

THE STAFFORD LIBRARY – VOLUME VI

REVEALED MYTHOLOGIES

A COLLECTION OF MYTHOLOGIES
OF THE WESTERN, SOUTHERN,
AND EASTERN LANDS OF GLORANTHA



BY GREG STAFFORD
AND SANDY PETERSEN

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— REVEALED — MYTHOLOGIES

**A COLLECTION OF MYTHS, ESSAYS, GLOSSARIES, AND MAPS FROM THE
CORNERS OF GLORANTHA BY GREG STAFFORD.**

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COVER ILLUSTRATION BY SIMON BRAY.

They say: enjoy, be educated, and find your pleasure and bliss, but do not steal.

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**THE CONTENTS OF THIS BOOK ARE PROTECTED BY THE GODS BEYOND THE GODS, BY THE
WORDS BEYOND THE WORDS, BY THE POWERS BEYOND THE POWERS.**

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INTRODUCTION

WHAT IS THIS BOOK?

DEAR READER,

This book is a collection and compilation of several reference works that I have been compiling over the last couple of decades or so. I do not consider them complete, finished, or even necessarily correct at this stage.

I usually have a desire to present only my best finished work to people. I prefer not to talk about things, but to do things, and I am always hesitant to proffer my incomplete works to people who are likely to mistake them for my final works, and subsequently express anger or hurt when I change them.

Nonetheless, I have been convinced to share these documents with other Gloranthaphiles because most of this information is correct. I am encouraged to get a lot of mostly correct information out and available. I offer this as fodder for future supplements, for research by other dedicated searchers, as background for scenarios set in far flung corners of the world, and to explain some of the deep plot lines that will be uncovered in the Hero Wars.

I originally worked with four systems (North/Theist, West/Sorcerous, South/Animist, East/Mystic) separate from each other. I compiled the stories by themselves, then gradually added other facts and places. Making maps encouraged me to make a Hero Plane geography; a geography encouraged me to visualize the residents; and visualized inhabitants indicated latent stories.

The myths and stories of the region have been arranged in more or less sequential order. Since some stories go on from age to age, the precise order cannot always correctly follow the eras and eons.

In general, the systems were all compiled to be only self-referential. Cross references and similarities in the myths exist, and some are obviously references to the same or at least concurrent events. For example, the Floods of the various mythologies seem to refer to a single Flood. However, the different stories all treat it differently, giving different participants, reasons, and methods.

THE COVER

The image on the cover is of Vith, one of the High Gods of Vithelan mythology. It was drawn by Simon Bray. Note that Vith's left side (on the right, as you look at the illustration) should be blue rather than the grayscale that we show, as the description below indicates.

THE ILLUSTRATIONS

The illustrations were drawn by Bernard Bittler, and were published by Multisim in the French and German editions of *Glorantha, Introduction to the Hero Wars*.

THE MAPS

This Moon Design version of the book contains updated maps. The new maps are much more finished products, created by Steve Lieb and Claire Steyart from Greg's hand drawn maps. Note that these are not directional in nature. It is the tendency of most cultures to believe or even just unconsciously assume that they are at the center of the world, and these maps reflect this bias. The full color versions of these maps are available on our web site.

The four sections are directional, each oriented around one of Glorantha's major mythic systems. Thus, the southern continent of Pamaltela is dominated by spirits and shamanic entities; eastern Vithela espouses mysticism; and Danmalastan (the West) is sorcerous in nature. (Contrast these with the theistic viewpoint of most central Genertelan cultures.)

All of these are maps of the Hero Planes, as envisioned by or known to the primary participants. In general, none of the participants actually *has* these maps, which are collective and of a God Learner nature. Participants in these Hero Plane events usually have linear or regional "maps" that deal only with the ritual at hand. They know that wandering out of the known ritual area brings disaster and doom, but rarely can someone piece together different myths and events as comprehensively as these maps do. Nonetheless, the combined maps are conceptualized by participants, and they were compiled and put together by the God Learners.

THE GLOSSARIES

The entries here are generally about new events or beings, or else new events about established beings. It was not compiled to be a complete listing of everything that has appeared in print in the past. In general, where an old, well-known entity or place appears, I have included only new information. In fact, there are many glossary entries for beings, places, or events that do not actually appear in any of the myths of that section! As such, reading the glossaries alone should be as rewarding as using them solely as a reference for the myths.

Originally, I intended to present the three glossaries as a single document, with many more entries besides. However, when all of the entries and myths were compiled, it was obvious there would not be enough space in the book for everything. Rather than presenting only a Gloranthan Encyclopedia, without the extensive mythologies, I chose to present three relatively complete, integrated myth systems, with each glossary a separate reference for one culture's mythology.

GREG STAFFORD

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COVER: VITH'S IMAGE

Vith sits in a meditation pose. He appears as a human being with odd parts. He is divided vertically; his right side is white, and his left side is blue. His face has four eyes, two above the normal two. He has four arms:

- Right hand, front: palm facing out, fingers pointed up (abhaya).
- Right hand, rear: holds conch shell.
- Left hand, front: abundance gesture, palm visible, fingers pointing down.
- Left hand, rear: holds Enevar/Bolt.

Vith wears simple sage robes, no hat or hood. His hair is coiled in a topknot, with a mirror/pin through it at an angle (shaped sort of like a spoon, or like a hat pin). He is not bearded. He sometimes sits upon a curled dragon, wingless and with tiny legs, appearing often to be a serpent with a dragon's head. Sometimes the little dragon instead is praying before Vith.

Vith's wives often appear as two smaller figures standing beside him. They are both obviously women by their prominent breasts and hips. On the left is the dark woman, who is bent three times; on the right the light one is bent only twice. Both lean in toward him. Both are simply clad at this scale.

MALKIONI MYTHOLOGY

The lands to the west of the Spike Mountain were the Lands of Logic. The ruler there was Malkion. Here is what his worshippers tell of god, magic and religion.

ZZABUR SAYS

A DAWN ERA DOCUMENT FROM SESHNELA

This is a typical speech given by the White Wizards of the First Age Seshnela and Ralios. Missionaries in Seshnela, Arolanit, Akem spread this word in the name of Zzabur, their teacher and master.

You Malestini must listen. I will tell you what you need to know. I am an eyewitness history of your origins. I will tell you what you need to know so that you can once again be with Kiona.

You, Malestini, are a product of the Paseren. You should listen to me because I am a product of the Maseren. Kiona made me. I am Zzabur. My name means Wise Man of Kiona. I was made by the Maseren, Kiona, and I remember how that Sevey shaped itself in accordance to Form and Power to make me, a perfect Erasanchula. I was one of many such Erasanchula. Sevey made me in the same way that He made the other Erasanchula and Himself, who later I called Malkion the Seer.

The Intellect of Malkion the Creator had perceived the world-of-matter as Shapes and Principles. We Thoughts went among the Shapes and Principles and refined the understanding of Malkion to discern them. In the end it was as if we had discovered the Elements and Powers.

Kiona named us to be the True Beings, Erasanchula, and we called ourselves the Malkioni. Each of us Malkioni was a manifestation of a special fact into the world of matter. We were the identifying principles of the universe. You humans now call us Runes.

I remember the world of the Maseren. Elements, Powers, and a single unified world, called the First World. God could be found in the Citadel of Thought.

The Maseren was of Multiplication and Identification. Every one of us Ancient Ones was increased in number and type. The methods of this specialization varied. This was the age of variance.

The first method used was Involution. With Involution, the Pure Shape was cast upon the material world, and there came to be the Four Elements. Thus were the Elements made: Water, Earth, Fire, and Air. Each of these elements further involuted their own many internal gross and subtle differences. In a similar Involution, the Principle of Pure Power became the many pairs of Powers, like Movement and Stasis, or Life and Death.

The second method was of Combination. Sometimes the Powers moved and changed the world, usually by infusing portions of the elements with varying bits of their energies. Sometimes the elements moved or combined, too. This resulted in a race of beings called the Burtæ. These were the bastard gods, who had no natural place in the world, and began the ruin.

Malkion the Seer lived among us Malkioni then, as one of the True Beings. His Thought was Pure Logic, which he shared with all of us. It was the appropriate form of the Divine Thought for the world. Later, when we went out into the world, he used applied logic.

Malkion the Seer Himself taught me. He showed to me what my memory of Kiona was. He showed to me my home in God's Citadel of Thought. In that memory lay my Solace, which I have shared and which has kept all of us True Beings alive and thriving.

Malkion the Seer taught to me what had occurred already. With infallible logic, he showed to me, and all of the True Beings, the Paseren as it was occurring around us.

The Paseren was of Duplication. Any thoughts, forms, and powers that had been done once were duplicated many times. These copies of copies, however, were inevitably poor imitations of Malkion's original work.

This is where your human ancestors came from. Inferior creatures made them. They were made in imitation of me, and the other True Beings who still live in Brithos. You should listen to me, because I am superior in every way, and remember things you have obscured with religion, mythology, and other functional superstitions.

Malkion once set forth from the Castle of Logic and went among the many beings of the Paseren. They were tribes and nations and kingdoms and families. He taught them of measurements, logic, fact, and destiny.

Then occurred what you call "The Great Error." You say the gods fought. In fact, the error was when some of the True Beings mistakenly claimed the Maseren to have been their own, thereby creating the bad logic of self-identification. They called upon Destiny to prove themselves, when in fact destiny was their result, not their cause. Rather than maintaining a direct and flowing contact with Kiona, these no-longer True Beings turned the energy into a new form which was directed downward, to the material world, rather than upward, to the perfect world. This made runes, and gods.

Runes are a particular idea of God, which has coalesced into the energetic being of a Rune, and subsequently misguided by the gods, which are the former Thoughts of Law. These beings identified themselves with their rune, and claimed to be the source of its power. They set up worship, perhaps at first as a benevolent method of helping inferior beings. However, this caused a misflow of energy and information, and linked people and gods to the pathetic and erroneous closed system in which they still suffer. Perhaps some of the gods were at first innocent, and were forced into their positions by their human worshippers. None, however, escaped the curse and all are now damned.

I watched as the world fell to their powers. I wrote the Bronze Tablets at the time when the gods cut themselves off from God. Though they stole part of it and melted part, the rest is still proof against their lies and preserves all who believe in it. It holds the secret weaknesses of all the gods.

I hold no moral judgment now. I see what is necessary and natural now.

As I watched the gods prepare for doom I protested to Malkion daily, and he logically turned my arguments to prove destiny. Destiny could not prevent my book, and he kept it there. I placed that book in the Castle of Logic, where Malkion the Seer presided. The Castle was where we Malkioni gathered, though residences lay far afield outside.

I walked beside Malkion the Founder when He bore Logic among humankind. He knew more than I. I watched and measured while He shaped. He taught everyone what he or she could learn. Most failed miserably, and by acting upon their partial knowledge they performed the Fifth Action. The people who did not fail, though, were accepted into the family of Malkion the Founder of Nations. They were those who you wish to be like. They were humans, products of the Paseren, yet they have by their actions proved themselves to be True People. They are Malkioni, and have all the powers and privileges of being a True Malkioni like me.

I know your histories. They are all chronicles of war and death. With pride and foolishness you boast of your gods' deadly destructions. One of them killed the sun, one of them killed the oceans, one of them killed the rain, and another became a dragon that ate all dead things and shat out a new generation of things to fight and kill. I have heard all your songs of glory, the lusty retelling of their deeds, and the sorrow of their tragedies and griefs. Myths and legends abound.

Those events are different for me. I saw most of these things occur. I saw Ehilm flicker and fall, moaning, from the sky. I saw when Dadamus crushed the soul of darkness and became lord of demons. When Xemela destroyed her body forever I wept, and when Desdoram lodged himself into the serpent's jaw I was wretched to obey him and do nothing. These people were not my gods, but my sisters and brothers. I remember them, even before they were wrong, sore, and mean. They would tell you that, if they remembered.

We do not hold these misled gods to be guilty, in error, or in sin. Those are the judgments of inferior beings. They were simply a part of the cosmic sequence, and factions of fate.

The Fifth Action was destined to occur. It was destruction, and all of the created world turned upon itself to devour, rend, be tortured and killed, and rot empty and lonely, broken into the parts which it had come from. The process was long and hard, but everything was destined to go back to its original state: lifeless matter and formless energy. And so it did. The world ended.

Only the Citadel of Thought remained, for it is beyond the world of matter and energy, being of perfect thought. The Pure Ones in the world, whether Beings or Persons, remained. We are here still, and we are here to tell you how to once again become one with Kiona, who is the Creator of the world and whose Laws will bring you power and freedom.

The world of forms and powers was destroyed. However, we brought it back to life again so that it could continue to provide us with materials for our survival and growth.

Here is how we brought the world back to life. The misguided gods still lived, for even though in grievous error they were of the Maseren. Furthermore, the material of Malkion the Sacrifice had been digested to be throughout the whole world. Finally, when I threw open the doors to Solace to the world, all of the gods were stirred to action to find their way here once again. Because of their former actions they began by reclaiming their old spheres of authority, the runes. Yet even in this old action they provided themselves with a chance at redemption that they had rejected previously. This was because the material of Malkion the Sacrifice had been spread into the material of the world. Thus, all the gods and their worshippers are welcome here, and each and any who will properly prostrate themselves and humbly take the vows of the True Beings will rejoin the true fold once again.

This is what we offer to you, humans: a chance to join the True People and live in everlasting life and power, knowing your personal way to the Citadel of Thought.

Though many tribal ways were once available, we know now that only the Brithini Way is true. The others that seek to prove themselves are self-evidentially false, and their errors are obvious to anyone who has lived in the Castle of Logic. Solace is yours. We invite you to the benevolence, protection, and care of Malkion, and of the Brithini People.

THE MALKIONI MEASURE OF MYTH

THE FIVE ACTIONS

These are ancient Zzaburite Definitions. All of subsequent Malkioni belief is based on these principles.

FIRST ACTION: CREATION

First was only Mystery, the Unknown and Unknowable. No mortal can understand this concept. When Zzabur first mapped the Sorcery Plane, even he could go only this far in explaining the universe and its mysteries. **Action:** The Universal Perspective perceives the Prima Materia, and thereby separates into [lifeless] Matter (“earth”), [formless] Energy (“sun”), and Intellect, called Ferbrith or Malkion the Creator.

SECOND ACTION: MANIFESTATION

At start: Creation consisted of Matter, Energy, and Intellect. **Action:** Ferbrith acts upon matter and energy and creates the “proto-world,” whose components are the Erasanchula: True Beings, Shapes, and Principles.

True Beings were the Great Thoughts [of the Universal Intellect]. True Beings are RUNES. Zzabur was one of these, and names his contemporary creator as Kiona, the Law Rune, called Malkion the Law. Malkion resides in the Palace of Intellect, which is the center of SPACE. The world has both Life and Form, also called Space and Time (actually proto-time, or Sequence), or Cause and Effect.

THIRD ACTION ERA: MULTIPLICATION

At start: “Proto-world” of raw Time and Space, inhabited by Kiona, the Law. **Action:** Kiona combines the primal Runes, thereby creating the First World. This consists of one of each perfect thing. The result of this action is called the FIRST WORLD, which is now part of the Sorcery Plane. Kiona is thereafter called Ordrelvis, known as Malkion the Seer or Malkion the Prophet, who lives in the Citadel of Thought.

FOURTH ACTION ERA: DUPLICATION

At Start: Ordrelvis inhabits the First World. **Action:** Ordrelvis duplicates the Runes, thereby creating many hills, rivers, etc., as well as the many people, sorcerers, etc. that inhabit the world. This world is DANMALASTAN. People live in idyllic perfection. People are the Six Tribes, and Malkion the Founder is among them.

FIFTH ACTION ERA: DESTRUCTION

Malkion sacrifices himself and becomes Malkionaru, the Sacrifice.

Action: The War Age:
 Wars of Low Magic.
 Malkion Murdered.
 The Darkness.
 Wars of High Magic.
 The Dawn proves that Zzabur was right.

HISTORY BEGINS

Several enclaves of belief are present.

THE FIVE ACTIONS

Zzabur talked about the Five Actions. At first, the Westerners divided mythic time by these Actions. However, the God Learners cemented these into the pagan mythic ages as follows:

Western/Sorcerous	Central/Theist	Eastern/Mystic	Southern/Animist
1st Action	Creation Age		
2nd Action	Green Age	Creation Cycle	Creation Period
3rd Action	Golden Age	High Gods Cycle	Old People Period
4th Action	Storm Age	Gods Cycle	Artmali Period
5th Action	Darkness Age	Demigods Cycle	Demon Period
History	Time	Human Cycle	Now Period

FIRST ACTION ERA

CREATION

Before at first, primary to anything, was only One Mind, which is of no understanding to any living entity. It has no meaning, understanding, or application. The One Mind is the Universal Perspective’s absolute objectivity of Everything. Everything is the Prima Materia.

When One Mind objectively viewed everything, it was the First Action, which was Creation. We call the One Mind after this First Action by the name Malkion the Creator.

SECOND ACTION ERA

MANIFESTATION/PERCEPTION

Malkion the Creator self-made. One Mind turned Itself into an entity that could be conceived, called Malkion the Law. Malkion the Law is infinite, immutable, and perfect, but can be envisioned.

Malkion the Law perceived that which had preceded His existence. He saw that Prima Materia was Lifeless Matter; and that the Universal Perspective was Formless Energy.

Then Malkion the Law created the First Place, or Space, which is the volume that contained the Creation. Malkion the Law put limitations upon the universe. We call the place where Malkion the Law resides the Palace of Intellect.

Then Malkion finished the Second Action. Within the Palace of Intellect, Malkion the Law took Lifeless Matter and made it to be the Shapes of the world, then took Formless Energy and made it to be the Principles of the World. That was all that occurred in the Manifestation Age: Malkion the Law created Space, Shapes, and Principles.

When Malkion the Creator moved from inside the Palace of Intellect, He instigated the Second Action, which is Manifestation. Malkion the Creator was Pure Thought, but when He mixed Himself into the realms of Shapes and Principles, Pure Thought became Applied Thought, which is sometimes also called Knowledge.

After He left the Palace of Intellect, He was called Malkion the Law. He applied his divine perceptions to the world around him. Malkion the Law applied the Principles as if they were measuring tools, and with them analyzed the Shapes, and then thought about the results to understand them.

For instance, Malkion the Law measured the differences between the Shapes and in doing that He recognized the Elements. The Prima Materia then became manifest in the Known Shapes of the Elements. The Elements did not spring into existence all at once. Thanks to Malkion the Law's increasingly refined perception, the new elements could be realized into existence. Each was drawn from the previous, like base stones giving up their precious metals.

First of the elements was the Earth, which was mostly matter but with some energy; and the second was the Sun, which was mostly Energy with some matter. Those entities settled into their natural places, at the will of Malkion the Law. Then from these were taken Water, third, and Air, fourth. Each was a fluid counterpoint to balance the first two. These four are the Great Elementals, which make up the substance of the world.

Malkion the Law then set the Shapes to manifest the Principles, and from this act came the Powers. These were pairs of immortal energies, all clearly understood from each other.

After the Elementals had separated, the Palace of Intellect could not be found by anyone except Malkion the Law. None of the inferior entities had ever known of it, nor would they ever. Instead, where the Palace had once been was now the Citadel of Thought. Inside of that citadel resided the ancient Malkion the Seer.

This was the result of the Second Action: the Citadel of Thought, the Outer World, the Elements, and the Powers.

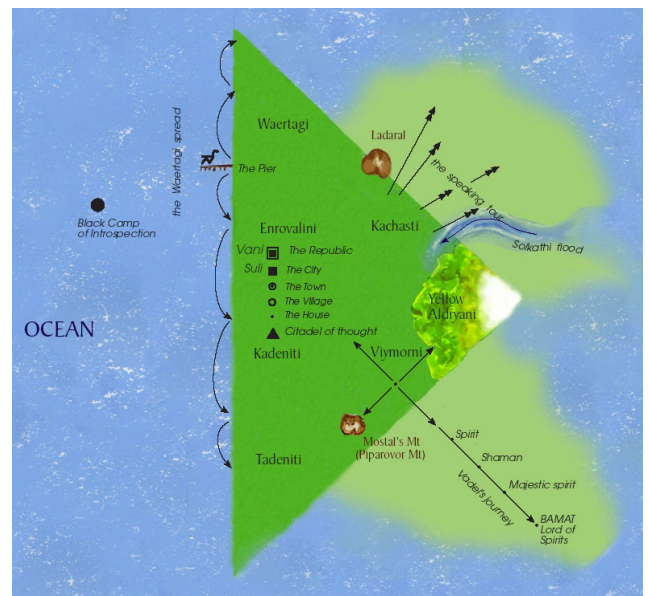
THIRD ACTION ERA

MULTIPLICATION AND IDENTIFICATION

Malkion the Law moved from the Citadel of Thought, and in doing this brought about Logic. Malkion the Law had been Pure Logic. However, the Law became the Seer when Malkion moved out of the Citadel. Malkion went into the realms of Shapes and Principles, and mixed them according to the measures of Applied Logic.

From this came the Runes, which were of two types: Forms and Powers.¹

And then Logic mixed the Forms and Powers and brought about the First People. These were the Malkioni, a race of wise beings who named themselves after their Seer and Prophet.



Some of the original Malkioni seized the Runes and claimed to own them. They applied the Principles and extracted previously unknown power from the Runes. They then claimed that, because they had made the powers, that they were the keepers of those runes. This seizure is often called the Rebellion of the Gods.

The gods created their own home, and they imitated the shape of Malkion's Citadel. This was the Great Mountain, raised to the east. The gods called their original home the Castle of Runes.

The majority of other Malkioni, convinced of the logic of this act of violence and selfishness, did nothing. One distinctive individual who did protest at this time was Zzabur. He condemned his companions, and wrote the Bronze Pages of the Book of Zzabur. Those pages held the personal secrets of Zzabur's rebellious foes.

After the Rebellion of the Gods, the Citadel of Thought could not be found by anyone except Malkion the Seer. None of the Malkioni or gods had known it, nor would they ever. Instead, where the Citadel had once been,

¹ There is an apparent problem with this story, since the Powers appear to have been created both here and also in the events of the previous Action.

there was now the Castle of Logic. Inside of that Castle resided the ancient Malkion the Seer.

Zzabur the Sage, in order to protect his prophet from the corrupt gods, organized the Kingdom of Logic around the Castle of Logic. He proved his worthiness to Malkion by his many visits and stays there for the centuries which followed.

FOURTH ACTION ERA

DUPLICATION/PRESERVATION

Malkion the Seer finally moved out from the Castle of Logic because his own righteous people were being harmed by the frauds. His departure from the refuge brought about Reason, with which he hoped to convince the gods of their errors. Malkion the Seer had been Pure Reason, but the Seer became the Founder when Malkion moved into the realms of Forms and Powers and mixed them according to the formulae of Applied Reason.

This mixing is manifest in the myriad things that separate worlds. Any and all worlds, in fact, such as that of humans and spirits. This has many different names, including life and death, body and soul, reality and illusion, the world and the mystery, mind and body, finity and infinity, and so on. All of the beings that used those powers got them at that time because Reasoning was applied to Creation.

The vast changes that Reasoning brought about was like a reorganization of many peoples. No longer were all creatures of the Darkness element² a single united entity, for now some might be of life and darkness, or even of light and Below. Tribes, races, peoples, and beings were forced into self-definition under these new terms of being. Truth, for all beings, took on more subtle meanings.

THE ORIGIN OF ANIMALS

The origin of animals is available in *Anaxial's Roster*, pg. 209.

THE ORIGIN OF PEOPLE

The Fourth Action created people.

Malkion made people. He made them able to reproduce a little later on, and they begin to reproduce themselves too.

Said the Zzabur Way, Malkion duplicated the Runes for the mortal races, and the world was populated with living beings of various types. Large populations of peoples live in far flung parts of the world in the Golden Age bliss of abundance, peace, and ignorance.

Malkion the Founder came out of citadel, and went among the Folk. Among each of them he left the same messages and teachers (the Thoughts). He knew they were mortal, and thus insufficient to remember everything correctly. He left among them prayers and ways to recall the Teachers, to remember him directly.

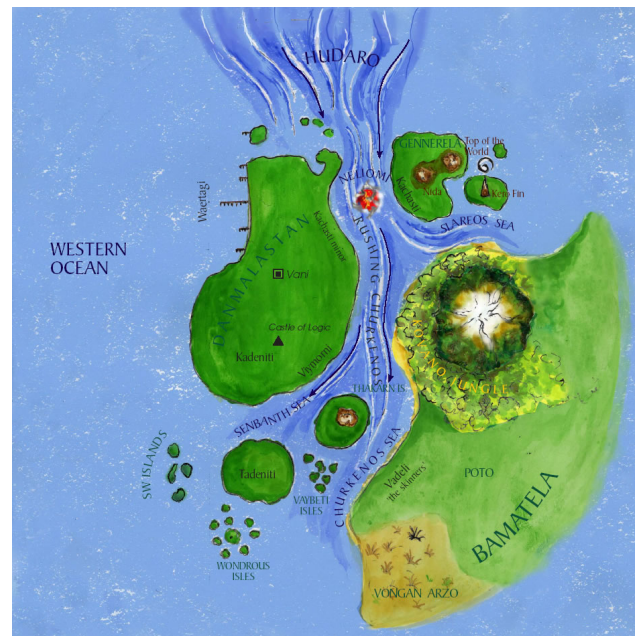
Each of the Major Tribes has their own Origin of Malkion the Founder story, of which the Aerlit/Warera

myth is one. This one even sounds like it could be the Waertagi story...³

THE REVELATION OF NOW

Most Malkioni peoples were entirely devout, but even their most holy Pure Ones could never find the Castle of Logic, although they had maps of where it had been. Several great questers, like Solomit, Estender and even the infamous Girl Twins of Jederes, used knowledge, cleverness, and divine guidance to find their way past or through the guardians to where the Castle of Logic had been. Upon reaching the center, however, they found instead the Tower of Reason. This was no less great, just different from before. Those great beings of the Enrovalini all listened at the Tower of Reason to the words of Malkion the Founder, who lived therein.

There, at the secret center, Malkion the Founder explained to the wise the secrets of Life and Death. These are set forth in *The Revelation of Now*, which shows that Life and Death were both the (inevitable) result of (the Guardians and Gods of old) applying logic and reason to the comprehended facts of material existence. The use of the present, discernable environment as the starting point of understanding the world was new. The "Revelation of Now" proved that all individual or personal existence ends upon the death of an individual, and that life has no meaning except to survive in the prescribed Malkioni ways. This life style then provides to the Malkioni virtual immortality within their living body, and a natural access to incredibly fortifying powers.



² Another potential problem, since Darkness is not one of the Elements recognized by the Zzaburites.

³ In fact, these are all the peoples' own stories, all only partially right. Zzabur's own story is also true, generically.

DANMALASTAN

DANMALASTAN is the name for the collective territory inhabited by the people created by Malkion.⁴ LAND OF LOGIC is the common name given to it by God Learners.

Talar, Zzabur's "brother," was given command of one segment of the world. Zzabur chose to live there, close to his Creator. It was triangular in shape. The natives called it Danmalastan.

The region was neatly divided among six tribes. Although the shapes of their territories were different, the areas allotted to each tribe was exactly the same.

The tribes were:

- Defender is using magic
- Enrovalini, in the northwest, with some western coast.
- Waertagi, farthest north.
- Kachasti, in the northeast, inland between Ladaral's Mountain and the Tower of Reason.
- Viymorni, inland in the southeast, near Magnetic Mountain.
- Tadeniti, on the farthest southern coast.
- Kadeniti, in the southwest, with some western coast.

At first these peoples were all the same, but as their numbers increased they discovered their purposes. Each had a favorite activity, which they did to further Malkion's power. Of course, each of the six tribes had its own sorcery uniquely suited to their favorite tasks. During the time of greatest power, each tribe performed its task and helped to shape the world.

THE ENROVALINI: THEORETICAL DEVELOPMENT

The Enrovalini were glad that Zzabur chose to live among them. They had the magic to explore the physical universe. They also applied their infallible logic to everything that was brought to them by the other tribes.

The Enrovalini had the magic to research magic. In their earliest research they made the Elemental Magics and Power Magics work, and later also determined the first spells to isolate and command spirits of their four (?) Elements and twelve Powers.

THE WAERTAGI: THE PIER

Waertag and his people loved the sea. He and his first family made The Pier, which jutted far out past the ends of the earth to reach into the endless sea.

Waertag made Boating Magic. He made the first boat, and with his children paddled up and down the coast. He also made the second boat, called the family boat. Later on, he made the third boat, which was called the far going boat, and the fourth boat, the war boat.

Most people wandered around and explored their lands. The Waertagi got into their boats and sailed away, and settled in numerous places along the coast.

THE KACHASTI: THE SPEAKING TOUR

The Kachasti spread outward as they increased in numbers. Kachast had Communicating Magic. His people could talk to anything and understand its response. For fun, they made up languages to use among themselves.

One day, Kachast met a strange people, who had a language no one else knew. Nonetheless, he learned to speak with them quickly. Thus, he learned that other peoples lived elsewhere, farther on. Kachast sent his best people onward, then sent word back to his people that anyone who wanted a challenge should come to communicate with these strange and unknown people. Many people did, and their excursions into this land were known as the Speaking Tour.

THE VIYMORNI: EXPLORING THE WORLD

Viymorn loved exploring. He was observant and curious, and his children had the Magic of Exploration. His people were fast, and went quickly over the whole of Danmalastan before the other tribes had gone far outside the places where Malkion had made them. The Viymorni then helped the earliest tribes to explore their own lands.

Vadel was the Viymorni who went outside the western lands, which were the laws of Malkion. (He is mentioned more later.)

THE TADENITI: THE FIRST BOOK

Tadenit invented writing by making marks in the dirt. His family invented writing tools, several pictorial scripts, and experimented with every media.

Tadenit one time got all his catalogers together, and they made the First Book. It had all their knowledge in it at that time. They gave it to Zzabur, who had it copied and then sent it to the Great City.

Zzabur then showed to all of them the Real Script. They were astonished at this, because Zzabur had revealed to them a pure distillation of their own Writing Magic. They copied their work in the Real Script and took the copies home with them.

⁴ As well as, in a larger sense, the whole world of this era.

THE KADENITI: CONCRETE REALITY

The Kadeniti loved to build and make things. They had grandiose ideas. Kadenit started by splitting a rock to sharpen a stick, then made other tools with his people.

Once they made a house. No house had ever been made before, and for a long time different people experimented by living in it for a while. They'd talk about it afterwards. They decided to make several more houses, and a work shed too.

They went a way off, and they made their buildings. This was the first village. People came and lived in it for a while, making new tools.

They went another way off, and they made even more buildings, of larger types. This was the first town. It had a market place where people, even from the other tribes, came to visit and share their tribal information with others.

Then they went another way off, and they made Suli, the first city. It was big, and lots of people came to live there from the other tribes. Zzabur built a tower there, with five other towers attached so that sorcerers from other tribes would visit him.

One day Malkion came to Kadenit and asked him to design and build the Great City, Vani, to be the center of the infallible and perfect Republic. Thus was the city made by Malkion the Founder, who was well known among the tribes at that time. Each of the tribes had their vote and place in the Great City of the Republic. It was the first city ever made with concrete, a recent discovery.

THE SOCIAL ORDER

Malkion the Founder determined one day that the great masses of his peoples ought to be organized in a logical and correct manner.

He named all living men to be Citizens. Then, he divided them into four classes.

The most numerous were the Commoners. These were those who made things, recorded information, explored, boated, and did the other everyday work that they preferred. Dronar was their leader, because Malkion had appointed him to the class first. They were called dronari.

The next most numerous were the Soldiers. They were fighters who chased away the troublesome forces that had begun to plague the land. Horal was their leader, because Malkion had appointed him to the class first, and they were called horali.

The next most numerous were the Leaders. Talar was their leader, because Malkion had appointed him to the class first, and they were called talari. The talari had the awful task of meeting with outsiders to haggle for trade, and in compensation were given the pleasant task of leading the public meetings, making many important decisions, and of being responsible for the material well-being of the people.

Finally, the fewest people in the city were given the task of being responsible for the energetic well-being of the people. They were called the Zzaburites, because Malkion had asked his own favorite son to choose those of his followers to go to the city.

THE ORIGIN OF WRONGNESS

Ord Elvis⁵ makes "people." People reproduce, and groups move out and settle in their areas, under the guidance of the Great Thoughts.

Ord Elvis lives in the Castle of Logic (where he teaches about Kiona⁶).

Malkion the Founder walks the land with the First Peoples teaching, founding dynasties, etc.

MALKION MAKES HIS LAWS BE KNOWN

After a while, Malkion the Founder retires back into the Castle of Logic. However, most people don't visit him there, because they are too weak and small to encompass Him.

PEOPLE BREAK THE WORLD

What did they do? They disobey Malkion's Laws. Everyone among the Malkioni say they are at fault for some great (universal) error. But even the Malkioni do not agree about exactly what that error was. In Modern times this is debated to be sin, pride, lust, or whatever particular "immoral" act they performed.

In all cases the humans are involved with the gods, whose origins are from the Third Action (probably to agree with Zzabur's claim that they were his "brothers and sisters" who went wrong, thanks to human interaction). The people have wrong Thoughts, flatter the gods, and sacrifice to them in binding Laws/Oaths, thereby creating Devils.

The Enrovalini say they worshipped the false gods, and engaged in worship, animism, and meditation. The worshippers urged their Wrong Thoughts to rebel against Malkion, who to them was a distant and meaningless deity. As a result, the Directional Lords of the North, East, and South all rebel. The Gods War begins. Foes were: Ladaral (Lodril), Worlath (Orlanth), Ehilm (Yelm), Naka (Nakala).

THE EARLY REBELLION

Of the Directionals. That is, of North, South, and East, or in mythic terms, of Genner, Vit, and Bamat.⁷

It is normal for mortals, however, to perceive it as the start of the rebellion, because the Directionals differ significantly from each other. The basic differences at this stage are the [ancestral forms of the] four essential directional ways of magic:

Zzabur (West): sorcery [conscious exercise of will upon the non-physical world to make results in the physical world].

Genner (North): worship [fixed sacrifices to gods for fixed results].

Bamat (South): shamanism [personal interaction with Nature and spirit beings].

