

The BOOK OF GLORIOUS joy

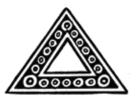


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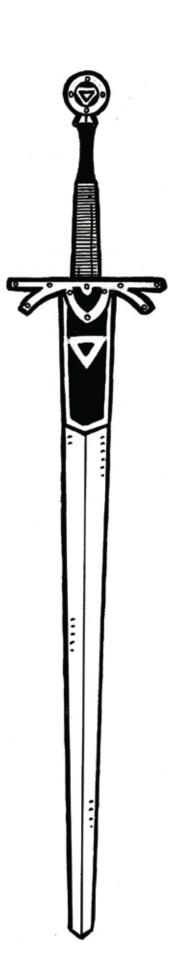
Cover by Jon Hodgson

Internal Art by Peter Town



May the blessing of Hrestol be upon this book, and his curse upon those damned souls who would defame it. May those who read it be lead, through the grace of the everlasting and Invisible God, into the light of true wisdom and understanding.

Amen



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Foreword

When I was first asked to write a book about the Gloranthan West, I jumped at the chance. This has long been one of the most fascinating areas of Glorantha for me, possessing as it does a wonderful mixture of the familiar and the strange. I have especially enjoyed writing the sections on the saints and the gazetteer, which I hope convey that same sense of excitement that I first got from reading Greg's writings on the region. That, at least, is what this book aims to do.

That's why I'm so delighted with the artwork for this book. As I write this, I haven't yet seen the fully completed layout, but I have seen Jon Hodgson's magnificent cover artwork, and many of the superb pictures by Peter Town that will grace the interior. This artwork, with its obvious links to our own past, yet its clear differences (look – there's a female knight!) brings the world alive for me, and, from everything I've seen so far, beautifully conveys my vision of what the Gloranthan West should look like. What, in fact, the Gloranthan West is all about, and what drew me to it in the first place.

In addition to Greg Stafford, as the original creator of this setting, and the source of much of its information, I would also like to extend thanks to Nick Brooke, whose writings on the West encouraged me to take up the baton, and Frank Rafaelson, whose early vision of Loskalm in particular, proved invaluable when writing this book. Elements of work by both writers have found their way into the present volume. And, of course, I have to thank Newt Newport for providing the opportunity to at last get this out into the public arena – I know it has been a lot of work for him, and proved very difficult at times, and I am eternally grateful for his continued good humour and dedication to the task.

Before I finish, let's take a quick look at what this book contains

Part 1 Heroes of Malkion

- 1. The overview is all about the West taken as a whom the West of Glorantha is not, let's remember, a single culture, but rather a collection of two or three major cultures and a bunch of smaller ones. They have a lot in common, but several differences, too Loskalm and Seshnotto are more from each other than, say, medieval England differed from medieval France. Thus, this is inevitable around and sweeping overview of the region.
- The next chapter deals with the mythology Malkionism (although, of course, the different sects do disagree on rather a lot), much of it written by G eg buralso with plenty of elaboration from myself.
- 3. The final chapter of part 1 is the cults. Cause we didn't want this book to consist of a huge list of cults, some of the elaboration on this from earlier drafts of the work will instead be appearing elsewhere, but hopefully there's enough here to fill it out and make it playable.

Part 2 Wizard Knights

- 1. Part 2 deals specifically with the Kingdom of Loskalm. The initial chapter covers the Kingdom itself, and the more mundane aspects of its culture, and is, perhaps, the part that has changed least since 2000.
- The second chapter of part 2 describes the Loskalmi religion. The focus here is more on how to make this useful to
 player characters, rather than many of the details of the theology and myth (some of which are, in any event, in part
 1). But it does explain in some detail how Idealism actually works.
- 3. The gazetteer is the largest section, and covers all the major cities of the kingdom, and a host of other locations important for religious, military, or magical reasons, as well as major geographic features.
- 4. This short chapter deals with commonly encountered NPCs, from travelling knights to troubadours.
- 5. Finally, Haut Ussle is a typical community, intended to be used either as is, or as the basis for creating your own Loskalmi communities. In this respect, it is much like the clan write-ups one often sees for the Heortlings.

