

the BOOK OF GLORIOUS joy

By Jamie Revell

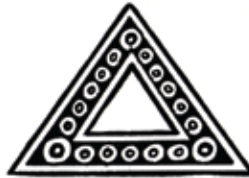
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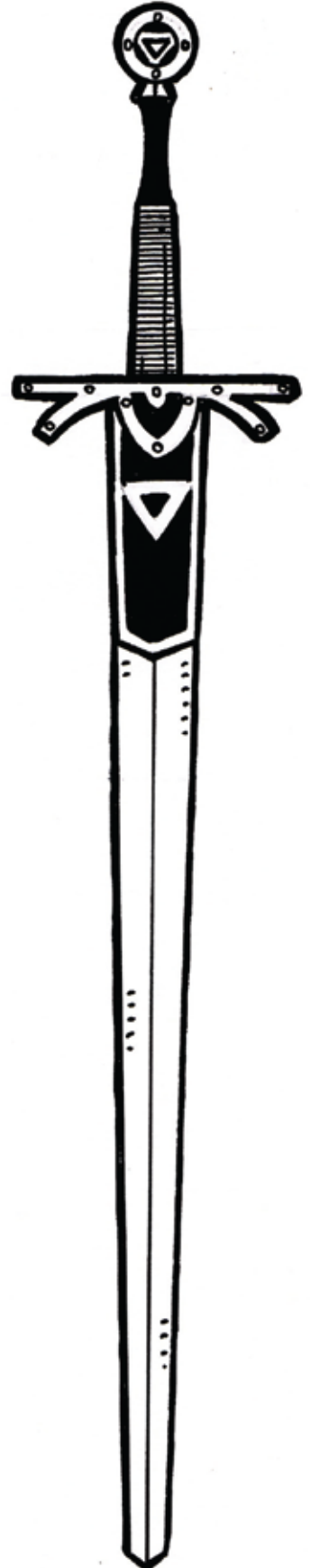
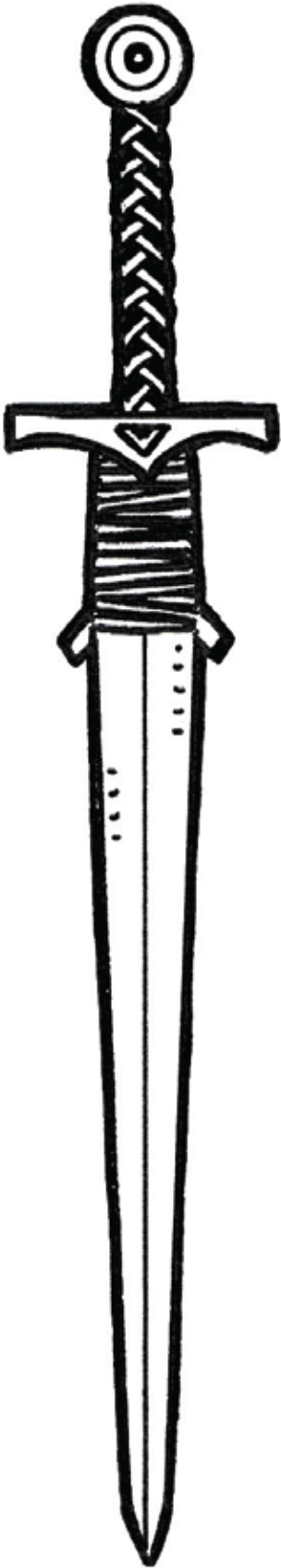
Internal Art by Peter Town



*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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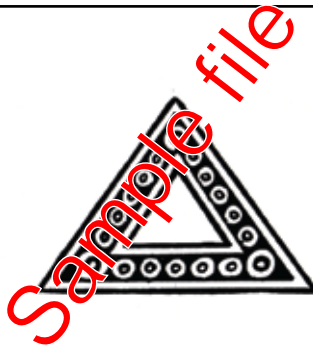
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Sample file