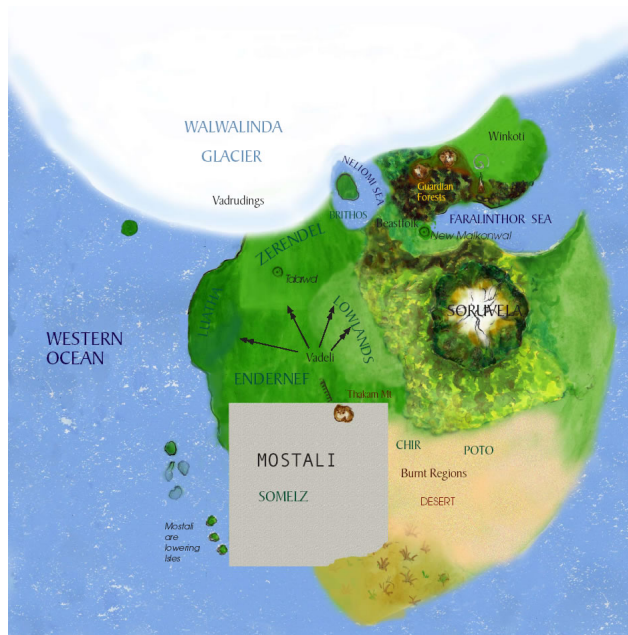
Vit (East): meditation [passive internal empowerment].

⁵ Malkion the Seer.

⁶ Malkion the Law.

⁷ In fact, it is the directions defining themselves outside of the scope of Zzabur. He knows this. They are different Thoughts. In every corner of the world the purist practitioners of magic reject the other schools of thought.

This recognition creates the first self-conscious definition of the “Malkioni,” and occurs in the Golden Age [when humans and other mortal races sort themselves out for the first time.]



VADEL FIGHTS BAMAT

Vadel himself went outside of Danmalastan to explore. He once met a thing that had no material form. This had been considered impossible by the Vymorni before this, since Zzabur had said that everything has matter and energy. The thing was only energy. Vadel got a Kachasti to speak with it, and then with the help of his strongest children he imprisoned the energy in a slowly burning staff made by the Kadeniti. They sent it to the Tadeniti, who copied how to do this, and they sent it to Zzabur.

After that, Vadel continued onward. He and his companions met an Energy Complex then, which had many smaller powers about it, its own great intelligence, courage, and a cruel streak. It took the energy right out of some of the Vadeli, in return for that which had been sent to Zzabur. Those poor bodies staggered away, mindlessly roaming around the world and scaring everyone afterwards. Vadel and his survivors survived only because they ran away.

Vadel went to his friends in Mostal’s Mountain for help. They gave to him the Iron Energy Prison, which had no energy at all, but was only material. Vadel meantime had worked with his daughters to make a spell to conquer energies, and then they went back to the Energy Complex with the Iron Energy Prison. They fought with the Energy Complex, and captured many of its followers, and sent it fleeing away.

As before, Vadel sent this to be recorded, then on to Zzabur for research. On his visit, Vadel received the Energy Prison from Zzabur, which was copied by the Kadeniti from the Iron Energy Prison.

Vadel and the Vadeli then went on, and they met an even bigger energy. It was a strange complex of energy, and was so great it even controlled the matter around it. It was of the magnitude of a minor god, although such measurements would only be made much, much later. Whatever it was, Vadel fought it, and would probably have been defeated except that the Energy Prison worked. It was a wooden rod, with bronze and gold rings, not iron, carved with runes.

On the next journey, Vadel met the Lord of Energies. This was a god, Bamat, one of the equals of Zzabur. Vadel fought and fought, losing his own people to the enemy, and also countering most of the energies which attacked him. Both withdrew from the fight that first time. Afterwards they met again and again, but neither of them ever fully overcame the other. During this time, Vadel learned all the essentials about fighting energies and gods. They called it Energy Conquest Magic.

Mostal’s own Tin Mostal met Vadel on his way back to see Zzabur. Tin Mostal demanded that the Energy Prison be given to him then and there, since it had been copied by Zzabur without permission. This was, of course, a Mostal Magic, and it must not be in the hands of humans. Tin Mostal waited for it. Vadel walked around him, ignoring the demand, and returned the Energy Prison to Zzabur. Tin Mostal waited there for a very long time, until he saw many duplicates of the thing he sought. He demanded those too, without success, and eventually realized he would not succeed. At last, Tin Mostal went back to Mostal with the news of the refusal.

This was the cause of the rift between humans and Mostali. The Mostali refused to give anything else to humans, who mindfully began to copy everything that they had ever gotten from the Mostali.

One time, the Mostali sent a whole century of creatures to forcefully take away all copies of the Energy Prison from everyone that they met. These creatures were successful at first, harvesting the tools (and many others in the process). Vadel, who had avoided Tin Mostal so easily, taught magic to his children so that they could avoid pursuit, and even steal the items back. At last, Horal fought them and destroyed everyone he and his army could find, and the last were withdrawn into Mostal’s Mountain.

FIFTH ACTION ERA

DECAY, DISINTEGRATION, DOOM, DESTRUCTION, AND DEVOLUTION

The things that the pagans call gods are doomed beings, condemned to destiny and fated to drag their worshippers through endless cycles of rebirth. They are there to serve us.

The gods were never content to honor the Law. They brought this condition upon themselves. People may be freed from their hold, though most do not.

The gods were from among a race of wise beings called the High Ones. God made the High Ones, and each was a perfect thought. Some of the High Ones had a destiny, and God let them take their way even though it seemed ill at the time. We do not question God.

The gods each wished to have their own spheres of power and followers. They said that since Malkion had his own followers (the High Ones), so should each god have their own followers too. They made, bred, or thought these beings into existence. Soon there were many inferior races, all of them designed by the faulty logics of the gods. All of them were off-balanced because of their strange mixtures of elements and powers.

This copying was, whether good or ill, an expected part of the Fourth Action. For a hundred generations it went on, silly and wrong, but ignored. Any of the Malkioni demigods who spoke of this said it was, after all, logical.

These peoples and creatures inhabited much of the world over the next several centuries. Because of their faulty logic, however, they eventually began to harm the Malkioni.

The Sacrifice of Malkion brings contact with Solace for the mortals who had been suffering. This is the start of the return to Godhead of the Malkioni.



ZZABUR’S WARS OF LOW MAGIC⁸

THE LATER, OR ELEMENTAL, REBELLION

When Malkion was gone the small troubles became great troubles, and the whole world was threatened with an end to itself. The Powers do not revolt, for they were mastered by the Thought of Zzabur, under the powers of Malkion the Law.

But the Elementals do revolt. Zzabur (with help from his people) dispatches these rebels, who had been his peers. The identities of these powers are Worlath, Ehilm, etc.

One by one, often manipulating one against the other, Zzabur overcomes all of the major enemy elements. He takes credit for causing many of the Great Events, such as killing Yelm, sending Orlanth on his quest, and even destroying the Spike.

ZZABUR TRANSFORMS SOLKATHI

Solkathi, a huge water demon, attacks from the east as a huge wave, bearing on its back its favorite army of Umbakko.⁹ Zzabur uses his magic to turn the water to steam, which boils the river’s creatures to death. Then Zzabur makes it freeze, so that the water is motionless, and thereby robbed of its powers. It surrenders to Zzabur. From this: his power over water. The Waertagi are in on it, helping the Enrovalini.

THE FIVE SECRET ASSASSINS

Zzabur proves that his Logic is greater than the Five Emotions: Love, Fear, Hate, Desire, and Judgement. He overcomes Uleria and other deities.

THE ILL-INTENTIONED GODDESS

Zzabur educates Britha into obedience. Zzabur never directly attacks the goddess, but forces her to conform to his will anyway.

ZZABUR AND THE TRUTH

Where Zzabur causes Ehilm’s own supporters to kill him. A.k.a., the death of Yelm from Zzabur’s perspective.

OUR SEA, THE NELIOMI

Zzabur commands the seas to his bidding. The waves attack Ladaral, who is utterly destroyed.¹⁰ His regions are granted to Neliom.

THE SPELL IS MIGHTIER THAN THE SWORD

Zzabur uses his sorcery to overcome a foe in hand to hand combat. This is the origin of western combat magic.

ZZABUR DESTROYS THE DEVIL

Zzabur versus the Devil (Kajabor/Wakboth). This is both moral evil, in the Physical Plane, and Entropy, in the Energetic Plane.

⁸ These are the myths that prove and show how to perform basic sorcery, or how to derive sorcery from philosophy, or how to overcome the universe with alchemy. “The Divine Solution” and “Solar Transmutation.”

⁹ Translated as beakies, i.e. keets. See pages 64, 67, 75, 79, and 93.

¹⁰ This is the implosion of Lodril.

EXILE OF WORLATH

Zzabur curses the god to never rest in the same place, finally causing him to go out of the world entirely, to the Ultimate Resting Place.

THE END OF THE VADELI

Zzabur rids the world of these oldest foes of the Enrovalini.¹¹

SAVE SOG CITY**A WAERTAGI STORY**

The Waertagi have several bases around the world, all called "Sog City." They use these as dry docks, supply points, and so on.

One time the land began to dry out. The Sogites of Fronela perceived this to be the work of their foes, who wanted to attack their city, but were stopped because it was on an island.

The Waertagi sorcerers summoned Janube to come to them, and forced it to surround their island to protect them. The Janube River came rushing down from the Sweet Sea, creating the river.

THE FLOODINGS

Three great floods washed against Danmalastan in rapid succession. First was the Solkathi flood. Zzabur boiled it then froze it, and took from that his Water Magic. Left behind afterwards were only pools of the clear water.

Second was Neliom, Our Sea. Zzabur used his Water Magic to convince the sea god Neliom to join in the attack upon Ladaral, a god who had taken refuge in a huge volcano, where his worshippers thrived.

Third was the Churkenos, called the Great Rift Flood. The Gods grew angry at Zzabur's success, so they got Wakata to use all of his water powers and try to wash over Danmalastan. Zzabur had raised a great wall to the east to hold back the waters.¹²

Zzabur didn't try to resist this directly. Instead, he caused a huge earthquake to tear open a huge part of the surface of the earth and make a vast gap, into which the waters washed. When the waters filled it their churned and roiled about in confusion at first. Then Neliom, Our Sea, flowed into that newly made sea, and directed its flow. The current created there was called the Churkenos, and it flowed from north to south instead of upon Danmalastan.

The Churkenos Sea made Danmalastan into a large isolated continent. This was Zzabur's intent, to make it safer for his people. The Waertagi, now in their War Ships, sailed around the perimeter to keep out enemy ships and invaders.

MALKION IS MURDERED**MALKION BECOMES A HUMAN BEING.**

He is killed. The precise timing of this event from among those below is not precise, appearing when it is appropriate for the modern religions' beliefs.

¹¹ This is also the destruction of the Spike.

¹² I.e., the Spike.

This action is seen by Zzabur as an error. This self-sacrifice is the central action of many modern Malkioni religions. It proves to them that man = god, or whatever.

It tells how the essence of the creator came into the world, and helps explain why people who follow the Malkioni Way have some mental/magical control over the elemental and runic world.

It explains why people die (god was a people and he died), and is also the basis for their form of salvation.

I think that different religions have varying moral interpretations of this action, and its motivations and results.

[Zzabur, in a rewritten Zzabur Says, will make this section quite a matter of fact, had to occur, thing, dry, with no moral issues.]¹³

MALKION THE SACRIFICE

Malkion the Founder one time came forth from the Tower of Reason, and in doing so released Instinct to guide all living but unthinking things.

Malkion the Founder had spent many centuries inside his tower. While therein he had been Pure Reason, but the Founder became the victim when he moved into the material world. Some say he wanted to correct the separated realms of Humans and Magics. Outside, he was called Old Malkion.

The Fifth Action mixed the realms of Finity and Infinity according to the limited Reasoning. Regrettably, this Reasoning was far too vague and utterly unsuitable for the vast opposition which foreign peoples and races registered against Malkion.

Old Malkion produced a series of wonders and conjurations to prove his power to those who resisted him. On the trek he made the Hollow Stone to mislead some enemies, embedded some unbelievers in the Emerald Lake, sliced pursuers in the River of Blades, and caused the Roaring Bridge to throw pursuing lion men off of it. Those places were all landmarks for centuries afterwards. Several times during his travel Old Malkion's loyal warriors killed foes who attempted violence against Malkion.

He was determined to teach the truth once again, and bring together his peoples. Through diligence and great effort Old Malkion finally managed to get a large number of his foes and detractors together. He planned to convert them. Old Malkion sensed within all of them that which he, the old but true Servant of the Great Mind, did not have. Malkion said he also sensed that this unknown thing was surely to be the latent power of Malkion which was so degenerate in these savages and demigods that it was even invisible to the One Mind.

¹³ I don't think there is a single provable extant written version of this death, but rather a number of them that all claim to be the truth. We do not need to determine at this point which one is precisely the most correct, because, they will all have some results on the final religion/magic available. For our discussion/inside view of the (most) Objective Reality, whichever version most clearly describes the mystical ultimates of the Great Thought is the most correct. Such a mystical reality (like all the pure meditation schools) give negligible real magic.

In that thought the Creator fully experienced the power of limitations. By that error, He became utterly bounded within the material world.

Old Malkion went to the great meeting. He asked all of his Guardians for their life power to help him, and the guardians agreed. Those guardians were nearly all of the remaining great beings of the original Race of Malkion, who had been brothers and sisters to the first of the Rebel Gods.

And then Malkion asked all his worshipping priests for their support, and they all gave it without question. Because of the ancient laws, all worshippers had long ago given their full support to their priest wizards. The air grew warm and bright, as if the sun were in the sky, when Old Malkion received the assent of the priests.

Datita, the Pest Woman, spoke out of turn and asked if Zzabur was helping too.

So then Malkion asked if Zzabur too would lend his power, but the sorcerer and his people were not present. Long before this rite the great sorcerer had given to Malkion his reasoning, logic, thoughts, and intellectual rationale. Zzabur was utterly respectful, but the Sorcerer Supreme never bowed before the Founder. So when Zzabur resisted, he was able to ignore every query from Malkion.

Then Malkion the Founder summoned the powers of the Creator to recognize itself through the Hidden Power of the Fifth Action, and to reorganize the world around him. It worked, but not well.

The priests, chiefs, and other foes were all gone, and instead were vaporized and distilled into their simplest energies and forms. Sizzling fires thudded to the ground, waters crackled impossibly green, and a flopping thing slid away, all released by the change in those loyal beings.

Everything changed. The masses of peoples were all changed too. They were commanded and shaped by the material instincts of the Created. All those beings became part of two monster armies that had never been seen before. First were the Demons of Matter, which mimicked life and operated only by a cruel and hungry instinct. Second and worse of the monsters were the Krjalki of Entropy, a race of instinctive monsters that emptied the whole universe of its energy. Both monster armies spread like diseases in the material world. Under their unkind ministrations the whole universe was slowly reduced once again to its most ancient components of formless energy and shapeless matter.

The Tower of Reason crumbled when Malkion was killed on the field. The monster armies swept over the lands of all who had helped the misguided Founder. The few good survivors of those once proud lands found refuge in caves that they bitterly called the Cave of Instinct.

Only the Brithini lands, where the Perfect Ones lived, were spared.

THE GREAT DARKNESS

When Malkion was destroyed, the entire world suffered as it was tapped. The Devil, evil and entropic, laughed and swelled with power.

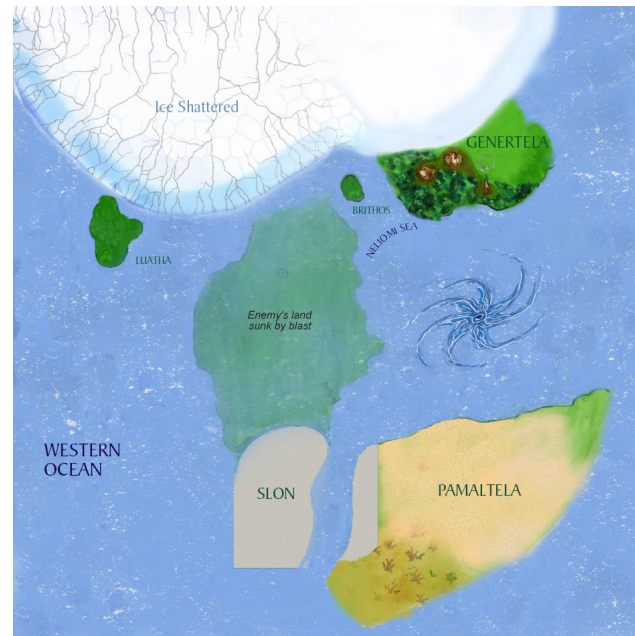
The sun dimmed, glowed orange all summer, then was covered with vast clouds and not seen again. The seas grew

sluggish and gray, and cast hungry misshapen things upon the shore. The earth grew hard and cold, and the green plants grew up new but were brown, and the grass cut like blades, and the seeds were rocks.

A new generation of enemy gods assaulted the world, and this time they were led by the Devil. Zzabur called it by two names, one that was material and one that was immaterial. They were Wakboth, which tapped the universe, and Kajabor, who sucked life from souls.

The Pagans, who paid homage and propitiation to the evil gods, swarmed upon the strongholds of Malkion. First they had some demons with them. Then they had forces of monsters. Finally, they were but one of the foes that attacked the frontiers.

Only the Malkioni persevered. Those people who still had faith in Malkion had seen Solace, and with that they preserved the Good World. They saved the ragged loyalists long enough to save the rest of the world.



THE VADELI WARS

Many schisms among the Malkioni developed while the gods fought. The great and infinite knowledge of Malkion was never truly reduced, but it was of such magnitude that it could not be grasped even by many of the beings that sincerely devoted themselves to the Creator. Thus existed many peoples across the world and upon the shores who claimed to be right, just, moral, valid, trustworthy, authentic, or otherwise really true. Most were only partially so, and only the Enrovalini were truly and utterly so.

All those, however, agreed on one other thing: the Vadeli were not right, were not at all aware of Malkion's truth or power, and among the most evil folk in the world.

The Vadeli warred against the Enrovalini for the whole of the era. A series of events marked the conflict, each a huge war unto itself. The Vadeli ruled the lands of the former Viymorni tribe. They were a powerful clan among them, who had a way to trap spirits into staffs. They then

traded these to the Mostali of the nearby Magnetic Mountain. The Vymorni tribe ceased to exist when the whole world had been explored. The Vadeli led them, instead, upon exploration of realms forbidden by Malkion.

THE TADENITI WAR

The Tadeniti were one of the six Malkioni peoples. They lived in the southwest part of the Danmalastan.

Without any warning, because they did not understand omens, they were destroyed by the Helerians and the Vadeli. This was the first time that any Malkioni tribe had fought another Malkioni. (See map of the Late Fourth Action, pg. 13.) More horrible, though, was that the Vadeli separated all the Tadeniti people into matter and energy, and gave the matter to the Mostali of Magnetic Island; they used the energy themselves. They normally just went raiding far and wide against everyone for a long time.

MOSTALI CONQUER MURTHDRYAN ISLANDS

Enrovalos and the Vadeli lands were separated at that time by the Senbanth Sea. The Waertagi lived in great strength among the Murthdryan Islands.¹⁴ However, one time the Mostali from Magnetic Mountain caused the earth itself to grow, rolling over and bubbling up in a vast land bridge that crept towards the Murthdryan Islands. The Waertagi were helpless to stop it. Zzabur sent a huge wave against it, as he had done with Neliom, but the Vadeli opened a maw to Hell, which swallowed the whole rushing sea. At last, Mostali soldiers marched across the bridge and set up defensive positions. Construction battalions followed; they drew up more land from beneath the sea, and began constructing their fortress of Slon.

THE KACHASTI WAR

Then Enrovalini, Kachasti (on the western coast of Big Continent), and Waertagi waged war against the Vadeli. They prepared an invasion. First Zzabur swept the Vadeli lands clean of magic for a period. Then the Waertagi washed the shores clear of armies, and carried the Kachasti horali to invade.

The Vadeli resisted for a while, but without magic it was hopeless. Their leader went and surrendered to the king of the Kachasti, who accepted. He took many of them home with him, and he left talari to oversee Vadeli Island.

One day, without warning, the Vadeli went to their masters and complained of mistreatment and misery. Many of them then slew themselves, to punish themselves, they said. The Kachasti tried to stop them, but were helpless and disabled to see their wards killing themselves.

The Kachasti talari ordered the zzaburi to heal and resurrect the dead Vadeli, which they did. Suddenly the Mostali erupted a whole range of mountains right among the Kachasti lands, destroying most of their cities. Then the newly resurrected Vadeli and a Mostali army enslaved all the rest. The erupted stronghold is called Nida.

¹⁴ Located east of Vadeli Land, south of Brithos.

VADEL, DEMIGOD

The Vadeli were at first simply in opposition to the fixed ways of Zzabur. Their practices and intentions changed until by the later Darkness, Vadel is a worshipped demigod. He has a considerable tribe like himself. Their caste divisions are actually racial or tribal, being the red, blue, and brown. Maybe there were yellow and others in those days, too.

To counter the Waertagi, the Vadeli ally with the Banthites, a naval race, and the Helerians, who live among the rain clouds. At first, they meet with success. The Helerians even enslave some dragon ships with crews and attendant triolini. They gather for a great final battle, and Vadel then betrays them all, and the Banthites are smashed. Vadel gets something neat from the Mostali for upholding his promise with them.

ZZABUR SINKS THE VADELI

Zzabur sinks the Vadeli Lands, a vast territory, destroying the residents and bringing the sea washing over it all.¹⁵ Then Zzabur breaks the west front of the northern quarter, the gap crossing the Vadeli lands.

ZZABUR'S WAR OF HIGH MAGIC CORRECTING THE DIRECTIONALS

This is a synopsis, talk-about bit. These stories are bombastic Zzabur and Brithos-Did-It tales. All the ancient participants of the West agree that Brithini sorcerers masterminded the spell to end the Darkness. This is the Brithini version.

Since all the lesser powers were laid to waste by Zzabur, only his own peers remained in the corners of the world. These were Worlath, heir of Genner; Vit, reclusive holder of the light; and Bamat, who had many spirits whose entire purpose was to block, devour, and attack sorcery.

As demanded by Law, the errant Directional Guardians were conquered by Zzabur. That is, the higher powers were put into perspective by Zzabur (and his surviving Brithini people). This sets the world right again. Such is the objective of Zzabur's highest intention, anyway. Ending the ice age is just a side effect.¹⁶

THE ICE AGE WORLATH'S ATTACK

Worlath was an old god, patient and powerful, able to command almost every wind in the world. He had once confronted Zzabur, but when the Sorcerer Supreme turned everything into Elements, Worlath was humbled. None of his magic was useful against Zzabur, and his own breath

¹⁵ Zzabur's sinking of the Vadeli corresponds with the last part of the earth breaking up. First was the Implosion of the Spike. This breaks the gap from southwest to northeast, and another from the center to the southeast. This effectively isolates Vithela and Pamaltela from the rest of the world. Remember that Zzabur claimed to do these things, too.

¹⁶ Untold in these public Brithos versions, of course, are the list of defeats. Every one of the four directional leaders has a set for stories which define their powers against the other three types of magic, including sorcery. In fact, the Bamat version above does mention it.

hurt Worlath. He went away, wheezing and coughing, and all of the Brithini witnessed the sorcerer flee.

Worlath decided to make up for his incompetence and accumulate raw strength, using his patience and arming a friend, who had not been defeated. Walwind was the friend, who charged the seas and prehistoric ice to create the glacier that became visible in the farthest distance first as a thin white line across the northern horizon, then as a white wall, and finally as a huge, unstoppageable, growing mountain of ice.

ZZABUR ENDS THE ICE AGE

When the gods all attacked Zzabur, one canny water god planned well. Walwind was his name, and he knew that Zzabur used heat and cold against his watery foes. So Walwind became pure cold, untouchable except by pure heat. Then he made himself huge, so that Zzabur could never get enough Pure Heat to overcome the great mass of Pure Cold. Walwind took the shape of a vast mass of ice, and each passing time of the Darkness Walwind grew larger and colder, and inched towards Brithos.

Zzabur directed his ancient coterie of Brithini sorcerers to create and execute a long and complicated ritual. Their success required large numbers of non-sorcerer participants, which they got from peoples all around the Neliomi Sea.¹⁷ None of them except the Enrovalini were in direct contact with Zzabur, and most worshipped Malkion alongside other deities. Nonetheless, their sorcerers were mostly in on the ceremony and getting as much help from their desperate Darkness communities as they could.

Despite their differences, the Brithini managed to lead sorcerers from Akem, Malkonwal, Arolanit, Neleswal, Ulenswal, the Waertagi, the Ouori, and the Aldryami to complete the spell, which ended the ice age. Abruptly, by Malkioni reckoning, History began.

First, in the South, the swelling oceans moved, and amid them began a flow into the Great Inundation that Zzabur had created. In the North the deathly grip of Orlanth (heir to Genner) upon the world was broken when the winds moved, and with a deafening crack the glacier broke and the ice age ended. Then the East was overcome, for the sun rose from Vit's grip.

Dawn occurs, and men begin to mark time.

These done, History Begins.

THE DAWN ERA AT THE DAWN

Salient Angles for Malkioni Religious History. At the Dawn, several versions of Malkion under different guises are worshipped in parts of the west. Most are, I think, a Henotheist religion, making sacrifices to various minor gods who helped the people survive the Darkness, and also acknowledging their form of Malkion as a Higher Source. Only the Brithini are strict Monotheists, and they are as strict and fanatical as always. Through various changes, revelations, discoveries, and purifications, the Malkioni

religion of the west has undergone a long recovery of their ancient religion.

BRITHOS

Philosophy: Zzaburite.

NOLOSVAL

FROWAL

AROLANIT

*OTHER ONE

AKEM

SORCERY DEVELOPMENT

Here are some of the schools of sorcery that were well established during the Dawn Age. These are not named after their founders, but are descriptive words indicating their powers. They are all Affinities. [Herein, "affinity" indicates types of spells.]

DEBALDAN

Philosophy: Elementalism. (Learned)

Affinity: Water magics.

FURLANDAN

Philosophy: Spiritism. (Learned)

Affinity: Combat spirits.

ZENDAMALTHAN

Philosophy: Intellect Applying Will (Natural)

Affinity: Mental Powers.

BARMALAN

Philosophy: Zzaburite (Natural)

Affinity: Combat magics.

EKOZITE

Philosophy: Zzaburite (Natural)

Affinity: Alchemical Transformations.

MALVONIAN

Philosophy: Zzaburite (Natural)

Affinity: Defensive magic, dispelling magics.

TELENDARIAN

Philosophy: Viymorni (Natural)

Affinity: Explorer magic.

ORGETHITE

Philosophy: Elementalism (Learned)

Affinity: Air magics.

FIRST AGE HENOTHEISTS

FIRST AGE HRESTOLI

FRONELAN CHURCH

¹⁷ Collateral worship.

THE INVISIBLE GOD

SOLACE, JOY, AND BEYOND REASCENDING THE LADDER TO GOD

Zzabur had defined Malkion for the human beings, but the human beings found that definition to be inadequate. They searched for a better, or a deeper, meaning.

Their conclusion: Malkion gave to humans SOLACE, which is ultimately the same as Kiona, who was the creator of Zzabur (who says people can attain that level). This was the highest level of God that people at the Dawn had awareness of. It was the inheritance from Malkion the Sacrifice.

Hrestol discovered JOY, which was the same entity as Ferbrith. With divine joy, Hrestol shook off the old forms of caste, etc., which Zzabur demanded; in favor of the deeper true shapes of the world. Joy furthermore provided to the common worshipper an actual experience of Solace rather than a mental understanding.

Subsequent religious history should be considered to be a searching for the God that lies even beyond, deeper than Ferbrith.

THE ONE GOD

Serozos, a resident of Jrustela, had visions. Serozos taught humans how to speak to, and hear from, Makan. This, he discovered, was the One God, whose worship they thereupon began to actively proselytize.

Jrustela was in great turmoil at that time, especially among members of different religions. Authorities seized Serozos, but instead of condemning him they took him to their own leaders. Serozos convinced them of the One God, and they then set meetings that led to treaties with their neighbors.

The Dolphin Guild, the local band of sorcerers, seized Serozos when they could. They questioned him fiercely, using their broken interrogation spells from Sog city. Serozos was unfazed. The sorcerers identified Makan (Mind) as the entity that addressed them back. They then carefully created Veneration, a method of meaningful communication with Makan, the One Mind. Makan was immaterial, pure intellect, purely objective and separate from the material world, which was created by It. Word of the One God swept through ghetto, marketplace, and palace on Jrustela. It became known as the Return to Rightness movement. It was the best known name for this movement by those early Jrusteli monotheists.

THE INVISIBLE GOD

The unified vision of the Invisible God, encompassing all the peoples there, swept the island, bringing peace among the many peoples. They built many large temple to their new god, "There is only one Invisible God and Malkion is his Prophet."

They claimed that the Invisible God was the one true God, the One Mind, and the Ultimate Being, and that

Malkion had selected the Right alone to bear his word and Law. They say, "There is One World, One God, and One People: us."

The abstract Invisible God gave little actual magic to the worshippers, but it did give them access to formulae and philosophies that allowed them to depersonalize the rest of the world, and turn it into raw materials for their cosmic alembic.

The World, being of base substance, was created for the use of humans, made in the Image of Malkion.

Makan, the One Mind, was considered by its venerated a refined form of the Invisible God, perceivable only by them, who called themselves God Learners.¹⁸

DESTRUCTION OF THE GOD LEARNERS

Facts of what happened.

Methods, places.

Esoteric Explanation.

Pagans.

Malkioni.

THE ABIDING BOOK

The Abiding Book is the Malkioni Bible of Divine Creation

A conclave of venerable persons, collectively called the Church Witnesses, met to discuss what they had learned. They witnessed the writing of The Abiding Book. It was written upon indestructible paper by a hand that materialized from nowhere, in 646 S.T. A call came, and the command was "Write!" And the Pen, in obedience of That which is Most High, obeyed without stint.

The Witnesses saw it, and attached seals and signatures on the original copy. The names are listed, in anticipation of their Lineage Survival Stories (given later). (Some are also authors quoted in sections below).

The Abiding Book is a supernatural work, created by the Will of Malkion, to give guidance for humankind in a dangerous magical world. It is the most impressive piece of Creation that has been witnessed in human history. It says so, at the frontispiece of every copy, where the above is explained.

The Abiding Book's revelations of the Invisible God provided the unifying factor for the people of Jrustela.

MUNDANE EXPLANATION

The Abiding Book was put together by the early God Learners, and was indicative of the work they would later do on a larger scale. Admittedly, they were probably under the divine guidance of Malkion, but they selected the stories that most illustrated their monotheistic revelations, revised them into a pleasant style of narration popular in the period, and began copying it in *scriptoria* to spread Malkion's word.

¹⁸ At this early stage, they were not the defining power in the Malkioni religion.

CONTENTS

The Abiding Book has five parts to it: Credo, The Chosen People, The Gospels of Malkion, Prayers to Malkion, and Proper Forms of Address for Clergy

CREDO

I believe in the One Invisible God, Creator of the Universe, who separated Matter from Energy, Shapes from Principles, and Elements from Powers. By these actions He made the Kingdom for our ancestors, the Chosen People. He came among us and was called Malkion. Zzabur betrayed Malkion, who was cursed, suffered, failed, died, and was separated. From this He created Solace, and brought about the resurrection of the world. Malkion protected the Secret Keepers, who venerated Malkion's Creator and preserved It from Ice and sorcery. They witnessed The Abiding Book, reinstated the Tests of Faith, and gave us Malkion's Resurrection. Through repentance and the Grace of Malkion I shall rise above this mortal world to perfect life in the paradise of the Invisible God. I believe there is no God except the Invisible God, in the True Prophets, the Holy Books, and the Sanctified Legacy. Amen.

THE CHOSEN PEOPLE

"I believe in God, who created the world, selected his chosen people, and was murdered."

THE GOSPELS OF MALKION

This also describes the standard spells of the modern Rokari Church.

BACKGROUND

Several different Dawn Age versions of the Life of Malkion the Seer are known. The six major strongholds each had their own favorite collections. Those six were: Brithos, Noloswal, Frowal, Arolanit, *Other One, and Akem. These are all written on vellum in Dawn Age Malkioni language and script, and differ in style as well as content.

The Gospels of Malkion here are taken from those sources. Some are rewritten to fit the parable format. Almost all the stories of Malkion the Seer are parables, in which an action of Malkion is related, often with a preliminary discourse, followed by Malkion's teaching, most often related to the deed just done.

These aren't the names of the episodes from The Abiding Book, but are a list of the contents:

- Malkion prays.
- Malkion discloses the fox's lair.
- Malkion summons the birds.
- Malkion exterminates the mites.
- Malkion cures pox in the carpenter.
- Malkion banishes serpents.
- Malkion tames a lion.
- Malkion makes the baker's flag.
- Malkion foot races with Eveddo.
- Malkion settles a suit to favor the poor man.
- Malkion Feeds One Hundred.
- Malkion calms the rogue mastodon.
- Malkion weeps for his friend's death.

- Malkion blesses the newlyweds.
- Malkion cures the peddler of sexual desire.
- Malkion instructs the King.
- Malkion instructs the Soldier.
- Malkion instructs the Farmer.
- Malkion instructs the Sorcerer.
- Malkion condemns Vadel.
- Malkion recommends fish.
- Malkion praises the beautiful dancer.
- Malkion turns the waters away.
- Malkion sings to the sick.
- Malkion condemns the murderers.
- Malkion blesses the swine.
- Malkion instructs the Waertagi Captain.
- Malkion prophecies about Jrustela.
- Malkion's Wives.
- Malkion and the horses.
- Malkion blesses the relish.
- Malkion forgives the murderer.
- Malkion names the demons.
- Malkion rescues the ship from storm.
- Malkion retires to his home.
- Malkion punishes the Enemy.

EXEGESIS

Here is the content of the story of Malkion, as told therein. I think that many chapters begins with, "It is written in..." The notes here are just a summation of the contents, not the text.

MALKION CREATES THE WORLD

Active creator role, first making or separating energy and matter. Creates Runes, which are the Laws. Creates an animate world of energy and matter, recombined according to Laws.

MALKION CREATES THE FIRST RACE

Malkion the Founder takes the form of a person (i.e., archetype of having a personality) and creates a race like himself. They are huge and wise beings, each perfect in some way. Each is a personal manifestation of a Rune as a Person.

MALKION CREATES THE SECOND RACE

He makes several named peoples: the traditional races, plus several barbarian and inhuman races. They are all stigmatized here with some trait that characterizes their future sins.¹⁹

MALKION BLESSES HIS PEOPLE

This is where the Chosen People are selected. Malkion goes among the masses everywhere, testing everyone and blessing those closest to Him. The tests which he gives are [to become] the Tests of Faith and Will of the Invisible God.

¹⁹ The Brithini, too.

THE EXPULSION

Zzabur and his Enrovalini drive Malkion and his Chosen People out of their native lands. Malkion is rejected by Enrovalini. Big painful suffering. Settle in a new, humble place, “New Malkonwal.” Unstated, this is a Struggle between the First Race and the Second Race.

BETRAYAL AND MURDER

A brief account of how the four enemy Gods (i.e., now including Zzabur) plotted and seized nearly the entire Material World. “From Dawngate to Duskgate, from Frozen Walwindela to the Great Whirlpool; from the blue sky to the black Underworld.”

