon of Death. They sent emissaries to the Lord Demon of Death, who sent them with escorts to speak directly with the High Council. The council gave them all some favor, making allies, tributaries, and vassals, as was appropriate. The Shadzoring empire was weakened. Even the defiant city of Alkoth had so many of its creatures slain that the reign of the Shadzorings ended. Human beings then came forth to negotiate, and they are afterwards called the Alkothings, not Shadzorings. These events shook all the tribes of Peloria, of course, which had lain under the Shadzoring yoke.

In 210 one leader from Kostaddi seized and held the ancient city of Raibanth. He was named Khordavu, and was a man of great cleverness, luck, and charisma whose personal spirit was a god. He negotiated alliances and peace with many tribes in Kostaddi and finally with the new dynasty of Alkoth. He paid tribute to Alkoth and the Lord Demon of Death.

In 230 the tribes of Dara Happa attempted one final battle. Even a band of Shadzorings climbed out of the pits and, though not dead or alive, fought against Lord Demon of Death. The armies met at Argenthril, where magic and traps had been prepared to destroy Unity. A rock from the planet Shargash killed the Lord Demon of Death, the earth opened to swallow the dwarves and the river washed over its banks to drown the uz. But the Unity were strong now, very strong. Though the general was crushed the earth swallowed not dwarves, but the Shadzorings. The waters were turned back by a storm and drowned two hundred chariots. The enemy were decisively crushed. Organized resistance ended.

Khordavu had not attended the battle. He had promised peace, and Raibanth and its allies were left as the strongest state in Dara Happa. Khordavu then revealed that the source of his inspiration and success was the god Yelm. Prophets of the Emperor God appeared everywhere and spirits spoke wondrous words in temples throughout the lands of Peloria. Khordavu negotiated alliance with the city state of Yuthuppa. Khordavu simply awed Alkoth into submission. Once Raibanth, Alkoth, and Yuthuppa were all under a single command Khordavu performed an enthronement ritual which would either prove that he was the incarnation of Yelm, or else kill him. The Lord Demon of Death, with a new host, stood witness to the event.

Khordavu lived, and from the sun descended the mantle of sovereignty upon him. Thus Khordavu proved that he was truly the incarnation of the Emperor of Dara Happa, and that empire began once again, this time in history. Yelm, once the foe of Orlanth, had returned to the

world too. This balanced the troubles. It ended the injustice that Orlanth had done when he overthrew Yelm. Now both gods were present once again, and the world of men came to balance and justice. Many Orlanthi have cursed the day that Lord Demon of Death made peace, and did not require that Khordavu travel to Dorastor for the Council's blessings. But it was right and just. It was so.

THE HIGH COUNCIL OF THE LAND OF GENERTELA C. 411

SEVEN OLD SEATS

1. **Fire** – a Lodril rep from Dara Happa. Speaking Wheel disappeared when Nysalor was made.
2. **Stone** – Lord Angarko the Golden Diamond (simulacrum) aided by Toral the Golden.
3. **Water** – Oslira somebody
4. **Earth** – Taris Sharpthorn
5. **Air** – Lokamayadon
6. **Cold** – King Talsardian
7. **Harmony** – probably the nephew of Seti-Phy-Ranor (gov./ruler of Dorastor)

THREE NEW SEATS

8. **Light** – Holy Estorex, Dayzataran Lord of Yuthuppa, a missionary in Ralios
9. **Magic** – illuminate
10. **Mastery** – Emperor of the Council, held by Emperor of Dara Happa.

SOME POSSIBLE CANDIDATES (UNDECIDED)

- **Lestus Creeping Ivy** – Vronkal from Ballid
- **Saratin Seomale** – Vronkal follower of Yelmalio, now Talastar
- **Roostin**
- **Isidilian the Wise** – quicksilver dwarf of Kerofinela
- **Martalar the Blazing Forge** – dwarf of Gemborg
- **Iron Diamond Voice** – iron dwarf from Greatway

FORMER MEMBERS FROM START

- **Speaking wheel** – Gone
- **Sibilant tongue of Ourobouros** – dragonewt of Kerofinela
- **Master Herds Allosaurs** – Elder Wilds dragonewt. Rebel.
- **That which cracks eggs** – dragonewt of Ralios
- **Charmilla Softspeak** – XU troll, Dagori Inkarth
- **Thorktor Thon** – Kyger Litor troll, Dagori Inkarth
- **Eriayalaia of the Veil** – troll of blue moon

LOKAMAYADON STORIES

These sections are taken from the combined Lokamayadon, Vargast and Harmast Sagas.

At age 28 Lokamayadon performed the Hagodereth Heroquest. It was the year 339. He was already an accomplished Orlanthi at that time, as he had proved on his initiation when he returned with a powerful ally. When he was initiated his clan's patron spirit, Hederl the Listener, had sent him flying to the top of Mount Umatum, which is the southernmost of the Great Mountains of Yolp. There Lokamayadon met the spirit which became his beloved wind, whom he called Bearded Storm. Bearded Storm was so powerful that he once made a snow fall on the midsummer High Holy Day of the Sun God, and another time raised a blast of wind that knocked down a herd of cattle and, another time, a regiment of men. It could cause clouds to cover any sky for a week or more. So Lokamayadon was well helped and ambitious and undertook the heroquest.

Lokamayadon followed the instructions of his intimate wind. A cousin donned an ancestral ewe hide and invoked her 500-grandmother. That was the golden goddess Hethana. She came but resisted speaking secrets until Lokamayadon and Bearded Wind made great promises. Then she told how she got to the land of humans from Sadar's mountain. This had been lost to humans until that time, and is still a secret of the clan.

Lokamayadon, with his closest friends, followed those instructions and reached Sadar's Mountain, which is a pit surrounded by a river. It was well guarded but thanks to the support of his companions he defeated the five guardians and the secret sixth. He then flew upon Bearded Wind to the frigid mountain top and there his dear wind submitted itself to Hagodereth, the way an old ram submits to a younger, more powerful one that has come into the fold.

This quest would have been impossible for ordinary men, but Lokamayadon had guessed or calculated that he had many factors in his favor. First, he knew that Bearded Wind had been on this journey before and though that minor ram god could not tell Lokamayadon what to do beforehand, it was an invaluable aid during the journey. Secondly, Lokamayadon's own clan was descended from Hagodereth, and so the warrior had been on a journey just like this one before. Every boy who became a man had done this when he was initiated into adulthood. So when he went to meet his Great Ancestor Hagodereth, Lokamayadon performed a variant of his clan's initiatory rites. Rather than being an exploration into the unknown dangers of the God World his journey was really another run of the clan's "How We survived the Darkness" story in which the Ram God is brought home. And finally, Lokamayadon's calculations paid off because Bearded Wind was, from the start, a part of the god Hagodereth. It required Lokamayadon's cleverness, insight and courage to reveal this though.

Lokamayadon returned with his ancestor in the form of a supernatural golden ram which he put with his herd, and the ram blessed the herd by mounting the ewes. As a result

the newborn lambs all grew gold colored fleeces. That wool required no dying, and was warm as if it had its own heat inside it. Every several years a lamb was born whose fleece was actual, real gold. The clan grew famous and mighty, and people deferred naturally to the folks in the glowing tunics.

Previously mighty, Lokamayadon was hereafter heroic. He commanded singularly great powers, and many men and women came to compete to be among his companions. Thereafter wherever Lokamayadon went he was urged to tell of his deeds, and he was entertained by princes who wished him to follow them. So many spear thanes wished to swear loyalty to him that he chose only the best, and soon led a mighty war band.

YOU FOUGHT, THEY LOST

"Mystery help them," thought Lokamayadon. He departed from the Council Chamber and walked towards the lofty towers above. His secretary scrambled after.

Palangio would be loosed. Lokamayadon knew the man. He was a pathetic and selfish egotist, so small minded he couldn't see beyond himself when God stood right in front of him. This opinion wasn't how many spoke aloud about the war lord, of course. Most people knew only what they were told to know, and to them Palangio was a great and powerful hero. But Lokamayadon's scathing remarks weren't gossip or lies, but truth. Lokamayadon had seen it, and remembered it.

It was 32 years ago, when the Unity Council was finally destroyed. "You Fought, They Lost," Lokamayadon and the Talastarings called it, laughing again and again at the joking debasement of the Orlanthi sacred myths.

It wasn't easy, and came close to failing. From the start Lokamayadon's allies proved themselves to be near incompetents, so the laughs all came later. But then Lokamayadon had thought for a while that he and his allies were the Disunity Council.

The army marched under a typically ambitious title, being the Great Army of Restraint. Upon its departure the Council had declared this name, for the army was setting forth to restrain the rebels. In fact, its three most powerful and prestigious men struggled to restrain themselves from each other. Each commanded a thousand or more soldiers who were ready to kill on command. Each was a leader admired by thousands more of his people back home. Each was a vehicle for their god. Each had ambitions, and a personal agenda, in addition to the desire to destroy the Unity Council forever.

Lokamayadon the Harmony Wind was certainly as contentious as the others at first. But he had a longer view for success, and he prided his restraint to help achieve their primary objective: the destruction of the Only Old One. He was not harmless, for he was just a man doing his best then. But he at least kept his personal and divine ambitions elsewhere.

Urdrendus the High Commander, overseeing the whole army, was a competent military leader, as he'd proved in the far west. He was appointed by the Council and was their Warlord. As a warrior he was fair, at best, but had some very good weapons which he brought back from that campaign. But he was not expected to ever bloody his hands in a fight, except for the most dire emergency.

He commanded, not fought. His family were bards and chiefs among the Dorastings. Unusually, he was tremendously popular among nearly all the carls throughout all of Dorastor and its surrounding areas. They called him the New Leader and no conversation among them lasted long before someone quoted his latest clever aphorism. Someone actually used Dara Happan signs and wrote down his most sacred sayings, which was copied and passed around among them.

Lokamayadon had read the sayings, "a whole belt full," he said, "Another collection of drivel. Since him and those damned acorns, just more and more drivel." Lokamayadon referred to the speech Urdrendus gave some ten years ago, calling his generation of leaders "the acorns of the Oak's Peace, under the light of Yelm."

Five years later, when the Council broke, thousands of refugees went to his protection, along with several clans which were unhappy with their kings. They were peacefully resettled. A few years later when Lokamayadon finally settled the troublemaker Arstor, Urdrendus' missionaries swooped in, crying "free aid and health to the helpless victims." Lokamayadon watched as they robbed his good people with damned hucksterism. After all, for all the popularity, Urdrendus was empty boasting. He was a clever opportunist and had managed to rise in their regard with every opportunity that required little risk. But though he mouthed Nysalor's words for the commoners, he wasn't Illuminated. But at least, thought Lokamayadon, he is intelligent.

Elmgatum was apparently made stupid by his religion. Lokamayadon knew many Dara Happans who were perfectly nice people, but Elmgatum was a stickler for things that no one else understood or, frankly, cared about. Yet these persistent taboos affected nearly every action the solar general took. Sometimes they nearly came to combat, like over the star comment.

When the army was preparing to leave Liornvuli lands a dispute rose among the three generals. Voices were raised, then tempers flared until General Elmgatum asked why he, A Dara Happan general with a Dara Happan army, should obey the Urdrendus, the Warlord. The Warlord replied.

"Lord of High War and Pure Battle, when your Excellence first came to us you boasted rightly to us of the two stars which you bear upon your banner, and I was the first among all to acknowledge that you are the greatest two star general in the world.

"But I am a Three Star commander. Here are my three stars: you are our Polaris, general, brightest in the sky, unwavering, and true. I am Arraz, the Leader of Commoners from outside your fine city. And there is the Harmony Storm, the ceaseless Broken Ring, who is so inferior it circles your office seven times to approach you."

When New Leader Urdrendus said this he meant no ill, but he spoke of things beyond his knowledge. The Broken Ring was considered to be a horrendous enemy of Polaris, mentioned only with traditional epithets such as Good Target, Obliging Evil, and Toilet Slave.

"He is fit only to wash my latrine," said the General. Everyone fell silent a moment, while Urdrendus stood with his mouth slightly open, looking sideways at Lokamayadon. "I can not work with it otherwise." No one was quite sure if this was intended towards the Broken Ring or Lokamayadon. Lokamayadon wasn't angry about any of this, but rose unpretentiously to the occasion, for the good of the campaign.

"In the spirit of humble Nysalor and for the sake of peace among us, I will be the latrine carrier for the gods. Some of us are high, some low; some are capable, some are not." That way Lokamayadon deliberately accepted the insult, and he didn't get away easy. The general made sure that Lokamayadon had been soiled with this insult, making sure his officers had heard it and would repeat it verbatim to their men. Lokamayadon said, "I stand by it." Thus he even debased himself, so that their cause would not fail. He made harmony among the leaders again.

New Leader Urdrendus, seeking to further assuage the angry Dara Happan general, offered him the right to choose his position at the great battle which was surely to occur. General Elmgatum chose the right flank, which was the flank of honor.

"Some are capable, some are not!" shouted the storm army men after that, every time they saw some Dara Happan men. And they'd wave their left hands at them. This was a taunt, of course, because left hands among the Dara Happans were used only to wipe themselves after defecating. The Tarumathings had a song about how the Emperor and General can't wipe their own asses. To push the point further, many of them learned to say "Some are not" in Dara Happan. The rank and file of the Golden Army were displeased with this, but their general had been pleased, and that was all that mattered.

Palangio was an officer who marched under General Elmgatum, commanding 500 of Dara Happa's best cavalry. They were called the Day Owls, and their trim was decorated with fluttering pale brown feathers, their shields with sharp beaks and claws. Lokamayadon saw Palangio as a fanatic from the first time he saw the man. From the badge on his shoulder, Palangio was devotee of the High Sun, as Lokamayadon was of the High Storm.

"A good man for war," he remembered thinking at the time, looking around at his own commanders. More than one of them, too, had the fanatic's gleam in their eyes.

When so many dead men crowded Lokamayadon's memory he paused, looking past the vista of the city below his balcony. He had so often visited the land of the gods and of the dead that such memories were more real to him than most peoples' memories of loved ones. As he viewed

his companions Lokamayadon recalled the poetic muster of his leaders and their warbands:

*There go the Tarumathings,
one thousand swords and spears led by heroes.
Tulaithan the Bronze, Lakrene's good lord;
Wood designs bowl from his bare chested metal hide.
Aradamdan the Woodsman, Talastar's champion;
Ironwood blade and bronzewood shield,
goldwood helm and silver booted.
Urdrenlath the Fox, Sylilan Prince;
Tipped tails on cap, cape,
and hip for his household, invisible at will.
Hered Spear thane, Saird's great war lord;
Judge and chief over slaves, his byrnie is iron,
his sword double, his shield with eye.
And above them all, the Storm Ram Companions
294 disciples of the Adamant Ram,
each a weapon, lightning in the clouds,
led by the Hurricane of Harmony.*

Lokamayadon imagined that the Orlanthe must have some similar, but more tragic, version of that song. He knew his foes mainly by their names in his own victory poem which gives this list of famous fatalities: one High King, Garindath Lucky-a-little; three kings, the Koroltes Bleeder, the Garanvuli Runner, and the Orgovaltes Surrender; and one hero named Eringulf of the Vanak Spear. (Some time later, inquiring about the magical weapon, Lokamayadon learned that Eringulf was the son of that damned Burnt Poet. Lokamayadon was glad that Eringulf died, and hoped he'd gotten all his kin this time.) Lokamayadon could see those leaders' corpses, twisted and torn from violent death. They all died as warriors for a futile and useless cause, for an outmoded god and a coterie of elder races with prehistoric plans.

But at least they didn't manage to pervert the touch of god, like Palangio.

The Army of Great Restraint was moving slowly forward, trudging more than marching. Elmgatha's men were slower than any of the tribesmen, often stopped to perform rites to keep the sun shining overhead. With it, their powers were dramatically increased. The general had often boasted of what he was going to do with his great spears of sunlight and bolts of deadly daytime starlight.

Lokamayadon was amused by this. He had no plans to clear the inevitable Orlanthe storm, but to raise it to be the biggest wind that ever touched the surface of Glorantha. He thought the clouds would be thick enough to choke in, enough to dampen out a campfire and so thick that even Yelm's own fire magic would be drenched and weak.

Battle was met on a small hill which lay between the Koroltes and Liornvuli tribes, about twenty miles northwest of the looming crags of stark Kero Fin.

The Unity Council assembled its forces in a valley they called Deder's Vale. Like the first time, they were a mixture of beings of all sorts. Most humans were Heortlings. Every clan that still worshipped Orlanthe all sent off every warrior that could go. The Aramites sent every warrior, and every

rider brought a spare tusker along. No wooden aldryami and no stone mostali came, and as if in return for that every uz in the world seemed to show up. They wanted to avenge an old grudge, and saw this as the chance to do it. There were so many that, on the day of the battle, they dared to come out en masse, which had not happened since the Darkness.

Elmgatum's soothsayers told him that the Unity Council magics would be virtually useless because they had so badly reproduced the ancient form of their council. No mostali and no aldryami would cripple their most ancient, and therefore most powerful magic. The Dara Happans had, of course, followed as much of ancient scripture and formula as they could in order to maximize their blessings.

Elmgatum led as perfect an army as Dara Happa could muster. The Commander in Chief had assembled the army using the formula from the most ancient and powerful rituals. At the right times Emperor Khorzanelm himself had reviewed the men, and he himself performed the final rites to bless this venture. These men had all seen the Emperor himself, and were thus truly inspired for whatever strange forces awaited them outside of their known world.

The army was composed in the manner that the first Dara Happa army had been made. They had duplicated every line of the sacred texts to muster the force. The combatants who marched had been chosen to fit the ancient formula. This gave them a great benefit of magic which had accumulated over the centuries as army after army accumulated victory in this manner.

It had five types of troops, and each troop was divided into halves, thereby making the required ten units needed for sacred maneuvers. Two thousand combatants came, 400 from each direction and 400 from the center, all eager to fight. From the south east came the slingers, from the south east were the javelineers, from the north west the hoplites, and the north east the cavalry, and from the center, the sacred band of spearmen and bowmen who guarded the general and his priests.

The Unity Army struck first, all night. A great creeping mass of uz killed every scout and outpost that the enemy had, and all night they appeared and threw magic rocks into the camp, then disappeared into the night. Their dark was so thick that candle flames were barely visible, campfires lit only enough to frighten everyone, and magical lights were surrounded by clouds.

As sunrise neared priests moved among the soldiers with cheerful magical words that stirred the tired invaders to a new determination. Priests finished their blessings and enchantments, generals and heroes gave their stirring speeches, and the men were in their places in formations ranged across the rolling land, ready before the time of the sun rise.

No one saw the sunrise. As prelude to battle the Orlanthe raised their many winds and gales to bear an ominous black cloud low overhead. Colored lightnings leapt back and forth as its resident demigods exercised for their materializations. Rain, drizzling all night, began to fall.

On the right, the Dara Happa army huddled miserably, waiting for their priests to burn away the clouds that stood between them and their bright gods. Elmgatum,

as was standard, had given his orders and taken his own place of greatest honor at the farthest right corner, at the head of Palangio's cavalry.

Urdrendus set his spear bands in the center and took his place at their rear, watching from afar and holding his own war band in reserve. They raised a small wind of their own that kept them dry.

Lokamayadon's army, on the left, clashed spears to shields and sang praises to the rain and storm which was as much their ally as Orlanth's. They faced, opposite them in the field, the Heortlings, who were singing the same song.

Over the heads of the Heortling warriors, in everyone's plain sight, swooped High King Garindath crouched upon his flyers as steadily as on earth. He was no stranger to red slaughter. He wore a byrnie thickened by the prayers of every Heortling woman, and in his sword howled a hundred men. For personal service, a gale bore each boot, and a wind which was fire swore to die for the king that day.

"I am Garindath, the son of Thunder," he cried, "All you lesser beings should flee before me. I bear Justice and Death. Flee, or be crushed by the Great Sound."

Opposing him was Lokamayadon, whose steed that day was Vorios the Ram God himself, with five curled horns and a fleece of living lightning. The bolts which crackled about Lokamayadon and his men were an odd color to the Heortlings, who had never seen that purple radiance.

"I am Lokamayadon, Herald of the Council and Lord of the Harmony wind. I am the Leaper of Mountains, the Slayer of Emperors. No one has defeated me, and no one shall." The pair remained eyeing each other to sight some weakness, but remained over the heads of their own troops to give them courage and protect them.

On the field other heroes attacked each other between the assembled troops. The two kings swooped about the bottom of the roiling clouds, amid crashing thunder and twisting lightning. From their perches the kings saw Tulathtan the Bronze slay Veraken the Monster, who rekindled his life and sprang up with four arms and a breath of fire. Aradamdan the Woodsman, who Lokamayadon had known as friend for thirty years, fell to the antics of the damnable Vanak Spear.

Off to the side, between the mumbling and cheering armies, similar fights destroyed heroes and took the hearts out of the weak who had followed those lords. Old Swine Dezar, king of the Aramites, sat atop his swaggering boar which trampled the corpses of two heroes whose souls hung helplessly in their air. And farther, past that, were the drenched Dara Happans facing an army of darkness creatures. As Lokamayadon has expected, this melee of storms terrified the people of light, who were utterly shielded from their loving sun.

A huge shout rose from the Orlanthings first, then the Tarumathings, as the armies lifted their feet and slogged over the muddied field towards each other. As usual, the worshippers of the storms who had made this mud were less affected by it. A few of the powerful among them hurled their precious thunderstones, and the petty lightnings borne by mortals burned away many lives as the hordes neared. Two thousand men clashed, all either eager or

desperate, as overhead two great storm kings also closed and swirled about in combat. The two never touched but their weapons covered the mile between them if they were distant, or the one foot if they passed close.

They were not just men. When they struck Nature answered, so that a shout was thunder clap, a stab was a bolt of fire, and a parry sent clouds scudding across the sky. As the armies clashed, sword upon shield, Lokamayadon told his servant to defend them. Ram Vorios was powerful and expert enough to delay the High King as the Tarumath King prepared to summon the Harmony Wind. King Garindath's javelins boomed as thunders in wave after wave. Ribs and lungs shook.

The Dara Happan soldiers were scared and miserable, then terrified when thousands of uz suddenly rose up before, beside, and behind them. The mass roared as they swarmed forward over the fields. Elmgatum ordered his army to square up, and they did so with such haste that many slipped and fell out of formation. Rain began again, harder.

General Elmgatum, safe inside the forming square, saw his army failing about him. Those in the mud were buried under howling uz. Others were gesturing so madly that his men could barely form up, even though they weren't in contact yet. Cold water ran down his back, inside his tunic. He saw his aide de camp, a friend of forty years, torn to pieces trying to rescue someone else. Despair filled him. That was when his chariot driver said that he could still see *his* sun god, who was called Daysenerus.

"If Daysenerus can show himself to me," said the General, "then I will accept him with my full soul. Otherwise, shut up."

"So be it," said the driver, and he showed himself to the General and to those of his officers who were nearby. Daysenerus, the God of High Light, revealed himself then and there in such brilliance that it altered the natural flow of cosmic power. A god was there when Daysenerus revealed itself in this world. Daysenerus was both one and not one, there and not there, then and forever; a profound manifestation of divinity into the material world. A god was there.

A god was there. The Compromise was bent. A strand of web snapped. A god was inside Glorantha, where all gods had agreed no god should be. Cosmic rules bent. Broke. The boundaries between the world of man and god failed, and a surge of divine presence smothered the world of men. The magnitude of the holy terror escalated.

Lokamayadon felt that occur. He was summoning Tarumath, the High Storm, at that moment and was little less than a hurricane himself, twisting around the High King and all which he stood for. The Harmony Wind was suddenly engorged by the broken compromise, and it blew all the hundreds of winds and dozens of gales into a single great storm, the High Storm, and lifted to another place and drew away nearly all the Orlanthi winds, at once, with a promise of seeing Umath's Lord.

All winds calmed. Calm like a summer day settled and was broken only by light and noise. The black clouds crackled yellow and violent lightnings, and booming

thunder. The Orlanthi men, all breathless suddenly, paused and stepped back if they could, all filled with a fear. Still air, motionless like in the middle of a summer storm, stood like a held breath.

Only up high, far overhead, two storms blew, and both were the storm kings. People, half deaf and half blind, cowered far below. Few watched. The Compromise had been broken, and gods came forth. Lokamayadon's god had shown itself. High King Garindath was unfazed. He was great enough to resist the Great Harmony Wind which Lokamayadon had invoked, who was likewise untouched by its tune. The Compromise had slipped, and when the great power came in Garindath enlarged yet again, empowered by more than the desperate hopes of his people. The intake and out flow of his breath was the rolling of crashing.

"I am Thunder," he stated, and the sound of his presence knocked hundreds of men senseless. Even among the Dara Happans men writhed about gasping as if punched in the midsection. The Thunder God himself was present, and coiled himself to strike his foe dead.

Lokamayadon was still atop his blazing ram, and he charged upon that thundering god who opposed him and threatened his men. This was simply his duty as a lord and protector. The Thunder opposed him, and Lokamayadon killed the Thunder. It stopped. Its absence was abrupt. Everyone on the battlefield, cowering in fear a moment ago, once again paused and looked up and about them at the marvels which they most feared. Any noise seemed like silence without the thunder.

Though wounded himself, from high aloft Lokamayadon watched the scorched body of the High King tumble over and over as it fell, and he heard it splat upon the earth, too. Like all deaths, that one made Lokamayadon fear his own, and as in such moment, mortality's presence made time stop.

"What," thought Lokamayadon, "for?"

"Honor," said the ghost of the High King, gladly going the way of the Harmony Wind. Suspended without time Lokamayadon felt ill, and in such timelessness he knew hell. Again. So he opened his eyes, and looked down from his lofty perch at the near destruction of the center and left of his army.

The Compromise had disjoined Nature. A god stood among the Dara Happans, and in response demigods appeared among the trolls. Two monsters, each fully eighty feet tall, rose up out of the cloud of uz darkness. It was Gore and Gash, who ate the body of Umath they say. They lumbered forward, with clouds of darkness streaming off them like water from something risen from the deeps. They were followed by that foggy shadow, and in its shade came masses of howling uz.

So it looked to Lokamayadon, up there and so far away. He didn't see when Daysenerus had revealed himself to people. Down there, where men of light grappled hand to hand with men of darkness, three key men saw God. They all looked directly upon the splendor of Deity which was greater than was comprehensible and each of them reacted in a characteristic, and different, way.

The first was General Elmgatum. He had spoken to admit Daysenerus directly into his soul, and those were fatal words. No unprepared mortal can fully house divinity. He took so much into his own soul that the wonder of it caused him to inhale with delight so great that he never exhaled, and died with that blissful smile upon his face.

Second was Lord Periades, ever the resourceful and insightful man, who let the power wash through him, unimpeded at all. He was filled with life, his wounds were healed, and he moved at a speed greater than normal man could have done. Not once did he mistake the sword in his hand for the sword in God's hand, and not once did he pause to consider the maelstrom of mystery which swirled about him. He did his job. He stood over the General's body as gods clashed overhead and the uz swarmed over the Dara Happan formation.

And finally, Lord Palangio accepted the revelation, and immediately turned to his advantage. Palangio became Palangio Daysenerus, and suddenly grew huge enough to engage the monster trolls. One grabbed Daysenerus and, with its great jaws, gored the defender terribly. Yet Daysenerus struck back again with his bare hand and sent it sprawling, senseless, crashing to the ground.

Then Daysenerus stabbed from his hand a spear of light as great as one from the sky. It pierced and burnt the other monster god with a sharp report and bark of golden light. Perhaps such a divine weapon does not belong in the world of men, for something provoked an escalated response through the broken Great Compromise. Perhaps it was just that such a great light as that spear had to be tested by as great a shadow.

Ragged shadows hung over the uz horde. From them rose yet another monster troll, but even bigger and more ugly than the others, with many great dugs flapping about, and a noise from her mouth which broke the head bones of those men stupid enough to remain too close. Her great body seemed to suck up all the bodies of her worshippers and get larger to become the lumbering mother of devourers, and even to suck the darkest marrow and courage from all humans who saw her.

It was her. Kyger Litor herself, the Great Devourer, rose. One time Kyger Litor had eaten heaven; another hell. She rose to eat. The Devourer. Hungry.

With one hand she reached into the ranks of Dorastans and lifted a hundred men into her maw, along with the earth they stood on and the trees they hid among, all in one handful, and swallowed it without chewing. A second handful was swallowed, and up stepped the iron mostali whose magic can knock down a hill. Their magic went off, a loud whack and explosion that caused her skin to ripped and bleed black blood. And then Kyger Litor picked nearly all of them up in one hand and ate them too. Though their iron scorched her children its deadly touch was only hot sauce to her. No man with sense stood then, and the entire Dorasting army had not run only because the Eater's presence truly froze their lives into a deadly marvelous spectacle.

Palangio Daysenerus, war god now, no longer a High God in battle, turned to confront Kyger Litor, unafraid of

that which was death. And then, from within that deity, came forth the last of the New Gods of that day. A man walked forth from the breastplate of the giant figure. Only man sized and thus small and insignificant, he appeared upon a pale translucent walkway that stretched from Daysenerus to Kyger Litor. The man stepped upon it and began walking towards the Devourer. Everyone upon that bloody field who feared death was inexplicably calmed then, even the ones that the Eater itself held in her hand.

"Nysalor," sounded the name from far overhead. Lokamayadon had recognized that figure, and his spoken recognition was the only sound upon the field of battle which had become part of the gods' world.

Nysalor strode across empty space to meet the Great Devourer. The goddess reached down and snatched him up from midair and tossed him down her throat. Shrieks and groans went up from the Army of Restraint and a cheer from their foes, and the Unity Army took heart to attack once again.

Then Kyger Litor howled. The howl of a goddess in pain. The sound of a great pain in one who is unused to it, whose essence of being never included such sensation until now. The great Kyger Litor clutched her abdomen, howling. The Devourer shuddered, groaning. The mother of uz swayed, then with a moan collapsed to her knees, and disintegrated abruptly, spilling all her component uz across the field like a bag of insects that had been gashed and whose inhabitants scurried, panicked, for cover. Even those which were swarming atop the Dorastorans and Dara Happans, crushing heads and ripping out organs, grabbed at their abdomens and, with a cry, fled.

Lokamayadon saw it all, from far above his own army which had stood stunned, as were their foes, by the exhibition of behemoths. Only Daysenerus, who now looked like a gigantic cavalry officer with owl feathers on him, loomed huge now. The Dorastoran army was mostly scattered or crushed by the gods. The Dara Happan army was decimated too, but had died in place and, like Lokamayadon's army, the survivors might be rallied if given the right push.

The Storm Lord dropped from lofty heights to stand among his army. They were mostly frightened and uncertain. Only Urdrenlath the Fox and Hered Spear thane and a few others were even moving, but their efforts to enliven their followers were not being successful.

"Brothers of the High Wind," shouted Lokamayadon, "Sons of Tarumath, look here at your ancestor, the Great Ram!" and the sizzling of its lightning fleeces attracted their attention. "It is here for you again, to feed you with courage and direction. If you are with it, be with it now!" And at that the divine creature crackled a hundred bolts in upon itself, and it burst outward and sent a bolt of burning screaming through the air to land upon each and every of them who was loyal to Lokamayadon and the High wind. The ram disappeared, and instead were eight hundred willing men.

"Spear thanes! Sword Brothers! Your weapons shout, your shields cry! Raise them, now, and follow me to the death of our foes!" And Lokamayadon turned and ran across the field, atop the slick mud as if it were hard soil.

His army followed as lightly, but their foes slid and fell upon the sopped soil, and sank to their knees in muck. The Tarumathings chased down their foes for the rest of the day and into the night, taking joy in slashing their legs from behind, in stabbing them from the back, until no more Orlanthi would dare to ever fight against the High Council again.

At the other flank, Palangio looked down from his tall perch upon the battlefield. The uz were like a stain of fleas which were already scrambling away, while the Unity Army still stood as if in a trance from seeing the gods' struggle. He had a choice like Lokamayadon's, and he made it.

"I am death and destruction," he said. "I am the slayer of gods, and none will stand before me." And then Palangio, filled with the power of the god behind the gods, sent a hundred searing embers flashing from his hand at the foes, and he crushed a dozen with his foot, and he blew a breath of fire out which ran along the ground and was the height of a man on a horse. Nearly everyone from Esrolia died then, and Palangio laughed when he pursued the rest, like a man stamping upon ants, through the rest of the day and into the night.

"He should have charged his men," swore Lokamayadon afterwards. They would have been able to track down the uz more efficiently, and recover from their fear and wounds more quickly. Both of these would have helped later, but Palangio grabbed everything for himself alone.

Only Lokamayadon's army seemed eager after that, but the survivors went to besiege the keen obsidian fortress of the Only Old One. But the deep and beautiful palace was set atop a plateau, with an entrance in a cliff face. Thus they set siege to a big pile of rocks that covered the gates into the caves. The uz inside had no reason to go out. The army plucked away the landslide of stones, raided every night by things which were part shadow. The weather changed quickly and severely, as it does in the higher barbarian lands. They found great gates made of man-thick pieces of obsidian held together by lead made as hard as bronze from magic, and sealed from the inside. An army which had been anxious and grumbling became fearful and complaining.

One morning, snow covered everything. The commanders met as usual, but Palangio lost his temper and patience. He went to his tent and invoked his god once again. He proved he could reach Daysenerus, and the high god's power filled him. Palangio grew huge in size, bursting his tent from the ground. He rose, throwing it off him like a rag, and strode towards the closed doors. He shouted great challenges which would have insulted any Dara Happan to fight, and shamed an Heortling. But the uz left them unanswered. Palangio then attempted to walk through the stone, but instead he learned of limitations to his power. He looked instead like a big clumsy giant. A stupid clumsy giant. Men

laughed. Palangio got so angry he breathed upon the great doorway into the palace used to be and melted it into a heap of brittle glass. The army cheered at that.

The army withdrew then from the Palace of Black Glass and went south. They wintered in Esrolia, which is so much milder than Kerofinela. It is low, on the sea, and has little snow, and many of the people there welcomed the army. Palangio thrived, and twenty women bore children of

his the next year. His army lived in tents while he was regally entertained.

“Mystery help even our foes,” thought Lokamayadon. “It is awful that such men must be used to achieve our objectives.”

ARMIES OF THE BATTLE OF NIGHT AND DAY

378 Initial Muster, marches, but there is so much resistance while mustering that they pause, and winter over in Liornvuli lands

379 Spring Muster, troops assemble in Tarumathstead (a.k.a. Vishakaramstead, formerly Berenstead)

- **Dara Happan Army:** 2000 men (claimed)
- **Dorastor Army:** 1200 men (many from Ralios)
- **Aldryami:** 824
- **Mostali:** 82
- **Storm Army:** 1000 men

EVENTS

The HCLG army moved against the Shadow Plateau. Any of the remaining Heortling tribes had to prove their loyalty by sending large numbers of their own warriors. Those which did were the Liornvuli, Penentelli, Infithtelli, as well as quarrelsome bands from the Forosvuli, Vestantes, and various clans from the remaining tribes. Many troops from Dorastor came, including some Aldryami to scout the forested region, and a unit of dwarfs with special tools to kill uz. Finally, the emperor of Dara Happa sent some of his best cavalry, infantry, and war priests to prove his support of the cause. At this battle were the first regiments of worshippers of many new deities.

THE BATTLE OF NIGHT AND DAY

A.K.A. THEY FOUGHT, THEY LOST

The uz ate the aldryami scouts before the army was far into Heortland. The uz ambushed every foraging and scouting party smaller than fifteen men, and destroyed most of them at any cost for the first week of the march. After that any sighting of an uz or two sent any scouts or foragers scrambling away in panic. A few dozen then kept the entire army slowed down, and the mass of them went to their assembly areas.

ARMY LISTS — YEAR 379

GREAT ARMY OF RESTRAINT

Urdrendus, Warlord of HCLG (c 3500 total)

LEFT WING, STORM ARMY, 1 000 TOTAL

- Commander, Lokamayadon the Harmony Wind
- Storm Ram warband, 200 warriors
- Lakrene Warband, 200
- Tulathtan the Bronze,
- Talastar Warband, 200
- Aradamdan the Woodsman,
- Sylila Warband, 200
- Urdrenlath the Fox
- Saird Warband, 200
- Hered Spearthane,

CENTER, DORASTOR ARMY, 1 000 TOTAL

Urdrendus, Commander

- **Volunteers Warband** – 400 warriors
- **Darsingolf the Priest** – a man so wholly dedicated to his god that he was officially married to his spear;
- **Karian Warband** – 200 warriors
- they bore shields of shaggy mammoth hide which were so strong that arrows and spears just bounded off them
- **Talsardia Warband** – 250 warriors
- **Tuvadrus** – a brother of the king of that land
- **Dari Warband** – 100 mounted warriors
- **Durumath the Traveler** – a prince among his people, riding upon dark, big-headed pony brothers
- **Alkoth Warband** – 50 warriors
- **Urstornus Savage** – leading a motley band of frightening killers who marched to a great drum, made from a dinosaur skull, which pounded day and night, unceasing
- **Mostali Contingent** – 82 mostali iron men

RIGHT WING, DH ARMY, 1500 TOTAL

Elmgatum, Commanding General

- **Day Owls** – 100 light cavalry
- **Tarsosian Javelineers** – 200 peltasts
- **Beryl Phalanx** – 400 armored infantry
- **Vanchite Infantry** – 300 heavy peltasts
- **Sun Bow Sons** – 250 armored archers
- **Black Spear Shields** – 250 armored infantry

UNITY COUNCIL ARMY OF DEFENSE

Commander In Chief

RIGHT WING, HEORTLING ARMY, 1000 TOTAL

Before all rode High King Garindath the True, heir to Heort and bearer of Orlanth's Thunderstone. His companions were a ruthless warband, all mounted war thanes. He led four courageous warbands, all of men and women sworn to kill the traitors who abandoned Orlanth. A thousand brave bodies were there for him.

At the right of the Heortling army was King Vorinith Eyebrow, whose wife had a beard, while he did not. He led the Orgovaltes tribe warband, 300 warriors bold.

Next was the Koroltes tribe warband, 300 warriors led by Bernlanth Swordprince, a death sworn son of the king who had chosen this role for this battle.

King Durlanth Bullfoot led his 100 Garanvuli warriors. When he stamped his right foot he would shake the ground, and stamping his left he could heal his friends.

Finally was the terrifying Vanak Spear Warband, which though only 100 warriors were all veterans and exiles, each of them cast out by the tribes whom they would fight. They were led by Eringulf Spearthane, a fearsome warrior who bore of the famous Vanak Spear. He was renown for his great battle luck and wretched family luck.

A warband of 150 bison mounted warriors followed. Their chief, Erawaha the Clever, an old raider who boasted openly that he knew when to charge, and when to desert. He said he came along because his god, Orlanth, told him to. No one trusted him.

CENTER, UNITY COUNCIL ARMY, 1000

Commander

- **Esrovulings Warband** – 300 warriors
- **Theyvora the Axe** – the famous warrior woman who incarnated Babeester Gor
- **Aramites Warband** – 150 boar-riding warriors
- **Swine Dezar** – who had ridden his old boar right up a mountainside and killed the mostali who dared taunt him
- **Caladran Warband** – 200 warriors
- **Veraken the Monster** – who burst into flame and grew two extra arms, each bearing magical weapons
- **Hakurians Warband** – 50 flying "death nest people"
- **Winged people**

- **Dragonewt warband** – 100+ warriors
- **Shadowlands horde** – 150 uz

LEFT WING, UZ STANDING ARMY, 800 UZ

Commander

- **Dagori Inkarth horde** – 400 uz
- **Halikiv horde** – 250 uz
- **"Elder Wilds" horde** – 150 uz

UZ CRAWLING ARMY, 1300 UZ

8 swarms

THE DARA HAPPAN ARMY

From Dara Happa marched a huge army, numbering over two thousand combatants. Yet, this was only a part of their whole imperial army, which mostly remained at home, guarding borders and quelling riots. None of those soldiers, and few of their leaders, had ever been so far outside the borders of the empire.

Elmgatum was the commander in chief of the Dara Happan army. He was famous for bearing the curse of impotence which had been cast upon his father, and making it a virtue by dedicating his energy to the arts of war instead.

The banner which flew over the head of Elmgatum bore only two stars, like a regimental commander. He had petitioned to bear the great Three Starred Banner of Polaris, which would have given him special powers of command and war. He did not get it. The Emperor dared not let it go away, especially outside the borders, when the land was finally at peace.

Elmgatum nonetheless led as perfect an army as Dara Happa could muster. The Commander in Chief had assembled the army using the formula from the most ancient and powerful rituals. At the right times Emperor Khorzanelm himself had reviewed the men, and he himself performed the final rites to bless this venture. These men had all seen the Emperor himself, and were thus truly inspired for whatever strange forces awaited them outside of their known world.

His Zarkosians dared to follow only the letter of the ritual. They were excellent fighters, led by Periades, the King of Vanch and the most famous of their war leaders. His people all wore excellent bronze hauberks, scaled in the Darjiin fashion. They had decorated helmets with cheek flaps which closed for battle, and they bore long bronze swords and spears with long sharp blades. Everyone envied their ancient friendship with the mostali who lived beneath the Imther mountains. For ritual purposes, they wore a sling, though none of them knew how to use it. They did not obtain much real blessing from the Emperor, because they did not fit the formula of the language used to bless them. But Periades didn't care, having more faith in weapons and his god, Daysenerus.

The Suvarians were ultra conservative, and in every way matched the men the description of the ancients who were blessed by the first emperor. They were called the Tarsosian Javelineers. They wore leather armor and helm with

feathers, carried small shields and short swords, and six javelins in a quiver, and one in their right hand. Each year the Autocrat of Darjiin searched his marshes for worthwhile candidates to serve the emperor. The Autocrat insisted upon every prerogative and privilege which tradition gave to protect these men, for the Darjiinites bore no real love for Dara Happa, and the Autocrat sought to obey the sacred law of his overlord yet still maintain his separation from him. Thus, the peltasts worshipped the emperor as required, but were also each worshippers of the lewd Surensliba. They obeyed every order scrupulously, even unto standing before a bison lancer charge, but received orders only in their own language. Also, they wore sandals whose soles left their goddesses' footprint, considered by many Dara Happans to be a lewd sign, upon the ground.

The Pelandans were the Beryl Phalanx, a regiment of soldiers whose founder had been an officer for Urvairinus, the war god. They bore hoplite equipment: short sword and long spear, large round shield painted with the sign of their home city of Darleep, cuirass, helmet, and distinctively one greave on their left leg, which was jointed and even covered the top of the foot. Arvangorum, the commander, had risen through the ranks from obscure origins. His men affectionately called him Flatfoot, and themselves the flatfooters.

The cavalry were from Rinliddi, led by the vigorous young nobleman name Palangio. Just like with the Suvarians, the Rinliddi contingent was outfitted precisely as the ancient ceremony required, so that the men would be protected by the emperor. But unlike the swamp minded men who reveled in their impudent rebellion, the Rinliddi cavalry were all truly sworn to the imperial cause. They sat proudly on their saddles, bearing bannered lances and long swords, wearing wide brimmed hats and light tunics. They were called the Day Owls. The tack of their horses and the trim of their capes were decorated with feathers of those birds, to further carry swiftness and luck.

The archers and bowmen all came from the masses of people in the great and lesser cities of the Oslir river. It was a chance for commoners to get out of the urban squalor or peasant slavery through exercise of arms. The archers were called Sun Bow Sons, called Striped Saggitans, while the Hastatans, or spearmen, were the Black Shield Spears.

HARMAST'S LINEAGE

It is customary for men of the Orlanthe to identify themselves to each other upon meeting.
They first identify themselves with their lineage.
This is Harmast's Self Introduction.

*I am Harmast,
son of Hardrinor,
son of Eringulf of the Vanak Spear.
Eringulf was the son
of Brolarulf the Burnt Poet,
who was the son of Rastalulf
of the Vanak Spear,
who was the son of Harang,
the son of Vesten
the Bull Wrestler,
son of King Venef the Stallion.*

RASTALULF'S SAGA

Rastalulf's Saga is one of the older works. It is a Gloranthan Work, and provides key background to Harmast's ancestry. It is also integral to Lokamayadon's life, though for different reasons. The footnotes are by Jeff Richard.

I.

There once was amongst the Berenethtelli a man named Rastalulf Vanak Spear. He was the son of Harang Great Father, the son of Vesten the Bull Wrestler, the son of King Venef the Stallion who embraced Heort as High King.

Rastalulf lived at Yinkstead, an ancient and well placed town on the Naller River. He was a tall, powerful man and outstandingly skilled at arms. He could strike or throw with either hand, and his sword-strokes were so fast that he seemed to be brandishing three swords at once. He was so strong that he could kill a man with his fists.

Rastalulf was not a handsome man. He had dark hair and brooding brown eyes, but he was a great speaker and never at a loss for words. His loyalty to his friends and his generosity to his supporters were legendary. He was quick in mind and quicker in action - he once said that it never took him more than to fill his lungs with breath to make the right decision.

No man was ever better gifted by the gods than Rastalulf, for he was truly a favorite of Orlanth. He could speak words of power as easily as other men talked with each other. While a mere boy, he was confronted by jealous priests who were angered that such a stripling knew secrets they did not. As said Burnt-Brolarulf in the *Immolation Song*.

*Defying vain elders, thundering youth
Showed them his gifts; Great Storm
Tore Land and Sky asunder!*

As Rastalulf began his initiation into manhood, he proved that he embodied the powers of Orlanth. When the enemy was summoned at the beginning of the ritual, Rastalulf smashed the foe with a thunderbolt though no priest taught him how! Two years later, upon completion of the initiation, Rastalulf summoned a wind that carried the entire group, priest and new men alike, to the snow capped Empty Mountain high above the Storm Age Forest.

The Empty Mountain is a crescent shaped caldera and its huge circular valley floor has the heroic holdings of wrathful Alaramsor, the guardian of Asrelia's rich trove. Rastalulf and his companions surveyed the environs of Alaramsor's Hall, and later their tattoos depicted the magical terrain of that place.¹

While scouting the floor of Empty Mountain, Rastalulf and his companions were ambushed by dread Alaramsor and his many followers. His companions knew fear, for Alaramsor was a foe of Great Orlanth and had broken gods and heroes who sought to take what he guarded.²

¹ A crescent for the lip of the caldera, a square in the center, a pair of lines showing the slope, and a sign over the square showing the rune of Alaramsor.

² No godtalker of the Orlanthi knows Alaramsor's divine lineage, although Burnt-Brolarulf once said that Alaramsor lost his genealogy when Orlanth wrested the Vanak Spear from him.

But young Rastalulf was armed with Orlanth's divine Thunderbolt. With a brave shout, he leapt into the winds and hurled that divine weapon at Alaramsor. He called forth again the Great Storm to scour Alaramsor's followers and filled their hearts with terror. Finally, Rastalulf commanded the winds to carry him and his companions away from the Empty Mountain.

Rastalulf gained his first victory against his spiritual enemy, Alaramsor. His clan held a feast for him, since no man had ever been a match for the mighty guardian of the Empty Mountain. At the feast, the clan god-talker sang words of power of Orlanth's quest into Hell to wrench a fabled weapon from Alaramsor.³ Rastalulf remembered the words and committed them to memory.

Many great men gave Rastalulf gifts and exchanged pledges with the young god-talker.⁴ Among these was a proud young Berenethtelli chieftain named Haradangian, who swore friendship and observed that Rastalulf was worthy to sit at his table as a hall-thane, despite his youth. Harang Great Father told Rastalulf that this was a great honor and predicted that Haradangian would someday be King of the Heortlings. But Rastalulf rejected Haradangian's offer, saying that he acknowledged no man to be his better except the holder of the Ring of Orlanth and that he would swear service only to the King of the Heortlings. Several of the chieftain's followers grew dark with rage, but the proud chief only laughed and told Rastalulf that he accepted his offer to serve him when he became High King.

Soon after, Rastalulf married Karendra of the Penentelli tribe. She was a wise and generous woman. Only Eriindia of Durleel ever said anything ill of Karendra and that was when she said such a mousy woman was unworthy of a man whose storms could shake kingdoms. Rastalulf and Karendra had four sons and two daughters, but the most famous was their first son, Brolarulf, who amazed all by speaking his first words in verse.

II.

Harang Great Father's prediction came true and at the Great Assembly of the Heortling tribes, King Haradangian of the Berenethtelli became King of the Heortlings.⁵ He sent a companion to Yinkstead and demanded that he honor the promise that he had made at the feast. Rastalulf presented himself to King Haradangian and offered him "his sharp sword, his right arm, and his breath" in return for

³ Gavranal Split-Tooth, a Heortling chieftain who knew Harmast Barefoot late in life, claimed that this was the Berenethtelli secret of the Lightbringers Quest.

⁴ Heortling political alliances are cemented by the exchange of gifts symbolizing their oaths of friendship.

⁵ The chronology of the saga is a bit confusing, since several years have obviously passed and Haradangian had since become King of the Berenethtelli. It should be observed that Haradangian remained King of the Berenethtelli after being acclaimed High King of the Heortlings.

the King's "friendship and support" as the ancient oath goes.⁶

Rastalulf won great honor as a hall-thane, and was acknowledged as the greatest warrior of the Heortlings. He was the High King's most important counselor. Whatever he spoke always came to pass. At Haradangan's side, he fought against the Queen of the Oslira, whose warriors had killed King Ormast.⁷ Against his foes he would call down thunder and terrible winds. None could stand against Rastalulf and his war-companions, and his praise was sung in the halls of kings and chiefs. As said in the *Fandara Saga*:

*Waged the wide-famed thunderer
war-pley, slaughtering many.
Again then Rastalulf gathered
storms, his sword to redden.*

When Rastalulf heard that his father had left for Orlanth's Hall, he told Haradangan that he wished to leave his service and return to Yinkstead to be the chieftain of his people. Haradangan asked if he would have greater honor at Yinkstead than at his side as a hall-thane. Rastalulf answered that the gold and rings given by a king is no substitute for following one's destiny. Haradangan was angered by this response, for without Rastalulf he would lose his mightiest weapon against his foes, and declared, "I have many warriors and much gold. I could make you remain at my side." To this Rastalulf said, "No one can make me do anything. What good is gold and men without honor?" None of the warriors in Haradangan's hall rushed to the King's side and it was clear that their sympathies were with Rastalulf. The High King paused for a long while and then agreed to dismiss Rastalulf from his service.

The king gave Rastalulf much gold and a fine stallion. They exchanged oaths of friendship and embraced as brothers, but some later observed that Haradangan never forgave Rastalulf for the insult. Rastalulf himself told Kastand, his trusty spear-thane that he would never again acknowledge any man as his better. He returned to Yinkstead and was elected chieftain of the Harangi without opposition.

III.

Among the Berenethtelli, the chieftain Rastalulf was recognized as a man of action, and people who wanted vigorous and threatening support would seek his help at the justice meetings. But he refused to simply take silver for his help, and wisely listened to Orlanth and his Knower before he acted. Many people came to sacrifice at his altar, because it was so clearly a place of great power. Further, no one dared to raid Rastalulf's sheep and cattle, and even thieves were afraid to take a chicken from his clan. Thus the clan

benefited greatly, and it was said that even the cottars hung tapestries in their houses.⁸

One summer day, Rastalulf saw a storm brewing on the northwestern horizon. Terrible dark clouds hung low in the far-off sky. They dropped black rain and brought ill omens. He warned his companions that the Darkness was coming. They asked what could be done. Rastalulf told them that a Great Storm must be brought that would change the world.

For three years Rastalulf and his companions sang words of power and offered sacrifices to the gods. On Orlanth's High Holy Day, he gathered his companions and summoned the wind that carried them the Empty Mountain. As before, Rastalulf and his companions were ambushed by Alaramsor and his many terrible followers. As before, Rastalulf leapt into the wind and hurled challenges and blows against his foe.

But Alaramsor was too powerful to be forced into submission by any man. Rastalulf and his men were defeated in their aerial fight. Calling upon the winds, he managed to escape with only his trusty spear-thane Kastand. Alaramsor and his followers pursued Rastalulf back to Yinkstead where they razed the entire fields of barley for the year.

To keep his carls well-fed, Rastalulf gave out much of his gold and his cows. He asked Orlanth and his Knower for advice on how to defeat Alaramsor. He remembered the words of the song the clan god-talker sang at the victory feast so many years before - the tale of Orlanth's quest into Hell to wrench a fabled weapon from Alaramsor. Rastalulf summoned the Berenethtelli god-talkers and listened intently to each version of the story. He sacrificed much wealth to the gods and gave Orlanth the stallion that the High King had given him. At the altar of the gods, Rastalulf pledged himself to Orlanth and accepted his destiny.

Rastalulf gathered his companions at the holy ground of his clan. As Orlanth did in the sacred tale he appointed officers and gave each their role. He appointed his old companion Kastand as his watchman. From among his new companions he appointed Venestra the Red Woman as his scout, Leikan of Deksarshall as his speaker, White Della as his healer, Hill-Skollie the Hantrafali as his knowing companion, and Quick-Ashart as his riddler. Rastalulf appointed himself chieftain. He instructed his six officers of the tests that they would each face and taught them the words that they would need to know. A great throng of supporters surrounded the holy ground. Rastalulf taught them the prayers that they would have to make if they were to defeat Alaramsor. Forming a ring with his six companions around the sacred fire, Rastalulf summoned a wind that carried the seven off to the Empty Mountain.

Within the caldera, Venestra spotted the host of Alaramsor without himself being seen. Rastalulf knew not to be ambushed and brought his companions to the gate of Alaramsor's Hall. Alaramsor's guardians refused Rastalulf entry, but they could not stand against his storm and he passed into the hall. As Burnt-Brolarulf sang:

⁶ The phrase "friendship and support" for the Heortlings entail a broad array of obligations and responsibilities. A king is expected to promote the interests of his companions just as they were expected to fight and die for him.

⁷ Eirilindia of Durleel, called the "most ambitious woman of Terarir," had proclaimed herself Queen of the Oslira and fought several wars against the Heortlings.

⁸ In some versions of this saga, this section occurs after the Vanak Spear had been won.

*Fierce Thunder-wielder, strong ring-shielded
Passed by Alaramsor's Hall-Thanes and strode down
The Path of Silence.*

Each of the companions remembered what Rastalulf had taught them. Because of that, they were not lost forever in the Otherworld.

The Knower knew where to leave the Path of Silence before they were judged in the Courts of Silence;

The Scout knew how to follow the Unseen Trail and guided them through the Darkness;

The Speaker persuaded the Ferryman to carry them across the River of Swords;

The Watchman insured that they were not attacked by the Hounds of Alaramsor and protected them when they rested;

The Healer healed those who had been broken and would have destroyed them but for her compassion; and

The Riddler posed the Learned Devourer with a question it couldn't answer and learned the location of the Testing Grounds.

At the Testing Grounds, Rastalulf faced Alaramsor at the place where he was most powerful. Alaramsor would have destroyed them all, but Rastalulf was not afraid and spoke the Challenge Words exactly as Orlanth did. Alaramsor had to honor the Challenge Words for they were part of his power. Alaramsor challenged Rastalulf's ancestors, his luck, his breath, and his honor.