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 whole. 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 Seshnol differ more from each other than, say, medieval England differed from medieval France. Thus, this is inevitably a broad and sweeping overview of the region.
2. The next chapter deals with the mythology of Malkionism (although, of course, the different sects do disagree on rather a lot), much of it written by Greg, but also with plenty of elaboration from myself.
3. The final chapter of part 1 is the cults. Because 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.
2. 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

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. It's at times 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 let all of Jamie's hard work go unpublished. You have wisely avoided a route that is far too prevalent in the so called 'PRG' industry' and allowed myself and others to enjoy it.

And last but not least....

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

My last words before you start on your journey 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

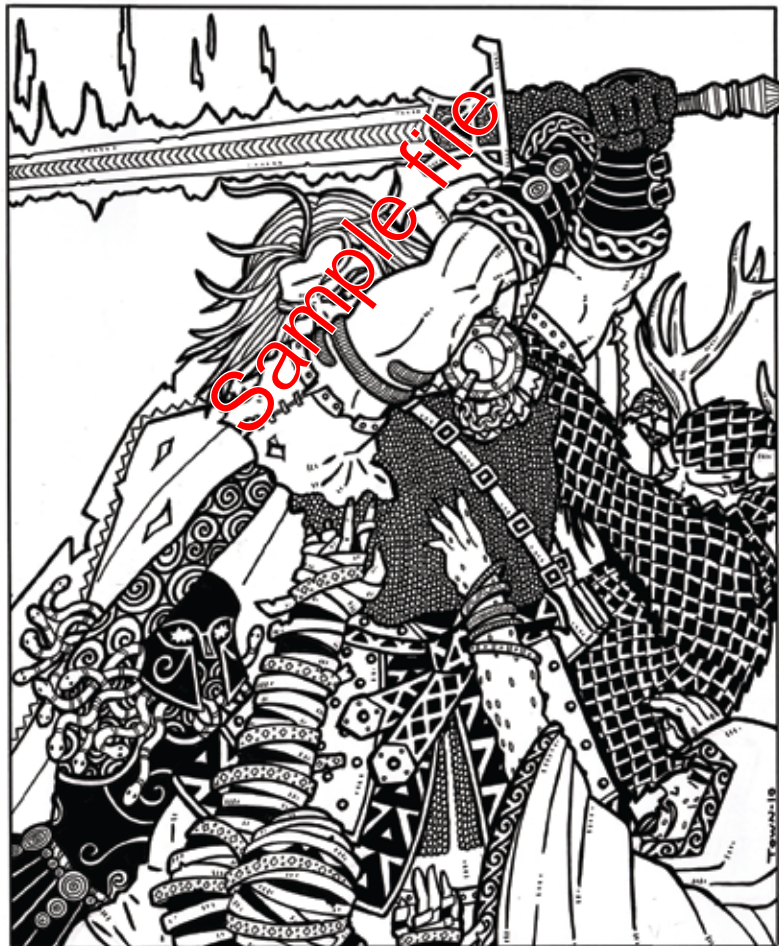
P.S. The Lost Province of Jurona, one of Loskalm's neighbours, is detailed by Jamine in Hearts in Glorantha issue 4



BOOK 1

HEROES OF

MALKION



THE MALKIONI GUIDE

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 that simple belief. Other peoples may worship many gods and 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 Danmalastan empire, which ended thousands of years ago. More recently, for several centuries under 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.