The four gods rip Him to shreds. This rendition is popularly portrayed in more explicitly grisly renditions.

“They tore off his Sacred Path to the People; they tore off his sacred Body, the World; they shredded his Spirit; they shattered his Person (i.e., Being, self, ego, etc.).

THE RAPTURE OF MALKION

The Four Devils attack the world. Plenty of scenes of the unjust being ravaged and devoured as they close in on New Malkonwal. However, they cannot find it. It is gone, taken to Solace to preserve its perfection. The monsters kill most of each other in frustration.

THE SECRET KEEPERS

The Secret Keepers survive. They were protected by the power of Malkion which they kept.

This chapter has several stories of the “acknowledged lineages.” These include a couple of wonder stories, some are pseudohistorical synopses, some are ancestor stories, and a few are near duplicates of each other with the names changed. All the stories reveal some blessing of Malkion on the lineage (with the rest of the family stories ignored in this text). All are a proof of the lineage’s holding on to Malkion’s Truth.²⁰ The last Lineage is of Hrestol.

JOY OF THE HEART

Hrestol’s Sacred Story. Pretty light on history, ignores huge things, to present: what Joy means (ecstatic experience that “I Can Know Heaven”). How Hrestol’s revelation prepared for Malkion’s Return.

THE GBAJI CASE

A sorry parable of “how to do everything wrong.” A real manual for Malkioni morality. Arkat took Hrestol’s idea and made it material instead of spiritual. He raised the Four Gods to help him (the Vampire King replaces Zzabur, Dragon replaces Mystic, Worlath himself appears, and an Uz shaman is fourth.) Fortunately, King Gerlant Flamesword was one of the Secret Keepers, and cleaned the West of the filth. Maybe the Crusade is mentioned (no mention of Arkat!), out of context, as helping here. Mentioned prominently: the clergy.

²⁰ Most of these are ancestors of people in Irustela, with a few key overseas important royal lineages present as well (in anticipation? Nope, as proof of course).

MALKION IS REDEEMED**BY THE SECRET KEEPERS**

Brief account of the Witnesses’ Council. It is a terse rendition of the meeting wherein the Invisible God wrote the book, in which the Witnesses reveal their family secrets for The Abiding Book. Something like: “Then each of them, in that order, spoke as they were urged to speak. And they said: ‘credo’.”

Malkion then spoke to them all, and revealed the Solace that is the Invisible God. They were transfigured by the experience, each blessed to perfect Joy forever after. He said ‘New Words of Malkion.’

MALKION REVEALS IN US

His Message to Us lowly life forms is that we can achieve true Joy by following the way of the Invisible God, as He has revealed through this, The Abiding Book.

PRAYERS TO MALKION

List of prayers to say. They promise spell-like effects.

PROPER FORMS OF ADDRESS FOR CLERGY

- Ecclesiarch
- Church Officers
- Bishop, Abbot
- Priest

THE LAWS

This is a quote from The Abiding Book.

DISSERTATION ON THE COSMIC TEMPERAMENT

The Invisible God’s mind IS the cosmos. He rules by Law, and his mind is also ruled by Law. As we learn the Laws that govern the world we grow closer to understanding God’s mind. As we better our understanding, our magic and hope of Peace in Glory improves.

Three types of Laws have been established in the world. The first was made by the Invisible God, the second by Malkion, and the third by the wise and powerful among us.

First are the immutable Laws of Nature. Attempts to violate these result in direct harm to the physical body. Fire burns, water drowns, falling from a height is injurious. Though such laws can sometimes be temporarily bypassed, their effects must still be reckoned with.

Second are the Moral Laws, as immutable as the Laws of Nature. However, the harm from their violation is neither immediate nor perceptible, as the damage caused is to one’s spiritual self, rather than the physical body. Most theological disputes are about the Moral Laws.

Third are the Laws of Man. These are created by the minds of Men, in imitation of God, and ought to be obeyed, where they do not violate higher Laws.

— *Sage Macrinus of the Holy Mathematics*

POST-GOD LEARNER INFORMATION

LATER CHANGES

As the political and mercantile power of the Malkioni enlarged various groups interpreted the Invisible God in different ways.

One popular version was called THE RIGHT POWER (Kionvaran). He has a special interest in Rightness and the Righteous. At first it was a powerful unifying movement in Justela, and inspired the Return to Righteousness Crusade which brought monotheism to mainland Genertela. However, they later became a rigid and bitter band of arch fundamentalists, interpreting everything through their own book, called the Sharp Abiding Book today.

The God Learners got more abstract and claimed that the Invisible God was Makan, the Great Mind. They increasingly distanced themselves from the mundane world in favor of this god until they lost themselves completely.

The so-called Inflammers went so far that the actually performed pagan burnt sacrifices to the Invisible God, who they called Zabandan. They were even considered wayward by the demonologists who tried to conquer gods. They were eventually exterminated by the Righteous.

Irensavel was another aberrant interpretation of the Invisible God.

Amidst these and other heresies, an orthodox church dutifully bore its functionary responsibilities among the common peoples. These often forgotten people occasionally showed themselves, as in the White Robe Protest and the Illiterate's Rebellion, which nonetheless achieved its objectives.

This orthodox church was the basis for the later Rokari tradition.

IRENSAVEL, THE FRONELAN HERESY

Fronelan sorcerers were offended by the Return to Rightness, whose god Malkioneran they saw as a false demiurge.

A significant part of this religion is in its moral issues: there is a right and wrong which transcend humanity and even the gods.

The Center of their philosophy was, instead, based on personal experience, and in obtaining sensitivity in applying the impersonal (sorcerous) powers to the material world.

This developed to be contact with their own higher form of God, which they called the Hidden Mover, a mysterious entity which even preceded the Oneness of Malkion the Creator.

The Hidden Mover was separate from the world, preceding the creation even of matter and energy. Thus his transcendent magic and protection was similar to the God Learners. However, Irensavel had a strict moral code, and did prohibited the massive exploitation of either worshippers or nature which Malkioneran encouraged.

To the worshippers of Irensavel, Malkion was the evil and corrupt demiurge whose purpose was to keep people in the gross and bloated clutches of the material world. Living

Irensavel's Pure Life would allow people free themselves and become one with that transcendent entity.

CARMANIAN ESTABLISHMENT: IDOVANUS AND MALAKINUS

Syranthir Forefront was a devotee of the Irensavel, the Fronelan Heresy. His philosophers brought their belief and magic along on his March of the Ten Thousand. Thus after the heresy was wiped out in Fronela, it took root in Pelanda.

Irensavel was recognized to be the local deity Idovanus, who had hitherto had a vague creator and leadership role in the local mythologies.

Karmanos the Prophet said these things, and was challenged by the locals. They demanded proof. He did, with a visit to the bottom of the Oronin Lake, which was conveniently the lair of his own mother. From there he returned with Idovanus' Disk, which was the same as the Irensavel Disk.

The moral structure of the Western belief and practices was similar to the cult of Idovanus. In many songs the vocal creation or Idovanus was simply replaced by the thought process of Irensavel in the story of pre-material creation.

Karmanos the Prophet established a strict dualistic universe. On one side was Idovanus, the god of goodness, light, and peace; on the other Ganesetarus (originally Malakinus), lord of evil, decay, and misery.

In essence, Idovanus became the mask of the Prime Mover. At the same time, Malakinus was demonized as the god of badness, evil, materialism, egotism, and misplaced power; he was linked with Yargan and other sorcery gods in the Carmanian system, and recognized as their Source of power.

Karmanos had an army, then thousands of converts, in the land later called Carmania. He aligned and arranged the people who his armies conquered under this system.

Karmanos recognized that some local deities worked for Idovanus. These approved deities worshipped Idovanus themselves.

MODERN ERA: ROKARI MONOTHEISM REGULAR CLERGY

The Rokari Church is organized so that its many village churches all feed energy through its worshipful energy through the priests to the bishops to the Officers and Ecclesiarch. A certain amount is automatically used to maintain defense spells, ancient blessings, and so on. The remainder is used by the Ecclesiarch in his blessings.

THE WHITE WIZARDS

Moralizing Good guys, non-corruptible.

MILITANT ORDERS

Some wizards learn magic to help the army resist and overcome foes. Since Wizards must remain pure of all

blood, especially the blood of foes²¹ because of the lethal taint of impurity.

These are the modern descendants of the Barmalan Order in the Dawn Age. They know and acknowledge this.

ORDER OF THE IRON STAFF

The oldest order, whose spells include some spoken in the tongue that Zzabur spoke. These give protection to the fighters, generally augmenting their armor. They also allow the fighters to do more damage to their enemies. They also heal the downed, and give them courage to re-enter the fray.

- Bless the Army
- Curse the Foe
- Bless Our Guarding Troops
- Augment Fight against Enemy
- Augment Sword against Enemy
- Augment Spear (lance) against enemy
- Augment Armor
- Heal Wounds in Combat
- Heal Huge wounds in Combat
- Etc.

ORDER OF ACCURACY

Specialists in missile augmentation, and in magic missiles of their own:

- Bless the Army
- Curse the Foe
- Bless Our Guarding Troops
- Augment Arrow Accuracy.
- Augment Arrow Distance
- Augment Arrow Damage
- Shoot Magic Arrow Spell
- Shoot Far an Deadly Spell
- Big Augmentation to Arrow Shooting

ORDER OF THE KEEN MIND

Specialists in morale-affecting magic:

- Bless the Army
- Curse the Foe
- Bless Our Guarding Troops
- Inspire Troops to Courage
- Stop Fear Spell
- Make Troops Stand and Fight Spell
- Frighten Enemy Troops

MODERN ERA: HRESTOLI IDEALISM

Among other reasons that the Rokari clergy loathe the Fronelan clergy is that the northerners have betrayed their oaths to God, Church, and the Ecclesiarch by sharing spells with their outrageous Knight class.

²¹ Ha ha, especially their OWN blood!

THE MALKIONI OTHERWORLD

THE SORCERY WORLD IS THE WESTERN OTHERWORLD

Sorcery means here any magic in the material world (a.k.a. the Center World, the Shared World, etc.) whose origin is that Otherworld. Their system comes from deductions derived from their magic. They acknowledge that several things may be deducted from that data, and that many of those are errors of various sorts. Some of those errors have resulted in entire subcreations (such as of the God World and Spirit World).

Logic, mental clarity and similar functions are the primary tools to apply to the magical experience to discover the source of the magic. Historical events have shaped subsequent understanding.

The Zzaburite structure of abstract devolution to the material provides the framework for all subsequent explorations. Its reality has never been proved in error. It says there is an unknown source of creation that can be known only through direct experience of it. Various beings (Descending Malkion, Danmalastan residents, the gods, the spirits, the Chaos) for various reasons (Materialism, Sin, Pride, social power, to Explain) have constructed methods of thought and/or experience to help people reach that unknown. Regrettably, humans are so stunted that direct contact is nearly impossible now except through following one or another of many methods to control magic, thereby opening the way for them to the unknown.

Every component in that formula above has been scrutinized and interpreted many times by various prophets and saints so that they, their leaders or followers could understand. Each of these reveals a different way to worship its ultimate. Thus the original point of creations has variously been known and worshipped as:

- Kiona, Before Action (Zzaburite).
- Solace (Ice Age era Malkionism).
- Joy (Hrestolism).
- Makan, or One Mind (God Learners).
- Kionvara, the Right Power (GL).
- Zabandan, a heresy that said sacrifice to the One God was OK.
- Irensavel, the Hidden Mover (Fronela).
- Idovanus, the One Right (Carmania).

KIONA, BEFORE ACTION (ZZABURITE)

Brithini Life Disciplines, "Living the Law." Core Document: The Blue Book of Zzabur.

This document requires attuned magical senses that humans can acquire only through labor and study. No complete copy exists in the world today.

Danmalastan was the Perfect World of the Malkioni that was gradually encroached by false worlds. Malkion lived at that time, and although many chronicles were written, few exist now. Because Malkionism as it was practiced increasingly separated the origins of magic as the

Otherworld, the ordinary world became less and less imbued with that magic. It was unable to resist more powerful magic, and most of Danmalastan, its peoples and its former saintly inhabitants were destroyed.

SOLACE (ICE AGE ERA MALKIONISM)

God and Malkion the Sacrifice, saints and human intercessors, "primitive rites." Core Documents: various books, localized variants of earlier Danmalastan magics.

JOY (HRESTOLISM)

Hrestol the Prophet, "God is a Personal God." Core Document: "Book of Hrestol."

The resonance of God As Man created a new approach to sorcery, or applied magic, starting at this time. After this, too the Otherworld has the increasingly defined Saint Plane with which humans act. It could be said that it is inhabited by beings, and such reality has been judged many times to be both good and bad. Modern Hrestolism (Fronela) considers it good, Rokarism says bad.

HRESTOL

New Malkioni Founder finds Joy (of the Heart). In another language, Hrestol gives to Malkioni access once again to a higher realm than Zzabur had revealed.

Zzabur promised Solace, which was the world of the 3rd Action. His personal contact with Malkion was with Malkion the Seer.

Hrestol promised Joy, which was the world of the 2nd Action. His personal contact with Malkion the Law. He shakes off the "old forms" of Zzaburism, and reveals the deeper "true shapes" of the world.

INVISIBLE GOD (ABIDING BOOK)

One Universal Being, knowable through the "Abiding Rites," used for public worship. Core Document: The Abiding Book.

MAKAN, OR ONE MIND (GOD LEARNERS)

Universal Mind. Core Document: Sharp Abiding Book, an abridged and abbreviated version of the larger document. It is "sharp" because at its most keen it became several antagonistic forms of severe fundamentalism.

KIONVARA, THE RIGHT POWER (GOD LEARNERS)

The One True Way. Core documents: multiple, this being a popular religion used to exploit foreigners.

ZABANDAN, THE ULTIMATE SACRIFICE

This heresy said pagan sacrifice to the One God was OK.

IRENSAVEL, THE HIDDEN MOVER (FRONELA)

One Universal Being, unknowable, that requires moral behavior and action through the “Apostle’s Rites,” used for public worship. The Apostle in question is Tomaris, a follower of Hrestol when he came to Fronela in the First Age. Core Documents: The Abiding Book, Blood Witness (by Tomaris).

IDOVANUS, THE UNIVERSAL RIGHT (CARMANIA)

Carmanos revealed how Idovanus self-developed from “the great beyond” and in doing so created Ganesatarus, God of Evil. Core Documents: Laws of One and Two, many abridgements of which are popular and more widespread such as Carmanos Speaks, The Prophet’s words and so on.

By following strict behavior and practices, even pagan gods are redeemable under Idovanus.

Modern Rokarism is the modern version of orthodox Malkionism, accepting only The Abiding Book as Truth and practicing only the Abiding Rites. They openly support schools of impersonal thought, and frown on organizations centered on a saint personality and acts instead of his teaching and knowledge.

THE KINGS OF SESHNELA

Various Gloranthan documents use different methods to link the kings together. The dynastic list is popular, but as compilers got farther and farther from the original events they had a tendency to introduce handy paternalisms or remove them, depending on the political fashion of their time. (Though dynastic inheritance has generally been the rule in the West, despite Hrestolism’s protests.)

The Middle Sea Empire compiled a(n inaccurate) list of dynasties, and branded them forever after with these descriptions. Although the synopses are generally true, many exceptions can be found in each reign, and the simplicity of such a description betrays the complexity which actually exists.

THE DYNASTIES

- The Serpent Kings
- The House of Gothimus
- The House of Lofting
- Gerlant Flamesword and the Flame Kings
- The House of Nralar
- The Empire of Land and Sea
- Later Kings of Seshnela

THE SERPENT KINGS

The history of Seshnela actually begins in the land of Brithos before the Dawning. To forestall anticipated civil war between himself and his brother, Talar Froalar (later called Duke Froalar) sailed south through the Sea of Neliom with a band of settlers to found the colony of Frowal. Although the land was thinly populated by bands of Pendali²², the settlement was established peacefully. With the favor of Seshna Likita (the goddess of the land), as had been foretold on Froalar’s landing, the colony flourished and grew.

Froalar fathered a race of kings bearing serpentine legs rather than a man’s, hence their name. With the promise and help of the Goddess, this dynasty expanded into and eventually absorbed the Pendali nations through both peaceful and warlike means. A vigorous dynasty, they were the builders of the most famous roads and temples of the land, leaving a unified and wealthy land to their heirs at the end of their 135-year reign.

THE HOUSE OF GOTHIMUS

After a short but bloody struggle for supremacy, Gothimus Priest, with the aid of Froalar the Great Serpent, ascended to the throne to begin the second dynasty of kings. During the reigns of this house, the kingdom developed a growing sense of the world, which led to several clumsy and useless struggles with outsiders. This in turn led to internal struggles that culminated in the victorious ascension of the next dynasty, descended from an illegitimate son of Gothimus.

THE HOUSE OF LOFTING

Lofting ascended to the throne after the civil disorders of the last king’s reign. Conscious of his own and his kingdom’s place in the world, he spent his reign uniting the kingdom and preparing the way for his descendants. Taking full advantage of these preparations, later kings began a policy of expansion until they ruled over much of the western portion of the continent, while also having contact with the rest of the civilized kingdoms through commerce. This political entity, called the Silver Empire, was short-lived, as later members of the house squandered their riches and wasted their minds and bodies in useless and jaded luxury under the influence of the eastern Hykimi priests who flocked to the land. Moral dissolution and physical decay finally drove the nobility to back the peasants, who had been living for decades in squalor. In a bloody purge they cleared the land of its decadent royalty and placed one of their own number on the throne.

The dynasty faced the greatest struggles the kingdom had known, and most of the kings had short reigns. After the revolution there was a brief period of peace that was shattered by the Sun stopping in the sky. Gbaji was born at this time, and his followers soon entered Seshnela and brought about the long, fearful war called the War Against Chaos. After years of struggle the remains of the new world began a new age, and there was a new period of peace.

²² Lion-worshipping “hsunchen.”

GERLANT FLAMESWORD AND THE FLAME KINGS

Gerlant Flamesword, said by many to be the son of Arkat, became king by marrying Hupala, daughter of Hermalor. Hupala was the only person of sufficient nobility to rule Seshnela, and so a new dynasty was begun with her marriage. He was called the Flame King, and most of the later kings (who were ultimately descended from Gerlant) bore the Sword, and thus were called the Flame Kings. The Sword was occasionally lost, often for long periods of time (as in the Sea Era), but was always recovered by heroic efforts. It was lost forever when Seshnela was destroyed by the Luathans.

THE HOUSE OF NRALAR

Under the strict but just rule of King Nralar, the kingdom gained back much of its prestige and strength, even though beset by troubles from the outside for most of the long-lived king's life. By his death, however, the kingdom was in good standing with the rest of the world, and his son Nepur ruled over one of the most powerful kingdoms in the world. It was Nralar's downfall that he left behind so many

intelligent, ambitious descendants, for they soon embroiled the nation again in civil war, uniting only at the threat of outside invasion. This alliance soon failed, and for a time even foreign mercenaries and adventurers vied for the throne with some success. Finally, under Trymir, a descendant of Nralar, the kingdom was again united, although it took time for it to regain its strength. During this period it was nearly always on the brink of civil war.

In the reign of Annmak, new horizons beckoned the nation's warriors, and soon after they began the expansion that culminated in the Golden Empire, better known as the Middle Sea Empire. A combination of skillful, experienced men and new knowledge made the kingdom sovereign over nearly half the world, halted primarily by rival empires in the southern continent and the east (which were themselves splinters of the Middle Sea Empire). A combination of causes both natural and supernatural brought about the destruction of the empire as the Closing enveloped the world. In a final burst of glory, the last members of the royal house died trying to hold onto the remnants of their foreign and even local possessions.

BRITHOS

The land of Brithela, as it was when men first came, was an extension of the Seshnelan peninsula that extended north between Neliom's Sea and the Sea of Sramak (Western Sea) for nearly a thousand miles. Two mountain ranges were within the land: the Hills of Kala in the north and Hills of Dora in the south. Dontri's Forest extended over most of the northern part of the peninsula, while Ontal's Forest covered much of the eastern coast. Hador's Forest made the junction between Seshnela and Brithela nearly untenable, but ended to leave the Hills of Dora facing a great plain in the west.

The first inhabitants of Brithela were the Vadeli, children of the goddess Vadela. They were divided into three nations, depending on their Fathers. The largest nation was the Brown Vadeli, who lived primarily in the south. Next was the Red Vadeli, who filled the center, and third was the Blue Vadeli, who lived among the Hills of Dora. For many years, they enjoyed the peaceful land and prospered.

The War of the Gods brought about the second, and later, predominant, race of Brithela. The union of Aerlit Kolate and Warera Triolin fructified in the birth of Malkion, also called Engr. Upon a series of wives he begot numerous children, who later fought with the Vadeli for possession of the land before the Great Dawning. These battles culminated in the sinking of the southern portions of the land, drowning nearly all of the Red Vadeli, and leaving only a small part of the Blue Vadeli alive among the tops of Dora's Hills, which later became known as the Vadeli Isles. In the north, the Brown Vadeli were so afraid of the Malkioni magics that they withdrew into the hills and forests to await better times. This was shortly before the Great Darkness, which brought further decimation of the Vadeli and the death of the Brithini king, but marked the beginning of Malkioni dominance in the land.

THE FLOOD AGE

THE GREATER DARKNESS

THE BRITHINI TRIUMPH

The Brithini Kingdom of Logic welcomes all refugees who are Pure. The imperfect are sent to the outposts where similar people struggled to survive. These formed city states called Arolanit, Frowal, Neleos, and Akem.

Several Monster armies ally with the Vadeli and march from the south. Vadrus and ice pirates closing in from the north. Zzabur does utmost, and at last he is in the company of several inferior beings, all descendants of or degenerate forms of his once-contemporaries. They are the gods.

Zzabur cites to each of them their measure, and speaks a word of command over them. He proves he is superior to them. He secures the place of the Creator once again among them. The gods are heartened by this knowledge, and they agree to destroy Vadel and his armies.

Zzabur, aided by the help of the gods, enacts his great spell and sinks the whole southern continent (sort of). The

huge population of Vadeli are killed. Refugees go to Genertela. The Waertagi sail cross and around the Seas.

THE DAWN

Brithini Date 14,825 turning of the red sands of time, Zzabur bade his Talar and followers to cast their eyes eastward and there for the first time since the first turning of the device rose the sun.

—*Book of Parables, #12.*

BRITHOS IN HISTORY

The Kingdom of Logic was long gone. The pure and simple realm had been sorely beset and damaged by great forces far beyond its control. The great people knew they were victims of the Fifth Action, which is Destruction and Devolution. They remembered how far the world had fallen. They called themselves the Malkioni, or People of Malkion. Brithos was their island, where lived an entire population of the true Brithini people called the Pure Ones. None of them had personally known Creator. A few remembered the Seer and had walked with Him. They provided guidance to everyone. Most, however, had been born afterwards but obtained power and immortality through obedience to the Malkioni Way.

History begins with written records. The Malkion Kingdom was already ancient and old when the first books were written, and those were not chronicles or inventory records. The first book was a record of creation. It is called the Book of Zzabur, and was inscribed upon the flayed, yet still-living skins of his ancient foes. It was inscribed many centuries ago by Zzabur himself, and even though since unbound and scattered, any single page of the book is still a potent magical resource, often inherently dangerous.

Zzabur was the first Sorcerer, a Logician of the first order, and old enough to have personally known some of the great gods in their wild, mythological youth. Zzabur was the son of Malkion the Father, who was the founder and lawgiver for the whole Kingdom of Logic.

Zzabur wrote his book in order to preserve his knowledge for his followers. Zzabur had aged his 50,000 or so years pretty well, but in the last few centuries had stopped the Ice Age and sunken the continent of the evil Vadeli peoples. He planned to take a very long nap, he said, "where One Thought dwells."

Zzabur placed his great book, volume by volume, into the hands of several hundred of his most trusted and wisest acolytes. Each of those assistants was capable of razing a city or quelling a hurricane. He told them the answers were in this book, but left the sorcerers with the problem of finding this lost book. Zzabur then retired from active life in his tower, which was in the hidden realm.

Zzabur had been one of the Sons of Malkion to establish the Malkion caste system. Through the terrible darkness it had preserved the people. Knowing that not everyone was equal, Malkion the Father divided them into castes (see pg. 5) to do their chores and tasks.

Women had been declared sacred by Malkion (perhaps because they were much more scarce than men) and were assigned to the castes of their mothers. Only some families were allowed to propagate, the sons' caste being determined by birth order.

People of the Kingdom of Malkion were proud of their intimate knowledge and mastery of Logic. Malkioni all knew that Logic was the basis for their lives. With Logic they recognized the difference between matter and energy, and differentiated anything non-logical to be only instinct, unthoughtful and therefore inferior.

Further, the sorcerers of Malkion had access to the power of Reason, for they still knew of Malkion the Seer, who they called the Prophet. The Prophet had disappeared. The Zzaburites afterwards endlessly discussed reality, to refine their keen understanding of it.

This mastering of Reason and understanding did have a benefit. With its lessons, the sorcerers were able to manipulate both matter and energy to affect the humans, the world, and the spirits all around them. In that way the sorcerers were able to cause great catastrophes to preserve their people from divine, magical and human assaults.

THE CREDO OF THE ABIDING BOOK

I believe in the One Invisible God, Creator of the Universe, who separated Matter from Energy, Shapes from Principles, and Elements from Powers.

By these actions He made the Kingdom for our ancestors, the Chosen People.

He came among us and was called Malkion.

Zzabur betrayed Malkion, who was cursed, suffered, jailed, died, and was separated.

From this He created Solace, and brought about the resurrection of the world.

Malkion protected the Secret Keepers, who venerated Malkion's Creator and preserved It from Ice and sorcery.

They witnessed The Abiding Book, reinstated the Tests of Faith, and gave us Malkion's Resurrection.

Through repentance and the Grace of Malkion I shall rise above this mortal world to perfect life in the paradise of the Invisible God.

I believe there is no God except the Invisible God, in the True Prophets, the Holy Books, and the Sanctified Legacy.

Amen.

MALKIONI GLOSSARY

- Abiding Book, The.** The Malkioni Bible. In Jrustela, in the year 646, The Abiding Book wrote itself before the astonished eyes of the Witnesses, written by the hand of the One God. Monotheism was rediscovered by the Malkioni. The Witnesses showed everyone the Abiding Book, and a wave of monotheistic fervor washed upon the world. Jrustela was united, created the Jrusteli Alliance, and grew to be the Middle Sea Empire, all on the power of the Abiding Book. It is still the essential religious document for the monotheists of Seshnela and Loskalm.
- Adventurism.** Reckless and competitive urge that drove the God Learners.
- Aerlit.** Wind Entity, ancestor of the Waertagi. His mate was Warera. Waertag was one of the original people of Danmalastan, called a “son of Malkion” because he and his descendants were primal practitioners of Malkion’s Way.
- Age.** A Modern measure of historical time, usually about 500 years long. Gloranthan history is traditionally divided into three Ages: the Dawn Age, the Imperial Age, and the Modern Age. Contrast with Era.
- Akem.** Dawn Age settlement on coastal Fronela. Akem was one of the colonies of Enrovalini peoples who had left their homelands long ago. Many such colonies died out, but Akem survived the Darkness and into the Dawn.
- Aldryami.** Descendants of Aldrya. Essentially they include all of the plants of Glorantha. Often the term is used to designate the mobile plant being, called elves.
- Annmak.** Famous King of Seshnela. Annmak is called “the Greatest Peacemaker” because he finally settled the civil wars of Seshnela. Annmak was the first King of Seshnela who was crowned as the “One King of the One God.” He reorganized many institutions, and set up the lineage and institutions of the future Empire of the Middle Sea. He ruled from 734 to 751.
- Arkat.** Hero and anti-hero of the Gbaji Wars. Arkat is known throughout all western Genertela. His story of learning and betrayal is recognized as a precautionary myth by most peoples. He is worshipped in modern times by obscure groups that mistrust each other, and are mistrusted by outsiders.
- Arolanit.** A region in western Genertela. Settled before the Dawn, Arolanit remained loyal to Brithos. In the Imperial Age the land was seriously degraded when the resident sorcerers drained it of its life force to resist invaders. In the Modern Age the residents were left behind when Brithos and its inhabitants departed from the Surface World to a place unknown to humans during the Closing. The residents, many of whom were raised in Brithos during the Ice Age, are understandably bitter about being abandoned.
- Autarch.** Title of the Ruler of the Autarchy.
- Autarchy.** Alternative name for the Stygian Empire. The nation, benevolent when untroubled, deserved both names, for it used horrible magics to suppress, punish, and destroy its foes. The Seshnegi destroyed the Autarchy with the help of the God Learners and like the history of so many places and times, the vanquished Autarchy was reviled ever after. So thorough was their vilification that it is difficult to think of the Autarchy without thinking of its unspeakable atrocities.
- Bamat.** Malkioni Directional Lord of the South. Called “King of Shamans,” he fought against Vadel. Despite the similarity of the name to Pamalt, the entity described sounds more like the Doraddi entity named Amuron.
- Bamatela.** Land of Bamat, Malkioni name for the Southern Continent. A large-scale regional name, this includes the lands of Poto, Kovano, Chir, and many others.
- Banthe.** Sea between Jrustela and Seshnela. The Banthe rushed in when Zzabur sank the evil Vadel lands of Endernef with the Great Blast.
- Banthites.** A sea-going tribe of the Storm Age. The Banthites are known for being the naval allies with the Vadeli during and after the Great Flood. The Banthites were worthy opponents of the Waertagi, but were betrayed by the Vadeli, and suffered such loss that they did not survive the Storm Age.
- Barmalan.** Malkioni Combat Magic Order of the Dawn Age.
- Beakies.** Malkioni Nickname for Keets.
- Bererasanch.** See Erasanchula.
- Breakdown.** Malkioni phrase for the deterioration of the world since its creation. This is the common name for Devolution.
- Britha.** Land Goddess of Brithos. The Brithini sorcerers recognize her as a goddess and exploit her presence mercilessly with their sorcery. Ancient tales say she volunteered for the status.
- Brithini.** The people of Brithos. The inhabitants of this island are immortals, living Enrovalini, who will never die as long as they never violate their caste instructions. Since the Dawn, the Brithini have generally attempted to remain separate from the rest of Glorantha. Several migrations of dissidents have left the island, settling in nearby western lands. At last, Zzabur determined to save his last peoples from the sins of the world and cast a tremendous spell to move his island from the surface world to Solace. The Closing was a byproduct of his ceremony.
- Brithos.** A former island west of Genertela. Brithos was an outpost settlement of Zerendel where survivors fled when that land fell to the Vadeli of Endernef. It survived the Great Blast of Zzabur. Brithos was a potent magical power for a thousand years, though they were usually reluctant participants in political affairs. During the Closing the island disappeared, leaving behind only a chain of fiery volcanoes. It is believed to have been transported off the world by Zzabur.
- Brostawal.** City in Jrustela founded by descendants of Nralar.

Burtae. Malkioni category of Mixed Deities. Originally a derogatory Malkioni definition, the term has spread to be used by nearly everyone. Burtae are also called the “bastard gods,” the “impure gods,” and other derogatory titles by those who favor the unchanging Golden Age, or the original world of pure, separate elements. Burtae are any deities which are not from the same elemental ancestry. Thus, Orlanth is one (as are most of his Storm Tribe), being mixed Fire and Earth. They find no disgrace in being of such mixture, of course, since nearly all the more successful deities are mixed.

Carmania. Land of central Genertela or western Peloria. Carmania is a rolling land of moderately peopled farmlands dotted by many old castles that dominate the adjoining cities. The Carmanians ruled over all Peloria before the coming of Sedenya. Since their conquest time they have been confined to the western reaches of Peloria. Although many accept Sedenya their traditions are little changed. Carmania is not a Heartland Satrapy.

Carmanians. People of Carmania. The Carmanians of Peloria originated in Fronela and migrated here when their ancestors would not submit to the vile God Learners. Carmanian culture includes many elements of Western culture such as feudal government and worship of the Good God, fused with native elements such as the worship of local deities.

Carmanos. See Karmanos.

Chir. Storm Age Vadeli Kingdom in Pamaltela. Chir was unified from many earlier colonies collectively called “the skimmers.” Chir was a large and rich land, paying large tribute to the Mostali, especially slaves captured from inland Poto; and fighting the Aldryami of the Kovano Jungle. Chir later became part of the Vadeli Empire, but withered when their lands were desertified. It was destroyed in the Great Explosion. Chir is probably the same as the Pamaltelan enemy land, Oabil.

Churkenos. Storm Era Sea God of the west. Churkenos was a child of Neliomi, and continued southward after Neliom stopped. It effectively cut the land of Danmalastan from Poto, and with its offshoot currents created the Southwest Islands of the Storm Age. It was destroyed by the Mostali Land Raising.

Clergy. The administrators and priests of the Malkioni Church.

Closing. Disastrous Naval Event of the Imperial Age. In 920 S.T., an invisible force swept across the oceans, sinking ships or pushing them onto the shore. It remained in force for centuries until broken (or side-stepped) by the magic of Dormal.

Creation Story, Malkioni. See God’s Logic.

Crusade. Malkioni term for a holy war. Certain types of magic are available to western forces when an official crusade is in effect.

Dadamus. Malkioni Lord of Demons. Zzabur says Dadamus was made by Creator, but destroyed his own spirit to cast a magical spell that gave him dominion over creatures of darkness. The Malkioni say Dadamus shared his spirit with soulless beings, and thereby

gained dominion by virtue and compassion rather than conquest. Either way, Dadamus is now the Devil of Darkness.

Danerasanch. See Erasanchula.

Dankiona. Malkioni World Nature Before People.

Danmalastan. Malkioni Land of the Original People/Fourth Action. Danmalastan was peaceful and undisturbed, inhabited by the six Original People. As troubles increased it was divided into islands and nations. Now only fragments remain above the waves.

Datita. The Pest Woman of Malkioni belief.

Dawn Age. The first 500 years of History. Traditionally, history is divided into ages. The Dawn Age begins at the Dawning, having been preceded by mythic eras. It ends with the Gbaji Wars.

Dawning. Event of Time that began History. Everything had been cold and dim, but sorcerers predicted a change, and it occurred. One day the sun rose, and it was the Dawning. That sunrise marks the start of history and the Dawn Age.

Dawngate. Place where the sun rises in the east.

Debalan. Malkioni school of sorcery established during the Dawn Age. Debalan sorcerers were originally found only among the Waertagi, who founded schools in each of their ports. Over time, humans began joining the school at the Sog City University. They spread from there, and now schools are found in all the larger cities around the Neleomi Sea and in a few other places (such as Esrolia). The School is not associated with any particular Church. They are the lords of the waters. It is their duty to vanquish all other beings who are of the sea and who refuse to acknowledge their superiority. A Debalan sorcerer’s traditional clothing consists of flowing blue robes with glistening quicksilver accoutrements; apprentices must wear a shark fin on each shoulder. Debalan sorcerers prefer to use parts of sea creatures as spell talismans, and must avoid starting conflict against any air creature.