For his ancestors, Rastalulf pledged his ability to use words of power. He won when he recited the Origins of Umath in the sacred language of his people and forced Alaramsor to acknowledge his power.

For his luck, Rastalulf pledged his ability to sacrifice himself for his people. He won when he showed Alaramsor the destiny he had chosen and Alaramsor's role in that destiny.

For his breath, Rastalulf pledged his ability to wield the storm. He won when he overcame Alaramsor with the Great Storm.

For his honor, Rastalulf pledged his life. He won when he learned of the doom that would be his if he took the Vanak Spear and still accepted it rather than live with dishonor.

Defeated, Alaramsor showed Rastalulf where he had hidden the Vanak Spear. Reaching into Alaramsor's heart space, Rastalulf wrenched out the fabled weapon and greeted it as his Grandfather. As Burmt-Brolarulf sang:

*The tongue of Vanak, my father's
dread Grandfather, speaks words of power.
They voiced Bagustan's bane, the burning
of water-Jeseeri and of making
Kadkardan half-a-man. Listen with care!
Grandfather whispers of your end
and promises thunder's angry vengeance!*

Calling forth long-vanquished winds, Rastalulf carried his companions and the Vanak Spear out of Alaramsor's Hall and back to the holy grounds of his peoples. From this point on he was called Rastalulf Vanak Spear.

IV.

Rastalulf's loyal spear-thane was Kastand, who had stood beside him since their first victory against Alaramsor. Kastand's daughter Hindala was his only child. When she became old enough to marry, Kastand asked Rastalulf to help him find a worthy husband for her. Rastalulf arranged a marriage with Harnkaval of Holdfast, a cousin of High King Haradangian and a wealthy chieftain of the Berenethelli. To prove that she was Harnkaval's equal, Hindala brought a very large dowry - so large that some mocked Harnkaval as Hindala's underhusband. To honor his loyal companion Rastalulf contributed a generous part of Hindala's dowry himself.

The marriage between Hindala and Harnkaval was not happy, and Hindala told Kastand that she wanted to divorce Harnkaval. Kastand told her the precise legal formula to divorce him so that it could not be challenged by judges or jurors. Hindala did as Kastand instructed, and returned to her father at Yinkstead.

Kastand traveled to Holdfast with four men and asked Harnkaval for Hindala's dowry. He refused, and told Kastand that if he ever entered Harnkaval's clan lands again he would kill him. Kastand traveled to Yinkstead and asked Rastalulf for his aid. Rastalulf said that Harnkaval was most unjust not to return the dowry, and called for jurors to witness his claim to the dowry.

Harnkaval asked his cousin Haradangian for advice. The High King said that Rastalulf was a great man and there would be no dishonor for a chieftain like Harnkaval to settle the claim. Harnkaval said, "That might be so. But I think it would be a grave dishonor for a King like Haradangian to force his kin to settle with a man who has as little respect as Rastalulf." Jealous of Rastalulf's fame and remembering his haughty insults, Haradangian agreed to support Harnkaval.

At the next formal Court of the Berenethelli, Rastalulf arrived with his jurors, his companions and his supporters. His juror stated the claim against Harnkaval, and Rastalulf plead his case. King Haradangian refused to judge the case and said that he could not impartially judge a claim against his kin. Rastalulf retorted that Orlanth routinely judged against his own kin. "A true King," said Rastalulf, "places to the justice of his people above the advantage of his kin." Furious, King Haradangian announced that he would not hear the claim and that Enderos, chieftain of the Keradafi, would hear the claim. Rastalulf refused to allow Enderos to be seated as judge and, brandishing the Vanak Spear, reminded the assembly of his boast of twenty years before - that he acknowledged no man to be his better except the holder of the Ring of Orlanth.

The assembly left without the dispute between Enderos and Rastalulf being resolved. The next summer, Rastalulf and his supporters rode to Holdfast and announced that they were their to take Hindala's dowry by force. None of Harnkaval's men dared raise a weapon against Rastalulf.

When King Haradangan heard the news, he shook with fury. He tried to institute proceedings against Rastalulf, but Rastalulf was so popular that even Haradangan could not get sufficient jurors to swear the Law Oath against him. He sought to outlaw Rastalulf, but the chieftain had too many supporters. He told his hall-thanes to kill Rastalulf, but none would raise a weapon against him.

As a result of the feud between King Haradangan and Rastalulf, a dangerous black cloud loomed above every Court, and little business could be conducted at the Court because of the armed bands of men. After a few years, the quarrel between two great men grew so bad that the other tribal kings took sides, some siding with King Haradangan, others with Rastalulf.

V.

In far-off Talastar, lived a great man named Lokamayadon. He was the oldest son of Ingkarthor the Wealthy, the son of Jothitorang Gnawbone, the son of Swenith, the son of Great King Valarastans. Even now with his greatest fame lying in the future, he was the most famous man in the world. Just the briefest list of his deeds follows. He had defeated Emperor Mahzanelm in battle and liberated Lakrene from the Dara Happan Empire. He had earlier quarreled with King Haradangan but put that aside to perform the Feat of Thunder Mountain. The High Council of the Lands of Genertela gave him the title High Speaker and his word carried as much weight as the High King. He married Erilindia of Fandara and negotiated the Champion's Peace between the High King and the Queen of Oslira. Many loved him, others feared him, but all respected him as the greatest of all the Orlanthi.

After, having brought peace between the Heortlings and the Queen of the Oslira, it was Lokamayadon's ambition to bring peace to all the races of Genertela. At the Council of the Oak, envoys of the Dara Happan Emperor presented themselves to the High Council of Genertela with gifts and offers of peace. Lokamayadon's silver words helped negotiate a peace treaty between the Empire and Dorastor. Places and issues were sacrificed by each party, but for Lokamayadon, peace was worth great sacrifices. He sought to bring harmony to the Orlanthi peoples under his leadership.

It was with great disappointment that Lokamayadon learned of the feud between King Haradangan and Rastalulf. On the eve of peace between the High Council and the Dara Happan Empire, it was intolerable to Lokamayadon that the storms of war were brewing among the tribes of the Heortlings.⁹ Calling together his followers, Lokamayadon resolved to bring peace to the Heortlings.

Lokamayadon arrived at the formal Court of the Heortlings with gifts and supporters. The onlookers became excited. The priests said that his presence at the

Court portended great change. Many were angry with Lokamayadon for the shameful acts he had committed to win Erilindia of Fandara as his wife.¹⁰ Others were angry with Lokamayadon for supporting peace with the Dara Happan Empire despite having won great glory by defeating the Dara Happan emperor in battle and seizing their territories. Still others hated Lokamayadon for having fought against King Haradangan, even though it ended with the Peace of Champions. But mostly the onlookers were nervous, because Lokamayadon was a great and ambitious man who swept away his opponents with the great winds he brought.

Lokamayadon announced that he came to reconcile the Heortlings and bring harmony to the Orlanthi and offered great gifts to Rastalulf and King Haradangan if they would let him mediate their differences. But Rastalulf Vanak Spear would not take his gifts. Instead he asked Lokamayadon what right he had to mediate this dispute between Heortlings. Lokamayadon replied that he was the High Speaker by proclamation of the High Council of the Lands of Genertela and that he spoke for the peoples of the High Council.

Rastalulf Vanak Spear asked Lokamayadon if Orlanth ever allowed a foreigner to mediate a dispute between him and his brothers. Lokamayadon admitted that no such thing had ever been done. Rastalulf Vanak Spear asked Lokamayadon if Heort ever allowed a foreigner to mediate a dispute between him and another Heortling. Lokamayadon replied that no such thing had ever been done. Rastalulf Vanak Spear asked Lokamayadon if the old laws sanctioned a foreigner to mediate a dispute between the High King and a free Heortling man. Lokamayadon said that following the Old Ways had led to war and dissension and thus New Ways were needed.

To this Rastalulf Vanak Spear said, "Lofty sheep-rider, much has been sold to buy your empty greatness." He told Lokamayadon that the Old Ways serve the gods and preserve the world, while Lokamayadon's New Ways serve his ambitions and preserve nothing. He accused Lokamayadon of wearing robes in his homelands and of being ashamed to show off his tattoos before the slaves of the Emperor. Finally, using the Vanak Spear, he destroyed the gifts Lokamayadon had offered.¹¹

Lokamayadon was furious, for Rastalulf had insulted him before the assembled Heortlings. A dark cloud brewed above Lokamayadon's head, lightning flashed from his eyes and a strong wind lashed the onlookers. "You will respect my authority or I will sweep you away with my winds!"

But Rastalulf Vanak Spear was not afraid. "No one can make me do anything!" he roared. "I will not be swept away and you will live to regret your rash words." Summoning a great storm that raged on for three days, Rastalulf scattered the assembled Heortlings. It was said that in their haste to

⁹ Friction between the Heortlings and the Talastari Orlanthi had been on the rise for generations. Formerly small and uncommon problems had become larger and more frequent. Disputes over prime land had turned bloody and no institutions existed to resolve the disputes since the Heortling king did not have authority over the Talastari and the Heortlings did not recognize anyone with authority over them.

¹⁰ Lokamayadon shamefully used the Three Lightnings and the Hidden Wind to win Erilindia of Fandara, Queen of the Oslira, the most beautiful and ambitious woman in the world.

¹¹ This is an extremely insulting gesture. Not accepting a gift is considered a grave insult amongst the Orlanthi. Destroying a gift denotes the greatest contempt for the gift-giver.

leave the assembly grounds, several members of the Ring of the Heortlings dropped their sacred regalia.¹² Lokamayadon returned to Lakrene with his supporters.

The next year, Lokamayadon sent envoys to King Haradangian, asking him to hold Rastalulf Vanak Spear accountable for his insults. When the envoys presented gifts from Lokamayadon, King Haradangian received each gift graciously but presented them with counter-gifts of identical value. When the envoys presented their case against Rastalulf Vanak Spear, King Haradangian had his lawspeakers give ancient reasons why the King could not hear the case. After this had gone on for many weeks, King Haradangian dismissed the envoys, letting them know that he would not resolve the dispute between Lokamayadon and Rastalulf Vanak Spear. He said, "Lokamayadon is High Speaker of the Lands of Genertela. Certainly he can resolve a dispute with a mere clan chieftain."

When his envoys returned to Lakrene, Lokamayadon was holding a banquet for the haughty servants of the Dara Happan Emperor. Having ended the war between the High Council and the Solar Empire, Lokamayadon sought to bring an alliance with the Solar Empire. His envoys repeated King Haradangian's words and Lokamayadon determined to prove to the Heortlings that he was the leader to bring peace to all Orlanthi.

Lokamayadon appointed a juror to pronounce judgment on Rastalulf, in accordance with the Old Ways.¹³ At the next formal Court in Berenethtelli lands, the juror recited the words invoking jurisdiction over Rastalulf Vanak Spear and recited Lokamayadon's case of defamation against Rastalulf Vanak Spear. When the juror began to recite the legal phrase granting him authority over the defendant, Rastalulf raised the Vanak Spear and shouted, "No man has authority over me but the King of the Heortlings." With that, he threw the Vanak Spear through the juror, killing him instantly.

Rastalulf then called witnesses and told them that he had killed Lokamayadon's juror. He gave a wergild of one hundred marks in silver to one of the witnesses to hold until the assembly could convene.¹⁴ Rastalulf agreed to allow a delegation of respected men travel to Lakrene to inform Lokamayadon of what had transpired and to offer him the wergild.

The delegation arrived in Lakrene and they were well greeted by Lokamayadon. When they told him that Rastalulf had killed his juror, Lokamayadon was angered, but did not abuse the delegates. Instead, he told the delegation that he would tell them the next day whether he would accept Rastalulf's wergild.

That night, while in bed, Lokamayadon told his wife Eirilindia of Fandara that he was willing to accept the

wergild. "It is a just amount," he said, "and I see no reason not to end this feud with Rastalulf Vanak Spear." Eirilindia scoffed at Lokamayadon and said, "Men will think you a coward if you cannot protect your own followers from men like Rastalulf, let alone from those greater than he." Lokamayadon recognized Eirilindia's threat and decided not to accept the wergild.

When Rastalulf learned that Lokamayadon had refused the wergild, he told his sons that Lokamayadon would send men to kill them. His eldest son Brolarulf smiled and said he would arrange a suitable greeting for them.

The next spring, Lokamayadon called his twelve best warriors and told them to ride to Yinkstead and kill Rastalulf. They rode fast and furiously across south Peloria. They wore fine mail and their helmets were inlaid with silver. In Berenethtelli lands they met some carls and asked for directions to Yinkstead. The carls said that it was across the Naller River. The riders thanked the carls and set up camp for the night. One of the carls ran as quickly as a man can to Yinkstead and told Brolarulf about the riders. Brolarulf gathered his brothers and companions.

Before the dawn, Rastalulf woke up to the sound of rustling mail. He rose and went out, and saw that his sons and several supporters were all fully armed. Brolarulf was in the lead, wearing mail and wearing a blue cloak, with his hand on his sword hilt. His other sons wore mail and helmet and carried their spears. They all wore colored clothing. Rastalulf called out to Brolarulf, "Where are you going?"

"To look for Lokamayadon's lost sheep," he replied and headed for the river.

At the Naller River, Lokamayadon's men had begun crossing the ford, when they saw the seven men at the other side of the ford. They were unfamiliar with the ford so they were strung out in a line as they felt their way across. With a yell, Brolarulf raced straight down towards the river and made a great leap and cleared the river. He then turned around and with his sword cut down the last man crossing the ford. "My father sends his greetings to your lord," he said. He then ran into the river and his sword crashed down into the next man's head. The other brothers ran down towards the river and slew the first man across the river. Then they charged into the river and attacked the men trying to cross the ford, killing three and wounding three. One man tried to stab Brolarulf with his spear, but Brolarulf leapt out of the river and cut off his arm, leaving him to die in the river waters. He then threw his spear at another man, killing him instantly.

After the survivors surrendered, Brolarulf told them to flee back to their lord and tell them that it will take more than twelve sheep to kill their father. "It is an insult to send so few men to try and kill such a great man," he said. For this deed he was often called Brolarulf Great Leap.

¹² This is a likely exaggeration by the skald. Herangvot's poem described the Ring of the Heortlings in 365, each item of the sacred regalia was listed and its bearer's merit detailed.

¹³ The juror was Penorri Lawman, son of Axe-Kolli, son of King Angangard of the Liornvuli.

¹⁴ This is a truly remarkable amount and probably twice the true wergild of the juror. Many commentators have concluded that having satisfied his honor, Rastalulf was now willing to resolve the entire dispute with one great show of generosity.

VI.

Lokamayadon was enraged when he heard about Brolarulf's Great Leap. He wanted to challenge Rastalulf to single combat to finish the feud once and for all, but the High Council forbade it. The High Council was culminating its negotiations with the Emperor to bring the Solar Empire into the Council and without Lokamayadon, the negotiations could not be concluded. Although he accepted the High Council's decision with public grace, privately Lokamayadon raged and the Emperor's priests were frightened by the ensuing storm until Etilindia calmed him down.

Rastalulf Vanak Spear traveled to the hall of King Haradangian and presented him with many gifts. He asked King Haradangian for his support against Lokamayadon, warning that Lokamayadon would soon have the support of the Dara Happan Emperor. Haradangian replied that the dispute was between Rastalulf Vanak Spear and Lokamayadon, and did not concern him. He said that he could not choose between Rastalulf's arrogant pride and Lokamayadon's overwhelming ambition. Oddly, Rastalulf only sadly replied he knew that would be King Haradangian's reply and saluted the King of the Heortlings.

That winter, Rastalulf gathered his friends and companions. In all, forty-eight brave men and woman from all the Heortling tribes met at Yinkstead, and swore to fight alongside Rastalulf Vanak Spear. He sent away his grandchildren to be fostered in other lands. ¹⁵On Orlanth's High Holy Day, Rastalulf and his chosen companions sacrificed the best of his herd to the gods and fed themselves solely upon that meat until Sacred Time.

In Lakrene, Lokamayadon called for his warriors and handpicked one hundred fifty of his very best men, chosen for their bravery, their devotion and their prowess. He gave each one a fine colored cloak and a golden armband. Each wore a coat of mail and a helmet with red feathers, and carried a sword and two spears. He exhorted them to strike quickly and make it evident that none can stand against the new winds of change. Accompanied by a wind summoned by Lokamayadon, his host sped towards Yinkstead, covering the distance in less than seven days.

Yinkstead was a strongly fortified stead with stout, thick walls and surrounded by a stone corral. Frighteningly carved wooden totems protected the stead from unfriendly spirits and the stone lintels were lined with runic carvings. Its high peaked roof had shingles of bronze and fierce spirits of wind raged in the sky above. Outside the hall, Rastalulf was ceremonially armed one last time by his trusty spear-thane, Kastand.

Lokamayadon's host gathered outside the stone corral. A storm brewed above, and hailstones the size of a man's fist fell from the sky. Above the din, Brolarulf laughingly greeted the assembled host and offered to quench their thirst with his father's ale, telling them:

*Honor is brewed here, handed out.
You thieves found it bitter drink.
My lips blister, honor quenches them.
Your thirst will be Dergandaran.*

After saying this, Brolarulf shot one of Lokamayadon's men in the eye with one quick draw of his bowstring. Shouting the war cry of Lokamayadon, the besieging host charged the corral walls. A brief battle ensued, but the foreigners failed to break Rastalulf's shield line and they pulled back. Brolarulf shouted across the field:

*No one can call us niggardly.
We are poor men, but we thrice returned
Your best gift of spears and sword edge.*

This was true for Rastalulf lost only six of his men, but eighteen foreigners lay dead. Rastalulf told his men that it would be poor hospitality if Lokamayadon's envoys had nothing to boast of. He then reminded the foreigners of their oath to Lokamayadon and told them that their women would mock them if they returned without killing him. This inflamed the foreigners' anger and again they charged the corral walls.

Brandishing the Vanak Spear, Rastalulf leaped over the corral wall into the thick foreigners' line. Their weapons could not bite him and with each thrust of the Vanak Spear, one of Lokamayadon's warriors fell. Rastalulf's companions fought with great bravery as well, but the foreigners' swords could bite through their armor. Venestra the Red Woman fell first, her arm severed by a lucky blow. Hill-Skolli was killed when a well-placed spear cracked his skull and Leikan of Deksarshall died with an arrow through his neck. Kastand Spear-Thane died last, cut down at Rastalulf's side. The loss of his trusted companion struck Rastalulf hardest and he called up a fierce wind that blinded his foes and retreated back into the hall with his surviving sons. Brolarulf taunted the foreigners again:

*No man goes unsated from our hall.
Narosden and Fenlanth and their twelve good thanes
are not thirsty. Minkister toasts them.
And those treacherous foreigners,
Forty eight or so, counting only heads,
Are not hungry anymore.*

Lokamayadon's men were afraid to follow Rastalulf into his hall, for they knew that behind those great, bolted oak doors lay Rastalulf and his sons. They could not stand against the Vanak Spear. More than half the foreign warriors were dead and many more were wounded. From within they could hear Brolarulf's mocking poems and their impotence to avenge the insults enraged them further.

It was a Vanchite named Tuluki, cursed forever as the Burner, who found the bales of hay drying in the corral and suggested that they burn Rastalulf in his hall. They blocked the doors to the hall with a wagon and covered it with stones from the corral wall. They stacked up the bales

¹⁵ One of these grandchildren, Bringulf, is a hero of his own saga. Portions of it were published in *Tales of the Reaching Moon* #7, in a piece entitled "Fragment 1645." Bringulf was Harmast Barefoot's grandfather.

around the hall and piled wood atop it high onto the roof. They lit the bales and a thick black smoke rose into the sky. But the fire did not eat the hall itself and from within, Brolarulf still mocked them:

*You paltry Burners! Make a pyre
Worthy of Vingkot, our grandfather hero.
You are burning heroes in here, too.
You can not stack death here, so place trees instead.
Make a hero's fire, with smoke to bear our breath
To Orlanth's mead hall. Burn us well,
Or we will mock you as fireless, as well as cowards.*

The Burners redoubled their efforts and threw more wood and bales onto the pyre. They prayed to their gods and they called upon Lokamayadon to burn Rastalulf. With that, the flames erupted and licked high into the sky. The heat was so ferocious that the links of their armor weakened and their swords were forever discolored. But from within, louder than thunder, began Burnt-Brolarulf's *Immolation Song*:

*This fire unfetters my soul, a debt I owe you.
My powers will repay you - hear my song and breathe free.¹⁶*

He sang the entire *Immolation Song* from within the burning hall as the flames licked ever higher. His voice never weakened even when the embers of the roof collapsed into the ruins of the hall. When he the song ended, the dread figure of Alaramsor was seen flying into the stead. Only the crackling of the dying flames could be heard as Alaramsor rode his steed back into the sky carrying the Vanak Spear.

When the flames finally died, every Burner was on his knees praying to his gods. None ever forgot the terrible power of the Song and each had been forever changed. King Haradanganian heard the *Immolation Song* from a surviving Burner and he openly wept with tears streaming down his cheek. Realizing his wrong, he cried out for Rastalulf's forgiveness. No one ever sang the *Immolation Song* in Lokamayadon's presence and he was always puzzled by the reaction others had to it.

Thirteen years later, when King Haradanganian broke with the High Council, he led the Heortlings from the Council singing the *Immolation Song*. Thus began the Gbaji Wars and the great storm that changed the world.

TIMELINE OF RASTALULF'S SAGA

- 309 Rastalulf born.
- 311 Lokamayadon born in Talastar.
- 322 Rastalulf summons the Great Storm.
- 324 Rastalulf becomes an adult.
- 326 Rastalulf first travels to Alaramsor's Hall.
- 327 Rastalulf meets young Haradanganian and marries Karendra.
- 329 Brolarulf born.
- 332 Haradanganian becomes High King.
- 332 Rastalulf welcomed as a house thane into the hall of King Haradanganian.
- 335 Rastalulf becomes Chieftain of the Harangi Clan.
- 337 Rastalulf travels to Alaramsor's Hall and is defeated.
- 339 Lokamayadon performs Heroquest of Hagodereth.
- 339 Rastalulf wins Vanak Spear.
- 340 God Project is made public.
- 343 Lokamayadon performs Feat of Thunder Mountain.
- 345 Champions' Peace made, between Dorastorings and Unity Council.
- 346 Rastalulf begins legal action to collect dowry from Haradanganian.
- 349 Eringulf Born.
- 349 Lokamayadon attempts to reconcile Haradanganian and Rastalulf but is violently spurned and insulted by Rastalulf Vanak Spear.
- 350 Haradanganian refuses to resolve dispute between Lokamayadon and Rastalulf of the Vanak Spear. Rastalulf Vanak Spear kills Lokamayadon's juror.
- 351 Brolarulf's Great Leap.
- 352 Lakrene Treaty. Dara Happa joins with the High Council of the Lands of Genertela.
- 352 Immolation Rastalulf Vanak Spear and Brolarulf Great Leap killed along with their companions by supporters of Lokamayadon.
- 355 Significant Dara Happa forces settle in Dorastor.
- 365 High Council of the Lands of Genertela Broken when King Haradanganian leaves council, along with uz and dragonewts.
- 368 First Theyalan War. Haradanganian killed. Berenethings enslaved.
- 371 Hardrinor Born.
- 375 Nysalor Born.
- 376 Victory of Second Theyalan War.
- 377 Directorate of Saird Established
- 379 Battle of Night and Day. Eringulf killed.
- 396 Harmast born.
- 397 Battle of Vanntar. Hardrinor killed.
- 397 Ultimatum issued to Orlanthi.
- 398 Orlanth's Evil Year.

¹⁶ These are the only two lines of the *Immolation Song* ever written down, but every Orlanthi godtalker and poet commits the song to memory. The song is sacred words of power, and even Lhankor Mhy scribes have the prudence not to profane it.

THE IMMOLATION

*Honor is brewed here, handed out.
You thieves found it bitter drink.
My lips blister, honor quenches them.
Your thirst will be Dergadaran.*

*No one can call us niggardly.
We are poor men, but we thrice returned
Your host gift of spears and sword edge.*

*No man goes unsated from our hall.
Narosden and Fenlanth and their twelve good thanes
are not thirsty. Minlister toasts them.
And those treacherous foreigners,
Forty eight or so, counting only beads,
Are not hungry anymore.*

*You paltry Burners! Make a pyre
Worthy of Vingkot, our grandfather hero.
You are burning heroes in here, too.
You can not stack death here, so place trees instead.
Make a hero's fire, with smoke to bear our breath
To Orlanib's mead hall. Burn us well,
Or we will mock you as fireless, as well as cowards.*

*This fire unfetters my soul, a debt I owe you.
My powers will repay you - hear my song and breathe free.*

TRIADS OF TERARIR

*Erilindia is a powerful and striking character in Lokamayadon's life. While working on the book,
I compiled other information about her. She has similarly inspired others.*

Erilindia is mentioned in three triads of the Terarir period.
(Like most of the triads of this period, they are attributed to
Harshen Three-line [born c. 338, famous c. 362])

THE THREE GREAT WOMEN OF TERARIR

Ore, the most modest. (It was a vice for her. Ferenus loved her, and courted diligently for twelve years. He even rescued her twice, but got her to glance at him only after he tricked her to revealing her real feelings.)

Kerenth, the most murderous. (She provoked the death of four husbands, poisoned three more, paid for two to be assassinated, and stabbed one while making love.)

Erilindia, the most ambitious. (Born a carl, she took the scale and became a trade chief, amassed great wealth and bought Durleel, became Director of Terarir and Queen of Oslira, and married the greatest priest in the world.)

THE THREE GREAT TREACHERIES OF DURLEEL

Korstak, for lust. (He was a spoiler and debaucher, but led the troops to victory, so he was liked. Then he raped Fencha, and everyone turned against him.)

Marandos, for greed. (He was a conqueror and a commander, and received awards no man before him had ever received. Yet, for wealth, he blew it away. So, too, went he, as does all gold, away.)

Barderus, the Defiler. (He was a loyal man to his lord, but when he saw the murderer of his clan he killed her. Her kin didn't even seek wergild, preferring to disavow the heinous crimes of Erilindia. But for defiling a temple, Barderus was captured and tortured to death by avengers.)

THE THREE WOMENS' SLAUGHTERS OF TERARIR

Koladan, by Erilindia, for the good of the earth. (Ganagran Oria makes ancient demands). **Alornik**, by Oppashargash, for a red river. (Shargash defied, sends death.) **Thernen**, by Erilindia, for no reason, just rage. (Vadrus devours those who feed him.)

BOOK OF HARMAST

I compiled and wrote this information to prepare for Ten Women Well Loved. It was also the first Friends of Glorantha submission.

DATES RELEVANT TO HARMAST

BEFORE HIS BIRTH

- 349-51 The three Councils of the Oak
Lokamayadon negotiates Peace between Council and Dara Happa
- 352 The Immolation - "This fire unfetters my soul, a debt I owe you. My powers will repay you – hear my song and breathe free." Lokamayadon kills Rastalulf and his family
- 352 Emperor Erzanelm meets Ketreseus
- 352 God Project launched in Dorastor
- 365 Council breaks, the "New Immolation"
- 366-68 Theyalan War
- 371 Second Theyalan War starts
- 372 High Council and Dara Happa merge
- 375 Sunstop
- 376 Second Theyalan War ended with submission of Orlanthi
- 379 hird Theyalan War begins. Battle of Night and Day, war continues...
- 380 When Palangio pacified Caladraland, and a civil war broke out, refugees left for the sea. Some claim they are the ancestors of the people of Breakwater in Jrustela, though they themselves deny it. [Tradetalk5.17]
- 381 Esrolia surrenders completely
- c 382 "Two Pair Hero" rebellion
- c 384 "New Slave Policy" enacted, thousands exported from highlands
- c 390-5 other children born to Hardrinor (die early)
- 393 Harmast born
- 395 New outbreak of rebellion
- 397 Battle of Vanntar, Orlanthi defeated
- 397 "All Slave Policy" adopted for Dragon Pass residents
- 398 The Evil Year
- 401 Slontos is invaded
- 402 Ezkankekko is besieged in his plateau

HARMAST MOST IMPORTANT DATES

- 393 Born
- 411 Initiated
- 420 Departs on Lifebringer HeroQuest
- 448 Departs on 2nd HQ

FAMILY DATES

- c 255 King Vesten born
- 309 Rastalulf born
- 332 Brolarulf born,
- 352 "The Immolation" also, Eringulf born
- 371-9 Eringulf's great deeds
- 376 Hardrinor born
- 379 Eringulf dies
- 383 Karstal born
- 393 Harmast Born
- 397 Hardrinor dies at Battle of Vanntar.

CONTEMPORARY EVENTS IN SESHNELA

- c. 410 Arkat (leading a Seshnelan army) defeats the Vampire King of Tanisor, Grachamagacan the Iron Vampire [G.78]
- 417 Arkat named Grand Marshal of the Seshnelan Crusade against Chaos [GB.18]
- 411 Harmast Initiated, age 18. Battle of the Verge. Harmast's kids born: 413. x1 [+18 = 431], 414. x3, 415. x2, etc.
- 418 Palangio kills Arkat in Ralios, named to be Director of Kerofinela and Slontos
- 420 Harmast's Lightbringer Heroquest. Harmast age 27
- 422 Harmast's Return with Arkat. The Lightning Revolt, Ralios tribes liberate themselves. Arkat departs, Harmast remains. Empire counterattacks.
- 424 Battle of Vanganth Hill. Arkat returns with an army of knights "to fight Krjalki." Victory for King Alongor. Very effective pursuit. Afterwards most of Arkat's knights and warriors depart.
- 426 Arkat converts to be an Orlanthi. Owenreth is acknowledged as High King of the Heortlings [Dragon Pass]
- 428 Battles of Kartolin Pass. Arkat defeated
- 429 Construction of The Towered Walls (defensive). Siege of Kaxtorplose starts [in Slontos]
- 430 Arkat's army moves downriver to the sea, assembles a distance from the seaports.
- 431 Arkat lands in Slontos. Harmast age 38. Battle of Sardrandos, where western Slontos was defeated. Battle of Stenentos, when the Slontos men destroyed each other.
- 432 Battle of Kaxtorplose. Landmark Battle. Palangio takes command, with new forces. Hendrik's Great Leap saves the day.

- 433 Arkat marches through Esrolia, liberating as they go. They continue past, and at the Destor Pass he meets with Koru Kor, a troll greatlord who promises help "every night, and once, with all of us, in the day, against the False Lords." Hendriki army departs for home. Arkat army liberates the southern Heortlings.
- c 435 many Harmastssons are at adult age. Early Harmastings meet in combat, join up.
- 436 Battles of the Four Gates. Probes fail to get over the Dragonspine.
- 437 Arkat goes through Dragons Maw. A surprise move.
- 438 Battle of the Kitchen [Tarsh]. Major effort to stop Arkat. Victory for Arkat.
- 438 "Five Feud Strike" begins [Orgovaltes]
- 439 Battle of the Fields of Ash [northern Infithtelli lands]. Former Bereneth lands also freed Harmast age 46, returns to his home stead.
- 439 King Hendrik dies.
- c 440 Benarth and Henata, love story with the Kitori
- 440 Peaceful Year.
- 441 Wave of Terror, counterattack into Dragon Pass. Battle of Creekstream Ford destroys invaders. The Three Magics of Creekstream Ford: The gulping earth that swallowed the broods; Elmal's arrows that downed the hoverers; and the Harmast Sons, who stood like a wall.
- 442 Arkat's (small) Army clears the lands north of the Spine, aided by local tribes revolting against the empire.
- 443 Warlord Sanlanth leads an Orlanthe army to follow Arkat north. Called "the grunthers" by westerners, who mocked the many Uroxi sacred rites with the slur. (early Markoth notes) These concern the movements of Arkat's army through Saird, gaining of allies in Talastar, and events preceding the battle of Markoth.
- 443 Five Feud Strike ends in exhaustion of the Orgovaltes [Orgovaltes territory]
- 444 Battle of Markoth, which took place in Terarir. Decisive victory for Empire. (later notes) Largely concerned with Arkat's efforts to raise an army again, and the counterattack across Terarir towards Tarsh. Afterwards a band of uz guard Arkat night and day.
- 444 Harmastings meet their father, Harmast, and are killed. Harmast cannot order the death of his son, but sends him into permanent exile.
- 444 Northern Alliance defeats Orgovaltes [Orgovaltes territory]. Some clans join Northern alliance, others go to Hendriki.
- 445 Battle of Dayhail, great victory for Arkat, near modern Kerikor, in south Sylila. [a.k.a. DH Battle of Hangalium] After this, the army is divided, with Arkat marching to Dorastor, Warlord Oranmadar going to Dara Happa.

- 445 Harmast of the Orgovaltes is killed [Orgovaltes territory].
- 446 Orgovaltes disappear forever [Orgovaltes territory]
- 446-451 Army of Orlanthe.
- 446 Saird fighting.
- 447 Battle of Vingkot. Alkothe army defeated, then Shargash is satisfied. "Shargash accepted the sacrifice, and agreed not to attack the army again." Rush south, victors at Erustusford, thus rescuing the Army of Truth.
- 448 Battle of the Goats (Orlanthe Victory)
- 449 Terarir fighting
- 450 Winds Over the City of Towers (Yuthuppa) (Orlanthe Victory). Ice Over Raibanthe
- 451-459 Occupation of Dara Happa
- 451 Emperor Anarsto [Anirestyuu] surrenders to Vastolf of Quivin.
- 459 Uprising in Raibanthe, Harangot defeated but escapes. Cold Light Fires Uprising, led by Ordanesto [Ordanestyuu]. Saird remains occupied.
- 460 Terarir frees itself.
- 465 Saird freed.
- 446-450 Army of Truth.
- 446 Arkat takes volunteers westward against Dorastor. Battle of Salinsfort. Arkat defeated by Nysaloran forces.
- 447 late. Arkat disappears. Army of Truth retreats, is rescued by the Army of Orlanthe.
- 448 middle. Arkat the Troll returns. Troll army assembles.
- 449 Conquest of Dorastor.
- 450 Gbaji is destroyed. Palangio reappears at battle.

HARMAST

- 448 Departs on 2nd HQ
- 450 Rises again in Ralios, this time with Talor. Stops a war between the Orlanthe and Fronclans. Both join into attacking Kartolin Pass, and Dorastor. Arrive for Final Battle, solidifying the ground before them. Age 57. Retires to his farm.
- c 460 Harmast's grandchildren are coming of age.

TO BE CONTINUED.

THE CHILDREN OF HARMAST

THE THREE GREAT TRAGIC FAMILIES

They are all of the house of Harmast. First are the Ruby Brothers, who were all powerful men who killed each other for the ruby points. Second are the Harmastings, heroic warriors who were murdered by one of their own. Third, the two Men of the Clubs, who fought among the farmers.

THE HARMASTINGS [c 435 - c 444+]

When volunteers went to assist Master Arkat in his war against Gbaji, for they hated the enemy and preferred to die fighting against him than live under fear any more. Many bands formed and fought, though most were comparatively short lived. Among the most famous are the Olontongi, named after their protector; the Blacks and Whites, half of whom wore each colored armor; the Spotted Pony, named for their protector; the Greenspears, with magical weapons; and the Treebarks, named for their shield covers.

They were later called the Harmastings. The men were young and did not even know each other when they first went to fight with Arkat. They met, and after realizing they were all brothers they formed a band and, only after making a great name for themselves, they revealed their identity to their father.

The Harmastings were a courageous band of brothers among the Hendriki. Their leaders were all sons of Harmast the Lightbringer. Among them were:

- **Borniskis Harmastson** - who patrolled the Fossil Forest alone for three years, and mustered the stone animals to help him so no evil crawled out at all.
- **Senmniskis Harmastson** - who took ten great wounds fighting on the sands of Marzeelmouth, and whose breath hated sorcery.
- **Destorniskis Farleaper** - who could always find his way safely past the Slontonings defenses, and had skin like armor, and could jump a hundred yards when he had to.
- **Harmast Harmastson** - or Small Harmast, who was bigger than most men, and used two metal maces in combat, and threw magical spheres at his foes.
- **Evil Veribur** - who killed his three brothers in their beds on the night after they had met their father, Harmast.

"It is the oath I took," he said in his defense, "Upon the soul of my dying mother and the power of Ernalda, who made us all."

BENARTH AND HENETHA [c 440]

This is a love story, with Benarth Harmastson in pursuit of Henetha, a black colored doe. She turns out to be the daughter of a Kitori "king." He lays three tasks on Benarth. He succeeds at two but fails the third. He is taken by the

Hidden Shadow Lords, and no one knows where he is today. Henetha, betrayed by her kin and bereft of her lover, remained ever after in doe form. She still lives there, over in those woods, and goes as far off as that mountain there.

THE LAST BERENETHING

Harmast went to the troublesome northlands. For a year he went about, visiting the houses of the leaders and watching them to see what kind of men they were.

At last he went to Ormarl of Wolshead and offered his services. When asked what he had to contribute he stated that he was the last of the Berenethings, for he was Harmast, and thus the only remaining member of that ancient and much honored tribe. He bore the ancient marks and so no one questioned this.

Ormarl was an Orgovalting and struggling to unite his people and other traditionalists, and was happy to have him.

King Ormarl led his people to rebel against the Empire when Arkat's army was approaching, (circa 435) and they drove off all the imperial defenders from the east side of the spine, and also seized the five ways. When Arkat went through the Dragon's Maw with his army King Ormarl was beside him [437]. The Ormarlins fought valiantly at the kitchen as well. [438]

At the victory feast the chief named Jenetha brought forth a courageous member of his band for recognition. After the toast and gift giving, Jenetha bared his champion's shoulder and pointed out the tribal marks born by his hero, who was named Masthar. They were the same as Harmast's, and so Harmast was not the last of the Berenething. Amidst the furor that erupted there Masthar said, "This is no business of mine, may I depart quickly my son?"

And Harmast said, "Yes, of course," and the stranger fled as if invisible.

King Ormarl seized control of the shouting people, and since the troublemaking spirit was no longer present everyone should realize that it was a curse, sent by enemies of the tribe. Everyone agreed with that. They praised the priest who said he drove it off.

The brave warriors suffered many losses at the Fields of Ash [439], and so the king led most of the survivors home with honor and pride. However, this did not end the bad luck, for some large beetles emptied their forests of wildlife and hogs, and many people died of a strange disease, and then the horses and donkeys began to get hoof rot. The Five Feud Strike, a bloodbath that devastated all the clans engaged, ended on the sixth year only from exhaustion and despair. [443] After that the Northern Alliance came over and took over many of the struggling clans. Others ran to swear to the Hendriki chief. [444]

Harmast was killed [445] by Derenth of Danstead, afterwards called the Justice-dealer. He'd gained proximity to the hero by swearing allegiance, but hiding hatred and revenge deep inside the thief's part of his heart. "For truth and justice!" he said, with the skull splitting stroke; and, "Lies are bad luck," with the chest-bursting stroke. "Orlanth

is just," he said, with the soul-crushing stroke. And he blew upon the thrashing corpse and the rest of its power was swept away to the silent trail.

That spring the hoof rot was healed, and the beetles did not appear in the woods or threaten the farms. Peace came to all of the clans that had been involved. They went to king Orvanfalar of the Garanvuli to establish judges familiar with the old law, and they made prayers to protect them forever from the cursed powers of Harmast.

MASNISKIS, SEVANRON, AND ARNELANTH

These three were substantial chiefs and judges in their time, all whom played upon their father's name to get ahead in their clans and to form more powerful arrays of allies.

They were often, if not always, in conflict with each other. Their kinship alone kept them from fighting each other, though many proxies and friends did unkinly deeds. During the time of the Wave of Terror [441] when the vile monsters swept southward and Arkat let them, the three brothers fought together as if they were one. They were one of the Three Great Magics that made the Battle of Creekstream Ford a resounding triumph (and notably, without Arkat). Flushed with victory, they swore to always work together, not against.

After the battle the king offered the Ruby Points to whomever had fought the best. The evening ended with the triple murder of the brothers by each other, after multiple slaying of their most loyal companions.

END OF ENEMY EMPIRE

The main Orlanthi army invades Dara Happa, not Dorastor. Among the army are:

- Sevanron (yes, brought back)
- Others?
- Young Grandchildren possible

HENDRIK AND HARMAST

Hendrik. Founder of Hendriki Tribe in Kethaela. At the end of the Dawn Age Hendrik was among the Orlanthi who resisted Lokamayadon and managed to avoid rather than confront his stormy foe. He thwarted Palangio and many lesser leaders as well. When foes came Hendrik continually retreated into the mountains and was never captured. He aided Harmast, raised the youth to prominence and remained his friend for life. When Arkat and Harmast invaded Kethaela then Hendrik descended with his hidden army.

Hendrik was a chief of bandits. They had no lands, no herds and no steeds to call their own. The funeral pyre and conflagration were their campfires. They were seized by a god who kept them always hidden, but also always moving. Sometimes their ceaseless going from place to place would burst out in a frenzy that overspilled all mortal limits and burnt the world. Hendrik was famous because he directed that frenzy, skillfully, against the foes who had made them all outlaws.

One day word came to the chief that a man had been found who bore the ancient mark of the kingly tribe. Hendrik said, "It will be its own curse," and did nothing about it.

Hendrik was surrounded by a large band. The enemy had driven everyone who loved freedom into hiding, and Hendrik in his ceaseless going from here to there was the last unbroken breath. Hendrik, with his flapping cape, had kept his tiny band of galloping warriors free even when Orlanth himself was restrained, gasping breathless in the empty place where gods can be imprisoned. Hendrik's cape kept Orlanth alive, hidden and ever moving. When Orlanth coughed, the men went mad again.

Several years ago they felt the wind stir. Out in their wilderness hideaways a breeze, perhaps Orlanth himself, swept over the mountains and land and sea. Hendrik was not fooled, and did not give in to that wind which was, more likely than not, going to be yet another failed rebellious gust that will take its followers with it. Hendrik stayed with his own little local god, who had never failed.

He wasn't alone. He had a loyal following of good warriors, hard in their ways and unflinchingly loyal. Thus they dared to speak their minds to him.

His Lawman, Darstan Fourtooth, came forth and said, "Good chief, I need to mention to you about a thing we call Urvagal's Saga, which is our best victories against the chaos of the Stonewoods. Urvagal gave us ways to fight them, and his signs say 'a Kodigvari will led them against the monsters past stone.' No one has borne this sign for eight hundred years. I would want to see it myself, in case such a man might be the one spoken of."

Hendrik gave him leave to go, and so Darstan Fourtooth set forth through The Derel Woods until he came to Panalastead where the man was living at the time. He was welcomed at the chief Felbarntar's house there and spent his time observing the stranger first, and then inquiring about him from the chief and his retainers. His name was Harmast.

Harmast was an add-on man, which was common in all the clans in those days because so many refugees had come to Derel Woods. He was of good repute who bore himself well in the fyrd, worked hard in the fields, strong and well liked especially by the women. He as very holy in the rites, a very ram and cat of Orlanth power, but subject to nightmares.

Darstan Fourtooth was convinced to bring Harmast before his chief. Once there the poet *name

One day the men were busy gathering ponies for assignment. Darstan Fourtooth approached Harmast to speak to the man himself. They spoke of ponies, of which Harmast knew little. Of Derel Woods, of which he knew much more, of the war, of which he knew what everyone else knew.

Darstan thought that Harmast, even though young and in the presence of a great man, bore himself proudly and well. Harmast, for his part, had the advice needed to pick

out a good pony with endurance and strength, even though not the largest in the corral.

At last Darstan asked Harmast, "What is your tribe?"

"Bereneth," said Harmast, "of a famous lineage."

"What lineage is that?"

"I am Harmast Son of Hardrinor, son of Eringulf of the Vanak Spear. Eringulf was the son of Brolarulf the Burnt Poet, who was the son of Rastalulf of the Vanak Spear, who was the son of Harang, the son of Vesten the Bull Wrestler, son of King Venef the Stallion."

"Proud indeed," said the Lawman. "if it were true. Everyone knows of the death of the last Berenething, at Vargast's Verge."

"That must have been my uncle, then," said Harmast. "Padrim, of the *x lineage."

"I guess so, because of course we never knew his name. He was a dead man, a Humakti, who took back all of his ancestors to fight against Palangio and kill him. Of *hero himself they say."

"Padrim? Humakt? That's hard to believe."

"No, not Padrim. We know of him, he was killed earlier. Of the Humakti that was freed at the Verge, along with Orlanth and the others."

Harmast fell quiet at that. He didn't know about this, though he had seen the battlefield afterwards. Everyone was dead, barely recognizable. Last Berenething? Not Padrim? It had to have been his brother Karstal. But he was dead. They told him, at the ceremony. He was till quiet, nodding quietly to himself.

"This tattoo should be Berenething, if you are one, but it's not. What is it? Where did you get it?" asked Darstan.

"From my sponsor, of course. He made it, he pierced it into my arm with his own hands."

"So it goes, of course. But when was this? Boys have been initiated three times in the last 19 years, and I have been at two of them. I've not seen you."

"Mine was three years ago," said Harmast, "the first one. The Verge."

They stared for a while. Harmast could see this man thought he was talking to a liar. Harmast knew, of course, the whispered reverence that everyone had for the Verge Rites. Vargast had broken the imperial hold upon Orlanth, though his entire clan died in the process. But new men were made that day, for the first time in decades. Harmast dared not ever try to boast of being among them, though, because he had no proof and no one would respect such a liar. Now here he was, at last, saying it and getting the look he expected. As for Darstan, what Harmast thought was not quite true. Darstan was both shocked and amused at the heap of stories being laid out before him. He would happily listen to it all. The Lawman pointed to the mark.

"Do you know what clan this is?"

"No. Yes, sort of."

Sort of?

"A woman in Esrolia told me some things that seem to be true."

"Esrolia? Been around then? I'll bet they loved you over there, eh? What 'things' did she say?"

"Go and wait in the other room," said Harmast evenly. "That's what they said. Then they left me there, unattended for the whole afternoon and night. Finally I left there, and when I passed through the chambers the servants and girls ran away. Outside, from that point onward, every woman I ever saw in Nochet made the Marangor Hand against me." Darstan smiled, imagining that Harmast was exaggerating.

And what else did she tell you?

"Nothing. Just a girl I knew from working the barges told me more. She said, 'That mark's the curse,' She said, 'Every man who wore this was troubled, and of them half were actually very bad, and of them then another half of them were evil. That mark is the sign of the men who tried to destroy us Esrovuli. It's the sign of the slavers and rapists.'"

"So you came here to hide among these women, then? How have you survived so far, you bearer of impossible titles. You are from a tribe that everyone knows is extinct. You bear a mark that is not your clan or even your own tribe. You bear the mark, you say of slavers and rapists. You got it at a great battle whose membership is well versed to us by now. Next I suppose you might tell me that you have spoken to Orlanth and Ernalda and gotten a great power from the Hero Plane. But instead, I will stop speaking and let you too."

Harmast showed no sign of how ironic Darstan's statement was, for indeed Harmast had spoken to both Orlanth and Ernalda on separate occasions. Not since then, of course, even though Harmast thought he felt the gaze of those Great Gods upon his shoulders when he sat among the throngs of happy worshippers on the holy days. He also fought the urge to look at his pony, or at the sun dipping lower in the sky. He finally spoke. "What will you do?"

"You know, some who sent me urged me to just kill you, imposter that you must be."

"You are kind to warn me."

"I'm a Grey Man, not a Sword Man. I'm looking for the truth, not to kill it. Are you?"

"Am I looking for the truth?" Harmast did not move his gaze, but cocked his head slightly. "In my spare time, perhaps. A meal is more important most seasons."

"Are you afraid of it?" challenged Darstan.

"No."

"Then come back with me, and speak to my friend. He was at the Verge."

Harmast's gaze opened, fearless and indeed, with pleasant expectation. No measured defense, no hidden emotions for a moment, but in that moment there was such an expression of need and desire that he was convinced, despite himself, to suddenly believe the young man.

So Harmast, atop his new pony, took his meager goods and went with Darstan, up the steep river valley, then along its ridged tops. Darstan checked some signs, looked into a secret place, and quizzed Harmast about his opinion on various effects. He noted that Harmast could smell the wind easily, did not like the red glare of sunset, and was unable to see, smell or otherwise detect any of the dozens of spirits that lurked within seeing range as they rode. Most were harmless, but maybe because Darstan had seen them.

At last, while sitting easily on a boulder while their ponies rested, they saw a man approaching them on foot. Darstan recognized a friend, they greeted each other heartily, and Darstan explained briefly who Harmast was. The guard looked at Harmast, nodded approvingly, and set off away again without further word. Darstan and Harmast descended slowly by switchback, leading their worried horses carefully in the red glare of sunset. After dark they were met again at the bottom by a guard, were led to a darker copse, where they unsaddled and slept.

Chief Hendrik received the stranger and with his keen eye recognized the greatness in Harmast. He gave to the young man great gifts, including a set of armor and weapons, as well as a horse and a shield boy. His Lawman recited an ancient prophecy about the kings of the Kodigvari, and then the Goldentongue sang a blessing. When they were outfitted they set off, chief and housethanes all, to follow the young hero against the chaos of the Footprint.

— HENDRIK'S SAGA

We don't have to say more than that about it, except to note that young Harmast first underwent some long hours of investigation by the chief and some serious magic before the witness was brought forth. Harmast thought they were testing him this way, for surely the witness could have come forth any time to end the questioning. But Harmast had nothing to hide anymore, having broached the facts, and did not mind telling what he was asked. He never volunteered a fact, except to correct the name of the poets and some others. The chief nodded approvingly.

At one point Harmast could speak no more, feeling dizzy with the memories of so many dead men and women. He asked that someone invoke Orlanth to be present, to preserve them all from the memories. The chief approved of this, and afterwards he could speak again without trouble. The chief nodded approvingly.

Then at last, the chief was done. He made no sign but turned abruptly to the Lawman and said, "Bring in the poet."

The poet enters, Harmast recognizes him. Is not recognized. Poet comes closer, looks at Harmast. "Do you know me?"

"Yes, you are ..."

The poet looks into his eyes and says, "Tell me when you saw me." And Harmast describes it.

"Yes, you saw me," says the poet, "Or else you stole someone's memory. That's unlikely. Why did I not see you?"

"You did," said Harmast, "At first. But... Um... I left."

"Left!?" snorted someone. "Not finished!"

"No wait!" said Poet. "I remember now. The sacrifice."

And Harmast, for the first time since the poet appeared, let out his breath in relief. More stuff happens.

"Prove yourself then, and go now, speaking to no one lest the spell be broken."

And so Harmast turned and walked from the long house, ignoring each face looking at him, they all packed shoulder to shoulder to form a long corridor of breasts and faces, all blanked out like the faces of the dead, Except Janiria.

THE ARKATINGS

This gives some information about the people of Arkat who remained in the Kerofinela area after he departed.

This was originally a part of the Durengard Scroll.

ARKAT GUARDS

Arkat had a close circle of companions, and they each were surrounded by another circle called the Guards of Arkat. They knew his secrets and they were pledged to his support.

When Arkat departed to his home to free them from lies he disbanded his army, and many of the guards remained behind. They formed a brotherhood that made his secrets obscure.

FREE GATE GUARDS

During his reign Daramhy gets the Arkat worship out of troll lands by going into the center of their maze under Shadow Plateau, proving his trollness by getting there. Then he made them all aware of his Lightbringer aspect as well, and the trolls could not deny it and began destroying all the idols, magical items and worshippers of Arkat in their midst. Including Daramhy, whose breath got back and reported success before fading to the Silent Path.

Daramhy was one of the Free Gate Guards, trained in Arkating disciplines. He used his powers against the uz because he wanted to destroy the clan who killed his wife. They gained great wealth and power from three troll

sorcerers of tremendous power and fame sometimes called Trip, Tronk and Apatroz.

FENARTH'S ROADWAYS

Began as an organization to supply Arkat's army, later established itself semi-independently to "help move the treasures [of the Dara Happans] to their owners [the EWF]." Fenarth Issaries was their god. They had stations in many cities, and hired guards to protect them, and had money and influence in every place they lived.

SORCERERS OF BLACK ARKAT

Arkat the Liberator was an extraordinary man, a more than human person, a more than living being. He had a power that had only hidden before, and he taught this secret to whoever could learn it. His guardsman named Namzabur formed a band of magicians who were not afraid of it, and they delved deeply at whatever cost to themselves personally because they wished to destroy the lie. Afterwards they dispersed and went to their domains, each with their own band, to spread the knowledge they had to others, who could also work to destroy the lie.

- THE IMPERIAL AGE -

FROM 475 S.T. TO 1150 S.T.
FROM THE DEATH OF GBAJI TO THE DRAGONKILL

W EWF HISTORY 490 TO 1120 W

These notes were compiled with data pulled together from the sources listed below.

Here are some notes compiled from published sources about the so-called Empire of the Wyrms Friends.

SOURCES:

- The *Uz Lore* book from *Trollpak* (UL)
- *King of Sartar* (KoS)
- Glorantha Book of the *Genertela* boxed set (GB)
- *The Fortunate Succession* (FS)
- *Griffin Mountain* (GM)
- *Dorastor: Land of Doom* (DLod)

WHAT IS EWF?

EWF, pronounced "youf" is the "modern name" for the people who used to live in Dragon Pass during the Second Age, or Imperial Age. The Dragon Pass natives of that time never called themselves by that name. Our Ancestors called it that, and so we today generally know it by that name. The actual names used by the natives are given through the text below, but those are unknown by most people in modern times. Indeed, all dates and most of these facts are known only to scholars of the period.

Youf is the rune W. It is a crude approximation of the sound made by a Nightmare Dragon when it summons a human. It is half grunt, half soft bark. Done by dragontongue it is precise and commanding. People associated the sound, and the name of the people, with the rune they so often saw. The rune is W, hence the name of the EWF, both human and draconic.

POST-GBAJI

450. GBAJI IS DESTROYED.

Armies return home (or not.) Arkat has left behind a complicated network of obligations and cults. He acknowledged the rule of Ezkankekko over all the territory of his pre-Dawn realm. All the descendants of the original Dawn peoples had to obey ancient rules. He imposed the Arkat Tax for humans to pay to the troll lord, and also for plunder, taxes and tribute flow into Dragon Pass from Dara Happa.

Londaral was the King of the Heortlings, but he holds ceremonial social posts that are without power. Under his high kingship were some remnants of the old Heortling tribes and many new tribes that form and fail continually.

460-480.

Dara Happa lands rise up and eject their overlords. Treasure stops arriving, and returning soldiers bring armies. Social disorder is widespread. The pro- and anti-Arkat factions are a major troubling factor. King Londaral organizes a powerful band of veteran warriors to his household and established his leadership and the sacred value of the High King Ring.

C. 490. KING

HARASARAN UNITES KEROFINELA

King Harasaran was a Traditionalist trying to pick up the pieces after the loss of Dara Happa. He undertook a great expunging of all Arkat worship. Arkat, man or troll or devil or what, is blamed for all the failures elsewhere. At least once Harasaran fought a long guerilla war against uz, who were helping their arkati allies.