It's been a long road getting from there to here, but at last it's done. I hope that you find much of my vision of this magical kingdom matches what you need in your own games, and, perhaps, that this book will encourage more people to explore this part of the world. Enjoy!

Jamie Revell, April 2011

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Editors/Publisher's foreword

What you hold in your hands is the culmination of over ten years of hard work on Jamie's part. While it may not be entirely canonical and some details may get contradicted by the upcoming official "Guide to Glorantha", it's a vision of the Gloranthan West that will appeal to many. A realm of Knights and Wizards, straight out of medieval history, blended with a good dose of Gloranthan weirdness.

I feel immensely proud and honoured to have worked on bringing his work into print. Its at time been difficult both physically, the original documents before layout was a daunting 200+ pages, and emotionally, long did I wrestle my inner critic who argued intensely that I wasn't doing Jamie's Magnum Opus justice and that no one would care anyway. All the people who pestered me about release date proved that last point wrong ©

My thanks goes to

Peter Town. For singlehandedly egging me on during periods where I just wanted to give up, and producing some truly inspirational pieces. It is you sir that has put the **JOY** in this book [☺]

Jon Hodgson. For his amazing evocative cover (this is my idealised Knight of Loskalm) done with such good humour.

Nick Davison & Ben Monroe. For proofing & checking the **BIG BOOK** of Glorious Joy.

Jeff Richard of Moon Design Publishing, for taking the route of bravery and allowing this alternative vision of the West to be published. A lesser man would have just said 'no' and lettal of Jamie's hard work go unpublished. You have wisely avoided a route that is far too prevalent in the so called RN industry' and allowed myself and others to enjoy it.

And last but not least....

Jamie Revell, for writing this inspirational work. It is a ready which spawned a short campaign for me and my home group (which will be published in the future as Glorint an Adventures: Lords of the North West). Thank you for bearing with me as I brought this project to fruition. For the you truly deserve the title of **GLORIOUS** Hero of Glorantha.

My last words before you start on your jour ey through the Gloranthan West to the Kingdom of Wizard-Knights, Loskalm.

Remember its all about the Swords (be they physical or spiritual)

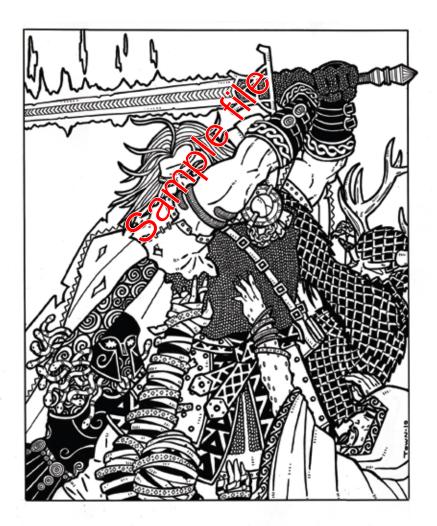
SWORDS FOR MALKION!

;O) Newt April 2011

P.S. The Lost Province of Jurona, one of Loskalm's neighbours, is detailed by Jamine in Hearts in Glorantha issue 4



BOOK 1 heroes of malkion



the malkioni guide

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CHAPTER 1. AN INTRODUCTION TO THE WEST

There Is No God But the Invisible God

Malkion common name for the Invisible God, the only one True God worthy of worship. As His name implies, the Invisible God cannot be sensed directly, nor does He normally intervene directly into the world. As a result of this apparent distance, many Churches have different interpretations of how to worship Him correctly. Some of these Churches, such as the Rokari, are restrictive, while others, such as the Loskalmi, allow much more freedom to their worshippers. Not all Churches are even necessarily strictly monotheist, and some are surprisingly tolerant of pagans.

The powerful and vibrant Western civilizations are lands of proud people led by courageous knights, holy men and accomplished wizards who struggle against savages, corrupt gods, evil spirits, fell beasts, and wicked sorcerers. This book explores those Malkioni cultures of Western Glorantha.