Demonize. The Malkioni power to reveal the essence of devil/demons in an entity. Most of the gods outside of the Malkioni recognize this as a power cast by sorcerers upon gods to weaken them.

Desdoram. Lodged himself into the serpent’s jaws.

Devil. Malkioni Ultimate Demon, the God of Evil. Disobeyed the laws of Malkion the Creator. The Devil was a god who voluntarily embraced evil, developing it from a raw terror to include petty spite and subtle revulsion. The previous name of the god who became the Devil is not known, and it is often attached to whatever deity a Malkioni sermonizer wishes to demonize. Occasionally lesser devils are mentioned, but the importance of the Devil is not from things like him, but from his power, which can manifest anywhere, according to the Malkioni clergy. Thus, the Devil is credited performing some deeds, but with provoking many more. Some of the deeds credited to him are elsewhere are credited to Wakboth, Kajabor, and other great Chaos demons. Thus, they too are sometimes called the Devil.

Devolution. Malkioni Philosophy of Creation, now widespread. It states that the perfect world has become inferior through material manifestation, moral degeneration, or other forces.

Directionals, The Four. Malkioni divisions of the modern world. Each direction is associated with a type of magical power: Zzabur (West, sorcery), Genner (North, theism), Bamat (South, animism), and Vit (East, meditation).

Double Belligerent Assault. A War in the Late Storm Age. The Vadeli of Endernef launched this final offensive to destroy their rivals, the Enrovalini of Zerendel. They were aided by monsters, Mostali, and other inhuman creatures. The Double Belligerent Assault overran most of Zerendel and captured Talarwal.

Drokionvedu. Work/Righteous Life.

Dromal. Son of Malkion, and founder of the Danmalastan peasant class. Alternative spelling of Dronar.

Dromali. Malkioni farmer or peasant.

Dronar. Leader of the Malkioni Commoners appointed by Malkion. Alternate spelling of Dromal.

Dronari. Malkioni farmer or peasant.

Duskgate. Place where the sun sets in the west.

East Isles. Collective name for the islands of the east. Legend says a million different islands are here. Foreigners learned of the islands in the Imperial Age, and Valkar founded a Malkioni colony there. Mostly, however, the Eastern Seas Fleet managed to drive off the pirates and colonists.

Ecclesiarch. Head of the Rokari clergy.

Ecclesiastical Councils. Several great meetings have been held in the West during history to try to settle issues among the Malkioni clergy.

Eest. Eastern colony of the Middle Sea Empire. Eest was started as the free port of Svalakswal in Melib. Soon it oversaw nearby colonies along the coasts from Teshnos to Kralorela, which brought their precious cargoes to be borne farther overseas in the royal fleet. The name is no longer used except in the West.

Ehilm. The Lord of the Sun, Malkioni name for the Dara Happan Sun God, Yelm. Ehilm was an Erasanchula who was overcome by the pride he felt when humans began to worship him. He worked his spells to take the energy of the sun as his own, and burned himself so badly that he was no longer perfect. He was able to interfere with the energy of the sun sufficiently to make the world cold and dark. When he grew weaker and weaker he realized the error of his ways, but it was too late, and he became a slave of his own worshippers.

Ekozite. Sorcery school established in the Dawn Era.

Empire of the Middle Sea. Political institution of the Imperial Age. Its development can be divided into three phases: the Early, or Alliance Phase; Middle, or God Learner Phase; and Late, or Post-nautical Phase. The Early Empire grew out of the Jrusteli Alliance, but in 789 Svagad was crowned King of Seshnela and Emperor of the Middle Sea, and subsequently gave official imperial titles to the leaders of Jrustela. The

Middle Period covers roughly from 789 to the death of Emperor Benalos, in 990. During this time the God Learners oversaw the political as well as magical and religious aspects of the empire. Many areas were added to the imperial membership. Many great insights were discovered, many great deeds were done, and many great mistakes were made. The Post-nautical Phase starts at 930, when the ships of the Neliomi were swept ashore across all Seshnela, and goes to 1049, when Halifor is the last person to bear the title of Emperor.

Endernef. Vadeli Empire of the late Storm Age. Endernef was the empire that rivaled Enrovalos. They were nearly always allied with the Mostali of Thakarn and, later, Somelz. Endernef was sunk beneath the Banthe Sea (and other waters) by Zzabur with the Great Blast.

Enroval. One of the Six Sons of Malkion. Enroval was the Philosopher of Distinction and Construction, and his magical powers were those that allowed him to research, understand, and reorganize. He lived in Danmalastan, and his people were the most successful of all the Original People. The Brithini are his descendants.

Enrovalini. One of the Original Peoples of Malkion. They originally lived in Danmalastan, and Zzabur chose to live with them. They are among the Primal Humans created by Malkion when Danmalastan was new, and became the chosen children of Zzabur. They were the original population of the Kingdom of Logic in the Golden Age. In the Storm Age, in Zerendel, they fought off the Storm Gods and Sea Gods, but their greatest struggle was against the evil Vadeli. The Vadeli caused the Ice Age to begin, encouraged monster races to propagate, and worshipped devils. They seized Zerendel and sacked Talarwal. Then Zzabur, the first sorcerer, led the surviving Enrovalini in a vast and long ceremony that caused the very earth to obey his will. He sank the land of the Vadeli with a vast, quick disaster that left only Brithos above the waves. Since then, the surviving Enrovalini have been called Brithini.

Entropy. Malkioni Philosophical explanation for loss of energy and descent into Chaos or the void.

Era. Malkioni Mythic measure of change, understood as a sequence without measure, and contrasted to a historical Age, wherein Time is the universal measure. The Eras are, in order: Creation, Green (or Earth), Golden, Storm (or Lesser Darkness), and Chaos (or Greater Darkness). The Dawn marks the end of the mythic Eras and the start of the historical Ages.

Eranad. Thought, "prime tool" of Malkioni philosophy.

Erasanchula. The True Beings created by Malkion. Among them are Zzabur and the "Runes": Bererasanch (Directors), Vererasanch (Powers), Danerasanch (Elementals). Many were corrupted or became deities.

Estau. City in Seshnela on the banks of the Tanier River. It is the seat of the count of Estaurenic.

Estender. A Malkioni hero of the Storm Age who tried to find the Castle of Logic.

Eveddo. Mythic character with whom Malkion had a foot race.

Expulsion. Rejection and Ejection of Malkion from Brithos. Malkion, an entity constantly reforming itself, went among the people of Danmalastan and selected those who were closest to him. Zzabur and the Erovalini rejected these new rules, and drove him and his people from their lands. This action is the dividing point between atheist Zzaburites of Brithos and the religious Malkioni.

Expulsion Walk. Miraculous trail of Malkion and his tribe. After Zzabur and his Enrovalini violently rejected Malkion, He set off with his Chosen People. At the shore of the Churkenos Sea they had no boats, but buoyed up by Malkion's Truth they continued onward. The sea parted and land rose up to bear them forward, and behind them overgrew itself to become the "Green Woods, inhabited by Beast Men, where no foes can walk."

Ferbrith. Malkioni name of the West God after it performed the First Action. Often called Malkion the Creator, or Malkion the Intellect. Ferbrith exercised its immortal Intellect, and therein took and shaped its universe that had been but Matter and Power. Ferbrith created the world by recognizing their essences. From this came Shapes and Principles, and Ferbrith was thereafter called Kiona.

Finity. The world of limits. The opposite of infinity.

Firesword. See Flamesword.

Flamesword (1). Great weapon borne by Gerlant. It was occasionally lost, often for long periods of time (as in the Sea Era), but was always recovered by heroic efforts. It was lost forever, however, when Seshnela was destroyed by the Luathans.

Flamesword (2). Honorific title of King Gerlant and his descendants.

Floodings. Three Great Floods that washed against Danmalastan during the Fifth Action. See Also Malkioni Mythology Section

Froalar. First King of Seshnela. Froalar was ruler of his city, Frowal, at the Dawn. His son, Hrestol, discovered Malkion's Joy, and became a religious missionary. Froalar married Seshna, goddess of the land, and their children were the Serpent Kings. Froalar is remembered, but because of his extensive pagan connections is usually ignored.

Fronela. Large region in the north west of Genertela. Fronela includes all the lands north of the Nidan Mountains and south of the Glacier, east of the Neliomi, and west of the Sweet Sea. It includes Loskalm, Jonatela, Charg, the Kingdom of War, and the Janube Valley. Fronela is dominated by the great Janube River, which cuts it from the Sweet Sea in the east to the Neliomi Sea in the west. In the north are pine forests shared by barbarians and Aldryami. The western lowlands are ruled by the kingdom of Loskalm. The southern highlands and most of the valley of the Janube hold many different peoples.

Frontem. First Age name of Fronela.

Frowal. One of the original Brithini colonies along the western coast of Genertela at the Dawn. It was settled

by Froalar before the Darkness.

Frowal. The capital city of Old Seshnela.

Furlandan. School of sorcery established in the Dawn Age.

Gabaja. Another name for Gbaji.

Ganesetarus. God of Evil, recognized by the Carmanians and Lunars. Ganesetarus was spontaneously created as an insect when Idovanus, the Creator, looked away from a place of his creation. Ganesetarus was one of many small deities at first, and grew to great power only when Idovanus withdrew to the Above World. Ganesetarus sent many powerful manifestations and creations to plague Glorantha. He was worshipped by some evil sorcerers in the Darkness, and afterwards by malcontents and Chaos things. The Carmanian Magi alone claim the right to worship him, and then only by command of their Shah. Though acknowledged by the Lunar Empire, he is not actively worshipped there.

Gbaji. Malkioni "deceiver," Devil, or Son of the Devil, which destroyed the Dawn Age. Beyond the mountains, the pagans plotted their senseless revenge, and violated the laws of nature to succeed. They made the sun stop, and from that violation was born Gbaji, the Deceiver. Gbaji had many names: he was called Nasarus where he was born, Rasarus in the north, and Nybie in the west. He was worshipped at first as a benevolent deity, but would gradually seduce the worshipper to commit strange, dangerous, questionable, and then unspeakable acts. Malkion alerted his people to destroy this evil, which they did during the seventy-five years of the Gbaji Wars. Many people are still famous from this event, such as Arkat, Gerlant, Grimnos, and Talor.

Gbaji Wars. Widespread Chaos Wars that ended the Dawn Age.

Genertela²³. Northern continent of Glorantha. Malkioni sometimes call it Gennerela.

Genner. Malkioni name for the First Pagan Great Spirit. Genner devised the practice of sacrifice, and tricked humans into sacrificing to him, thereby making him the first pagan being. Genner may have been a sibling to Zzabur, or may have been a son of Kachast. Genner was in the Early Rebellion. To help him, he taught others this trick, but it backfired when Worlath seized the rule of Gennerela, and left Genner with only words and dirt.

Gennerela. Malkioni name for Genertela.

Gerlant. Great hero of the Gbaji Wars, and King of Seshnela. Gerlant led the fight in Seshnela. He followed Arkat through Ralios, unquestioning, and helped drive foes out of Ralios. When Arkat broke faith and quit the Malkioni religion pious Gerlant refused to support him. He was asked to be King of Seshnela when the local dynasty died out. He is remembered today as the "Greatest Warrior King" of Seshnela.

²³ NOTE: The first letter of this word, used to describe the continent and entity, is a hard consonant, pronounced like the "g" in get.

Girl Twins of Jederes. Malkion heroes of the Storm Age who sought the Castle of Logic.

God Learners. Common name for the sorcerers and philosophers of the Imperial Age in the Empire of the Middle Sea. They devised many forms of magic that generally exploited the existing world without consideration or understanding for what the consequences would be. They are credited with destroying the world as a result. In general, God Learnerism is deeply mistrusted by everyone, and anyone even accused of such practice or belief is mistrusted, often destroyed or outlawed, by people rightly fearful of their practices.

God's Logic. Malkioni name for their Creation Myth.

Great Blast. Zzabur's induced cataclysm that destroyed Endernef. The evil people of Endernef were infected by the Devil and attacked Zerendel in the Double Belligerent Assault. Zzabur and his minions executed the Great Blast, which exterminated the Vadeli land of Endernef, as well as the newly conquered lands of Zerendel. This also shattered Walwindela and ended the Ice Age.

Great Inundation. Zzabur's induced cataclysm which flooded Soruvela. A huge army of demons, led by the Devil itself, had assembled in Soruvela to attack Brithos. Zzabur triggered his spell, and the waters of the world responded and drowned the whole land there. The Devil, though, could swim, and so Zzabur made a great whirlpool and sucked him down through the earth, into the infinite abyss.

Grimnos. A king of Seshnela. He is remembered as the "Destroyer of Gbaji," and receives credit for what many kings did.

Hadalín. Manager of Greater Seshnela, High Duke of Greater Seshnela, Emperor of the Middle Sea Empire from 703 to 708. Hadalín was appointed by the Jrusteli Confederation to manage and govern "Seshnela and its adjacent lands." He was inspired by the Invisible God, and supported the School of New Order.

Helerians. One of the Blue Peoples of the Fifth Action ('Flood Era'). They were a numerous people who lived among the rain clouds, allies of the Vadeli, and good with ships. They even enslaved some Waertagi dragon ships with crews and attendant triolini. Closely aided by Heler and Slarelos. They destroyed the Tadeniti.

Herjan. Famous Cursed Knight of Seshnela. Herjan lived after the Closing, and had ambitions greater than the land. He sought adventure and drove off a gigantic serpent that troubled some people, then pursued it into its lair and killed it, not knowing it was Froalar, the ancient protective power of the kingdom. A few years later the Luatha landed, and Herjan tried to die fighting them. Alas, he was cursed instead, and is said to be wandering the world pleading for peace and understanding.

Horal. Danmalastan founder of the horali Class. Horal was a son of Malkion who established the soldier class among the earliest Malkioni and Zzaburites.

Horali. Soldier class of the Malkioni.

Hrestol. Seshnegi prophet and hero, son of Froalar, last in the lineage of the Secret Keepers. A year after the first Dawn, Hrestol received a vision from Malkion the Founder and established a new method of prayer for anyone to reach the Invisible God. He discovered JOY. With divine joy, Hrestol shook off the old forms of caste and reverence that Zzabur demanded, in favor of the deeper true shapes of the world. He removed himself from the line of royal succession to be a religious prophet. He also established the original knighthood, and expanded his father's lands through military prowess. He was martyred in Fronela.

Hrestoli. Descriptive term for a type of worship. The Hrestoli method has undergone several transformation in understanding and practice. In modern times it describes both the chivalric practices of the Castle Coast and the idealistic principles of Fronela.

Hupala. Daughter of Hermalor, wife of Gerlant Flamesword. Hupala was the only person of sufficient nobility to rule Seshnela, and so a new dynasty was begun with her marriage.

Idovanus. Carmanian name for Irensavel, the Good God. Idovanus was recognized as Creator with theist practices before the coming of Carmanos revealed his true nature and proper worship.

Inflamers. Post-God Learner sect of Malkionism. The so called Inflamers went so far that they actually performed pagan burnt sacrifices to the Invisible God, whom they called Zabandan. They were considered wayward even by the demonologists who tried to conquer gods. They were eventually exterminated by the Righteous. See Zabandan.

Inundation, Great. See Great Inundation.

Iranain. Malkioni "Shapes." A category of being in the earliest Danmalastan creation. Considered to be a type of rune now.

Irensavel. "The Hidden Mover." A philosophy and name of Malkion in Fronela. It was declared a heresy of the Imperial Age, but reintroduced after the expulsion of the God Learners.

Iraperestu. Malkioni "Principles." A category of being in the earliest Danmalastan creation. Considered to be a type of rune now.

Jalanswal. City in Jrustela founded by the descendants of Nralar.

Janube. River that runs from the Sweet Sea (between Fronela and Peloria) to Ozur Bay.

Jederes. Home of the Girl Twins.

Jrustela. Large island of the western Homeward Ocean lying between Genertela and Pamaltela. At the Dawn it was a small continent inhabited by distinctive insect-creatures called Timinits, but was kept isolated by the Waertagi. In the Imperial Age, refugees from Seshnela settled its coast, then its interior, always at the expense of the native inhabitants. It was the origin, and became a stronghold of, the God Learners. At the end of the Imperial Age the gods revolted and the land was shattered into many islands. During the Closing, members of the major elder races somehow made their

way to the islands, which they have inhabited since. Even now, only a few courageous human settlements dot the islands. Its residents are mostly elder races, grown strong without men, although the Timinitis are still numerous. Several haunted ruins of the dead and accursed God Learners linger here.

Jrusteli Alliance. Union of naval powers in the early Imperial Age.

Jrusteli Confederation. Union of city states in Jrustela in the early Imperial Age. Unified by the religion of The Abiding Book, the cities of Jrustela united politically as the Confederation. They established themselves by destroying the Waertagi at Tanian's Victory. They exported their monotheism and enthusiasm as the Return to Rightness Crusade, and formed the Jrusteli Alliance.

Kachast. One of the Six Sons of Malkion.

Kachasti. One of the Original Peoples of Malkion. They lived originally on Danmalastan.

Kadenit. One of the Six Sons of Malkion. Kadenit was a tremendous builder, and with his family constructed the first buildings of all types. He designed both Suli and Vani.

Kadeniti. One of the Original Peoples of Malkion. They lived originally on Danmalastan.

Kajabor. Malkioni Chaos god of entropy, the Void. Kajabor wields entropy in the world. Often called God-Killer, he destroys all vestiges of matter or energy, annihilating all possibilities of individuality or unity. Entities slain by Kajabor have never returned to the world, and even their names and memories of them have been lost after their bodies and souls were eliminated from the universe. Kajabor is the Great Fear, believed to drive people or gods to follow such corruption as Wakboth. For this reason, Kajabor is as much an enemy as true evil, although he is utterly impersonal and, some say, as natural as the forces of creation. In the God Time, Kajabor was slain by Wakboth and went to Hell where he confronted the last of the gods, massed in their final stronghold. Arachne Solara there enmeshed him, wrapped him in her legs and struggled mightily, and at last devoured him alive. The resulting combination of entropy and existence synthesized into the god Time, who rules the cosmos. In every instance where a wall painting shows Kajabor facing or destroying other gods, his image is always hammered out, leaving a gaping ruin.

Karmanos. Prophet of Irensavel in Carmania. Karmanos the Prophet taught of a strict dualistic universe. On one side is Idovanus, the god of goodness, light, and peace; on the other, Ganasetarus (originally Malakinus), lord of evil, decay, and misery.

Keets. Bird-like race widespread in the East Isles. They are humanoid, feathered, and beaked. They have arms and hands, and most do not have wings, although one branch does. Otherwise, colors and specific features, like shape of beak, vary widely. See the Vithelan Mythology section of this book for more information.

Kiona. Name of the West God after it performed the Second Action. Kiona took the Shapes and Principles of its universe, and with its divine Thought shaped them again, and from this came the essential Runes of creation. Kiona is called Malkion the Law, because that was his Rune of Power. Kiona created Zzabur and the other Great Thoughts

Kionvara. God Learner interpretation of the Invisible God also called the Right Power. He has a special interest in Rightness and the Righteous. At first, Kionvara was a powerful unifying movement in Jrustela, and inspired the Return to Righteousness Crusade that brought monotheism to mainland Genertela. However, practitioners later became a rigid and bitter band of arch fundamentalists, interpreting everything through their own book, which today is called the Sharp Abiding Book.

Kovano. Malkioni name for the jungle in the center of the world in the Storm Age. The Kovano Jungle covered the area, and probably the slopes, of the Spike. In the early Flood Period the Kovano Jungle was avoided, being full of hostile Aldryami. It was never an effective political force, just a source of great nuisances like the Embyli (yellow elves) and Muri (hot trolls).

Kralorela. Region of eastern Genertela.

Krjalki. Malkioni name for non-humans. It is used in a fearful and derogatory way, and applies to all non-human, intelligent creatures, as well as mindless monsters, Chaos things, and the like.

Laddy. Malkioni slang name for the enemy god Ladaral. Used especially in the term "Laddy and Lammy," which means "pitifully weak." Laddy and Lammy are both powerful deities that were defeated by sorcerers.

Ladaral. Earth-heat Energy of Neliomi Region. Ladaral was a selfish god until the sorcerers found his measure and sent the seas crashing upon him. The water canceled his fire, and Ladaral was dampened. The resulting steam was captured and used to build Sog City.

Land Raising. Mostali act of reclamation in the Storm Age. It raised up the earth so that the seas were washed away, leaving the whole land high and dry. The Mostali then set about ordering it correctly, as a cornerstone of their coming world repairs.

Lammy. Malkioni Slang name for the god Lankerm. See also Laddy.

Lankerm. Malkioni name for the pagan god of Tribal Laws, named Lhankor Mhy by his Orlanthi worshippers. See also Lammy.

Lhankor Mhy. Pagan/Orlanthi God. Called by the Malkioni who know him Lankerm, and by others Lammy.

Lodril. Pagan God, called Ladaral by the Malkioni. He is worshipped by Pelorians as the Earth Father.

Lofting. King of Seshnela. Lofting is remembered as the "Most Just King of Seshnela." Lofting was elected king by the noblemen and spent great effort to unite the kingdom, then drive off foreign foes. He adjusted the laws of the land. In 228 he convened the Second Ecclesiastical Council of Malkionism, and the religious

sphere was defined. He ruled from 194-247. During his reign, Seshnela and its possession were called the Silver Empire.

Loskalm. Large and wealthy kingdom of westernmost Fronela, known as the Land of Siglat's Dream. It flourished during the Syndic's Ban, and has continued to prosper since the Ban lifted. Its many rich cities, especially along the coasts, are walled; castles defend its wide borders. Within Loskalm itself are three regions: North Loskalm, South Loskalm, and Junora. North Loskalm lies north of Ozur Bay and traditionally contains the provinces of Ease, Agria, Norans, Tawars, and Nevs. Dilis, once a province of the north, was cursed a thousand years ago to be a Chaos-tainted swamp after its soldiers fomented rebellion against Sog City. It is now a no man's land claimed by no country.

Macrinus. A Sage of the Holy Mathematics.

Magasta. Great pagan god of the waters.

Makan. "Mind." Name given by the God Learners to the West God when it performed the First Action. Also called the One Mind, it rose from (or was the same as) the Prima Materia, and from it perceived Matter and Power.

Malakinus. God of Evil among the Carmanians and Lunars.

Maleskioni. Righteous People of the early Imperial Age.

Malestini. Name for the earliest inhabitants of Danmalastan.

Malkion (1). Supreme God worshipped by most people in the West. Because people's expectations, understanding, and needs are so different, Malkion is viewed in many ways. Zzabur showed how Malkion changed Himself to become part of the fabric of the world. Subsequent Western documents help to trace the development of the peoples' methods to increasingly understand the Mind of God. See also: Ferbrith, Hrestol, Kiona, Malkion (2), Malkionaru, Ord Elvis, Return to Righteousness Crusade.

Malkion (2). Name of the West God while he was among mortals. Malkion is called Immortal Logic by the earliest humans who worshipped him in the Golden Age. He was Malkion the Founder to the western tribes, among whom he went and lived for many generations. He was originally worshipped in this form by Hrestol.

Malkionaru. Name of the West God when he performed the Fifth Action. This is Malkion the Sacrifice, who was torn to shreds that were mingled with the matter of the world.

Malkioneran. God Learner name for Malkion the Right, the One God who would have none others greater than Him, who turned the world to elements and matter. His worship was destroyed at the end of the Imperial Age.

Malkioni. The People of Malkion. The term is broad and general, but is often used to designate a specific people.

Malkioni Creation Story. Core myth from which the Loskalm and Rokari creation stories come. Creation began with the Great Mind, called *name, which

thought material and energy into existence, then thought them into Runes, then thought them into the mortal races and beings. These mortals then committed the Error. Malkion came among them to help and was killed. Darkness and the Ice Age descended upon everything. Zzabur persevered, and his sorcerers ranged across the frozen Neliomi to arrange the Great Breaks. The first one broke all the Vadeli lands, sending them underwater. The second one broke the glacier, ending the Ice Age. Dawn then began.

Malkonwal. City of Malkion. One of the original cities of the Brithini, reputedly founded by Malkion himself.

Malkonwal, New. Malkion's new city after the Expulsion.

Malvonian. One of the original schools of sorcery established in the Dawn Era.

Maseren. The Third Action of Malkioni mythology.

Materialism. Malkioni Philosophy that begins with the Material world. Originating among the Mostali and adopted by many Malkioni, it was the base for much of the God Learner beliefs, and still has adherents. The essence of the belief is that the undifferentiated reality from which Creation came was Prima Materia, out of which all less substantial reality came through a series of emanations, divisions, or mental operations.

Melib. A pleasant isle in Verenela. Melib was a province of Teshnos until King Ordval seized it for the God Learners. They founded a colony there, Eest, but it was destroyed at the Closing.

Meryanan. First World, before people; "Nature."

Mostal. God or being of sorcery, order and stone; ancestor of the dwarves.

Mostali. Race of beings descended from Mostal. They are sorcerous in nature, and keepers of their World Machine.

Murthdrya. Goddess of underwater plants.

Naka. Malkioni name for the Darkness goddess.

Neleom, Neleos. See Neliom.

Neleswal. Colony of Brithini on the western coast of Genertela at the Dawn.

Neliom, Nelios. A Sea God, one of Hudaro's progeny, also known as Our Sea. He brought the second of the three Floodings of the Fifth Action. Zzabur used his Water Magic to convince Neliom to join in the attack upon Ladaral, who had taken refuge in a huge volcano with his worshippers.

New Malkonwal. See Malkonwal, New.

New Order. Imperial Age religious order. The School of New Order was one of many new sorcery groups approved, but not overseen, by the early Clergy of the Malkioni Church during the reign of High Duke Hadalin. The School of New Order gained many adherents, one of many new sorcery groups approved, but not overseen, by the early Clergy of the Malkioni Church. The School of New Order gained many adherents, who agreed with the order's policy of magical implementation of an aggressive and imperial policy. They persuaded High Duke Ullmal to join the Jrusteli Confederation. The school was disbanded and finally destroyed by Saval. Many of the magics and

- ideas of the New Order were carried forward by the God Learners.
- Nida.** Stronghold of the Mostali that erupted from the earth during the Kachasti War.
- Nisaro.** Marshall of Seshnela who bore the Flamesword to destroy the grave of Arkat, he is now one of several patron saints of battle in Seshnela.
- Nolos.** Dukedom of Seshnela.
- Noloswal.** Capital of Nolos.
- Nralar.** A king of Seshnela. Nralar is remembered as the “Oldest of Kings.” He reigned for over a century, from 501 to 603. He had so many descendants that their strife after his death led to centuries of civil war in Seshnela.
- Oabil.** Pamaltelan Kingdom of Sorcerers. Oabil was on the western coast of Pamaltela, and was a particular foe of Kungatu. Oabil was probably the Vadeli kingdom of Chir, likely still allied with Mostali at that time.
- Ordelvis.** Name of the West God while it performed the Fourth Action. Also called Malkion the Prophet or Seer, or Lord of Reason. Ordelvis lived in the Castle of Logic. From there the Great Thoughts duplicated the Runes, and thus completed the creation of the world. In this way He made many mountains, rivers, and seas; many peoples, races, and species; and many stars, shadows, and spells.
- Orgethite.** One of the original schools of sorcery established in the Dawn Era.
- Original Peoples.** Malkioni mythic folk. The Original Peoples lived in Danmalastan, and were the result of the Fourth Action. They were: the Waertagi, in the north; the Enrovalini, in the northwest, with some on the western coast; the Kachasti, in the northeast, inland between Ladaral’s Mountain and Malkion’s Spike; the Kadeniti, in the southwest, with some on the western coast; the Vymorni, inland in the south-east, near Magnetic Piparovor Mountain; and the Tadeniti, in the south.
- Orlanth.** Great God of the air. See also Worlath.
- Oronin.** Goddess of Oronin Lake.
- Oronin Lake.** Lake in Pelanda.
- Orphalsket.** Ancient city in Seshnela, where Saval was count.
- Orvansfal.** Son of Annmak, king of Seshnela from 755-768. Orvansfal did not expect to be king. To his family he had been a rather strange and extravagant clerk, who held an annual ball for merchants. Orvansfal owned merchant companies engaged in trade directly with Umathela and, more importantly, Kralorela. No wars or threats were to be seen, and everyone associated with Justela’s loose alliance was thriving. This was a time of general adventurism among the Middle Sea Alliance, and Orvansfal sponsored many trade journeys. Many failed to pay off, but the Immanent Mastery School did. Orvansfal had been a sponsor since meeting its leader, Gilam De Estau, who was, in the king’s opinion, “a slightly crazed man.” On his deathbed, Orvansfal learned that he had acquired a share in the conquest of Kralorela.
- Ouori.** Walrus Merfolk of the Neliomi Sea.
- Pamalt.** Chief animist entity of Pamaltela. See also Bamat.
- Pamaltela.** Name given to the southern continent by the God Learners, now widely accepted throughout Glorantha.
- Paseren.** The Malkioni Fourth Action.
- Paslac.** Last Stygian Archon. He was destroyed in 740 by Annmak the Peacemaker.
- Pelanda.** Region of western Peloria, now generally called Carmania after its conquerors.
- Peloria.** Northern region of central Genertela.
- Pilif.** Rebellious sorcerer of Seshnela. Pilif the Magus was a very powerful wizard, the prelate of the New Order. When King Ullmal of Seshnela died, a coterie of wizards declared that Pilif the Magus would be crowned next. The Malkioni Church declared itself against this move. After bloody fighting, Pilif was devoured by a gigantic serpent, and Saval ascended the throne.
- Piparovor.** Mythic Mostali stronghold, said by many to be the birthplace of Mostal. Because of its characteristics, Piparovor was known early on as Magnetic Island. Those properties were lost, either some time during the Fourth or Fifth Action, or when the Spike exploded, an event that shattered Piparovor. Curustus and the other Justelan mountains are the remains of Piparovor.
- Pithdarans.** Inhabitants of Pithdaros.
- Pithdaros.** A land in the south of Seshnela. Pithdaros is inhabited by dark-skinned inhabitants from far Pamaltela who landed here in the Imperial Age. They had come to fight against Gbaji the Bad God. When they learned that they were eleven generations late, they promised to wait for his return. They have adopted Malkioni ways, but are notorious for never being on time.
- Poto.** Malkioni name for Pamaltela in the Storm Era. Poto was a source of slaves for the Vadeli slavers of Chir, both Artmali and Agimori.
- Ralios.** Land in central Genertela. Ralios has a lake at its center, and mountains on three sides. Fenced by the precipitous Rockwood and Nidan Mountains in the north and east, the thick Tarinwood forests to the south, and the ominous Kingdom of Seshnela to the west, the people of Ralios are fiercely independent and proud of their local traditions—perhaps too proud. The land is divided into three regions: Safelster, northern Vesmonstran, and the Eastern Wilds.
- Return to Rightness Crusade.** Military campaign in the Imperial Age. The Return to Rightness brought monotheism to the Malkioni lands, starting in Seshnela. It established many practices and methods used by the God Learners throughout the Imperial Age.
- Rokar.** A prophet of Malkion, founder of Rokarism.
- Rokari.** Followers of Rokar and Rokarism.
- Rokarism.** Modern Malkioni religion of Seshnela, often simply called the Rokari Church.
- Runes.** Magical forms and powers. These are impersonal interpretations of the unknowable powers that preceded humanity in Creation.

- SamalEsten.** Malkioni Citadel of Thought.
- Safelster.** “Lands of the Felster.” The urban heart of Ralios, centered upon the great lake there. It was the center of the Autarchy.
- Salvid.** A hero of ancient Seshnela. During the reign of King Nralar the Old, Salvid the Magus (of the Incorruptible Sons of Damolstan), led an underground war that broke the Mostali of Iron Mountain and sent them into flight. Nralar took over the iron mines for the crown.
- Saval.** Count of Orphalsket, Champion of Malkion; later Sacred Overlord. Reigned as king of Seshnela from 729-734.
- Sea of Flame.** The remnants of Tanian’s Victory. Several huge tracts of burning waters stretched across the Banthe Sea, seeming to stay in place, stretched in hundred-mile-long streams pointed towards Magasta’s Pool. They blocked shipping routes for many years, and eventually “calved” many firebergs that slipped into the Homeward Ocean. The dangerous firebergs were not entirely cleared for a hundred years.
- Senbanth.** Sea God of the west in the Storm Era. Senbanth was a child of Neliom, a smaller sibling of Churkenos. Senbanth ran just east of Danmalastan. It became narrower but more raging when Churkenos was dried up by the Land Raising, and was wickedly encouraged to be worse by Enrovalini sorcerers seeking to discourage crossing by the Vadeli. However, after a time even Senbanth was dried up by the Land Raising, and his bed occupied by the Vadeli.
- Serozos.** A prophet of Malkion in the Imperial Age. Serozos, a resident of Jrustela, had visions. He taught humans how to speak to, and hear from, Makan. This, they discovered, was the One God, whose worship they thereupon began to actively proselytize. Jrustela was in great turmoil at that time, especially among members of different religions. The authorities seized Serozos, but instead of condemning him they took him to their own leaders. Serozos convinced them of the One God, and they then set meetings that led to treaties with their neighbors.
- Serpent Kings.** First dynasty of rulers in historic Seshnela, descendants of Froalar and Seshna. They conquered all the peoples in their mother’s realm, and established many distaff lineages of future heroes. They had serpent tails instead of legs. Their semi-human appearance and mixed religious practices causes conservative modern Malkioni to ignore them. They ruled from 24 to 142 S.T.
- Seshnegi.** A name for the people and kingdom of Seshnela.
- Seshnela.** Ancient Malkioni kingdom of southwestern Genertela, often called God’s Eternal Kingdom. It was powerful in the Dawn Age, and the heart of the God Learner Empire in the Imperial Age. When the demigod Luathans shattered western Seshnela into fragments, the survivors moved eastward to the lush Tanisor Valley, taking with them the surviving treasures of the Seshnegi kings. Seshnela encompasses two areas now: in the eastern center is the great Kingdom of Seshnela along the great Tanier River; around it are several autonomous areas. Autonomous areas include a large worthless area of Arolanit and Old Seshnela that stretches across the north and west to the sea, and the Quinpolic League of the south.
- Sevey.** Malkioni tool of Intellect, a key method and power of the Malkioni.
- Shamanism.** Also called animism. This major methodology of worship in Glorantha is signified by its worship of beings from the Spirit World. It predominates in Pamaltela.
- Silver Empire.** Nickname for Seshnela in the mid-Dawn Age, beginning around 220. Under King Lofting, Seshnela acquired great stability and bounty. Descendants formalized the title, which was used until 286.
- Slon.** Mostali land of the southwest, the remnant of Somelz.
- Slontos.** Former coastal and peninsular region of southwest Genertela. Before the Dawn, the lands were populated by the Mraloti Peoples, who lived in small scattered hamlets. Slontos was destroyed at the same time as the Closing.
- Sodal.** Marshes between Ralios and Seshnela.
- Sog.** Abbreviation for Sogdanzio, a powerful Otherworld patron of the Waertagi. Before the Dawn, several sites were used as repair and resupply facilities by the Waertagi, all of which still retain the fragment ‘Sog’ in their names today. Only Sogolotha Mambrola, popularly called Sog City, remains intact.
- Sog City.** See Sogolotha Mambrola.
- Sogolotha Mambrola.** Popularly called Sog City, this ancient city in Fronela controls the mouth of the Janube River. It was founded by the Waertagi, but rule of the city is now in the hands of the Brithini who made deals with the Waertagi long ago.
- Solkathi.** Great sea current south of western Maniria.
- Somelz.** Mostali Land of southwest Genertela. Somelz came into existence in the late Storm Era when everything south and west of Piparovor Mountain raised above the waters. Parts were flooded in the Destruction, although Slon remained.
- Sorcery.** Method of magic used by Malkion. It draws its power from the Sorcery World.
- Sorchula.** Malkioni word for “pagans,” which includes any form of worship other than Malkionism.
- Sordanerasanch.** Malkioni word for “devils,” that is, beings from the God World.
- Sordanvos.** Malkioni name for the Gods War.
- Sorpovedu.** Malkioni word for “sin,” “sacrifice,” and pagan worship and prayer.
- Soruve.** Malkioni word for Son of the Devil, Master of Demons. The Devil plotted to destroy the Malkioni, and impregnated a piece of primal matter, thereby creating Soruve. Soruve then excreted, vomited, and urinated out more demons that worshipped the Devil and prepared to march against Zerendel. Zzabur destroyed them all with his Great Inundation before they could attack.