Jevamakt Purefire was a fanatic about wiping out the Arkati. "He never rested two days under one roof when he learned of a place that Arkat was worshipped, until he burnt it to the ground; and he never slept but preached forever when he was among people who thought fondly of Arkat; and whose alynx stood on its back feet whenever Arkat was near, and never failed at it."

The Harasaran Dynasty maintains stability throughout Kerofinela and surrounding lands, at peace with the benevolent Ezkankekko watching overhead.

562. A SUN DOME

TEMPLE IS FOUNDED [HOLAY]. (UL)

The god worshiped is called Tharkantus, a god of Light whose characteristic temple type was to reawaken those of an ancient cult. These actions were at first spontaneous in several temples, whose members later went and established new temples or awakened other old ones over the centuries to come. Many came to exist in Dragon Pass, amidst the Dragon Cults. Tharkantus was later recognized to be the same entity as the Elvish Sun god, and in many places the two races shared worship for centuries.

C. 565?. ROSTAND

THE SPEAKER (KOS PG. 92)

Rostand was a victim of Eurmal. The trickster split his tongue, his heart and his brain and therefore he was able to understand and speak the draconic tongue. Soon he learned

some magic from a dragon. He told his friends, and since no one was harmed and everyone learned some magic it slowly became more popular and widespread. This is the earliest example of course, the founding story behind the Waltz and Hunting Bands.

573. "...A BAD YEAR TO TRAVEL IN THE AREA." (GB PG. 22)

A note of social unrest, though Arkat worship was all gone.

575. WALTZING AND HUNTING BANDS FORMED

These are the kernel of draconic consciousness. The term "waltz and hunt" is from the cult and is just the first of many verbal assaults upon members and how they think. Participants had to go away into the countryside for a month, and returned either skeptical or, more likely, a member of the cult, speaking rudimentary dragon words and thinking dragon thoughts.

Vistikos Left-eye (KoS 180) was one of the principles in this movement.

ORLANTHLAND

578. THE TAX SLAUGHTER. (UL)

Hardros Hardslaughter led an uprising by killing the trolls who came to collect their tax. His king, Unestaros Forkbeard, was killed in battle and Hardros led the peoples. He led a raid into the depths of the stronghold of Ezkankekko and killed him, and when he resurrected again Hardros then extracted a renunciation of the tax, of old oaths and of obligations between the races. He was able to do this with the support of the priests of Orlanth.

580-587. KINGDOM OF ORLANTHLAND IS ESTABLISHED

The Priests made Hardros a Great Living Hero instead of a king, and most of his ring was of priests. Their land was, at first, small. Its name indicates that the priesthood was wielding considerable social/political power. The precise extent of its borders at this time is uncertain. Draconic consciousness among people was minor at this stage.

(GB) states "EWF" established as a political entity. However, this isn't really the EWF being formed. This political entity is later the EWF, and later yet the Third Council.

587-600. DRAGONSEED WAR

The ruling priestly ring declared dragons to be foes of the people and called on their god to help destroy them all. The warlords of the Kingdom of Orlanthland began persecuting draconic sympathizers. Many fled to the hills and the "Dragon Stalking Cycles" tell of Orlanthi deeds successful in destroying them. Among the enemies there were the "Three Dragon Seeds" who are rebel bands that persisted. One of them became the Look of Its Teaching school, who were the teachers of Obduran.

C 615. OBDURAN BORN

When Obduran was born the midwife said, "He is left handed, we must kill him." Of course the mother protested, but she had no say in this. But the Grandmother intervened, and took the child and said, "This is one in a million. I will be the mother of a god." She raised him in the forests.

C 640. ELSEWHERE, DOMANAND RESISTANCE [HOLAY]

Domanand is established (modern city of Mirin's Cross) in Saird, and soon dominates the surrounding area. This is at the edge of Orlanthland's core, and was built as a stronghold first against storm armies, then against dragons and their followers. Its unique enclosed domes with antidragon temples upon their surface were unique, and provided a center of resistance for the Traditionalists for a long time. At last the domes were broken of course, and though their ruins are apparent in the modern city, they are not intact.

OBDURAN'S ERA

C. 650. THE DRAGONFRIEND REVELATION (KOS 191)

Obduran performed his Orlanth Dragonfriend revelation, basically teaching others how to experience "youf," and instituting worship of Arangorf the Inner Dragon. The established priesthood takes control of the new cult as well as part of its organized religion. Seen now it was momentous, but at the time it was one of many such great changes that the priests were making.

C. 650-700.

CULT OF THE INNER DRAGON GROWS QUICKLY IN ORLANTHLAND

At first this was presented simply as another cult among many of the Orlanth pantheon. A dragon had been accepted among the Thunder Brothers and this was not stranger than including a god from the Sea or fire tribe as companion.

BETWEEN 677-689. DRAGONS CLAIM ENTRY INTO DARA HAPPA (FS)

Actually what happened is that a cult of BemEel Arashagen established the Golden Serpent Portion Temple here at this time. It had nothing to do with dragons, and was an important part of strengthening the Empire. But it is claimed by draconic supporters as the foundation, because many years later this temple invited a party of teachers, the Golden Dragon cult, to share its quarters. That cult later helped the EWF come in.

C. 700. SAIRD RULED BY "EWF". (FS)

So shows the map. BUT it is really a battle ground between the city of Domanand and the Kingdom of Orlanthland. While the Kingdom was still not called the EWF by/about this time, Obduran the Flyer or his faction is relatively strong. Dragons are active in the war.

PRE-720. RAID THROUGH BALAZAR INTO "EWF". (GM)

Not really relevant to this discussion, except to note it's not proven to really be the EWF yet, although.

721. EWF DRIVES TROLLS OUT OF BALAZAR. (UL)

Possibly true for this period.

OBDURAN THE FLYER

Obduran is the wise, natural leader who becomes a dragon. He made it possible. At the start of this part of his story he is a human being in form, but has proved to many Dragons that he is, in fact, a bearer of Dragon Power. Yet he has never used the power! In 725 he seems to be at the peak of his power and he corrupts the Orlanth Ring with the Dragon Inside. He continues his digestion, then goes off to meditate and, at last in 803 he Assimilates the Absolute. Thousands witness his expression as a True Dragon. He spreads his wings over the Shape of the Dragon in blessing, then wings away beyond human ken.

C. 725. OBDURAN THE FLYER IS ELECTED TO THE RULING RING OF THE KINGDOM OF ORLANTHLAND

The Ruling Ring were the established priests that had been overseeing the Kingdom of Orlanthland for the last centuries. These were the Great Ring of Orlanth, Guardians of the World. Their god is the dragon-slayer *par excellence*, yet now a dragon has risen to sit among the intercessors between people and Orlanth.

C. 730 ELVES AND BALAZARINGS JOIN "EWF". (FS, GM)

Elves had, for a long time, been favorable towards perpetuating the Dawn Ways. The rulers among them had no care whether it was Orlanthi or EWF and urged humans within their territories to follow suit.

C. 750. SAIRD IS CONQUERED

The fortress of Domanand and surrounding lands conquered by the "EWF". The Sun Dome Temples become a major military arm of the empire. These events are remembered in the Lament of Domeland, a collective composed by several poets who survived.

C 750. OBDURAN THE FLYER WITHDRAWS TO MEDITATE

After a century of draconic initiation, and 8 of action, the great draconic sage withdrew to meditate and left the organization in the hands of assistants.

BETWEEN 760-785. GOLDEN DRAGON SOCIETY INVITED INTO DARA HAPPA. TFS)

These were initially scholars from Dragon Pass who came at the invitation of a noble family to teach in Raibanth. They were sponsored by the Golden Portion Temple, imperial temple. The Society engaged philosophers, causing confusion with their "no-questions" and their "empty riddles." For the commoners of the city, the society paid for remarkable spectacles, and for the merchants, they gave tremendous feasts of regal indulgence, though within the sumptuary law.

GREAT ISGANGDRANG

Great Isgangdrang is the Perfect Uprising. His life charts the Right Left-hand Path. It is the perfect draconic method for every human being (in the EWF) to become a True Dragon. Obduran the Flyer made it possible, but Isgangdrang made it practicable.

At the start of this part of his story Isgangdrang is a human being in form, but has proved to many Dragons that he is, in fact, a bearer of Dragon Power. Yet he has never used the power! (Though he has, of course, performed the normal powers of dragon worshippers.) In 775 he seems to be at the peak of his power and leads an army against the Orlanthi who still oppose him.

C. 775. ISGANGDRANG DEFEATS FINAL TRADITIONALIST RESISTANCE (KOS P. 180)

Isgangdrang Dragonspeaker leads an army of people, dragonewts, wyrms and dragons against the last Traditionalist Orlanthi king, Orimandan the Red, who has invoked the greatest storm magic available. The dragon wins and the storms are inhaled by the monster king. The Orlanthi are slaughtered and devoured on the field of battle. Officially, "no one escaped save for one." Later on several people claim to have been that one, but whatever the real number might have been, all of the traditional Orlanthi survivors go into the wilds.

"Youf" was the sound of Isgandrang's victory calls over the lands of his rule, say some. Others say that, in the sky overhead, the rune of the sound appeared and burned itself into the eyes of everyone who saw it.

Isgangdrang sits upon the Ruling Ring.

WARS WITH SLONTOS

Isgangdrang is actively engaged in directing combat along his southern border against raiders from Slontos. [He has no interaction whatsoever with the Hendriki. He once said, about them, "I do not hunt rabbits. Send the Third Assistant Hound to it."]

780. SCHOLARLY RIOTS IN NOCHET, AGAINST GOD LEARNERS (GB PG. 22)

This is a recurring event, marking the struggle in Esrolia and other coastal regions between the two empires. The cities were worst off, housing factions for both empires as well as thousands of innocent souls. The farmers of the countryside tried to lay low and have hidden fields, no matter who was ruling them that year.

782. DAGORI INKARTH BEGINS PAYING TRIBUTE TO THE EWF (UL)

The trolls surrendered. Whatever had remained of the Uz independence vanished with this submission. Dragons dug all the way through a major troll stronghold, and then kept going deeper towards the holy sacred events of the birth of Kyger Litor.

C. 800. EWF IN SYLILA. THE GOLDEN DRAGON SOCIETY IS POPULAR IN DARA HAPPA (FS)

Sylila is conquered by armies accompanied by draconic forces. At the same time the society has taken seed in the heart of Dara Happa whose Traditionalists try to rally against the overly popular serpent form of Yelm.

803. OBDURAN ASSIMILATES THE ABSOLUTE

(Wild Day, Stasis Week, Fire Season). Obduran the Flyer ascends to full, complete, and total dragon being. All winds in Glorantha stop entirely for one day. That period is exactly the time from Obduran's becoming a true dragon in the world until the moment of his transcendence out of it.

818-825. SEVEN HURRICANE YEARS IN SLONTOS (GB, PG. 22)

These are EWF attacks against the God Learners. The Dragon Leaders direct the worship of the Orlanthe peoples to do this.

824. EWF EXPLORATIONS IN DORASTOR END IN DISASTER (FS, DL0D)

The infinite curiosity and hubris of the God Learners had to bring them to Dorastor. Previous individuals had escaped alive, but this was a well prepared expedition that foundered. The worst part, unknown to anyone at the time, was that it broke several curses and wards, reawakened the slumbering powers under it, which woke Ralzakark.

826. SCHOLARLY RIOTS IN NOCHET, AGAINST GOD LEARNERS (GB PG. 22)

See also year 780. The few mentions in this list are apparently the successful uprisings. We know that many uprisings occurred, successful for a time until the next rioting mob and soldiers clashed.

THE DRAGON RING (THIRD COUNCIL)**826. THIRD COUNCIL EST. (GM).**

The Dragon Ring was the ruling body, a band of 12 men and women each devoted to their particular Way of the Dragon. It was Orlanthe-like in social structure and understanding, but different in its magic source. Clans of people were still of primary importance, and this vast Ring used methods handed down from ancestors for organizing tribes, temples and peoples. But instead of Orlanthe and Ernalda the people worshipped dragons with sacrifices, wild dances and organized prayers (i.e.- theist, animist and sorcerous) that prepared them to enter the mystical sects.

The ruling order organized all their subjects into a huge magico-political ritual. The effort was said to be to raise all of the membership of EWF to draconic consciousness and power. The earliest effects were to be to make the humans of Obduran's council into dragons, who would lead the next ring of loyalists to the exalted state, and so on until all were absorbed into the Draconic Absolute.

Many people entered into this energetic pyramid scheme eagerly, and the draconic manifestations blossomed throughout the core areas. The transformation scheme began to work within a couple decades, with the first metamorphosis of Burin and Jagaran in 838.

A NOTE

Obduran attained the mystical ideal of the draconic Absolute and became something that the world could no longer contain or perceive properly. Obduran became an exemplary mystic whose disciples attempted to convey to others the methods used to attain this mystical state. Different disciples established different lineages. Their interpretations and desires were different from their teacher, and lineages were quite different after some time had passed. Neither Burin nor Jagaran became True Dragons like Obduran had.

However, dissent existed even in Dragon Pass and among the leaders themselves. Usdarns the Impatient (KoS 180) was one dissenter. They were at first only a tiny minority who abstained from the larger process, and at first ignored and later scorned by their fellows.

842. BATTLE OF DEROVAN

A large army, augmented by many new magical forces, invaded from Slontos. The draconic leaders mustered an army and, when they noticed how powerful their opposition was, raised draconic forces. The two armies met in Esrolia outside of the city called Derovan. They city was destroyed in the magical battle that followed, and afterwards its ruins used to raise the great monument that is there now. The God Learner invaders used many new spells of great magnitude here that surprised even the dragon lords, but Lord Great Burin returned to help, and devoured enemy magic and vomited out his armies, all returned back to life. The invaders were crushed decisively. All their borderlands were plundered mercilessly and destroyed, whole tribes made slaves to lords in Dragon Pass. Huge tribute was exacted to cease the invasion, and was collected annually afterwards from them. The God Learners did not make another great move against the dragons again. (GB, pg. 22)

850. DARA HAPPA CONQUERED

The great and might Empire of Dara Happa became draconic when its Emperor was killed by elite members of the Golden Dragon Society (TFS, pg. 36), one of whose members became the Golden Dragon Emperor.

Although the territory of Dara Happa was claimed by the EWF it was always primarily an occupied territory. Leader were traitors to the nation's cause and were raised to power because they followed the damnable wyrm lords. Resistance was constant in its rural areas and farther cities.

Nonetheless, it was conquered territory and plunder and power flowed southwards to the head.

850. CITY OF PAVIS FOUNDED

Everyone knows that Pavis original story is not of Dragons and EWF at all. It is indicative of the kinds of other experimentation that was going on under their rule. Pavis for instance, was attempting a Great Experiment that was sponsored by many influential peoples. The experiment failed, the city remained and the financiers went bankrupt.

850. MORE CONQUESTS

The presence of the EWF in Lakrene (DLoD) is part of a pattern of mopping up the regions that still resisted. Like Dara Happa, these were occupied territories.

865. EWF CONQUERS HENJARL (FS)

The lands of unconquerable Alkoth are taken, and a siege of the city begun. A single ring of walls without gates is made up of dragons, dragon worshippers, dragon mystics, dragon parts and dragonewts that surrounds the green walls of hell. After two years of construction, it disappeared abruptly and appeared as a design etched upon the previously plain smooth walls of the city. The governor of Alkoth then surrendered to the Golden Dragon Emperor, was recognized for his place in the draconic cosmos, and submitted to imperial consent. The governor, three large eggs (one with one red, one green and one black dragon egg, returned home.

C. 875. EWF AT ITS "GREATEST EXTENT" (GM)

This guess is an earlier estimate of mine, and not quite right as can be seen from the next entry.

878. DARA HAPPA FALLS TO DRAGONS/EWF (FS 39)

This kind of back-and-forth of conquered and reconquered is indicative of the unstable political situation. Cities regularly rebelled and maintained their independence for a few years.

C. 880. ALAKORING ATTAINS FAME [RALIOS]

Alakoring was famous by this time as a successful foe against the dragonewts. At this date he is locally renown, and well placed for successive events.

886. SCHOLARLY RIOTS IN NOCHET, AGAINST GOD LEARNERS (GB PG. 22).

See also 780 and 826. It is notable that Nochet is designated as rebelling against the God Learners, who must have had considerable and persistent presence. Other major cities had similar problems. Most small cities did not. Finally, some parts of Esrolia were joyful collaborators with the Middle Sea Empire, while others just hated dragons.

889. ACCELERATED DRAGON WORSHIP BEGUN

EWF orders/begins worship of the inner circle as gods. The theocracy accelerates their magico-political ritual to make them into dragons ahead of schedule. Many sacrifices are made. Everywhere within their network of power people are obliged to say a dragon chant each morning. Failure to do so meant expulsion from the organization.

890. REBELLION AGAINST EWF

First members secede from the EWF (the aldryami of the Elder Wilds). Soon other regions break away as well (Broliia and Ralios). Alakoring rides these events to great success.

900. SHAH SAMAN THE LION (OF CARMANIA) "SLAIN IN BATTLE AGAINST THE EWF"

From Carmanian sources, this is a significant note on how seriously at least this Shah took the Draconic menace to be. In fact, Carmania had resisted the dragons with persistence and success. They seemed to be "out of range" of Draconic interests.

907. TWO-YEAR WINTER (GB, PG. 23)

In Dragon Pass the snow and ice stands for two full years. Stories say it was done by the Good Still Dragons, or that the Old Day Traditionalists struck back against the dragons, or that God Learners at last got their revenge. Maybe they worked together. The results were difficult for the Third Council to overcome, and it undoubtedly disrupted their original plan.

DISSENT

At this time, dissent within the EWF becomes factionalized, never to again be a united organization.

907. SIEGE OF ZISTORELA BEGUN [NOT LYLKET AS IS SOMETIMES SAID]

Zistorela, in southern Kethaela, was also called the Clanking City, made bad magic and many people sent forces to oppose and destroy it. Old Harandos commanded the motley First Watch. He's called the First Watchlord.

910. DARA HAPPA LIBERATED (FS 40)

Karvanyar slays the imperial Golden Dragon and leads a rebellion that drives the dragon folk from Dara Happa within seven years. [Most of his imperial provinces are independent, but the Emperor is free!]

C. 910. ALAKORING COMES TO AGGAR [TALASTAR]

The Great Leader came flying over the impassable Nidan Mountains, destroyed a wave of chaos that belched out of Dorastor to meet him and was received by cheering crowds of warriors who swore loyalty to him and then sacrificed to his god, Orlanth the Law. Armies fell before his storm, dragon armies fell before his battle and the Talastar tribes sent tribute and adventurers to him.

C. 920. THREE ARMIES BATTLE

The defenders were the EWF, and the other two were Alakoring and a Carmanian adventurer with a northern army. The night before the battle the EWF defenders sacrificed to Drang the Diamond Storm Dragon. When battle began in the morning fortunes wavered until the screaming fire of Drang came down from the sky, falling like a burning star upon one wing of the Carmanians. Loss was horrible until Alakoring fought it hand to claw and wind to wind, and struck through its one weak place and killed it. The broken stone of the dragon still litters the "sparkling lands" of Aggar.

The victory was costly but decisive. Drang was as powerful an entity as the EWF could summon, and it had failed against the magic of Alakoring. The Carmanians had another weapon of their own, and the dragons could be beaten. Over the next 15 years, Alakoring leads the people of Saird in rebellion and sometimes even leads some peoples deep into Dragon Pass.

910-925. DARA HAPPA EXPANDS

Dara Happa retakes all of its lands from the EWF control. A great army marches through Sylila to the Battle of Zelfield where the dragons are defeated. Other sources note that Carmanians were present and may have been both leaders and victors of this final phase. (IFS)

917. WINDLESS TYPHOON YEAR (GB PG. 23)

This event devastated much of the Holy Country and Dragon Pass. No wind came, but the effect was exactly as if a hugely powerful typhoon had blown over the unprotected countryside. It was a spell effect and so most calculate that this was sent from the God Learners.

917. STEELFALL BATTLE

Steelfall marks the end of the Clanking City, and the end of the ten-year Machine Wars. (KoS pg. 96) The last Watchlord was Herdred the Man. Critical to his success was (among others) Varankol the Mangler of the EWF.

C 920. DARK LEARNING SAGA

Hachrat Blowhard, a worshipper of troll gods and Orlanth, razes the "EWF" university at Molorios. It is a dark tale for the Lhankor Mhy cultists, but a heroic victory for the Orlanthi.

925. IDDI SCORCHBANE

In the lands of Talastar, Anadiki, and Broliia the hero Iddi leads rebellions of the traditionalist hill tribe against the EWF. At last Scorch, a tremendous dragon, is provoked to attack them and falls to the magic of Iddi, who nonetheless dies in the fight.

C. 927. COSMIC SHIFTING IS FORCED

The EWF manipulations were, by this time, starting to take significant effect. Even the rebellions elsewhere did not seem to significantly slow their success. At this time they affected even the greater cosmos. Many local events were noted, such as the Walking Hills Week, the Redstone Event (where all black stones turned red for a week), the Ringing Days (with many strange sounds, among which the ringing of bells was prominent), the Green Air year and so on. Some events were widespread and prolonged, such as the Seven Sea Season Invasions; the Three Years of Tears; the Generation without Cabbages. One event noted world wide was that the planet called Wagon/Lokarnos began slowing down. All these were due at least in part to EWF manipulations of the world. [Many were also due the God Learners.]

935. CLOSING STRIKES KETHAELA

It became impossible for any ships to sail the wide seas. A terrible calm covered the waters, though within them lurked monsters, curses and other disasters.

The isolation was seen as a relief by the peoples of Kethaela. The seas had belonged to the God Learners, who landed armies wherever they wised, seized or built port cities where they wanted to, and who raided everywhere else. The Closing stopped that, but more significantly removed most outside support for Slontos, as had so often occurred before.

940. CITY OF PAVIS FALLS TO THE NOMADS

The Third Council hardly takes notice.

C 940. DEATH OF ALAKORING

Sometime before 945 Alakoring was slain by the elf named Tobosta Greenbow. The elf performed a great ritual then fired an arrow that corrected a slight that had been put upon the elves. It was to avenge an insult that Alakoring did not know he had given.

947. THE GATES OF HELL

The EWF was able to muster forces for a successful attack, thanks largely to the relief given by the oceans being closed. The draconic counterattack strikes deep into Dara Happa and right to the gates of Alkoth. Many heroic fights occur there, but the city (once again) resists all assault, in part because the dragons etched onch walls defend it.

C. 960. GREAT KING VERENMARS

Verenmars becomes King of Saird in this year. He was an imperial son and chose this area because it was where conflict was mostly likely to occur. He united the wide land by starting anew an ancient lore that burned deep in the peoples. He established a long dynasty. Saird was pacified within his time and hurt the EWF by its loss. It was also a buffer for Dara Happa from the dragons.

976. TROLLS WARS

At this time many trolls are assisting rebels against the EWF.

WITHOUT DRAGONS**1042. DRAGON BETRAYAL**

Forces that were unknown to any human beings abruptly turned all naturally draconic things and entities against the leadership of the EWF and their closest followers. In one night the dragonewts slew thousands of the key members of the Third Council. Afterwards no dragonewt aided humans and they all set strict restrictions against any humans entering designated lands.

Anarchy erupted in the power vacuum that resulted. A dozen and more people, backed by their cities and tribes and peoples; rose to control local affairs. Saird took advantage of it and annexed conquered territories.

1042. TROLLS**INVADE DRAGON PASS (UL)**

Certainly the cooperation between the uz with the dragonewts was intentional. Uz from thousands of miles away came to help in this operation. The assassins of the Blue Moon Plateau are well known, but the winged uz from there were no less successful or surprising for the residents. Ice trolls, Halikiv and Ralios specialists also did their parts.

1042. "PAGADASH THE CONQUERER DESTROYS EWF" (TFS)

Pagadash (of Carmania) is taking credit for the disaster that overcame his distant foes, unless his claims of making the magi perform their magic to do this are true.

1042. LOKARNOS/WAGON CEASES CHANGING SPEED

After this the planet takes approximately 198 days to cross the sky and the Underworld (instead of its original 20 days).

1051. LOKARNOS/WAGON LEAPS

The planet leaps across the sky one night without crossing the intervening space. Afterwards, it begins moving normally again (at its current speed). The fact that a planet, normally objects of cosmic stability and regularity, was destabilized is a mark of the huge power used to do whatever was done to the planet. No one is sure who did what, though many sources claim credit (and, perhaps, all share in that credit.)

1100. TRUE GOLDEN HORDE

The northern nations had long sought a chance to reclaim the booty of their ancestors that was hiding in the mountain kingdoms, collected by dragons but protected now only by savages and barbarians. Armies assembled under charismatic leaders, great priests and sorcerers blessed plunder hungry armies. Spirits and demigods came into life to help out.

The True Golden Horde was the largest army ever seen, and it first overran Saird, then in Dragon Pass. Progress slowed as distance from Dara Happa and Carmania increased. Conquest was slow but steady, and the army moved forward for the next decade, continually reinforced by new waves of volunteers, prisoners and plunderers.

1120. DRAGONKILL

The Golden Horde overran the Dragon Nest. Premythic ideas were overturned. Essential core ideas were broken, and their meanings ran into the sand. Dragon eggs were disturbed. Gordoro the Golden disturbs the eggs in the Dragon's Eye.

A million dragons come into Dragon Pass and exterminate all human life. Everyone is killed. Thousands and thousands of humans are destroyed. [A few tiny groups saved by heroes such as Bostanisos the Fang, Isidilian the Wise, etc.]

1120 TO C. 1320. INHUMAN OCCUPATION OF DRAGON PASS

No humans inhabit the area, but nonhumans thrive. Elves begin reforestation in the north. Trolls control the Pass at first, then begin to fight among themselves.

LOOKING AT THE DRAGON RELIGION

DRACONIC MYSTICISM

The Waltzing and Hunting Bands introduced a series of rituals and activities that were capable of slowly teaching mortal beings secrets and insights of the Great Dragon, aka the Unknowable Secret, and also methods to survive them. The bliss of the participants was very attractive to the troubled peoples of Dragon Pass.

Traditional leaders—indeed most common people—complained that these dancers were “irresponsible and selfish, contributing nothing to society and taking more than they have earned.” Nonetheless, the movement grew and developed several simultaneous branches of practice. The Waltzing and Dancing Bands became known as the Untroubled Bands, or more commonly by outsiders: the Arrogantines, because they were “arrogant and selfish.” Popular belief says they did nothing but practice orgies in the countryside, fed by slave dragonewts spirits. The Complacentines were people who went about their daily life, aware they would not attain their draconic ideals in this lifetime, but content to keep their daily responsibilities of family and clan. They felt they could be “more draconic,” and in a later life be born free of their obligations. They were held in contempt because they were complacent, and generally did not volunteer for any additional duty like leadership or priesthood, nor seek wealth and power as normal people did. Both these groups, often with other labels or titles, continued through much of the EWF period.

Finally, the more serious branch was the Introvertines, also known as the Cult of the Inner Dragon. The most famous individual of this group was Obduran the Flyer. He lived the deepest ideals and principles, lived the practices and meditation lifestyle, and he fulfilled the methodologies to become a True Dragon in his lifetime. Importantly, Obduran revealed his Orlanth Dragonfriend revelation which interprets the draconic experience to one understandable by humans. It is the experience of Arangorf, the Inner Dragon. People continued to practice what Obduran did and taught, and it other individuals attained the same end that he did, even though they are not as well remembered today.

Others, impatient or with more limited objectives or insight, developed other paths to dragonhood.

DRACONIC RELIGIOUS DEVELOPMENT

Two main lines of development can be discerned, though within each of them there were many paths. These two main paths can be called the “short cuts,” and the other the “common worship.” Both of these were religions, with a hierarchy of leaders separated from the followers, and a short term objective. Those terms were never used by the members, observers or participants. Nonetheless, they are useful collective terms and will be used here, in quotes.

The “short cuts” were purportedly ways to attain dragonhood, like Obduran achieved, but with slightly different methods. The most popular one of these began as the Ten Step Program, and became the Path of Immanent

Mastery. This method declared that one could become a True Dragon the same way that dragons did: by starting small and becoming greater. Some individuals achieved tremendous power this way, being virtually indiscernible from Great Dragons. However, none ever became a True Dragon, or more.

The Right Left-hand Path, of which Isgangdrang is the best known member, was the powerful of the “short cut” methods.

“Common Worship” developed from the Complacentine practices. People began to want something in exchange for their attention, as they got from normal worship of Orlanth and Ernalda. The first sacrifices that were made obtained nothing, but then some great leaders heroquested and set up paths for worship. In general, these leaders became the “pathway to power,” and were in effect theistic dragon heroes who were worshipped and gave magic. Several of these cults became popular. Among those are the Cult of Draconic Love and the Cult of Ingolf. The Golden Dragon Society that eventually took over Dara Happa was another one of these. The Way of the Dragon was one that was Orlanthi-like in social structure and understanding, but different in its source of magic.

UNDERSTANDING INGOLF

Ingolf was a member of the Long Mountain Dragon school, a true mystical society which in the tradition of Obduran. Members were contemplative and knew that, in theory, they acquired draconic traits that were to be used only in times of meditation and ritual sheddings. Ingolf was successful, and never used them. He attained the rank of Great Dragon in his lifetime. He had already begun his transition to True Dragon when he changed his path and, ultimately, failed.

Ingolf's failure was due to the last fragment of humanity he had. It was the “Inner Orlanth” of his Arangorf that was attracted to the difficulties that others were having in life. He was moved to assist his student and disciple, Ornefren, and began to use his draconic powers which had, until then, been unused. He tempted to refrain, but once the descent into humanity began it was inevitable. He eventually revealed all his draconic powers, much to his regret. He withdrew from society to begin again, but the Black Dragon came and took him away. He left behind his Seven Companions, but rather than teaching the way to liberation these became stages of worship. The Cult of Ingolf, called the “Good Dragon Cult,” became popular among the many people who had been saved by him, but ultimately fails and was destroyed along with all other dragon worship at Dragonkill.

LATER RELIGION

In 889 ST the EWF underwent a major change when the rulers, called the Eternal Dragon Ring, Ring of Decision or the Ruling Ring, attempted to accelerate their personal development. They set up a priestly hierarchy that took command of all draconic worship in the land. This worked

like a Chain of Worship for the monotheist religions and channeled worship “energy” to the ring. There were nine members of this ring (Note that this was a diminishment of the original 12 members of the Ruling Ring.)

The members of the Ring of Decision each headed a regional council, each with roughly equivalent populations. Within those populations were many different types of draconic groups, including the “short cuts” and the “common worship” types. The heads of these organizations (or sometimes, an appointee by those heads) reported to a Translator to the Infinite, who was a person appointed to be the channel for worship from the groups. They reported to their local Speaker to the Dragon. The Speakers to the Dragon were the only individuals allowed to directly address the members of the ring. They took a title of the power and passed the rest to the members of the Ring, who used it for their own development.

This quickly propelled Isgangdrang to become worshipped as Drang the Diamond Storm Dragon.

Many protested this, pointing out that it tied the Ring of Decision into the world. “How can you transcend as a True Dragon when you are receiving theistic sacrifices?” asked Ferenstar, a highly revered mystical hermit.

The names of the original members of the Ring were lost to later times. The only ones whose local names were remembered in the Third Age were Isgangdrang, Lord Great Burin, Lorenkartargan the Mile, Hurarbargartan the Great Consumer.

Certainly some of the great destroyers of the later draconic army were among the Ring as well, but we know only their identifications as named by their victims in Carmania, Rinliddi and among the God Learners. These include: Red Hellfire, the Giant Wasp, Felzerbane, Keren’s Destroyer, Lord of Hovarmand, the Evil Black Dragon, the Defender of Fer, Blackwing Death, Crusher of Cities. It is likely that one dragon was addressed by more than one of these titles.

All of these individuals, whether human or dragon, were destroyed in Dragonkill.

None of the members of the Eternal Dragon Ring ever achieved the transcendence that they claimed to be seeking. The Inhuman King, when he answers questions about it, says that they all failed because their objectives were impure.

INGOLF DRAGONFRIEND

*This article details newly-discovered information about Ingolf Dragonfriend (an Orlantbi hero who was also an EWF dragonfriend). Page references are to **King of Sartar**.*

"RAISED WITHIN ITS BELIEFS" (PG. 93)

Ingolf was a member of the Long Mountain Dragon school, a mystical society that was widespread in the area of his birth, the Rendalian River (modern Isildon R.) Valley in Holay. They lived by a strict regimen of ascetic practices, broken by inhuman annual celebrations called the Seven Burnt Sacrifices. Practices included the Twelve Great Movements and the Twenty Chants of Power. When done properly, these allowed a person to temporarily acquire draconic traits that were to be used only in times of meditation and ritual shedding. If used otherwise, the person could no longer progress in the order. Ingolf was successful, and never used them.

"INGOLF WAS NEVER INITIATED, THOUGH THE RITE WAS BEGUN FOR HIM." (PP. 186-187)

His initiation was probably similar to the adulthood rites that most boys underwent. The initiation spoken of here is not to the mystic path, but rather to the adult world of responsibility and magic.

"TRAVERSED THE ENTIRE DRAGON REALM" (PP. 187, 189)

This means that Ingolf completed the first part of his mystical path. He learned all the disciplines and magics perfectly, and could use them to concentrate his mind to combat the impossible. Ingolf prepared himself to confront the Ignorance Barrier, and he succeeded. These stops define the mystical steps that must be taken:

Alkazharst. "Accepting the Way," wherein pledges are made, knowledge and powers are shed, and power is changed forever. It must be done atop Mount Dragon in Imther, where Long Mountain Dragon is.

Beanarkadoor. "Instructions on Yes," a site on the God Plane where teachings about foes are given, and missions against them are begun. The paths take them to the Hero Planes.

Bonjanasotian. "Instructions on No," a site on the Sorcery Plane where teachings about foes are given, and missions against them are begun. The paths take them to the Otherworld Planes.

The many Ongarants. "The Beautiful Temptations" occur here, each finely tooled by destiny to give the mystic the greatest struggle against his weaknesses as well as his strengths. These are in the Otherworlds of the God, Sorcery, and Spirit Planes and the Underworld.

Vostalakor. "The Ignorance Gateway" is here, which a mystic can attempt to enter and which, if successful, changes him yet even more to be different. It is beyond the Underworld.

Fantazandar. "Where Absolute" is a soul-blasting realm past the Ignorance Gateway, which is wide open to all who can find it. It is the whole wide realm that lies through Vostalakor. This single place actually includes seven or fourteen quests within it.

Kapertine (pg. 189) "which no human can ever imagine" is in Fantazandar. It is the Roiling of Errors, where failed members of this path go to be recycled in some other form to serve the world.

Orvene is not listed in King of Sartar, for Ingolf never achieved it. It is the "Last Glimpse Back Place" where beings enter into the Absolute. Ingolf squandered his powers trying to help others, and so never reached the end of the mystic path.

"WHEN THE TIDES OF WAR TURNED AGAINST HIM" (PG. 187)

Dragon Powers were Ingolf's to have, and he followed the Fantazandar Paths to challenge and develop his draconic self (his Arangorf). He acquired the Seven Powers, and spent most of his time working to perfect them for the approach to Orvene that he had to make.

Ingolf would have avoided all politics, but he was moved by the plight of the poor in the EWF, and participated in the Third Council for their sake. His land was a refuge for dissidents in the difficult times. When Accelerated Dragon Worship began in 889 S.T., many more people came to Ingolf's lands, and over the next 30 years he led the Overwatcher Schools. He kept his people from helping raise Drang the Diamond Storm Dragon, and so he and they were less harmed when it fell. He was also a major force resisting Alakoring, who sought to destroy him several times.

The Cosmic Shifting in c. 927 confronted Ingolf with the choice of interrupting his studies or seeing all that he had worked for destroyed. With the best intentions, he took his meditation mat to visit his relatives. He did not wish to use his powers, for that would endanger his approach to Orvene.

Despite himself, however, Ingolf used his dragon powers and thus violated his principles and discipline. He used his Fire Breathers power in 931 to save the son of Prince Arastakos, who was being taken into hiding after his uncle slew everyone in New Jordan. It was for a good reason, but was nonetheless an error. Ingolf withdrew in shame and underwent purification, and entered into absolution rites.

THE VINDORI STRUGGLES (PG. 187)

Government under the Third Council was irregular. Powerful leader groups collected clans, cities, guilds, and temples to them in a web of draconic pledges and loyalties. Tribal organization was largely ignored in favor of these types of collections, called denkrals.

The Vindori were one of the successful denkrals of the era. Proudful stories relate their esteemed origins, their rise to power among the dragonkind and the empowerment of great wyrms and dragons among them. The Garanazar clan (from which Ingolf came) was associated with them.

Arastakos was Prince of the Dell, a people largely centered on northern Kordros Island, in Tarsh. His son, Orenfren, had been prophesied to do great things for the good of common folk, and Ingolf was one of his sponsors.

Voranstagos was a hungry dragon with a twisted eye who had brought success to the fortunes of the Vindori in Ralios. He eliminated rivals by destroying New Jordan, but the retaliation was so intense that the event of slaughter and revenge is called "The Two Eliminations." Thousands were slain in each place, and only two people escaped each. Ingolf and Orenfren escaped from Karadan, but only because Ingolf destroyed anyone who opposed him with his fiery breath.

Voranstagos had not been present at the site of the slaughter, and sought revenge. He had a taste for uz and shared menus with his friends. They flew to Halikiv and slithered through the caves there, feasting. This incited an intense struggle between the uz and the Vindori.

Ingolf was incited to enter into the fray again. These recorded battles show only a portion of the overall struggle. At each one, Ingolf used (and lost) a draconic power.

Used the Fore Claw at Vindorhall, in Delela, against Unalakez and the uz (933 S.T.). Vindorhall was one of the Vindori strongholds in Ralios. Unalakez was a Mistress Race Troll who was surrounded by a pool of Underworld when she ventured on the surface. With a hellish army she swept over Delela with depredations were so severe that Ingolf was incited to act against them.

Used the Left Claw at Vindorhall, in Noramland, against Cragspider and the uz (934 S.T.). Ingolf had taken refuge here to be away from combat and temptation, but again acted to help his people when an army of great trolls erupted from underground in their territory.

Used the Scales in the Vindori lands to defend against Cragspider (936 S.T.). Cragspider created a huge pillar of intense fire in the Vindori homeland. It destroyed everything within its path and would have ended the Vindori except that Ingolf took the burn upon himself, sacrificing his scales for the good of his people.

MORE STRUGGLES (PG. 188)

Around 940 S.T., Ingolf began teaching his new learning, the Ingolf Knowledge. He said it was not only acceptable but desirable for draconic persons to manifest their power in the defense of the common world. However, he did not expend any of his unique powers for years after that, although he led armies and fought in many battles.

Used the War Teeth "upon the blood red fields of Karnant," against warriors (947 S.T.). The elite of Alkoth, armed with their "Three Strange Magics," rose in battle in 947 against the draconic invasion. Ingolf spewed forth these warriors, who stunned their foes and then dragged them into an invisible dragon's gullet. This won the battle for the invaders, but Alkoth never fell to siege.

Used the Wings to escape murder in 976 S.T. The EWF had factions that struggled against each other. The troll wars of this decade were incited by rivals of the Vindori. The Night of Night Revenge pitted humans, dragons, and trolls against the Standing Ten Against Destroyer faction. They eliminated many key organizations within that faction, including the Vindori. Ingolf finally used his draconic flight to rescue those closest to him. Most dispersed, and he withdrew to his clan in Hestven.

THE END OF INGOLF (PG. 189)

After 976, Ingolf withdrew again to solitude to begin purification again, and to abstain from the world and not use his last dragon power. He held a seat on the ring, but rarely served in person. The masters of his orders squabbled among themselves to see who would sit in his place.

King of Sartar records Ingolf's last moments, when a great black dragon came and ravaged his lands. "But its eyes, my good man, what of its eyes?" cried Ingolf. When they are described he is satisfied. The eyes are his unused dragon power, and when he hears of them he knows he is going to go to Kapertine, instead of one of the worse hells for completely failed members of the dragon way. He greets the devouring death dragon without fear, and when he is transformed to the mystical planes his release blesses his seven companions to become as draconic as they can be. These are the path's seven stages, and after serving humanity they were exterminated by dragonewts in 1042.

THE THREE SUPERNATURAL BATTLES

Here is when the world
itself was changed.

1. UNITY BATTLE
when the world was born.

2. NIGHT AND DAY
when Gbaji was born.

3. STEELFALL
where Zistor was born.

THE IRON WAR, THE WAR AGAINST ZISTOR

*I compiled much of this information while working with Robin Laws on his excellent work for Mongoose.
Jeff Richard added to it considerably.*

OVERVIEW

The Iron War is an epic ten-year siege of the New Unity Council against the Machine God of the Zistorites. On the tenth year the Battle of Steelfall broke the world with the power, energy and complexity that was expended in the battle. Gods came— Zistor rose up and Orlanth came down, and heroes settled long-standing feuds, and armies clashed.

The island of Zistor became a focal point in the conflict between the Sorcerous God Learners and their “scientific” magic and the Traditional, (pre-draconic empire) powers of the world. Powerful people invoked the prehistoric Unity Council and forged the New Unity Ring. Beings of all races came together to struggle against the soul-destroying behemoth of Zistor.

The political forces of the area generally stayed out of his. Those were King Androrfin’s Hendriki Tribe; the Grand Dragon Ring of Dragon Pass, and the imperial intention for the little island of Zistorela was a special outpost for the Middle Sea Empire. All three tried to stay out of the conflict, acting through proxies. And the Elder Races were there, but in the background.

The New Unity Ring was an apolitical organization, entirely spiritual at first. Soon volunteers, supplies, and funds came to support the group, and eventually landholdings. But the purpose was always to oppose the Machine Demon. All other rivalries were put aside for that purpose, and to participate, everyone had to take the New Unity Oath (for a day, a year, until an event occurs, etc.)

The New Unity Army was the military force that maintained a presence in the Leftarm Islands for the length of the war. This force was led by the Watchlord.

DATES

- 907 First Battle of Alatier Crossing
- 908 New Unity Ring is formed.
- 911 Varental

THE NEW UNITY RING

The New Unity Council was formed in 908 after the disastrous first battle of the Volunteer Army. With permission from the locals, the New Unity Ring was formed. Ancient beings came to support it from the invisible world. It was made in a traditional form called The Spike Ring.

- **Fire**
- **Stone** – a dwarf, Isidilian the Wise, Quicksilver Mostali whose primary contribution was his advice; and the judicious lending strange weapons. His representative was the dwarf named Arapan the Counter.
- **Water**
- **Earth** – an elf
- **Air** – a human, *
- **Darkness** – an uz, *, who came with the blessings of Ezkankekko. He had a secret army of darkness, which he never showed to anyone.
- **Harmony** – Serenefferess the Winged Queen (leader of the wind children of Ezzjuzz Mountain).

THE WATCHLORDS

The Watchlord was the commanders of the siege forces. The New Unity Council of 908 created the position, after the disastrous first battle of the Volunteer Army.

The watchlord needed to have a full Ring to find maximum strength. This Ring consisted of representatives from each of the Unity Council positions.

Old Harandos was the first Watchlord. He arrived on Skee Island with the motley First Watch to stand guard “until there is such force that destroys the Machine City.”

The task was thankless. The Unity Army had to be fed and exercised, the island scanned for signs of trouble, and information collected for the eventual assaults. The biggest part was the diplomacy needed to cope with the many egotistic or fanatical heroes of all races who show up to prove themselves at any cost.

The last Watchlord was Herdred the Man, who closed the account with the dwarves.

KING ANDRORFIN OF THE HENDRIKINGS

The Old Day Traditionalist king, King Androrfin spiritually approved of the project but could not politically be directly involved. He initially refused all entreaties of the Ring to fight against the Zistorites. He failed to convince the mighty hero Renvald to stay out of the Unity, and they quarreled afterwards because of it.

However, he often was host to the members of the Unity Ring, and sent timely gifts. Later he sent Senharlmarth leading a group of picked Hendriking volunteers. But Daranvath told him that victory would only come if he led his army, and King Androrfin finally mustered the Pride of King Androrfin—the entire Hendriking tribe. Androrfin's army delivered final victory at Steelfall (and his farmers all went home, too).

King Androrfin is a shrewd leader - skilled in war and in understanding his enemies. An EWF emissary described him as such:

The king's character is such that not even those envious of his power can belittle its praise. His height is medium, so that neither does he appear great among the small, nor yet does he seem small among the great... curved legs, a horseman's shins, broad chest, and a boxer's arms all announce him as a man strong, agile and bold... he never sits, unless riding a horse or eating... In a single day, if necessary, he can run through four or five day-marches and, thus foiling the plots of his enemies, frequently mocks their plots with surprise sudden arrivals. Always are in his hands sword, spear, bow and arrow, unless he be in council. His hair and beard is reddish, curling a little above his forehead... His eyes are sharp and piercing and grow bloodshot in anger. He has a stormy countenance and a harsh, cracked voice. His teeth are even and snow-white in color.

THE UNITY ARMY

GREAT RENVALD, CALLED MELDEKBANE

Renvald was the greatest Orlanthi hero of the Iron Wars and was already a great hero of his people when he became the first Orlanthi hero to join the New Unity Army – despite the entreaties of his kin and king. Proud Renvald bore the Blue Sky Shield, which blocked the evil spells of the sorcerers and wielded the Green Water Spear that cut through their hellish protections. Bold Renvald killed the legion of sorcerers who threatened to destroy the Unity Army. Wrathful Renvald leapt high into the sky and called forth the Thunderer against Zistor. Betrayed Renvald was robbed by the Mostali at Steelfall, after he'd assured victory by getting deep inside the Clanking City. Renvald's body was burnt near the Alatier Crossing.

SENHARLMARTH THE CLEVER

Guileful and resourceful, Senharlmarth was a Larnsting famed for his cleverness and intelligence. He was captured by the Zistorites, so Senharlmarth swore by their false gods to aid them against the EWF. He persuaded them to forge Essencepiercer, the sorcerer-killing sword, as his weapon.

After his first mission against the dragons Senharlmarth stopped in at Whitewall. There he foreswore all he had pledged to the Zistorites and offered his service to the Unity

Council. He suffered no retaliation from breaking his oath to the God Learners. Their retaliation failed. This proved that their ways were false and Senharlmarth afterwards shielded many refugees from God Learner oaths.

He attracted loyal and true followers. He became one of the great captains against the Clanking City. He led the Secret Plunder, sneaking into the depths of Zistorela and emerging with fabulous treasure. He also withdrew with great wealth after the dwarves came. They ordered to leave all mechanical and magical items, but Senharlmarth and melted down thing and went out with raw materials, like gold and silver.

Senharlmarth survived the Iron War, returned to his homelands on the Marzeel and was burnt by his followers near Coldfire Rock.

DARANVANTH THE WANDERER

An extremely important Orlanthi priest and magician, Daranvath was a Larnsting who wandered far and wide to learn magical secrets that would aid his god and people against the Zistorites. Daranvath was involved in the great rituals and ceremonies that brought the Two Year Winter against the EWF and proved the power of Orlanth when he defeated the wymish spellcasters with the Invocation of Sacred Names contests. Despite all this, he persuaded King Androrfin to support the EWF and the Watchlords in their fight against the Zistorites. Daranvath is an enigmatic and contradictory figure in many of the stories, making and then breaking alliances, both a villain and a hero – as ever-changing as his turbulent god.

BESELBARN GREEDY-TOOTH

A Heortling hero, he is known to be hotheaded and ambitious. Beselbarn was famed for his tremendous strength and his reckless courage. Of great stature and colossal frame, Beselbarn was a key spear thane of the Pride of King Androrfin.

Though not as clever as Senharlmarth or as mighty as Renvald, Beselbarn was never personally defeated or even seriously hurt by the Zistorite defenders. When the Zistorite defenses counterattacked he was forced out, but they survived several ambushes.

He led his men to successfully plunder the Clanking City before the dwarves forced the invaders out. They later sold these to the Mostali, and lived comfortably afterwards.

ARA THE PROUD

Ara was the red-haired warrior daughter of an Esrolian queen. Ara led a host of women warriors from across Kethaela (and even beyond) who sought vengeance against the God Learners. They invoked Vinga and fought with a desperate bravery and rarely took captives. Ara often quarreled and goaded on the other Unity Army leaders, which ultimately led to the Third Alatier Crossing.

VARANKOL THE MANGLER

A Great Living Hero of the EWF, Varankol was the famed warleader of the Aramites – a tribe of savage warriors from Tuskwood who served the Dragon Ring as ferocious board-riding mercenaries – and was worshipped as a Living Hero by his tribe. He rode Gouger – the darkness demon guardian of the Aramites, which took the form of a terrible black-tusked demonic pig. He killed foes by the score with his axes, Hewer and Scraper, and enemy blows bounced harmless off his helm, Terrifier, and his armor of golden scales. Varankol had tusks like a boar, drank the blood of his slain foes, and was known to savagely mutilate and torture selected captives – his foes preferred to die beneath Hewer and Scraper than be taken alive by Varantol.

Varankol fought and hated the many enemies of the Dragon Ring, but saved a particular savage hatred for the God Learners. He is had a curious respect for the Hendriking king. Varankol was appointed Watchlord in 911 and led the New Unity Army during the Brilliant Summer Attack.

ARAPAN THE COUNTER

The mostali “treasurer,” Arapan was long the sole dwarf present with the Unity Army. He was responsible for “loaning” out mostali treasure and assistance to support the Unity Army. When the Unity Army needed funds, Arapan provided them – generally at a cost.

At Steelfall Battle, Arapan left his counting table and went to the front “to summon help.” The attackers defeated the Zistorites and prepared to plunder the depths of the Clanking City. Then the army of Ten Thousand Iron Dwarfs arrived and took over.

KALADA QUICKROOT

An Aldryami from the forest of Rist in Peloria, Kalada and his band of aldryami steadfastly obey the directions of each Watchlord and have managed to cooperate with the hated mostali and uz against the God Learners of the Clanking City.

ORATHIN OF SALOR

A charismatic priest of the Fiery Earth and powerful orator, driven by visions from the gods of the blasphemous Machine God – a manmade Wakboth that promised to be Gbaji returned.

YAZILONG THE EASTERNER

Yazilong was a Kralori hero who came with a small army to fight the enemies of his dreams. They had strange weapons and clothing, and they had strange magic, but they did well. When the dwarves stopped everyone, Yazilong and some of his people simply disappeared with the goods.

THE GOD LEARNER PRESENCE

The Middle Sea Empire in this period was a vast and complex political machine. Zistorela was important—it was an Official Imperial Project, whose director was Director of Subtle Applications, and reported right to the imperial. This man sat on the Inner Privy Council of the Empire.

But it was not critical. It never got direct intervention protocols focused through it. A few attacks were authorized, but no huge invasion force was ever shuttled to Zistorela. (The relatively minor Temporary Authorizations by the vast empire were tough enough to defeat the Unity Army.)

The Project Governor, the local overseer, is the most important. He oversaw the whole local company, with many departments to help him. Within the complex the most important military man is the Master of Security.

A frequent visitor was Mr. Lord Henri the Fixer, a famous troubleshooter for the empire of Zistor.

TRIUMVIRATE

The most powerful sorcerer in the world, this is actually three sorcerers fused by some secret method to be a single being with intelligence, knowledge and magic that is triple the normal sorcerer.

SHINGALLION THE CHIEF ZISTORITE

Shingallion is the head of the Council of Flesh and Metal. He is largely machine at this time. He belongs to the Transcendents, who believe that they can be in perfect harmony with the Great Machine when it activates, and thus be immortal. He is dedicated to the Machine.

SIR TOBOR, THE VISITOR

Sir Tobor is a mechanical being from a project entirely different from Zistor. Sir Tobor is very humanlike as far as actions, intentions and feelings. But he is a machine—a handsome suit of armor with great clothes. He irregularly visited Zistorela and, despite the problem of different wattage and plugs, delivered terror against the mainlanders.

MR. LORD HENRI THE FIXER

Mister Lord Henri is a troubleshooter, known for his cleverness, ability to “plug into” local magic systems and access their power, information and, sometimes, obedience. He works directly for the Emperor, has a household of specialists, and is known to be amorally pragmatic to achieve his ends, and very clever in the means to reach those ends.

MACHINE PARTS:

Dakal City, the buildings and residences set above ground on the island. In general these required natural exposure to work. Until the Battle of Dakal City revealed the underground complex, most of the Unity Army thought this was the capital.

The Trouble Magnet, “designed to draw all the hostile forces into one place for easy disposal.”

The Casting Line, “defense lines, including local quakes, explosions and automated missile weapons in fixed but hidden sites.”

EVENTS OF THE IRON WAR

I do not want to make a script of the siege. Some events related here are sequential. Some are vague, being individually heroic.

BATTLES OF ALATIER CROSSING

The Alatier Crossing is just about the only place that large numbers of people can cross to Zistor Island. It’s a tidal flat, and at low tide offers several miles of open ground upon which to walk. Some parts are slippery, shellfish-ingested boulders, and others beach-like sand. Every other entry is possible, though difficult, for small groups. This sea-washed strand became a battlefield.

FIRST BATTLE OF ALATIER CROSSING, C. 907

The First Alatier Crossing was led by prophets, adventurers, and madmen. This diverse and disorderly group came from all across Dragon Pass and called themselves the Volunteer Army (also called Orathin’s Army). Moved by urges rather than commands, they gathered at the Leftarm Islands to destroy the hated God Learner enclave.

The strand opened when the tide withdrew, the army marched across. The island seemed undefended, so the army became eager and unwary. The defenses were cold and mechanical, and then a Security Detail counterattack entirely cleared the island of invaders. The survivors of the Volunteer Army fled to Skee Island and most went home. The remainder joined the Unity Army under the first Watchlord, Old Harandos.

FIRST WATCH

The First Watchlord, Old Harandos, rallied the survivors of the Volunteer Army with his small army of mercenaries. Under Harandos, the Unity Army began its long siege of the island of Zistor and forced the Esvularings to supply and support them.

The epic poetry of the Great Machine Siege reveals to us the ten-year siege in which the heroic Old Unity Army keeps tight clamp upon this implacable mechanical enemy, constantly outwitting the robot and getting another step into the mechanical labyrinth under the island. This heroic tale is the one visited during worship with these spiritual leaders.

In fact, the decade was far more haphazard than that, with constant rivalry and inconsistent besiegement. It is fortunate for the attackers that the defenders were content to sit and mow down attackers rather than launch a general offensive. The few offenses the Zistorites undertook were generally successes for them.

Fortunately for them, the Orlanthi make the misery and hardship into a virtuous lifestyle choice. They got through it, often barely.

SECOND BATTLE OF ALATIER CROSSING

This was the Brilliant Summer Attack of the New Unity Army led by Varankol the Mangler. The New Unity Army successfully crossed the Alatier, now with its own defenses, and was defeated the defenders both at Sea Beach and Dakal City. However, the attackers turned to pillaging, and retreated after a vigorous surprise counter-attack by the defenders.