One Truth

There is no God but the Invisible God. All understanding of the western peoples must start with the simple belief. Other peoples may worship many gods dod gain degenerate magic from these beings, but the entities they follow are imposters, not worthy of true worship. The Invisible God is the One Mind, the Supreme Being, the Creator of all that exists in heaven, the underworld, and earth. He is not bounded as the false gods are, associated with some particular fragment of creation such as the storm or the sun. He is the god of Everything.

The One God set the world in motion, created humans, and sent the prophet Malkion to humanity that they might understand His plan for His creation. But many wicked and foolish people refused to heed his message, and so first exiled the prophet, and then tore him asunder. Through this act of supreme redemptive sacrifice, the prophet opened the way for all subsequent humans to enter the eternal blessed realm of Solace when they die. To enter Solace, all that is required is to live a perfect life in harmony with the prophet's teachings.

But many people found that their words of the prophet were different from their neighbors', or perhaps they interpreted them differently. The unity of elder days was no longer present. Furthermore, the perfection in this world was beyond their grasp, and different methods were sought or discovered to reobtain it. Some say that God then sent a second prophet, Hrestol, who showed

a complementary path that still allowed frail mortals to glimpse the reality of their creator. Others say that the prophet Rokar was sent, in part to correct the errors of Hrestol. Many other, smaller religions have their own prophets.

Yet, some things still unite everyone. All of those people who acknowledge the words of Malkion are known as 'Malkioni'. They are a diverse and varied people, but almost all hold certain core beliefs to be true. They agree that no being other than the Invisible God is worthy of worship. They agree that wizardry is the true magic, and all other forms are pale and degenerate shadows of that truth. They agree that the proper form of worship is veneration, and not deluded ecstatic practices nor the making of sacrificial offerings.

From these beliefs, all else in the West flows.



A Faith Divided

The Malkioni were last united in the days of the annual of the malastane of the Middle Sea Empire (only five centuries gone) nearly all the peoples of the West were united under one ruler and one doctrine. Now many nations and many doctrines vie for supremacy, each convinced that they bear the true interpretation of Malkion's words and hold the true destiny of the world in their hands.

Seshnela is the largest and most powerful kingdom in the south, and getting stronger. The Rokari Church oversees the essences of the people who follow their founder's cry, 'One God, One Church, One King!' Resisting them are the knights of the nearby Castle Coast who see Hrestol as a prophet; and the Doge of Nolos and the cities of the maritime Quinpolic League, with a different prophet and the Navigationalist Church.

Danger lies all around. North are sorcerous Arolanit and the troll kingdom of Guhan. East are the belligerent city-states of Safelster and the elf-woods of Erontree. West are Kanthor's Isles, populated by monsters.

Inland from Seshnela lies the fertile land of Safelster, where rich cities cluster about an inland sea. Here dozens of rival sects contend for the minds and souls of the populace. Each city is the center of its own small nation, contending for dominance against all the others. This is a land of Machiavellian politics and constantly shifting alliances, where anyone who wishes to rise to prominence must always keep their wits about them.

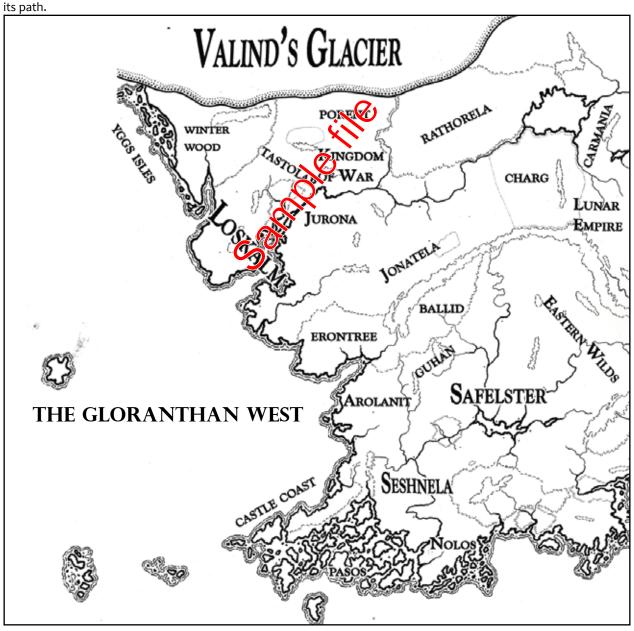
To the north, past the elven forests of Erontree, we come to joyful Loskalm, where any man may become king.