Soruvela. Land of Soruve and the Soruvings, sometimes spelled Srvuela in older documents.²⁴

Soruvings. The devil children of Soruve.

Srvuela. See Soruvela.

Stygia, Stygian Empire. Political entity that dominated Ralios in the early Imperial Period. Arkat returned from the Gbaji Wars and settled in Ralios, overseeing a vast and loosely united peoples who respected the deeds he had done for them. When he apotheosized, Stygia was overseen by Archons, whose traditional rule was never formalized before they were destroyed by King Annmak in 740.

Suli. Kadenit and his family built the first house, village, town, and finally Suli, the first city. It was the capital city of the Kadeniti until abandoned, after which it fell into ruins. It is now under the Banthe. See also Vani.

Svalak. Svalak was the last king of Seshnela before it became the Middle Sea Empire, and is famous for establishing the colony of Eest. Though guile and foresight were his foremost traits while alive, he is remembered today as “the Luckiest King of Seshnela.”

Svalakswal. Svalakswal was built as a free port on the island of Melib by King Svalak. It was later the capital city for the Duchy of Eest, and was destroyed along with that colony.

Sylph. Air elemental, also known as a worli. See *Anaxial's Roster*, pg. 202.

Syranthir. Fronelan hero who resisted the God Learners. He was defeated, and led many people out of Fronela into Pelanda, which he conquered. Karmanos was his son.

Tadenit. One of the Six Sons of Malkion. Tadenit invented writing by making marks in the dirt. His family invented writing tools, several pictorial scripts, and experimented with every media. His people were the Tadeniti.

Tadeniti. One of the Original Peoples of Malkion. The Tadeniti lived originally on the southern coast of Danmalastan. They made the First Book, and many others as well. When the waters rose they lived upon an island, and were later conquered by the Mostali of Thakarn. Their lands were absorbed as part of Somelz.

Talar. Founder of the Talar class of the Malkioni. Talar was a son of Malkion who established the class that administrated, traded, and generally made all decisions to coordinate members of the different castes.

Talari. The leaders among the Malkioni. The talari have the awful task of meeting with outsiders to haggle for trade, and in compensation are given the pleasant task of leading the public meetings, making many important decisions, and of being responsible for the material well-being of the people.

Talarwal. Capital City of Zerendel. Talarwal superseded Vani, and the talari ruled from it through the Storm Era. It fell onto hard times as the Enrovalini were compressed by the Vadeli of Endernef and the ice of Walwindela. Talarwal was captured by the Vadeli in

their Double Belligerent Assault, and sunk beneath the Banthe by the Great Blast.

Talor. Famous Fronelan Knight Hero of the Gbaji Wars, still worshipped today. Sir Talor is remembered as “the Laughing Warrior.”

Tanian's Victory. Famous naval battle of the God Learners. In 718 the brave and foolish Free Men of the Sea put their little wooden fleet to sea against ocean itself. The summoned the god Tanian who set the very waters afire and destroyed most of the Waertagi in a single day.

Tanisor. Region (and sometimes kingdom) east of Seshnela, centered upon the Tanier River.

Tanisorians. The people of Tanisor.

Telendarian. One of the Schools of Sorcery established in the Dawn Era.

Teshnos. A large political entity in the land of Verenela.

Thakarn. Mostali land and region around Piparovor Mountain. From earliest recollection, the Mostali lived there. Thakarn refers at first to a magnetic mountain, then an island resisting Churkenos, then a nation conducting invasions and the Land Raising, and finally a department of Somelz. Though broken and shaken by the Great Blast(s), Thakarn survives above water as modern Jrustela.

Theists. People who use sacrifice to worship gods.

Theurgists. Another name for theists.

Triolini. Sea beings. This collective name includes many intelligent and unintelligent beings, but most humans use it solely to refer to the different types of mermen.

Trymir. Hero King of Seshnela in the Imperial Age, he occupied the land from 680 to 689. A native of Jrustela, he was the Commander of the Army of Rightness. He led the Return to Righteous Crusade to Seshnela, which had suffered fifty years of civil war, including foreign occupation. He drove out the foreigners, witches, and priests; resisted the rebels in the land; and converted the leaders to worship (the God Learner) Malkion as the One God, which brought them all to peace.

Ulenwal. Ancient city in Seshnela.

Uleria. Gloranthan Court Goddess of Love and Desire.

Ullmal. High Duke of Greater Seshnela and son of Hadalin. He reigned as king of Seshnela from 708-725.

Umathela. Lands of coastal north-western Pamaltela. It was settled by people brought there by the Waertagi in the Dawn Age.

Umbakko. The Malkioni name for Keets. See Beakies, Keets.

Uz. Races descended from the goddess Kyger Litor. Commonly called trolls.

Vadel. Mythic ancestor of the Vadeli. He was of the Viymorni people, the first to venture outside Danmalastan, past the western lands where the laws of Malkion were obeyed.

Vadeli Empire (1). Mythic region ruled by descendants of Vadel.

²⁴ This actually refers to the Spike, though never stated as such.

- Vadeli Empire (2).** Short-lived name for the regions ruled by the Vadeli after the Opening of the Oceans. It included several ports in the Jrusteli archipelago, most of Umathela, and parts of Fonrit.
- Vadrus.** A storm god of the Orlanth Pantheon. Vadrus was an evil god who was destroyed in the Gods War.
- Valind.** See Walwind.
- Valtorwal.** City in Seshnela. Svalak had an exact replica of a Kralorelan palace built for him here.
- Vani.** The Perfect City. Vani was established in the earliest times solely according to the Urban Principles, as established by Talar, Zzabur, Horal, and Dromal. It was the capital city of Danmalastan and of earliest Zerendel. However, it was abandoned in the Storm Age as being indefensible, and Talarwal superseded it. See also Suli.
- Vaybeti Isles.** Islands in the Churkenos Sea in the Storm Age. Occupied by humans in the Flood, these became the center for the Mostali's Land Raising.
- Verenerasanch.** See Erasanchula.
- Vit.** Malkioni name of the pagan "god" of the East, Vith. Vit was one of the Early Rebels, and with his powers managed to capture the sun. Zzabur's Great Blast knocked Vit down; the sun was released from his grip, and rose to make the Dawning.
- Viyorn.** One of the Six Sons of Malkion.
- Viyornni.** One of the Original Peoples of Malkion. They originally lived in Danmalastan.
- Voseren.** The Malkioni Fifth Action, Death.
- Waertagi.** One of the Original Peoples of Malkion. They originally lived in Danmalastan. They were the descendants of Waertag, and were entirely sea-going. They ruled all the oceans and restricted all intercontinental trade until destroyed by the God Learners in the Imperial Age.
- Wakata.** Malkioni name for the supreme water god, Magasta. He fought against Zzabur when he tried to wash over Danmalastan in the Second Flooding.
- Wakboth.** Another name for the Devil.
- Walwind.** Malkioni name for Valind, the Orlanthi God of Winter. Walwind learned pagan tricks from Worlath, and soon had Uz and all kinds of other beings sacrificing to him. He created the Great Glacier of Walwindela by becoming pure cold, untouchable except by pure heat. He made himself huge, so that Zzabur could never get enough Pure Heat to overcome the great mass of Pure Cold. With each passing time of the Darkness Walwind grew larger and colder, and inched towards Brithos. In this way, he tried to destroy Zzabur, but eventually failed.
- Walwindela.** The Great Glacier of Walwind. Walwindela began growing in the Storm Era, and continued until it was shattered by the Great Blast. In modern times, it still covers thousands of square miles of the northwest.
- Warera.** "Wife" of Aerlit, Mother of Waertag. She was a merwoman.
- Winkoti.** During the Storm Era, descendants of the conquered Kachasti were seduced to follow Worlath and formed this powerful pagan tribe.
- Worlath.** Malkioni for the pagan god Orlanth. He came to prominence in the Storm Era, and was a major factor in corrupting the defeated Kachasti to become the Winkoti.
- Xemela.** Xemela was the First Saint, venerated for the great protective deeds she performed during the Darkness, for her self-sacrifice to save her husband Froalar and son Hrestol, and for her subsequent answering of prayers for help and healing since.
- Yargan.** Sorcery God of Carmania.
- Yelm.** See Ehilm.
- Zabandan.** The name that the Inflamers gave to the Invisible God.
- Zendamalthan.** One of the schools of sorcery established in the Dawn Age.
- Zerendel.** Pre-dawn Empire of the Enrovalini. When many of the Original Peoples were overrun, Talar organized the state of Zerendel as a defense. The country lasted until the Double Belligerent Assault, after which it was sunk beneath the Banthe Sea by Zzabur's Great Blast.
- Zzabur.** The Philosopher Sorcerer of Brithos. Zzabur relates his own creation from the mind of Malkion in the first document of western religion, "Zzabur Says." Therein he reveals himself to be a Perfect Thought emanated from the Intellect of God. Zzabur subsequently guided his peoples and applied his philosophy to help shape the world. He is responsible for shaping the essentials of western thought and determining the way in which Malkion was originally understood. Zzabur survived (and perhaps caused) the death of Malkion, and never accepted the refuge called Solace for his own people. Zzabur saved his people with the Great Blast. However the world continued to grow so corrupt that Zzabur finally had to depart. He created a spell that removed the last part of Brithos from the world. It has not been detected since.
- Zzabur, Blue Book of.** Core document of the Zzaburite religion. Reading it requires attuned magical senses that humans can acquire only through labor and study. No complete copy exists in the world today.
- Zzabur Says.** The first document of the Western religion, in which Zzabur relates the creation of the world and its beings by Malkion.
- Zzaburi.** Wizard caste of the Malkioni, founded by Zzabur.

PAMALTELAN MYTHOLOGY

ANIMISM

CORE BELIEFS

Nature is The Sacred. The world of Spirits (including all immaterial things) is separate from the living world of Nature. In Nature, all things are alive, and through life generate Life Power, which is the pulsation of Langamul. The world of spirits is the land of the dead and disassociated, a dark, dismal, frightening, and dangerous place. Creatures that do not have their own bodies want them, or want to feed off of those who have bodies. They are generally incomplete beings, and so do not have the faculties to act in any other manner. Thus, they cannot be healed of their separate, broken state.

Physical health and well-being are essential to the core of the shamanic practice. Debilitating practices should be avoided, such as ingesting too powerful poisons or tonics, remaining in a state of intoxication, misusing spirits, or offering sacrifice to gods. All traditions require rigorous behavior of practitioners of the shamanic arts.

PRIMAL SHAMANIC PRACTICES

KEY from Belintar's Book:

God is IN the World.

Left/South Power: The Great Mystery is in Nature.

Pamalt is the Keeper. He says "Dreamtime is Now; all things Live. This world is Langamul."

Process: Through integration of appropriate spirits into the physical self to increase the quality of Life.

Expert Magicians: Shamans, Seers

Terrestrial Analogues: Any ecstatic tradition, Bhakti adoration, Tantric practitioners, Dionysian ecstatic mysteries, whirling dervishes, etc.

The High Shamanic Ideal is that a person can train his body, integrate the proper spirits into his shamanic self, and happily live young and wise forever.

Normally, shamans are busy dealing with the everyday problems that their community has with hostile spirits, and with using his own spirits to help the community survive more easily within Nature.

BEINGS

For Animists, there are four kinds of beings in the world:

Folk: Humans and other mortals (including Aldryami and Mostali).

Natural Creatures: Each being a living thing within Nature. These have been called such awkward terms as "embodied spirits." They include the Fiwan, the Crocodile People of the Jolar rivers, the spirits of springs, lakes, and other natural formations, etc.

Spirits: Disembodied entities existing in the Spirit Plane. Their defining characteristic is that they do not have bodies and are usually harmful or dangerous.

Gods: Huge, prehistoric entities, sometimes capable of being Adored.

SPIRITS

Spirits are parts of the world that are cut off and banished by Bolongo's murder of Langamul and the subsequent acts of the Spirit Makers.

Note our natural tendency to say "spirit of the river" is incorrect here. Those are Natural Creatures. [I'm not quite sure how to cope with this vocabulary problem.]

GODS

The Pamaltelans recognize gods to be entities that are greater than spirits, often being intelligent and strong willed, like people.

Three kinds of gods are known: the Witnesses, the New Witnesses, and the False Gods. The first have never been vanquished, though occasionally they have been forgotten or ignored. The New Witnesses are the divine entities that have been born since Creation and are still present. The False Gods are those who were treated like gods, even though they were not gods, and so brought ruin upon themselves and all their worshippers. Each of the Periods has its own generation of False Gods who rise and fall in that time.

Gods are different from spirits because they are treated differently from spirits. Unlike spirits, gods cannot be absorbed and integrated into a person's body and soul. It is more likely that an individual will be lost in the vastness of the god's being.

Gods often receive sacrifice, and commonly reward worshippers for this great service and slavery. But to the Seers of the Horned Serpent, this is wrong. Sacrifice gives short term benefits but costs the individual his soul.

Adoration is the correct way to interact with a deity, if at all. Adoration is self-identification, wherein all of one's spiritual attention and focus is on this single entity. No other spiritual process can be practiced, such as sorcery, shamanism, or sacrifice. The purpose is to merge with the god in a singular manner. Since it is a god, thus connected to the Greater Mysteries, such merger is an acceptable manner of becoming united and freed into Nature. It also gives special powers of that god to the Adorer.

Adoration is essentially a shamanic method of dealing with a god. It uses Identification but, instead of trying to integrate the god into the person, it integrates the person into the god.

Adoration of False Gods is a terrible tragedy because if they do not have a real mystical connection, then the followers (whether they practice Sacrifice or Adoration) of a False God become spirits upon its downfall.¹⁴

Adoration is practiced elsewhere. It is widespread in Vithela, is found in the Lunar Empire, and may be the basic way that the Orlanthi interact with their deities.

¹⁴ Remember, disembodied spirits are considered bad.

**A NOTE ON RELATIONSHIPS BETWEEN
PAMALTELAN GODS**

“In addition to being Pamalt’s Mother-in-Law, Aleshmara is also his sister.”

Among the gods, there are all kinds of claims (like the above one) made. The meaning must be made clear: the kinships are absolutely irrelevant, and not just on the “higher plane.” If a story says Pamalt and Aleshmara were brother and sister, then the story is about how siblings ought to act with each other, not about the actual relationship between two gods (which is beyond human kinship.)

Some deities have very consistent relationship characteristics, such as Cronisper and Yanmorla always being the eldest, and addressed as “Grandparents.” Again, this is not a genealogical relationship, but a divine one.

PAMALTELAN MYTHIC PERIODS

Pamaltelans recognize several Periods in their mythology. They are:

- Creation Period
- Old People Period
- Artmali Period
- Demon Period
- Now Period

See page 2 for a table of correspondences between these periods and those of other mythologies.

CREATION PERIOD

During this time Langamul made the world, the Esiti create its most significant features, and then the Spirit World is made. Significant features include:

- Veagnali. The Whole World.
- Sun overhead.
- Surrounding sea.
- The Five Lands:
Center: Jolar.
West: Tarien.
East: Kothar.
North: Selvukko, Land of the Enemy Mountain (Bandaku).
South: SakUm (with Slorifi marsh to east and west).
- The Fense, of Balumbasta.
- Others to be done

Also, and more importantly, the great local landmarks, which are magical in their own right, are made by the Esiti.

OLD PEOPLE PERIOD

- War Against the Trees
- Fense Mountains raised
- Fiwan Tales
- Agi Created. Aganali is their land.
- Morality Tale: Pay attention to the ways of the spirit, there are bad ones there.

ARTMALI PERIOD

- Big Gods' Contest: rivalry, sun loses.
- Agimori made.
- Afidisa, preparation.
- Artmali Trek Story, early settlement.

DEMON PERIOD

One World is made by inhabitants of Bandaku. Through sorcery and divine trickery, "Dama and Kendamalar" cooperate, and they make the worlds of spirits and humans collide and overlap. It is terrible and evil because the lands aren't really joined—Langamul can never be reconstructed. Instead, they overlap and conflict, making it both the land of life and the land of death, or the world of bodies and the world of spirits, both at once. Vovisibor was the result. Only Pamalt could save them.

"The Taming of Fire" is another story of importance, which saved Pamaltela from destruction.

NOW PERIOD

SINCE FIRE WAS TAMED.

CREATION PERIOD

PAMALT'S STORY OF WHERE PAMALT CAME FROM

AS TOLD BY A POSSESSED DESCENDANT

I am the oldest being alive, and I remember my beginning. Langamul the Earthmaker made me, and I sat up on a small island. Around me were four water creatures, four flying creatures, four swimming creatures, and four running creatures. "Witness," said Langamul.

The island rose slightly, and the vast waters drew away from it so that the island became the great land, with the sixteen creatures upon it as far as I could see.

Langamul moved me then to see where Langamul wished. If you meet Langamul, you will obey Him too. I saw, then, the rising of the Esiti, the Witnesses, whom you call the Old Gods, whose movements shaped the world, and the land. They are "Those Who Saw."

The Witnesses moved about on the Great Island. They made a marsh, a mountain, a forest, and a desert. Then we gathered together in the center, in a circle, and we gave each other names.

- Noruma, I named first.
- Yanmorla, he named second.
- Cronisper, she named her lover.
- Aleshmara, he named his daughter.
- Balumbasta, she named her brother.
- Nyanka, he named his lover.
- Jmijie, she named her lover.
- Faranar, he named his wife.
- Sikkanos (?), she named her brother.
- Dama, he named his rival.
- Tamakderu, he named his lover.
- Kendamalar, she named their rival.
- Pamalt, they all named, together.
- Bolongo, I said, last.

Bolongo then took up a knife, and with it he killed Langamul, and with the words of the first curse sent him away to the Spirit World.

After that, everything that was new in the world was of Spirit or of Life, but not both at once. Later, Pamalt taught the Right Footpath to everyone; and Noruma taught to the seers among them how to see spirits, and command them; and Kendamalar taught to the wise among the seers how to bring together Cronisper in the lap of Yanmorla again properly, so that they could be with Langamul when he made the world. Such people were called the Amuron, or Horned Snake People, or by you shamans.

“HOW PAMALT GOT A WIFE”

In elder days, the world was inhabited by many gigantic and potent beings. Since no entity could be everywhere at once, different entities inhabited the four quarters of the new world.

Pamalt was one, inhabiting the wide South of the Great Mountain. He tells his lineage: son of Yanmorla, Ancient Grandmother.

One day he said, “Mother, the camp we live in is a good camp. We have enough to eat, and we make beautiful things, and we sing good songs. Yet, in me, something stirs to make me want to go elsewhere.”

“What stirs in you? Nothing like that stirs in me.”

“We eat, but sometimes in the evening air I smell other scents that make my mouth water, and make me wonder if there might be another food we don’t know about. We make beautiful things, but I see that there are beautiful things here that we do not make, and it makes me wonder if there might be other ways to make things. We sing, but sometimes I hear other songs that make me wonder if there might be other things we do not do, as well.”

“When a son talks like that,” said Yanmorla, “A mother would have to be stupid to make him stay. You have spent enough time here and you should take your things before you go out of the tent.” So he did that, rolling it all into his leather blanket. He had another roll with food in it, and he had another roll with his art works.

Before he left, Pamalt paid homage to his mother. He bowed before her, and spoke. “You are the Holy One who bore me. You are the Source of Life. You are Law Maker. You are the Plenty. I will never forget you. I will never forsake you. I will return upon your call, and ever be the obedient child to the Great Grandmother.”

“When a son speaks like that,” said Yanmorla, “A mother would have to be stupid to withhold her blessings. You will be filled with the Essence of Life, and you will have the power to pass it to others.”

Pamalt left the tent of his mother. When he looked at it, it looked just like the ragged tent of a poor woman. It had no decorations painted on it, no trophies hanging on a pole before it, and no blankets spread in front of it. But in it lived the Grandmother.¹⁵

¹⁵ of Life.

³ Spirits.

Pamalt took to wife Faranar the earth mother, and they had many children. They lived among the other immortals.



PAMALT’S FAMILY

Pamalt lives in a large tent that his wife’s family owns. Pamalt is a good husband, and so is welcome there. But the women still own the tent and nearly all the stuff in it. (He is a provider, and a protector, and a singer and a carver, as well as a chieftain. For all those reasons, his companions are also welcome.)

Aleshmara is Pamalt’s mother-in-law, and he lives in her house. She has a basket that multiplies the food put into it, and she can sing food into maturity no matter what the season is.

Faranar is Pamalt’s wife. She is the mother of these children:

Rasout, Pamalt’s loyal son-in-law.

*Others.

Yanmorla, Grandmother Earth, sits in Pamalt’s house and is one of the two elders that advise him.

PAMALT’S NECKLACE

In those days, everyone had plenty of free time to do whatever they wanted. Pamalt wandered around, making friends and learning about the world, while everyone else practiced new magics or studied hard.

PAMALT’S HOUSEHOLD

Pamalt is a long-lived, wise, clever, and lucky chieftain. His reputation is spotless and his justice is flawless. For those reasons, he attracts many other great and heroic individuals to his tripod and staff. His closest advisors are present in his Necklace:

- **Cronisper**, the Elder, has special eyes that give him supernatural Discernment. He can see things that even the chieftain cannot.
- **Jmijie the Wanderer** is Pamalt's Scout. He can run without ever stopping and sprint faster than anything else alive.
- **Balumbasta** is the Firebearer, Pamalt's oldest companion. He built the mountain ranges to hold back the jungle enemy from Pamalt's plains. He is one of the Old Gods, and although his powers are not often called upon, he is still the mighty Earth Father.
- **Vangono** is Pamalt's right-hand man and bravest warrior. He bears the Soulspear, a weapon of innermost fire.
- **Keraun** is goddess of the east wind, and is always considered benevolent to the Agimori, for she brings the rain that ends the long dry season.
- **Nyanka**, the Waterbearer. Nyanka's worship is popular among Pamalt's plains-dwellers. She gives the Pathway.
- **Artmal**, a pompous god, condemned Pamalt as no more useful than Trickster, and the people of Artmal shunned Pamalt afterwards.

PAMALT EXERCISES RULE

Langamul caused the Witnesses to rise.

When they had, Bolongo took a knife and killed Langamul. Langamul disappeared then, gone. He went to the Spirit World. This is why everyone who is killed goes to the Spirit World. Because everyone was so sad and lamenting Langamul, everyone today mourns whenever those they love go to the Spirit World.

Everyone was unhappy with this, and they seized Bolongo. "This is murder," said Pamalt, "and after this, any murder will be bad."

"How will we regain Langamul?" asked Pamalt.

Aleshmara and Cronisper tried, but they failed. Each of them only managed to get parts of Langamul back.

Noruma shows them how to work together. They do what Noruma says, and they burst into flame, but are not burnt.

"Ah, there is Langamul," they say, "Here is what he looks like," and Langamul came back, but he was in the shape of a great horned serpent. He was so terrifying that everyone except Noruma, Pamalt, Aleshmara, and Cronisper were unable to look at him. Many fled.

"Alas," said Noruma, "Langamul, whom we will hereafter call Amuron, Great Horned Serpent, they are unable to bear your witness."

"Let them instead, then, bear witness to the parts of me that they can bear," said Amuron. And he then taught everyone how to recognize spirits, and how to summon them, to befriend them, and how to command them as well.

This is how everyone learned of spirits, and of the Spirit Plane, and how to bear with it.

THE LONG VERSION OF THE NAMING

I said, "I name first Noruma."

Noruma went to the center, where he invoked the name of Langamul, and she lit a fire where Earthmaker still lives.

He said, "I name second Yanmorla."

She sang the World Song, which sings in all of the living world. The earth was filled by her, antelope calved and the wet plants sprang to live in her crevices. Water coursed, blood ran, vaginal fluids oozed, milk seeped.⁴

She said, "I name third Cronisper, my lover."

He beat a drum and the Great Stone rose to the sky. On its branches were the antlers of the Great One. Every drumbeat made a new person, a crowd of children.⁵

He said, "I name fourth Aleshmara, my daughter."

She gestured and plants grew, and she plunked them and wove them into her prized basket, and from it she fed all the creatures of the world.⁶

She said, "I name fifth Balumbasta, my brother."

Balumbasta laughed loudly, and brandished his big club. He pushed the Nine Rocks into place, then he rolled the Round One, cast north-ward the Bad One. He rolled his club in the dirt and made mud, then raised the Fense Mountains.⁷

He said, "I name sixth Nyanka, my lover."

Wet goddess, juicy like fruit, erotic?⁸

She said, "I name seventh Jmijie, my lover."

He got up and made a circle around the inside of the circle, then the outside, and looked into all the directions, and told what he saw there.⁹

He said, "I name eighth Faranar, my wife."

Sings weather song, makes clouds and rain come and go.¹⁰

She said, "I name ninth Sikkanos, my brother."

He brought storms, cold.¹¹

He said, "I name tenth Dama my rival."¹²

He said, "I name eleventh Tamakderu, my lover."

She calls up the ocean, which laps at the shores, fills the lakes, and walks around the perimeter of the camp.¹³

She said, "I name twelfth Kendamalar, my rival."

Then, twelve together, they said, "We name last Pamalt, together."¹⁴

Bolongo, I said, last.¹⁵

⁴ Yanmorla is all of Nature. Eroticism is part of her nature.

⁵ Cronisper is the life force that brings Nature to fruition. He is the phallic component of the erotic origin of physical Nature, working ever with Yanmorla.

⁶ Aleshmara is the Giver of Bounty, the Provider, the Mother, the Wife.

⁷ Balumbasta is the Husband, the Worker, the Ordinary Guy.

⁸ Nyanka is the Life of Water and Wetness.

⁹ Jmijie is the Wanderer, and the Scout, etc.

¹⁰ Faranar is the Good Daughter, Home Mother, Council Speaker, Curser, Cook, and Gatherer.

¹¹ He is the War and Fighting God.

¹² Dama is the God of Night.

¹³ Tamakderu is the Waters of the ocean.

¹⁴ Pamalt is the collective leader who preceded them all.

¹⁵ Bolongo is the being that results from going too far.

THE GRAY ONES

The Gray Ones are the Protectors of the four parts of the Doraddi essence:

- Body: Yanmorla
- Breath: Cronisper
- Fire: Noruma
- Mind: Pamalt

Yanmorla is, of course, the body, a sacred but regrettably fragile part of being alive. Nonetheless, only by having such a material body is anything truly “alive,” according to core Pamaltelan belief.

Cronisper is “breath,” or life force. Cronisper cannot exist without Yanmorla.

Noruma is sacred Fire, the eternal energy that keeps an entity in contact with the immortal/divine *and* the living/mundane. Noruma is neither male nor female, transcending duality.

Pamalt is the immortal part of the world, its sense of Pamaltelan Self. Pamalt teaches the Right Footpath, which is the way for a person to work best with the cosmos.

THE VILLAGE

All of these beings lived together in a large village of huts. It was on the side of the mountain called Um. Some of the huts were round, some were square, and one was long, where Pamalt lived.

The women’s huts were made of grass, the men’s of tree limbs or animal hides. Pamalt’s had a thatch roof, but no sides at all. All of the creatures would come to the village to celebrate, listen to the songs, and ask the witnesses about things.

BANDAKU, ENEMY MOUNTAIN

Bolongo refused to obey any of Pamalt’s orders, but went and lived far away from Um, in the north. Bolongo and his friends then made imitations of the many landmarks of the sacred lands. Thus, in imitation of Um, the sacred mountain where the gods lived, they made Bandaku. There, on its slopes, were born the monsters of the world.¹⁶

Other inferior imitations went on, too, to make these monsters. In Um the gods could teach the proper and right pathway to live, and to integrate the lost spirits into yourself, to make the world alive. But on Bandaku, they lived a life of defilement and took the lost spirits the wrong way, or not at all, or sacrificed to them, and then sent the fetid results southward. It has ever been so that bad things come to Pamaltela from the north.

Bolongo and his destructive friends are called the Spirit Makers, because they make spirits and thereby increase the trouble and difficulty of the world.

¹⁶ Bandaku is made from the rock that Balumbasta threw away in the Creation.

OLD PEOPLE PERIOD

NEW GODS OF THE OLD PEOPLE PERIOD

Falutha. Goddess of the Jungles, mother of the seven Great Trees.¹⁷

THE WAR AGAINST THE TREES

Pamalt versus Falutha, the later Errinoru Jungle. Pamalt uses his magic and summons the Bomonoï and burns the elves off. They retreat behind Pamalt’s Wall and stay there. This leaves most of Pamaltela naked of vegetation.

THE OLD PEOPLE

When Pamalt first woke, sixteen creatures surrounded Langamul. These were the Fiwan, or Old People.

Sixteen Fiwan peoples were there. They were peoples, not gods. Pamalt saw them when he woke, and they were there afterwards, too. They were people who were animals, and in the old days they could take the shape of humans or animals. There wasn’t anyone who was a human being all of the time until the Agimori.

Pamalt teaches us that there were four creatures in each of four Directions. Each direction had one swimming creature, one flying creature, one burrowing creature, and one running creature. Every lineage knows this, but they rarely agree on exactly who was each of those animals. Some shamans say it doesn’t really matter, even for doing magic, as long as the right kind of entity is there. Others, who don’t move around so much have set lists. Here is one list, which is from *name oasis:

- East: Frog, Fish Eagle, Sunfish, Lion.
- South: Turtle, Fire Wren, Anaconda, Tanuku.
- West: Gar, Vulture, Otter, Eland.
- North: Catfish, Diving Loon, Adder, Rhinoceros.

These were the sixteen tribes. At first they only married their own sisters, which is different from the Agimori and Artmali.

One day, Pamalt came with his flute and drummers. All the people came, dressed in their best furs and feathers. Pamalt taught them to do the Phallus Dance.

That was the first time that men and women from different clans got together. The children were new creatures, too, such as the muskrat tribe women and green heron men, whose children were the Mottled Rattlesnake People. Those new people are called Fiwan, too.

The Old People went all over the world, settling in many places. Noruma taught them whatever they needed to know.

The Fiwan still exist today, and they are often the keepers of their homes. Thus, the rivers have their spirits, who want bodies and are usually angry or vengeful; and their Fiwan, or Keepers, who still have bodies, which they can change from human to beast form.

¹⁷ Local Aldrya Goddess/entity. In essence, Embyla herself.

TANUKU

The Milk Antelope, an important, semi-domesticated animal found throughout Jolar and Kothar, and less successfully in Tarien.

KENDAMALAR

Kendamalar perfected the essence of his being, uniting all of the correct spirits properly within himself. He was the first to do this, and thus he was the Fire Without Fuel, for he was his own fuel. No other fire in the world was like this, except the ones that Noruma made.

To honor Kendamalar, and to set his example for all to see, Pamalt put him into the sky, where he was the sun.

THE BOMONOI

Noruma made the Bomonoi for Pamalt. Noruma was the greatest shaman in the world, and could make almost anything come alive. He made the Bomonoi, who are the fire people. They are not humans, and they are not gods, and they are not spirits either. They are fire beings.¹⁸

THE PAMALTINGS

From the Introduction to Belintar's Book

Today we call the inhabitants of the distant Southern Continent by the collective term Pamaltings. In the Golden Age, the people were called The People of the Left. They called themselves Agimori. They did not look like us.

The Agimori were the First People who lived upon the left side, later called the South Side, of the Great Spike. Pamalt was the Creator of Humans there, and so the Rune form was impressed upon his being to bring forth the first humans of Pamaltela.

Pamalt's method of interaction with the Great Mystery was to be Intercessor. We call it shamanism.

Even today, the most powerful magicians of Pamalt are shamans who personally intervene between the world of the gods and the human people. They follow a rough guideline of reality, but each has different methods to intervene for the people with the Great Mystery. They teach their own methods, which are usually simple, always practical, and often brutally sincere, methods to empower other humans to be intercessors. No people since the Agimori mated have been as powerful as Pamalt or Noruma, though.

NORUMA

The first person that Pamalt made was Noruma, the mystery person. Noruma was the first shaman in the world, and was neither man nor woman. He wasn't called the shaman then, he was just Noruma. He made a fire before he had a name.

Noruma once learned that the Later People couldn't understand the Mystery, as Noruma did. Some, who had been touched by it, were hurt by it. Noruma then taught his secret to whoever could understand. Many were chosen to be intercessors, to help the people. They had no choice. It

was something happened to them, because that was when the world was broken.

THE ELVES

When the gods shaped humans, Pamalt made the Agimori. They were shaped by clay, and Pamalt invited his ten chief advisors to breath into them.

The old trees were jealous that the Agimori could walk and talk. One day Pamalt found some bad trees trying to break the heads of the oldest Agimori grandparents. Pamalt rubbed his fingers together and showed the grandparents how to make a fire that punished the trees.

The Agimori were pleased with the place they had made to live, and Pamalt became known as the Land Clearer. Pamalt gave his secret to Firebearer, and that friend created the great wide plains for the Agimori to live and hunt in. In vengeance, the trees created their own people, called elves, to fight the Agimori and replant the hated jungle.

PAMALT MAKES THE AGIMORI PEOPLE

Short version myth, from Belintar's Book

Pamalt made people. He made 333 the first time, who called themselves the Agi. These were the First People of Pamaltela.