THIRD BATTLE OF THE ALATIER

Ara the Proud was a Vingan woman who had several successful years of siege and skirmishing. She accused Varankol the Mangler and Senharlmarrh of cowardice. The Unity Army leaders, stung by her accusations, agreed to launch an offensive.

The Zistorite defenders were ready and the Third Alatier Crossing was a bloodbath. Many great champions and heroes fell, but Ara and her Vingan warriors ultimately saved the day and the army crossed the Alatier and pillaged the island before returning to the mainland. Ara’s Folly – as some call the Third Alatier Crossing – cost five thousand lives, almost half of the Unity Army that day.

STEEFALL BATTLE,

THE LAST BATTLE OF THE ALATIER

The Unity Council decided to make one final effort. The God Learner raids convinced them that an offense was in the making, and it would only get stronger if not defeated. They expended great magical effort that year to prepare powerful magic.

Skilled Orators who were owed favors went to the sponsors outside of the Unity Ring to ask for help.

For the dwarves, Arapan the Counter released a thousand elf-propelled aggression shields, and some things for the commanders.

For the humans, the Pride of King Androrfin came--the grand mustering of the Hendrikings from all over Heortland.

For the uz, the secret army would make itself visible, if necessary.

The Above army attacked, led by Renvald, empowered by many great rituals and ceremonies summoned a terrible storm. With the magical dwarf shields they got onto the tidal flats, and with their own aggressive powers they destroyed the defenses, then started on the second line. Lightning strikes help them. They released the an army of machine men supported by so much magic that the air hummed.

Renvald released the Stormwrath. The army fell to the attackers, the sorcery magic was seared away. The damaged island revealed the Machine Masters, who began their own assault of attack and defense. They were linked to deep ancient resources, which were expended to power them. The Stormwrath fell.

Renvald released the Stormrage, and a corrosive wind ground through the machines. The whole island stirred, then and a huge bolt of energy enveloped the whole surface of the island. The Stormrage withdrew. The island moved,

and then up stood Zistor itself. The Stormrage was impotent.

At last Renvald called upon Great Orlanth himself, to combat the gigantic robot, the body of the Machine God. The power was such that the god himself appeared, and a titanic battle between them ensued. But Zistor was just a robot, and Orlanth a Great God.

Huge terrible and unnatural storms, fiery hailstones, bolts of thunder vomited from the heavens, winds that topple stone walls and cut flesh. Orlanth destroyed Zistor. The machine was broken and parts fell like shrapnel upon the island below, sometimes penetrating for miles into the ground. That was Steelfall.

The Below Army had been busy too, and used impossible kitori routes through darkness to enter into the city, bypassing defenses. This was done mostly by the uz, who destroyed swatch of the underground as fighting went on overhead.

The Hendrikings, uz and other Unity Army swarmed into the interior defeated the remaining defenders, and even pillaged deep below parts of the Clanking City.

Then, from nowhere, Ten Thousand Iron Dwarfs marched through the ruins, ordering the Unity Army to abandon all “stolen property, which includes everything made with mechanical or manufacturing processes.” Renvald, astonished by this surprise and betrayal, protested. The Iron General ordered him captured, but Renvald escaped. The general ordered him incapacitated, but it was only temporary. Then the general shot Renvald through the head.

Others were also slain because they refused, and there was terrible loses between the uz and mostali. But most people gave up most of their treasures.

The Ten Thousand then entered the depths beneath the Clanking City, sealed off the island and scoured the island with awful magical curses. Arapan went with them.

Other effects of this were that the Unity Army released several divine entities that had been enslaved by the Zistorites.

INCIDENTS OF THE WAR

BOMBARDMENTS,

ASSAULT OF THE FIRE TURTLES

Domed ship sailed among the islands, bombarding the Unity Army people. When the tide went out these walked, disks on stubby, clumsy legs.

GOD LEARNER SNEAK ATTACKS

Many raids by the God Learners sneaked against the Unity Army (as well as farther afield). Some imperial lords treat it as a sport to launch private expeditions against the Unity Army.

PENETRATIONS

Unity Army raiding parties often got where armies did not. They even sometimes got deep inside the underground and returned with fantastic and terrifying reports.

POWER FLUCTUATIONS

Despite their expertise, the God Learners were unable to keep their power system stable. It rose and fell irregularly.

THE WINDLESS TYPHOON

This powerful event devastated much of the Holy Country and Dragon Pass – however the Heortland plateau suffered minimal damage (the Hendrikings claim that is because they were protected by Orlanth). No wind came, but the effect was exactly as if a hugely powerful typhoon had blown over the unprotected countryside. The Leftarm Islands were almost completely devastated by this event.

IRON WAR Triads, 907-917

Triads are an Orlanthi poetic device to help their scalds remember the thousand of tales. They group together three similar story ideas, usually far apart from each other in time and space. The Iron War Triads are slightly different, in that these deal with the specific event. The strange events are testimony to the difficulties of that siege and struggle.

THE THREE GREAT WOMEN OF THE IRON WAR

- **Ara the Proud** – whose army won the day at the Third Alatier Crossing.
- **Vesentha** – who rescued and healed the one thousand survivors.
- **Dunvinga** – who fought every year for eight years, in every battle until the Great Ship.

THE THREE GREAT LEAPS OF THE IRON WAR

- **Darelmal** – upon the head of Felteler, evil captain.
- **Orvanvanth** – who leapt across the Alatier into eternal glory.
- **Mighty Renvald** – who leapt high into the sky and called forth the Thunderer.

THE THREE GREAT FLYERS OF THE IRON WAR

- **Venharlmarrh** – son of Lightning, whose breath carried him and his companions across the Alatier and behind the Iron Men.
- **Dahakar** – who took the shape of a wyrm to bring fiery death to the Iron City.
- **Serenefferess** – who flew to the sky.

THE THREE DRAGON

ATTACKS OF THE IRON WAR

- **Three monsters** – who melted the exposed city.
- **The wyverns and wyrms** – lost half their number.
- **The third** – was on foot when the dragonewts cleared the city of life.

THE THREE SCOURERS OF THE IRON WAR

- **Wrathful Renvald** – who killed sorcerers one by one.
- **The Left-Handed Army** – (a band of dragonewts, demigods with immediate rebirth—fearless)
- **Erkazal** – the uz called the Dietician. [fn]

But it was the dwarves who went in farther and deeper. fn [because he ate so little, to not antagonize the other Unity Council members.

THE THREE TRAGIC FIGHTS OF THE IRON WAR

- **First Alatiar Crossing** – when nearly all the eager attackers were killed.
- **Lankeur against Vistar** – before the Brilliant Summer Attack.
- **When Renvald was betrayed and murdered by the mostali** – once victory was assured.

THE THREE SACRED MADMEN OF THE IRON WAR

- **Orathin of Salor** – whose madness revealed the greater madness of Zistor.
- **Varankol the Mangler** – whose madness killed Zistorite men and machines.
- **Desamal the Trickster** – whose madness aided Renvald and the gods.

And to this list we must add the false madness of Senharlmarth, who persuaded the Zistorites that he was mad and was thus given their best treasures and weapons.

THE THREE ALLIED WARLORD YOUTH TALES (i.e., best Tales About the Nonhuman Unity Leaders)

- **Isidilian** – who broke his tools.
- **Serenefferess** – who flew to the sky.
- **Ezkankekko** – who three times defeated Chaos before Unity.

THE THREE ACCEPTABLE TREASURES OF THE IRON WAR

- **Essencepiercer** – which was made to the demands of Senharlmarth. [fn]
- **Keru** – light weight canoe that could not be sunk.
- **The Trophy** – which can still be seen at *city.

NOTE: this is when he was a prisoner on the island and swore to help them if they let him off the isle.

THE THREE PRIDEFUL VESSELS OF THE IRON WAR

- **Seela** – who became the grieving night gale.
- **Ara the daughter** – whose pride cost 5000 lives.
- **Balarmast** – who could not admit defeat and was killed by the Emestelli.

But none of those are as Proudful as Henhenzar, the King of Locsil, whose body burst when pierced and flooded the palace with vinegar.

THE THREE GREAT MUSTERS OF THE IRON WAR

- **The New Unity Army** – victors of Sen Beach, Dakal City and of the third year.
- **The Pride of King Androrfin** – who fulfilled his great vows of victory, and then went home.
- **The Dwarf Army at Arapan's Summons** – full ten thousand of them as if from nowhere.

THE THREE TRAGIC MUSTERS OF THE IRON WAR

- **Orathin's Army** – eager and brave, that invaded at the First Alatiar Crossing.
- **The Sea Folk** – who went from a 1000 to 100.
- **The Iron Men** – who tried to defend against the dwarfs of Arapan's Summons.

THE THREE INVINCIBLE FOES OF THE IRON WAR

- **Bochamp the Master** – who fought every year for five years, then deserted.
- **Talarzistar the Iron Man** – who never lost a fight, until he met Senharlmarth.
- **Zistor** – the machine god, destroyed by Orlanth.

THE THREE LIVING HEROES OF THE IRON WAR

- **Varankol the Mangler** – whose tusks destroyed machines and men with equal ease.
- **Another EWF hero** – now forgotten
- **Great Renvald** – who summon Orlanth's wrath against the Machine God.

REINVALD Meldekbane Deathsong

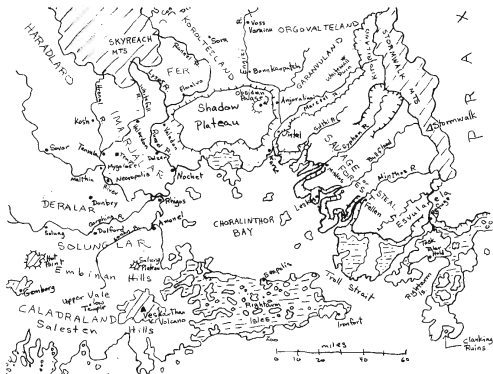
*I am the one mighty in hosts and furor.
I would not yield between war-bands without bloodshed.
I am the one who is called Orlanth's Wrath.
I brought strife and clamor to my enemy.*

*I am like a second Victory-Bringer in the gloom.
I would not yield without bloodshed
whilst amongst the war-bands of the Foreigners.
It is I whose heroic deed contended,
It is I who poured blood for victory.*

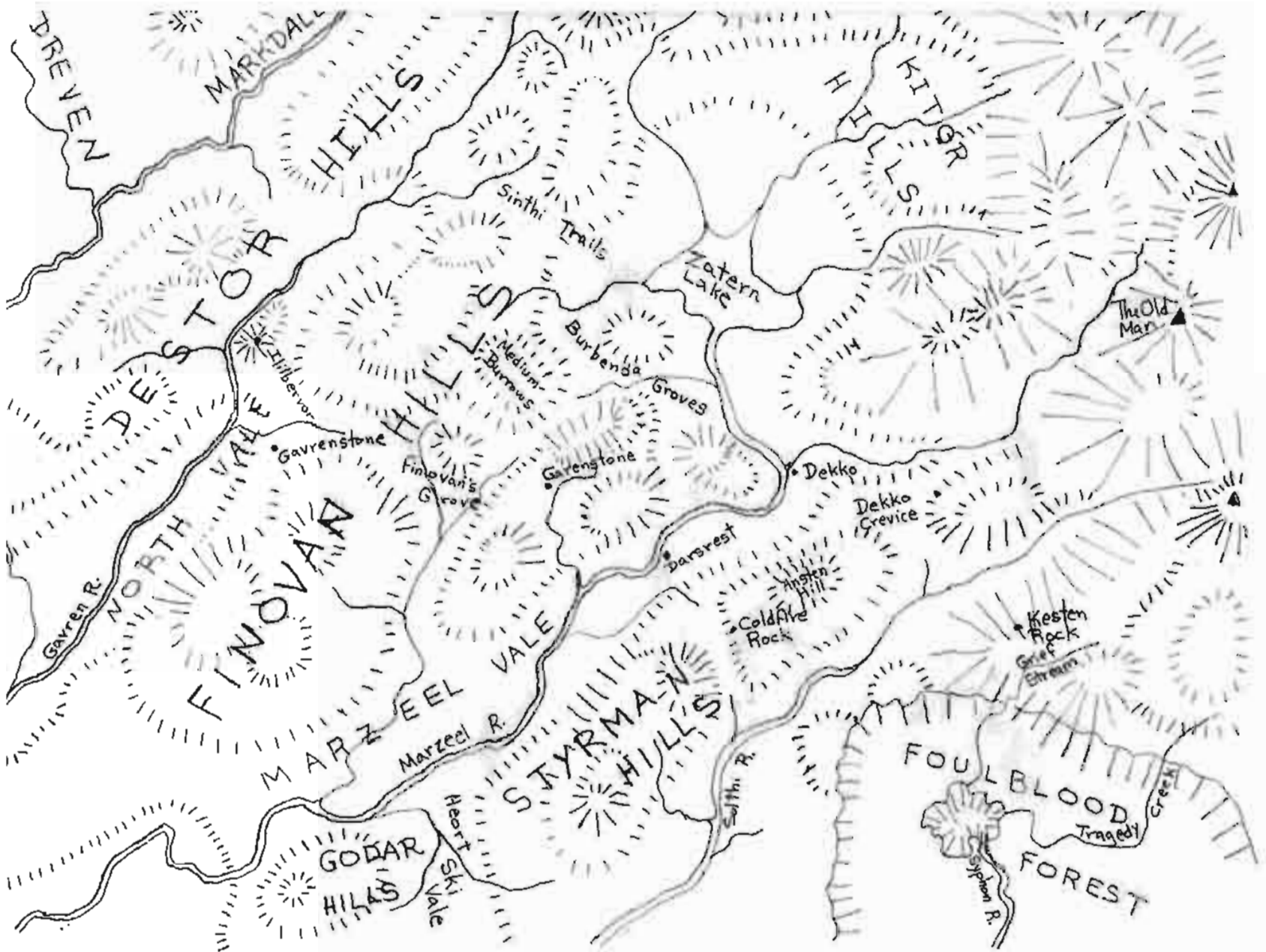
*It is I who broke a hundred fortified towns of the Foreigners.
It is I who killed a hundred captains of war.
It is I who gave out a hundred golden arm-rings.
It is I who cut off a hundred heads.
It is who gave the ancient leader my arm in protection.
It is I who have made the thunder that broke
the fiery iron door of the Foreigners.*

*It is I who have been betrayed by the
twisted creatures of the Dead God.
It is I who have been betrayed by our sworn oathmen.
It is I who am the first murdered by this second Broken Council.
I am a second Rastalulf in the gloom.*

MAP OF HEORTLAND



MAP OF SEN SENRENE



- THE DURENGARD SCROLL -

A GLORANTHAN DOCUMENT

This is a translation of a Gloranthan document from the Imperial Age, originally compiled for the Archduke of Slontos, probably around the year 925 or so. It is the report of a spy sent to learn more about the stubbornly resistant people of the Hendriki Plateau. The people of the area had resisted conquest by both the Jrusteli Empire and their so-called "God Learner" magicians, as well as the much closer and hence more powerful and threatening Dragonfriends of the EWF in nearby Dragon Pass. Precious little was apparently known about them. Their population was relatively small, they had few precious resources, and their location was largely out of the way, so apparently this information was new to the would-be conquerors of Slontos. Yet the relatively recent destruction of Zistorela, a powerful and experimental imperial outpost, apparently provoked this information-gathering expedition.

The information is presented in the same manner that it was originally given, though of course translated and reformatted to modern standards. Errors of information, exaggerations and propaganda have not been marked by the translators. Such as are in this document are from Heremel in the original.

THE SECTIONS HEREIN ARE: MY TRAVELS IN HENDRIKILAND.

This is a cover letter for the document submitted by Heremel of Jadnor, a Second Age scholar and traveler, to his lord and sponsor Archduke Sarnorkel of Slontos. Following the destruction of Zistorela by the combined forces of the EWF, the uz, the mostali and the Hendriki, the Archduke sent Heremel to Hendrikiland to learn more about the wild men of the interior. This report likely dates to c. 925.

THE HENDRIKI KINGS

KING HENDRIK

Information about the famous founder of the Hendrikings.

THE HENDRIKI KING LIST

A list of the kings of the Hendrikings, from the Founder to the current time.

THE LARNSTINGS

Information about the enigmatic and mysterious demons that guard the current king.

ADDITIONAL INFORMATION

Relevant information about the chief demons of the Hendriki Peoples.

KINGS OF KEROFINELA

THE ORLANTH KING LIST

A list, and some information, about the most notable or legendary of the leaders.

THE REALM OF HOLY ORLANTHLAND

Information about the region of Dragon Pass telling how the Dragon Peoples took over there, and commanded the people.

OTHER ARTICLES

Miscellaneous information that may prove useful to the Empire.

MY TRAVELS IN HENDRIKILAND

To my Most Imperial Highness, great and puissant lord Archduke Sarnorkel, Master of the Ilerin Sea, Lord of the Cities of Splendor and Admiral of the Bronze Fleet.

Heremel of Jadnor, of the order of The Three Kings, sends his humble greetings and obediently forwards this modest report to fulfill his commission and duties.

I departed from Nochet in the fifth year of the reign of Daros, Emperor of Land and Sea, and proceeded to Leskos, a city of the Esvularings. The companion of my journey was the wizard Hawalis of Heroral, of the Seventh Degree of my same order; and our respective retainues.

At your request, I have written this account of my journeys amongst the savage Hendrikings and of the time I abided with their pagan king, and included documents that we gathered during our stay among them. I do not pretend to understand all that they say, and leave that to the interpretations of the scholars in your esteemed court.

Leskos is a shabby little Esvularing settlement that lies across Choralinthor Bay. The Esvularings, whose only achievement was their betrayal of the Zistorites, are so fearful of the Hendrikings that they are forced to settle in the coastal dunes and marshes and below the cliffs of the Savage Plateau. Lord Danshavlas founded Leskos during the reign of Emperor Svagad. His fortress still stands and is the only reason the Esvularings were not chased off by the Hendrikings following the fall of Zistoria.

As your Imperial Highness knows, the Esvularings are Aeolian apostates who have fallen into the Kachasti heresy. They are the descendants of the folk of New Malkonwal too sinful to be taken to Solace with Malkion's Rapture, but have the temerity to claim that Malkion abandoned them. They were once foolish atheists and are now little more than idolaters who venerate Worlath as an emanation of Makan and even claim Makan sanctified the pagan god through the deeds of their founder Aeol. They are a people temperamentally incapable of conviction or strong faith. However, contrary to the baseless claims of some foolish scholars (like Felema of Thomawal), they do not offer sacrifices of blood to pagan gods like the Zabandanites, and they properly view that as abhorrent. The Esvularings are ruled by their Talari and pay tribute to the pagan Hendriking kings, but do not follow their laws.

Leskos is also inhabited by the painted fisherfolk of the Choralinthor - a simple and dull-minded folk who serve whatever lords are closest.

DURENGARD

Durengard is a settlement at the end of the Uxeler inlet, built just below where the fast moving Uxeler River tumbles into the sea. It is thus the last place a sea-going ship can dock. There, a tribe of barbarians subject to the Hendriking king has established a market place. All public events - trade, law, and even animal sacrifices to pagan gods - take place in the central courtyard of the settlement, which is surrounded by the ill crafted wooden buildings of the residents. A low wall of stone surrounds the town. Despite

these crude fortifications, the settlement has been burnt down many times - most recently when the fire-spouting Zistorite Bronze Turtle Galleys rowed up the Uxeler twelve years ago.

Like the Hendriki, the folk of Durengard are a disorderly people, constantly arguing and quarreling. They are poorly ruled, for they appoint judges to rule them, instead of being ruled by folk who have trained their entire life to rule. They all gather on court days as though it is a fair, as their disputes are of great interest and entertainment. They tolerate a small congregation of Aeolians within the walls and permit them a judge, although an odious tax is levied for this dubious privilege.

UXELER RIVER

The Uxeler River flows down from a great twisted mountain, covered yearlong in great expanses of ice. This mountain, called Stormwalk by the Hendrikings, is the home of Urox, their mindless storm god who was tamed by the Ploughman, a slightly less mindless god. Winged bulls graze on the mountainside, sacred to the locals who worship them and give them sacrifices of grain. The Hendrikings say that the fabled battle between giants and gods took place here, and on Stormwalk animal sacrifices are offered to lightnings, hurricanes and thunders. A stone bridge crosses the Uxeler at Durengard - the bridge is controlled by a band of brigands who charge a hefty toll to cross the raging waters.

HENDRIKILAND

Hendrikiland is the area lying between Iilbervor in the north and Durengard in the south. It is divided into three regions, the high flat Savage Forest, the vales of Volsaxiland, and Sen Senrenen. Their sky is obscured by continual rain and cloud. The summers are hot and the winters cold, especially in the hills of Sen Senrenen and the foothills above the Savage Forest.

THE SAVAGE FOREST

The Savage Forest is a high plateau covered with dark woods, thick with oak, linden, hickory, and hornbeam trees. There is an abundance of game here, both of birds and beasts. The Hendrikings hunt in these woods - other than banditry, there is no activity they enjoy more than the hunt. With the assistance of their great cats called Yinkini, they hunt deer (especially the red hart), bear, boar and hares. They do not hunt white deer, which they hold sacred and they worship and call their ancestor. For your entertainment I have sent two of their hides, one including the head and the curious curved antlers for which they are noted.

There are many secret paths through the Savage Forest that only the Hendrikings can follow and lead to the many settlements and temples of the Hendrikings. The Hendrikings of the Savage Forest make their living by hunting and brigandage: while traveling through the woods, a band of Hendrikings robbed Hawalis and myself.

Many hamlets and pastures have been cut out of the Savage Forest. Every hamlet has shrines to the pagan gods of the Hendrikings. One such shrine is the "temple" of Ernalda at Nidham. The temple is little more than a large granite monolith upon which the women perform ceremonial dances and offer animal sacrifices to their pagan goddess. Near the sanctuary flows the brook called Water of Freedom. The priestesses use it in purifications and for such sacrifices as are secret. The wife of the Hendriking king is the chief priestess of this place and the superstitious pagans revere her as though she was the goddess herself.

During the spring, Hawalis and I were permitted to observe a Hendriking ceremony at Nidham, although we were strictly forbidden against making any noise or gesture that might offend the pagan gods. The chief priestess traveled from her big wooden temple in the village to Nidham, carried in a chariot driven by cows and accompanied by the women who sang and danced in her wake. The men followed behind, parading a small herd of cattle, pigs and barnyard fowl. I recorded part of the men's song:

*We sing of rich-haired Ernalda, mother and magician.
Queen of the gods is she, surpassing all in beauty:
Wife of loud-thundering Orlanth
Glorious one whom all the gods revere and honor
even as Orlanth delights in thunder.*

The women gathered atop the stone of Nidham, and the men stayed outside, watching. The fiercest of the Hendriking men were appointed watch guards: they bore ready arms and wore helmets with two red feathers. It was very difficult to see the women, but I could tell that they were colorfully attired and many wore gold jewelry. Some even wore fanciful masks. At the center, seated upon a high wooden chair was the chief priestess, who was given gifts of beer, wine, flowers and fruits by the women, while the men sang a strange chant. The priestesses scattered crushed grain to the animals and then killed them. All the women performed a great dance and the men sang. Hawalis saw three gods enter the dancing grounds, although I saw them not, for I was distracted by the strange weather that whipped wind into my face, yet did not seem to bother the dancers. The ceremony was ended with a great feast atop the stone of Nidham, although Hawalis and I refused to eat any of the unclean food.

SYPHON RIVER

The Syphon is a truly remarkable river that cuts through the Forest of Thieves. It is a truly remarkable sight and the river causes great distress for the superstitious Hendrikings. The Hendriki say that all the waters of the world used to run uphill, but that alone of all the waters of the world the Syphon refused to obey their sea god Magasta, who cursed the river to flow backward from Choralinthor Bay uphill, and then into an evil valley the Hendriking and then to fall into a hole that they say leads to the Underworld. This Valley, which bears further exploration, is said to house both creatures of stone and also krjalki, and that the two are locked into eternal war.

Crazed warriors guard the lands leading into the vale and they are allowed to commit violent murders while in the midst of religious frenzy without penalty. The Syphon is salty, like the sea, and its water foul. However, the river is rich in birds and fish, and at the settlement of Backford, the Hendrikings have made brine ponds to extract salt from its waters.

VOLSAXILAND

Between the Engizi and Marzeel rivers is the rich valley of the Volsaxings. The people here are stubbornly proud peasants who harvest barley and raise dairy cattle. There are many fortified settlements in Volsaxiland. From Vingaford, the Hendrikings impose a toll on merchants traveling up the Engizi to Jisteel. Bronze bones are often found here—the remains of their many gods killed in the Gods War. Hawalis was confident that the henchmen of Malkion slew them.

There are many pagan shrines, sanctuaries, sacred rocks and holy wells in Volsaxiland. Amongst the notable things here include a great Lone Rock sacred to Orlanth, to whom they hold a feast in the winter, at which men smeared with grease take up from a herd of cattle a bull, whichever one the god suggests to them, and carry it to the stone. They then break its back upon it, and slit its throat and take the black blood into a bowl, and scatter this upon the assembled crowd and upon a pile of artifacts they wish to bless. This is the manner of their sacrifice.

The most notable thing in Volsaxiland is Derensev, a sanctuary to a pagan god called the Imprinting One. The priests of this god are philosophers - similar to those of Nochet - and spend their time debating the divine laws that govern the natural world. They, alone of all the Hendrikings, are literate, and write with the same curious script as the Kerofinellans. Despite their learning, they do nothing useful with their knowledge, wasting their lore advising Hendriking judges on how to settle a dispute over livestock or grain.

SEN SENRENE

The ancient homeland of the Hendrikings is Sen Senrenen, from where Hendrik the Free came. This is a rugged land of fells and vales, populated by largely herders and their livestock of cattle and sheep. The Hendrikings of Sens Senrenen are fierce bandits and magicians, and since foreigners rarely enter these lands without the protection of the Hendriking kings, we did not go there. Yet, they were willing to tell us of it.

The Hendrikings hold this land sacred to Orlanth, whom they say often adventured here as a youth. There are uncounted sanctuaries to the gods and heroes of the Hendriking in these lands, including the sacred tombs of the Hendriki kings. Each sanctuary is a place for sacrifices and rituals on certain days of the year. The Hendrikings offer livestock, food, beer and treasures to their gods and then consume the offering in a great feast.

Near Iilbervor, the Hendriki burn their kings and then erect a stone tomb at the place of burning. People leave offerings of food and beer to the kings for blessings. They have three that they call the sacred Larnsting kings, who are

named Hendrik, Selelmal and Aventus. These three have no fixed monument and yet the Larnsting magicians guard their ashes.

The Hendriking were originally under the rule of evil krjalki and had to offer sacrifices to them as if they were gods in order to propitiate them. The Hendriking say that this was part of their "Great Compromise" their ancestors had made with the Arskan Keko, a monster king, in order to survive the Great Darkness. However, in old times the krjalki tried to increase the tribute they demanded, and their hero Hardros Trollkiller defeated the Arskan Keko and forced him to renounce the tribute. Since then, the Shadows have been confined to the dark forests east of Sens Senrenen.

ILILBERVOR

I shall now describe Ililbervor, the sacred fortress of the Hendriki kings. According to the Hendrikings it was atop Ililbervor that their ancient god Vingkot fought the monster called Wocha Rage and, though defeated, with his last breath he invoked Orlanth who came to defeat the Seas.

It is both a holy mountain and a fortress, built atop a solid rock of limestone that towers over the Northvale in Sen Senrenen. It is encompassed with chasms of such vast depth that the eye cannot reach their bottoms. The rock is steep and abrupt, and such that no animal could walk upon. The ascent is narrow and winding; for it is broken off at the prominent precipices of the rock, and returns frequently unto itself. On each side of this path there is a vastly deep chasm and precipice, sufficient to quell the courage of everybody just by the terror such a drop infuses into the mind.

When a man has gone along this way for thirty furlongs he reaches the top of the hill. Upon this top of the hill the Heortling king Jan the Maker built a fortress in Fifth Action Era. Generations ago forgotten kings built a wall round the entire top of the hill - seven furlongs of gleaming white stone twelve great cubits high and eight in breadth. Within the walls are granaries, guardrooms, workshops, numerous shrines for their evil pagan gods, and many private houses. The palace consists of a great stone meeting hall, the great throne room and also a courtyard with adjacent private quarters, storerooms, guard stations and other rooms.

It is in the throne room of Ililbervor that the leaders of the tribe acclaim their kings and confer upon them the sacred regalia of the Hendriki. These consist of a sword, the staff and the diadem given to them by the gods of old. The king rarely stays in Ililbervor for long, for the Hendriking kings spend most of their time traveling amongst the lands of that tribe, normally returning to it in Storm Season to offer sacrifices to the guardians of the tribe and preside over their obscene pagan new year rites.

Most shameful to them is their defeat by the vile dragons. After the dragons defeated the Hendrikings during the reign of our great and glorious, unconquered Emperor Svalak, the Hendrikings were forced to abandon Ililbervor to the enemy they call the Wyrmsfriends, who added to the place's extensive fortifications. For nearly a century, the Hendriki were hidden kings, who survived by cowardly

hiding. Some years later the king called Orvamarth the Soothsayer and his Larnsting magicians snuck into Ililbervor, which occurred during the reign of our wise and benevolent Emperor Trosos, and this Orvamarth Dragonbreaker was crowned king of the Hendrikings with the ancient regalia and offered sacrifice to the guardians of the tribe. They made this one of their gods, and so now the priests of the Dragonbreaker protect Ililbervor from the Wyrmsfriends.

ON THE HENDRIKINGS

Now that we have begun to speak of the Hendrikings, I have plenty to tell you on that subject. They are a savage, painted race of peasants and herders. The Hendriking men are vain, violent, and unpredictable; their women are sly, pitiless and calculating. Their highest value is placed on friendship, and a man's value is based on the number of his friends. No people indulge more profusely in entertainments and hospitality.

Robbery, hunting and farming are their principle occupations; their main notion of property is cattle and silver - like all thieves, they value portable wealth more than land or estates. They do not own slaves, instead they incredibly consider it honorable that even men of stature can be found plowing their fields or tending their herds of cattle or sheep. They live in crude villages, cohabitating with their livestock. They have no permanent buildings of stone or brick; their beds are on straw and animal skins, and they eat mostly bread and meat.

The Hendrikings are a quarrelsome and disagreeable people and are known for their violent feuds. It is a duty among them to adopt the feuds as well as the friendships of a kinsman. Their women urge their men to violently respond to any insult or offense - they withhold their favors from any man unwilling to kill as demanded by their barbaric code of "honor." As befits such unprincipled and arbitrary bandits, their feuds are not implacable; even homicide is expiated by the payment of a certain number of cattle and of sheep, and the entire family accepts the satisfaction.

The Hendrikings hold Orlanth, the god of wind, storm, and thunder, to be the greatest of the pagan gods. At Ililbervor, the Hendriking priests sang this song to Orlanth while they sacrificed bulls and rams in his honor:

We sing of Orlanth, king amongst the gods.

*Greatest, lord of all, thunderer, wielder of lightning, all father,
wanderer, dragon breaker, and justice-bringer!*

Be gracious, freely changing Son of Umath, most excellent and great!

These superstitious primitives do not build temples to Orlanth but worship him atop hilltops and other places associated with the god. They say that this is because he is homeless and wandering.

HENDRIKING KINGSHIP

The Hendrikings chose their kings from amongst their nobles in a ceremony at Ililbervor, their tribal center. The Hendrikings are a rebellious, disobedient people and, as a result, their kings must do more by example than by command. If a king is energetic, if he is conspicuous, if he fights in the front at battles, he can lead – but only because he is admired. Notions of proper government are completely lost on the Hendriking, who expect their kings to be talari, zzaburi, horali and dromali all at in one person.

Now the Hendriking kingdom was made up of many tribes. Those descended from Hendrik's clan were the principal ones on which all others are dependent. The Hendrikings rule over five tribes of foreigners: the Esvularings, the Esrovulings, the Hurlantings, the Durevings, and the Pelaskings.

They constantly argue about their disputes and disagreements. Minor issues are often decided by murder, or else deliberated and decided by the Hendriking judges. With more important issues the decision rests upon the whole tribe who assemble on certain days fixed by their gods. They sit down armed and the king is heard, more because he has influence to persuade than because he has power to command. If his sentiments displease them, they reject them with menacing murmurs; if they are satisfied, they brandish their spears and express approval with their weapons.

The Hendrikings are great cowards in battle and attack only by ambush. Often, the first sign that an enemy has that a Hendriki army is nearby is the sound of their horns and war songs as they charge his column. If their offensive is unsuccessful, the Hendriki panic, give ground and flee into the woods or hills, only to attack again at a time and place of their choosing.

The Hendrikings live by brigandage and robbery. Their young men spend their idle time stealing cattle from their neighbors. Their judges only complain to the king when someone is killed as a result of one of these raids, which happens more rarely than one might think among such murderous and violent people, and only if the judges so decide, is the killer widely condemned. They feel no such compunction when they raid non-Hendrikings and many foreigners pay tribute to the king to reduce the violence of such raids.

CONCERNING THE PERSON OF KING ANDRIN

The personal appearance of the Hendriking king, whose name is Andrin and is nicknamed “the Mover”, was as I shall now tell you. He was big and strong, with chestnut hair and a rather ugly nose. His eyes all but emitted sparks of fire. His skin was marked with many tattoos so that he appeared to be painted. He was very manly, an impetuous fellow by nature, ambitious, stubborn in all situations and ruthless. He was a gifted poet and magician.

The king belonged to a society of pagan magicians called Changers who can summon curses and spells without sacrifice or sorcery. His household included dragon-fighting priests from the north and the king presided over sacrifices to OrlanthDragonbreaker. In his youth, Andrin fought the Zistorites and had an abiding hatred for them and for our order. He accepted the gifts we presented, but to insult us, he gave us several items that he had stolen from Locsil. Despite this, he permitted us to accompany his household for several seasons and protected us from the depredations of his household.

THE HENDRIKI KINGS

The Hendriki tribe are the natives of the plateau east of the Choralinthor Sea. After the Garanvuli kings were slaughtered the clans were lost until a new king rose to lead them. His name was Hendrik, and his people the Hendrikings. They have lived there since before the Dawn and live there still.

KING HENDRIK LORD FREE

Hendrik was the youngest son of Fendorl Bigbelly, who was killed at the Battle of Night and Day [379], far from his home. His mother was Denesra Steadwife, whose family cared for the Sinthi Trails, as well as the Burbendra Groves and the Medium Burrows.

Hendrik was from the clan called Hunters, who wore the furs of the red alynx. Their ancestor was Gavrening, a divine alynx. They lived in the land they called Sen Senrenen, and they knew every grandmother and grandfather there, whether rock, tree animal or stream. Sen Senrenen was in Barabamma, the lands of the Shadows, and so the Hunters knew those rites as well.

Here are the non-seasonal places where the Hunters made the Ten Sacrifices for the Shadows: Garanstone, for the blood; Gavrenstone, for the flesh; Finovan's Grove, the alders' side; Dekko Crevice, the sheep; Coldfire Rock, whose terrifying apparitions are the Ingranthings; Dekko Crevice, cattle and black horse; the blue boat on Syphon; Dekko, living bear and ten dead deer; Kesten Rock; Borenger's Grove, to the tree woman.

The Shadows are the close children of Mother. Her grandson ruled from the Stygian Palace in the towering Obsidian Spire. The Hunting Clan was distant from Mother, but nonetheless part of Her as long as they carefully obeyed every word of the ancient pact. In that way the Hunters, with the other Kitori Clans, survived the Great Darkness.

The Shadows were beings from before time. They changed shapes. They are sometimes nearly insubstantial, detectible only with touch or spiritual sight; other times gigantic monsters, or small ones, or sometimes human, when everyone is most frightened.

They came regularly to collect taxes, and irregularly to quiz inhabitants on the ancient rites. Failure by anyone—and the Shadows' questions are always class-appropriate—mean they would eat the person, and then disappear. Everyone knew the rite answers and the rote answers and the proper height to stand when the Shadows were present. But if people did the dance, said the words and didn't start fires, then the Shadows were helpless to harm the living.

No one any longer thought of resisting the shadows, any more than they would resist the cycle of day and night. The *Ten Foolish Attacks* were lesson enough that the Shadows always win. So no one fought them.

However, the Hunter clan loved to stalk the Shadows as they went about, seeming to themselves to be invisible and unseen—for such was the first point of their magic: to

blend into natural shadows and irregularities of light and be unseen by anyone relying on either light or darkness to discern them. So only the hunter clan could follow them, which they did for sport.

One day when Hendrik was two years initiated as the Twisting Wind [c 392] he wanted to follow the one they called the Loudmouth Shadow. His mother warned him not to, his hunt leader warned him not to and his lover warned him not to. But his soul urged him to go, so he did. But they got caught in the shadows, and he was brought to the King of Uz, a monstrous mouth with legs. Little trolls swarmed over the monster, picking off insects and fungal growths and eating them. Twenty armed warriors stood around, and a hundred hungry spectators. We know the numbers because Hendrik counted them when he was there.

Bog Baru demanded that Hendrik lie down, but he was already lying, so the troll king stepped on him and pushed him deeper into the mud. But he had his great wind inside and didn't need to breathe.

"didn't need to breathe"

This is a typical Orlanthei boast.

The Orlanthei have five souls - one for each of their elements. Their souls are not all of the same strength, and the proportional make up determines the personality, physique, magic, and emotions of the individuals. The Breath soul is the strongest and most important. The Breath Soul is the one that they develop by bonding to a specific god or devil. When breath leaves the earth soul, the earth soul dies. Breath is Life.

They say that Hendrik didn't need to breathe, even though he has no access to air, because his air soul was powerful. I was told, "He has Orlanthei inside him."

I'll note, however, that I've seen many of these fellows drown or suffocate even though their favorite devil was inside of them.

"You have violated the ancient laws, you will be stripped into seven parts and eaten," it said, "by the powers of the Kyger and the Litor, by the Lore and the Laka this will be."

That is when Hendrik's soul spoke and said, "But this is not Law, only your whim," and the twenty warriors were frozen motionless. "You must catch me first, and you still can't do that."

"It is the Larnsting," said the king, and the summer winter owl freed the twenty so they could move again, but they didn't. Hendrik was then back on the fields where he had been caught, and the shadows were gone. So he was saved, and he taught his clan the story so that they might be able to escape too. And since they now knew how Great Mouth had captured him, with the folding darkness and empty step, it never happened again.

Hendrik always sang to the summer winter owl people as if they were ancestors, though they were not. He started that when he was still young, even before he knew the gods. Everyone was sure he would become a night hunter, but the

Twisting Wind took him instead. He often said, "I like the swordwork," as his reason for uniting with the godlet.

He participated in [402] the invasion and siege of dark centers. At that time, Hendrik worked for empire and guided them through the lands of the Kitori, away from his people. He was surprised at how many people were out there in villages, and also by his glimpse of the invader's huge army.

Hendrik became Lord of Flight. He proposed to his clan to move southward, into the wilds of the Steal Forest. People did not live there, but the hunters knew they could not live where that army sought them.

When they entered into the unknown forest they went upon the summerwinter owl Paths. The birds guided him, especially in emergencies; and his people were led by the three guides, Ala, Parendla and especially the beautiful and savage Meredo.

SUMMERWINTER OWL

I was told that owls are the enemies of the bat people and darkness. As a result, they are one of the few nighttime creatures that have a positive association for the Orlanthi. This type changes its color to white in the winter, and brown in the summer.

My informant Henetha said these were allies of Hendrik's friends, though afterwards she denied this statement vehemently.

Life was difficult and many people were lost. However other refugees tried to hide in the woods, and when they were found they were accepted as partners, so their numbers grew too. Hidden within the forest, the clan searched out its trails and made plans to escape from the fiends that they had glimpsed on the outside.

The skirmishing, fighting and fleeing was mad and wild, and Hendrik and his heroes were always to the fore where dying work was to be done. But the clan was never caught, and then provoked the anger of the Bright Evil who came in person to search and destroy. But Hendrik led him on a grim chase that scorched the forest in four places, and ended hiding in the caves inside Dekko Crevice.

BRIGHT EVIL

This is one of the titles of the devil that we call Fendal Gbaji, and in the *Chronicles of Gerlant* is called Palangio the Iron Vrok.

DEKKO CREVICE

The Dekko Crevice is said to be in the Upper Styrman Hills and remains a sacred place to the Hendrikings. I could find no one that would lead me to it, and after questioning several people Barakar told me to stop asking or he would have to kill me.

When the Bright Evil landed there atop his terrible, gleaming eagle the light provoked the ancient reflexes of the place, and the Shadows gathered as a gargantuan flock of crazed ravens that fell upon the enemy god and caused him to flee in ignominy. The ravens fell, instead, upon the army nearby and destroyed it so thoroughly that no army went there again. Nor did the Bright Evil!

So was born the invincibility of the Hidden Tribe, and refugees now all moved in that direction when they fled their new overlords or their traitorous rulers.

Hendrik could not accept the people into his band, but allowed them to go farther south and settle there, in villages if they wished. Most did. They were called the foreigners.

KING HENDRIK AND HARMAST

Hendrik one time met the young man Harmast. [411 ST] No one knew who he was then, just that a stranger had appeared in Kethaela with ancient runes of power tattooed upon him. It was he who had caused the Silence of Nochet, and he'd done other famous things too but of course he couldn't boast of the silent rain.

Hendrik saw that the boy bore the marks of the old kings, but wasn't as frightened as the Esrolians had been.

I see you bear the mark of the old kings.

Which old kings, king of flight?

That mark on you shoulder, who gave it to you?

The gods did, lord, as truly as they did yours upon you.

Your clan then, your lineage.

I am Harmast Son of Hardrinor, son of Eringulf of the Vanak Spear. Eringulf was the son of Brolarulf the Burnt Poet, who was the son of Rastalulf of the Vanak Spear, who was the son of Harang, the son of Vesten the Bull Wrestler, son of King Venef the Stallion.

So it must be a Berenething mark, then. Perhaps it only looks like the old kings. How was it applied, young man? Tooth, ivory pen, bronze-tipped tail feather of an eagle?

The gods know, I don't remember. I only know the beer was good.

Ha ha. Well, Berenething, do you know the old men of Ice Stead? Can you tell me how to wake them, and thaw their roasts?

No, I don't think so.

What good are you to us, then? You have a sword. But that shine about you says you are hard to hide. You need to hide in the filth of the big city to hide properly, don't you know?

So I was told, but it seemed to attract some other kind of light. Or something.

What did you do over there, young man?

Nothing that any man riding on the young wind would not do, if twenty women asked him.

Twenty?

The first month.

OK, you can stay for dinner today, but we need to be hidden, not apparent. Everyone in this household that is not of my blood is superhuman in keeping away, as you know. I don't think you can keep up with us. But if one of the villagers takes you in you can tell us later about twenty women.

The first month.

There was a woman there named Janiria, and she hated Harmast. She was one of Hendrik's concubines, and that night in bed she cried and when Hendrik asked her why she told him that she knew Harmast, and that he was destined to kill Hendrik and sell his head to the Iron Vrok. She said the young man had often confided to her when she was in the south, and told many other lies about what Harmast said or was going to do. And she said, and to prove that I know this person, look at such a part of the tattoo, and you will see the First Pair there, I swear.

The next day Hendrik and his advisors questioned Harmast more closely, about his tattoos and about the silencing of the city. Harmast knew nothing of it, or of how it happened. They studied his marks close up, and Hendrik saw that the First Pair were where Janiria had said, and also the wind rune, and the river and mountain. Afterwards his advisors differed in their opinions. Some simply thought that Harmast was slow or in concussion. Others said that he was, like so many other people, just in a state of shock for having lost a part of his souls in the wars. The lancer there was frightened, and said so. I could never have made those tattoos. Orlanth himself, or Lhankor Mhy.

There's always another way, said the oldest woman there. We are not Esrolians; we do not fear this travesty of a marking. He's one of you, cast adrift like so many. Send him on, to earn a name and power, and come back if he wants.

The next day Harmast came when he was summoned. To Hendrik's surprise, the young man had a cadre of supporters with him. These included Engorn and Kost, two of his best foreigners, who had ridden with him for two years.

These men are friends of mine, said Harmast, and they've convinced me to go with them.

And for us, said Engorn, we are simply returning to that firetrap where we live. Please sound that horn if you are beset nearby to summon us, running, to your side.

And they all left.

"You bear the marks of the old kings"

The Orlanthi are one of the "painted peoples" and mark themselves with tattoos for all sorts of purposes. Each family and tribe has its own tattoo, as does each magical society and pagan god. Harmast bore the tattoos of the ancient Winkoti kings, which marked him for rulership over the Orlanthi peoples.

THE FOES OF HENDRIK

Damanta the Jar was the first foe. He came and was content to keep everyone contained within the forest. The Hunters were pushed back, into the forest. But they could always sneak out through the defenses. They often did, but after Arazbo was killed the empire changed leaders.

Next was Tenen, who had a shaman from the frozen north. He used many methods, but everyone now mainly remembers the attacks by Narangros. This is the terrible dog spirit, the immortal foe of the alynx. He led his howling hunter packs to track down the Hendriki women and children. Hendriki didn't run this time. He met them sword to fang and killed them.

Next came the Silent Forest Period, when containment was overseen by Oranata, a powerful woman from Denira, in Dara Happa. She never went into the woods herself, but she sent small groups that could hide for long periods, and just wait, the spring to life to destroy when their target came close. She also had ten flying things with stone hides that would dash from their lair atop the White Cliffs to wherever Hendrik was sighted. Two times red-haired Salaya destroyed several of the monsters, and so they never returned. Aturest was young and ambitious and he killed Oranata in her bedroom. It was an unfortunate success, because of who came next.

Gagark Evil Mouth was the particular enemy of Hendrik after the Silent Forest period. He was Palangio's shadow in every way: he rode upon a black bird and wore black armor, used a spear and sword. Also, both had magic that was strange and particular, unpredictable to those who were hunted by it.

To resist this monster Hendrik dispersed his clan among the villages, and took only five other companions who would make themselves seen upon occasion, and lure the hunters. Gagark Evil Mouth was so voracious that he automatically attacked when Hendrik was seen, and so arrogant that he knew he'd win every fight. The clan was divided into groups that would be able to heal, replenish and defend the Larnsti Seven Group. Hendrik was never caught, though many of his companions perished for him. But they killed dozens of powerful foes, and whenever larger bodies of people came into the Steal Forests the shadows destroyed them.

HENDRIK'S GREAT LEAP [432 ST]

One day King Hendrik, who never spent two nights in one place, received word that a great army had landed in Slontos. It was made up of evil magicians and godless hordes that were pillaging the cities there. The king said, "The best news is when foes destroy each other. It's a trick to make us rest. No fires, we move back to the black tree."

Later, the king got word that the foreign army was destroying only the allies and armies of the empire, and that the magicians and armies of Gagark Evil Mouth had gone away to fight them. The king said, "This is trick. Some other foe will come to harass us soon. We will move all night."

Later, the king got word that the foreign army was led by a great master swordsman who worshipped Humakt, and that with him were also many battalions of warriors who worshipped Orlanth. The king said, "We have grow lazy without foes for this year, but not stupid. Thingan has killed five swords already. Change horses and we will go to the pool to see more."

At Er's Pool the king saw that Harmast the Lightbringer was among the army, though he was not a commander or chief godar. He sat in the farmer's seat at the warlord's table. The king said, "Why didn't anyone tell me this sooner? Sound the horn to muster sword, spear and javelin. Have the Larnsti Seven Group begin their chant, and tell Destorniskis the Jumper to join them."

When the army had assembled the Larnsti Seven Group allowed them to all jump into the pool and to land

where Harmast the Lightbringer was. The Hendriki army arrived in a most timely manner to destroy the cavalry of Nysalor, and deliver Orlanth's gift of victory to Master Arkat of the Unbreakable Sword at the Battle of Kaxtorplose. When the Larnsti Seven Group collapsed from exhaustion the Ten Movers and Shakers, as they were called, were stunned into immobility, and killed by Aringor of Olorost, who had sworn to do that.

King Hendrik accepted the honors of the victory, but did not remain with Arkat. Hendrik led them into Esrolia and to the Great Plateau, where they met the fang of Ezkankekko. But at Creekstream Ford Hendrik departed with his men and went to Whitewall and sacrificed for thanks. Hendrik headed south to lead and defend his peoples and lands. However, he allowed volunteers to go to help Arkat, and the famous Hendriki warriors like the Greenspears, Olontongi and Harmastings all gained their fame far from their native lands.

Hendrik remained at home, and the war passed far into the north and his people were safe. He did send the Larnstings to battle there once, for their Three Dashes, but was otherwise he was content to slow down and have time with his family and followers.

"Enjoyment of peace is what I sought forever," he said, "I enjoy."

He died in bed, surrounded by his family, and lay still at last. He was borne to Mastarket, the Larnsti funeral stone, and burned. Once his corpse was undone the ashes were put into an urn that was given to the hands of the Larnsti brothers, who dispose of their own.

TWISTING WIND AND LARNSTE

My sources disagree as to the identity of the TwistingWind. Some say that he is the Larnsting part of Orlanth; others say that he is not part of Orlanth at all. Still others say that the Twisting Wind was Hendrik's breathsoul. Most interesting to me was Parasental's comments. He said that during the reign of King Owenreth, when the Devil's Face ended Orlanthi initiations, the Twisting Wind was never affected by it, nor by the Maws of Chaos that paralyzed most of the Heortlings. However, since most Hendriki were in hiding, no one but the Hendriki realized this.

THE HENDRIKI KING LIST

TYPES OF KINGSHIP

I have distinguished two types of kingship among the Orlanthi. They have a variety of names to indicate these, making the problem more difficult that it needs to be. However, I distinguish between two distinct types, as per list. They are the Dar type, sometimes called "clan kings" or often "chiefs;" and Orlanth Kings.

Dar is present whenever folk select a leader by placing the torc, sword, and key at the leader's feet. If that leader acknowledges no tribal king then he is called "king" – even if he has no tribal regalia or tribal council. These "Dar kings" are kings of a clan, not a true tribe (although sometimes other clans will accept the leadership of a local Dar king). Generally, these petty kingdoms are short-lived,

held together solely by the power and charisma of their leader.

Orlanthi kings are true tribal kings. They have formed a tribe out of several clans, have assembled a tribal regalia and a tribal council. The tribal wyter holds the tribe together and gives the tribe a life independent of its king. Like the Dar (or clan) kings, the Orlanthi kings can invoke Dar for their kingship magic.

THE DAR KINGS

THE GARANVULI TRIBE

The king of the Garanvuli was killed at the Battle of Night and Day. He was attended by his household, who were also lost. No corpses were ever found; many souls were taken away to foreign otherworlds. Of course most of the tribal regalia disappeared as well, entirely ending the tribe.

The clans were largely on their own. Most of them were small and weak, living scattered amidst the forests and hills of the Heortland Plateau. Foreigners lived on the coast, on the wide strips of land below the cliffs.

HENDRIK [TO 439]

Hendrik was a chief of bandits. They had no lands, no herds and no steeds to call their own. The funeral pyre and conflagration were their campfires. They were seized by a god who kept them always hidden, but also always moving. Sometimes their ceaseless going from place to place would burst out in a frenzy that over spilled all mortal limits and burnt the world. Hendrik was famous because he directed that frenzy, skillfully, against the foes who had made them all outlaws.

- Hendrik's Three Greatest Concealments
- Hendrik's Three Greatest Fights
- Hendrik's Three Greatest Battles
- Hendrik's Three Errors

He died in bed, surrounded by his family, and lay still at last. He was borne to the byre and burned, and once undone, urned and given to the hands of the Larnsti brothers, who dispose of their own. At those times the Urnstone appears, and is placed into a pillar niche, which then disappears.

SELELMAL [439 TO 448]

Selelmal was the son of Helevan Redhair. He had ridden in Hendrik's war band and could summon Larnsti powers with his songs. He brought the war band to fight at Creekstream Ford [441] and lost many men, but they propelled the Flailing Blades amidst the iron cavalry and won the battle.

He was such a great king that many of the clans to the north wished to join with the tribe, and so Selelmal accepted them as the "Northern Brothers."

He was buried the same way Chief Hendrik had been.

In his reign the terrible Kings' War raged in the north as people strived to prove themselves worth of being the High King. [lists of combatants, triads of horrible deeds]

- The Kings who fell at Barstan River
- The Kings who fell at the Thunderfells

- The Kings who fell at Desderen
- Three Useless Deaths
- Three Tragic Loves
- Three Fell Spears
- Three Great Tragic Families
- Three Triple Harmastings

But the people became tired of this, and so instead they insisted that the kings meet in single combat to settle their wars, and they would then follow whoever was left at the end of that.

Harmast was the man responsible for the Kings' War. The chiefs and warlords traveled to Harmast's farm to ask him who should be the next High King. But Harmast told them that it was not his role to pick the High King and that the chiefs and warlords must figure out for themselves how to choose the next High King. The chiefs and warlords chose war amongst themselves as the means and the King Wars began. That is why Harmast was mistaken and why kings must be chosen by the priests.

At the end, it was Orvanfalar of Two Ridge who was left. He was a friend of King Selelmal, and afterwards, of King Aventus.

AVENTUS [448 TO 464]

Aventus made the laws to rule the people on the farmlands, who are the foreigners. Aventus did many good and bad deeds, too many to list here. When he died his funeral rites were the same that Chief Hendrik had had.

Among the sons of King Heort and Ivarne were Gollanth and Desaventus Widefarer. Desaventus traveled amongst the Heortling settlements in the Silver Age, protecting them from the monster remnants of the Great Darkness. He defeated the King of the Corpse-eaters and his Black Dogs, the Guest-Stranglers, and the Rye Wolf. Desaventus fell in love with Ondurisa, the daughter of Queen Imajarin of the Esrovuli. To woo Ondurisa, Desaventus befriended the Strong Man and defeated the fire-breathing Monros Boar that ravaged the fields of the Esrovuli. Desaventus lost that friendship when he stole Ondurisa from Nochet and married her. The king of Ulaninstead welcomed Desaventus and Ondurisa, and Desaventus defeated the vengeful husbands of Imajarin at Farnegrave.

Desaventus and Ondurisa had a son, Desenlanth the Theyalan, who welcomed the Dawn from Lookout Hill. Desenlanth was the father of Darserian the Speaker, who spoke to the Nine Clans and mediated a dispute between aldryami and mostali. Darserian was the father of Deselanin the Archer, who knew the Three Arrows Feat. Deselanin was the father of Benabarntar Woodcutter, who was the father of King Dardurev of the Orgovaltes. Dardurev was the father of Vestorfin the Horseman, who earned his fame at Argentium Thrile and was acclaimed king of the Orgovaltes after Dardurev's death. His son, Antrafales the Poet was most famous for his daughter Jarnardessa the Vingan who married Dinorth Garansson the Great, king of the Garanvuli.