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Here all are born equal, and all have the chance to better themselves, experiencing each social class in turn. East of Loskalm lie the windswept plains and dark forests of Jonatela, where tall castles brood over a toiling populace. Here, each rival bishop and lord interprets doctrine as it best suits them, while a weak central authority strives to bring order to the realm. The peasants are downtrodden and oppressed, working only humble magic.

And, finally, to the north of Jonatela, we come to the valley of the mighty Janube river, beyond which lie only wild heathens and empty wilderness. Many tiny city-states dot the valley, where Loskalmi and Jonating missionaries must contend for the hearts and minds of the populace. Yet many people here still cling to older ways, and all fear the unstoppable rise of the deadly Kingdom of War, a living cancer that seeks to destroy and consume everything in its path.

These then, are the human peoples of the West, the many disparate paths of Malkionism. As the Hero Wars approach, each will struggle to maintain the purity of its own vision, against each other and against foreign and inhuman threats both known and, as yet unknown. This is truly a time for heroes.



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CHAPTER 2. KEEPING THE FAITH

Social Structure

In ancient times, when the world was still young, the prophet Malkion established the rules by which society should operate. He divided men into four classes, and decreed that each class should have its own special function. In that flawless and harmonious time, his simple rules worked perfectly and could deal with all possible needs of society. Since the Dawn, however, people have had to make adjustments to align these rules with the imperfect world in which they now live. Different cultures have adopted varying interpretations and revisions of Malkion's original class system, and these are one of the deepest causes of division between rival sects. Nonetheless, the basic ideal of the four classes remains at the root of all Malkioni societies.

In most sects, membership of the classes is determined by heredity. Once again, the exact interpretation of this rule varies from place to place, but in general, every child belongs to the class of his father. Some sects permit movement between the classes, generally by an adoption mechanism, but this is the exception rather than the rule.

Class or Caste?

The earliest Malkioni had a strict social structure; all men being born into the caste of their fathers, and having no opportunity for social mobility. This prieture

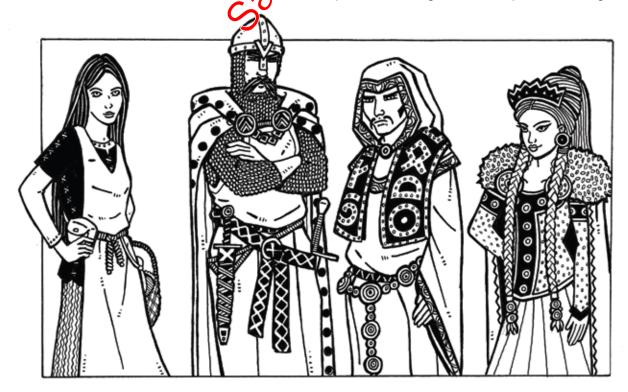
remains today among the Brithini, and has been adopted by some of the more fundamentalist Malkioni sects, such as the Rokari. In this type of society, the four groups of Commoners, Knights, Wizards, and Nobles are referred to as 'castes', and are always rigidly defined. However, ever since the time of Hrestol, at the beginning of the Dawn Age, some Malkioni have developed social systems with greater opportunity for mobility. Although the details vary, all of these cultures use the more general term of 'class' to describe their social levels.

Because of the great variety of sects and cultures throughout the West, this book uses the broader term 'class' when it has to refer to the social levels in general. However, specific sects, such as the Rokari, are described as having 'castes', since, for them, this is a more accurate and evocative terminology.

Commoners

The legist class, the commoners, account for around rine enths of the male population in most Malkioni curves. The commoners do the basic work required to eep society operating. In ancient times, they were only ermers and laborers, but by the time of the Fourth Action (see p26), the class had diversified to include craftsmen, as well.