They were all Fire People, with Earth as the fuel. Pamalt made the First People out of various types of soil and rocks, and he and Noruma sang over them while they baked by the Fire of Life. While drying, they were infused with the fires of Spirit and Life. Many of those First People are still known today in Pamaltela, being keepers of oases, plants, or herds of skinny antelopes. They made hills, dug rivers, and occasionally broke sacred laws to create very special landmarks or creatures.

The Agimori withstood many assaults. They were a powerful and cooperative people, but they inevitably suffered casualties. The list of their dead is chopped into the Cliff of Mourning, in *place, and shows the petroglyphs of 289 of them.¹⁶

The First People were being broken, but not replaced. They could not reproduce, because they were too hot and dry. Then the goddess Nyanka showed them the consequences of drinking water, one of which was to have children. Many of the First People drank her water, and subsequently they founded the ancestral tribes, who are called the Second Peoples. The Second Peoples were the ancestors of the Doraddi of today. Through trials and successes, they have survived.

A remnant family of several of the original Agimori still wander around in the southern desert today, but I have never found them, or had cause to do so.

¹⁸ The God Learners called them Promalti.

¹⁶ This implies that there are only 44 remaining today.

A PAMALTELAN CREATION STORY¹⁷

This is a pseudo-Gloraniban document.

Before Time, the land of Pamaltela was a very big, hot waste. The only beings living there were the Bomonoï, the men of fire. The god named Pamalt had seen the Bomonoï, and he had also seen the men that had been created in the north, and he had the idea to create his own race of men who could survive the heat of the land.

So, Pamalt gathered some of Yanmorla's clay and tall made bodies out of it, with four legs each. He then convinced the Bomonoï to give up some of their heat to the bodies. The bodies came to life, but they did not have much in the way of minds; the Heat of Life was not there. Pamalt called them the hoolar.

For a long time Pamalt thought. He wondered why the hoolar were mindless. He decided that too little heat had been used in their creation. He went seeking Balumbasta, greatest of the Bomonoï, because he knew that he could trick him into giving up much more heat.

After a long search in the Enmal Mountains, Pamalt finally found Balumbasta. He spoke to him in a friendly fashion, and soon convinced Balumbasta that creating men was a good idea; in fact, he convinced Balumbasta that it was his own idea to do this, not Pamalt's! After Pamalt had agreed to "help" Balumbasta, the two returned to Pamaltela. Pamalt again fashioned bodies out of Yanmorla's clay. These bodies were much smaller, and had only two legs, but they had very long ears, fingers, and toes.

After Pamalt had finished shaping the bodies, Balumbasta gave them heat, so much heat that some of the clay melted away, leaving the bodies quite small. The figures soon rose and walked, and Pamalt called them jelmre. Balumbasta was very happy with their work, for the jelmre were much more intelligent than the hoolar. But Pamalt was still not satisfied, for the jelmre were very emotional. Pamalt decided that there must still be something missing.

Again Pamalt sat and pondered, but this time he was not alone, because Balumbasta had become just as eager as Pamalt to create life for Pamaltela. They sat together for a long time, and finally Pamalt found the answer. Men needed the Breath of Life in addition to the Heat of Life. So Pamalt asked Balumbasta to go and find his brother Cronisper, who could give the Breath of Life to the creations, for he was the god of the sky.

When Balumbasta returned with Cronisper, Pamalt fashioned a third set of bodies out of Yanmorla's clay. This time Pamalt made each body with large eyes, a gaping mouth, a long tail, and small, nearly useless arms. Then Balumbasta stepped up and gave the bodies the Heat of Life, and Cronisper looked down and gave them the Breath of Life. The creatures rose, and Balumbasta and Cronisper were very happy, and even Pamalt had to admit that these creatures, which he named the pelmre, were good creations. But he was still not satisfied, for the creatures had no awareness of the gods. He convinced Balumbasta and Cronisper to make one more try, but they warned him that

this would be the last one, for they wanted to return to their homes.

Pamalt sat and pondered again. He decided that he needed someone to give the next try "Speech" and "Thought." He asked Balumbasta and Cronisper to find their brother Kendamalar to supply "Thought," so that the creatures would be aware of the gods. Pamalt went himself to find the god who would give "Speech" to the life that he wanted to create.

Pamalt searched, and finally found the goddess Nyanka. Pamalt had not even considered asking a woman to help, but then he thought that perhaps a female touch might supply what was missing. However, Kendamalar disliked Nyanka, for their natures were opposed, and Pamalt wondered how he could get the High God to stay when he saw her. He decided that he would play upon Kendamalar's pride, and so told him that Nyanka had already agreed to take part in the creation of life, but only if Kendamalar was not invited. Kendamalar became very upset at this, that a mere woman would be allowed to create life when he could not, and he vowed to show Pamalt how great his powers of Creation were.

When all of the gods were gathered together, Pamalt made a final set of bodies. He took a very dark clay from Yanmorla this time, thinking that the more he changed, the better the creations would be. This time Pamalt made the bodies simple, with two arms and two legs, and all the body parts in proportion to each other. Again Balumbasta gave the Heat of Life, and Cronisper sent the Breath of Life into the bodies. Then Nyanka and Kendamalar came forward to give the beings "Speech" and "Thought." Kendamalar tried to outdo Nyanka as she worked, and gave the beings so much Thought that Pamalt was worried that they would be ruined. He cried for the two gods to stop, and so finally the creatures were completed. Some of them had been given more "Thought" than the others by Kendamalar, while others had been blessed by Nyanka with more "Speech."

The beings got up and started talking to the gods in their own language. All of the gods were happy with their success, even Kendamalar. Pamalt was happiest of all, and he named them the Agi. Those who had received more "Thought" became men, and those who received more "Speech" became women.

THE AGIMORI

The Agi lived in happiness in Pamaltela, but eventually they grew restless. They went to Pamalt and asked him how they could change the dry land. They wanted there to be plants and animals, as there were in the north. They also wanted to have children, so that they would have someone to take care of. Pamalt told them that they could have all of this, but that they would have to give up their immortality. Most of the Agi were scared by this, and said that they would rather stay as they were, but a few agreed to this deal.

Those that agreed soon found themselves experiencing something new. They went to Pamalt, and he told them that what they were feeling was hunger. He asked Rasout the hunter to come help, and he showed to the Agi the first animals in the land, that he and Pamalt and the other gods

¹⁷ A slightly different version of this story appeared in *Missing Lands*.

had created. Rasout taught the men how to hunt, and he taught the women how to prepare the food, and the Agi learned to eat.

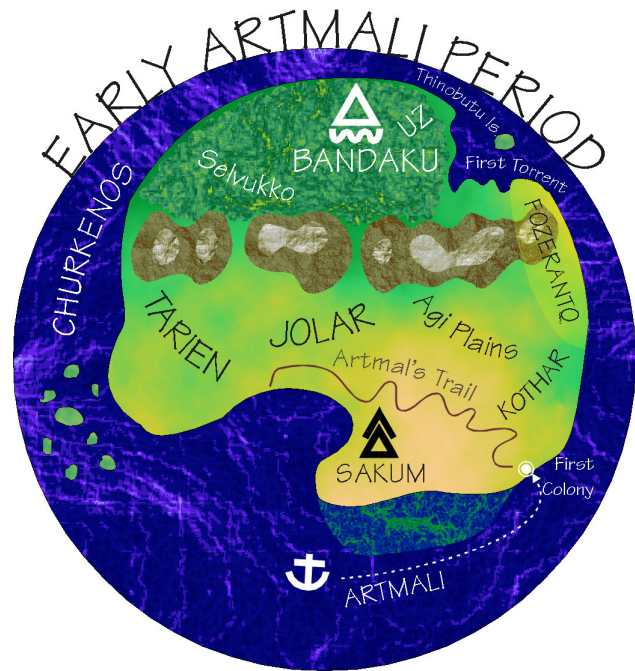
When they had finished, they felt better, but they said that they felt something else new. Pamalt told them that this was thirst. He asked Nyanka to come help, and she showed the Agi how to drink water from the small oasis of life she created. The Agi drank.

The Agi who had given up their immortality were very happy after this, but soon went to Pamalt again with a new feeling for him to explain. This one was even stronger than the others, and Pamalt told them that it was the desire for children that they felt. He called on Aleshmara, and together Pamalt and Aleshmara taught the people how to make children. The Agi were very happy after this, and soon they all had many children.

But then the children started growing up, and the Agi became worried that all of the animals would have to be eaten to feed them, until none were left. They went back to Pamalt and told him that they were happy to have children, but there were still no plants, and they were worried that the only food they had to eat was the animals they hunted. Pamalt agreed that they should not eat all the animals, and said that from now on only certain of the men could hunt. He called Rasout back, who chose the best of the hunters to follow his ways, and provide food to their families.

The Agi were frightened by this, for they had never before seen Pamalt do anything that did not help them, and they couldn't see how this would feed their children. Pamalt said that they should not worry, for he had arranged it so that plants would start growing soon. The Agi believed Pamalt, and so they returned to their homes and waited. While they waited the first man among them died. His name was Dorad, and his children and wife buried him. Soon a plant grew from the ground where he had been buried, and from the graves of the others who died after him. All of the Agi who died turned into plants, and soon all of Pamaltela was covered in plants.

Until this time, both the Agi who kept immortality and the Agi who had given it up lived together. But when Dorad died the Agi who kept their immortality left, fearing that they would be taken by it as well. They were called the Agitor after that, and the other Agi, who were now much more numerous, were called the Agimor. The Agitor moved to the south, where the land was still hot and dry, but the Agimor spread across Pamaltela, to the north and the east. Over the years, the children of the Agimor became a little smaller and weaker. The people were upset at this, but Pamalt explained to them that their immortal part had been lost, and so they were smaller than before. The people decided that they were still happier to have children than to have immortality.



ARTMALI PERIOD

NEW GODS OF THE ARTMALI PERIOD

This is a mixed list, of Artmali and other deities. Most of the Esiti continue to receive sacrifices.

- **Artmal** – Founder God.
- **Baraku** – Storm God of Desero.
- **Beautiful Afidisa** – Healing Goddess.
- **Chermata** – The Fat God planet, One of the Three Sky Witches.
- **Enjata Mo** – One of the Three Sky Witches, mother of the other two.
- **Qualyorni** – Invading Uz Goddess.
- **Veldara** – One of the Three Sky Witches, also called Serartamal.
- **Famorde** – Goddess.
- **Miroune** – Goddess.
- **Sikasso** – Goddess.
- **Tadarida** – Goddess of the Dead.

EARLY ARTMALI PERIOD

THE THREE SKY WITCHES

After the Great Sun Emperor went down from the sky many of the other heavenly bodies also moved, descending around the inside of the Sky Dome in a westerly direction. There, upon that horizon, burned a bloody glow to greet them.

Yet, even in the horrible world that came after Kendamalar's death there were born other creatures, races, and planets. They, like us, were born into a broken world and, once again like us, did not really know any better. They were born, struggled to live, and died.

Enjata Mo rose again, coming up from the Eastern Gates. She was no longer as virtuous as she had been. She had been married to the Underworld God named *Bijiiif, the Lord of Bones. She had two children with her.

One was Chermata, the big fat slow planet; she has gotten thinner, but you can still see her there. The other was Veldara. You cannot find her in the sky today, though. Veldara was not as bright as the many that had already fallen, but she was surely brighter than the pulsing gray and dark void that quavered over the heads of humankind.

On their first rising, the Three Sky Witches began together. But their speed across the inside of the huge sky dome was different, and they rarely appeared together. When they did, in the sky or on the horizon, all the people that were related to these deities were happy.

VELDARA

Veldara was a beautiful goddess, one with a great life inside her. She moved through the heavens sedately, attracting everyone's attention because she had something strange. We now call it the Reflective Power.²¹ No one of the gods knew what it was then. It was one of the many Mysteries.

At first, Veldara had only one little band of worshippers on the Surface World to sacrifice to her. They were a family on a little boat being swept away in the many floods. They prayed so hard that Veldara heard it, all the way at her zenith, and she calmed the ocean waves around the boat. Those people later got a bigger boat and a bigger family, and were called the Calming Fleet, while they lasted. But they are not really important in the larger scheme.

ARTMAL

Veldara was the lover of *Lorion. Their child was named Artmal. He was exceedingly handsome, but modest about it.

Artmal saw a beautiful woman on the earth. She was Cathora, and Artmal went to the world to court her. His courtship was challenging and taught him much of the world. At last, however, Artmal met Cathora's father's requirements, and then hers too. They wed, and he took her to the world of Veldara to be his wife.

Artmal continued his authority in the sky, even when he was ruling among people on the surface world. He fought against the god named Bredjeg in the sky during the sky wars. In that battle Artmal saved his uncle Tolat, who gave him his magical sword in return.

All of Veldara's first descendants lived upon her broad surface. All of the things that look like specs of light and that we call stars and planets are more than you think. They are called planets, palaces, and cities of the gods, and so on. In fact, each is a world, with its own rivers and mountains and wild life where the Great Gods and Planetary Forces reside.

Upon such a virgin world was born the tribe called the Artmali. Artmal was their father, who made the customs and laws that guided them to success. Veldara was their Mother, who gave them form and secret powers.

The Artmali were not utterly naive and without skills. Like any of the tribes born earlier, even in the Green Age, they had skills necessary to live in their environment. Thus, when their homes were attacked by the ghosts of their fathers, they knew what to do. They were hunters, and they made up new rituals to help them succeed.

The Artmali grew so numerous that Annilla could no longer support them, so some went down to live on earth. They were led by Yeetai, who becomes their first emperor. He founded their capital city, named Rew'Melod, which means "Place of Landing."

BEAUTIFUL AFIDISA

When Pamalt was interviewing candidates for his Necklace Afidisa was among those who went to his camp to speak to him about it. Afidisa was one of the Artmali, and thus she was entirely blue. Not just her skin, but her hair and teeth and fingernails. She had only two spots that were not blue: the whites of her eyeballs.

Since Afidisa knew absolutely nothing about Pamalt's Right Footpath, she was not chosen. She answered only the first two questions of Pamalt, and the first one was "What is your name?" Everyone watching laughed because she didn't know anything else.

But Afidisa was also so beautiful that she was invited to stay by the chieftain. And since she was so exotic, she was also secretly envied or loathed by all of the women of Aleshmara's household. Perhaps the most enlightened woman there restrained, but if she did she kept quiet. Yet, despite this hostility, Afidisa survived.

Faranar feigned friendship and sent Afidisa on a walk through the Four Camps to orient herself to Pamalt's realm. Afidisa went first to the Camp of Innocence, and there she saw it was in ruins.

"Ah," she wept, "Innocence of the world lost forever? Among my own people it is better than this!"

"Better how?" asked Faranar, the First Wife.

"Like this," said Afidisa, and Afidisa opened the bosom of her dress and a part of the empty camp around them came alive. It was miraculously scrubbed clean of the centuries of grime, and held promise of more.

Faranar and the women were impressed, and told the green hens, who are the ears of Aleshmara, about it. The splendid parrots spoke, which are the voice of Aleshmara, and gave the ruined camp to Afidisa and her people. Afidisa accepted it, unknowing what it might or would hold for her, which is right for the Holder of Innocence.

When they parted, Faranar and Afidisa set a date to get together there again, with their families, for a big feast. The women of Pamalt's camp went away feeling content and satisfied that they had done well. Faranar and the women were glad to have Afidisa far away.

The Artmali came to the camp in great clouds of swirling indigo mist. Afidisa had instructed them well, and from their homes in Veldara they brought all their belongings and moved into the city that grew around them in the old Camp of Innocence. They called it Veldarahab, or Veldaratwo. They liked their new home.

²¹ The Red Goddess has this power.

The Artmali all worked hard and laid out a great feast of their best for the visitors who were coming. Afidisa had invited Faranar and Pamalt and all of their households for this feast. They all expected huge generosity, and everyone got it. Everyone sat down around the long spreads of blanket where the Artmali fare was waiting. Formal rites were invoked, amiable friendships were remembered, and at last the meal began.

It smelled strange. It looked odd. Nothing was as it seemed. Many people in the crowd mumbled and giggled, except for a few like Pamalt and Faranar, who always retained their proper social demeanor. But although the Pamalt and the Great Ones were polite, the Artmali elders felt uneasy that the hundreds of lesser beings were mocking the food, refusing to eat it, and making jokes about the cooks. However, Afidisa had pledged safety, and so nothing untoward occurred.

After many years, the people of the Artmali were so numerous in the Camp of Innocence that many of them went away and settled in pleasant places where other people did not live. They still had their indigo clouds, which on the seas looked like huge carved logs with sails and oars. Thus afloat, they sailed far along the southern coasts and islands of Pamaltela. Many of the lands were quite empty, and the Artmali settled there, in their villages.

Then the Great Fire burned out and the sky went dark, and the waters of the world rose everywhere. The Artmali were a blue people with the Secret Tidal Power in them, and thus they were able to keep all of their lands dry.

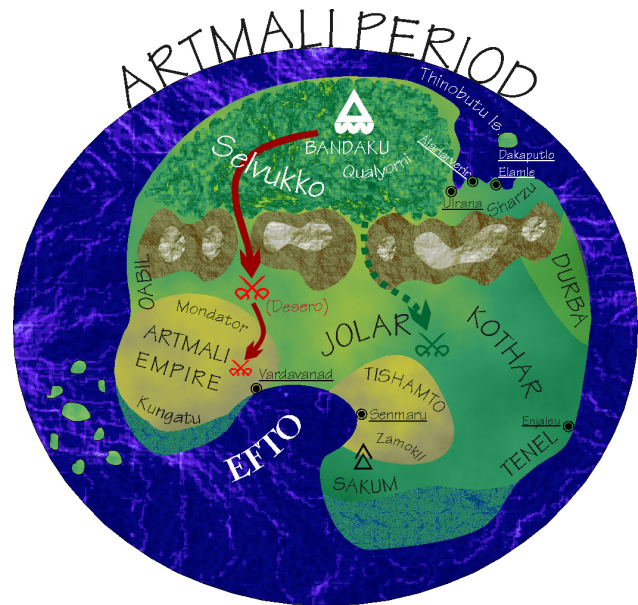
One day, Afidisa received Jmijie, who was almost breathing hard from running. Pamalt had sent him. Jmijie told her of the plight of the Agimori. When the waters rose, they simply picked up and went to dryer spots. But now they were nearly all wet as the waters kept rising and the rains kept falling. Pamalt asked her to please send some of her blue boats to save the Agimori peoples and animals who were in danger of drowning.

She did not.

We know that the gods fought against each other, but the Artmali were left in peace. For the whole of the earliest Storm Age they had no foes.

If gods came to blissful Veldarahab, they were seeking healing and relaxation from the terrible wars. Afidisa herself was a popular goddess of healing, but she had no power to help drowning victims. She was one of the early First Foreign People.

It is true, too, that these earliest Artmali people, even in the so-called Storm Age, are bearers of Innocence. Yet, if you are ever among them, do not be seduced into thinking that it is some supernatural power. They are not like you, who reads this. The Great Mysteries of their lives are not like yours. They are not awake, like we are. They weren't like us back then, either.



MIDDLE ARTMALI PERIOD

Note: Some myths listed here seem, chronologically, to belong to a later era, probably the Demon Period. Nonetheless, they are here.

PAMALT VERSUS WINTER QUALYORNI

The only threat that followed the defeat of Chaos was Usurper Qualyorni, the Cold One. In Qualyorni's wake came a long train of ice-demons and other frigid beings. Qualyorni claimed that he was the rightful ruler of the South because he, too, had conquered Chaos and saved the land. He came to bring winter to Pamaltela.

King Artmal said, "I will beat him alone," and went to meet the Usurper. Qualyorni gave Artmal seven unhealable wounds and threw him off the top of the Tarmo Mountains.

Pamalt said, "I will beat him," and went with his friends to meet the Cold One. He took the spear of Stingray, the club of Ankylosaur, the shield of Tortoise, the armor of Pangolin, the magic drink of the Earth Witch²², and the stomach of Molandro²³. Thus prepared, Pamalt struck down the troll god, wounding him and making him a weak shell of what he had been. But the ice demons that Qualyorni had brought with him were able to live on in the lands where Artmal had been conquered. This is why Enklosa and Vralos are cold in the winter.

Pamalt has survived intact since then, relatively unchanged. His strength, and interest, lies with the vast grasslands and the common free man of Pamalt. The northern coast, while rich and diverse, is far from the heart of his realm.

²² Yanmorla? Aleshmara?

²³ Unknown earth deity, and possibly not the actual name of the Pamaltelan entity, since the same name has also been found in some central Genertelan myths.

THE WAR AGAINST ELAMLE

Not a Gloranthan document!

There is complex and confused memory of an extensive war against the sorcerers in the Artmali Period. They are memories of the Storm Age conflicts with the westerners. Since the majority of the action is north of the mountain wall, it is understandable why modern Agimori records are confused. Their ancestors probably were not there, and thus did not participate. We attempt to unravel events here.

Story: At some point (probably pre-Time), the Artmali war with the Agimori of Maslo for control of Laskal. The Artmali win.

Truth: The “Agimori of Maslo” are now called Gendaran, or Gendaran Tribe. This is not the Tishamto.²⁴

Story: Great Artmali campaign against the Elamleata breaks the Empire.

Truth: Elamleata here means Gendaran.

Story: The “Brithini” move against the Artmali after Elamle is broken.

Truth: This is a movement of some westerners during the Gods War. “Brithini” here is the Kingdom of Oabil, a Storm Age political entity. Oabil may have been a powerful Vadeli kingdom, perhaps the original home of Ompalam and Gark.

Story: Afati (an Agitorani) leads an army against the southern part of the Artmali Empire, takes it, then leaves.

Truth: Afati was probably from Tishamto, after its downfall. “Southern” simply means it was south of the wall mountains.

Story: Seshnegi and remnants of Elamle ally to destroy the remaining part of the Artmali Empire.

Truth: This is the destruction of the last of Afati’s New Artmali in later Fonrit. Again, Elamle means Gendaran.

AN OLD FRAGMENT

The Artmali were a great empire of the south in the Gods Age. They withstood the storm gods. They were all blue of hide, as were their gods. They were a good and proud people. They fell down from their sky with their gods. They were broken underfoot by their foe, H’narsh, and dissipated in the waters. Their nation’s heart was the Blue Castle, a magnificent city that lies upon the King’s Walk to the west of the place where it intersects the Southgrowing Road.

—*A common story among the slaves of Fonrit*

²⁴ The Maslo here empties to the east, directly into the Sshorg. The Gendarans could be Uz, yellow elves, or antigods. The outrigger people of the Maslo might or might not be here in this era. The Antigods (see pp. 43-44) probably are here.

DESERO

Desero is Lord of the Horde. He is the King of Animals, who brought his people down from the Spike to populate the Southlands.

When Desero’s people first came down from the Spike and invaded Pamaltela from the north, they were really just another tribe seeking a place to live. Their kin, the creatures they carefully tended, needed to eat.

When meeting with Pamalt and his peoples, sometimes peaceful accord occurred, but often ignorant responses provoked violence and further misunderstanding. The peoples did not speak the same language, know the same hand signs, or worship the same deities.

The tribes of Pamalt simply scattered before them, as is their way. The hordes devoured their ways down the river valleys to the coast, where they met the people called the Artmali. They were a simple, sea-going people who usually just fled before any hostile actions of the animal-herding people.

LATE ARTMALI PERIOD

The fall of the Artmali contains important lessons for the Agimori peoples.

Morality Tale: Cities and politics are bad. Conquering the Physical Realm is not enough. It ignores the Spirit World, which has inexorable laws of its own.

Morality Tale: Degeneration. Sacrificing to gods is bad for individuals because of the subservience required.

TISHAMTO

This the great urban civilization that the Agimori participated in, as per their boasts.²⁵ Senmaru is their famous city, sitting upon the shore of the Blue Fire Sea.²⁶

Some new deities appear now. Some are spirits who are worshipped through sacrifice, but a few good ones for the Agimori are also known: Famorde, Miroune, Sikasso. These may have been spirits who were polluted by being worshipped with sacrifice, but were subsequently saved and purified (or whatever) of their worshipped ways.

JARKARU, THE INDIGO CONQUEROR

Desero’s animals nearly starved on the plains. There was no good food for them. They followed the river valleys, eating all the trees, and headed for the lush land that they had been told (by the Agimori) lay further to the south.

The Artmali had some time to prepare their response, for the Agimori told them what was coming. The Artmali sent ambassadors and spies to meet the oncoming horde to learn about it.

The Artmali defense was successful. All of their leaders, fighters, and strong men came together and made an army. They all carried a piece of Veldara with them for courage and strength, in addition to their usual Artmali magic.

The Desero Horde was starving and desperate, and they sacrificed most of their scrawny herds to their gods.

²⁵ Not all of them did so, of course. Agimori simultaneously lived on the Kothar Plains, following traditional manners.

²⁶ It was in what is now Tarien.

They took oaths to win or to die. It did not help, and they were all killed in the battle.

Jarkaru became the leader of the Artmali army after the battle. Many of the people just went home, but others wanted to stay and fight some more. Jarkaru agreed.

Jarkaru went to Tishamto first. The people there were helpless to defend themselves. Jarkaru destroyed all the cities. He even sent his men to chase down Agimori and make them pay food and feathers to Jarkaru. The Agimori called him the Indigo Conqueror.

Jarkaru was not content with extending his rule across Pamaltela. He asked Veldara for sea help, and she sent to him the great ship that had brought the first Artmali to the world. Jarkaru's craftsmen made the best replicas of it that they could, and so created the Aquamarine Armada.

Jarkaru and the Aquamarine Armada sailed across the world, settling colonies and forts wherever they wanted. They brought treasure and plunder back from all over the world.

Jarkaru was named to be the Artmali's Penultimate Leader, second only to Veldara.

THE MARSH STORY

Origins of the marsh predate memory. In the Artmali Period, however, the Slorifi Marsh is separated into two parts, with the inner sea between them.

FIREFALL, THE GREAT BURNING

Vovisibor and his minions had infected the Artmali, so that they bred with monsters and beasts, festering illness where clean water had flowed, and foul slime where dryness once prevailed.

Pamalt came when the people called him.

"We are the Agimori!" they said, "We are tired of this filth infecting us. We are ready to do what is needed. We will do what we need to do and destroy him and his peoples." So Pamalt showed them what to do.

They did a Great Spirit Trick. One group became Noruma himself. In another place two bands, one of women incarnating Yanmorla, the other of men incarnating Cronisper, performed sacred copulation to bring back Amuron.

Finally, the Great Horned Serpent came to life, and it tilted the entire sky so that it tilted to the south. A huge flood of burning sky material flowed down from the sky ocean upon the lands of the Artmali, destroying them and their shrines to Vovisibor.

This purged the land and brought it once again to be the pleasant clovers that we love.

THE ZARANISTANGI (LOPER PEOPLE)

The Loper People are a blue-skinned race who ride upon creatures called Lopers. The name comes because they lope when they move, and appear to be ungainly and awkward. However, when bounding along the plain they are creatures of tremendous grace and power.

The Zaranistangi come from Coborandra, a land "between Star and Sea, halfway from the Hard Rock and the Soft Heart." Their goddess is called by the men Emilla, the

women Orfeda. As suggested in *The Book of Drastic Resolutions*, Volume Prax, some Praxians correctly associate them with the planet Mastakos, which is blue, and which seems to teleport. The Zaranistangi had incredible powers of evasion and concealment, and the God Learners believed that they also teleported.

The Zaranistangi traveled from Pamaltela to Teshnos before the Darkness, living for a time on the land that was later called Melib Island. They (or some of them) also traveled through Prax.

They were known in historical times in the West. A band of them caused great trouble as they raided their way across Ralios, heading westward. Westerners believe that the entire race was exterminated in 805 S.T. in a bloody ambush in Seshnela. In fact, the Seshnelans didn't even destroy the entire raiding party.

THE SWORD OF TOLAT

Not a Pamaltelan Story!!

Tolat is a name for the god of the planet Shargash. He was one of the deities worshipped by the migrating Loper People. They brought their most famous weapon, the Sword of Tolat, with them when they came northwards.

Some Melib mythology concerns them and this sword. Sshorg attacked the Zaranistangi people where they lived, in the land of Sechkaul. He sought to drown them all. King Dengbalu of the Zaranistangi sacrificed for help to Tolat.²⁷ All of the peoples of Sechkaul sacrificed, too.²⁸

Dengbalu stuck the god's own sword into the ground, and Tolat reached down and pulled the sword upward. The sword did not dislodge from the earth where it was stuck, and the god lifted the whole land above the raging waters. Afterwards, everyone continued to sacrifice to Tolat, and the seas were driven back. King Dengbalu built temples to the Sword of Tolat, and went on elsewhere, with the sword. This was the start of the worship of Tolat throughout the Melib regions.

Regrettably, the absence of the sword was felt when Sshorg came roaring northward a second time, this time successfully. He stayed, leaving his sons to live there in the waters. However, the temples were not useless, because the lands where Tolat was worshipped in the Sword Temples survived. Since then, Melib has continued to rise, getting even bigger.

The Zaranistangi never conquered a huge area, nor grew to tremendous numbers, but wandered across Genertela in the Gods War and afterwards.

In historical times they were defeated by the Seshnegi, and their sacred sword was lost. (This is probably the battle referred to in *Troll Gods*, where the Loper People are defeated.) The Seshnegi triumphantly bore the sword afterwards, for it was a potent weapon even though they couldn't use most of its powers.

As the God Learners spread around the Inner Seas, the simpler people of Melib learned of the Sword being in the

²⁷ This was a big deal, instituting the change from shamanism to worship by sacrifice.

²⁸ Including the ancestors of the Trowjang amazons and the early peoples of Teshnos.

hands of a Seshnegi knight. They tried to steal it but failed, and as a result brought themselves to the attention of the Westerners.

A man from Jrustela named Ordanal brought the great weapon back to Melib, and placed it in its ancient place. As a result, he was acclaimed King Ordanal.²⁹ Although he wished otherwise, he could not afterwards remove the Sword from that temple, which was on the place where King Dengbalu had first stuck the Sword.

The Sword may have come out later, as it apparently features in a later story set in Teshnos or Kralorela.

DEMON PERIOD

NEW GODS OF THE DEMON PERIOD

- **Gark** – God of Zombies.
- **Ompalam** – God of Slavery.
- **Pocharngo** – God of Mutation.
- **Sescine** – Goddess of Seduction.

MYTHS OF THE DEMON PERIOD

THE FOREIGNER'S CURSE

Origin of foreigners: like everything else, these are spirits manifesting in the world, but without knowing the Proper Order (i.e., the Right Footpath).

In the past, Pamalt had always dealt with foreigners. His great powers simply sent them away in shame whenever they came to his people. They got more and more angry and hateful.

Five powerful and evil shamans get together to concoct an evil plan. They captured Kendamalar, the Pure One, and killed him and made a drink of his blood.

Then, together, they created a terrible thing, and from within it they released Vovisibor. It killed them and usurped their powers, then excreted a monster horde. It moved south to attack Pamaltela.

SLARGE INVASION

The origins of the Slarges is unknown, although they are likely an early experiment of Pamalt or someone to make creatures (see pg. 34). However, sometime in the Demon Period they grew powerful enough to overrun the last of the Oabil Kingdom.

PAMALT WINS

Vovisibor runs wild. His hordes destroy post Tishamto, then the Artmali Empire. Only the Agimori, and those whom they sheltered, remain.

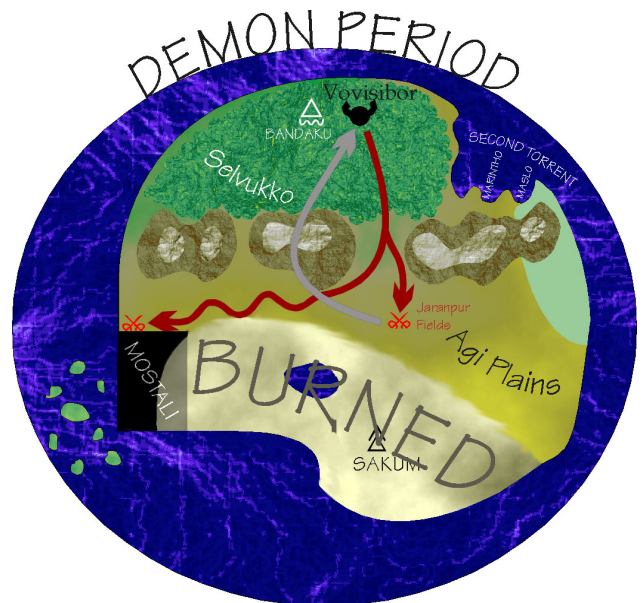
Pamalt assembles the Necklace.³⁰ He lures Vovisibor to the place where the Five Evil Ones made him, then encircles it with the Necklace, ties it up, and strangles it so that it explodes back into all of its components.³¹

²⁹ This is the "God Learner conquest" of Melib.

³⁰ Indicating the Right Footpath's "Proper Assembly," which is the definition of the right way to work with the spirits.

³¹ He (Pamalt? Vovisibor?) destroys the Spike in the process.

Pamalt puts a new sun into the sky. Afterwards, Pamalt's people lived in wary peace, untroubled by demons as long as they remained on the Right Footpath.



BOLONGO AND THE ARTMALI

In his best known tale, told in Pamaltela, Bolongo tricked the Artmali into believing him to be their emperor. He had his subjects build him a palace of lard, pay their taxes in bird manure and nail clippings, and commanded the imperial army to fight using live ducks and ride pogo sticks (an invention Bolongo brought with him). The true Artmali emperor was hidden in a teapot in the imperial kitchen.

Soon after Bolongo usurped office, frightful whirlwind demons came to match their might against the emperor. Bolongo, kicking and screaming, was forced to battle the dread foe. He was defeated with such ease that the demons realized they had been tricked. They flew off, looking for the real imperial capital, carrying Bolongo with them. The old emperor broke out of his prison-teapot and resumed office. Thus, Bolongo unwittingly saved the Artmali, for had the demons attacked the true emperor, the Artmali Empire could have been destroyed. The whirlwind demons still seek the true capital, and must search forever.

THE MEETING CONTEST³²

A long version of the above story.

The Meeting Contest was popular then, just as it is now. When two great men meet they introduce themselves and offer a challenge to each other to use some skill or another. If one man is notably better at his skill, he wins and the other loses. To refuse a challenge is acceptable only if the foe refuses as well, for then both opponents lose nothing. Refusing a challenge when yours was accepted is an insult. In those early days, unlike our decadent times,

³² This story appeared as part of the Cult of Pamalt in *Tales of the Reaching Moon* #11.

there was never any guile or ill-will involved in these contests.

Pamalt always lost the first contest of each pair, because he was the oldest god and could not offer the first challenge. But every opponent lost to Pamalt in the second contest, and so no one lost any honor. This also showed that, though every god excelled Pamalt in some way, Pamalt excelled over everyone in another way.