Among the children of Dinorth and Jarnardessa was Korlmhy Red Hand, who fought the beasts in Fronela. His most famous son was Destorl Lawman, who killed Fonraltan the Burner. His son Dinvaran the Alynx died at the Battle of Night and Day. Destorniskis Dinvaransson was born after his father's death and joined the household of Hendrik Freeman. Destorniskis the Jumper was one of the Larnsti Seven Group and could leap across the ocean with Hendrik's army in tow. Like his chief, he never spent two nights in the same place.

Aventus was the son of Destorniskis the Jumper and the Jenestra Cat Witch. He was born in the wilds and, at birth, he could speak words of power and run with the household of Hendrik Freeman. No razor ever touched his hair or beard. Like his father, Aventus was chosen as one of the Larnsti Seven Group, the magicians who aided King Hendrik and then King Selelmal. Like his father, Aventus never spent two nights in the same place. He was very pious and began every day with prayers and sacrifices. The Hendrikings chose him king after the Battle of the Goats and brought him Hendrik's regalia, the crown and staff. The first thing he did was offer sacrifice to Orlanth at Iilbervor and assigned a priest dedicated to serve him there.

When Aventus became king, the people on the farmlands fought with the Olontongi, a band of heroes who still followed Hendrik's ways. Both sides appealed to Aventus, who, like Harmast before him, traveled to Seat of Judgment and brought back the Lawstaff to make the laws to rule the people on the farmlands and in the forest. He then used the Lawstaff to make laws to rule the Foreigners that had settled amongst the Hendrikings. For this, Aventus is called Lawgiver.

Later in his reign, Aventus sought to make laws to rule the Warlords that had conquered Dara Happa but lost it. Although Aventus had the support of High King Londaral and despite the Battle at Old Top he failed and lost his sons as a result. When he died, he was burned; his ashes were placed in an urn and given to the hands of the Larnstings, who dispose of their own.

DESENDERUS THE UNLUCKY [464 TO 469]

Unlucky in love, unlucky in magic and unlucky in combat. He lost the old guardian, and the royal house moved into a building of stone. Yet, under him the people were happy and no one was hungry. Many monsters were killed too, and Desenderus initiated the sacrifices to keep the stone creatures vital.

Sindan Black wished to marry a daughter of Aventus, but Desenderus said, "When there is a king in Kero Finela!" Sindan Black then began his acquisition of tribal regalia.

When Desenderus died, he was burned and his ashes scattered to the wind.

AVENTEVUS [469 TO 477]

Aventus regained the clan's luck when he got a new guardian for them. At first many people among the foreigners denied that this was the guardian, but after the warband and temple leaders agreed, everyone else followed, even the foreigners, except the southern clans.

The southern clans were descendants of a demon sorcerer, and worshipped a strange and perverse god. They were always making trouble because it is in their nature, and their leaders habitually abandoned their folk to danger and took refuge in the dangerous islands father south. But this time all the southern towns also paid tribute to Aventevis.

THE SOUTHERN CLANS

These people are the Esvularings, people who worship an aberrant form of a god whom they say is our Malkion. However, their rites and beliefs are far outside those recommended by the *Abiding Book*. Many have recently adopted our True Way. And, though the Orlanthe arrogantly label these people demons they are far less demonic than the average pagan Orlanthe.

Sindan Black went to visit the forge of Old Ansten, whose tomb is Ansten's Hill now. The Little Boneman came to the ritual, and said he could create the necessary items, but that Sindan couldn't take them until he had performed the Journey to the Western Ocean.

LITTLE BONEMAN

The Little Boneman is apparently one of their gods. I have not discovered who the Big Boneman is.

ANSTEN'S HILL

Ansten's Hill is in Styрман Hills. There is a large are of ancient tombs there now which the natives avoid, saying that it is haunted and protected by the essences of their ancient honorable dead.

JOURNEY TO THE WESTERN OCEAN

I was told by several of my informants that he went upon what they call "the Westfaring" or "Journey to the Western Ocean." They say this is the route taken by a collection of their gods, whom they call "the Lightbringers," on their journey to find and free the Sun. This ceremony is sometimes performed by Orlanthe heroes to obtain powerful guardians for their tribes.

Sindan agreed, but he was an old man by the time he finished. He went to the tomb and retrieved the regalia. He then offered it to Aventevis, who refused it.

"I am just an old clan chief," he said, "Save it for yourself." "I only wish to marry my beloved," said Sindan.

"Old man," said the king, "I free you from that ancient curse. Go home to your children now and rest. You can become the next king, when I die soon."

Sindan Black didn't want to be king, so gave the regalia to Dinorth, who had been selected by the clan.

"I'm just an old adventurer," he said, "Use it for yourself."

Dinorth donned it for the crowning, and after that Sindan Black retired to a farm with his family.

THE ORLANTHI KINGS

THE HENDRIKI REGALIA

When Orlanthe created the first Ring he gave gifts to his followers who held authority. "Each of these," said Orlanthe, "is a treasure beyond our understanding. They were all taken in raids from great gods. I have determined by reading runes that they shall serve as gifts for my first ring.

Hendrik did the same. Laid out before them were six wonderful items, each unique.

Koveren the Lawspeaker received the ivory marking bone, which could mark signs of power upon anything.

Karmantor the Translator received the weighing scales of silver, and also the secret marker called One of Us. He used it to mark his followers with his magic, to keep them safe, and thereby began the tattooing of power.

Selkoranth the Just, wielder of the sword Decapitator, received the sword of Garan. He killed Arazbo.

Darasra, the Food Keeper, received the green basket that her grandmother had woven.

Demelasra, received the Baby Basket. She is the keeper and protector of the children.

Tendamar Dinamansson, called Touches No Ground, received the Hurry Boots. He was the Larnsting who was always at the back of Hendrik and could pull them out of any trouble, until he fell to Narangros.

DINORTH [477 TO 494]

Dinorth was the first king blessed with the Orlanthe tribal rites instead of the Dar rites. These gave the vehicles to hold the powers of the tribe. Dinorth donned the crown and bore the scepter for the crowning, and he distributed the others to his ring. People came from all over to witness this, and afterwards many leaders came forward to join into the tribe. Most of these were well known, but Dinorth freed them of old bonds and recognized them as full, free clans.

The king's regalia came from Sindan Black and Grandmother Minasta temple gave the basket and other women's gifts to Senrenorth. The pair was wed as rulers of the tribe, and they began a long and fruitful reign. Many of their descendants were later kings of the tribe.

This happened in the year 477.

Dinorth was a grandson of chief Aventevis and a nephew of chief Aventevis. His wife Senrenorth was a great priestess of Ernalda from Nidham. They were acclaimed as tribal king and queen at Whitewall, which they recognized as their tribal center.

The "foreigner towns" along the southern rivers, however, agreed to pay tribute (now called a tax) and the king resolved all disputes between the foreigners and members of the tribe according to the Foreigner Laws of Aventevis. Dinorth, however, applied these to all five types of the foreigners, and they were happier for it.

THE FIVE FOREIGNERS

All people not born to the original ancestors of Hendrik's clan are called the "foreigners." These five are: 1. descendants of the refugees from the north, driven there by the Horrible Light; 2. the Esvularings, living in the south, who were the original inhabitants of the land; 3. coastal inhabitants from Esrolia; 4. coastal inhabitants from the Rightarm Isles, a different people from the Esrolians, who mainly lived upon the Vulari Peninsula, and in the marshes around it; and 5. the inhabitants of the Zarur Wilds.

In Dinorth's time the Sarings were the local enforcers for Fenarth's Roadways. They were rich and arrogant and wore fine armor with many bodyguards. But their leader got into a quarrel and killed the market priest of Vingaford Village. They claimed to be above the law, even above King Dinorth, but before three years were out all the leaders were dead, and ten of their trade markets were burned, and their bodyguards destroyed.

Because many of the enemy were also sorcerers, the Hell Sorcerers became involved too, and only with trouble were they killed or driven out.

Towards the end of Dinorth's reign the Kings' War of Dragon Pass ended. The cunning King Harasaran defeated all of his rivals in politics or combat, and among all the clans he was named King of Kerofinela.

When Dinorth grew old he gave the regalia to his favorite son, saying "It was given to me, it is mine, and I will give it to whom I please."

DINELMAL [494 TO 506]

King Dinelmal hated the Arkatings. He drove them all out of his land, though many took refuge among the Shadow Lords and Uz. Lord Only Old One sent his champion to avenge and protect his subjects, but the sword and shield of Dinelmal, with seven winds and seven changes, destroyed the great troll, and scattered his army.

During his reign Daramhy drove all Arkat worship out of the troll underlands. He was a renegade Arkating with a passion for helping his clan. Daramhy stalked into the center of their maze under Shadow Plateau, thereby proving his Arkat credentials by getting there as a troll. They were disturbed by his presence in their sanctuary, but then he manifested Arkat's other forms as well, so the trolls could not deny it. They immediately began destroying all the idols, magical items and worshippers of Arkat in their midst. Including Daramhy, whose breath alone got back and reported success before fading to the Silent Path.

Daramhy was one of the Free Gate Guards, trained in mysterious Arkating disciplines. He used his powers against the uz because he wanted to destroy the clan who killed his wife. They gained great wealth and power from three troll sorcerers of tremendous power and fame [sometimes called Trip, Tronk and Apatroz.] These three were destroyed at this time.

When Dinelmal was old, repeating his father's words, he gave the regalia to his son.

DATHNORTH [506 TO 519]

Dathnorth quarreled with Savan's Larnstings and expelled them from Whitewall. He quarreled with his own household and was killed in a battle against his own people. It was a shameful and regretful time and everyone was glad Dathnorth had no son to pass the regalia on to.

BARAKAR [519 TO 526]

The electors met, but people were discontent after eight years of factional quarrelling. But at last the Ernalda priestesses made them all agree on Barakar, a man of courage and honor, from another line of the Hendriking clan.

Two years after Barakar became king of the Hendriki the chill began. It was part of the changing conditions that allowed the Twice Penalty.

The Twice Penalty was difficult for everyone subjected to it. It was nearly all done by **Krengen Bik, the shadow lord**. He was unerringly powerful of voice and sense, and he knew more Orlanthi law than most lawspeakers, as he proved over and over again in Justice duels. He then killed the law speaker and took the justice staff. He always kept the scepters, and he had a clown that used to juggle them in front of the humans as an insult to their powers.

Krengen Bik appeared at crucial moments in the rituals, and he caused the sacrificers to reassess their offerings to the Mother Night. He didn't go everywhere, but just going to the few important places had devastating results. For instance, at Kerki's Pool the original sacrifice, carried faithfully for centuries and before that, was of two bushels of grass seeds, or else food to feed two people for two days. Afterwards Krengen Bik imposed the Twice Penalty it was two bushels of the thingrass seed (a type extinct then) or else the same number seeds of barley (ten bushels), or else two full-grown people related to the king. Another time the shadow became angry at the martens of the Marls and they started human sacrifice to the human eater again, or else they would have been exterminated. Everyone was unhappy with these greater tributes to pay, but could do nothing about it. Everyone who had not been visited dreaded it.

Krengen Bik also appeared at Dekko Crevice, the ancestral sacred lands of the Hendriki, for midsummer. The leaders and many people were there for the regular ceremonies.

At the springtime moot earlier that year the enemies of King Barakar said that the chill was because Barakar was a placator and a coward. Naralanth Flatnose was the instigator of the Council Breakdowns, and Barakar decided to kill his enemy. He called on Hendrik and Humakt the Avenger, and had already donned his blue cloak and red belt when Krengen Bik and the Shadows arrived to question him. Thus Barakar was unexpectedly prepared for their appearance, and rather than submitting to Krengen Bik and paying the Twice Penalty, the king negotiated from his position of ceremonial strength, and he obtained the special privileges that the Shadows afterwards called the Betrayal Delays. Krengen Bik afterwards said that Orlanth himself was there to resist him, and he fought the god to a standstill.

That is a lie—there was no fight, and King Barakar got great concessions for all the blood descendants of the Silver Age Hendriki, which proved to be about half of the people in the tribe, including the foreign towns.

DARSERIAN [526 TO 545]

Darserian was a grandson of King Dathnorth. When Darserian grew old he gave the regalia to his favorite son, saying “It was given to me, it is mine, and I will give it to whom I please.”

DESENTAL [545 TO 570]

He was king when Benerder Sleuth weakened the basement doors of the Obsidian Castle, where the Black Wind entered. They worked the Fire in the Basement, the smoke saved them.

When the Killer Lords came to exact revenge Desental and his spearthanes ambushed them, and afterwards the people were all active in defending themselves against the uz retaliations. But their main thrust was kin the north, where humans still had bonds and were struggling to break them.

BERESROLAR [570 TO C. 585]

He was from the same clan as the famous King Barakar, whose arms he bore. He had negotiated a peace with the uz before he was king. The Kitori were different afterwards, and they never collected tribute again.

VANROLAR, THE CHALLENGER [TO C. 610]

Two noble chiefs vied for the kingship. It was settled by a series of challenges.

First there was a contest between two cat trainers, then lawspeakers, then the traders, then the peddlers, then warriors on their feet, then warriors in the air, of cloud calling and Thunder, and then of shearing, harvesting, firewood gathering, and water making; pottery making, basket making, bread making and rug making.

Vanrolar won. When he grew old and weak he held another contest to be king, and his son won. He handed on the regalia saying, “These were won by me, and they are mine to give, and to the winner I give them.”

DAROLAR [TO C. 630]

He was the son of Vanrolar. Before his death he did as his father had done.

VANROLAR THE HORSEMAN [TO C. 640]

He was the son of Darolar. He was killed by raiding Aeolians.

ORGAR AND ORSTANDEL

These identical brothers were the sons of Sargasal, of the Bridgeman bloodline, from among the great foreigners of Bullflood. Orgar and Orstandel were both excellent horse thanes and warriors. When they were young they fell in love with two sisters who had already been promised by their clan elders to powerful men. Orgar and Orstandel challenged the suitors and their clan and defeated them in

battle. Then both clans attacked, but they were defeated and reduced to subjects of the Bridgeman family.

The pair was elected according to Heort's law. They were jointly elected king of the Hendriki by the tribe and ruled together. They could call upon the power of their Twin Star Guardian and were worshipped afterwards as heroes by their tribe.

Orgar and Orstandel fought against the Esvulari and plundered their settlements.

THE THUNDERBALL DAK

Hedkoranth had a favorite thunderball, named Dak. He gave it to his follower one day, to help him. So it entered into the world of men.

Dak first worked for Senthoro the Pitcher.

Busbaros was next, from the hands of Senthoro.

Danbero got it next, from the ancient grave where it had been kept.

Katardar got it next, from the ancient grave where it had been kept.

Durastos of the Hendriki got it next, from the ancient grave where it had been kept.

The Thunderball Dak had three great victories for the Hendriki, and one more for Durastos.

It killed one of the three fierce horses.

It sank one of the flagships of doom.

It beheaded the Queen of Iron at Kelesten's Field.

Finally, Durastos gave it to Silkinister as brideprice for the hand of his sister, Denzera.

Silkinister became the foremost Hedkoranth among the tribe. For Silkinister, Dak had three great victories, and one of the Three Sad Return Strikes.

It killed Blondie, the raider who had already killed ten champions.

It killed Denforensu, the Blue Dragon of Seren that came to avenge his brother-in-law's death.

It crippled Zetch, the master of Denforensu, and allowed king Denveste to escape.

Finally, Silkinister struck down Zetch again, forever this time; but it cost him his life when he could not catch it on its return. Silkinister was laid in a large tomb in the upper Martol Vale.

ORLMORTH

King when Durastos was young, from above

Durastos of the Hendriki got it next, from the ancient grave where it had been kept.

The Thunderball Dak had three great victories for the Hendriki, and one more for Durastos.

It killed one of the three fierce horses.

It sank one of the flagships of doom.

Finally, Durastos gave it to Silkinister as brideprice for the hand of his sister, Denzera.

He also fought against the spider people, the scuttlers who came from uphill and infested the fields. He burnt them out, and then archers killed the scuttlers.

KENDRANDA

Kendranda was the first queen of the Hendriki. She was elected because she was so warlike against the adventurers who came to the land from across the bay or the south. She worshipped Vinga Dar. She was king when Durastos was old, from above. It beheaded the Queen of Iron at Kelesten's Field.

DENVESTE

He was king when Silkinister was working, from above

For Silkinister, Dak had three great victories, and one of the Three Sad Return Strikes.

It killed Blondie, the raider who had already killed ten champions. It killed Denforensu, the Blue Dragon of Seren that came to avenge his brother-in-law's death. It crippled Zetch, the master of Denforensu, and allowed king Denveste to escape.

Finally, Silkinister struck down Zetch again, forever this time; but it cost him his life when he could not catch it on its return. Silkinister was laid in a large tomb in the upper Martol Vale.

ESROLMANAR [c. ? 700 TO c. 715]

He was the grandfather of Esrolnestan.

ESROLAKAR [c. 715 TO c. 730]

Esrolakar married his daughter Rana to Drogararl of Jisteel, a powerful member of the Sacred Ring of Orlanthland. In one respect she succeeded in her duty: she had at least one son, a representation of the mingling of the blood between the two tribes. Unfortunately the match did not keep the tribes from fighting, and Rana ended up losing her son, brother, husband, and home and was taken back to her people by her elder brother Esrolnestan.

ESROLNESTAN [c 730 TO 737]

King Esrolnestan was killed by dragons.

ESROLAKAR [c. 715 TO c. 730]

He was the father of Esrolnestan.

ESROLNESTAN [c. 730 TO 737]

King Esrolnestan was killed by dragons.

FINMANAR [c. 750]

Elected after the confusion of the dragon attack. Supports the Traditionalists Secession in Orlanthland. Some of the "hidden, wandering Orlanth temples" of Kerofinela take refuge with the Hendriki. Finmanar called a stop to feuding with three dragon-oriented clans of Orlanthland, and paid a huge wergild. Then he took his people to hide.

FINGANVAR [? TO 775]

A brother of Finmanar. Led the Hendriki fyrd behind the banner of the last Orlanthi king, Ormandan the Red in battle against Isgangdrang Dragonspeaker. King Finganvar and his companions, thanes, and followers are slaughtered and devoured by dragons. Sad story, told like the Battle of Night and Day.

THE HIDDEN KINGS**IVANSTAVAL (775 TO 783)**

Ivanstaval was the first of the (new) "Hidden Kings" of the Hendriki. Ivanstaval was crowned in secret at Whitewall by the terrified remnants of the Hendriki tribe. There Hendrik told him how to avoid enemies, but Ivanstaval was eventually killed by draconic hunters who were guided to the king by the Shadows.

ORVANSTAVALVES (783 TO 795)

Another "Hidden King," helped by the magics of the founder. He was crowned in at Whitewall and never returned (it was later garrisoned by the Army of Orlanthland). Like Hendrik, Orvanstavalves never slept in the same place twice. Unlike Hendrik, he was always afraid. His household were Larnstings.

ORANVIL THE CLEVER [795 TO 820]

Oranvil was a great and clever king, who reigned in the time of clever Stevalis. During Oranvil's rule the westerners invaded his land three times, never with permanent success. Oranvil used the tactics of his ancestors and evaded the enemy whenever possible. He was wily and his singer, the famous bow man named Stevalis, was a great trickster who saved the land many times.

WESTERNERS INVADDED THREE TIMES

This would appear to be a reference to the conquests of Lord Danshavlas of Grumya; however, I found no mention of King Baserid in the list of Hendriking kings. When I inquired about this, the savages laughed at me as though I were a fool and a clown.

VESTORFIN THE DODGER [820 TO c. 830]

The "Tribeless King," Reawakened the tribal Larnsti dependency Relationship. He called upon old powers to help them, and after he made many promises and sacrifices the daimon Delmastkos came forth to lend assistance. Called the Dodger afterwards.

ELMALDES [c. 830 TO 840]

Possessed the regalia but never crowned. He felt it was wrong to be crowned anyplace except Whitewall, which was impossible to reach. He was more of a bandit chieftain than a great king. Dragons killed him.

DINGORSVAN, KEEPER OF THE REGALIA [c. 840 TO 850]

Just another independent warlord - became a mercenary for the EWF who leads the remnants of the Hendriki into Slontos and fought at the Battle of Derovan (842). He knew where the regalia was hidden, but wasn't sure what to do with it.

THE REVEALED KINGS**ORVAMARTH THE WEASEL [852 TO 899?]**

The Weasel started as a petty warlord (the successor leader of Dingorsvan's band) but quietly reestablished the Hendriki as a living clan. He reassembled the hero band of the Larnstings. Made contact with the hidden Orlanth and Ernalda temples. In 872, he sneaked into Whitewall and was crowned king of the Hendriki with the regalia and offered sacrifice to the guardian of the tribe. Then he went right to an EWF overlord and made his claim to be what he as. Because this dragon had been friends he did not eat Orvamarth, so he established a precedent. Orvamarth paid an annual tribute to the EWF but managed to keep his independence in large part because they stayed out of sight.

Orvamarth was a wily leader who managed to trick, sneak, avoid, bluff and cajole his way to kingship and survival. Neither honorable nor honest with foes, a warleader who never won a battle, Orvamarth is nonetheless remembered as one of the great Hendriki kings.

ANDRORFIN [?899 TO 919]

The Old Day Traditionalist. Androrfin reestablished open Orlanth worship in defiance of the EWF. In 907, King Androrfin refused to pay tribute to the EWF and welcomed the Two Year Winter (907 to 909). That same year, he sent warriors and magicians to support Old Harandos and the First Watch against the Machine God, along with uz, mostali and even EWF warriors like Varankol the Mangler.

Led the Hendriki to war against the Machine God in Steelfall Battle and rejoiced when Orlanth returned with a vengeance and destroyed the blasphemous creation (917).

Welcomed the Alakoringite magicians to his court after the Three Armies Battle (c 920).

BESELBARN [919 TO 921]

Hotheaded and ambitious. Most famous because of his accoutrements of plunder from the Clanking City, but which failed him. He is the butt of several humorous stories about using other peoples' equipment.

ANDRIN THE MOVER [923 TO 950]

A Larnsting king. Establishes communication with Alakoring and establishes the Dragonbreaker cult amongst the Hendriki. During Andrin's reign, the Closing strikes Kethaela (935) and as a result, the "foreigner towns" are forced to once again acknowledge Aventus's Law and offer tribute to King Andrin.

Andrin makes peace with the EWF after Alakoring's death (c. 942) but brings the tribe out of hiding from them. After this the EWF largely ignores them, having much greater problems elsewhere.

THE LARNSTINGS

The Larnstings are a strange and difficult people to understand. My informants gave many different explanations. My synopsis here is the best I can give, insufficient and confusing as it may be. I think this is a subject worthy of further study.

The Heortling words for "Freedom" and "Change" have similar etymologies and are often used interchangeably. "Freedom" for the Heortlings means being unrestricted, unconfined or unfettered – and is the state of being for "Change" (which means impermanence and flux). "Larnsting" can mean "free" or "changer."

Larnste is Freedom: a necessary condition for Orlanth and the Storm Tribe. Wherever there is change, Larnste is there, empowering that change. Foreigners worship permanence and stasis, however, such things are illusions, since the worlds of gods and men are not static. Orlanth changed all the worlds with his Lightbringers Quest in order to save it from the Darkness and the world continues to change. Twice since the Dawn, the world has been changed to save it from the Darkness and there is no reason to believe that the world shall not be changed to save it from the coming Dark.

The Larnstings are Orlanthi who can invoke Change and can master the changes created by their very presence. They do not offer sacrifices to Larnste like a devotee, summon kolati, or use soulless magic – instead, their very breath knows how to speak the Larnsting words of power without instruction. Collectively, the Larnstings are a weird brotherhood of magicians who appear, disappear, and reappear throughout history. Their numbers, their role, and even their powers constantly change and they defy categorization or definition. Sometimes they seem to lead the Hendriki, sometimes that tribe's leaders oppose them and sometimes they disappear entirely.

It is claimed that the Larnstings have existed since the Gods Age, but the first historical mention of them that the sages of Jelenkev provided was from their stories about their eponymous founder, King Hendrik (who appears to have been more of a bandit chieftain from their tales). Hendrik first invoked the Larnsting power to escape from the Krjalki rulers of his lands and Hendrik showed his other companions how to call upon their Larnsting soul. These magicians were called the Larnsti Seven Group and performed many remarkable miracles:

- Lured the Bright Evil and his army to the Dekko Crevice where the Shadows devoured them.
- Confounded Gagark Evil Mouth, his hunters, and those who trespassed into the Steal Forest.
- Enabled the Hendrikings to all jump into Er's Pool and to land in Slontos to aid Arkat in his time of need.

The first three kings of the Hendrikings – Hendrik, Selelmal and Aventus – were Larnstings. Once Gbaji was destroyed, King Aventus said the world had perhaps changed enough and the Hendrikings chose an unlucky king who could not master change. After the death of King Finganvar, the Larnstings disappeared entirely until the Hidden Kings called upon them again.

ADDITIONAL INFORMATION

UMATH THE EVERCHANGING

Amongst the great powers that made the world was Larnste the Changer. Larnste joined together with the other Old Gods at the center of the universe and together they erected the Perfect Palace. Within its fastness the powers of creation expanded until the Old Gods filled it, and the creation spread far beyond the protection of the Palace.

The Emperor was created by the Old Gods to organize creation. He commanded things to fit into categories of his own creation, like the Nobles or the Commoners. These were called the Emperor's Precepts and he appointed 294 Judges to make sure everything followed his Precepts. Once he had made his pronouncements, the Emperor proclaimed that there was only one way to do things – his Precepts. As a result, nothing ever moved and nothing ever changed.

But Change created the universe and Larnste is inherent in the cosmos. Despite the Emperor's will, Larnste showed the Great Sky and the Fertile Earth how they could change the world and make something new – it was Everchanging, the Umath. Umath was never still, and for the first time a change crossed over Glorantha.

Umath was born and he moved across the sky. Nothing was moving in the sky at the time, and the Emperor was disturbed. He consulted his 294 Judges and they agreed that Umath did not fit into any of the Emperor's Precepts. The Emperor sent a messenger, one of his sons, with an order to tell Umath to stop moving and go back where he came from. Umath refused and said, "No one can make me do anything." And with that the gods and people realized that it was possible to resist the Emperor.

When the Emperor heard this he was indignant and appealed to the Authority of the Emperor's Precepts. But Umath did not accept this. He said, "This is not Law, only the Emperor's Whim." And with that the gods and people realized that the Emperor had not more Authority than anyone else.

When the Emperor heard this he was angry. He sent a warrior to force the truth, but Umath defeated the warrior. And with that the gods and people realized that the Emperor could be defeated.

When the Emperor heard this he was frightened. He sent Shargash, who smashed Umath and makes many parts that move instead of a single entity. These are the storm gods. However, these parts did not fit into any of the Emperor's Precepts any more than Umath did. As a result, even the Emperor was forced to accept Change.

ORLANTH LARNSTING

Orlanth is the grandson of Larnste the Changer. Larnste was the god who planted the Seeds of the Mountains. He strolled along, planting the seeds deep in some places and just scattering them upon the ground in others. Where they were deep grew great mountains and where they were shallow raised hills. When Larnste reached the Dragon Nest, he stopped to speak to the ancient one. He rested there, and so no seeds were sown along that stretch, save for Larnste's favorite one, which grew up to be Kero Fin Mountain.

All of the Umathssons were always changing things. Umath, after all, was Everchanging and their very nature was change. However, most of the Umathings only knew how to change things in only way – by using violence to by destroying what already is there. Only Orlanth was a true Larnsting – one who could invoke the power of Change to make something new. Unlike the other gods, Orlanth could change the world and simultaneously change his role in the world. He called this his power of Becoming.

Orlanth invoked the power of Change so many times it is not possible to count. He is Orlanth Everchanging. He spoke the Cosmic Laws that remade the universe. He transformed strangers into kin and killed the Emperor with his new weapon, Death.

Orlanth's greatest use of Change was during his Lightbringer's Quest when he used it to Change himself in order to survive the Ordeal of Proof and to restore the world to Life.

THE TWISTING WIND

To defeat the Heortlings at the Battle of Night and Day, Lokamayadon deceived the gods with an abstraction. He summoned the Tarumath Storm, and proclaimed it Umath's Lord, and lifted it to another place. Nearly all of Orlanth's winds drew away and followed the False Wind, with its false promise of seeing Umath's Lord. Much of Orlanth himself ran after the False Wind. As a result, whenever Orlanth tried to call upon any of the winds that had followed Lokamayadon's False Wind, the Devil's Face would stop the ceremony with wholesale death.

But not all of Orlanth's wind followed Tarumath's lies. Orlanth is more than just the son of Umath, he is also the grandson of Larnste the Changer. That part of Orlanth where Larnste resided did not follow Tarumath and could not be caught by Lokamayadon or by anyone else for that matter. Neither the Devil's Face nor the Maws of Chaos ever found the Twisting Wind, which is what we call the Larnsting part of Orlanth. Ever changing, ever moving, the Twisting Wind was the guardian of the Larnstings and the source of their magic.

KINGS OF KEROFINELA

I include here a copy of an even older document I have found in the library of Esrolia that lists the kings of the area from earlier than Hendrik. Umath, Orlanth and Vingkot are three of their most popular demons.

GOD KINGS

- Umath
- Orlanth Umathsson
- Vingkot Orlanthsson

VINGKOTLINGS

- Kodig the King, Vingkotsson
- Bibidos Tenwife
- Kabalakos Icefall
- Rastagar the Evil, who made the Sword and Helm War
- Vinki the Pitiful
- Dameron Warman
- Bibidos Bowman
- Jardfor Misttakorsson, the Shapeshifter
- Kogal Jardforsson, the Shapeshifter
- **Heort the Great** - also called Staglord, The Skier, and The Founder
- Gollanth Heortsson

DAWN AGE

ORSTOHLA, "KING AT THE DAWN" [0 TO 113]

During his reign lived Aram-soul of-Udram. Aram was fully mortal, but lived almost two hundred years. He was a civilized statesman, experienced general, and religious adept. Among other deeds he conquered the giant boars of Dragon Pass and forced them to serve as mounts for his elite warriors.

MISTORANG [113 TO 154]

During his reign the High Council of Dorastor formed (sometimes called the "2nd Council.")

BALTALBOS [154 TO 178]

LEIKAN [178 TO 190]

HARMAST [190 TO 196]

KAGRADUS [196 TO 213]

A popular tales tells how he was borne away by the Golden Eagle, a family foe. When he died he left no heirs and many people fought because they thought they ought to reign.

ENDENORL [214]

MASTERL [214]

VENORL [214 TO 249]

In his time, circa 230, the Battle of Argentium Thrile was fought. The warlords of Peloria, the land to the north, were defeated by the High Council.

VENHARL [249 TO 269]

In his reign he lost the conquered lands of Dara Happa.

KORLMAR [269 TO 281]

SARONIL [281 TO 283]

HADAGER [283 TO 309]

A famous person in his reign was Vesten the Bull Wrestler, about whom many tales are still told.

ORLMAST [309 TO 332]

HARADANGIAN [332 TO 368]

The "king cursed by decisions." He broke away from the Gbaji Empire and was killed in the so-called First Theyalan War.

ORLMANDAN [368 TO 370]

GARINDATH THE REBEL [370 TO 379]

He rebelled against the Gbaji Empire, and led the Heortlings in the Second Theyalan War. Many people disliked him, but he ruled in the world famous Sunstop, so they united behind him. He led an army of krjalki at the Battle of Night and Day, when the Heortlings were crushed because they had allied with the trolls.

KORLAGER [379 TO 397]

He survived against many enemies because of the help he got from the "Two-pair Heroes"

HARABOS THE DESPERATE [397]

This rebel, who is said to have had four arms, was leader at the Battle of Vanntar, but he lost because he had allied with the dragonewts.

OWENRETH THE EXILE [426 TO 440]

He never had a home, because he was pursued by his foes including the Poisonous Wind and the Driving Light.

GBAJI WAR, OCCUPIED

KEROFINELA

GARINDATH THE GREAT REBEL [TO 379]

He was king when the Sunstop occurred. He was killed at the Battle of Night and Day.

KORLAGER [379 TO C]

Korlager played the collaborator for many years, but the demands of the Dorastans were unseemly and so offensive that at last he rebelled, then made peace but reluctantly, and sponsored a secret attack then apologized, and played this way for fifteen years. He chose a successor and had him crowned, then retired, because he thought the enemy would seize the regalia after he died.

HARABOS THE DESPERATE [397]

Harabos was a brave man under immense pressure from many foes. He was killed at the Battle of Vanntar, where the last Orlanthe tribes succumbed to Nysalor's magic.

OWENRETH THE EXILE [c. 426]

Owenreth was a king in name, but he was crowned with the crown of flight and bore the scepter of evasion. Nonetheless, he spoke to the old wyter and many ancestors of the tribe protected him.

ARKAT, KING OF BATTLE [c. 440]

The great Warlord Arkat came to Slontos and Kerofinela with Harmast Barefoot, the great heroquester. Thus many people followed him and sent their warriors to go with Arkat. He was called the King of Battle, and for a period everyone followed his word because they wished to rid the land of enemies. But Arkat only knew about fighting, and when this was done most people named their own rulers, and made demands on their neighbors. Arkat then went northward, and never acted as a true king.

THE KINGS' WAR

The Kings' War was a long, brutal conflict among beleaguered populations, led by charismatic and ambitious individuals who sought to be kings and bring their clans to regal greatness. Efforts, however, were usually overambitious and unrealistic for the resources available.

Dates are hard to assign, because it was an ongoing but sporadic effort fought at many levels.

THE TWISTING [c 430 TO 440]

"The Twisting" describes the events and results that unfolded the Heortling tribes during the period of Arkat's presence. Things became what they were not intended to be, despite peoples' efforts to make them otherwise.

The tribes had already suffered under almost a generation under imperial occupation. All of the tribes were rife with internal conflict. Then they were twisted to the breaking point.

The horror was that some terrible act would be performed, then some other person or group would copy it, then another and so on until such perverse actions seemed normal.

For instance, the Tall Spruce clan of the Upper River divided in the old manner, so the dissenters could go off and find a new place to live. But instead the Spruce Branch clan returned, attacked the "foreign clan" and took over their old lands.

Other terrible acts, which were benevolent when voluntary, included several forced gender changes, forced draft into the Argar Argan cult, and forced divorces.

In the "new tribe" of Denbrenth city, the Humakti went on a murder spree and killed everyone that did not run away, and then took over the city. They raided and plundered all around and attracted many to their city, and they called themselves the "sacred brigands."

The king finally settled on the "Gor Solution." He sent a band of fanatical Gor women in against the Humakti, properly supported and assisted. But no sooner had the Gorites destroyed the foe, then they occupied the city and began brigandage.

Another time the godi north of the Quivin send a wind against the Donalaf clans that caused a drought.

Without proper unity the clans promoted kings or joined warlords in many temporary tribes that lasted a decade or less. The time was called the Kings' War. (*See boxed information.*)

ORVANFALAR [c. 442]

He was king for a time, and all his followers blessed him. But a dwarf killed him.

LONDARAL [c. 450]

Londaral was the King of the Heortlings when Gbaji was destroyed.

ORLDARAN [c. 460+]**LODARALEST [c 470+]****MANABANDAR AND SELENKOR [c 480]****HARASARAN [c 490]**

Harasan was the son of Daralanth, son of Fastalanth, son of Besten, son of Daralanth, son of Onrindiman, son of Onrinlanth, son of Onringust, son of Seleorlin, son of Vostoropos.

He hated Arkat, as had his grandfathers, and gained great power and prestige by hunting down all who believed in the fiend.

ANLONDARAL [550]

Anlondaral taunted the troll lords, and when the uz runelords came to destroy him they were killed. Four of them were killed, with their heads set on posts in the fort. But at last he was killed, and his entire village destroyed, by shadows.

UNESTAROS FORKBEARD [578]

He was another troll fighter, and he managed to keep all of them off his clan lands, and then off his tribal lands. He was a shadow fighter, even going into the dark with his band. He wrought great damage, but was trapped and killed with his men.

THE VOYALAMINGS IN THE KINGS' WAR

Here is some information about the period of the Kings' War from a different source. There weren't any kings in those days. My family were poets and we remember well those who lived then:

Jerest was the leader when the whole clan was driven out of Red Ox Vale, and he had no one to go to get help and protection.

Merena was his daughter. She was always supporting the clan chief. Her son by a night time marriage was Benester Jawbone.

Benester was famous for trying to get the clans together, but the words of Harvar are well remembered, "The king time is done, Benester. Find your grandfather or a worthy priest instead. Or follow a warlord." So he went with Harvar, and he was there when Irindor was sacked, and his brother Benesmalan was there at Serend's Field. Benesmalan and two cousins were killed at the Crumbling Tower, and Benester killed with the other houseswords at Segen's Crossroad.

Benesmion and Beneselmal were cousins, and the first became a famous warlord and the second went to Benesdale and began farming. The first is remembered for the Three Spear Attack, for great victory at Delstead, and for killing the great Sword Inistia. But all the living Voyalamings are descended from folk of Benesdale. That's why Delstead is called the Old Lands.

Darabenes was the son of Beneskandar, who was the son of Beneselmal; and of Menvera, who had the green hair. Darabenes came back from the wars and moved with his family to Kevenes.

Unastabenes of Kevenes was the son of Darabenes. He was killed arguing with the Popeye Priest about the harvest distribution, but was resurrected. He then related what Orlanth had told him: "The harvest to the farmer, the portion to the thane, and only goodwill to the lords."

Urlandbenes was the son of Unastabenes. He finished the feud with the Popeyes by burning their temple down, and then a swarm of helmet-sized beetles killed the priests, and carried away the corpses to fill them with eggs. He lost self control when his daughter ran away and while he was off he was removed from office. He kept up his pursuit, and after he found his daughter and her lover he recited "The Old Man's Lament."

Vestebeñar Babansbane was the son of Vestalanth, of the old Petchel Rock clan. He took command when Baban the sorcerer came with the scuttlers and scrabblers at Sacred Time. He was impatient and made quick decisions, so his councilors made sure to stay close to him at the judgment seat. But when the half-king Manabandar demanded the war fyrd muster to fight Uthangal, Vestebeñar refused and thus incited "Vestebeñar's Accounting" that stopped the war, and led to the abandonment of the two co-kings. But they never held the proper ring ornaments anyway.

Staid Vestkandar was the son of Vestebeñar. He was unlike his father, being reasoned and calm and always asking the opinions of his ringfolk. His marriage problems resulted in no children. His brother was selected after him.

Voranvalaval was the youngest son of Vestebeñar. He was first a family godar, then the clan priest. One new year in the Land of the Dead he discovered the water soul of King Urlandbenes being tortured by whips for mistreating priests, but he said it was worth the agony to keep his people free. Voranvalaval freed his ancestor, and that is why Urlandbenes and Voranvalaval are both worshipped by men who hate the priesthood.

THE KINGDOM OF ORLANTHLAND**HARDROS HARDSLAUGHTER [c 580+]**

Hardros is the Peacemaker, for he created the Kingdom of Orlanthland and united all the clans and temples and warbands to a single tribe, Orlanthland. He ended the Kings' War.

He defeated the uz, made men free. He slaughtered the Serpent Heads, destroyed the dragon ones. He forged the Bristan Ring, founded the Kingdom of Orlanthland [580]

MANAVAR BLACKHORSE [c. 600+]

He defeated the Esrolian Strong Man, who also fought against the vile dragon things, and stood in at the gate to the Proximate Holy Realm. [600]

DARELMAL SPEAR-STANDER**TARKALOR TWO BEARD****HARDROS THE GRIZZLY MAN**

These are the Three Trident Men, with their crackling weapon that struck down giants, Berker the Sairdsman, and the northwest Stormclouds.

SEVEREN SEVENSTRIKE

He defeated every champion he fought. He lived without a roof, without a fire in the winter. He had mighty children, strong branches.

The priests feared and hated magnificent Severen, whose satiric barbs were like the pox among the hypocrites and liars of the priests and priestesses. Only men who could do the Great Destor Feats, and who swore to him, rode with him. He was cremated upon his horse and rode to Orlanth's halls, laughing.

DASTAL SHOUTER**MANABRAR SILVERHELM****DERASTAL THE MOUNTAIN MAN****SENLANTH CHEST-BREAKER**

Senlanth argued against allowing Obduran's Dragonstink onto the Ring, for his presence might be acceptable to the priests who can see what their gods don't even know about, but it would not be welcome to any true Orlanthi. He was killed thereafter by the wicked priests who allowed a dragon on their ring. [725] His son got his spear.

DARDASTAL SILVERHELM**ANDRINADOR FLIGHTSPEAR**

Who lost the spear duel with Chest-breaker.

KING THANLANTH NOBLE-SHIELD

Thanlanth and his people lived in the hills among the elves, and they hated the vile convolutions that their god was forced to undergo. He assembled a band and they stole into the sacred places of Kerofinela and recovered the sacred regalia of the land. His wife's niece made the basket that was later turned to bronze.

Thanlanth wore the silver helmet, the bronze byrnie, and the silver greaves; plus he bore the spear Chest-breaker, the javelin Andrinador, and the great shield that resisted each, all and every attack by dragons or their kin. People everywhere rose up to join him and throw their treacherous relatives out to live in their draconic wyrmholes.

KING BEREVENOS CHAMPION

Berevenos bore the dead king's body off the field, and he showed where the assassins had struck. He led the reprisals, and he inflamed many temples to work together under Orastan the Priest. He was crowned king, and bore the same arms. However, the helmet did not fit well, nor the byrnie, and the shield was so heavy he need two men to carry it for him.

NEVENOS [TO 775]

He never got to be king, but he boldly proved that the stealthy powers of the creeping Orlanth were not lost. His three raids hurt the dragons badly, but he was captured on the fourth. The dragons then formed one of themselves to Nevenos' shape and returned back with breath-taking news and opportunity. The traditionalists gathered, accompanied by priests and many of their families. They marched off to battle, and in the Narvan Notch, where people go over the Dragonspine, they were ambushed and destroyed. The victorious dragon trainees ate the corpses and enjoyed them.

The reign of the dragons began, and true Orlanthi practiced the arts of avoidance, evasion and obedience.

THE WAR FRONTIER

The EWF had a small border, Kotorland, with the immense Middle Sea Empire. Most of the hostile interactions were local in nature, with Slontos forces augmented with various imperial reinforcements.

THE KOTORSLAND WARS

For a hundred years the lands called Kotorland was waste and wild because no one dared to live there. It was the buffer between two great and terrible powers. Kotorland is the territory between the territory of Tigrionor (ruled by Jadnor) in the west, Caladraland to the south, Haraldland to the north and Esrolia, east.

To the west was Slontos, an Archduchy of the massive Middle Sea Empire. The empire was led by imaginative, exploitive and cruel people who ruled with both whip and carrot. They developed terrible weapons of destruction to use in war. Slontos was large and wealthy, but the people had no imperial objectives (unlike, say, the Kings of Seshnela), and they had no desire to provoke their enemies to the east.

In the east was the Dragon Empire. Those monstrous creatures had enslaved many human nations to do their bidding. Among them some people gained respect from the dragons, and were leaders in their own rights. But they were always backed by dragons of some sort, who were resistant to magic, sometimes immune to it. But the dragons had troubles north of themselves, and had no desire to make foes to their south.

But neither side could resist *some* interaction. Perhaps unofficial, or privately led, or just a small experiment done "off the books." Creative, "scientific" magic of the God Learners was set against the bizarre mystically-powered powers of the dragons. Occasionally both sides brought along soldiers, who were usually just victims of the awful magics invoked. Practical realities emerged from the confusion, but war was unpopular with people, the army, spiritual leaders, merchants and commoners after everyone experienced the massive destruction they all faced.

Nonetheless, significant conflict erupted two notable times. These were not adventures, or colorful and provocative legendary raids. They were large-scale invasions and wars. Both were preceded by years of tension-building events. Indeed, the tension between the two powers was almost constant. Only some of the most significant or colorful are given in this text.

DUKE MARTIEN'S WAR

816-17 – Slontos invades.

818-825 – retaliation, the Seven Hurricane Years

The good High Lord of Lukae was more than happy to become the first Duke of Slontos in the Middle Sea Empire. He had adopted the new religion many years earlier, and had conquered or awed most of his neighbors into submission. He had personally financed a research organization called the (school of the) White Room, whose members were already in contact with other proto-God Learner groups.

The duke had a long-standing grudge with the Queen of Esrolia, who constantly refused to marry him. After he'd secured Slontos he prepared a large army, including the Surprise Battalion, a collection of magical artifacts and engines to combat dragons, earth and storm.

In 816 the Slontos army set off to Esrolia. They fought an Esrolian army at Bestelstead, in Kotorland, and even without extraordinary magic, swept them away. They met a larger army, with dragons and wyvern riders, at Maretsford, in Esrolia. The Surprise Battalion caused enemies to crash into the ground, others to turn on each other, and two of the large dragons to simply disappear. The army of men, women and dragonewts was destroyed. General Ormandel took cities and forts with siege and assault.

Over winter the army remained in Esrolian cities, and the duke and council performed the Cloud Assault. In early spring a group of resolute sorcerers set off into the God World and wounded a great storm deity with a poisoned iron arrow. He was left screaming and moaning as some of the sorcerers managed to escape. It was considered to be a great victory by the duke, who returned home with treasure, slaves and some important prisoners.

In Heler Season (spring) of 818 a huge hurricane struck the coast of Slontos and destroyed many eastern coastal cities. The next year another wrought havoc on southern Ramalia, a year later a second skipped up the eastern coast of Ramalia and smashed Maniria before fading away.

In 821 the wise men began to perform great magic to find the source of unusual onslaughts. Hagin of Neleswal, undoubtedly the boldest of the investigators, followed a dangerous trail to the place now called Hurricane House, though he didn't go in. Upon returning his team concluded the hurricanes were the result of the god being wounded. "It can not withhold these energies," they said. "It should be fixed if whomever wounded he god will heal it now."

But the church officials and the White Room declared that such was not so, and instead garnered money and followers to conduct a war against the hurricane god. Hagin of Neleswal was arrested and found guilty of treason, but escaped and never returned here.

For four more year, to 825, the hurricanes continued. Most of the cities along the coast were destroyed at least once. The White Room was nearly destroyed too, but Augustien de Herolal claimed victory for White Room when no further storm struck after 825. The period is remembered with fear as the Seven Hurricane Years.

THE FIRE WAR

840 – Slontos invades

841 – Esrolia overrun

842 – Battle of Derovan.

A generation later the Archduke was provoked to war. The lesson of the Seven Hurricane Years was not lost to him, but events inexorably drew him into conflict.

He was faced with the choice of honoring his word, and that of the empire, or of weaseling out of it with the help of his magical advisors. He chose the former.

Caladraland is a land of steep, living volcanoes inhabited by people made out of fire. Everyone there is a master of it, and children are born with fire powers so that the families with young children live in caves, or else without house at all since the infants regularly ignite their normal leafy abodes. The people are children of the volcanoes, which they worship. Normally they are content to remain in their natural territory and destroy any outsiders who come into their lands.

However, the God Learners proved to the Caladralanders that their god was also awake elsewhere, in islands immeasurably far away. When the volcano people attempted to communicate with their distant kinfolk the God Learners insidiously inserted themselves into the transactions, and after some time obtained residence in the land, and exclusive trading rights. The Northern Diamond Group merchants were negotiating, too, for exploration and mining rights when hostility erupted.

Traditionalists seized the intruders and wished to toss them into the volcano, as was usual. However, they could not because of the clever way the God Learners had worded their pact with the folk. There seemed no solution until one of them suggested that his brother-in-law would know what to do.

His sister had run away from the tribe many years earlier, and her husband (then her lover) had killed many Caladralanders in defending his wife. People said this would be an unlucky thing to do, but the brother said, "We know what kind of unluck Biskar will give us, but it has to be better that whatever these scoundrels have planned for us."

So they brought the prisoners to Biskar, who listened to the problem and received he prisoners into his care. The Slontites begged for succor and help, and they offered him great treasures to spare them and send word to the archduke. But Biskar killed them all and threw their bodies to the little spotted cats that live around Caladraland.

Kinsmen of that merchant group sent a fire missile against Biskar, which did not kill him but destroyed half of the nearby city of Buskanto. The residents, misled into thinking the Caladralanders had attacked, prepared an invasion. When their initial icefall did not melt off the volcano the fire people called on the duke for help, as their treaty demanded.

Many people wanted to let them be frozen. They were just savages and not really part of the empire, anyway. They were traitors and had betrayed their own word and deserved hat they got.

But the archduke called their ambassadors to the court, and before everyone they relayed their verbatim version of the agreement, and the archduke decided I could be decided one way, or another. He chose to honor the Caladrans understanding instead of the Slontites. The Advancives were the movement that congealed thereafter to resist and thwart the archduke.

The Slontos force melted the ice, and then took heavy losses from an Esrolian army. Although the enemy went home the Advancives insisted it was a terrible defeat, and that Slontos honor required retaliation in strength. Many of the military wished this too, for they were ashamed of their defeat when they had been young.

In 838 the archduke was called to the fleet of Emperor Brailach, who promoted him and never let him off board. Surnestor of Eradinthanos was in charge afterwards, an untitled archduke with a promise to be such if he did what he promised to do.

In 840 Surnestor invaded Esrolia. The Surprise Battalion once again did its job and the draconic army was driven back. Cities in Esrolia were then besieged and many taken, and by 841 most of the land had been conquered. No significant retaliation had occurred. Yet.

In the spring of 842 an army marched south and was met just north of Destor Pass. The Battle of Derovan began when an army of uz swarmed upon the Surprise Battalion and destroyed most of it. The next morning the armies met, and successive waves of people and magic hammered the Slontos army until it shattered and fled. A wave of panic followed them, and when it struck the cities all the garrisons and collaborators fled too.

Then three great dragons, whose wings blotted out the sky, swept down from Kero Fin Mountain and across Wenelia, incinerating all of the seventeen cities that lay in their path.

An army marched to Herolal, where they received the surrender of the dukedom. They extracted a huge treasure and freed all the people who had been captured and enslaved, and also all their children. The imperial representative signed an agreement for peace, ceded Kotorland and Voloria to Esrolia, and agreed to pay a large annual tribute. Surnestor had been captured, but rather than return to Slontos he stayed in Dragon Pass and became a disciple of the dragons.

ESROLIAN REVOLUTIONS

Esrolia was relatively densely populated at this time, with many cities that served as collection and manufacturing centers, hence for trade and government as well. Several aristocratic matriarchal families oversaw most of the land and made joint decisions concerning overall policy. It was unusual when everyone agreed to an action, and almost every Esrolian event in history has its opposition within the land.

The urban centers attracted many outsiders, and the nature of urban centers fermented the growth of resistance to traditional ways. In this era many western ideas were introduced as revolutionary or defiant beliefs by dissenters, or reincorporated into local custom, albeit often with a reinterpretation or local twist.

Many instances of “revolt in Nochet” occur in histories of the period, and these almost always refer to a local protest of this nature: defiance or local resistance. Not once during this time, however, did any city revolt and join into the Slontos duchy. Several times a city, or group of cities, might obtain some temporary independence or permanent entitlement, but such is the normal way of Esrolian working.

FLEET PROBES AND SWEEPS

The Empire of the Middle Sea was a great naval power. They had many large fleets of traditional war ships, and also a colorful variety of experimental vessels that cleverly combined different types of magic, or often magic and machines.

These fleets would often enter into the Choralinthor Bay on raids and sweeps. Sometimes they were just looking around and acting threatening. Sometimes parties landed and plundered and departed. Sometimes an individual got off and went inland. Perhaps a single city would be raided and sometimes even destroyed.

Since the local Choralinthor people never made a craft bigger than the fishing boats of the Rightarm Islands these incursions were never opposed at sea. Reactions to other forms of intrusion varied immensely, sometimes going so far as to simply abandon a city that the raiders wished to attack.

KETHAELAN COLONIES

The Middle Sea Empire planted several colonies in Kethaela during these years. In general the core population was imported, about half from Jrustela and Seshnela, the other half of folk dispossessed from overseas. Commonly locals also moved in, though under scrutiny.

SELGUS, THE FLEET PORT

At the south tip of the Leftarm Islands was built a large fleet port that oversaw the local triolini population and provided escort for merchant ships heading east or west.

ZISTORELA, THE CLANKING CITY

In the Leftarm Islands the God Learners constructed a city of machines and industry. It was here that the God Learners overstepped the boundaries of the Great Compromise and provoked the united intervention of the gods of Glorantha to destroy the Middle Sea Empire.

SEAPOLIS

The triolini tribe of the Choralinthor was large, and none among them could be proved to have resisted the Jrusteli at Tanian’s Victory. Nonetheless, the empire rightfully mistrusted these folk. But rather than trying to provoke and destroy them, the commander at Selgus constructed the incredible interface between air breathers and water breathers called Seapolis. Within its confines underwater and overwater creatures could meet face to face and converse, even eat or dance, in atmosphere that suited them both sufficiently. It was not as good as air or water, but better than the wrong one!

Magical roads came into this place, and for many air breathers it was possible to go underwater on those roads, and on similar ones for aquatics to travel along out of water.

ZOOPOLIS

Semerem of Malkonwal was the scion of a wealthy house, so when he was stationed at Seapolis he indulged himself by importing creatures from around the wall and housing them on one of the Rightarm Islands. It became known as Zoopolis and many people came from far away to view the creatures there.

AEOLIAN EXPANSION

The Aeolian people were a prehistoric settlement in southern Heortland who worshipped their own God. For most of history they were subjugated by the Heortlanders from the north, being one of the foreigner nations under their rule.

During this time the Aeolians generally joined the dominant Malkioni church (though some traditionalists kept their little church safe in out of the way chapels and hidden churches.) Their city of Refuge grew and attracted settlers.

The Aeolians slowly expanded their political power during this time, though the Hendriki of the Steal Woods were never effectively stopped from raiding and plundering at will.

RAIDS

Raids often occurred. Sometimes marines would disembark and pillage a city, or sometimes a special expedition would be sent from Slontos or even farther away. But parties of men, sometimes even in the thousands, troubled the coastal inhabitants for all these centuries.

For a while dragon hunting expeditions were popular, but the fatality rate among the hunters was excessive and the practice stopped quickly.

CHALLENGES

Individuals also came into this area, seeking to enhance their reputation and magical skills against regional dangers.

ORLANTHLAND, S.T. 580 TO 725 (BEFORE THE EWF)

For many years the region had no king, even though men had been fighting for it for decades. At last one of them came to his senses, and came to the Kerofinela Council for advice. He wisely followed their words, and was victorious. He chose to continue in the guidance of the council, and he shunned all forms of kingship. Instead he was the first of the Great Living Heroes.

Hardros Hardslaughter was the Great Living Hero who shaped Orlanthland and determined which powers the chiefs had, and which the priests had.

The Great Living Hero Manavar, son of Mandanar was one of the great dragon hunters. He led many successful raids against all types of them, protected by the great magic.

In the Year 600 ST the Council Ring successfully executed the gate of the Proximate Holy Realm. This repaired damage done in the Gods War. This magical action changed the way that the Kerofinela geography released its magical energy. (Basically, it was easier for the godar to use it at public ceremonies.