Commoners are generally restricted in their rights. They may be denied the right to own weapons, to handle gold,



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or to own horses, and they may be regulated as to what clothes they may wear. In practice, wealthy members of the commoner class often ignore their class restrictions, for example by owning basic weapons for their own protection. So long as they toe the line in other respects, prosecution for such violations is generally more trouble for the authorities than it is worth.

The Rokari, stern in all things, tightly restrict their rights of their commoners. Even commoner class liturgists are illiterate, for knowing more letters than a few saints' names is a serious offense. Rokari commoners may never eat red meat, although chicken and fish are acceptable. Clothing is typically consists of trews, a tunic, and the small cap. Ponchos are worn in cold or inclement weather. The wearing of robes and the use of materials other than basic cloth or wool is prohibited, although wealthy craftsmen often flout this latter law.

Everyone in Loskalm is born a commoner, regardless of parentage, and must prove themselves if they wish to advance to the higher classes. The first step along this path is to join the military, be it as a foot soldier or sailor, a military healer or chaplain, a merchant gathering supplies, a bugler or drummer sounding out the orders of battle, or any other useful task. The Loskalmi have no dietary restrictions and commoners are allowed to eat whatever they can afford.

Knights

The ancient 'warrior' class is more commonly called the 'knight class' by modern sects, in recognition of the changes in military practices since the Dawn in nost lands, the knights are a military elite, trained to high from horseback from an early age. They are generally barred from working with their hands for profit (a duty reserved to the commoner class), and must instead dedicate their lives to military service alone. Not all members of the class are fighters, however. Battlefield healers are sometimes also considered to be members of this class, and some cultures also permit other professions important to the military to be included..

Rokari knights live under fewer restrictions than their peasants, but still have a somewhat regimented life. Reading and writing is generally not permitted. They are forbidden to eat the flesh or eggs of certain high status birds, such as swans and eagles, and, for ancient historical reasons, of any reptiles. In practice, of course, such laws are commonly flouted on the campaign trail when foraging is scarce. A wider range of clothing materials is permitted, including linen, fine cloths and squirrel or fox fur. The wearing of robes, however, is still forbidden, with trews, tunics, and surcoats being the standard.

In Loskalm, knights are chosen from amongst the most successful and skilled members of the national army, and serve as officers carrying out a wide range of roles, although the majority are warriors trained to fight from horseback. For example, Loskalmi knights-healer are

skilled in battlefield surgery, command commoner class healers and are even permitted armor and shields to protect themselves whilst rescuing the injured. Similarly, the officers and marines on naval ships are also members of the knight class. On their initial promotion to the Knight class, a Loskalmi initially becomes a squire in service to a knight. Only they have earned the respect of their peers, and satisfied their superiors as to their suitability, may they be knighted.

Wizards

The function of the wizard class is to provide moral guidance for the other members of society, to act as an intercessory with God and the saints, and to provide magical support to all the other classes in their endeavors. The Church employs many wizards, but others join secular schools to explore special fields of interest. Wizards are typically prohibited from performing manual labor, and should focus their minds entirely on God and the improvement of their magic.

Although the wizard class is generally hereditary, like the other classes, those who follow the Rokari Church must chain celibate, in order that they not be distracted from their sacred duty by the sins of this world. Once a year, Rokari wizards travel out among the families or neasants, knights and nobles, and examine all the male children between the ages of 11 and 14, to determine if they have a natural aptitude for magic. The examiners then take such children away from their parents and raise them in monasteries to become the next generation of wizards. In this way, it is also hoped that they will have few political ties to their former families.

Rokari wizards are forbidden to eat tubers or root vegetables or to drink beer. Their clothing is restricted to certain types of robes, with limitations on color depending on their rank and position within the Church. Only the finest of fabrics are forbidden, such as silk, satin, or ermine, and some ceremonial costumes can appear quite magnificent. They must cover their head at all times, with a skullcap, miter or high, conical hat. No Rokari wizard may bear any kind of weapon.

The Loskalmi authorities select wizards only from amongst the most pious and successful knights. Although some Loskalmi wizards are typical clergymen, others are leaders of secular professions, such as senior heralds or mighty healers. Especially revered are the 'Grand Knights' who combine exceptional skill at arms with powerful wizardly magic.