One day, a new challenger came to the land, and his challenge was for all skills against all skills as the initial challenge. Worse, no one could think of what they might do to challenge the newcomer back. The stranger called himself Surprise-From-The-North.

One courageous god, who is remembered now only as First Lost, went to meet the challenge. He was so badly beaten that no one remembers anything about him now, except that when the women of Pamaltela heard of his doom, half of them died of grief. Second Lost was no luckier. When he disappeared all the food of the world changed to an inferior flavor. Third Lost left no trace at all. Some wise men say that others also opposed the newcomer, all of whom perished forever. None of them went to the Land of Death, none became ghosts, no corpses were found. All the gods gathered in their meeting grounds to discuss the problem coming their way. "Who will meet this one?" asked Mouse.

"I am the one," said Pamalt, "I am He to take this task." He stamped his spear thrice on the field, shook his shield, and called the name of his grandmother and his tools to help.

He tried everything against his foe, and sometimes he lost and sometimes the monster lost. Pamalt was aided by his friends and neighbors. Keraun helped him hear a secret. Slor helped him douse a fire. The outsider was helped by his monster cronies, too. In the end, both were equal in wins and losses.

"My challenge to you, Filth-Which-Walks, is this: make something new, as I can." And Pamalt made a living necklace, and each shell, stone, and bead in it was one of his assistants. That is why his council of gods is called the Necklace of Pamalt.

The invader could make no such thing, but he and his minions exposed fearful weapons and attacked. All of Pamalt's friends were slain in that treachery, and only the god escaped alive to his home. Ever since that time, anyone who attacks at a Meeting Challenge is also called Vovisibor, Filth-Which-Walks.

Pamalt took his newly-made necklace and called out the powers that he had hidden there. The spirits of his friends came alive again, and together they plotted the downfall of his enemies. Ever since that time, the gods of the south have followed Pamalt as chieftain.

Two armies of foes left from the Ground of Evil Challenge. One of them absorbed the life from the dirt and rock, and so when they left the whole land disappeared from the world. The main army, under Vovisibor, went south, seeking Pamalt. They met and fought at the Field of Jaranpur, where all the friends and allies of Pamalt worked under his command, and fought the foes to a standstill.

Then, Pamalt made the sky break and vomit endless eternal flame upon the enemy army, whose enormous capacity for absorption was cancelled out with a terrible thunderclap that ignited the whole land and left behind the Scorched Earth, which separates the realm of Pamalt from that of mortals.

The other army from the Ground of Evil Challenge was defeated by the dark warriors of Qualyorni, the Cold One. The remnants of that defeat were then crushed again at the battle of Sporebore, whose Chaotic survivors fled into the Scorched Earth. But the fight was not over. Chaos armies crossed to Pamalt's land over a bridge of slime and broke upon the land like waves of acid. In the midst of destruction, Pamalt held true. Though realms of beauty perished forever, he fought valiantly to protect their dead shells. His persistence and refusal to admit the defeat bore fruit. All the wretched inhabitants of the land girded themselves and flung themselves into the face of the fearsome Enemy. With the variegated armies of Pamaltela behind him, he exposed the hollow horror of Seseine, healed the suppurating wounds caused by Krjalk, burnt out the impurities of Pocharngo, and slew the undead hordes of Gark.

When the carnage ended, Pamalt discovered that most of his powerful allies had survived, and had many of his mortal followers. Through the long gray age that followed, Pamalt guided his peoples to survive and prosper, and personally conducted the annual Dance of Twenty-Seven that limits the growth and curse of the Scorched Earth.

AGIMORI SURVIVAL

Old text, to be updated to match the above stories.

For many years the Agimor wandered across the land, never settling in one place for very long, or until they were too old to travel easily. They were not prepared when Kendamalar, the Sun, left the sky to return to his home in the far south, where he was needed to join his brothers in fighting an evil god that had come. The Agimor were very afraid of the darkness, and were worried that all the other gods would also leave them, so that they would have no food or water or children. But then Pamalt came and led them through the time of darkness.

When cold, evil things came from the lands to the north, Pamalt defended the Agimori from the trolls and darkness demons. Balumbasta raised a great wall to protect the Agimori, but the trolls ate the tops off of it, and it eventually wore down to become a series of mountain ranges. Finally, Pamalt used the spear of Balumbasta to give the enemy god a great wound. So hurt was Qualyorni that he fell to the ground, and his children gathered around his body in fear. The Spear of the Burner had driven away his cold, and so Pamalt was content to let her trolls live in the northern jungles, where the Agimori did not live anyway.

When things of pure evil came up through the hot lands of the south, Pamalt protected the Agimori from Chaos as well. When the evil became too great even for Pamalt to defeat, he called on all of the gods who had helped him before, and some others: Yanmorla and her daughter Aleshmara, Cronisper and his wife Enjata Mo,

Balumbasta and his sons Vangono and Varama, Nyanka and her brother Jmijie, Rasout and his sister Faranar, Pamalt's brother Noruma, the foreigner Keraun, and even empty Bolongo. Pamalt taught them how to be more than what they were, how to be a family, a single unit. They formed the Necklace of Pamalt, and together they were able to destroy Vovisibor, the Filth-Which-Walks, and Sikkanos, who was cursed to forever haunt the southern wastes.

During the war against Chaos, everyone joined in to save the world. A new race of men came down to the earth from the sky. They were blue people, and called themselves after the name of their leader, Artmal. They had defeated Chaos in the sky, and came down to earth to destroy Chaos there as well. But they did not help Pamalt, and when the battles were over they took part of the land in the north for themselves, and created the Artmali Empire. [sic]³³

The shape of the world had been changed, and the lands in the far north were destroyed or cut off by hostile oceans. Pamalt left the Agimori, saying that the world was going to change to protect the Agimori from Chaos. The Agimori chose a new leader, Talja of the Nele lineage, and Pamalt taught him the secrets of being a chief. Then he and the other gods walked south to the Enmal Mountains, where it is so hot that even the Agimori cannot go. The Agimori spread across all of Pamaltela, and eventually drove the pelmre far to the west, and the jelmre into a small jungle in the mountains. And this is the way the world is now.

THE TAMING OF FIRE

Another story of importance, which saved Pamaltela from destruction. It tells of the aftermath of the sky's pouring fire. Pall of smoke are overhead, nothing grows, etc.

Pamalt and Noruma control the Great Fire, and make it again into the Bomono, who go wandering. With Nyanka, Pamalt rejuvenates the waterways, the old plants grow from the corpses of the Artmali, and the land is covered again with greenery.

NOW PERIOD

GODS AND HEROES OF THE NOW PERIOD

- **Garangordos** – The great leader of early Fonrit.
- **Talja** – The Great Leader of the Now Period.
- **Varama** – The New Sun. Varama is actually the new name for the newly reborn sun. It is still the essence of Kendamalar.

Years are not counted. The Agimori spent a fair time expanding their territory from the core region around the Enmal Mountains. Their Old Gods introduced the people to the local spirits, and the tribes learned of the larger lands this way, often discovering their ancestors' graves, proving that their ancestors had lived there long ago.³⁴

³³ This is in the wrong Period.

³⁴ Their ancestors are plants, with whom they have kinship. Wherever they find the plants, they are at their ancestors' graves. Thus, this is saying that the lands they went into were vegetated by familiar species.

VARAMA (I.E.- "YELM")

The Doraddi say that the current Sun fell because of pride, for he thought that he could live without the help of everyone else in the world. He lost his powers, and is now a slave, a bright orb of fire chained to an unyielding path, trapped by duty to his task. The Doraddi can always depend on him, because he has no choice.

During the Artmali Period, Varama-by-another-name³⁵ acted out that pride and fell. He was likely held prisoner by Vovisibor. Note that the five evil shamans were only able to kill a God due to his own wrong actions, which weakened him and made him vulnerable to their powers.

"HISTORY OF THE ARTMALI"

This is a very misleading series of dates taken from very early notes. It seems to mix events from the Artmali Period with events from the Now Period, and should be read with caution.

- 478: Elamle/Maslo folk "war" with the Artmali again over Laskal, Elamle folk take control of Laskal.³⁶
- ???: Seshnegi and remnants of Elamle ally to destroy the remaining part of the Artmali Empire.³⁷
- c. 580: "Brithini" arrive in Pamaltela.³⁸
- 645: "Third Migration" lands in the south.³⁹
- 650: Elamle officially becomes an Empire.⁴⁰
- 750: Elamle pinnacle of achievement, with many great roads and cities.⁴⁰
- 770: Trade between Seshnegi and Agimori.⁴¹ Veldang in Melib are discovered.
- ???: Great Artmali campaign against the Elamleata breaks the Empire.
- ???: "Brithini" move against the Artmali after Elamle is broken.
- 878: Artmali Empire is destroyed.⁴²
- 922: Last Jrusteli/Seshnegi possessions in the south are lost.⁴³

³⁵ Despite the obvious assumptions, this is not Kendamalar, but a different, lesser sun god who inherited his role after his murder.

³⁶ This is not an organized war of political bodies, but rather the hostility of two cultures.

³⁷ This is probably a reference to the arrival of Garangordos in what later becomes Fonrit.

³⁸ This refers to the original Jrusteli colonizing Umathela, perhaps with various Orlanthi types (!)

³⁹ This refers to some actual Brithini leaving Brithos.

⁴⁰ These claims are greatly conflated, for we know the Elamle had neither empire nor vast political organization. Undoubtedly a skewed reference to their fine relationship with the local elves.

⁴⁰ These claims are greatly conflated, for we know the Elamle had neither empire nor vast political organization. Undoubtedly a skewed reference to their fine relationship with the local elves.

⁴¹ This probably means that *permanent* trade was established between Seshnegi and "Pamaltela" at this time, with the latter term probably referring to Umathela and Fonrit.

⁴² This is a reference to some Fonrit organization, perhaps a tribe of Veldang who had been united. There is no real Artmali Empire in the Now Period.

⁴³ That is, they find independence from the Empire.

FONRIT, SLAVE LAND

Fonrit was populated in the early Now Period by scattered tribes of a peaceful, blue-skinned people. They had no large scale political organization, worshipped natural creatures, spirits, and the Fiwan, and spoke of better days long past. They were conquered by adventurous tribes (or perhaps outlaws) moving past Laskal as part of a long migration northward.

Fonrit is an example of Pamaltelan shamanism gone wrong. The origin is simple, because it is an interpretation of the essentials of Pamaltelan High Shamanism. Pamaltelan High Shamanism says that the living body is the origin and holder of the Life Force power of the world, and that the body must be treated with reverence and care to guard its health. No spirit can generate this force.

Ompalam says the same thing, but pushes it slightly further to say that “Life is Slavery. We are slaves to our Body. We acknowledge Slavery as the Order of the Universe, and submit to it.” Naturally, as proven long ago, this is divine worship and requires submission of the individual to this single entity, which is very foolhardy and dangerous. The Fonritians do not accept that, being theists.

An unnatural offshoot of this philosophy comes from the extreme belief that the physical body must be maintained at all costs. Under the tender care of Shun Mun, the Sleeping God, hundreds of suckers are duped to donate their corpses to a temple. For a while, anyone can still visit them as they do labor for the temple. After a certain time they are packed away, supposedly to holding temples high in the mountains (but really, wherever the cult wants). The cult gives out amulets that will let the descendant know if their ancestor has slipped away, despite the tender ministrations of the good, silent god.

GARANGORDOS AND THE GARGANDITES

“By the year 500, immigrants moving north from the region of Laskal had infiltrated the region. Their leader, Garangordos, called the Cruel, renewed ancient traditions about the blues, effected ancient rites against them, and enslaved or killed them all. Garangordos was killed by his brother, whose seventeen brothers and sisters dismembered the fratricide and divided the land among themselves. Ever since, all of Fonrit has been divided into many hostile factions.”

—*From Missing Lands, pg. 64.*

Garangordos, his mother, and the Agimori lived in peace with the people of Laskal. They were allowed to worship their own deities, and harmony and happiness reigned. Then the Forest Folk, the oppressive Elamle, came from Maslo. They set about dictating what the people could and could not do and what deities they would worship. The Elamle demanded tribute, and the forests spread. The people of Laskal did not know how to call forth the Bomono, and

their fields of crops became overgrown unless the farmers gave worship to Falutha, The Forest Goddess.

Garangordos refused to bow his knee to the Elamle. He gathered up his possessions and, together with his mother and others who rallied to him, left Laskal and jointly they began their trek to the north.

When Garangordos and the wanderers reached Fonrit, they found scattered tribes of peaceful, blue-skinned people who called themselves the Veldang. Garangordos and his people wandered the land of Fonrit, looking for a place to settle. During their travels they saw the ruins of a lost civilization, which Garangordos knew to be that of the Artmali.

When the time came to perform the annual Life Quest, Garangordos announced that he would not be performing the usual quest to defeat Vovisibor, Filth-Which-Walks, and release Kendamalar to be reborn as Varama. Instead, he and his followers would use the quest to liberate Ompalam from the shackles of Jraktal the Tap. They would re-impose the benefits of civilization and enforce his rule on the scattered Veldang tribes. They would banish the worship of the Veldang spirits and initiate the worship of the Witnesses, through themselves.

Garangordos named his most loyal brothers and sisters to be the Necklace of Pamalt. He then named four of them to symbolize the four directions, with himself at the center.

Together, there were seventeen of them:

Mandakusour named first by Garangordos to symbolize Noruma the Great Shaman. He was both man and woman. He inaugurated the knowledge of how to shackle the spirits to the will of man and the incantations of magic and divination.

Aininlahay, The Pure One of the Sweet Water, the mother of Garangordos and symbolic of the nature of physical life. She discovered the ways of fabricating linen clothing to ease physical existence.

Bendaluza, The Greatest Brother and Repeller of Snakes, named by his lover Echeklihos to symbolize Cronisper, Lord of the Phallus. He restored the secrets of how to make cities out of stone.

El Jazuli, known as The Wise Guardian of Garangordos' Humility. She was the sister of Garangordos. Bendaluza and Aininlahay titled her as their adopted daughter to symbolize Aleshmara, the Earth Witch. She brought back the ways of how to dominate the powers of the land. Outsiders call her 'Sister Witch'.

Mouladehas, The Common Man, El Jazuli named him as Balumbasta, The Strong. He in turn named Abdamedric and Tenoarpesas as his sons. He returned with the skill of smelting, and later reinvented smithing.

Echeklihos, The Temptress or 'She on her boat of splendor'. Mouladehas took her as his lover to symbolize Nyanka, Goddess of water and childbirth. She further symbolized the embodiment of Seseine. She bestowed

the benefits upon mankind of harems, sex, and prostitution. Outsiders call her ‘Sister Whore’.

Chouanaibos, The Falcon, symbolized Jmijie the Wanderer. He was a lover of his sister Echeklihos and returned with the ways of boat building, navigation, and exploration.

Zienbeski, wife of Chouanaibos symbolized the domesticity of Faranar, The Good Daughter. She received the skills of milling, brewing, and producing culinary masterpieces.

Abdamedric, The Great Warrior, known as the Man of the Two Swords. The brother of Zienbeski symbolized the war god Vangono. He returned with the methods of effective and efficient warfare.

Malubadou, Beholder of Beauty, the twin of Abdamedric personified Siver. He was an alchemist of great power. He returned with the secrets of healing and the art of medicine.

Udayankos, The Music Lover, was entitled the Master of Darkness to symbolize Dama, Spirit of Night. He brought back the ways of training leopards and falcons.

Lohanasen, The White Pearl, became the lover of Udayankos to symbolize Tamakderu of the Encircling Ocean. She brought back the benefits of irrigation.

Tenoarpesas, The Golden One, was selected by them all to be Kendamalar the Sun. He brought forth the forces of Vovisibor and Chaos onto himself. He returned from the Underworld as both the power of Ompalam and as Varama, the now shackled sun. He reclaimed the power of slavery.

Galagorib, The Woman of the Dawn, was the true sister of Garangordos. She was named by Bendaluz as his wife, and thereby symbolic of Enjata Mo. She represented the East, and brought back the skills of cutting precious stones and making jewelry.

Alakhainas, The Slicer of Souls, portrayed the South. He brought back the skill of spinning wool and weaving carpets.

Abalibost, The Son of the Dusk, represented the West. He became Rasout the Hunter. He learnt how the pelts and ivory of game animals could be used to make beautiful objects, which in turn created trade.

Lallamimou, The Poor One, represented the North. She was not of Garangordos’ people, although she was the second wife of Bendaluz. She became Keraun, The Foreigner, and on her return presented mankind with the art of perfume making.

Only Ganleiriti refused to take part, saying he did not want to be part of this new civilized life. He departed with his family to go south and seek the forefathers of the people. In his place, Garangordos named his brother, Alakhainas. Afterwards, all agreed that Ganleiriti was Sikkanos. A blue-skinned woman approached Garangordos and asked to be part of the necklace. She was beautiful, and Malubadou lusted after her. In his wisdom, Garangordos refused her pleas, for he knew what she was. Later, he told them all that she was Afidisa.

Together, the Seventeen acclaimed Garangordos to be the power of Pamalt. Lastly, Garangordos named Jokotu to remain behind and act as steward to the people, while the Seventeen accompanied Garangordos on the Necklace of Life journey.

When all had assembled, Garangordos named them the Gargandites, or Glorious Ones. Together, they set off on the quest. They released Ompalam and liberated the land from Jraktal the Tap.

On their return, each of the participants brought back a benefit of civilization to bestow upon their fellow men. Garangordos returned with an insight of the pulsation of Langamul and preached the new teaching of Ompalam.

Instead of allowing the Veldang to directly worship the original deities, Garangordos was able to impose their worship through the veneration of the Gargandites, who acted as conduits to the Witnesses. Accordingly, the Veldang people worshipped Garangordos and the Gargandites. In this way, Garangordos was able to conquer the Veldang, and he and his followers became the rulers of Fonrit. From that time, Garangordos became “The Great Bringer of Civilization” and “The Conqueror.” When Jokotu murdered Garangordos, his surviving brothers and sisters killed and dismembered the traitor. Consequently, he fulfilled his role as empty Bolongo, The Trickster and Murderer. The brothers and sisters of Garangordos went on to found the original cities of Fonrit. Four of them took the words of Garangordos, in the form of *The Garangrapha*, in the four directions.

Upon the deaths of The Glorious Ones, the Agimori people of Fonrit and the Blues continued to worship the spirits of Garangordos and the Gargandites.

THINOBTU

Thinobutu is the mythic ancestral land of the Thinokos Peoples. Their descendants can be found among the peoples of Kimos, Fonrit, Maslo, and (before their disappearance) Loral Island.

KING THAKINDA AND THE FOUR MIGRATIONS

A Myth from Thinokos, in Fonrit

In the Old People Period, the residents of Thinobutu lived an untroubled life. Fish leapt into their nets, the tide brought crabs and oysters to the beach, and everyone had red and black coral beads to wear. Soli the Maker of People danced with them regularly, and his servants the Sun Spirit and Earth Spirit came to sing on special occasions. They built themselves huts out of rock and sticky sand when they went to the shore, and again out of sticks, leaves and thongs when they moved to the groves, and again out of leaves whenever they went to the hilltops. They knew little of anything away from their island. They never traveled beyond its fringing reef, and most residents spent their entire lives in innocence, content with the sweet pleasures of island life. The people prospered as they traded with the friendly ludoch mermen, and the population flourished.

Then came the terrible demons. The sun fell, the sky went dark, and the waters of the world rose everywhere. This was the (First) Torrential War, when the terrible god Serelazam came as great waves to sink Thinobutu. King Thakinda ruled then and he resisted Serelazam by calling on the Old Powers that he served. The Thinobutans turned back the surging waters using their secret Tidal Powers.

However, even after this victory, a band of people was afraid, and many did not trust Thakinda. They got their families together and they went away upon the boats of the Blue Men. These were the 'Deserters,' or the First Migration, and no one heard from them again.

Then a second attack of terrible demons invaded Thinobutu. Thakinda called Soli and the Old Powers again, but demons defeated them. They forced Thakinda and his people to sacrifice to the Underworld Gods Suralavu and Jakamalu. Thakinda submitted to these gods, although he also secretly dispatched the 'Hasteners' to find new lands to settle where they would be free from oppression. The Hasteners flew over the waves and through the air, but the evil servants of Suralavu and Jakamalu discovered and destroyed them, and their corpses washed ashore.

Suralavu and Jakamalu punished Thakinda and his people for trying to escape. The gods sent in monstrous priests from Shekdurba, who chose people and then sacrificed them to the gods.

Everyone knows how Inki found the Great Boat, and of his conversation with King Thakinda. Thakinda sent Belesta to lead the Hasteners, or Third Migration, that sailed over the sea and landed here, in our land of Thinokos. Belesta overcame the demons here and befriended Boroto the Pointer. They lived in harmony in Ulrana.

Suralavu and Jakamalu were incredibly wroth at Thakinda for helping his people to escape. The gods ordered their priests to make a huge sacrifice of the entire tribe to their gods. Their demon servants began to collect everyone together. Belesta heard of this trouble and she returned to Thinobutu standing at the bow of the Great Boat, with Inki the Steersman at the stern and Boroto at the mast. With them they brought a brave hero named Malukinda who awoke old powers, and after a terrible battle they drove off the demons, then confronted the evil gods, and destroyed them. They freed King Thakinda from his tortures. He appointed his grandson Malukinda to be king and then he retired.

Malukinda waged war against the demons. He protected Thinobutu from them all, attack after attack. One time another expedition set sail, everyone being renegades and others that would not wait for the word of the king. These are the Fourth Migration or the 'Deserters,' and their survivors live in Loral. Their departure weakened the island and was a terrible betrayal. Serelazam saw his chance for revenge for very old wrongs, and swept forward with his new family and army.

After this, only the 'Remainders' were still in Thinobutu. They put their faith in Eranagga, the granddaughter of Malukinda, praying that she rescue them from the surging waters. When the Sea Gods made their final attack the Remainders sacrificed to their goddess, who drew herself close, and all who loved her with her. Sevabos roared around her, but they could not drown her. They called upon their father and grandfather to come, but when they flowed over and tried to crush Thinobutu, they found Soli there to stop them. Thus, Thinobutu still exists, deep below the waters of the sea.

Our ancestors were from Ulrana, which Sevabos destroyed in the same flood that did not destroy Thinobutu. Thus, we must greatly fear the supernatural, especially the *hezelli* and *hovoni*, the wandering ghosts of those who drowned in the submergence of Thinobutu and the servants of the Sea Gods.

We put our dead out on platforms so that Inki can bring them back to Thinobutu. We have retained the memories and the rituals to reach out through time to our ancestral home. Every year we perform the vital Subvention Worship to help the city of Thinobutu to survive below the waves and hold out against the submarine forces of Estingitorix.

KING KEDIRI AND THE FLOOD

A Myth from Kimos

In the Old People Period, there was a great city, Alarlarverir, in the land of Genjera. Kediri, the King of Genjera, was wise and beneficent; all prospered, growing fat and healthy under his reign. Nobody ever went hungry or went needy for anything. The fishing boats always returned with an abundant catch, and the hunters with the finest

game that tasted better than anything we eat today. The children gathered the bountiful shellfish from golden sands, the men were strong, and the women beautiful and fertile. The beings of the Creation Period were still active in the world, the people communed with them, and many great children were born. All was serenity.

Then the sky went dark and the demons first appeared in the land of Genjera. The land became unstable and shook violently. This was the start of the Demon Period. Terrible demons and monsters were all around, they roamed the land of Genjera eating everything in their path, destroying buildings, and devouring the people. They sank the fishing boats, ambushed the hunters, killed the men, and ravished the women.

King Kediri called forth his wisest advisors and bravest warriors; together they fought the terrible demons. At first, they were victorious. Then the Gorgers came. They were even more terrible than those that had come before them. The king and his warriors could not stand against them in battle. The priests fell before the terrible magics of the Underworld, and the Gorgers defeated King Kediri and enslaved the people of Genjera. They forced the king and his subjects to sacrifice to the Gods of the Underworld. Genjera was an unhappy place after this; the boats returned with contorted fish and the game tasted bad. Great waves and riptides drowned the children, the men grew weak and feeble, and the women birthed the hideous scaled and horned spawn of the Gorgers.

At that time, Sevabos came rushing westward and the waters rose. His army of Sea Gods, led by their new war chief, Serelazam, assailed Genjera. The people of Alarlarverir could not withstand his assault, and the ocean waters rose around them and began to flood the land of Genjera. The priests put their faith in idols and sacrifice, but the gods ignored their pleas.

King Kediri decreed that this time his people would not submit to these new demons and refused to sacrifice to the Underworld Gods as he had done in the past. Instead, he decreed that his people must flee to settle in new lands free from the gods. A mass exodus began, with the people crowding onto boats, rafts, and anything that would float. They rushed for the harbors; the numbers were so great that many were unable to find a place on the crafts and either lay trampled or crying for redemption. Only the people who still had contact with the old spirits were able to escape.

The demons pursued the migrants, and King Kediri thought they would be lost. King Kediri then commanded the ancestors of our people to go out from Genjera to fight the Gorgers and rescue the lost ones. This expedition settled our peninsula of Kimos and found that their old enemies the Gorgers had fled to this land before us. These are our ancestors, who set up their ancient and pure way of life and survival. We have fought the Gorgers ever since, using our secret knowledge over the great elemental forces.

Those who stayed behind in Alarlarverir were the Lingerers, and became the wicked human worshippers of the Underworld Gods. They consorted with the demons and took up their ways. The Underworld Gods were always awake, as the Lingerers regularly sacrificed people and drank

their blood. They ate the food of the Gorgers and had sex with the hideous demons, and the children born had scaled skin and horns.

The Underworld Gods eventually squabbled between themselves and sacrificed Alarlarverir, which we now know as 'The Forsaken City'. The people were all drowned as Alarlarverir was lost forever below the waters. Without their worshippers, the Underworld Gods fell asleep, and we now must continue to make sacrifices, including the Terrible Sacrifice, to keep the Gods slumbering.

THE FLIGHT FROM SHARZU

A Myth from Maslo

Dakoputlo Elamle, 'Birthplace of Elamle', was in the land of Sharzu, which now lies sunken below the Marthino Sea. During the Old People Period it was a pleasant land ruled by Great King Kanawa. Masdoumari still regularly walked among his creations. The people lived in idyllic and simple splendor. They did not hoard material things, they shared their catches of fish and game, and they were one with the Natural Creatures. They did not worship gods as we do today; they lived a simple life, living in open sided huts, wearing no clothes, and never suffering. All was innocence, calm, and serenity.

At the end of the Old People Period, the Blue-Skins sailed their Indigo Cloud Fleet out of the Blue Fire Sea and far along the coasts and islands of Pamaltela. They came from across the sea and enslaved our ancestors. It was in Sharzu that the Blue-Skin masters came and built one of their Slave Places and forced our ancestors to dwell within its dreadful domain.

At first, the Slave Place was little more than thatched roof huts, surrounded by walls of sharpened stakes. Then, the Blue-Skin masters forced our ancestors to construct buildings for them. In time, Dakoputlo Elamle grew. Resplendent shrines, opulent homes, and fine towers arose above the trees of the island. The Blue-Skin masters worshipped the gods Afidisa, Tolat, and the Three Sky Witches: Chermata, Enjata Mo, and Veldara. They forced our ancestors to adopt the theistic worship of these deities and sacrifice to them, a thing they had never done before. They put Blue-Skin priests above the elders of our ancestors to whisper deceitful words in the ears of King Kanawa.

Then came the Demon Period. The seas became ever more violent, and the waters of Sevabos rose everywhere. The Blue-Skin priests allayed the fears of King Kanawa, telling him that their goddess Veldara would save him and the people from the rising waters. When the turbulent waters threatened to submerge Sharzu, Elamle, the daughter-lover of King Kanawa, led a migration to sail in search of a new land. When she did not return, King Kanawa decided, against the advice of the Blue-Skin priests, that he would send his son, Miiirdek, south in hope of finding Elamle's Southern Migration.

The Blue-Skin priests lied to the king, hoping to stop him from sending out any more expeditions, to quash his hopes, and re-impose their selfish authority over him. They told King Kanawa that both his son and daughter-lover were dead. He turned from fear and loathing to grief and

loneliness, throwing himself into the ever-hungry waters over the believed death of his son and daughter-lover. Without their king, the people of Sharzu were helpless against the rising waters. The Blue-Skin priests uttered their prayers and made their sacrifices to their celestial gods, but these all came to naught and the waters of Sevabos flooded Sharzu. When it was flooded, Sevabos turned those people left behind in Sharzu into Triolini and fish.

Miirdek battled against the great waves and currents of treachery of the Blue-Skin priests that sought to delay him. He returned standing on the prow of the Great Outrigger that we know today was the Wave Calmer. With him sailed Dengenti and his wife, Jomor, the divine owners of the Great Outrigger who came from the very edge of the world. Although Wave Calmer stilled the waves and sailed against the currents, Miirdek returned too late with the news that the southern migrants were still alive. Sharzu was already lost below the waters and all the people drowned. Miirdek then commanded the survivors of his fleet to make a great migration to the west along our coast. Here they settled and established a land, which in reverence of his great bravery they named after him. Miirdek ruled as king in the new land. The people built huts like the ones they had had in Sharzu and returned to a simple existence of hunting the creatures of the forest and collecting the bounty of life. In time, Miirdek grew old and announced that his son, Busanda, would rule in his place.

Today we know that we are the true heirs of Sharzu, because only we have the knowledge of friendship with the Embyli. When we rediscovered the secrets of boat-building after finding the stranded Sendereven catamaran, we learned early on how to make boats of our own just like it out of wood with their cooperation.

THE KRESH SECRET

The Kresh appear to be entirely benevolent, and have always practiced nonviolence. Strangers are always simply awed by their immense wagons, plenty of food, and exotic gifts.

The Arbennan Confederation is trying to drum up war against the Kresh, but have only limited success because most people do not perceive them as a threat, any more than a herd of elephants moving through the land is a threat. However, they are an incipient threat, though not a conscious one.

The problem is that the Kresh carry loads of Errinoru plant stuffs. They irregularly draw their wagons into a circle, concealing all inside from outsiders, and refresh their gift (and wood) supply by raising a little jungle overnight and harvesting the entire thing by sunrise. This in itself is not dangerous, unless of course it gets out of control. If the foreign seeds get left behind or widely planted in a mass, they could establish a foreign ecozone in the plains of Pamaltela. It is possible that the Kresh have been manipulated by Falutha. Maybe this is a big Embyli plot to sneak a jungle south to the Enmal Mountains and plant it quickly, grow it overnight, as a modern counterattack in the ancient War of the Trees.

PAMALTELAN GLOSSARY

Acid Lakes. Chaos-infested area in Zamokil.

Adoration. Pamaltelan form of worship. Adoration requires a formal personal relationship with a spirit, whose actions are emulated and whose powers, as a result, are manifest in the worshipper. Adoration is a part of the Norumic Traditions.

Afati. Agitorani Hero of the Artmali Period. Afati was a king of decadent Tishamto.

Afidisa. Artmali Goddess, Founder and Healer. Faranar offered to Afidisa the ruined Camp of Innocence, which she accepted. Her kinfolk, the Artmali, settled there.

Aganali. Lands of the Agi. This is a fairly general term that is used to describe anyplace that the traditional Agimori people lived, and differentiating both non-traditionals and foreigners. Used in such phrases as, "In Aganali, you can always trust a stranger." Thus, in different periods, Aganali covers different regions. Aganali regions commonly had their own geographic names as well.

Agi. Original New People made by Pamalt and the Esiti. They were large and strong, proud and wise. However, they could not reproduce, and when their numbers dwindled some asked for help and became the Agimori. Those who did not are now called the Agitori.

Agimor, Agimori, Amimormor. Descendants of the Agi who became mortal. Ancestors of the Doraddi who occupy most of Jolar, Kothar, and Tarien.

Agitor, Agitori, Agitorani. Later name for the Agi who remained immortal. Some of these ancient beings still live in the Nargan Desert.

Alarlarverir. A city of the Old People Period in the land of Genjera. The wise and beneficent King Kediri ruled it. Under his rule, all people prospered, growing fat and healthy. All was serenity.

Aleshmara. Pamaltelan goddess of women, one of the Esiti. Aleshmara is the "daughter" of Yanmorla and Cronisper. She knows all the secrets of women's magic, and is sometimes called "Earth Witch." Because Aleshmara is the Owner of Things, Doraddi women are the owners of all material goods (except for a few insignificant men's things). Her role as nurturer is seen in her titles of Yam Producer and Mother of Hens. Her functions as Domestic Goddess are seen in her titles of Hut Maker, Weaver, and Potter, all crafts she invented.

Amuron. Great Spirit, Keeper of the Spirit World. Amuron is the "Spirit of Langamul," and came into being when Bolongo killed the Creator. He is called the Great Horned Serpent, who taught people how to summon, recognize, and command the spirits. Amuron is also the Life Force that comes to the world from the Spirit Plane. Cronisper wields it when he unites with Yanmorla, and Noruma can wield it alone.

Arbennan. Cultural grouping of Jolar Doraddi. Arbennan peoples are most notable for their marriage customs. They live in eastern Jolar, especially Kajoba.

Arbennan Confederation. Alliance of Doraddi peoples in Jolar. The confederation is relatively new, formed to counter the Kresh, who are newly come to their territory. It has elected a king, gathered warriors, and asked priests of war to come with their prayers.

Artmal. Founder of the Artmali People. Artmal was the son of Serartamal, the Blue Sky Witch, the planet that rose and fell during the Artmali Period. Artmal grew up on that planet. He looked down one day and saw Cathora, the most beautiful woman in the world. He courted her and brought her back to his home, where they had many children. It got crowded there, and after instructions he sailed with his kin down to the surface world, where they landed in the sea, and sailed to Enjalsu. Leaving a guard there, they wandered until they settled Veldarahab, in Kungatu. Artmal ruled them wisely and well, and made many agreements with Pamalt. Artmal closed himself into a tomb, and from there he gave prophecies and advice until it was ignored by his descendants, who didn't want to listen to him anymore, and who broke all his old treaties. Artmal rose to defend his faithful against Baraku and Desero, but was destroyed and his parts scattered.

Artmali (1). People of Artmal. The Artmali settled primarily in Veldarahab, where they lived peacefully for many generations during the Early Artmali Period. In the Middle Artmali Period, when attacked by Desero, Jarkaru expanded their territory to include Kungatu and Mondator, and they became the Artmali Empire. In the Late Artmali Period, they were overcome by corruption and then destroyed by the Firefall.

Artmali (2). Blue-skinned people of Pamaltela. They were a great people, ruling over a vast empire. At first they were friendly, but later began driving Pamalt's people out to the fringes of the world. However, their pride weakened them, and they were overcome by the horde of Baraku the Invader, who slew Artmal in the Artmali Period. The other peoples of Pamaltela reclaimed their lands, so that in modern times most Artmali live in Zamokil, as nomadic clans, or in Fonrit, as slaves.