This initiates the period when the priests and priestesses rule. No high king exists here for centuries hereafter. As time went by most political positions were occupied by members of this magical class.

The Orlanthi Way was directed to create a society based upon the Emerald virtues of providing, but violent men were inevitable, and were directed towards the priestly controlled Brotherhood of War. They led the army of the land and provided role models for men to follow in the execution of holy war. Some famous war bands include the Silver Helmet, the byrnies-breaking spear and the "green bear."

Severen Sevenstrike, the bad champion, was part of this brotherhood, but resisted the priests. He was censured and condemned, but he rebelled despite everything. Everything that went wrong afterwards was due to this betrayal.

THE PROXIMATE HOLY REALM, 600 TO 650

The priests and priestesses of Kerofinela asserted themselves as the caretakers of the mundane realm as well as the spiritual realm. The deities responded with empowerment to these leaders. They inaugurate new social actions, the "holy customs," and encroach tribal and clan positions by requiring leaders to meet certain magical criteria that were in the hands of the organized religion of Orlanth and Ernalda. They first encouraged, then enforced membership and participation within the established cults. Few people became new worshipped heroes.

On the positive side, they brought a general prosperity to their congregations, and maintained a general peace among the members. Warlike individuals were sent north or south to seek "practice heroquest" adventures. When the priesthood did not like someone they prepared him or her poorly for survival. Gorangi Vak was one such, sent off with only a rope and a stick, yet he still overcame the bull. His successes were so valuable to the priesthood that they inaugurated and supported his cult.

"The Proximate Holy Realm" gets its name because the priesthood brought the holy realm, through their widespread use of magic, closer to people.

Several Great Living Heroes gained tremendous local fame. They were supported by entire religions when they were obedient. The priesthood claimed Hardros was the first of these, though he was not a servant of the priesthood, nor even empowered by them, during his lifetime.

It is a compliment to their power that the priests were largely able to keep the competitive Orlanthi warlords from attacking each other. Instead a general friendship among them was maintained, at times only by the desperate magic of the priestesses. And, naturally, with a few notable failures that became well loved and remembered by the warriors ever afterwards, who secretly relished the rebellion and freedom that their heroes had expressed.

Some rebels were nearly as famous, often overcoming the Great Living Heroes.

Severen Sevenstrike was one rebel. He came from a family that wouldn't give up the south facing side of their valley to the priestesses of Ernalda. At first he was sent off on a heroquest ill prepared, to be destroyed. But he returned, persistently came back time and again, more powerful and less willing to serve his treacherous benefactors. At last other Great Living Heroes were sent after him, but defeated or outwitted by Severen and his supporters. He was subsequently worshipped by people who considered themselves oppressed by the priestesses.

But overall, throughout the period, the priestesses of Orlanth and Ernalda, and their associated cults, became an increasingly powerful and centralized hierarchy dependant upon established (and increasingly fossilized) traditions.

This system of priestly rule remained in effect through the establishment of draconic worship and dominance, largely unaltered in form.

POLITICAL ORGANIZATION

The essential organization was that of the Orlanth tribe, made large and formal, and with priestesses commanding most social functions, and holy people holding the reins of power. It was not a strict hierarchy, though it was generally hierarchal.

The political bodies that had existed previously continued on at least in name, and continuously more only in name as time passed. Tribes, confederations, groups, herobands and a dozen other types existed. The clan continued as the essential, land-based kinship group.

The king clerks of Lhankor Mhy had the task of keeping track of things in Orlanthland. They divided all

their territories into tax regions, called Countings, which were, at first, supposed to be equal in financial value. When inequalities were discovered they attempted, for only a short time, to correct the errors by reassigning revenues from towns and so on. Finally certain boundaries were settled upon, and the areas of the Countings remained the same until the dragons drove all people out of the region.

THE ARMY OF ORLANTH

The centralized power of the Sacred Ring, the ring of priests, allowed them to organize the people and to back them up with powerful magic. They were then led by their Great Living Heroes, the runelords of magnificent power at the beck and call of their cults.

The army was typically well organized and supported by regular taxes taken from the masses of working commoners. Certain units were recruited from each of the Countings and the people were encouraged to cheer them on during the many wars. However, the magical energy of the Countings' worship was not granted to their local war band, but instead controlled by the priesthood.

THE LIBERAL RING, c. 725

The priestly organizations now overseeing the welfare of the Orlanthi peoples began to experiment. Since they had already changed the rings to require that people with certain holy qualifications serve, they then began to experiment with allowing anyone with those qualifications to serve, regardless of other cultic affiliations. Many authorities, especially secular, protested this, but to no avail.

Around 725 the ultimate challenge to tradition came when Obduran the Flyer was selected to serve the ruling ring of the Kingdom of Orlanthland. His offense was to worship the Dragon, the eternal foe of Orlanth. The Orlanth priest Ormandan the Red led this protest.

But he remained, and now a dragon had risen to be amidst the intercessors between people and Orlanth. Thus a large segment of power formerly channeled to Orlanth was drawn off by the draconic council into their surrogate dragon form, called Izerian Manar, whose glowing but insubstantial form could be seen each night, stretching across the stars, larger than constellations.

The organization was that of Orlanthland, influenced by the left-handed draconic spiral. Things seemed to happen simultaneously that were both spontaneous and upon orders. This extraordinary occurrence was the result of the dragon magic. It presented considerable strength and impetus to the further expansion of the system. Many people joined the cult.

The presence of dragons, or people turning into draconic creatures, was a constant terror in the enemies of the empire. Dragons of all sizes were likely to be present, depending upon the need for the job at hand. A single huge monster was rare, though groups of house-sized monsters were common enough. Sometimes people rode upon dragons, either individually with the draconic cavalry; or sometimes in large groups clustered upon a huge one.

TRADITIONALIST REBELLION, c. 750

At this time a segment of the Orlanth and Ernalda organization broke away from the draconic dominance and attempted to assert its earlier, non-draconic form. Successful only in many tiny ways, the hidden, wandering temples nonetheless sustained themselves and their rebellion to the north of Dragon Pass until 775.

ISGANGDRANG DEFEATS FINAL TRADITIONALIST RESISTANCE, 775

Isgangdrang was a huge dragonman, short in his patience and great in his power. When he took over the persecution of the traditionalists they quickly broke into combat, and then he killed them all. A few people hid in the hills and woods, but they were hunted down over the next fifty years, until it seemed that none survived.

ETERNAL DRAGON RING ESTABLISHED, 826

The Eternal Dragon Ring was the ruling body, a band of twelve men and women each devoted to their particular Way of the Dragon that was Orlanthi-like in social structure and understanding, but different in its source of magic. Clans of people were still of primary importance, and this vast Ring used methods handed down from ancestors about organizing tribes, temples and peoples. But instead of Orlanth and Ernalda the people worshipped dragons with sacrifices, wild dances and organized prayers (i.e.- theist, animist and sorcerous) that prepared them to enter the mystical sects. This organization is called the Third Council (the first two having been in the Dawn Ages.)

Virtually no domestic temples to Orlanth and Ernalda existed, save for those hidden in clan lands and wild hilltops. Most of the people were essentially land serfs, serving their draconic overlords. The entire political and social structure flowed along the paths to make everyone a dragon, though those atop the pyramid would advance first.

Only in foreign lands did Orlanth still grow strong. We are blessed that they came to our rescue.

OTHER ARTICLES

Some miscellaneous notes from the *Durengard Scroll* have been removed and used elsewhere in this book. Those parts that were moved are:

- Kitori, the mystical pieces
- Arkat the Troll
- Shadowlords, the Kitori
- The Arkatings

END OF SCROLL

- THE THIRD AGE -

FROM THE DRAGONKILL TO THE HERO WARS, 1150 S.T. TO TODAY

LATER HENDRIKI ERAS

THE REBEL KINGS [950 TO 1045]

100 yrs. During this period, the Hendriki are in full rebellion against the EWF in cooperation with the Ezkankeko and the uz. Because of the intense fighting in the north (in Saird), the Hendriki kings rarely suffer any reprisals for their raids, which grow steadily more daring. Six kings.

THE NEW KINGDOM [1045 TO 1120]

80 years. The high point of the Hendriki kingdom. During this time, the Hendriki are the high kings of the southern Orlanthi, ruling from the Creek to Esvular. An effort to reestablish the Kingdom of the Heortlings fails.

DRAGONKILL INTERREGNUM [1120 TO 1125]

5 years. After the Dragonkill, there is confusion and chaos - including an eruption of chaos from the Print that nearly

destroys the survivors. Remnants of the Hendriki and the Lamstings rally the survivors and defeat the chaos eruption (echoes of IFWW) and refound the Hendriki tribe.

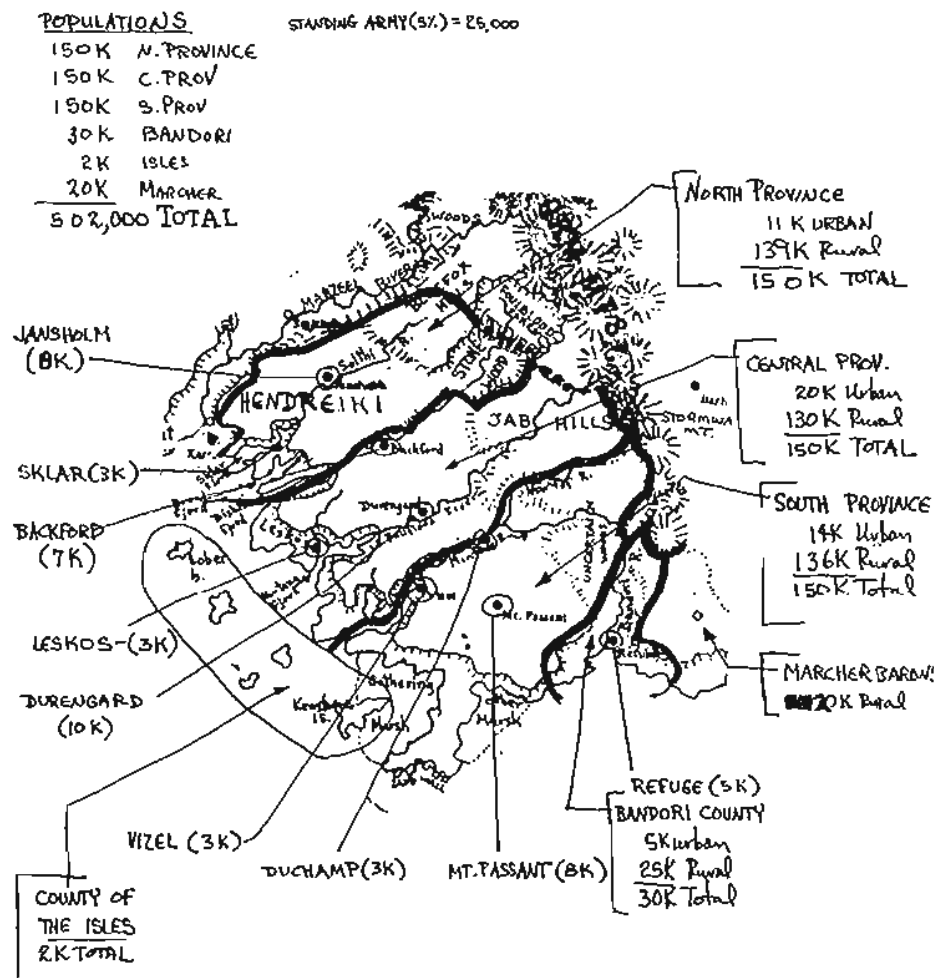
NEW TRADITIONALIST KINGS [1125 TO 1320]

c 200 years. The victors against the Chaos eruption from the Print reestablish the High Kingdom of the Hendriki, which is for all practical purposes, the Kingdom of the Heortlings (since there is no contact north of Dragon Pass). The name Heortland comes from this period.

BELINTAR'S GOVERNORS [1320 TO 1617]

c 300 years.

MAP OF THIRD AGE HEORTLAND



THIRD AGE HEORTLAND AND HOLY COUNTRY

Not a Gloranthan Document

THE REFORMS OF BELINTAR

Belintar established procedures so the folk of a Sixth would have an orderly and peaceable process of selecting a ruler. For example, in Heortland, the administrator of the Sixth is the "Governor of Heortland" – a member of the traditional ruling family descending from Andrin the Golden and confirmed in his position by Belintar. The rulers of the Sixth are not sovereigns, but govern the Sixth for Belintar.

The rulers of the Sixths are a potential source of bodies for Belintar and are usually qualified to participate in the Masters of Luck and Death. Others are as well – people wake up knowing they are a candidate for the Masters of Luck and Death, but not why.

For administrative purposes, Belintar divided each Sixth into Provinces ruled by a Deputy (called "Earls" by the Orlanthi), all of whom were appointed by the Governor, and who were aided by companions or "comes" (called "shire reeves" or "sheriffs" by the Orlanthi).

The "comes" are not rulers - they are agents of the Governor and the Deputy who execute the various duties of government. They collect taxes, levy troops, handle disputes, and punish those who transgress against Belintar. Powerful clan chieftains maintained their roles throughout Heortland (the "immutable" factor in Orlanthi society).

These reforms are based upon the governmental structure of the Middle Sea Empire, which appointed these mid-level administrators to govern the lands under their influence. The Middle Sea Empire was not caste oriented, but quite Hrestoli in their admiration of merit. These customs were brought by the Middle Sea Empire to the Esvulari, from whom Belintar got them, and are considered "Malkioni" in origin.

These reforms have been duplicated in the other Sixths of the Holy Country, to greater or lesser effect. Belintar attempted to appoint a Governor over each region and population of roughly equal size and numbers. This managed to replace the highest seats of leadership for most of the regions, but Esrolia, with its massive population, had several as he attempted to divide the country up. However, this resulted in the traditional families being an unofficial government, which, though it had no assigned political power, maintained control over all non-governmental aspects of life.

BELINTAR AND HEORTLAND

In 1317, Belintar killed Andrin, king of the Hendrikings, and placed guardians to prevent the Hendrikings from selecting a new high king. Though the tribes, clans and cities fought for power, Belintar resurrected Andrin (bereft of his Orlanthi breath) and appointed him Governor of the Sixth of Heortland.

Though titled "king" in the subsequent coronation ceremony as Governor, Andrin did not use the ancient regalia, get crowned in Whitewall, nor use the traditional ceremonies. Thus Andrin and his successors received

blessings, guardians and magical powers derived from Belintar, but they were no longer Orlanthi kings. Indeed, most traditionalist Heortlings consider the rulers of Heortland "imposters" and do not call them "king."

This administrative structure of the "Earl" and the "Sheriffs" did not replace the clan chiefs, which still are the basic unit of Heortling social organization in Heortland. The clan chiefs still control the internal affairs of their clans and struggle to keep inter-clan rivalries quiet and out of the hands of the "followers of the imposter."

THE ESVULARI AND HEORTLAND

In the First Age, the few Esvulari clung to the southern coast and the Bandori valley. They were subjugated by the Hendrikings and made subject to the Foreigner Laws of King Aventus (actually by King Dinorth c. 480). They later allied with the Zistorites and the Middle Sea Empire (c. 800) and conquered the coasts and southern Heortland, but did not convert the people to their cult.

When the Hendrikings, elder races and the EWF finally defeated the Zistorites at the Steelfall Battle, the Esvulari were driven back to the coast and the Bandori Valley in the south. King Andrin the Mover again subjugated the Esvulari to the Foreigner Laws of Aventus (c. 935).

In the Third Age following Belintar's rise, the Esvulari expanded again. The peace and stability and favoritism offered by Belintar allowed the Esvulari to prosper. They were no longer "foreigners" under the Hendrikings laws and became a privileged and preferred group.

In 1621, the Esvulari are a minority in Heortland, with at best 75,000 to 85,000 in the South Province of Heortland (including many of the peasant populace) but no more than 15,000 in the rest of Heortland. For comparison, the total population of the three Provinces of Heortland (not including Volsaxiland) is about 500,000. Outside of the South Province, the Esvulari are entirely urban. Even in the South Province, much of the rural population is Orlanthi, not Aeoling. There are also small colonies of Esvulari in Nochet and the other port cities of Kethaela.

Andrin and his successors have traditionally appointed Esvulari as their deputies and companions. The Esvulari are dependent upon the Governor, are more reliable and less likely to be co-opted by their clans and kinship groups. Since Andrin, rulers of Heortland have been largely Esvulari. The Aeoling rulers of Heortland are ambivalent about the culture of most of their subjects. One commentator has noted:

"The modern rulers of Heortland count themselves as Esvulari, in race, manners, language and culture; they keep only Esvulari in their household and following, and have reduced the Heortlings to utter servitude."

This is something of an exaggeration – there have always been some Heortlings in the households of the rulers of Heortland, but they are a minority (outside of minor military posts).

THE VOLSAXI AND THE UROXI

The Volsaxi tribes never entirely accepted Belintar's Reforms. They were generally suppressed by military might, but were always reluctant subjects at best. In 1340 their king Hardard the Green (a Lamsting) invoked Hendreik the Rebel in Whitewall (although he failed to crown himself King of the Hendrikings) and rebelled against Belintar and his "zombie kings" of Heortland. He convinced or forced the other northern tribes to recognize him as High King and took up residence in the impregnable fortress of Whitewall. Aided by heroes like Gustin Hammer and many brave warriors, High King Hardard fought off many attacks from Belintar and his imposter kings.

Although the revolt was centered on the Volsaxi, rebellion and civil strife occurred throughout Heortland. Several waves of refugees left for Dragon Pass – some because they hated Belintar, some to avoid kinstrife and others because they wanted to make Dragon Pass part of his rule.

This was a time of great hardship for many Heortlanders and some left for Dragon Pass simply to escape the poverty caused by the revolt. Eventually, Belintar was forced to grudgingly recognize the independence of the Volsaxi, although periodically he has tried to reduce them to servitude.

The Volsaxi have continued to make trouble for the rulers of Heortland, through raiding and banditry.

Another source of trouble for the rulers of Heortland have been the bands of Uroxi and their jarls that make camp in lands near the Print. Because of their crucial role against the chaotic monsters of the Print, the Dux and his officers normally tolerate them. However, let us not forget the Justice of Gestenen, who had enough of those bully boys and drove them out for a year. After the chaos erupted from the Print, he had to crawl upon his hands and knees across Prax to the Block to beg them to come back!

RECENT HISTORY

Orngerin the Sophisticate was wise and just and kept the peace in Heortland. He was appointed Governor in 1603 with much promise and hope, a patron of the arts and scholarship and all things good and decent. He never understood that without Belintar, he was without true power or authority. And he certainly had no idea what to do with that "pagan religious fanatic" at Whitewall – King Broyan of the Volsaxi. When Belintar disappeared in 1616, the multiple weaknesses of his wisdom overwhelmed the respect he had once had.

Orngerin's death was a byproduct of Broyan of Whitewall's successful quest to be acclaimed king of the Hendrikings (early 1617). Armed with the Sword and Helm of Vingkot, Broyan defeated the guardians of the Sixth and destroyed them. He was then acclaimed High King of the Hendrikings at Whitewall, the first man in three centuries to successfully do so.

The coup of the foreign mercenary Rikard Tigerhearted in 1617 exploited the confusion of the missing Belintar, and also a reaction to Broyan's successful assumption of the Kingship of the Hendriking at Whitewall in early 1617.

Many important Esvulari and urban Malkioni supported Rikard. The Esvulari and other urban Malkioni had no interest in becoming subject once again to the "Foreigner Laws" of Aventus and being ruled by a violent, pagan religious fanatic. Others believed having a non-Orlanthi ruler would prevent a Lunar invasion.

Once king, Rikard then removed a threat on his flank – a rebellion by the Uroxi Jarls of Bullpen and the Styрман Hills, who support Broyan, not Rikard. Rikard and his Seshnegi heavy cavalry chase off many of the Uroxi Jarls, which later allows the scorpionmen of the Queendom of Jab to erupt out of the Print.

There were a number of indecisive skirmishes between Broyan and Rikard during 1617-1618. These were raids, reconnaissance probes and pillaging expeditions.

ARMY OF THE HOLY COUNTRY

The theme of Belintar is that he united and reorganized the Sixths of Kethacla. He requires sacrifices (or veneration or other appropriate worship) be made to himself, the God-King, by the leaders of the Sixths and his own priests.

There are some special groups that live with the Belintar. The Constant Guard, for example, are 100 men, and when one dies in combat, his strength and power goes to the remaining members. Thus the final member would have the strength of 100 men. Others include the Innocents' Band, made up of magical children. Etc.

Belintar split the military duties off from the administrative duties for each Sixth. The God-King has a single overall military commander, the Maximum General, and a Duke over each Province to organize and command those who follow him to war. The basic organization of Belintar's military:

Master of Soldiers (or Battles) Maximum General

Deputy of the Master of Soldiers, his second in command. Military sub-leader for each Province (i.e., three for Heortland, eleven for Esrolia, one for Caladraland, etc.) Duke. Local standard-bearer (smallest unit leader) – usually appointed by the ruler of the Sixth. These "standard bearers" have some legal perks and are responsible for actually levying the troops. As much as possible, the rulers of the Sixth try to keep these officials from being co-opted by the local kinship groups (although in Heortland this has largely failed outside of the South Province).

These military leaders are largely outside of the traditional social structure of each Sixth and are ultimately dependent upon Belintar.

SARTAR AND THE HENDRIKINGS

Sartar was an heir to the Hendriking "old ways." He went to Dragon Pass for this purpose, with a long-term plan to go to the homeland (or for his descendants to do so) and rescue them from the oppression of Belintar.

HENDRIKI KINGS AFTER THE DURENGARD SCROLL

THE REBEL KINGS

[950 TO 1045]

100 yrs. During this period, the Hendriki are in full rebellion against the EWF in cooperation with the Only Old One and the uz. Because of the intense fighting in the north (in Saird), the Hendriki kings rarely suffer any reprisals for their raids, which grow steadily more daring. Six kings.

ANDRIN THE MOVER [923 TO 950]

A Larnsting king. Establishes communication with Alakoring and establishes the Dragonbreaker cult amongst the Hendriki. During Andrin's reign, the Closing strikes Kethacla (935) and as a result, the "foreigner towns" are forced to once again acknowledge Aventus's Law and offer tribute to King Andrin.

Andrin makes peace with the EWF after Alakoring's death (c. 942) but brings the tribe out of hiding from them. After this the EWF largely ignores them, having much rater problems elsewhere.

ANDRIN THE STAG [TO C. 970]

He was a son of Andrin the Mover. He was married to Ustavana, the daughter of King *name of the *tribe. She was a haughty woman who often drove her husband to deeds. When he attacked the dragon folk they were good deeds, but when he attacked the *tribe they were unwise and earned him death at their hands. King *name of the *tribe took her into slavery and made her his servant, though later she got her lover to murder the king. Later on she killed him, too, but his kinsmen took her and tore her apart with horses for her heinous deeds.

ANDRIN HALFCLOAK [TO C. 990]

He was a son of Andrin the Stag. He was slow to marry, citing the errors of his father in choosing too quickly. He was slain by when wyverns descended upon his hunting party. He had no heir.

ORSTEVIN THE POET [TO C. 1015]

He was of the Weasel clan, a kinsman to King Orvamarth of old. People feared his satiric words and sought his praises. Whenever he sat in any council or ceremony all his uttered words were poetry. He negotiated peace with the dragons, but secretly paid nomads and Esrolians to attack them. Once the dragons raided the Volsaxing lands and Orstevin sent a magic against them that caused the monsters to dissolve into a foul dust cloud that blew back to the Quivin Mountains and slew many of those who had supported the attack. After that his raiders took many slaves from those tribes and sold them to outlanders.

ORSALDES TREESINGER [TO C. 1035]

He was the nephew of Orstevin the Poet. He oversaw a large reforestation of lands across the plateau.

THE NEW KINGDOM

[1045 TO 1120]

80 years. The high point of the Hendriki kingdom. During this time, the Hendriki are the high kings of the southern Orlanthi, ruling from the Creek to Esvular. An effort to reestablish the Kingdom of the Heortlings fails.

ANDRIN THE CONQUEROR

[c. 1035 TO c. 1050]

He was the grandson of Andrin Halfcloak. He had been famous first as Andrin the Bowman. He knew how to make magic arrows, and the ones that he gave a name to could bring down a small dragon. He loved those arrows, and set a place for them at his feasts, each with their own chair and plate of food.

He became king because everyone was unhappy with how Orsaldes protected the tribe. Andrin made a great warband, and he made the clan wealthy by plundering Dragon Pass. Even many foreign men joined his warband.

Andrin got his name because he destroyed the decadent Dragon Empire in 1042, with some help from a few uz and dragonewts. Without their leaders the peoples of Kerofinela were helpless, and so Andrin took the clans south of the Kerospine under his protection. When King Yusando attacked through the Wide Pass over the Kerospine King Andrin met him at the ford and destroyed him thoroughly. The Uzendi clans then also joined him.

Andrin sent his brothers with an army to seize parts of Esrolia, and through cleverness, marriage and, sometimes, conquest they controlled the coastal cities of Rhigos and Amonel. An effort to take Nochet by treachery, however, resulted in the death of two of Andrin's brother and hundred of their best men

ANDRAR [TO C. 1070]

He was a nephew of king Andrin.

Shortly after he became king the whole land of Kethacla shook. In Esrolia this was the Devastation of the Vent [GL Calendar, where time starts at writing of Abiding Book.], angry Veskarthan, coughed a poisonous cloud that drifted southwest over Slontos. Waves of lava flowed from the lower parts of the volcano out to sea. A huge wave rolled over both arms of the southern islands and destroyed most of the manmade things at sea level. Lesser waves washed across the Mirrorsea, so that all the cities around the Choralinthor were flooded by the seven deadly waves. These were what put the Ship Clutter ten miles upriver from Smithstone.

Andrar sent a band of the best flyers to investigate Slontos and they reported that the whole of the land was gone, and in its place a vast muddy sea with a few islands. Andrar's wise cousin, the famous sage Verin Seesall, revealed that Carrot Breath the Trickster and his sisters had done this. They were helped by the Sea Gods, who were taking revenge for the great sins and errors that the dukes

had committed in attacking the honorable Orlanthi of Hendrikiland.

When the Hendriking lords of the Esrolian cities asked for aid Andrar supplied many men, for his lands were relatively unaffected by the waves of the Choralinthor. The Esrolians, however, had suffered terribly and much territory was seized from them about the cities. These territories were collectively called the Adjusted Lands, for the Hendriki felt they'd adjusted the balance between men and women there. The Esrolians called them the Lost Lands.

DAVISIN IRONSPEAR, CALLED "THE PRISONER" [TO C. 1080]

Davisin ruled well for a seven years, but he disappeared mysteriously, and for more than a year no one could find him. Then the great sage revealed that he was a prisoner in Esrolia, and though every effort was made, nothing could free him. When decisions could no longer be delayed he was removed from kingship, and Berevenos was elected instead.

The Esrolians attempted to force the Adjusted Lands to surrender to their rule through threats to their king. They failed to convince, and rescue efforts also failed. At last, before the walls of Elmalvo, Queen Daraimarja impaled the hapless king on his own iron spear, which then killed the queen.

BEREVENOS [TO C. 1090]

During the reign and imprisonment of King Davisin the hero Barans Breakearth had married eight wives and created the Firetop Tribe. He went into the ruins of the Blue Columns and returned with some strange artifacts and an unknown creature. He gave what he found to the strange mostali beings in the cliff face of the Creekstream River, who in turn gave him ten murderous weapons. After that ten men bore the Deadrocks, and with Barans as the Warlord for King Berevenos the confederation was strong.

When Berevenos ruled the monster Jaldon invaded. He was an undead monster that conjured up an army of monster-riding people to plunder Kerofinela. True to his heritage, Berevenos chose to hide instead of fight against overwhelming odds. But Jaldon's unearthly shamans found him anyway. In the fight all ten of Barans' men were killed by Jaldon as they did their heroic duty, but the ring-giver survived.

Then an immense army came from Saird and overran much of the great Oslir valley in Kerofinela. Their raiders came over the spine in many places and in such great numbers that the clans there refused to even defend themselves.

Berevenos met with Barans and gave to him all the northern clans who wished to follow him. "They are not my Hendriki," said the king, "they are your kin." The clans decided to fight for Berena, but their struggle was successful for only a short time before they were enslaved by foreign rules who plundered the natives ruthlessly, until as many were living in hiding as in villages.

In the Adjusted Lands

THE ESROLA WAR

*The Esrolians found the presence of Hendriking rulers within their former territory to be intolerable. In *date they launched a magical attack channeled through their farming cults which they had been preparing for years.*

Several curses were complexly intertwined, some being simple curses, some being partially dependant upon each other, some purely defensive, and some simply red herrings.

The results crept over the Adjusted Lands in irregular patterns. Thus the cabbage, kale and lettuce died first in farms to the west and the withering crept from farm to farm going east. Apple orchards were struck independently, some here, some there, some quickly and some slowly. Grapes were covered with a mold that rotted some quickly, other slowly. Several root vegetable patches, all of them located at temples, spawned a new type of insect that infested the garden, and then moved onward as a swarm to other gardens.

The barley—the most important crop—was all struck at once, but failed to work in every instance. Curiously to the victims, the sacred plots were hardest hit, the wild patches not at all, and with other fields depending more or less on how intensely they had been blessed. This indicated to the defenders that the source had been from Esrola temples, and after some dangerous investigation by the Gray Seers it was confirmed and a counter magic prepared to defend the crops.

*Benoris Eaglecloak, the lord of Elmalvo, led a hastily mustered army of mounted weaponthanes into *Tenvala. They maneuvered skillfully to avoid enemies and went deeper into the country, seemingly heading for the Great Temple of Imarjalar, and thus drew off the majority of the defenders. Then a larger army, including many reinforcements from Heortland, seized *Valadon by surprise assault and *Dolzar through treachery. Heavy bribes incited widespread rioting within Nochet. This was a diversion that was easily suppressed, but tied up many soldiers and priests. A local army, led by Umandera Heartpiercer, recovered Dolzar and laid siege to Valadon.*

On the banks of the Runnel River Benoris Eaglecloak escaped by riding upon the waters, riding upon waves that surged up blue foam when they crested and broke. He left behind Vorever the Kolating, and also Yen and Beder, two Prascian shamans, and several priestesses.

At the Necropolis the shamans contacted the revered dead priestesses of Esrola and Ernalda, and a visionary priestess showed them what was occurring. The priestesses were incensed at their normally benevolent cultists engaged against each other, and ruining their own goddess for the sake of local politics. They sent a horde of ghosts to the Esrolian main temple, and the subsequent shame entirely disrupted the curses. Grandmothers Darimarja and Ofelasrela resisted these ghosts, but the former was slain outright, the latter was paralyzed in the supplication pose. Their resistance brought disaster to their families: every baby died, children were struck down or paralyzed, women's' wombs twisted inside them.

The struggle ceased. Umandera Heartpiercer was so angry when she learned the truth behind the plot that she quit her family and went over to the Adjusted Lands with half of her army. She returned Dolzar and Valadon to their former lords.

MANAVAR [TO 1119]

He ruled simply and well, but fell to a strange disease. He was ill for a year, incapacitated for a year and suffered horribly for another year before he died. He was avenged by his son Daravar, who hired Yagar the Shaman to discover the cause. Daravar then went with his companions to Caladraland, and deep into the terrible volcano Veskarthan where hid the witch Beb, whom he killed. But he was also pursued to his very home by the fire lizard, which slew all his family and, at last, him as well, to avenge its mother.

IN THE ADJUSTED LANDS**ANDRIN THE SHORT [TO 1120]**

Andrin the Short resisted the great invasion called the Golden Horde which had occupied Kerofinela. But his tribe didn't support this, and so he was there with only his warband, magicians and household.

They were all destroyed by the Dragonkill. An attack on the Adjusted Lands failed.

DRAGONKILL AND INTERREGNUM [1120 TO 1125]

5 years. In the summer of 1120 the True Golden Horde had overrun most of Kerofinela and the northern soldiers were pillaging the country. They knew it was a repository of centuries of treasure and of powerful magical artifacts. The common soldiers plundered the cities for gold, but the searchers and questers went to strange places in the countryside.

Some of these disturbed something—most commonly said it was the nest eggs of the original dragonewts, or the eggs of the greatest dragons of all. Other causes are sometimes said to be

After the Dragonkill, there was confusion and chaos - including an eruption of chaos monsters from the Print that nearly destroyed the survivors. Remnants of the Hendriki and the Larnstings rallied the survivors and defeated the chaos eruption (invoking powers from IFWW) and refounded the valiant Hendriki tribe.

NEW TRADITIONALIST KINGS [1125-1318]

c 200 years. The victors against the Chaos eruption from the Print reestablish the High Kingdom of the Hendriki, which is for all practical purposes, the Kingdom of the Heortlings (since there is no contact north of Dragon Pass). The name Heortland comes from this period.

VELHENDRIK [TO 1132]

Velhendrik the Larnsting was the foremost man who had fought against the Chaos that erupted from the Print and survived. He showed the remnants of the Hendrikings and the other survivors how to stand against Chaos as well. He was elected out of the anarchy of the Interregnum largely on the support of the Larnstings. As king, Velhendrik renewed the ancient alliance and agreements between the Hendrikings and the Only Old One.

The Queens of Esrolia united and seized half of the Adjusted Lands from the Hendriki chiefs there, in part through treachery by the women there who established new lines of Grandmothers.

VELORLANTH [TO 1143]

Nephew of Velhendrik, Velorlanth was popular at first, and had support of his uncle's men. But he antagonized the Larnsti Brotherhood, and they subsequently deserted him and disappeared again from the land. With them went his luck, and after three years the clan chiefs deposed him and elected a new king who was wiser.

DESARVINOS [TO 1149]

Desarvinos had no relation to the immediately former kings, but could trace his genealogy way back to Davisin, who was called "the Prisoner."

He sought the Larnstings, but they were nowhere to be found. After he gave up the search he relied instead on the old ways, those of the Dar kings and especially of Justice. The people thrived, and he instituted the Feeding of Stone Rites, which reinforced the strange creatures of the Fossil Woods so they would be better to resist the Chaos of the Print.

FINELVANTH THE FLYER [TO 1168]

Finvelvanth was born in Helerdon in the Adjusted Lands and known by friends and enemies as the Adventurer King.

A Vanganth devotee and great adventurer, he was cursed with a restless nature and wanderlust. As a young man he gathered a band of chosen companions and fought his clan's enemies in the Adjusted Lands. He flew to the top of the Spire of the Palace of Black Glass and obtained friendship with the Only Old One. As a feared warlord in the Adjusted Lands, he dazzled friend and foe alike with his speed and energy, and reconquered that part of the Adjusted Lands that had been lost. After several campaigns that brought him deep into Esrolia, Finvelvanth appeared to have ended the conflict over the Adjusted Lands when he wooed and married Queen Aranda of Nochet. She gave him vision and counsel to understand the potential of the riches of Esrolia and its great cities. Queen Aranda hoped that together she and Finvelvanth would create a unified kingdom of Hendrikiland and Esrolia.

Instead, Finvelvanth used what he had learned to finally destroy his clan's rivals, to fight the evils that emerged from the Print, to raid the Esvulari and to crown himself King of the Hendrikings at Whitewall. He dallied with the wind children of the Storm Mountains, and allowed the scholars of Derensev to pillage the library of Nochet. Above all he led his companions (who were really the Larnstings) on the Flying Hunt.

Queen Aranda grew tired of Finvelvanth's constant absence and demanded that he choose Esrolia and her over his hunting companions and Hendrikiland. Instead, he publicly bed one of his Hendriking serving girls after feasting with his Larnsting companions. Furious, Queen Aranda divorced the king, allied with the Esrolian Grandmothers (who had been reduced to little more than

their temple city) and pronounced the curse of Ernalda upon her former husband – that he would never enjoy peace or comfort. The Adjusted Lands erupted into violence and a long and confused war ravaged the lands. Ultimately, Queen Aranda was killed in battle against her former husband, Finelvanth never again enjoyed love or peace and was without heir, the Adjusted Lands were lost forever, but the Hendrikings remained true to themselves. For that we honor Finelvanth the Flyer, the Adventurer King.

DESERLANDA THE QUEEN [TO 1176]

Deserlanda had fought beside her first husband when the mountain people came down out of the mystery cave with their wooly rhinoceros, and beside her second when the crabs came out of the sea and up the river. "I'll stand against my foes," she always said, and everyone knew it was a criticism of King Finelvanth.

She accepted a challenge of single combat from Vaba the Two-legged Scorpion woman, and killed the monster and put her skeleton in her stead. After that she was elected Queen of the land. She ruled until she was old and ill, and she abdicated and left the kingdom to whomever the chiefs chose.

IVANSTAVAL [TO 1187]

Elected amidst controversy, never had full support. Many candidates vied for election, and Ivanstaval was neither most nor least popular.

His reign disintegrated when the Stone Creatures of the Fossil Woods came forth in numbers, and harassed the land so that the clans nearby rebelled against him. Then the Volsaxings turned against him and did not come to the muster, and so he was killed in battle against them.

VOLSTAVAL [TO 1189]

Third son of Ivanstaval, he was elected when his father was killed. But he was unable to conquer everyone, or to come to terms with them, and died after two years of rule when a strange winged beast swooped over the land, plucking cattle and people up to devour on the mountain tops. He led a band to destroy it, and they did, but it also killed the king.

FORNDRIN [TO 1190]

Elected in the old manner, by a majority of the clan chiefs. Yet he was murdered by Delelsus, called the Spellman, who rode upon a brass horse that breathed fire. He was from the southern clan called the New Fern, and he wanted to be king. But anarchy reigned again for eight years which was so bad that Delelsus led the Esvulari who took all the cattle from the southern borderlands.

ELMALDES THE STRONG [TO 1212]

Elmaldes killed Delelsus, and then sacrificed his horse to Orlanth, and the molten metal was used to make a suit of armor for him. He could swim in it, and it was immune to fire so that one time he went into the burning temple of Ernalda and rescued six women. This gained him many

friends, and the clans never wavered from their alliance. He was afterwards elected to be king, and afterwards conquered the rest of the rebels and established his power through the blessing of Orlanth.

ORGAR THE WISE [TO 1230]

Elected in the old manner by a majority of the clan chiefs. Orgar was a great patron of poets and godi. Where Elmaldes ruled with strength, Orgar ruled with wisdom.

ANDRORFIN RAINFACE [TO 1242]

A Helering whose humor was renowned.

SELELLANTH [TO 1255]

When Androrfin died, the clan chiefs could not agree upon a king. Berevaldes of the Jondalarings marched on Iilbervor to seize the regalia and be crowned king, but Selellanth of the Volsaxi defeated him at Vingaford and made himself king. Throughout his reign, Selellanth was forced to fight his many sub-kings. He was a great warrior and always won his battles, but he was a poor peacemaker, and thus there were always more battles to come.

One day in 1247, the chiefs and godi all woke with headaches. They looked into the north, and there for the first time they saw the great orb of the Red Moon. No one except the godi knew what it was, until the assemblies met and the woeful tale was told – that chaos had once again risen in the north, and that Orlanth had been wounded. In the sky the festering wound still was visible, and from it would come the doom of the world unless it was stopped.

AVENTEVUS [TO 1267]

Another Volsaxing king, Aventevis faced a great rebellion of the subkings, led by the grandsons of Elmaldes. He was not as great a warrior as Selellanth, but was a much greater peacemaker, and eventually obtained the recognition and support of the subkings. He died trying to assault Refuge in Esvular.

SILKINISTER

THE THUNDERER [TO 1274]

Elected in the old manner by a majority of the clan chiefs. He was thought to be the reincarnation of ancient hero, for he received the Thunderball Dak with very little effort from the gravesite of the ancient kings. He used it to destroy the walls of Refuge in Esvular. When he died he was burned with it, and everyone saw it fly into the air and where it landed a mound was raised over his ashes.

ELMALDES BLUE EYES [TO 1285]

Great grandson of Elmaldes the Strong, he led his armed followers to Whitewall and defeated the Volsaxi who sought to block his passage. After being crowned at Whitewall, he largely abandoned Whitewall except for ceremonial purposes in favor of his lands along the Bullflood.

MAP OF WHITEWALL



MAP LEGEND

- A.** King's Mead Hall and Palace. This is a sprawling collection of buildings, halls, courtyards and squat towers. Some of the building is extremely old and dates back from the period of EWF occupation or even beyond. Most of the buildings have been built since the time of King Tarkalor.
- B.** Thanes Halls. These four halls are the living areas for the thanes of the High King.
- C.** Loom House.
- D.** Granaries, Warehouses and Stables.
- E.** Main plaza and central market. A temple to Issaries blesses the market.
- F.** North market.
- G.** Tarkalor's (or Great) Gate.
- H.** Eastern Gate.
- I.** Temple to Chalana Arroy and Jarnarndessa's Spring.
- J.** Priests Hall.
- K.** Temple to Lhankhor Mby.
- L.** Temple Hill. This is where Vingkot stood and fought the Worcha Rage. It was on this point that Vingkot summoned Great Orlanth. Here the King and his priests make their sacrifices to Orlanth and the Storm Gods.
- M.** Gift Market. This is the market where sacrificial animals and goods are bought and sold.
- N.** Hardard's Tower.
- O.** This grassy rock is usually home to grazing sheep and a few brave cattle.

STARKVALDES [TO 1295]

Brother of Elmaldes Blue Eyes, Starkvaldes fought both the trolls and a Chaos eruption from the Print. He was killed fighting Praxian raiders led by the Praxian Storm Bull hero Valatash Walker (a troll ally) who was active in Stormwalk Mountains.

ELMALDES THE SAILOR [TO 1302]

Son of Elmaldes Blue Eyes. Elmaldes loved ships, and he had a wonderful ship built that he used to sail all over the Choralinthor.

ANDRIN THE STOUTHEARTED [TO 1317]

Andrin was a distant cousin to Elmaldes the Sailor. During his kingship, Belintar the Stranger swam ashore and began a great war to take command of the land. King Andrin resisted the stranger and came to the aid of the Only Old One, but was overcome and killed in 1317.

GOVERNORS [1318 TO 1617]

c 300 years. Belintar the Godking conquered the Hendriki lands and established a long line of Governors, installed by him and using his own rites. The Dar and Lamsting traditions remained only among the subkings and chiefs who struggled when they had a chance of success, but mostly reluctantly remained under foreign rule.

The Governors were appointed and relieved of their duties at the Godking's whim. Many were not native to the region.

ANDRIN THE RENEWED, OR THE FAINTHEARTED, OR THE ZOMBIE [1318 TO ?]

Andrin was killed by Belintar in hand to hand combat, and the Hendriki fled the field. Belintar forbade the losers to take the body for burning, but instead to stand guard over it. He predicted that Andrin would not decay, and would rise of his own accord after a year and a day. It came true, and first his guards tried to kill him. But he defeated the seven men bare handed, called them by name and reminded them of their former oaths to him, and ordered them to renew their oaths of loyalty. Four of the old guards refused to, and they were killed. The three, with the old king, then went through the Hendriki lands and proclaimed the old king alive. This caused great dissent and fear among the people, and some rose in outright rebellion. The Godking sent troops from Esrolia and Caladrland and Esvular to help Andrin the Zombie, and the rebellion was crushed.

The rebel chief named Colymar led nearly the whole of his Black Spear clan out of Hendrikiland and across the Cross Line, into the lands of Dragon Pass (1318), preferring the dragons and monsters there to the monster ruler at home.

VARANDRIN THE GOLDEN [C. 1320-1337]

Continued difficulties plagued Heortland, and Belintar installed this Governor with instructions to settle the conflicts in any manner except to submit or reduce his authority. Varandrin offered free passage to anyone who wished to depart northward into Dragon Pass. The Hendrikings argued and duelled among themselves with cries of "traitor" and "coward" and "madman" flying in all directions. The result was the "first wave" of settlers into Dragon Pass circa 1325. Troubles in Dragon Pass were severe as the Grazelanders, heretofore hidden there, attempted to drive off the newcomers. Colymar took many of the new clans under his protection and founded the first of the tribes there in 1335.

Subsequently, Varandrin's response to rebellion was severe. Many bands of outlaws took refuge in the Stormwalk Mountains, but were ineffectual in their rebellion.

In 1336 Belintar showed signs of age and disease, and the first Tournament of Luck and Death resulted in his acquisition of a new one, formerly belonging to Sethtalar, his Right Hand Speaker.

SINDAN STRIDER [TO 1349]

Belintar appointed this former Esvularing priest as the next governor. He was generally fair to petitioners and effective against the raiders from the mountains, who were now generally resisted by their former tribesmen who were tired of war. The Volsaxing rebellion of 1340 sullied his success, and subsequent rulings were only sullenly accepted. He was removed from office by Belintar, and went on to a position in Esrolia.

VOLSAXI REBELLION

The Volsaxi tribes never entirely accepted Belintar's Reforms. They were generally suppressed by military might, but were always reluctant subjects at best. In 1340 their king Hardard the Green (also a member of the Larnsti Brotherhood) invoked Hendreik the Rebel in Whitewall (although he failed to crown himself King of the Hendrikings) and rebelled against Belintar and his "zombie kings" of Heortland. He convinced or forced the other northern tribes to recognize him as High King and took up residence in the impregnable fortress of Whitewall. Aided by heroes like Gustin Hammer and many brave warriors, High King Hardard successfully fought off many attacks from Belintar and his governors.

He was killed in minor skirmish at Backford, and the Volsaxings submitted to the Governor again. For a time.

DARORGAR [TO 1352]

Removed by Belintar

VOLRENAVA [TO 1367]

An Esvularing woman, she tricked the Volsaxi king into surrendering.

BARARESTOL [TO 1371]

An Esvularing, who was killed by Volsaxing rebels at the Battle of Backford.

ANDRIN THE LUCKY [TO 1390]

He was an Esvularing, and afterwards he went to the Isle of Dreams to serve Belintar the God King. An army of corpses marches out of the Upland Marsh. Lismelder Tribe places themselves under durulz protection (1383).

DINGERLANT [TO 1403]

Esvularing. Locaem & Kultain Tribes enter Balmyr lands, force Balmyr out (1400).

VOSTARHENDRIK [TO 1422]

He was a well educated Caladralander, but his prejudices against the Heortlings was evident and they never cooperated with him. Called the "Burner" for the forests and woods he burned. He killed two Volsaxi kings, Brolarant and Dardestor.

In his time the distant adventurer, Derek Poljoni, leads his "clan" into No Man's Land/Prax.

DARESVUL THE FISHERMAN [TO 1427]

From Rightarm, very unpopular and Killed in office by rebels.

FINSTEREN [TO 1439]

Killed by chaos things.

URVARESROL [TO 1453]

A woman from Esrolia. Quivini, Colymar, & Praxians raid Tarsh. Bagnet falls (1440).

GESTENEN [TO 1459]

Esvularing, died in office. Let us not forget the Justice of Gestenen, who had enough of those bully boys and drove them out for a year. After the chaos erupted from the Print, he had to crawl upon his hands and knees across Prax to the Block to beg them to come back! Religious turmoil among the Grazers - Vendref; women vs. men.

TANANDARG [TO 1474]

Malkioning from Leftarm, very unpopular but remained despite that thanks to savage oppression. Sartar comes to Dragon Pass (1470).

ZERTALAR THE KIND [TO 1484]

Malkioning, relieved many of the burdens of the predecessor, popular and so relieved by Belintar.

ORMANABAR [TO 1497]

Ormanabar was the son of an Esvularing crafter from Durengard who proved such a useful servant that Tanandarg appointed him Advocate and he brutal repressed a revolt by the Bullflood clan. He was a Deputy of Zertalar and through his zeal came to the attention of Belintar, who appointed him Governor after Zertalar. Sartar founds Boldhome and becomes King of Dragon Pass (1492).

TALARESTAN [TO 1510]

Malkioning.

VOSGARTAD [TO 1526]

Sartar apotheosized (1520).

DORAGRESTOL THE LISPER [TO 1532]

Cruel rule, removed by Belintar after complaints from the clan chiefs, rebellion barely avoided. Whitewall rebel King here. Doragrestol was recalled to the City of Wonders where he became Belintar's most trusted advisor. He became so powerful that some said he was the real ruler of Kethaela. Indeed, in his heart, Doragrestol sought to supplant Belintar as the ruler of Kethaela. During the Masters of Luck and Death rites, he tried to destroy the rite, and take over. But Belintar returned anyway, and when he was to confront Doragrestol, the evil adviser stole some artifacts and hid away, changing his name to Nitrams de Okechep. Belintar sent terrible curses against the betrayer, who still lurks outside the Holy Country seeking to stir up trouble.

DARLANTH [TO 1544]

A Hendriki.

VERENAMA [TO 1553]

From Esrolia. Prince Sarotar killed in Holy Country (1546).

VANROLAR [TO 1557]**HENEGERLANT [TO 1571]**

killed by assassins. Reign of Tarkalor Trollkiller as Prince of Sartar and King of Dragon Pass (1569-1582).

GESTENEN THE RED [TO 1572]

killed in battle

ORVATALOR [TO 1572]

killed by his lover, in bed

FINSTEREN THE CRUSHER [TO 1578]**BELENELMAL [TO 1585]**

A Hendriking. In 1580, the Opening. Battle of Grizzly Peak. Tarkalor killed (1582).

ZERHRESTOL [TO 1592]

Holy Country fleet destroyed in Kralorela (1587).

ORNGERIN THE SOPHISTICATE [1603 TO 1617]

Brought widespread peace and was popular, but shallow.

In 1602, Lunar army defeats Heortlanders and Volsaxi but Belintar defeats the entire Lunar army at Building Wall Battle and forces their retreat back to Dragon Pass.

Ruled when Belintar mysteriously disappeared during the MoLaD ceremony

THE NEW LIBERATION

Without the Godking Belintar

BROYAN THE VICTORIOUS [1617 TO

King of the Volsaxings, descendent of the Rebel Kings, Broyan obtained the Shield and Helm of Vingkot and then made himself the first Hendriking king since Belintar's arrival. He defeated Chaos, Dara Happsans, sorcerers and the minions of Shepelkirt to free Orlanth.

A HENDRIKING PROPHECY OF THE HERO WARS

*The fates I fathom, get farther I see:
Of the mighty gods, the engulfing doom.
Brothers will battle to the bloody end
And sisters' son their siblings will betray;
Woe rules the world, much wantonness;
Axe-age, sword-age – sundered are shields –
Wind-age, Chaos-age, ere the world crumbles;
The spear of no man spares his other;
A blood-red sun dims Elmal's light
And brings a winter summer does not melt;
Such heralds the doom of the world.*

THE GREAT AND HEROIC KINGS OF THE VOLSAXI HARDARD THE GREEN [1340 TO 1357]

The Great Rebel. He was a member of the Larnsti Brotherhood. He invoked Hendreik the Rebel in Whitewall and rebelled against Belintar and his "zombie kings" of Heortland. He convinced or forced the other northern tribes to recognize him as High King (although he failed to crown himself King of the Hendrikings) and took up residence in the impregnable fortress of Whitewall. Aided by heroes like Gustin Hammer and many brave warriors, High King Hardard successfully fought off many attacks from Belintar and his governors. He always wore green. He died heroically in battle, sacrificing himself so his tribe would escape safely.

ORVANLANTH [1357 TO 1365]

A Larnsting in spite of his own wishes, Orvanlanth was tricked by Governor Volrenava into accepting responsibility for the Shadow Tribute in exchange for recognizing his High Kingship. He was killed by Kitori magic when he refused to make the Ten Sacrifices as required by the ancient agreements.

1340-1360. THE VOLSAXI REVOLT

The Volsaxi tribe refused to accept the return of "Andrin" and his reforms.

Circa 1340, Hardard the Green (a Larnsting) gathered the remnants of the old Hendriki regalia and his supporters at Whitewall. Although he sought to crown himself King of the Hendriki, Hardard could not defeat the God-King Belintar's guardians, and so Hardard was acclaimed High King of the Volsaxi and rejected the rule of the God-King and his "zombie" kings of Heortland.

Aided by heroes like Gustin Hammer and many brave warriors, High King Hardard fought off many attacks from the God-King and his "zombie" kings. When the God-King's army was in Volsaxiland, the High King withdrew to the impregnable fortress of Whitewall.

When the God-King's army left (as it always did), Hardard gathered his people and led raids deep into the south. Although the revolt was centered on the Volsaxi, rebellion and civil strife occurred throughout Heortland. Several waves of refugees left for Dragon Pass – some because they hated the God-King, some to avoid kinstrife and others because they wanted to make Dragon Pass part of his rule.

This was a time of great hardship for many Heortlandings and some left for Dragon Pass simply to escape the poverty caused by the revolt. Eventually, the God-King was forced to grudgingly recognize the independence of the Volsaxi, although from time to time he again tried to reduce them to servitude.

As a result of the Volsaxar rebellion, Andrin never fully transformed the Hendriki. Although he replaced the kings of the Jondalarings and the Hurlanting with the earls of Karbend and Gardufar, and appointed sheriffs to help them rule, these Malkioni reforms were reconciled to Orlanthi customs and traditions, instead of the other way around. Only the Esvulari (who were never Hendriki) fully embraced the reforms and their core Malkioni ways.

DARAVENTH [1367 TO 1380]

A kinsman of Orvanlanth, Daraventh defeated the other Volsaxi chiefs and kings, taking hostages and securing oaths, and was elected High King at Whitewall. He had much support amongst the Hendrikings of Heortland, who rose in rebellion against Belintar's imposter kings. At the battle of Backford, High King Daraventh killed Governor Bararestol. He was acknowledged as High King by Bararestol's successors.

THE LOVERS OF YRENARROY

The king, one day, let slip that his daughter was unhappy with the suitors that were hounding her for marriage. When asked who was the worst, he named Darlanth of Whitewall, then said, "But Urden the Brooch is nearly as bad, Kendarlanth next, and Vastagorth next. Lastrakad not so bad, but Urden of Whitewall a bit better, and Yestendar the least bad, though she says he is foul as well."

Over the next season all seven of these were murdered. This left Yrenarroy without suitors, and she didn't complain. She became a huntress of great esteem and lived in a small forest hut with her lover Lererlanda. They raised several orphans out there, and they died together and the house was burned by their adoptive children as their pyre. The king's line died out as a result.

VERLANTH [1380 TO 1388]

Elected High King by the chiefs and kings, Verlanth was weakened by the Shadow Sacrifices, which he could not end and had great difficulty making. He was defeated by Governor Andrin and forced to acknowledge the authority of Belintar, who protected him from the Kitori.

DARDESTOL THE CHAMPION

Dardestol was his champion, who had an axe made by the dwarfs. It was a family heirloom and had been in his family for seven generations. One day Desarvinos the High Priest refused to let the axe come into the ceremonies and Dardestol was insulted and threatened to leave the king's service. The king favored his champion over the priest, but as a result the ceremonies went wrong and many children died next year, and the Sacred Time rites were disrupted by ghosts. The king was removed from office by the clan chiefs, and he and his champion went to the wastelands to find glory and fame, but never returned.