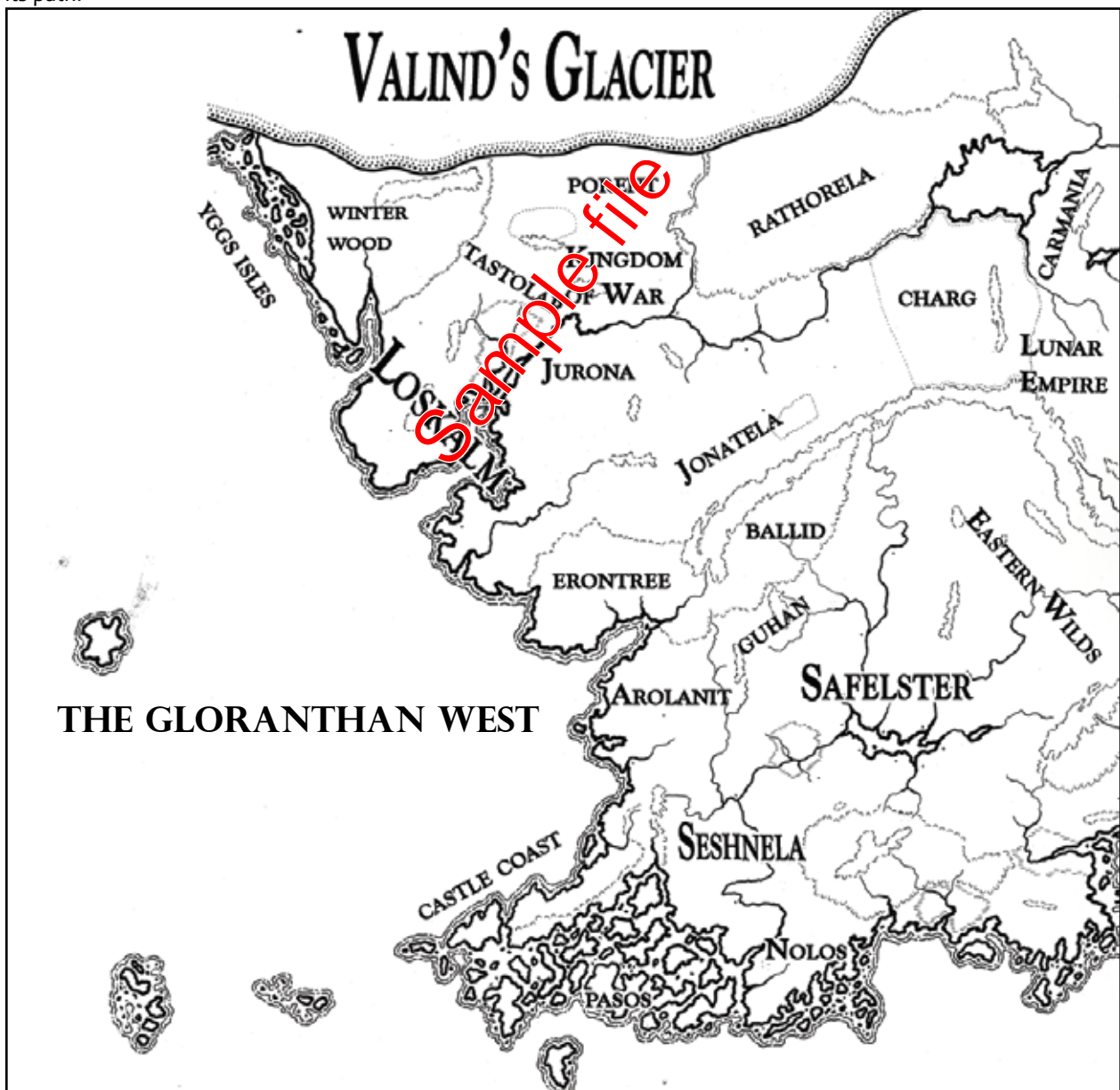
Inland from Seshnela lies the fertile land of Safelster, where rich cities cluster about an inland sea. Here dozens of rival sects contend for the minds and souls of the populace. Each city is the center of its own small nation, contending for dominance against all the others. This is a land of Machiavellian 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.

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.

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.

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.



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 most lands, the knights are a military elite, trained to fight 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 remain 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 peasants, 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,