Nobles

The leaders of society are, in most Western cultures, a hereditary aristocracy whose duty is to take on the difficult tasks of governance and command. Only a minority of the members of this class, however, will actually be direct rulers, for the number of fiefdoms available inevitably limits the number of possible positions. Fortunately,

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many other possible professions are open to them, such as military commanders, tax collectors, and the like. Merchants, who must deal with outsiders, are also normally members of the Noble class.

In the civilized world of the West, it is often essential to arrange the timing and location of battles in advance, and to negotiate the ransoming of captured prisoners at a battle's conclusion. This role is given to the heralds, members of the Noble class who specialize in the formulation of treaties and other agreements between potentially hostile powers. In addition, heralds also maintain the genealogical records of the nobility, oversee tournaments, and award coats of arms to individuals and hero bands alike.

The Rokari nobility have fewer restrictions than the other classes, but they are still forbidden from performing manual labor, or from consuming 'lower class' foods such as root vegetables or beer. Their position is strictly hereditary, even though relatively few have specific estates to administer.

Loskalmi nobles, by contrast, are the best of the best, chosen from among the wizards to fill specific roles in government, Church administration or the military general staff. There are no petty nobles in that kingdom, and Loskalmi nobles will therefore not be suitable as player heroes in most campaigns.

Women

All good Malkioni know that God created men first and women second. As a result, women are a more resped and perfect creation and should be spared the oude duties of their male kin. Not all women have agreed with this assessment, and so various alternative carrier paths have arisen over the centuries. In the original Malkioni society, women had no social class, although they lived in the styles of their husbands or fathers. Nowadays, the situation is more complicated, and naturally enough, different sects hold different opinions.

In general, women born into commoner class families have the greatest freedom relative to their menfolk. The widow of an artisan, for example, may often take over his business, while farmers' daughters have to work alongside their fathers and nobody cares that entertainers are commonly of either sex. The daughters of the other classes, however, typically become healers, or else carry out their traditional roles as dutiful damsels.

The Order of Saint Erivies is a saintly order, originally from Seshnela but now also found in Safelster and Loskalm, which provides a means for women to take on almost any warrior or wizard class occupation that they might wish. It consists largely of female knights and adept wizards. It is persecuted in places, but is generally accepted, albeit grudgingly so, by most regional authorities.

Rokari women hold the same social class as their fathers, and are limited in their ability to marry outside that class. The same dietary and sumptuary rules that apply to

the men apply to them too, although naturally, they wear dresses rather than trews and tunics. In addition, women born to knightly or noble parents must keep their hair covered at all times. Within the mainstream Church, there are no female wizards.

In Loskalm, a woman may aspire to any position that a man might. Most of those who advance through the social classes do so as healers, but as the Hero Wars approach and the world changes, other occupations are becoming increasingly common, including both knights and wizards. A Loskalmi woman may also advance in class by the simple expedient of marrying a man from a higher class than herself. In such cases, however, she has none of the duties common to that class, save a duty to her spouse.

HeroQuest Keywords

Heroes from the West typically have three keywords. The **cultural keyword** describes abilities that virtually everyone in the culture knows; in addition to any abilities listed, it can be assumed that all characters are fluent in their own language and familiar with the basic nature of their paive society and its customs.

Application of the Schools section in Part 2 (see p.72).

The **occupation keyword** is a shorthand for all of your hero's professional abilities. Although a list of possible occupations is provided for each Homeland, you need not feel constrained by this list; your hero could be a Craftsman, a Bandit, a Wandering Preacher, or anything else that you can think of that makes sense within the society. Having said that a brief description of some of the more common types of hero follows:

Farmer

The great majority of people in the West are farmers, working hard in the fields to provide society with the food and basic raw materials that it needs to survive. Most farmers are not very adventurous, but there are always a few who dream of greater things, or who find that circumstances drag them from their peaceful lives. From such things are great heroes made.

Farmers know about their crops and livestock, and how to tend and care for them. They are usually self-sufficient, and can make their own tools, repair buildings and fences, and generally manage their own small patch of land. Since