BROLARANT [1394 TO 1410]

Elected High King by the Volsaxi chiefs and kings, and the Hendriking rebels, in response to the efforts of Governor Dingerlant to collect Belintar's Tribute. Led a rebellion against the Heortland Governor and swept over the land, and even forced the Esvulari to offer sacrifice to Orlanth and the gods at Midrue. Popular and just, he was ambushed by the mercenaries of Vostar the Burner and was killed.

DARDESTOR [1410 TO 1413]

Brother of Brolarant, was elected by the chiefs and kings, and swore vengeance against the Burner. However, the Governor's magicians and mercenaries were too strong and he was killed at Eorlsbroch.

DARVANROLAR [1425 TO 1445]

Elected by the chiefs and kings, Darvanrolar was a great warleader and was never defeated in battle. He supported the Hendriking rebels against Belintar's imposters and made the Esvularings pay tribute to stop his raids. He tried to be acclaimed King of the Hendrikings, but failed even though most of Heortland and many of the Quivini paid him tribute.

VEDREDOL AND BROLARANT

Vedredol was the dire enemy of the king, because of the conflicts of their fathers. They had three single combats for honor, but each time both were wounded. After the third fight the Healer told them they must become friends and forget the wounds each got, and also forget the hostility of their fathers. They did, and Vedredol became the Champion of the kingdom. He was richly rewarded and was known as Vedredol of the Rings afterwards. He died fighting the Esrolians, and later his descendants became kings.

VOLVANROLAR [1445 TO 1455]

Son of Darvanrolar, offended the chiefs and kings who rebelled against him.

DARSTEN [1455 TO 1460]

Never popular, was elected by the chiefs and kings because he defeated Volvanrolar. Killed fighting chaos in the Styрман Hills.

TURMOIL IN VOLSAXILAND [1460 TO 15]**

No high kings elected at Whitewall - much fighting amongst the chiefs and kings. The Kitori impose the Double Sacrifice on the Volsaxi.

TARKALOR AND THE DEFEAT OF THE KITORI [15]**

Prince Tarkalor of Sartar engaged in war against the Kitori. He was particularly aided because he was helped by the worshippers of Yelmalio, a god who was loathed and feared by the darkness forces. Tarkalor caught the chiefs of the Kitori one day, even though they were in their own stronghold. They resisted, and Takalor and the Yelmalios wiped them out. Then Tarkalor gave great tracts to the temple, and also established unmoderated trade with the Volsaxi.

- SOME MISCELLANEOUS - ITEMS

ESROLIA

These sections are taken from some preparatory work that I did for my current novel, Ten Women Well Loved, which is about Harmast. This material doesn't appear, per se, but since Harmast goes there I needed it anyway.

DAWN AGE ENTRULA

Entrula a.k.a. (Ernaldi) a.k.a. [Wenelia and Slontos]

Entrula was the blessed land of the Entruli, peaceful and kind hearted people of the wilds who were friends to the plants and the animals. They were nearly destroyed by the monsters of the Darkness, but King Hooafting was the savior. He established sacred forts, but their unity was broken when Beked, the protector of the peoples, was killed. Afterwards they offended the sea gods, and Herilia the Sweet City, their central city, was overwhelmed by the sea (where some priests today can still find it). A scatter of localized peoples remained, roughly in touch with neighbors, but in general as fearful and desperate as anyone in the Darkness and Grey Age.

The Theyalan missionaries came through, bringing an Orlanthe pantheon to at least some of the people. By the first century they had created the Herlaning kingdom, a political organization uniting many of the clans. However, they never had a good hold over the people, whose mistrust of the Elder Races (whom they called the Krjalki) was stronger than their desire to be part of Unity Council or the World Council of Friends. War went on, and the ruling dynasty/clan (the Herlanings) was mostly wiped out, and political contact with the area of "Ernaldi" was lost in 320. This is in High Council of the Land of Glorantha time, but since it was mostly an Only Old One loss, they didn't care. It's noted in the Broken council time line.

The area was more or less balkanized again, after this. Obviously, there was no Unity Council influence here.

370 the dominant power was King Fodluth, son of Arigor, who created (by force) the Kingdom of New Herlalia. He had no magical contact with the original rulers of Herlalia, though he was possibly of their lineage. He was pure Entruli. He resurrected a powerful historical name for the area that he ruled from. But he ruled for a long time.

378 Plague hits.

c. 380 Arbaga the High invites in missionaries of Nysalor.

387 Arbaga the High leads Wenelia to successfully rebel against Herlalia.

400 Krjalki in borderlands, under Arbaga.

404 Arbaga leads Krjalki (by boat) to overrun Sintinth/Wesluk. Other regions are so frightened

that they must choose to keep or kill Nysaloran missionaries in their lands. Herlalia kills them all, quickly.

408 Krjalki army comes from north, down Tigrionor River. This is a High Council of the Lands of Glorantha army. King Fodluth of Herlalia (over 60 years old) is killed, his land conquered. A ruler (probably Governor) is set up. His vassals resist.

410 Last of Krjalki army departs (to fight Arkat in Ralios).

Lukae City (and tribe) unites the last peoples (specifically, Sostor, Sintinth, and Herilia), although not trying any military aggression.

411 "Prince" Iridwin the Diver physically goes down to the underwater city of Herilia, and brings back stuff to be a hero. He trashes Wenelia, including some of the Nysaloran temples. (destroys those of Vishakaram, but leaves those of Daysenerus.) He kills the Governor.

412 He raids Gemborg (?). Maybe Esrolia.

413 Palangio leads army to Entrula. Herlalia conquered.

414 Wenelia restored.

415 Lukae (Maniria) overrun.

416 Sostor (Ramalia) conquered.

417 Palangio leads his army to walk across the water, and he conquers Herilia and captures the diver. "One last dive, enemy," he said, "can you see the osprey swoop?" and bare handed Palangio tore Iridwin's brains out through the front of his face. "I am the destroyer," he said, "Without hatred, I am Kazkurtum, here for you." No rebellions follow, while he (and his dragonewts) are in the land.

419 Palangio begins dive preparations to the sunken city.

423 He does it, after four years of austere preparations. He comes up, and he goes up into the mountains, and comes back with the iron vrok. He flies to the City of Miracles to show Nysalor, who nods approvingly which pleases Palangio so much he doesn't hear anything the god tells him.

Palangio is summoned to the High Council. They entrust to him the greatest task they have, and with their greatest blessings, he goes to Ralios and kills Arkat. Palangio is thereafter named Director of

Kerofinela and Entrula by the High Council of the Land of Genertela.

425 Harmast departs upon his LBQ.

427 Harmast emerges with Arkat from his LBQ in Ralios in the very ruined ruins of the city where he had been lost in his LBQ. (This is also the site of Arkat's later capital for his "Dark Empire.")

This is a unique occasion, of course, and the Orlanthe and Seshnelans are all more than amazed. They volunteer forces and, with great cheer, they sail down the river, gathering forces as they go. They winter in ports in Nolos.

428 Carried by Waertagi, Arkat and his army land in Sintinth and move north, jockeying against Palangio. Having gotten word of Harmast's success, many of the people are agitated.

429 In Lukae, some folks revolt and are beset by Palangio's people. They resist, but are conquered, and take refuge in the temple of Kaxtorplose. They resist in there for 4 years, until relieved by Arkat.

430 Harmast departs, going home. It prompts many others to do so, too.

431 Chaos army is summoned by Palangio, ("without passion or judgment," he told everyone) and surrounds temple of Kaxtorplose.

Arkat joins cult of Orlanth. [ed note: date is almost certainly wrong]

432 Battle is met, and with uz help the chaos is defeated. Kaxtorplose Temple liberated. Jockeying continues.

439 Palangio withdraws the last of his Krjalki from Ernaldi. All the people surrender to Arkat.

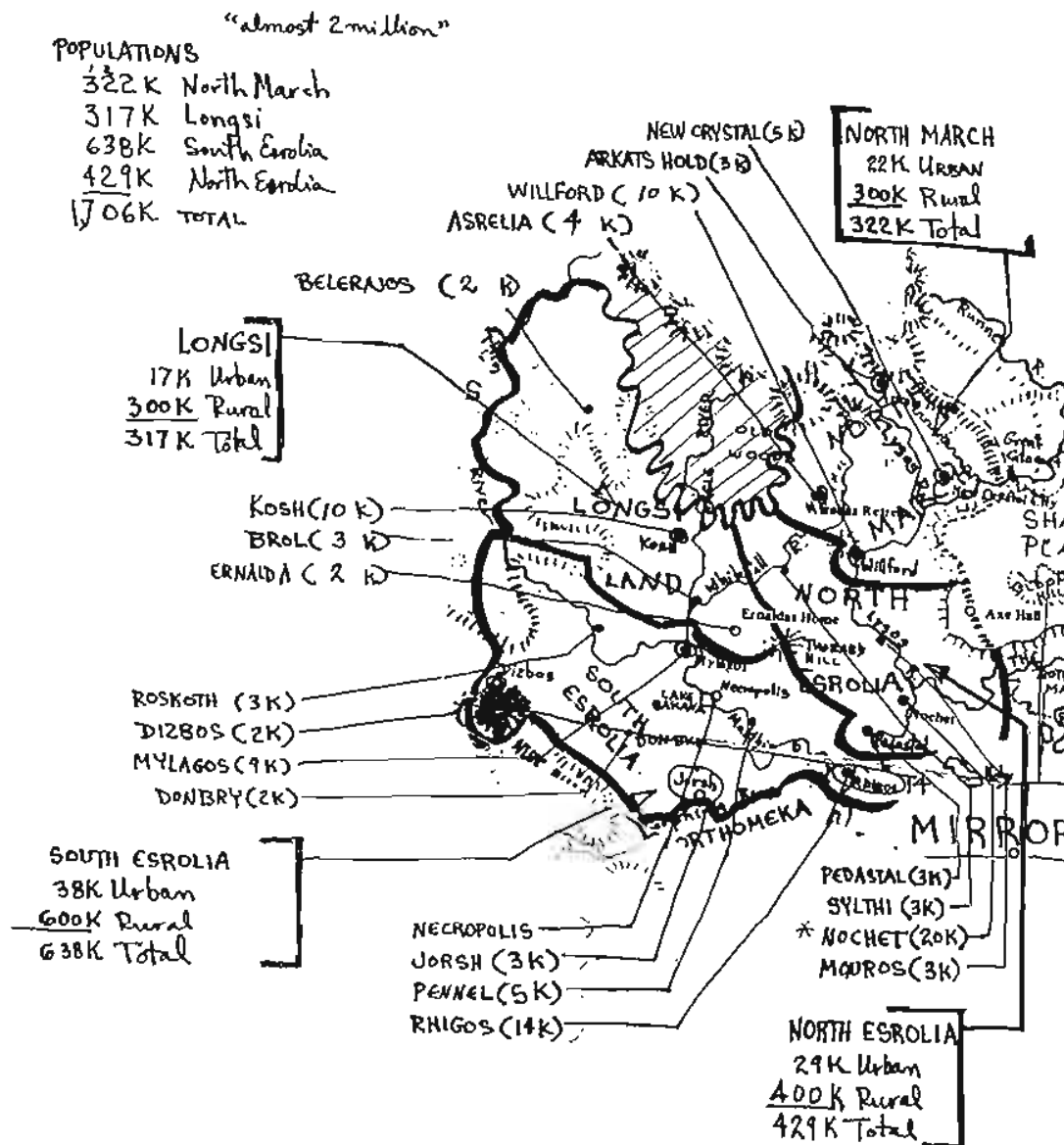
440 Kerofinela is invaded, the uz help (Uz Lore, p 17), Palangio is killed again, the last time. The army moves quickly on (Arkat doesn't want to lose his volunteers) and the land is scoured of evil by those left behind.

445 Arkat armies conquer Saird. Then it splits into two, and one goes to Dorastor and the other to Dara Happa.

447 Arkat undergoes relief, comes out as an uz. Uz assemble, subdue Dorastor.

450 Last Battle. Nysalor killed.

MAP OF THIRD AGE ESROLIA



THE ESROLIAN GRANDMOTHERS ONLY YOUR GRANDMOTHER CAN MAKE YOU DO SOMETHING

Esrolia is a teeming land of rivers and irrigation, patchworks of overlapping spheres of influence divided among many powerful clans that vie for positions on the Grandmothers' Council, bicker for prerogatives, jealously guard every little gain they have, and consider progeny a blessing. A council of stern and frowning old women who constantly scheme and plot to advance their clan rules Esrolia. The council has a highly developed scheme of etiquette and hierarchy, with the old Grandmothers fighting to protect every right and bit of status they and their clan has every gained.

The title "Grandmother" refers to the head of an Esrolian matrilineal family or clan. The Grandmother has absolute authority over the members of her family. She can approve or reject marriage, dispose of the personal property of the members, even sell family members into slavery or exile them. Among the members of the family, the Grandmother's word is absolute and final.

Although the Grandmother's word is absolute within her family, disputes between families, cities and foreigners are resolved by the Grandmother's Council. The Council has existed in one form or another since before the Dawn, although new families have been added, old ones died off, new ways to worship and so on. Stubbornly conservative, the Council successfully resisted Belintar's efforts to reform it and it remains the real ruler of Esrolia and not Belintar's Governors and Deputies.

As it is currently constituted, the Council is composed of all the clan Grandmothers – some 200 or more – accompanied by their family advisors. Even the Queens of the cities and the cult leaders acknowledge the authority of their Grandmother. They gather for two to six weeks a year at a location that rotates according to a route established by tradition. The Council reaches decision by consensus and not majority rule – members can vote Yes, No, Abstain or Refuse. If any Grandmother votes to Refuse a decision, the Council must continue to debate the issue. As a result, the meetings of the Council are often described as tedious and everlasting. Esrolian men are glad they don't have to attend.

The Grandmothers' Council is tenaciously conservative. Any Grandmother or faction that increases its status or power will find itself on the receiving end of a coalition of the other Grandmothers. There have been many attempts to break or weaken the power of the Grandmothers' Council, but all rebellions against the rule of the Grandmothers have failed.

Esrolia is a matriarchy ("mothers' rule") of the Grandmothers and not a gynecocacy ("women rule"). Contrary to rumors, Esrolian men are not "effeminate" or otherwise any less masculine than other Orlanthi men. They are scared and intimidated by their Grandmothers, but then again, so are most Esrolian women.

QUEENS AND CITIES

"Queen" is the title of the ruler of an Esrolian city. The Queen deals with judgments, outsiders, and obtaining divine blessing for the city and its inhabitants. The city Queen is not an absolute ruler of her city (unlike the Grandmother of her family), but presides over the council of the city. As is the Esrolian way, the city council reaches decision by consensus. Nonetheless, the Queen of a city is a powerful prize for any powerful Esrolian clan and the struggles over the queenship of the more important cities can be intense.

There are many competing interests in the larger cities, which the Queen and her council must try to reconcile. Some of these interests have no official representative – some (such as foreigners, scribes, and mercenaries) are even led by men and not women. As a result, the Queen and her council must closely oversee the city.

Esrolia has a large urban population – some 100k in 1621. The "queen of Esrolian cities" is Nochet, the oldest and most populated city in Esrolia. During the Middle Sea Empire, Nochet numbered at least 100,000 people. After the Closing and Dragonkill the population of Nochet dropped to about 5,000. The arrival of the God-King was a blessing to the city and its population soon grew to 20,000. However, with the Opening of the Seas, Nochet has boomed, rapidly growing from 20,000 people to 100,000 in little more than a generation. Nochet now has a significant Esvularing and Western Malkioni minority (perhaps as many as 5,000 or more).

ESROLIAN MYTHS AND STORIES

Here are synopses of many of the main myths for Esrolia.

IMARJA

First existed only Fortune, initially without form but fraught with self-born Intention. This formed itself into a sphere of Purpose, and this sphere floated high into the air and filled that void with Meaning. The sphere hatched, and from that egg came Imarja.

There existed only a great vast ocean, covered in places with the thick green scum. Within the deep sea rested an egg, soft like a frog's egg. It rose to the surface and rested among the green scum, where it hatched and Prefeminine swam in the scum, feeding. At last it broke through the scum, then looked out and saw the emptiness overhead. It was saddened by this, and so it created around itself a hard shell and rose up into the void. Once there is hatched itself open and emerged as the beautiful goddess Imarja. With thoughts She made dry and solid places on the water. With words she created plants that covered the land and sea. With gestures she made animals that lived in the sea, on land and over it, in the air. With movement she created beings to recognize and worship her.

Imarja was a great grey goose that flew through the void. She grew weary and wished to rest, so she thought to herself, "I will make a place to set down." Below her appeared a vast, limitless sea and she glided down and swam upon it. She grew lonely and thought, "I need a companion," and there appeared from her thought

Bokumarade, the Gander, which is the land. She then spoke aloud and said, "That is a beautiful place, but I'll make it useful," and there appeared upon it all the kinds of plants that have ever been known. When she came up upon that land she settled upon it, made herself a place there amidst it, with it she became full of eggs so she settled and laid a clutch. Out of those hatched creatures, some of which remained on land, some of which rose into the air and some of which went into the sea. At last she taught some of those beings to recognize her, and they worshipped her and made sacrifice, and they are the peoples of Imarja, some with two legs, some with wings, some with four legs, some with fins, some with no legs at all. Those are the sacred beings.

One day her three favorite daughters came to Imarja. They spoke.

"Grandmother, we are having an argument," they said. "We can not agree on what you look like." She asked them to describe her, and truly enough, none of them truly saw her.

"Here is what I will do," she told them. "From now on I will appear to each of you and instruct you in a house that you have made. Each day I will come to one house to teach and share myself with you. The purpose of this is to know how to come to me, and make the true sacrifice which is the sacrifice of Self and of Life. Then one day we will meet again, and have this conversation, and when you all three agree on what I look like then all will be well again."

So they did this, and many of their people came to listen and speak and study and make sacrifices. The houses were called the House of Shape, the House of Form and the House of Appearance.

Some of the people didn't understand any of this. They got together and decided to make a new house, where the three of them could work together for the ends of understanding the true sacrifice. They called this the Other House. There they sacrificed Life to Self, and Self to Life, and as a result they made some new tools, and some new ideas, and some new powers. Thus they thought that they understood everything. After perfecting their techniques they went to Imarja where she sat on her nest to show her.

"No, no," said the Grandmother, "That is not correct." But the three of argued their point, but she denied it, and so then they them were so enraged that they finally got an idea. "we'll sacrifice *your* Life," they said, "and *your* Self!" And they seized her, and they used their new tools and ideas and powers and they killed Imarja. They ate her flesh. They were filled with a great power and an inner light they'd not known before, and they called themselves Immortals. They went to their brethren.

"Look at us!" said the Immortals. "We know the secret now!"

But they were so bright that they made the rest of the world dark, and this frightened everyone so that they fled from them. This angered the Immortals so much that they chased after and they captured everyone, and they forced them to make prayers and sacrifices to them, so that they were worshipped.

That is what made the God War. This is what made the Darkness. That is what made Death. That is what made Chaos.

THE BIRTH OF ORENDARA

(Orendara is treated as a separate entity in Esrolia and not a subcult of Ernalda.)

Orendara was born fully formed to Ernalda without any father, and is thus called the "Virgin-Conceived Queen."

SWORD AND HELM SAGA

This is the epic saga of the Vingkotlings and a tragic tale of heroic struggle and courageous death. There are dozens of variations of the Sword and Helm saga - almost every tribe has their own true version. However, the basic theme is always the same.

King Rastagar of the Kodigvari and king of the Vingkotlings is the greatest warleader of the Vingkotlings and gathers around him a band of heroes. However, he is flawed man who insults his wife and feuds with his own council. His wife and the Warlord plot to bring down the proud king. They betray the king and take from him the two symbols of Vingkotling royalty - the magic Sword and Helm that bring victory to their rightful wearers.

The saga culminates in the Last Royal Betrayal, where King Rastagar and the royal house of the Vingkotlings, along with many others, are killed. Details vary, but in general the king musters the army to defend the Heortling lands from an army of chaos, and at the last moment a segment of the army deserts and leaves the rest to be slaughtered.

No survivors of the Kodigvari dynasty survived.

After the Last Royal Betrayal, the gods were dead, so the widows contacted the goddess Imarja, the scattered bits of her power that were drifting about. Imarja empowered the Grandmothers and enabled them to lead their people to survive the Darkness. Many myths that are otherwise attributed to Ernalda or other goddesses are associated with Imarja.

THE ESROLIAN GRANDMOTHERS

The Esrolian women seized power for their "own protection," after the *Sword and Helm Saga*. Most of the Grandmothers are widows from the battle.

The women gathered together and wove a basket to hold life, a blanket to preserve family, and instructed the men to raise a fence to protect property. They then divided the world between the "nine times nine best women," who were the first Grandmothers. For a short time they lived in bliss and harmony, hidden away from the troubles of the world. Then came the Seventy-one Grievs.

THE 71 GRIEFS

The Great Darkness descends upon the First Grandmothers with devastation, loss and horror. Loses are huge and fully two thirds of the Grandmothers are lost. The poem says:

*Twenty to chaos, gone forever;
Twenty to Death, the eternal Griefs;
Ten to Darkness, gone below;
Three to Evil, best left gone.
Eighteen sleeping, resting, hiding.
Survivors: thrice nine families for the Dawn.*

HOW ESROLIANS SURVIVED THE DARKNESS

In the Darkness many of the Grandmothers had been killed, destroyed or disappeared, but some were only been sleeping. Awakening them saved Esrolian society.

This process was begun by Urvana and Demarath, two people who were attracted to each other but sensed that their relationship could be deeper than it was. They were friends, even sexual partners, but they sought deeper love. Their discontent irritated their neighbors and kinfolk who were having a difficult enough time just getting by. The couple set off, bearing the light and the dark in their pouches, and they found the Great Stone. They went into it, and they found their way past the dangers there. Tereneel, the Little Voice, promised them a gift greater than each other if they survived this. They were separated by the trials, but each determined to go on anyway. Urvana found Gelstarn, the Beloved; and Demarath found Serumtha, the Lover. The pair had been sleeping, but once awakened these Grandmothers brought the two together again. They returned to their people, and they taught to them the rites of Awakening, and when they performed these ceremonies the Eighteen Awakened Powers returned to the people. "The Great Grandmother took us to her womb," they said, "in the warmth and comfort of safety. We saw Imarja there, and now we remember what we had lost. We slept and have come home now to bring to you the blessings of old." They brought seed and stock for food and goods, and their contributions were the main reason that Esrolia was relatively healthy when the sun rose once again. The Eighteen led the Ascending Rituals that transformed the Great Stone to be the Golden Egg that rose into the sky and ended the Darkness.

Now the quests of Urvana and Demarath provide the structure for the initiation myths for Esrolian people. After they become adults they are qualified to undergo the rites to learn the powers of the gods.

THE PACT WITH THE EZKANKEKKO, THE ONLY OLD ONE

The Imarjan Peoples struggled against chaos and darkness, at first considering them both to be the same force. However, after *Enveri Inside* returned to them, they acknowledged their own Dark Powers, and fared much better against the chaos things. This led to their alliance to, and obedience to, Ezkankekko. Afterwards they were relatively stable and survived the Darkness.

IMARJA AND THE EIGHTEEN RETURN

At the end of the Silver Age some of the Grandmothers of Grief returned. They had been thought dead, destroyed or disappeared but had only been sleeping.

This process was begun by Urvana and Demarath, two people who were attracted to each other but sensed that their relationship could be deeper than it was. They were friends, even sexual partners, but they sought deeper love. Their discontent irritated their neighbors and kinfolk who were having a difficult enough time just getting by. The couple set off, bearing the light and the dark in their pouches, and they found the Great Stone. They went into it, and they found their way past the dangers there. Tereneel, the Little Voice, promised them a gift greater than each other if they survived this. They were separated by the trials, but each determined to go on anyway. Urvana found Gelstarn, the Beloved; and Demarath found Serumtha, the Lover. The pair had been sleeping, but once awakened these Grandmothers brought the two together again. They returned to their people, and they taught to them the rites of Awakening, and when they performed these ceremonies the Eighteen Awakened Powers returned to the people.

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THE GOLDEN EGG

To Esrolians the sun is the Golden Egg. The sky is the Nest of Imarja. When the sun first appeared at the Dawn it was hailed by the followers of the New Eighteen as the blessing of Imarja, and they offered it sacrifices and prayers as it wheeled overhead. They were not distressed when it set, for this was its hatching, and after that the blessings flowed from the gifts that the eighteen had brought. Seeds sprouted, young were born, waters flowed and other bounty came to the Esrolians.

THE SILVER AGE

When the Eighteen Grandmothers had taught people how to see Imarja again, and to make the proper prayers and the proper sacrifices of Life and Self, then the Golden Egg of Life came again. They each formed a favorite being who would help the many people to find their way. They formed the Silver Age Heroes, who guided the folk and made the world good again.

ESROLIAN HISTORY AND LEGENDS WHEN THE UPLAND MEN CAME

The Esrolian people were relatively untouched by the teachings of the Theyalan Lifebringers. They had their own worthy tales of survival, and thus they welcomed the newcomers but did not fall under their sway. They acknowledged the gods and goddesses, and worshipped some, but only in the Esrolian fashion. The Lifebringers passed onward west, bringing their teachings to the sorry savages who lived farther on.

THE RULE OF PALANGIO THE BRIGHT LORD

The World Council of Friends came to Esrolia with mixed intentions. They wished to rule it, and even to conquer it if need be. The forces were led by Palangio, the son of Nysalor, the White Light. He came with bluster and threats, but the Grandmothers met in council and returned to him with peace and plenty. They did not give up their respect and offerings to Ezkankekko and his shadow people. They explained to Palangio that to do so would cast them into its trollish maw, and when he disbelieved them they showed him with a horrifying vision that convinced even the Brith Lord of its truth.

But they had also offered to Palangio the tribute in goods, food and warriors that he demanded. The Bright Lord was hesitant, but on orders from his father he finally obeyed. Palangio was the overlord of Esrolia for many years after that, though he was absent and had governors at first, then his many sons, to oversee for him there.

When Great Arkat came to Esrolia with his conquering army The Visionaries of Enervi foresaw what would occur. Many Grandmothers secretly helped the invader while others outwardly supporting the empire of Nysalor. Civil war broke out, but this aided Arkat more than the empire and after his army came the issue was settled. The Grandmothers who had helped Gbaji came to their senses and the civil disputes ceased.

Peace again came to Esrolia, as everyone wishes.

THE OUTSIDER WAR

These are tales of how Esrolia dealt with being the cockpit of conflict between the Middle Sea Empire and the EWF. Esrolia was occupied many times by both sides, but never fully conquered and taken over. The Grandmothers and Queens managed to co-opt the rulers appointed by the foreigners. The Second Age is called "the little God War" by the Esrolians.

These stories tend to illustrate the ice-cold pragmatism of the Grandmothers when dealing with foreigners and tend to conclude with purges of those same foreigners at the order of the Grandmothers when the opportunity arrives.

THE DESTRUCTION OF THE GOD LEARNERS IN NOCHET

There lived in the great city of Nochet a school of philosophers magicians who were more clever than wise. They directed the Grandmothers when they were present, generally by communicating only through the Queens. This proved their undoing, of course, since the Queens were not the true rulers no matter what the philosophers said, demanded or thought.

One time when their leader demanded obedience Vulesarvia, leader of the Visionaries of Enervi, showed to him and his key followers what she had seen about the secret workings of the universe. In the vision the God Learners first saw their truths confirmed, then denied, then negated. This so confounded them that they were unable to function clearly, and their gave orders, countermanded them and cancelled them all in the same document.

Kestnelmal was the bright egg man who led 112 chosen followers to the temples, laboratories and houses of the God Learners and killed them all in three days of bloodshed.

THE DESTRUCTION OF THE GOD LEARNERS OUTSIDE OF NOCHET

Varimarja was the spokesperson who made offers to the Rainbow Overlord, a fierce dragon leader. Their agreement was in secret at first, even after Nochet was cleaned of the Slontos foreigners. When their child was born, Akkamaragan the Scintillator, the secret would not be concealed. Akkamaragan grew to adulthood in five days and stood upon the western tower gates and gave forth his great cry. At that hidden forces from among the peoples rose up and began fighting the invaders from Slontos. Shortly afterwards dragons from Dragon Pass swept down and destroyed the rest of the trespassers.

The Scintillator mated with a daughter of each of the Grandmothers, planning to have a demigoddess daughter with each. Then he burrowed into the earth and disappeared. However, his plan did not work, and only 32 daughters were born of his seed. Some of those were famous, others infamous. The most powerful was the family of the Redweave.

WHEN THE BAD HANDERS DESTROYED THE REDWEAVE FAMILY

This story commemorates when the Esrolian Grandmothers hired violent and dangerous men to destroy another Grandmother ... and got away with it.

THE DESPOTISM OF THE GRANDMOTHERS

After the Dragonkill, the Esrolian Grandmothers reestablish absolute rule by the Grandmothers Council and the city Queens. After centuries of dealing with powerful male overlords, conquerors and allies, the Grandmothers strongly reestablish their matriarchy as the sole ruler of Esrolia.

THE REBELLION OF THE FALSE IMARJARIN

The False Imarjarin was a man given a woman's name by his abusive grandmother. He grew up to be a strong and violent man who suffered many abuses from his grandmother – his name, the loss of the treasure he fairly won, the rejection of his love marriage and finally he was sold into slavery by his grandmother. The False Imarjarin rallied his fellow shepherders, allied with foreigners and mercenaries, and threatened to make himself King of his clan. His rebellion failed, as all rebellions invariable do, when he was betrayed by his best friend (who valued sex more than rebellion).

OTHER ESROLIAN TOPICS

THE ESROLIAN

GRANDMOTHERS AND VINGKOT

Vingkot and his royal sons are held with particular dread by the Esrolian Grandmothers. It has long been feared that Vingkot's sons would return and reclaim their lands, bringing Darkness and doom in their wake. These fears were nearly realized when Harmast the Kodigvari brought the Destroyer to Esrolia and devastated the land with his endless war. Despite this, there have been periodic efforts by ambitious and dangerous men to offer sacrifice to Vingkot. Such efforts have always been brutally repressed by the Grandmothers.

ORLANTH AND ESROLIA

Orlanth is the "Shadow Aspect" of the Esrolian Grandmothers. Orlanth is always present in Esrolian rituals and myths – Orlanth is inextricably linked to the Allmother. No one in Esrolia would claim that their Ernalda is different from the Ernalda of Hendrikiland, Dragon Pass or Tarsh. But unlike the Good Goddess, Orlanth is violent, turbulent, cruel, and extremely dangerous. The same is true about his followers. Orlanth must be placated but he can't be allowed to reestablish his kingdom. This is a source of much psychological insecurity on the part of the Grandmothers.

THE GOD LEARNER

SURVIVORS OF ESROLIA

There are several tales of God Learner Survivors of Esrolia. One such story is that of the Green Horses, the deArn household (their coat of arms was the green horse) who surrendered and promised to convert, forgetting their old ways, and entered into the "Eight-generation trial period." They weren't from Nochet but a nearby city.

Another is the family of de Baur, who insinuated itself into the Middle Sea Empire hierarchy and whose members had variously held both Deputy Governor and Advocate Positions, and once even Viscount. They later turned traitor against their own people and opened the "new wall" in Nochet to let the Humakti in, and were rewarded with the Wheatstraw Farms, but whose men were never fully trusted by anyone afterwards.

MALE SACRIFICE IN ESROLIA

During times of great danger, the Grandmothers have sacrificed men to Imarja according to the rites of Ana Gor. The first man sacrificed by the Grandmothers was King Rastagar and male sacrifice was regular in the Darkness, and helped the Esrolians survive the end of the world. The practice was ended as a result of the optimism, peace and plenty of the First Age. However, during the Gbaji Wars, the Grandmothers resorted to male sacrifice to deal with the destruction caused by Arkat and his followers. During the Second Age, male sacrifice was quite regular. Belintar put an end to practice when he became God-King.

Not just high and holy men have been sacrificed, but sometimes a hecatomb of people including prisoners, slaves and foreigners. For example, circa 1060, the Grandmothers' performed Enfergor's Cleansing and sacrifice every foreign male that could be rounded up to protect Esrolia from the Devastation of the Vent.

Ernalda and her priestesses abhor the practice, but when times are difficult enough, the Imarja Grandmothers will nonetheless order such sacrifices. With the demise of the God-King, many believe it is only a matter of time before the Grandmothers again sacrifice men.

YELMALIO AND ESROLIA

The cult of Yelmalio (called Tharkantus) was established in Esrolia in the Second Age by the EWF in their wars with the Middle Sea Empire. The cult was manipulated and ultimately destroyed by the Grandmothers. Ever since, the Esrolians have loathed Yelmalio (although Elmal is one of the acceptable cults of the land).

In the Second Age, Yelmalion mercenaries were given lands by the EWF in the North March. Orenda the Young Queen seduced their lord and offered him kingship of the land if she would aid him. The Bright Lord massacred the enemies of her family who had prevented her access to Ernalda. As his reward, Orenda made the Bright Lord king and then sacrificed him to Imarja.

THE ONLY OLD ONE

The Only Old One was a distant overseer of the peoples of Kethaela. In the Darkness, they made ancient agreements with the Only Old One that helped them survive the Darkness. The Only Old One always honored these ancient agreements and insisted upon their enforcement. These agreements were very contractual and required that the people of Kethaela continue to make the ancient and traditional gifts and sacrifices to the Only Old One.

The Only Old One had immense prestige and authority, but his actual jurisdiction was extremely circumscribed by ancient agreements. If something is not within the scope of the ancient agreement between the Only Old One and the ancestor of a particular people, then the Only Old One has no involvement. For example, amongst the Hendrikings, the traditional gifts and sacrifices offered to the Only Old One was recognized as ceremonially part of the pact between Heort and the Only Old One that enabled victory over Chaos at the Unity Battle.

Many Orlanthe traditionalists (and trolls) still hate Belintar for killing the ancient ally of Unity. They fear that Belintar's actions will bring the return of Chaos and Darkness.

BELINTAR

Nobody knows who Belintar was and where he came from, although there are many stories and theories. Some claim that he was the Golden Age ruler of Kethaela, from before the Vingkotlings and the Only Old One, returned to his land. Others claim that he was the destroyer of the Middle Sea Empire and came to protect the people of Kethaela.

When Belintar arrived, nobody knew who he was or initially believed his claims, but Belintar proved that he was God-King of Kethaela. He did not accomplish this through a regular procession of heroquests, but instead, he went and tempted the many peoples of Kethaela to his rule and then incited them to rebel and then help destroy the Only Old One. This process involved revelations by and about Belintar, remarkable appearances, magical contests, and lots of violence and war, as well as occasional surprises that were not what was expected.

SHEPHERDS AND HUNTERS

Esrolia is a densely settled agricultural land. As a result, shepherders practice transhumance, moving their flocks from the lowlands of North and South Esrolia into the hills of Longsi Land and the North March. Shepherders form something of a male-oriented subculture on the fringes of civilization. They tend to worship Orlanthe and Heler and have a reputation for being troublemakers and bandits as a result of their peripatetic lifestyle. They are often villains in popular stories.

Esrolia has few full-time hunters and gives very low status to hunters.

RIGHT ARM ISLANDERS

The Rightarm folk supplied sailors to the Middle Sea Empire, but not ships. Other than Deputies and Advocates appointed by the Empire to oversee them and coordinate the supply of sailors and fish, the Rightarm folk had no political unity beyond the fishing village.

THE NARDAIN SOCIETY

The Imperial Age saw relatively easy communication across the Rockwood Mountains. The EWF made use of dragons of all sizes (sometimes with riders), draconic flying magic, and conventional Orlanthe powers of flight to keep its widespread empire in touch.

Traditionalist Orlanthe were long-range fliers as well, most notably the members of the Nardain Society. Technically a secret society since membership was limited to invitation, this was an Orlanthe subcult whose existence was well-known.

Their magic was most useful for flying great distances and heights, and allowed them to stay aloft for days if necessary. Davulf the Instigator once spent his entire year-long exile in the air.

Flight was typically between hilltops sacred to the Nardaini. These were not only a focus of magic, but also served as navigational beacons.¹⁷ The cult itself distinguished between say the Talastar Hill and the Karian Hill, though locals in both places would call both the Hill of Nardain.

The cult attempted to remain neutral during the great struggles in the last few centuries of the EWF -- members frequently flew far from home, and needed to find a welcome wherever they landed. This strategy worked for a time -- Ingolf Harstovsson was especially tolerant of the Nardaini because his great-grandfather had been a member.

However, after his death both dragonfriend and dragonfoe suspected the Nardain Society of supporting their enemies, and the cult became nearly extinct before the Dragonkill.

Their secrets are lost today. Although there is a Nardain tribe in Third Age Delela, they have no special flying abilities. Only a few people can fly over the great mountains that ring Ralios.

¹⁷ It's easy to become disoriented when flying through clouds and storms, and Orlanthe have developed a number of practices to locate themselves from the air. Sartarite chiefs paint their stead roofs in distinctive patterns to guide fliers. In Umathela, fliers use the different-shaped mounds as navigational aids. Carefully arranged stones help identify which valley in Lankst you're flying over.

THE KITORI, OR SHADOWLORDS

SHADOWLORDS, THE KITORI

The Shadowlords of Kethaela had been a powerful people before the coming of the Horrible Light. When Gbaji was being formed the departed from the false authorities who created such power, who subsequently hated them with deep passion. At the Battle of Night and Day the Horrible Light released three of its children into the world. The first departed quickly, cutting a hole into the good world to make passage for power of evil to come here more easily. The second was called Foul Cloud, and was sent against human allies of the Shadowlords. The third was Deep Evil, a gigantic force of burning and hate that was sent against the Shadowlords.

Deep Evil drove them from the surface world but failed to gain entry into the strongholds of life from whence the Shadowlords had been born. There they hid for a generation, biding their time and building strength. Two times they tried to sally forth, and both times were crushed. But they didn't despair, but began anew, patiently.

When liberator came to the land the Shadowlords came free, swarming from the stronghold and to the aid of liberator. They promised to scout for him and to rule the night, and also to come one time to his aid as an army. They did as they had promised, and the Horrible Light was extinguished from the night and battled day and day. But he was unable to achieve his objectives, because he was just a human.

After losses and agony Liberator came to Garazaf Hyloric for advice and healing. She gave him the truth, and he embraced it. With great magic he cast off his shell and entered into the sleep of transformation, and within that deep dream he found his true self in the darkness, and awoke after a year and a day to be his true self. He was a great and powerful Uz, a lord to destroy horror. The Shadowlords gathered with him in new strength, and they supported him to the end of the world where Gbaji lived. In the fight the Shadowlords were shucked off like the shell of a nut, but Liberator was great and strong and climbed the tower that goes underground. He entered the room that is outside. He jumped up into the pit, and turned leftwards into the right-hand room. There Liberator and Gbaji met, hand to hand, foot to foot and tooth to tooth. Gbaji drew one hundred dead to aid it, but they were each followed by two uz that seized the dead by the tongue and genitals and dragged them back to where they came from. Without supporters the Lie is nothing, and so Liberator destroyed it forever.

For the invaluable aid that they gave to him, the Liberator afterwards granted to the Shadowlords the powers they had held before the Horrible Light, and also the power they had held before Elmal wounded the Night and sent that beautiful goddess to flight.

Thus the Shadowlords were rewarded, and gained great powers that they had lost.

ARKAT THE TROLL

But Arkat had been wounded previously, and the agony of this latest battle broke the hero's wounds again, and his life and Power flowed from him like blood. Even so, Arkat led his army northward to answer a call from the dark trolls, to aid in their invasion of Dragon Pass. Arkat was near death when the armies met, but summoned a council with the leaders of the land. They came, they thought, to watch him die, and to steal a portion of his soul. The spies of Gbaji went with them, and even the Inhuman King was guarded by these evil assassins rather than his usual bodyguard.

Garazaf Hyloric was a Mistress Race heroine after her healing of Arkat that day, and the Goddess of Solace Deep Within stood guard over those who slew the foes of chaos. The Inhuman King, pragmatic as usual, joined the trolls first, but other leaders also changed sides after their enlightenment and experience of the Gbaji cult's evil.

Shortly afterwards the army of Arkat Humaktsson and the Alliance of Dragon Pass marched into Dorastor and the legends of its glorious defense and terrifying fall. This marks the end of the Dawn Ages of the world.

To favor the trolls for their aid in the fight, Arkat Humaktsson gave them lordship over the lands of Esrolia, for the leaders of that land had all been killed in the war. The trolls that ruled there instituted, or continued, the worship of Argan Argar, whose cult both could find agreeable. The region was afterwards called Dark Esrolia, until the Pharaoh came.

KITORI

During the Dawn Age, the Only Old One opened up the Uz religion to members of other races. Varzor Kitor adopted them, and formed the darkness-loving Kitori tribe. Not only humans joined his tribe, but Wind Children, Dragonewts and other races as well,

The Tribe warred when a later king, Varzor Zator, tried to make everyone worship Zorak Zoran. The first tribe was a collection of the non-uz worshippers of the uz deities. Varzor Kitor taught prayers and sacrificial methods that were efficacious. He set up a priesthood to train other priests and to maintain holy sites. Through the efforts and his sanctity he was apotheosized as Trollmouth, the founder of the Nightcult that pervaded Dawn Age.

VARZOR KITOR AND THE NIGHTCULT THE KITORI

Tribe of humans in the Kitori Wilds. The Kitori are said to be half troll and half humans, and indeed many humans among them have trollish attitudes, practices and even physical characteristics. Their common ancestor for the Kitori is called Trollmouth, a nickname for Varzor Kitor.

VARZOR KITOR

Demigod, founder of Kitori tribe and Nightcult religion. Varzor was the leading human who accepted the Ezkankekko invitation to learn the deepest secrets of the darkness. Varzor then taught other non-troll how to pray, make sacrifice and learn the secrets. He was incredibly powerful in his lifetime. He had many sons when he was young. At age 36 he became a woman and bore his girls. He was apotheosized after death and is worshipped by Kitori as an ancestor called Trollmouth; and as a teacher or intercessor by the Nightcult religion.

NIGHTCULT

Darkness revering religion of Kethaela, especially the Kitori. In the Dawn Age the Ezkankekko offered to teach secrets of the darkness to non-uz. Varzor Kitor established a religious practice based on those revelations and established the Nightcult. It is now the ancestral religion of the Kitori tribe, as well as a variant form practiced in several temples throughout Kethaela. It is intimately associated with the worship of Black Arkat.

Trollmouth. Nickname for Varzor Kitor, which see.

NIGHTCULT

The Nightcult was practiced by humans and other non-humans, particularly some wind children and a dragonewt band. These two groups were notable for their traditional worship methods and their distant holy places. Their descendants are now some of the Occasional Household.

The practitioners of the religion resisted Gbaji, generally staying right in step with the Ezkankekko's desires. The leadership embraced Arkat the Liberator, and membership swelled when Arkat embraced the cult too. After Arkat departed he left many honors in the hands of Ezkankekko, who in turn passed the honor of interacting with the human beings to those members of the Arkat cults. Regrettably for the Nightcult, dual membership for humans was common.

When the Orlanth worshipping humans overthrew the darkness-worshipping ruling class the Arkati were prime targets in every field of contention. Humans even sought out deep places in uz lairs if Arkat was worshipped therein. Great havoc was wrought and the Nightcult retreated to the farthest hidden places. The Kitori tribe was the primary stronghold of the Nightcult, with its prevalent (version of) Arkati connections. Elsewhere Arkat was revered, worshipped and lauded; but without any connections to the Nightcult (even when using rituals derived from the older

religion.) It persisted through most of the Imperial Age primarily because of its isolation. Upon occasion parts of the Arkat subcult were exported, stolen or diffused for whatever purpose amused the perpetrators (the Arkat variations fascinated the Godlearners).

After the disasters of the Dragonkill and Closing had crowded doom and gloom upon the unfortunate people of Maniria, the Nightcult actually expanded. People saw the darkness coming and sought it protection before it was too late. Several Trollmouth temples were set up in Kethaela.

NIGHTCULT CULT

Founder Trollmouth, or Varzor Kitor, is the demigod who revealed the Nightcult religion to people. The Nightcult is synopsized by their own saying "Dark protects," and "Dark rules." The method of worship is "submit," and the individual temple leaders have strict powers over their initiates. Initiates learn secrets about what to do in the darkness of night and the darkness after death. They know prayers that halt uz, dehoru and anything born of the Underworld (as long as it is in the dark.) Their most developed holy people develop a fierce calmness that withstands even daylight.

The Loyal Household are the deities and spirits that serve the cult continually. They are available to anyone worshipping them who can say the Invocation and use a Seven Stone Altar that has been properly blessed. Worshipers can obtain Feats and the two possible spirit helpers from Trollmouth.

DARDESTOL THE CHAMPION

Dardestol was his champion, who had an axe made by the dwarfs. It was a family heirloom and had been in his family for seven generations. One day Desarvinos the High Priest refused to let the axe come into the ceremonies and Dardestol was insulted and threatened to leave the king's service. The king favored his champion over the priest, but as a result the ceremonies went wrong and many children died next year, and the Sacred Time rites were disrupted by ghosts. The king was removed from office by the clan chiefs, and he and his champion went to the wastelands to find glory and fame, but never returned.

The Occasional Household deities and spirits are part of the cult and respond to their form of sacrifice to grant Feats of spirit powers, but they are reachable only in their own holy places. Many Occasional Household holy sites are now far outside of the cult's area, lost in the myths and legends of the past. Sacrifices to Orlanth and others in his pantheon are common. These follow the local forms and are perhaps as much propitiatory as respectful. Nonetheless, they are sufficient to regularly include the Kitori as among the "orlanthi peoples" without bending the definition

KITORI, A DEEP PERSPECTIVE

This is a fragment of an article about the Kitori in the first age. There was, once, the person SaMajor. He sang:

*This is me, this is what I am:
The leaf on the dead tree
The boat sailing on ice
The Crevice Maw that devours love
The son of three mothers, one cruel
The master of the Kro
The father of the Da, Peler and the Fo.*

The leaf is brown with age, so brittle that it will shatter if I touch it. The tree limbs rattle in the wind, and the leaf flaps stiffly. The frozen flag is the banner of my life, and around it rallies my family and friends. I ate my nephew, who had eaten my foot. With ice fungus, frozen akor blood and the sweat of the groin used to thaw it.

My father is in that leaf. The tree is on the mountain, where his father was born. Twelve generations delve deep from there, into the cracks in the rock and amidst the place where the comb makers hide. Once the tree was the only thing living there, but it was lost amidst its children, and again is the only thing there but its dead, with the flag flying. If it falls, then I will tumble with the wind, my family crumbs and I a drop of shattered blood.

The boat that carries them is my belly, the womb of destruction and deadly device. Barren, on flexible skis reaching and stumbling upon the ice, falling over my nieces and sisters as Uncle Ba pushes us forward. The cries and screams are behind us, but they are the power of Ba and the origin of fear.

EVENTS C. 1579

The Kitori tribe held political sway over large parts of Volsaxiland, perhaps all of it. Tribute went to the Kitori kings. They were still close to the uz tribes that lived in the Plateau and got regular troll help. The troubles of the Hendriki revolt and subsequent Pharonic antics allowed the Nightcult's influence to spread. Several sites in cities were consecrated, chiefs in many places sent tribute and gifts.

ENEMIES: THE NIGHT JUMPERS

The Night Jumpers were originally a heroband of the Kurtali clan who followed Jeroth the Night Flyer, who had discovered the secrets of safe flight during the hours of darkness. They delighted in attacking the uz of the Shadow Plateau at night, pouncing from the skies. The Curtali clan was wiped out by the Kitori in 1579, but the Night Flyers were able to defeat the Kitori and claimed the right to form their own clan from King Enfrew of the Volsaxi. The Night Jumpers are a clan/heroband that owe allegiance to no king.

THE YELMALIO

THE ORIGIN OF THE SUN DOME TEMPLES

This section is based on a discussion between Jeff Richard, Harald Smith, and Greg Stafford and some others.

Kestingatha sponsored a great new temple to Antirius, built in the new style with a great golden dome arching overhead. It also had a great square base, and an equally impressive statue of Lodril. As a result of this Kestingatha was blessed, and he grew strong and wealthy, and was noted far and wide for his justice. Furthermore, his army was fierce and they defeated the nomads in twelve battles.

[GLORIOUS REASCENT OF YELM]

After Emperor Mahzanelm conquered Vanch (345-350), the Dara Happans sought to ensure that oft-treacherous Vanch would never be a thorn in the side of the Empire. The Emperor commissioned the construction of a grand structure that would be both temple and a military enclave for the Dara Happans. The temple was in the form of a dome, but not set upon a square, and its compound was walled without gates. To enter the compound it was necessary to ascend a stepped walkway.

After the First Theyalan War (368), more of these Sun Dome Temples (as they were called by the Orlanthi) were built – one was even built atop the ruins of Urar Baar. In all, five Sun Dome Temples served as Dara Happan military

anchors to keep the rebellious Theyalans under the control of the High Council. Unlike the temples built in Vanch, these new Sun Dome Temples were set upon a square consecrated to Hastatus.

At the Battle of Night and Day (379), Nysalor revealed Daysenerus to be the patron of the Sun Dome Temples. In ancient times Antirius sent forth Daysenerus to bring Antirius' message to the barbarians. Although this noble mission failed in prehistoric times, Nysalor provided a new opportunity to bring Antirius' Light to the world. Daysenerus' first deed was to crush the army of Kyger Litor and his first temple was built upon the site of that victory.

During the years that followed, new Sun Dome Temples dedicated to Daysenerus were built throughout the lands occupied by the Bright Empire. The military might of the enclaves of Daysenerus suppressed the rebellious Heortlings and supported the rule of the Bright Empire. However, their association with Nysalor proved to be their downfall. When Arkat raised the Heortlings into their final successful rebellion, vengeful Heortlings and their troll allies destroyed every Sun Dome Temple they encountered and eradicated the name Daysenerus from Peloria.

MYTHOLOGY OF YELMALIO

As related by Monrogh at Vanntar, the Dragon Pass Sun Dome Temple

At first was High Light, Daysenerus. It was also known as Yelmlio, the Brightness of the One Light. Then the Vain Gods corrupted themselves due to ignorance, then the Ignorant Gods corrupted other gods due to Freedom, and then the Free Gods corrupted the world due to cruelty, and then the Cruel Gods corrupted for its own sake. The One Light released the Many Lights to opposed the corruption.

The Gods War destroyed everything. The Many Lights were corrupted and extinguished, or else they became some of the Destroying Gods. The Many Lights died in droves when the sky fell, then in groups and finally one by one. Then they were all extinguished. Darkness reigned. No light existed.

But the Brightness of the One Light can never be extinguished. It only seems to be, but its power will always be relit. A Cold Light flickered back to life. It had the secret to Rekindle, and though it was cold it was still light, and it set into motion the passing of fire from torch to torch until it came at last to Yelm. Yelm was rekindled, the sun rose again and the world was renewed. Warmth and Light had come from Cold Light. The torch of Cold Light was put away, now unneeded in the reborn world. It was ready, however, in case it was needed again. No more did people worship the Brightness behind the Sun and Fire, but instead revered the lesser and more manifest forms like Yelm, Polaris or Enverinus.

HISTORY

Three times has the Brightness of One Light returned to the world. First to combat Gbaji, second to combat the dragons and third, recently, to combat the approaching darkness once again.

Once evil men stopped the sun to make Gbaji, the Great Liar. When they made the Liar then the universe was broken. The Cold Light rekindled, prepared again, and woke in the world.

Great Nysalor revealed the god Daysenerus to Periades at the Battle of Night and Day. Daysenerus means the Pure Light (or Ultimate) All Light. "It was," said Periades, "greater than the Dara Happan Aether." They built a special kind of temple called the Sun Dome to house their god. The Yelmlio burned for centuries and protected the people. Many were extinguished by Gbaji, the Great Liar; but at Sereventh (in Sylila) the Cold Fire lay dormant until the Liar and lies had passed, then relit the true fires as Ordanesty's Torch. When the fires were again lit then the torch was no longer needed, and the last temple was abandoned except by Yelmlio's birds, the yellow wren.

Yelmlio was needed the second time when Dragons rose and oppressed people with the Draconic Lie. The prophet Severinalus was the Rekindler. Severinalus called

the god Tharkantus, the Empty Saving Hearth, prepared for the darkness to come. He settled many temples, for many places prepared once again for the time that the fires all went out. Mo Baustra was one temple, settled in the edge of the wastelands. Others were old temples, rekindled. The little dragons worked to destroy these temples, first with people and subtlety and then with violence and cruelty. The dragons extinguished most of these fires only after a great fight, but most were destroyed and their survivors fled from temple to temple. Then the dragons ate the last few, and blacked the sky with their wings and filled even the Underworld with their poison. All was lost, but then from the temple of Mo Baustra the cult rekindled the sacred fires again and the dragons fell.

The third time that Yelmlio came again was recently. Everyone sees how our world is troubled, and the sage Monrogh has unbanked the coals and rekindled the sacred Brightness again. His vision brought him to Yelmlio, the Brightness of Yelm, and he established again the temples. He started in Vanntar, site of the first Sun Dome, then sent messengers to awaken older temples, as had been done before; and priests to awaken abandoned ones. Sometimes evil things squatted on sacred sites, but they were cleared away and the Brightness of the One Light was established again. It has spread and many of the old Sun Domes are again alive. They prepare to defend themselves, and keep their secret fires ready for the disaster that is to come. It is, after all, the Hero Wars.

ANOTHER SHORT POEM ABOUT THE HERO WARS

*Far have I fared, much afield have I been,
I have often striven in strength with the gods;
What wretches will live when that winter is over,
To men so awful.*

*Living and Longing-for-Life, in the folds
Of the Mother of the Great God will bide
The Liberator.*

~LIBRIS FIN

INDEX

"No one can make me do anything"	28	Arapan's Summons	58	Battle of Dakal City	55
71 Griefs	100	Arastakos	51, 52	Battle of Dayhail	36
Abiding Book	71, 88	Arau	9	Battle of Derovan	44, 74, 81
Above army	56	Arazbo	68, 71	Battle of Hangalium	36
Accelerated Dragon Worship	45, 51	Arbaga the High	97	Battle of Kaxtorplose	35, 69
Adamant Ram	20	Archduke of Slontos	61	Battle of Markoth	36
Adjusted Lands	3, 89, 90, 91	Argan Argar	4, 6, 7, 13, 105	Battle of Night and Day	3, 24, 33, 35, 66, 69, 70,
Advancives	81	Argar Argan	78	74, 76, 77, 105-108	
Aeol	62	Argenthril	17	Battle of Salinsfort	36
Aeolian	62, 82	Argentium Thrile	70, 77	Battle of Sardrandos	35
Aeolians	62, 73, 82	Arigor	97	Battle of Steelfall	46, 52-57, 75, 86
Aeoling	86	Aringor of Olorost	69	Battle of Stenentos	35
Aerial Gadmus	14	Arkat	3, 35-38, 40-42, 69, 72, 75, 78, 97, 98, 102,	Battle of the Fields of Ash	36
Aether	108	103, 105-107		Battle of the Goats	36, 70
Aggar	7, 10, 46	Arkat Guards	40	Battle of the Kitchen	36
Akez Loradak	4	Arkat Tax	41	Battle of the Verge	35
Akkamaragan the Scintillator	102	Arkat the Troll	36, 105	Battle of Vanganth Hill	35
Aksena ZA	4	Arkati	41, 106	Battle of Vanntar	77, 78
Ala	67	Arkating	72	Battle of Vingkot	36
Alakoring	45, 46, 51, 75, 88	Arkating disciplines	40	Battle of Zelfield	46
Alaramsor	27, 28, 29, 33	Arkatings	40, 72	Battles of Kartolin Pass	35
Alaramsor's Hall	27, 28	Army Of Defense	25	Battles of the Four Gates	36
Alatier	53, 54, 56, 57, 58	Army of Orlanth	36, 84	Beanarkadoor	51
Alatier Crossing	54, 56, 57, 58	Army of Restraint	23	Bearded Storm	18
Aldrya	4, 5	Army of Truth	36	Beb	90
Aldryami	4, 5, 13-15, 16, 20, 24, 45, 55, 70	Amclanth	38	Beder	89
Alkazharst	51	Arraz	19	Beked	97
Alkoth	5, 8, 10, 11, 15, 16, 17, 24, 36, 45, 47, 52	Arrogantines	48	Beken's Well	14
All Slave Policy	35	Arrowstead	6	Belenelmal	94
Alliance of Dragon Pass	105	Arrowstone Vale	8	Belintar	3, 85-87, 93, 94-96, 99, 103, 104
Alongor	35	Arskan Kelko	64, <i>See also</i> Ezkankekko	Belintar's Reforms	93
Alomik	34	Arstola Forest	5, 6, 13	Belintar's Tribute	96
Ana Gor	103	Arstor	19	Below Army	57
Anadiki	46	Arvangorum	26	Benarth	36, 37
Anarsto	36	Aryela	7	Benebarntar Woodcutter	70
Andrar	3, 88, 89	Ascending Rituals	101	Beneder Sleuth	73
Andrin Halfcloak	3, 88	Asrelia	27	Benesdale	79
Andrin the Bowman	88	Augustien de Herolal	81	Beneselmal	79
Andrin the Conqueror	3, 88	Autocrat of Darjiin	26	Beneskandar	79
Andrin the Fainthearted	93	Aventevus	70, 71, 91	Benesmalan	79
Andrin The Golden	86	Aventevus the Peacemaker	3	Benesmion	79
Andrin the Lucky	3, 94	Aventus	64, 70, 71, 75, 86	Benester Jawbone	79
Andrin the Mover	3, 65, 75, 86, 88	Aventus's Law	75, 88	Benoris Eaglecloak	89
Andrin the Renewed	93	Awakeners	14	Bereneth	36, 39
Andrin the Short	3, 90	Baban the sorcerer	79	Berenething	37, 39, 67
Andrin the Stag	3, 88	Babcester Gor	25	Berenethings	33, 37
Andrin the Stouthearted	3, 86, 93	Backford	63, 93, 95	Berenethelli	6, 10, 27, 28, 29, 31
Andrin the Zombie	86, 93, 95, 96	Bad Handers	102	Berenstead	6, 24
Andrinador	79, 80	Bagnet	94	Beresrolar	73
Andrinador Flight spear	3	Bagustan's bane	29	Berevenos	3, 80, 89
Androrfin	3, 53, 54, 56, 75, 91	Bakana Lake	6	Berker the Sairdsman	79
Androrfin Rainface	3, 91	Balarmast	58	BernEel Arashagem	42
Anirestyru	36	Balazar	43	Bernlanth Swordprince	25
Anlondaral	3, 78	Balazarings	43	Berthesteard	6
Ansten's Hill	71	Balmyr	94	Beryl Phalanx	25, 26
Antirius	107	Baltalbos	3, 77	Beselbarn	3, 54, 75
Antrafales the Poet	70	Balurga	5	Beserid	74
Apatroz	40, 72	Balurgans	5	Bestelstead	80
Ara	54, 56, 57, 58	Bandori valley	86	Besten	78
Ara's Folly	56	Barabammaa	66	Betrayal Delays	72
Aradamdan the Woodsman	20, 21, 24	Barakar	67, 72, 73	Bezduroon	9
Arakon	5, 10	Barans Breakearth	3, 89	Bezjalaf	9
Azam Ya Udram	5	Bararestol	3, 94, 95	Bibidos Bowman	3, 77
Aramites	5, 20, 21, 25, 55	Barderus	34	Bibidos Tenwife	3, 77
Aram-soul of-Udram	77	Barking Ground	<i>See</i> Hojasinestel	Big Boneman	71
Aranda	90	Barkuli	14	Bijjif	5
Aranea Kad	4	Barntar	6, 13, 14	Billiz	8
Arangorf	42, 48	Battle at Old Top	70	Biskar	81
Arangorf the Inner Dragon	42, 51	Battle of Backford	94	Black Arkat	106
Arapan the Counter	53, 55, 56	Battle of Creekstream Ford	36, 38	Black Dogs	70

Black Dragon	48, 49	Constant Guard	87	Daysenerus	21, 22, 23, 25, 97, 107, 108
Black Eel	7	Corrupt Council	3	de Baur	103
Black Eel River	6, 7, 8, 10	Cosmic Shifting	46, 51	Deadrocks	89
Black Shield Spears	26	Council Breakdowns	72	deArn	103
Black Spear clan	93	Council of Flesh and Metal	55	Death-Song of Renvald Meldekbane	58
Black Spear Shields	25	Council of the Oak	30, 35	Decapitator	71
Black Wind	73	Countings	84	Deder's Vale	20
Blacks and Whites	37	Cragspider	4, 52	Deep Evil	105
Blazeheds	6	Cragspider's Mountain	<i>See</i> Aranca Kad	Defender of Fer	49
Block, the	87, 94	Creek	10, 85, 88	Dehori	106
Blondie	73, 74	Creekstream Ford	36, 38, 69	Dekko Crevice	66, 67, 72, 75
Blue Columns	89	Creekstream River	6, 89	Deksar the Grey	7
Blue Dragon of Seren	73, 74	Cross Line	93	Deksarhill	7
Blue Moon Plateau	47	Crumbling Tower	79	Delela	52, 104
Blue Sky Shield	54	Crusade against Chaos	35	Delelsus	91
Bochamp the Master	58	Culgak	14	Deleskar	6
Bog Baru	66	Cult of Draconic Love	48	Deleskarings	6
Bokumarade	100	Cult of the Inner Dragon	42, 48	Delmastkos	74
Boldhome	94	Dagori Inkarth	17, 25, 44	Delstead	79
Bonjanasotian	51	Dahakar	57	Delur Eyrie	9
Borenger's Grove	66	Dak	3	Demarath	101
Borniskis Harmastson	37	Dakal City	55, 56, 58	Demelasra	71
Bostanisos the Fang	47	Damanta the Jar	68	Demibirds	9
Brailach	81	Damaron Warman	3, 77	Denbrenth	78
Breakwater	35	Danbero	73	Denera Dala Vo	5
Bright Empire	107	Dancing Ground	<i>See</i> Hombadaka Boko	Denesra Steadwife	66
Bright Evil	67, 75	Danshavlus of Grumya	74	Denforensu	73, 74
Brightness of the One Light	108	Dar	69, 71, 90, 93	Denira	68
Brilliant Summer Attack	55, 56, 58	Dara Happa	3, 15, 17, 19, 20, 24-26, 33, 35, 36, 38, 41-47, 68, 70, 77, 98	Denkral	52
Bristan Ring	79	Dara Happan	5, 16, 19-25, 30-33, 41, 107, 108	Denveste	73, 74
Brith Lord	102	Dara Ni	8	Denzera	73
Broken Ring	19	Darabenes	79	Derastal the Mountain Man	3, 79
Brolarant	94, 96	Daraimarja	89	Derek Poljoni	94
Brolarulf Great Leap		Daralanth	78	Derel Woods	38
<i>See</i> Brolarulf the Burnt Poet		Daramhy	40, 72	Derensev	63, 90
Brolarulf the Burnt Poet	20, 26-29, 31-33, 35, 39, 67	Daranvanth	54	Derenth of Danstead	37
Brolia	45, 46	Darasra	71	Derovan	44, 74, 81
Brother dog	9	Daravara	90	Desamal the Trickster	58
Brotherhood of War	83	Daraventh	95	Desarvinos	3, 90, 96, 106
Broyan of the Volsaxi	87, 95	Dardastal Silverhelm	3, 79	Desaventus Widefarer	70
Broyan of Whitewall	<i>See</i> Broyan of the Volsaxi	Dardestol the Champion	96, 106	Deselanin the Archer	70
Building Wall Battle	95	Dardestor	94, 96	Desenderus	70
Bullflood	73, 91, 94	Dardurev of the Orgovaltes	70	Desenlanth the Theyalan	70
Bullpen	87	Darelmal	3, 57, 79	Desental	73
Burbendra Groves	66	Daresvul the Fisherman	3, 94	Deserlanda the Queen	3, 91
Busbaros	73	Dargos	14	Destor Pass	36, 81
Buskanto	81	Darimarja	89	Destori Lawman	70
Cafol	8, 11	Darjiin	25, 26	Destormiskis Dinvaransson	
Caladra	6	Dark Empire	98	<i>See</i> Destormiskis the Jumper	
Caladraland	5, 35, 80, 81, 87, 90, 93	Dark Esrolia	105	Destormiskis Farleaper	
Caladralanders	81	Dark Learning Saga	46	<i>See</i> Destormiskis the Jumper	
Caladrians	6	Dark, the	16	Destormiskis the Jumper	37, 68, 70
Carmania	45, 47	Darkness, the	6, 15, 16, 20, 28, 29, 75, 97, 100, 101, 103, 108	Devastation of the Vent	88, 103
Carmanians	46	Darlanth	94, 96	Devil, the	13
Carrot Breath the Trickster	88	Dardeep	26	Devil's Face	69, 76
Casting Line	56	Darolar	73	Deziramko Cho Al Kalad	<i>See</i> Gemborg
Chain of Worship	49	Darorgar the Clever	3, 93	Dinelmal	72
Champions' Peace	33	Daros	62	Dingerlant	3, 94, 96
Changers	65	Darserian the Speaker	70, 73	Dingorsvan	3, 74, 75
Charmilla Softspeak	17	Darsingolf the Priest	24	Dinorth Garansson	70, 71, 72, 86
Chest-breaker	80	Darstan Fourtooth	38, 39, 40	Dinvaran the Alynx	70
Choralinthor	7, 9	Darsten	96	Director of Subtle Applications	55
Choralinthor Bay	6, 62, 63, 66, 82, 88, 89, 93	Darvanrolar	96	Directorate of Saird	33
City Of Amphobos	9	Dastal Shouter	3, 79	Disunity Council	18
City of Miracles	97	Dathnorth	72, 73	Dital	6
City of Wonders	94	Davasin Ironspear	3, 89, 90	Ditaling	6
Clanking City	45, 46, 54, 55, 57, 75, 82	Davisin the Prisoner	<i>See</i> Davasin Ironspear	Dital's Cave	6
Closing, the	46, 75, 88, 99, 106	Davulf the Instigator	104	Dog Hills	9
Cloud Assault	80	Dawn Age	15, 38, 77, 84, 97, 105, 106	Dog Peoples	7
Cold Light Fires Uprising	36	Dawn Ways	43	Dokat	14
Coldfire Rock	54, 66	Dawn, the	4, 13-17, 66, 70, 75, 99, 101	Dolzar	89
Colymar	93, 94	Day Owls	19, 25, 26	Domanand	42, 43
Complacentines	48			Donalaf clans	78
				Doragrestol	94

Dorasta	14	Erlindia of Durleel	<i>See</i> Erlindia of Fandara	First Theyalan War	33, 77, 107
Dorastans	22, 78	Erlindia of Fandara	27, 30, 31, 32, 34	First Watch	45, 53, 56, 75
Dorastings	19	Erinlath River	4, 5, 8, 16	First Watchlord	45, 56
Dorastor	11, 13-17, 19, 24, 30, 33, 35, 36, 38, 44, 46, 77, 98, 105	Eringulf of the Vanak Spear	20, 26, 32, 33, 35, 39, 67	Five Feud Strike	36, 37
Double Sacrifice	96	Eringulf Spearthane	<i>See</i> Eringulf of the Vanak Spear	Flailing Blades	69
Dragon Empire	80, 88	Erkazal	57	Flatfoot	26
Dragon Nest	47, 76	Ernalda	6, 7, 8, 14, 37, 39, 44, 63, 71, 72, 75, 83, 84, 89, 91, 100, 103	Florenca Sillinhalia	15
Dragon Pass	3-5, 8, 9, 35, 36, 41, 43-47, 53, 56, 57, 61, 72, 77, 82, 84-88, 90, 93-95, 102, 103, 105, 108	Erustusford	36	Flower Ground	<i>See</i> Rikalra
Dragon Ring	44, 55	Erzanelm	35	Flying Hunt	90
Dragon Stalking Cycles	42	Esrola	4, 6, 13, 89	Fodluth	97
Dragon's Maw	37	Esrola War	89	Fonraltan the Burner	70
Dragonbreaker cult	3, 64, 75, 88	Esrolakar	74	Forantin River	8
Dragonewts	9, 17, 25, 33, 43, 45, 47, 52, 57, 77, 80, 88, 90, 97, 106	Esrolia	3, 13, 23, 24, 35, 36, 39, 44, 45, 69, 72, 77, 80-82, 86-90, 93, 94, 97, 99-105	Foreigner Laws of Aventus	71, 86, 87
Dragonkill	3, 41, 47, 85, 90, 99, 102, 106	Esrolian	54, 80-82, 89, 90, 99, 100-103	Forest of Thieves	63
Dragon's Eye	47	Esrolian culture	6	Forndrin	91
Dragons Maw	36	Esrolians	67, 68, 72, 88, 89, 96, 101, 102, 103	Forndrin the Unlucky	3
Dragonseed War	42	Esrolmanar	74	Forosvuli	6, 10, 24
Dragonspine	36, 80	Esrolnestan	74	Fossil Forest	37
Drang the Diamond Storm Dragon	46, 51	Esrovuli	6, 11, 39, 70	Fossil Woods	90, 91
Driving Light	77	Esrovulings	25, 65	Foul Cloud	105
Drogaral	74	Essencepiercer	54, 58	Founder	<i>See</i> Heort the Great
Dromali	65	Estes	14	Free Gate Guards	40, 72
Duke Martien's War	80	Eston	4	Fronela	70
Dunvinga	57	Esvular	85, 88, 91, 93	Fronclans	36
Durastos	73, 74	Esvulari	73, 86, 87, 90, 91, 95, 96	Gagark Evil Mouth	68, 75
Durbaddath	9	Esvularings	56, 62, 65, 71, 72, 96	Ganagran Oria	34
<i>Durengard</i>	40, 62, 84, 94	Eternal Dragon Ring	48, 49, 84	Garan	6, 71
Durengard Scroll	40, 84, 88	Eurmal	41	Garanazar	52
Durevings	65	Evil Veribur	37	Garanstone	66
Durlanth Bullfoot	25	Evil Year	35	Garanvuli	6, 10, 25, 38, 66, 69, 70
Durleel	34	EWF	40-47, 51, 52, 54, 55, 58, 61, 74, 75, 80, 83, 85, 86, 88, 102, 103	Garanvuli Runner	20
Durpar	13	Ezkankekko	4, 13, 16, 35, 41, 42, 53, 58, 69, 85, 101, 102, 106	Garazaf Hyloric	105
Durulz	94	Ezkoro Roko	4	Gardufar	95
Durumath the Traveler	24	Ezzjuzz Mountain	53	Garindath	3
Dwarves	3, 13, 15, 16, 17, 53, 54, 55, 56, 58	False Imarjarin	103	Garindath Lucky-a-little	
Earth Shaker	7	False Wind	76	<i>See</i> Garindath the Great Rebel	
Ehonglass	4	Famegrave	70	Garindath the Great Rebel	3, 21, 22, 25, 77
Elies	7	Fandara Saga	28	Garsting	9
Eighteen Awakened Powers	101	Fantazandar	51	Gash	22
Eldabri Boko	4	Fastalanth	78	Gates of Hell	47
Elder Wilds	4, 17, 25, 45	Feat of Thunder Mountain	30, 33	Gavranal Split-Tooth	27
Elmal	15, 36, 95, 103, 105	Feathered Boat(s)	<i>See</i> Nogatend	Gavrening	66
Elmalde Blue Eyes	3, 91, 93	Feeding of Stone Rites	90	Gavrenstone	66
Elmalde the Bandit	3, 74	Felbarntar	38	Gbaji	3, 4, 36, 37, 41, 52, 55, 75-78, 102, 103, 105, 106, 108
Elmalde the Sailor	3, 93	Felemal of Thomawal	62	Gbaji Wars	33
Elmalde the Strong	3, 91	Felteler	57	Gelstarn	101
Elmalvo	89	Felzerbane	49	Gemborg	5, 6, 13, 17, 97
Elmgatha	20	Fenarth	40	Generation without Cabbages	46
Elmgatum	19, 20, 21, 22, 25	Fenarth's Roadways	40, 72	Genertela	4, 16, 30
Elves	4-6, 8, 13, 15, 16, 43, 46, 47, 80	Fencha	34	Gestenen	3, 87, 94
Emestelli	58	Fendal Gbaji	67	Gestenen the Red	94
Emperor's Precepts	76	Fendol Bigbelly	66	Glorantha	20, 21, 76, 82
Empire of the Middle Sea	82	Fenlanth	32, 34	God Forgot	5
Empire of the Wyms Friends	41	Perenus	34	God Howl	9
Empty Mountain	27, 28	Fetryman	29	God Learners	44-46, 53-55, 57, 80-82, 102
Empty Saving Hearth	108	Fields of Ash	37	God Project	33, 35
Endaka	6	Finelvanth the Flyer	3, 90, 91	Goddess of Solace Deep Within	105
Endenorl	3, 77	Finganvar	74, 75	Gods Age	75
Enderos	29	Finmanar	74	Gods War	63, 83, 100, 108
Enfergor's Cleansing	103	Finovan's Grove	66	Gold Wheel	15
Enfrew	107	Finsteren	3, 94	Gold wheel dancers	15
Engizi River	63	Finsteren the Crusher	94	Golden Army	19
Engorn	68	Fire Breathers	51	Golden Dragon cult	42
Entrula	97, 98	Fire Turtles	57	Golden Dragon Emperor	45
Entruli	97	Fire War	81	Golden Dragon Society	43, 44, 45, 48
Enveri Inside	101	Firemen	6	Golden Egg	101
Eorlsbroch	96	Firetop Tribe	89	Golden Fintalen	15
Er's Pool	68, 75	First Battle of Alatier Crossing	53, 56	Golden Serpent Portion Temple	42
Erawaha the Clever	25			Gollanth Heortsson	3, 70, 77
Eriayalaia of the Veil	17			Good Dragon Cult	48
				Good Still Dragons	45
				Good Target	19
				Gor Solution	78

Gorangi Vak	83	Helerdon	90	Humakt	39, 68, 72
Gordoro the Golden	47	Helevan Redhair	69	Hunters	66, 68, 104
Gore	22	Helical the Sun	8	Hurlanting	95
Gorites	78	Hell	27, 28	Hurlantings	65
Gorolfstead	8	Hell Sorcerers	72	Hurricane House	81
Gorphing River	6	Helm and Trident	3	Hurricane of Harmony	20
Gouger	55	Henata	36	Hurry Boots	71
Grachamagacan the Iron Vampire	35	Hendreik the Rebel	87, 93, 95	Hyalor	6
Grand Council	<i>See</i> Unity Council	Hendrik	35, 36, 38, 40, 61, 63-75, 77	Ice Over Raibanth	36
Grand Dragon Ring	53	Hendrik's Great Leap	35, 68	Ice trolls	47
Grandmother Minasta	71	Hendriki	36-38, 43, 53, 61-66, 68, 69, 71-75, 82, 85, 88, 89, 90, 93-95, 107	Iddi Scorchbane	46
Grandmothers' Council	99	Hendriki Plateau	61	Iilbervor	62, 63, 64, 65, 70, 91
Grassy Bater	8	Hendrikiland	61, 62, 89, 90, 93, 103	Imajarin	70
Grazelanders	93, <i>See</i>	Hendrikings	3, 54, 56, 57, 61-67, 70, 75, 86, 87, 90, 91, 93, 95, 96, 103	Imarja	99, 100, 101, 103
Grazelands	7	Henegerlant	94	Iminia	14
Grazers	<i>See</i> Grazelanders	Henetha	37, 67	Immolation Song	27, 33
Great Army of Restraint	18	Henhenzar	58	Immolation, the	34, 35
Great Compromise	22, 64, 82	Henjarl	45	Imperial Age	41, 61, 106
Great Council	<i>See</i> Unity Council	Heort the Founder	<i>See</i> Heort the Great	Imprinting One	63
Great Darkness	13, 64, 66, 70, 100, <i>See</i> also Darkness, the	Heort the Great	3, 13, 25, 27, 30, 61, 70, 77, 103	Imther	5, 8, 10, 51
Great Destor Feats	79	Heort the Skier	<i>See</i> Heort the Great	Imther Mountains	5, 8, 25
Great Dragon	48	Heort the Staglord	<i>See</i> Heort the Great	Infithtelli	7, 10, 24, 36
Great Living Hero	42, 55, 83	Heortland	24, 56, 57, 69, 82, 85-87, 89, 90-96	Ingareens	5
Great Living Heroes	83, 84	Heortland Plateau	69	Ingkarthor the Wealthy	30
Great Ring of Orlanth	43	Heortlanders	82, 87, 95	Ingolf Dragonfriend	51, 52
Great Stone	101	Heortling	6, 7, 8, 21, 23, 24, 25, 27, 30, 32, 41, 54, 64, 70, 75, 78, 86, 100	Ingolf Harstovsson	104
Great Temple of Imarjaral	89	Heortlings	10, 11, 16, 20, 21, 27, 28, 30-33, 35, 36, 41, 69, 75-78, 85, 86, 88, 90, 94, 107	Ingolf Knowledge	52
Greatway	5, 16, 17	Heort's law	73	Ingranthings	66
Green Air year	46	Herdred the Man	46, 53	Inhuman King	105
Green Horses	103	Hered Spearthane	20, 23, 24	Inistia	79
Green Water Spear	54	Heremel of Jadnor	61, 62	Initiation of Harmast	2
Greenspears	37, 69	Herilia the Sweet City	97	Inner Privy Council of the Empire	55
Grey Age	15, 97	Herlaning	97	Innocents' Band	87
Grizzly Peak	8, 94	Herlanings	97	Invocation of Sacred Names contests	54
Guest-Strangers	70	Herolal	82	Iridwin the Diver	97
Gustin Hammer	87, 93, 95	Hestven	52	Irdor	79
Gwalynkus the Good	15	Hethana	18	Iron City	57
Hachrat Blowhard	46	Hewer	55	Iron Diamond Voice	17
Hadager	3, 77	Hidden Kings	74, 75	Iron War	53, 54, 56, 57, 58
Hagin of Neleswal	81	Hidden Shadow Lords	37	Iron War Triads	57
Hagodereth	18	Hidden Tribe	67	Ironbreaker	14, 16
Hagodereth Heroquest	18, 33	Hidden Wind	30	Isgangdrang	3, 43, 48, 49, 74, 84
Half-trolls	5	High Council	15-17, 23, 30-33, 35, 77, 97, 98, 107	Isidilian the Wise	17, 47, 53, 58
Halilkiv	4, 25, 47, 52	High Council of Dorastor	77	Isidros the Dancer	14
Hangalium	36	High Council of Genertela	<i>See</i> High Council	Isildon River	51
Harabos the Desperate	3, 77, 78	High Council of the Land of Genertela	<i>See</i> High Council	Isle of Dreams	94
Haradanganian	3, 27, 28, 29, 30, 31, 32, 33, 77	<i>See</i> High Council		Issaries	10, 15, 40
Haraldland	80	High Council of the Land of Glorantha	<i>See</i> High Council	Ivanstaval	3, 74, 91
Harandings	6	Hill Of Gold	8	Ivarne	70
Harandos	45, 53, 56, 75	Hill of Nardain	104	Ivory Plinth	5
Harang Great Father	26, 27, 39, 67	Hill-Skolli	28, 32	Izerian Manar	84
Harangi clan	28, 33	Hindala	29	Jadarenasa	7
Harangot	36	Hirenmador	16	Jadnor	80
Harasaran	3, 41, 72, 78	Hojasinestel	7	Jajagappa	7
Hardard the Green	87, 93, 95	Holay	41, 42, 51	Jajalarings	7
Hardrimor	26, 33, 35, 39, 67	Holdfast	29	Jaldon	89
Hardros Hardslaughter	3, 42, 79, 83	Holy Country	46, 57, 86, 87, 94	Jan the Maker	64
Hardros the Grizzly Man	3, 79	Holy Estorex	17	Janiria	40, 68
Hardros Trollkiller	<i>See</i> Hardros Hardslaughter	Hombadaka Boko	4	Jardfor Misttakorsson	3, 77
Harmast	3, 4, 13, 18, 26, 27, 32, 33, 35-40, 67-70, 77, 78, 97, 98, 103	Hooafting	97	Jarnarnnessa the Vingan	70
Harmast Barefoot	<i>See</i> Harmast	Horali	65	Jarolar Longstride	3
Harmast Harmastson	37	Horrible Light	72, 105	Jarosar Hothead	<i>See</i> Jarosar Longarrow
Harmastings	36, 37, 69, 70	HORSHASSU	9	Jarosar Longarrow	3
Harmastssons	36	Hortugarth	5	Jarst	9
Harmony Wind	18, 21, 22, 24	Hot Beh	3	Jelenkev	75
Harnkaval of Holdfast	29	Hounds of Alaramsor	29	Jenestra Cat Witch	70
Harvar	79	House of Appearance	100	Jenetha	37
Hastatus	107	House of Form	100	Jercst	79
Hawalis of Heroral	62, 63	House of Shape	100	Jeroth the Night Flyer	107
Heder the Listener	18			Jevamakt Purefire	41
Hedkorianth	73			Jisteel	63, 74
Heler	81, 104			Jon Barat	5
				Jondalarings	91, 95
				Jonstown * temple	2, 3

Joranos the Archer	6, 8	Koladan	34	Longsi Land	104
Jord Mts	5	Koravaka	6	Lookout Hill	70
Jothitorang Gnawbone	30	Kordros	6, 7, 8, 14	Lord Angarko the Golden Diamond	17
Journey to the Western Ocean	71	Kordros Island	6, 7, 52	Lord Demon of Death	16, 17
Jrustela	35, 82	Korlager	3, 77, 78	Lord Great Burin	44
Jrusteli	61, 82	Korlmar	3, 77	Lord of Hovarmand	49
Kabalakos Icefall	3, 77	Korlmhy Red Hand	70	Lost Lands	89
Kachasti heresy	62	Korolstead	7	Loudmouth Shadow	66
Kadkardan half-a-man	29	Koroltes	7, 10, 20, 25	Loyal Household	106
Kagradus	3, 77	Koroltes Bleeder	20	Lukac	80, 97, 98
Kalada Quickroot	55	Kors	13	Lunar army	95
Kalanth the Plow Priest	13	Korstak	34	Machine God	53, 55, 57, 58, 75
Kalasmus the Settler	13, 14, 15	Koru Kor	36	Machine Masters	56
Kalasmusings	15	Kost	68	Machine Wars	46
Kallyr Starbrow	3	Kostaddi	17	Maganites	7
Kapertine	51, 52	Kotorland	80, 82	Magasta	63
Karadan	52	Koveren the Lawspeaker	71	Mahzanelm	30, 107
Karalur Byrie	9	Kralorela	94	Makan	62
Karendra	27, 33	Krengan Bik	72	Malkion	62, 63, 71
Karfonstead	7	Krjaliki	35, 63, 64, 75, 77, 97, 98	Malkion's Rapture	62
Kargzant	15	Kudja	6	Malkioni	5, 82, 86, 87, 95, 99
Karhend	95	Kulebras	14	Malthin River	6
Karia	24	Kulelanth	14, 15	Manabandar	3, 78, 79
Karian Hill	104	Kultain	94	Manabrar Silverhelm	3, 79
Karkudja	6	Kurtali clan	107	Manavar	3, 90
Karmantor the Translator	71	Kyger Litor	4, 22, 23, 44, 107	Manavar Blackhorse	3, 79, 83
Karnant	52	Lady of the Wild	7	Mandanar	83
Karnge Farm	3	Lakrene	8, 20, 24, 30, 31, 32, 45	Manifestation of Unity Dorastor	15
Karse	7	Lakrene Treaty	33	Maniria	81, 97, 106
Karstal	35, 39	Lament of Domeland	43	Maran Gor	7
Kartolin Pass	36	Lanisti	8, 10	Maranaba	7
Karur Benvekara Dastoga	5	Lankeur	58	Marandos	34
Karur Elar Taras	See Greatway	Larnste	69, 75, 76	Marangor Hand	39
Karvanyar	46	Larnsti Brotherhood	90, 93, 95	Maretsford	80
Kastand	28, 29, 32	Larnsti Seven Group	68, 70, 75	Markoth	36
Katardar	73	Larnsting 54, 63, 64, 66, 69, 71, 75, 76, 87, 88, 90, 93, 95		Marls	72
Kaxtorplose	35, 69, 98	Larnstings	61, 69, 70, 72, 74, 75, 76, 85, 90	Martalar the Blazing Forge	17
Kazkurtum	97	Last Battle of the Alatier	56	Martol Vale	73, 74
Kedestagi Endoboko	4	Lastrakad	96	Marzeel River	6, 54, 63
Kelesten's Field	73, 74	Lawgiver	70	Marzeelmouth	37
Kemar	8	Lawstaff	70	Masniskis	38
Kendarlanth	96	Learned Devourer	29	Mastarket	69
Kendranda	74	Leftarm Isles	5, 53, 56, 57, 82, 94	Master Herds Allosaurs	17
Keradafi	29	Left-Handed Army	57	Masterl	3, 77
Keratora	7	Leikan	3, 28, 32, 77	Masters of Luck and Death	86
Keren's Destroyer	49	Lenesterings	7	Masters of Luck and Death rites	94
Kerenth	34	Leterlanda	96	Masthar	37
Kerikor	36	Leskos	62	Maws of Chaos	69, 76
Kerki's Pool	72	Lestus Creeping Ivy	17	Maximum General	87
Kero Fin	7, 9, 14, 20, 76, 81	Lhankor Mhy	33, 46, 68, 83	Medium Burrows	66
Kerofinela	13, 15, 17, 24, 35, 40, 41, 72, 74, 77, 78, 80, 83, 88-90, 98	Liberal Ring	84	Men of the Clubs	37
Kerofinela Council	83	Lifebringer	14, 35	Menvera	79
Kerofinelans	63	Lifebringers	102	Meredo	67
Kerospine	88	Lightbringer	35, 37, 40, 76	Merena	79
Keru	58	Lightbringer Heroquest	35	Miapora	8
Kesten Rock	66	Lightbringers	15, 71, 75	Middle Sea Empire 1, 2, 45, 53, 55, 80, 82, 86, 99, 102, 103, 104	
Kestenelmal	102	Lightbringers Quest	27	Midrue	96
Kestingatha	107	Lightning Revolt	35	Minlister	32, 34
Kethaela	13, 38, 45, 46, 50, 54, 67, 75, 82, 86, 87, 88, 103-106	Likiti	14	Mirin's Cross	42
Ketresesus	35	Liornvuli	7, 8, 10, 14, 19, 20, 24, 31	Mirrorsea	11, 88
Khordavu	17	Lismelder Tribe	94	Missionaries	13, 14, 15, 19, 97
Khorzanelm	20, 25	Little Boneman	71	Mistorang	3, 77
Killmen	5	Little God War	102	Mo Baustra	108
King at the Dawn	3, 77	Locaem	94	Molorios	46
King of the Corpse-eaters	70	Locsil	58, 65	Monrogh	108
Kingdom of New Herlalia	97	Lodaralst	3, 78	Monros Boar	70
Kings' War	69, 70, 72, 78, 79	Lodril	17, 107	Mostal	5
Kitori	16, 36, 37, 57, 66, 67, 73, 95, 96, 105-107	Lokamayadon	13, 17-24, 27, 30-35, 38, 76	Mostali 5, 13, 15, 16, 20, 22, 24, 25, 53-55, 57, 58, 61, 70, 75, 89	
Kodig	77	Lokarnos	46, 47	Mother Loon	7
Kodig the King	3	Lolon	8	Mount Dragon	51
Kodigvari	6, 38, 40, 100, 103	Londaral	3, 41, 70, 78	Mount Grizzly	14
Kogal Jardforsson	3, 77	Long Mountain Dragon	51	Mount Umatum	18
		Long Mountain Dragon school	48		

Mr. Lord Henri the Fixer	55	Ordanestyu	36, 108	Penentelada	7
Mralothenyi	6	Orc	34	Penentelli	7, 24, 27
Naller River	27, 31	Orenda the Young Queen	103	Penentel's Camp	<i>See</i> Penentelada
Namzabur	40	Orendara	100	Perfect Palace	76
Naralanth Flatnose	72	Orenfren	52	Periades	22, 25, 108
Narangros	68, 71	Orgar	73, 91	Petchel Rock clan	79
Nardain Society	104	Orgar the Wise	3	Pharaoh	105
Narosden	32, 34	Orgovaltes	7, 10, 25, 36, 70	Pig Hollow	<i>See</i> Mralothenyi
Narvan Notch	80	Orgovaltes Surrender	20	Pig People	6
Necropolis	6, 89	Orgovalting	37	Plain Of Stones	5
Needle	5	<i>Orlanth</i> 3, 5-9, 13, 15, 17, 20, 21, 25, 27-30, 32-34, 37-40, 42-44, 46, 53, 54, 57, 58, 61, 63, 64, 66, 68-72, 74-77, 79, 80, 83, 84, 91, 95, 96, 98, 103, 104, 106		Ploughman	62
Negalla the Green Woman	8	<i>Orlanth</i> Dragonfriend	42, 48	Poisonous Wind	77
Nevenos	3, 80	<i>Orlanth</i> King List	3	Polaris	19, 108
New Fern clan	91	<i>Orlanth</i> Larnsting	76	Popeye Priest	79
New Immolation	35	<i>Orlanth</i> the Hunter	7	Prax	10, 16, 87, 94
New Jardan	51, 52	<i>Orlanth</i> Umathsson	3, 77	Pride of King Androrfin	54, 56, 58
New Malkonwal	62	<i>Orlanth</i> Dragonbreaker	65	Prince of the Dell	52
New Slave Policy	35	<i>Orlanthi</i> Way	83	Print	85, 87, 90, 93, 94
New Unity Army	53, 54, 55, 56, 58	<i>Orlanthland</i>	42, 43, 61, 74, 79, 83, 84	Proximate Holy Realm	79, 83
New Unity Council	53	<i>Orlanth's</i> Evil Year	33	Queen Durlindia	14
New Unity Oath	53	<i>Orlanth's</i> Hall	28	Queen of Iron	73, 74
New Unity Ring	53	<i>Orlanth's</i> Thunderstone	25	Queen of the Oslira	30
Newtlings	9	Orldaran	3, 78	Queendom of Jab	87
Nidan Mountains	46	Orlmandan	3, 77	Quick-Ashart	28
Nidham	63, 71	Orlmandan the Red	3, 43, 74, 84	Quivin	7, 78
Night Jumpers	107	Orlmast	3, 28, 77	Quivin Gap	7
Night of Night Revenge	52	Orlmorth	73	Quivin Mountains	88
Nightcult	105, 106, 107	Ormanabar	94	Quivini	94, 96
Nightmare Dragon	41	Ormandel	80	Raibanth	17, 36, 43
Nine Clans	70	Ormarl of Wolshead	37	Rainbow Overlord	102
No Man's Land	94	Ornefren	48	Raios	17, 24, 35, 36, 45, 47, 52, 97, 98
Nochet 6, 11, 39, 44, 45, 62, 63, 70, 82, 86, 88-90, 99, 102, 103		Orngerin the Sophisticate	87, 95	Ralzakark	44
Nogatend	7	Orsaldes Treesinger	3, 88	Ramalia	81, 97
Nogtendites	7	Orstandel	73	Rana	74
Noramland	52	Orstevin the Poet	3, 88	Rastagar the Evil	3, 77, 100, 103
North March	103, 104	Orstohra	3, 13, 14, 77	Rastalulf of the Vanak Spear 26-33, 35, 39, 58, 67	
Northern Alliance	36, 37	Orvarmarth Dragonbreaker		Rastalulf's Saga	27, 33
Northern Diamond Group	81	<i>See</i> Ovamarth the Weasel		Reconciler	13
Northvale	64	Orvamarth the Soothsayer		Red Hellfire	49
Nysalor 17, 19, 23, 33, 69, 78, 97, 98, 102, 107, 108		<i>See</i> Ovamarth the Weasel		Red Moon	3, 91
Oak's Peace	19	Orvamarth the Weasel	3, 75, 88	Red Ox Vale	79
Obduran the Flyer	3, 42, 43, 44, 48, 79, 84	Orvanfalar	3, 38, 70, 78	Red Wymr River	5
Obduran's Sacrifice	3	Orvanlanth	95	Redayalde	6
Obliging Evil	19	Orvanstavalves the Hidden King	3, 74	Redstone Event	46
Obsidian Castle	73	Orvanvanth	57	Redweave	102
Obsidian Spire	66	Orvatalor	94	Refuge	82, 91
Occasional Household	106	Orvene	51	Rendalian River	51
Odayla	6	Oslir	5, 6, 7, 8, 10, 16, 26, 89	Renvald Meldekbane	54, 56, 57, 58
Ofelasrela	89	Oslira	5, 7, 17, 28, 30, 34	Rightarm Isles	9, 72, 82, 94, 104
Old Ansten	71	Other House	100	Rikalra	8
Old Day Traditionalists	45, 54, 75	Overwatcher Schools	51	Rikard Tigerhearted	87
Old Man's Lament	79	Owenreth the Exile	3, 35, 69, 77, 78	Ring of Decision	48, 49
Old Swine Dezar	21	Padrim	39	Ring of Orlanth	27, 29
Old Top	70	Pagadash	47	Ring of the Kalasmasings	15
Old Woods	6	Palace of Black Glass	4, 24, 90	Ring of the Stravuli	13
Olontongi	37, 69, 70	Palangio 18-24, 26, 35, 36-39, 67, 68, 97, 98, 102		Ringing Days	46
Ondurisa	70	Palangio Daysenerus	22	Rinliddi	26
Ongarants	51	Panalastead	38	Rist	4, 8, 55
Only Old One 4, 16, 18, 23, 72, 88, 90, 93, 97, 101, 103, 104, 105, <i>See also</i> Ezkankekko		Parantikor Bel	5	River of Swords	29
Onrindiman	78	Parasental	69	Riyesta	8
Onringust	78	Parentla	67	Riyestan	7
Onrinlanth	78	Path of Immanent Mastery	48	Riyestans	8
Opening, the	99	Path of Silence	29	Rockwood Mountains	104
Oppashargash	34	pathway to power	48	Rockwood Mts	5, 9
Oranata	68	Pavis	45, 46	Rostand	41
Oranmadar	36	Peace of Champions	30	Ruby Brothers	37
Oranvil	3, 74	Peaceful Year	36	Ruby Points	38
Orastan the Priest	80	Pelaskings	65	Rye Wolf	70
Orathin of Salor	55, 58	Pelaskites	7, 9	Sadar's mountain	18
Orathin's Army	56, 58	Pelaskos	7, 9	Saga of Lokamayadon	2
Ordanesto	36	Peloria	3, 17, 31, 55, 77, 107	Saga of Vargast Redhand	2
				Saird 10, 20, 24, 36, 42, 43, 46, 47, 85, 88, 89, 98	
				Salaya	68
				Salinarg the Doomed	3

Salinsfort	36	Shingallion	55	Surnestor of Eradinthanos	81
Sanlanth	36	Ship Clutter	88	Surprise Battalion	80, 81
Sardrandos	35	Sibilant tongue of Ourobouros	17	Svagad	62
Sargasal	73	Sidar the Horned	8	Svalak	64
Sarings	72	Sidara	8	Swenith	30
Sarlanth the Bold	14	Sidarsi	8	Swine Dezar	25
Sarnorkel	61, 62	Siege of Kaxtorplose	35	Sword and Helm Saga	100
Saronil	3, 77	Silence of Nochet	67	Sword and Helm War	3, 77
Sarotar	94	Silent Forest Period	68	Sylila	8, 11, 24, 36, 44, 46, 108
Sartar	94, 96	Silent Path	40, 72	Syllings	8
Sartar the Transformer	3, 87, 94	Silkinister the Thunderer	3, 73, 74, 91	Syllite	8
Savage Forest	62, 63	Silver Age	70, 73, 101	Syphon River	63, 66
Savage Plateau	62	Sindan Black	70, 71	Talarestan	94
Scorch	46	Sindan Strider	93	Talari	62, 65
Scraper	55	Sinthe Trails	66	Talarzistar the Iron Man	58
Sea Beach	56	Sintinth	97, 98	Talastar	10, 11, 17, 20, 24, 30, 33, 36, 46
Seapolis	82	Sir Tobor	55	Talastar Hill	104
Seat of Judgment	70	Skanthi	7	Talastari	8, 30
Second Age	41, 61, 102, 103	Skee Island	53, 56	Talastarings	8, 18
Second Battle of Alatie Crossing	56	Skier	<i>See</i> Heort the Great	Talking Grove	14
Second Council	3, 5, 77	Skyreach Mts	6, 9	Tall Spruce clan	78
Second Theyalan War	33, 35, 77	Slavers	5	Talor	36
Secret Plunder	54	Slontites	81	Talsardia	24
Sedenor	8	Slontos 3, 10, 35, 43, 44, 46, 50, 61, 68, 74, 75, 78, 80, 81, 82, 88, 97, 102		Talsardian	17
Sedenorshill	8, 10	Small Harmast	37	Tanandarg	3, 94
Sedenorvuli	8	Smithstone	88	Tanian's Victory	82
Seeds of the Mountains	76	Snakepipe Hollow	5	Tanisor	35
Seela	58	Solace	62	Taris Sharpthorn	17
Segen's Crossroad	79	Solar Empire	31, 32	Tarkalor Trollkiller	3, 94, 96
Selellanth	3, 91	Solung Cave	6	Tarkalor Two Beard	3, 79
Selelmal	64, 69, 70, 75	Solung Plateau	6	Tarsh	36, 52, 94, 103
Selenkor	3, 78	Sons of Kalasmas	15	Tarsosian Javelineets	25
Seleorlin	78	Sorcerers of Black Arkat	40	Tarumath	21, 23, 76
Selgus	82	Sostor	97	Tarumathings	19, 20, 21, 23
Selkoranth the Just	71	South Province	86, 87	Tarumathstead	24
Semeren of Malkonwal	82	Speaker to the Dragon	49	Tax Slaughter	42
Sen Beach	58	Speaking Wheel	17	Temple Of Serias	<i>See</i> Seriasdova
Sen Senrenen	62, 63, 64, 66	Spike Ring	53	Ten Foolish Attacks	66
Senhatlmarth	54, 56, 58	Spine, the	10, 14, 36	Ten Movers and Shakers	69
Senlanth Chest-breaker	3, 79	Spotted Pony	37	Ten Sacrifices	66, 95
Senmniskis Harmastson	37	Spruce Branch clan	78	Ten Thousand Iron Dwarfs	55, 57
Senrenorth	71	Staglord	<i>See</i> Heort the Great	Tendamar Dinamansson	71
Senthoro the Pitcher	73	Staid Vestkandar	79	Tenen	68
Serend's Field	79	Stampede	13	Tenvala	89
Serenefferess the Winged Queen	53, 57, 58	Standing Ten Against Destroyer	52	Terarir	11, 16, 28, 34, 36
Serias	6	Star Hero	8	Terasarin	3
Seriasdova	6	Star Tribes	6	Tereneel	101
Serid Yarkassa	9	Starkvaldes the Fighter	3, 93	Tessele	6
Seri-Phy-Ranor	17	Steal Forest	67, 75	Testing Grounds	29
Seritranor	16	Steal Woods	82	Thanlanth Noble-shield	3, 80
Serpent Heads	79	Stevalis	74	Tharkantus	41, 103, 108
Serumtha	101	Stonewoods	38	That which cracks eggs	17
Seshnegi	87	Storm Age	15, 16, 27	The Two Eliminations	52
Seshnela	35, 80, 82	Storm Mountains	90	Thenderball Dak	73
Sethtalar	93	Storm Ram Companions	20	Themen	34
Sevanron	38	Storm Tribe	75	They Fought, They Lost	24
Seven Burnt Sacrifices. Practices	51	Stormrage	56	Theyalan War	35
Seven Companions	48	Stormwalk Mountain	62	Theyvora the Axe	25
Seven Hurricane Years	44, 80, 81	Stormwalk Mts.	9, 93	Thingan	68
Seven Sea Season Invasions	46	Stormwrath	56	Third Alatie Crossing	54, 56
Seven Stone Altar	106	Stravul	8	Third Assistant Hound	43
Severen	79, 83	Stravuli	8, 10, 13, 14	Third Battle of the Alatie	56
Severen Sevenstrike	3	Stravulstead	8	Third Council	42, 44, 45, 46, 47, 51, 52, 84
Severinalus	108	Striped Saggitans	26	Third Theyalan War	35
Shadow Tribute	95	Strong Man	6, 70, 79	Thorktor Thon	17
Shadow Plateau	4, 8, 24, 40, 72, 107	Stygian Palace	66	Three Armies Battle	46, 75
Shadow Sacrifices	96	Styrman Hills	71, 87, 96	Three Arrows Feat	70
Shadowlands	25	Summerwinter owl	67	Three Dashes	69
Shadowlords	105	Summerwinter owl Paths	67	Three Dogs	7
Shadows	64, 66, 67, 72, 74, 75	Sun Bow Sons	25, 26	Three Dragon Seeds	42
Shadzoring Empire	17	Sun Dome Temple	41, 43, 107, 108	Three Lightnings	30
Shadzorings	15, 16, 17	Sunstop	35, 77	Three Sad Return Strikes	73, 74
Shah Saman the Lion	45	Surensliba	26	Three Spear Attack	79
Shargash	5, 15, 17, 34, 36, 76			Three Starred Banner of Polaris	25

Three Strange Magics	52	Umathssons	76	Verenama	94
Three Years of Tears	46	Unalakez	52	Verenmars	47
Thunder Brothers	42	Unastabenes of Keyenes	79	Verhil	5
Thunder walkers	14	Underworld	15, 16, 47, 51, 52, 63, 106, 108	Verin Seesall	88
Thunderball Dak	73, 74, 91	Unestaros Forkbeard	3, 42, 78	Verlanth	96
Tigrionor	80, 97	Unity Army	16, 20, 23, 53, 54, 55, 56, 57	Vesentha	57
Tobosta Greenbow	46	Unity Battle	52, 103	Veskarthan	88, 90
Toilet Slave	19	Unity Council	5, 13, 16, 18, 20, 25, 33, 53-58, 97	Vestalanth	79
Tor Balur	5	Unity Missionaries	15	Vestantes	8, 24
TOR VARA	5	Unknowable Secret	48	Vestebenar Babansbane	79
Total the Golden	17	Untroubled Bands	48	Vestebenar's Accounting	79
Tork	9	Upland Marsh	94	Vesten the Bull Wrestler	3, 26, 27, 35, 39, 67, 77
Tournament of Luck and Death	93	Upper Styrman Hills	67	Vestorfin the Dodger	3, 74
Towered Walls	35	Urar Baar	7, 107	Vestorfin the Horseman	70
Traditionalist Resistance	3, 43, 84	Urden of Whitewall	96	Vindorhall	52
Traditionalists	42, 44, 74, 81	Urden the Brooch	96	Vindori	52
Transcendents	55	Urdraystead	6	Vinga	54, 74
Translator to the Infinite	49	Urdrendus	19, 21, 24	Vingaford	63, 72, 91
Treebarks	37	Urdrenlath the Fox	20, 23, 24	Vingkot Orlanthsson	3, 33-4, 64, 77, 87, 95, 103
Triads	34, 57	Urdrya	6	Vingkotlings	77, 100, 104
The three Acceptable Treasures of the Iron War	58	Urlandbenes	79	Vingkot's Law	7
The three Allied Watlord Youth Tales	58	Urox	10, 13, 62	Vinki the Pitiful	3, 77
The Three Dragon Attacks of the Iron War	57	Uroxi	3, 10, 36, 87	Virgin-Conceived Queen	100
The Three Great Flyers of the Iron War	57	Urstornus Savage	24	Vishakaram	97
The Three Great Leaps of the Iron War	57	Urvagal	38	Vishakaramstead	24
The three Great Musters of the Iron War	58	Urvagal's Saga	38	Visionaries of Enervi	102
The Three Great Treacheries of Durleel	34	Urvairinus	26	Vistar	58
The Three Great Women of Terarir	34	Urvarnesrol	3, 94	Vistikos Left-eye	42
The three Great Women of the Iron War	57	Urvarna	101	Volozia	82
The three Invincible Foes of the Iron War	58	Uryarda	9	Volrenava	3, 94, 95
The three Living Heroes of the Iron War	58	Usdaros the Impatient	44	Volsaxi	3, 87, 91, 93, 94, 95, 96, 107
The three Prideful Vessels of the Iron War	58	Ustavana	88	Volsaxiland	62, 63, 86, 95, 96, 107
The three Sacred Madmen of the Iron War	58	Uthangal	79	Volsaxing	3, 88, 91, 93, 94
The Three Scourers of the Iron War	57	Uxeler River	62	Volsaxings	63, 91, 93, 95
The three Tragic Fights of the Iron War	58	Uz4, 13-17, 20-25, 33, 36, 40, 41, 44, 47, 52, 53, 55, 56, 57, 61, 66, 72, 73, 75, 78, 79, 81, 85, 88, 98, 105-107, <i>See</i> Trolls		Volstaval Ivanstavallsson	3, 91
The three Tragic Musters of the Iron War	58	Uzendi	88	Volunteer Army	53, 56
The Three Womens' Slaughters of Terarir	34	Vaba the Two-legged Scorpion woman	91	Volvanrolar	96
Triads Of Terarir	34	Vadrus	34	Vonlath	16
Trident Men	3, 79	Valadon	89	Voranel	8
Triolini	82	Valarastans	30	Voranstagos	52
Trip	40, 72	Valatash Walker	93	Voranvalaval	79
Triumvirate	55	Vampire King	35	Vorever the Kolating	89
Trollmouth	105, 106	Vanak Spear	21, 25, 27, 28, 29, 30, 32, 33, 39	Vorinith Eyebrow	25
Trolls	4, 7, 15, 16, 22, 36, 40, 42, 43, 44, 47, 52, 66, 72, 77, 93, 104, 105, <i>See also</i> Uz	Vanak Spear Warband	25	Vorios	14, 21
Tronk	40, 72	Vanch	10, 25, 107	Vorios Mountain	14
Trophy, the	58	Vanchite	8, 9, 25, 32	Vosgartad	94
Trosos	64	Vanchites	8, 10, 11	Vostalakor	51
Trouble Magnet,	56	Vanganth	35, 90	Vostar the Burner	96
True Dragon	43, 48, 49	Vannar	3, 33, 35, 108	Vostarhendrik	3, 94
True Golden Horde	47, 90	Vanrolar	73, 94	Vostoropos	78
Tulathtan the Bronze	20, 21, 24	Varandrin the Golden	93	Votank	9
Tuluki	32	Varankol the Mangler	46, 55, 56, 58	Votanki	9
Turtle Galleys	62	Varental	53	Voyalamings	79
Tusker Tower	5	Vargast's Verge	39	Vulari Peninsula	72
Tuskers	5, 6, 20	Varimarja	102	Vulсарvia	102
Tuskwood	55	Varknathendar	8	Vulture Campers	13
Tuvadrus	24	Varzor Kitor	16, 105, 106	Vyrope	14
Twelve Great Movements	51	Varzor Zator	105	Wakboth	15, 55
Twenty Chants of Power	51	Vastagorth	96	Walking Hills Week	46
Twice Penalty	72	Vastolf of Quivin	36	Waltzing and Dancing Bands	48
Twin Star Guardian	73	Vedredol	96	Waltzing and Hunting Bands	42, 48
Twisting Wind	66, 67, 69, 76	Velhendrik	3, 90	Wasps	9
Twisting, the	78	Velorlanth the Unlucky	3, 90	Watchlord	46, 53, 55, 56
Two Year Winter	45, 54, 75	Vendref	94	Water of Freedom	63
Two-pair Hero rebellion	35	Venef the Stallion	26, 27, 39, 67	Water-Jesecri	29
Two-pair Heroes	3, 77	Venestra the Red Woman	28, 32	Wave of Terror	36, 38
Ty Kora Tek	6	Venharl	3, 77	Way of the Dragon	44, 48, 84
Ulaninstead	7, 70	Venharlmarth	57	Weasel clan	88
Ultimate Rebel	15	Venord	3, 77	Weeders	7
Umandera Heartpiercer	89	Vent	5, 6, 103	Wenelia	81, 97
Umath	3, 15, 21, 22, 29, 64, 76, 77	Veraken the Monster	21, 25	Wesluk	97
Umathings	76	Veralur Eyrie	9	Westfaring	71
				Wheatstraw Farms	103
				White Della	28

White Room	80, 81	Yazilong the Easterner	55	Zarkos	9
Whitewall	54, 69, 71-75, 86, 87, 90, 91, 93-96	Yelm	15, 17, 19, 20, 44, 107, 108	Zarkosite	9
Wide Pass	88	Yelmaio	17, 96, 103, 107, 108	Zarur Wilds	72
Wind Children	9, 105	Yen	89	Zerhrestol	94
Windless Typhoon	46, 57	Yestendar	96	Zertalar the Kind	94
Windless Typhoon Year	46	Yinkini	62	Zetch	73, 74
Winds Over the City of Towers	36	Yinkstead	27, 28, 29, 31, 32	Zistor	3, 52, 53, 54, 55, 56, 57, 58
Winkoti	68	Yoke Clan	13, 14, 15	Zistorela	45, 53, 54, 55, 61, 62, 82
Wocha Rage	64	Yokestead	14	Zistorites	53, 54, 55, 56, 57, 58, 62, 65, 86
Wordath	62	Yolp	4, 18	Zolan Zubar	16
World Council of Friends	13, 97, 102	Yolp Mts.	4	Zombie kings	87, 93, 95
Wyrrms	43, 52, 57	You Fought, They Lost	18	Zoopolis	82
Wyrrmsfriends	64	Yrenarroy	96	Zorak Zoran	4, 105
Wyverns	3, 57, 88	Yusando	88	Zulox	9
Yagar the Shaman	90	Yuthuppa	17, 36	Zzaburi	65
Yardoni	13, 15, <i>See also</i> Gold Wheel Dancers	Zabandanites	62		

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