Artmali Period. The third stage of Pamaltelan mythology. In the Artmali Period, many kingdoms and empires developed, many great wars were fought, and the traditional Agimori were the only content people in the world.

Balumbasta. Strong God, one of the Esiti, Lord of the Bomonoi. Balumbasta is the "son" of Yanmorla and Cronisper. When he was created, he rose up out of the ground, leaving a great valley. He shook himself violently, then he pushed together the rocks to raise Um, the Great Hill where the Old Gods live. He helped create the Agi. He fought against Vovisibor, but his strength was insufficient. He is famous for his great burning spear and for his sons, Vangono and Varama.

Bandaku. Enemy Mountain⁴⁴. Bolongo was the first murderer, and he went and hid in the northlands. He used his magic and raised Bandaku there, a mockery of sacred Um. It was full of traps, impossible to climb, and inhospitable to human beings. He created many corrupt things there, and invited outlaws and criminals to live there with him. They have ever since controlled Selvukko, which were the lands around the mountain.

Baraku. Storm God who destroyed the Artmali. The Artmali had built a huge wall without gates that kept out all foreigners. Baraku the Invader leapt his people over the wall. As they destroyed the Artmali civilization, Baraku held Artmal under the burning seas, then cast his bones all across Pamaltela so that they would never be joined.

Basket of Life. Common form of Aleshmara.

Belesta. Ancestress of the Thinokos People. Belesta was a woman of the Third Migration who proved herself by befriending Boroto the Pointer, whom she later married. They are considered the ancestors of the Thinokos peoples. She is one of the Three Crewmen of the Great Boat.

Big Eel. Rival of Soli for Old Turtle Woman.

Bolongo. Pamaltelan Trickster, one of the Esiti. Bolongo is the cause of all troubles. The first thing that he did when Pamalt awakened him was to pick up a knife and kill Langamul, the creator. Langamul went to the Spirit World, and everything has been divided into the material world and the spirit world ever since. Bolongo also raised Bandaku and summoned monsters to help him. He nearly destroyed the whole world, but was stopped by Pamalt, who skinned his face to contain his soul, then destroyed everything that he had made. Now people only have bad luck sometimes.

Bomonoii. Fire beings of Pamaltela. They are of fire only, and each is a demigod. A nation of them lives in the farthest south, six wandering families in the Nargan, and individuals in Jolar, Kothar, and Tarien.

Boroto. The Pointer, Ancestor of the Thinokos People. Boroto was a being from Ulrana who challenged Belesta's right to live there. They fought but neither won, so they hunted together, sang together, fasted together, and finally loved together. He is one of the Three Crewmen of the Great Boat.

Breath World. A name for the Spirit World.

Bredjeg. Enemy God of the Sky. Bredjeg invaded the heavens in the sky wars, and through trickery surprised Tolat and would have slain him, except that Artmal intervened. Artmal slowed the evil god so that Tolat could recover and slay it.

Busanda. The son of King Mürdek.

Calming Fleet. Legendary Artmali Period Fleet. Worshippers of Veldara, but not critical in Pamaltelan history.

Cathora. The 'bride' of Artmal, ancestress of the Artmali. Cathora was taken to the sky world and was happy for a hundred births, but then grew lonely for her parents.

After a hundred more she voiced her complaint. After a hundred more, she had reasons to go away: the moon was too crowded. These 300 Families then came to earth and began their trek to empire. Cathora joined the Esiti, and is the First Ancestress.

Chermata.⁴⁵ One of the Pamaltelan Three Sky Witches. Chermata was the Fat God, who was slowly sapped by hostile deities in the Artmali Period, making him get skinny and slow before disappearing altogether. He may be associated with Nyanka.

Coborandra. Ancestral Home of the Zaranistangi. When asked where this land was, they always replied "between Star and Sea, halfway from the Hard Rock and the Soft Heart." Although outsiders universally believe this describes the planet Mastakos overhead, it is in fact a place upon the ancient mountain of Bandaku.

Cronisper. Pamaltelan Sky Grandfather, one of the Esiti. Cronisper is esoterically regarded as Sky Father and Lord of Spirits, especially Spirits of Above. He is also the Great Spear, Master of Serpents, Lord of the Phallus, and Lord of Fertility. He is the magical energy housed inside everyone('s body) that allows them to control and integrate spirits. Cronisper helped to make the Created People, who lived side by side with the Fiwan. Both races used to meet together at the sacred linga that they raised, and dance until the world was new again. "He lives in the sky, where the constellations are his dwellings, the planets are his servants, and the stars are his treasures."

Created Races. Beings and Peoples of Pamaltela who were created by Pamalt and his friends. These include the hoolar, jelmre, pelmre, and Agi. These people are to be differentiated from the Fiwan and the Artmali.

Creation Period. The first stage of Pamaltelan mythology. In the Creation Period the Esiti were made by Langamul, who was slain, thereby creating the Spirit World.⁴⁶ The Old People Period followed.

Dakoputlo Elamle. "Birthplace of Elamle," a city in the land of Sharzu, which now lies sunken below the Marthino Sea. During the Old People Period it was a pleasant land ruled by Great King Kanawa.

Dama. God of Night. Dama is one of the Esiti, the origin of Darkness. He is often called the Keeper of Spirits, and acts as a god of the dead.

Darleester the Noose. A god or weapon used by Garangordos to enslave and/or kill the blue folks. His highest priest and greatest temple are found in the city of Garguna.

Demon Period. The fourth stage of Pamaltelan mythology.

Dengenti. The owner of the Great Outrigger that recovered the distraught fleet of Mürdek and returned them to Sharzu. Today he is known to be a Sendereven sailor, and the Maslans call his catamaran Wave Calmer. See also Jomor.

⁴⁴ I.e., the Spike.

⁴⁵ Pamaltelan name for the planet Derdo, known in the modern era as Lokarnos or Wagon.

⁴⁶ And thus ending the Creation Period.

Desero. Lord of the Horde, an invader of Pamaltela. Desero invaded from the north, bringing great herds of cattle that his people fed upon. Baraku was his god. He was defeated by Jarkaru, the Indigo Conqueror.

Dorad. The first man to ever die among the Agimori.

Doraddi. Another name for the Agimori.

Durba. Evil Land of the East, during the Demon Period. The Agimori of Kothar remember these peoples who kidnapped and enslaved whomever they could, and killed the rest, turning them into undead and spirits. The Durba still live in the Sozgangio Marsh.⁴⁷ See also Shekdurba.

Durpos. Emperor of the Artmali in the Artmali Period. Durpos did many great deeds in his life, but is hated by Artmali today because he gave away their Sword of Victory. See also Tolat's Sword.

Earthmaker. See Langamul.

Efto. The Blue Fire Sea of the Artmali Period. Efto was a large sea that intruded from the south, covering most of what is now the Nargan. On its east coast was Tishamto's greatest city, Senmaru; on its west shore, Vardavanad, the fleet port of the Kungatu Empire; north was Jolar, with only peaceful tribes. Efto was isolated to become an inland sea during the Demon Period, and its poisoned remnants were evaporated by the Firefall.

Elamleata. Now Period "empire" people of Maslo.

Embyl. Son of Falutha who led the elves against the Pamaltings.

Emilla. Goddess of the Zaranistangi, as known to men. She is probably the planet Mastakos.

Engivi. A type of tree found on the Pamaltelan plains, called "provider."

Enisoyo. Wife of Bolongo. Enisoyo was supposed to marry Vangono, but Bolongo got him drunk and took his place. He thought he would get away with a one night violation, but instead Enisoyo's marriage power made it impossible for Bolongo to escape her for very long, so now she traipses after him embarrassing him with her shrieking and complaining.

Enjalsu. First Landing of the Artmali, in Southern Pamaltela. Artmal's ships settled in the southern waters, and first landed here. They left the ships behind with a guard. Slowly, a town grew from the camp, then a famous port for the Aquamarine Armada. Enjalsu eventually ruled the area, which was later called Tenel.

Enjata Mo. One of the Pamaltelan Three Sky Witches.⁴⁸ She rose into the sky after Kendamalar fell, when Cronisper lay ill. Enjata Mo was Cronisper's wife in a widow's veil and robe. She hobbled across the Sky and Underworld in the Artmali Period, taking morsels of meat that she found to her husband. In the Underworld she became pregnant, and bore Chermata and Veldara, the other two Sky Witches. She got darker and darker, and one day was no longer visible.

Enmal Mountains. Range of mountains in southern Pamaltela, among which is Um. They cannot be reached by walking.

Erlanagga. Protectress of Thinobutu. Erlanagga was the daughter of the daughter of Malukinda. When the sea gods tried to drown the island of Thinobutu she preserved it, perhaps by containing it all in a bubble of air, or perhaps by placing it in the Spirit World. She today protects the living as well, and is the holder of their ancestors.

Errinoru Jungle. The great expanse of Enemy Trees north of the Fense Mountains.

Esiti. The Witnesses, the Old Gods of Pamaltela. They are "They Who Saw" the creation of the world by Langamul. See Aleshmara, Balumbasta, Bolongo, Cronisper, Dama, Faranar, Jmijie, Kendamalar, Noruma, Nyanka, Pamalt, Sikkanos, Siver, Tamakderu, and Yanmorla.

Falutha. Goddess of the Pamaltelan Jungles, enemy of Pamalt.⁴⁹ Now Seven Great Trees, she used to be more, and would be less but some were replanted.

Famorde. An "evil" Doraddi goddess who nonetheless remembers her family ties, and so is there when she is needed.⁵⁰

Faranar. Women's Goddess of Pamaltela, one of the Esiti. She is the "daughter" of Aleshmara and "wife" of Pamalt, Jmijie, and others. She is called Good Daughter, Home Mother, Council Speaker, Cook, Curser, and Gatherer.

Fense. Collective name for the ranges of Mountains running east and west across northern Pamaltela. They include the modern Palarkri (between Kothar and the Errinoru Jungle), Mari (between Jolar and Laskal), and Tarmo (between Tarien and Umathela). Originally, these were raised by Balumbasta to keep out enemies in the north.

Filth-Which-Flies. An evil constellation in the sky, called Bad One by the God Learners.

Filth-Which-Walks. See Vovisibor.

Firefall. Great Spirit Trick of Pamalt to destroy Vovisibor. The monsters won nine victories in a row, and spirits and mortals were desperate. Pamalt told the Esiti what to do, who told their worshippers what to do. As a result, the sky tipped and poured its fire upon Vovisibor, destroying him. This also destroyed most of everything else alive in Sakum as well, including Efto, Tenel, and the last of Kungatu. Pamalt stood atop Um and pushed the sky back when it was done. This set it to rocking so that even now the sky still rocks back and forth every year.

First Drinker. The woman who is the ancestor of a lineage. Thus, there are many First Drinkers, one for each lineage. Most lineages give this as a title to the oldest living woman in the lineage.

⁴⁷ Usually equated with Fozeranto of Vithelan mythology.

⁴⁸ Pamaltelan name for the Darkness-era planet called KataMoripi or Black Entekos.

⁴⁹ A.k.a., Aldrya.

⁵⁰ The God Learners associated her with Maran Gor.

Fiwan. The Oldest People, original inhabitants of Pamaltela. The Fiwan were the animal folk who lived in the earliest times and assisted Langamul the Creator in making the world. They were both people and animals at the same time, and wherever the animals went so were the folk. They went all over the whole world, some living in the mountains, some in the deserts, some in the seas, and so on. Some even went and lived on the Enemy Mountain and in the snow lands. If they ever took up worship or sorcery, they ceased to be Fiwan.⁵¹

Fonrit. Peninsula on the north central coast. The original inhabitants, the ‘blues,’ were enslaved by Garangordos.

Garangordos the Cruel. Hero conqueror of Fonrit. Garangordos conquered Fonrit at the beginning of the Imperial Age. He is called the Cruel, for he conquered and enslaved all the Artmali of Fonrit, exterminated the Aldryami there, and began the worship of Ompalam. Garangordos guards all his many temples now, and punishes anyone in Fonrit who does not obey Ompalam.

Gark the Calm. God of eternal peace, eternal life, and zombies. The God Learners used this cult in the Imperial Age to exploit people and get slaves. The Vadeli briefly used it at the Opening to terrify and impress the Pamaltelans they met.

Gendara. An Artmali Period kingdom around the Maslo Sea. The Gendara natives are unknown to us at this time. Facts of their existence and terrible wars are known only in Agimori legends, where they are remembered as slavers and cannibals.

Genjera. Kimosian name for their mythic homeland. It is also the mythical homeland of the outrigger peoples of northern Pamaltela and its islands. See also Gendara, Sharzu, Thinobutu.

Great Boat. Mythic craft of Thinobutu. It is a stone-like outrigger that can sail upon or under the water. Inki the Steersman found it after he prayed to Soli in the Old Way, and upon it sailed the third Migration to Ulrana. It also bore back the heroes Belest and Boroto to liberate Thinobutu. It still plies its trade by taking the dead back to Thinobutu and newborn spirits to birthing mothers.

Great Horned Serpent. See Amuron.

Great Killer From Beyond. Probably a name for death.

Hanjethulut. One of the ‘Two Brothers’ of Fonrit, associated with Zorak Zoran by outsiders. The two brothers fought and killed off all their foes, but made peace before slaying each other. Careful census is taken each year to make sure that neither has more worshippers than the other. See also Orjethulut.

Hezelli. Name of the wandering ghosts of those who drowned in the submergence of Thinobutu, and of the servants of the Sea Gods who drowned them. See also Hovoni.

Holaralam. Fire spirit summoned by Sikkanos to destroy the corrupt city of Kalabar. May be a name or title of Balumbasta or one of his sons.

Hon Hoolbiktu. Doraddi hero in the Second Age who defeated the Six Legged Empire.

Hoolar. First Created Race of Pamaltela. Pamalt first tried to make beings alone, and the hoolar were the result. They are big and strong, but not smart.

Hot Trolls. See Muri.

Hovoni. Name of the wandering ghosts of those drowned in the submergence of Thinobutu, and of the servants of the Sea Gods who drowned them. See also Hezelli.

Hungry Goddess, the. Ancient goddess of Fonrit, worshipped by blues. Her actual name is forgotten. Her worship is allowed because it supports the state cult and weakens the slaves.

Idmo. The Small Island. Idmo is the little island of creation where Pamalt awakened with Langamul and the Fiwan. The Small Island increased in size as the Esiti performed their own acts of creation.

Ikadz. God of Purification in Fonrit. Ikadz cuts and burns the evil out of people so that they will follow the ways of Ompalam, as stated in the laws of Garangordos. He gets official state worship in many places, and is everywhere worshipped by torturers.

Inki. The Steersman of Thinobutu, one of the Three Crewmen. Inki was a man of Thinobutu unhappy with the demonic oppression. He prayed hard to Soli, who had not answered prayers for many generations. Soli answered Inki and instructed him to make a paddle and go to the distant seashore. He did, and there found the Great Boat. Inki sailed it to King Thakinda and received permission to undertake the Third Migration. He reached Ulrana, settled the colony there, and brought warriors back to Thinobutu to free it. Inki still sails the Great Boat back and forth between Thinobutu (where spirits live) and Ulrana.

Jakamalu. A god who oppressed Thinobutu in the Demon Period.

Jaranpur Fields. Site where Pamalt met Vovisibor and defeated him with the Firefall.

Jarkaru. Great Artmali leader of the Early Artmali Period. Jarkaru was called ‘the Indigo Conqueror’ because he took over so many places. He first defeated Desero, and took tribute from all the people there; then he went to Tishamto, and repeated this. His efforts founded Kungatu, the great Artmali Empire.

Jelmre. One of the Created Races of Pamaltela.

Jmijie. Pamaltelan God of Wanderers, one of the Esiti. He created a system of invisible roads that crosses the world, and which magicians can travel on.

Jolar. Central section of the Pamaltelan plains.

Jomor. The wife of Dengenti. She steered the Great Outrigger that recovered Miirdek when his fleet was threatened by waves. Jomor and her husband then returned with Miirdek to his waiting king, Kanawa, in Sharzu. When they returned Sharzu was already lost, and they helped Miirdek build new boats for the survivors. See also Dengenti.

⁵¹ The Fiwan are the origin of the many creatures and animals of Pamaltela. The migrated Fiwan are the Genertelan Hsunchen.

Kanawa. A great Maslan King of the Old People Period who ruled the city of Dakoputlo Elamle, in the land of Sharzu.

KataMoripi. Storm Age name for Entekos. KataMoripi, Derdo, and Vendara rose together shortly after Yelm fell, lighting the Storm Age sky. See Enjata Mo.

Kediri. An Old People Period king of the ancestors of the Kimosians, who ruled the city of Alarlarverir in Genjera.

Kendamalanar. Alternate name for Kendamalar.

Kendamalar. King of Above, Sun God, one of the Esiti.

Keraun. Pamaltelan Goddess of Rain and Wind, sometimes one of the Esiti, more often a foreign goddess.

Kothar. Western section of the Pamaltelan plains, now home to the Kresh, Arbennan, and many others.

Kresh. The wagon-people of Kothar.

Kungatu. Political name of the Artmali Empire in the Artmali Period. Kungatu began when Jarkaru defeated Desero, as his people thrived and filled all the lands around him. Kungatu fought against Oabil and Tishanto, and included all of Mondator in its boundaries. Its Aquamarine Armada sailed out of the great city called Vardavanad and conquered many distant places. Kungatu was crushed in the Demon Period, then burnt by the Firefall.

Langamul. Creator of the Pamaltelan Pantheon, whose name means Earthmaker. Langamul first woke Pamalt and the other Esiti, then was killed by Bolongo and went to the Spirit World. Noruma (or Yanmorla and Cronisper together) summoned him back as Amuron, the Great Horned Serpent, who taught them of the Spirit World, and how to control it.

Loper. Mount of the Zaranistangi, who were thus called the Loper People.

Malukinda. Current king of Thinobutu. Malukinda is the Great Warrior and the Forthright Man. He came to Thinobutu with the Crew and liberated it from the demons. He was then named king, and he defended the island from all enemies until the deserters of the Fourth Migration weakened the people. Malukinda instructed everyone to worship Erlanagga, and so the city was saved. It is still under the deep seas, somewhere between the Maslo and Marthino seas. Malukinda is the Great Protector of the Thinokos Tradition.

Masdoumari. The Maslan Creator deity, now usually sleeping.

Maslo. Sea in northeastern Pamaltela. The Maslo first appeared in the Early Artmali Period, one of the spawn of the Sshorg. It is relatively shallow, with only one true deep place where the sea entities live. It formed from the love story of Ura and Mera.

Melib. Island of Genertela. Its inhabitants included the Zaranistangi, from Pamaltela.

Mera. Sea spirit worshipped in Maslo. It is the mate of Ura and parent of the vast undersea life of the Maslo.

Migrations from Thinobutu. Four known migrations left Thinobutu in the Demon Period. The first was by the Deserters, who became slaves on Artmali fleets. The second flew, but were destroyed by demons. The third

was successful, sailing upon the Great Boat to settle Ulrana. The fourth, the Deserters, settled in Loral.

Miirdek. The son of King Kanawa. On the orders of his father he sailed from Dakoputlo Elamle in search of his father's daughter-lover, Elamle. Before his return, the city was lost and people drowned. He established a new fleet of survivors, who settled in Maslo.

Miroune. Faranar's Dark Sister. She is "bad" (though not as bad as Miroune), and always helps her sister in times of trouble. Predictably, the God Learners associated her with Babeester Gor.

Mondator. Large region of the Kungatu Empire. Mondator was a region of contention, occupied mainly by Agimori and usually ruled by Kungatu, but often raided by Oabil and Uz from the north. It is roughly congruent with modern Tarien.

Moorgarki. See Qualyorni.

Mor. A word whose meaning has some connotation of "death." See Agimor.

Mother of the Wheel. Common name for the originator of the Kresh. Her actual name and origins are unknown to any outsiders.

Muri. The hot trolls of the Pamaltelan jungles, descended from Moorgarki, whom the Pamaltelans know as Qualyorni. They are much skinnier than their northern distant relatives, with many different customs. They are not affected by magic that affects Uz, even though they all claim common descent from Kyger Litor.

Nargan Desert. The vast burning desert of southern, interior Pamaltela. Created by the Firefall.

Necklace of Pamalt. The characteristic image of Pamalt and source of his Power, made up of the gods that aided him against his enemies. Every family has its ancient necklace, and individuals wear a similar magical necklace as they earn its parts. It is a metaphor for "everything sacred."

Nele Lineage. Lineage of Talja.

Noruma. Pamaltelan Great Shaman, one of the Esiti. Noruma is neither (or both) male and female. Noruma's first action was to make Fire, which he commands. When Langamul was killed, Noruma brought it back as Amuron, thereby differentiating the spirit and nonspirit worlds. Noruma also taught people how to live with spirits, detecting and controlling them as needed.

Norumic Traditions. Practices of Noruma. Norumic Traditions are extremely powerful and dangerous. They include control of fire, and the esoteric secrets are the mystical powers that can be acquired through the practices of Adoration, Penance, and Transformation.

Now Period. The current period of Pamaltelan mythology. This is the time since the Dawn, commonly interpreted as "history" even though most of the cultures had no written records until the God Learners came.

Nyanka. Pamaltelan goddess of water and childbirth, one of the Esiti. She is the Life Force present in living things. Amuron, the Lord of the Spirit World, is alternately her enemy, fighting against life; and her lover, seeking that which it has not. Nyanka is

worshipped periodically according to different cycles among different people. The waterholes are especially sacred to her, and the rivers only slightly less so.

Oabil. Artmali Period kingdom of Sorcerers. Oabil was on the western coast, and was a particular foe of Kungatu. Oabil was probably the Vadeli kingdom of Chir, likely still allied with Mostali at that time.

Old Gods. See Esiti.

Old People Period. The second period of Pamaltelan mythology.

Old Turtle Woman. Wife of Soli.

Ompalam. God of slavery in Fonrit. "Life is Slavery" is the public secret of his cult. It is a state cult where everyone is slave to someone, including the ruler, who is slave to Ompalam. The cult was established by Garangordos.

Orfeda. Goddess of the Zaranistangi, as known to women. She is probably the Blue Streak.

Orjethulut. The other of the "Two Brothers" of Yngortu, the Grimcity. He is identified with Humakt by outsiders. See Hanjethulut.

Pamalt. Pamaltelan Chief God, one of the Esiti, recognized by the God Learners as the Lord of the South Quarter. Pamalt was the first Witness created by Langamul, and is leader of the Old Gods. At first he was one among many, but through the challenges of myth his role emerged to be that of chief. He was the leader in defeating Bolongo, destroying the evil mountain, and bringing the Firefall down upon Vovisibor and the monsters.

Pamaltela. God Learner name for the Southern Continent, now widespread. A variant of this name is used by most of the native peoples, even along the coast.

Pamaltings. Name occasionally used by foreigners to describe the residents of Pamaltela.

Pelmre. One of the Created Races of Pamaltela. They were the third race of creatures made by Pamalt, with Balumbasta and Cronisper. They are believed by some to be the original slarges, which live in Wongarissi, in western Pamaltela.

Period. A mythical era in Pamaltela. In order, they are of Creation, Old People, Artmali, Demon, and Now. In each Period, a new generation of people raise spirits to be worshipped, gain power, and then lose it through moral error.

Promalti. Race of Fire Beings. See Bomonoi.

Qalyorni. Uz Mother Goddess of Pamaltela. Qalyorni invaded Pamaltela in the Artmali Period with a great host, sweeping all before her until she met Pamalt, who had been armed by the other gods. Qalyorni was severely wounded, and thereby robbed of many of her powers. The Uz of Pamaltela, as a result, are skinny and weak compared to other Uz, but they are thereby adapted to live in the warm climate. Her descendants call her Moorgarki.

Rasout. Pamaltelan god of Men and Hunting.

Rew'Melod. "Place of Landing." Capital city of the Artmali when they first came to earth. Founded by Yeetai, their first emperor.

Right Footpath. The Proper Way of Life, according to Pamalt. It is the root of culture for most peoples of Jolar, Tarien, and Kothar. Each region has variations in language and practices, even following different annual cycles and having different versions of the same myths. Nonetheless, this commonality is acknowledged. In addition to organizing the living materials and principles of the peoples, it preaches tolerance of strangers, many methods to dispel violence, and a tradition of ease and pleasure in the environment.

Sakum, SakUm. Land of the South. SakUm was the southern fifth of land, named at Creation to be the "Land Around Um." As the Periods passed, the area encompassed by the name was populated and subdivided. In the Now Period, Sakum includes the Nargan Desert, Zamokil, and the southern marshes.

Selvukko. Northern Land in Pamaltelan prehistory. When the world was made, Bandaku Mountain was in the north, and the lands around it were called Selvukko. It was where the outlaws lived, and from there many invasions and other bad things came. In general, Selvukko means "the bad places." It was destroyed by Pamalt.

Senmaru. The famous city of Tishamto, which sat upon the shore of the Blue Fire Sea.

Serartamal. One of the Pamaltelan Three Sky Witches, Ancestress of the Artmali, and a former blue moon goddess. After Kendamalar fell down and didn't get up, the Three Sky Witches appeared in the east and rose into the sky, each beginning its own passage overhead and beneath. Serartamal was called the Blue Moon, and her most famous child is Artmal. She aided the Artmali until the Chaos gods slew her and sent her to the land of the dead. She is the goddess of the Blue Streak, and may be recognized as a goddess of death by the Doraddi.

Serelazam. Sea Being, enemy of Thinokos, ancestor of other seas.

Serpent, Horned. See Amuron.

Seseine. Chaos goddess of seduction. She can take any form, and seeks to corrupt the Right Footpath. Her way is contrasted with the right uses of pleasure, desire, and sexuality.

Seseko the Firelord. Hero or deity who cleansed the corrupt city of Kalabar. He summoned Sikkanos, who armed him with the Breath of Holaralam to destroy the inhabitants.

Sevabos. The waters made by the First Torrent. It includes the later Dinisso and Serelazam Seas.

Sharzu. The Maslan name of Genjera. It is the mythical land of their ancestors, an idyllic paradise ruled by King Kanawa. See also Gendara, Genjera.

Shekdurba. "Vast Durba," the enemy land of Pamaltela. Another name for Durba, which see.

Sikasso. A Goddess of the Dead. May just be another name for Enjata Mo or Tadarida.

Sikkanos. Pamaltelan God of the Bad Wind, the deadly wind that blows off the Nargan Desert, bearing stinging dust into Tarien during Fire Season. It

occasionally blows out of the Nargan in other directions.

Siver. The Healer, one of the Esiti.

Slarge. Reptilian humanoid race of western Pamaltela. Their origin is unknown, though some say they are the mythical pelmre. They are only semi-intelligent, but have an elaborate and rich metal-working tradition.

Slorifi. The marsh in the west of Pamaltela.

Sky Witches, Three. The three planets that rose during the Artmali Period. See Chermata, Enjata Mo, Veldara.

Soli. Creator of Thinobutu. Soli was lonely where he sat upon a floating log, and cast a fishing line into the deep. He pulled up clouds, several pairs of sea birds, and finally Old Turtle Woman. Big Eel rose, too, and the two men had a singing contest that Soli won. He then sang Old Turtle Woman to become the verdant island of Thinobutu. Soli made men and women out of red earth, brown sand, gray earth, and black mud. Each man and woman made love to the others, and they became the ancestors of the Sixteen Families of Thinobutu. After that, Soli named Thakinda to be king and went away until Malukinda woke him and Erlanagga summoned him back.

Son of the Hawk. Hero of most Arbennan tribes. Son of the Hawk was a great dancer, singer, and traveler who did good deeds for everyone.

Spirit Plane, Spirit World. The realm of Amuron. The spirit plane is bad because things there not have bodies. It is cold and shapeless, a place where the disassociated spirits long for rebirth and manifestation. Amuron lives there. Spirits can now follow the Right Footpath and return to the world. Most, however, are malevolent spirits, diseases, and monsters.

Sshorg. Ocean to the east of Pamaltela.

Subvention Worship. A ceremony carried out each year by the people of Thinokos to aid the residents of the sunken city of Thinobutu.

Suralavu. A god who oppressed Thinobutu in the Demon Period.

Tadarida. Goddess of the Dead, associated by the God Learners with Ty Kora Tek. May be an alternate or outdated name for Enjata Mo.

Talja. First chieftain of the Agimori.

Tamakderu. Spirit of the Encircling Ocean, one of the Esiti.

Tanuku. Milk-producing antelope of Pamaltela, one of the Fiwan. The tanuku supports many people, and among them it is a manifestation of their Mother goddess.

Tarien. Western section of the Pamaltelan plains. Some people live here, but the land is relatively harsh and is inhabited by slarges.

Tenel. Artmali Period land of southeast Pamaltela. Tenel grew from the original colony of Enjalsu. Eventually, its people occupied the lands of Zamokil. Tenel was burnt to nothing by the Firefall.

Tentacule. Slavery God of Fonrit. Another name for Ompalam, or perhaps the god worshipped by Ompalam.

Thakinda. Legendary King of Thinobutu in the Demon Age. Thakinda is the Great Defender and the Clever Man, who defended his lands against waves of tsunami in the First Torrential War, oppressive and cruel gods, and finally evil monsters. Thakinda resisted the demons successfully, whereupon the First Migration departed. He was defeated in a second attack, and though occupied by enemies he sent off the Second Migration. Both failed, and to punish Thakinda's people, priests from Shekdurba came and began human sacrifice. Nonetheless, he sent many people away to freedom, and although most of them died in the attempts, others made settlements that thrive today.

Thinobutu. Mythic ancestral land of the Thinokos Peoples. Thinobutu was created by Soli, who left King Thakinda to rule it. It was occupied by demons until liberated by Malukinda and the Three Crewmen. It survived the Torrential Wars, and is still a peaceful bliss for the Thinokos Tradition.

Thinokos. A region in Fonrit. Thinokos is distinctive because its inhabitants are from a minor culture that was present before Garangordos arrived. The dominant peoples enslaved them, and often call them the "pale blues," trying to claim they are Artmali. However, they came from Ulrana and Thinobutu.

Thinokos Tradition. A minor shamanic tradition, in Fonrit. Practitioners must be descendants of the lost city of Ulrana. Its great spirits are Soli, the Three Crewmen, King Malukinda, King Thakinda, and Erlanagga, all of which see.

Three Crewmen, the. Founding heroes of the Thinokos Tradition. As a collective, they are invoked whenever a party sets out on a voyage across the sea or land; off to war or to a funeral; at marriages and births; as protection against gods and their worshippers, and as a charm against black magic or enemy magic. See also Belesta, Boroto, Great Boat, Inki.

Tishamto. Ancient Agimori civilization of the Artmali Period. It has an Early, Middle, and Decadent Phase. The Early Phase is its foundation and early peaceful years, often aiding the homeless Artmali peoples. The Middle Phase is the time of war against the Artmali Empire. The Decadent Phase comes after it is conquered by the Artmali.

Tolat. War God of the Sky, the Artmali name for the planet Shargash. In modern times, Tolat is worshipped primarily in Melib and Trowjang (the Amazon Island).

Tolat's Sword. Divine weapon of legend. Tolat fought against Bredjeg and was saved by Artmal, who received the god's sword as a prize for his help. The sword gained many victories for the Artmali. It was acquired by the Zaranistangi Loper People, and was instrumental in saving Sechkaul (far from Pamaltela) for King Dengbalu.

Torrential Wars. Thinokos name for the Floods. The First Torrential War⁵² was not successful, although it did extensive damage elsewhere. The Second Torrential

⁵² Equivalent to the Flood of the Early Storm Age.

War swept away most of its targets, but Thinobutu remained untouched.

Tondiji. God of the city of the same name, probably the most powerful city god in Glorantha. The whole city is his temple in this world and on the God World, and within its walls all other deities are subservient to him.

Ulрана. Ancestral land of the Thinokosians. Ulрана was settled by refugees from Thinobutu who followed Belesta. Ulрана was sunk by Dinisso.

Um. The Great Hill where the Old Gods live, one of the Enmal Mountains. Balumbasta raised it when he was born. It is the center of the Pamaltelan world, now far south of the Nargan Desert.

Umathela. A region on the northern coast of Pamaltela. Humans first inhabited it in the Dawn Age when some Waertagi scholars began an experiment to study human ways. They transplanted ten families of ten people each along the coast, each with exactly equal supplies; then stopped back each year.

Ura. Sea spirit worshipped in Maslo. It is the mate of Mera and the parent of the vast undersea life of the Maslo.

Uz. Trolls. They invaded from the north, led by Qualyorni. First defeated by Pamalt, they changed themselves to be better suited to the hot lands, and have since then been much more successful. See Muri.

Vadeli. A Malkioni race of the West. The Vadeli were a great people in Western myth who became corrupt and evil. They are now accused of every evil practice imaginable, including incest, human sacrifice, black magic and every other evil sorcery, shamanic practice, and divine worship, all truly.

Vangono. Pamaltelan Spirit of War. He is a recent addition to the family, a son of Balumbasta. He found the first spear, shield, and bow, and used them to destroy his enemies. He can breathe three kinds of fire and is terrible in battle.

Varama. Sun Spirit of the Now Period. After the Demon Period, Pamalt called Noruma to rekindle the ancient fires. Kendamalar was reborn, and was called Varama.

Vardavanad. Capital city of the Artmali Empire in the Artmali Period. Vardavanad grew in importance after Jarkaru defeated Desero. It was a port, on the blue Efto Sea.

Veagnali. Pamaltelan name for the World. When Creator made the world, he made Veagnali. It was afterwards divided into parts.

Veldang. Free Blue People of Zamokil, descendants of the Artmali. They still worship the Artmali gods and remember much of the legends of earlier times.

Veldara. Blue Moon Goddess, mother of Artmal. Veldara is the daughter of Enjata Mo and sister of Chermata. She rose after Kendamalar fell, when her mother made love in the Underworld with the dead god. She aided the Artmali until the Chaos gods slew her and sent her to the land of the dead. But she was relentless in her desire to rise to the sky again, so she tricked her guards and rose hidden into the sky world. She was atop it

when Vovisibor attacked, and she was the first of all beings to leap against it and help cause its explosion. She has, since then, risen on the outside of the Sky Dome. After she reaches Pole Star, she plummets to the center of Magasta's Pool as the Blue Streak. See also Serartamal.

Veldarahab. "Veldaratwo," the first city of the Artmali on the inner world. The goddess Afidisa led the migrants to the ruined Camp of Innocence, and though it had been abandoned and haunted before, Veldarahab grew quickly and the people were very happy.

Vovisibor. Demon God of Pamaltela. He was called by Bolongo but killed that tricky spirit and took over rule of the evils forces of the world. He sent them everywhere, then followed and corrupted everything during the Demon Period. He was destroyed by Pamalt, who organized the spirits (and even a couple of deities) to help him.

Vonsay. A type of tree found on the Pamaltelan plains, called "spear shaft."

White Shadow. Probably a name for death.

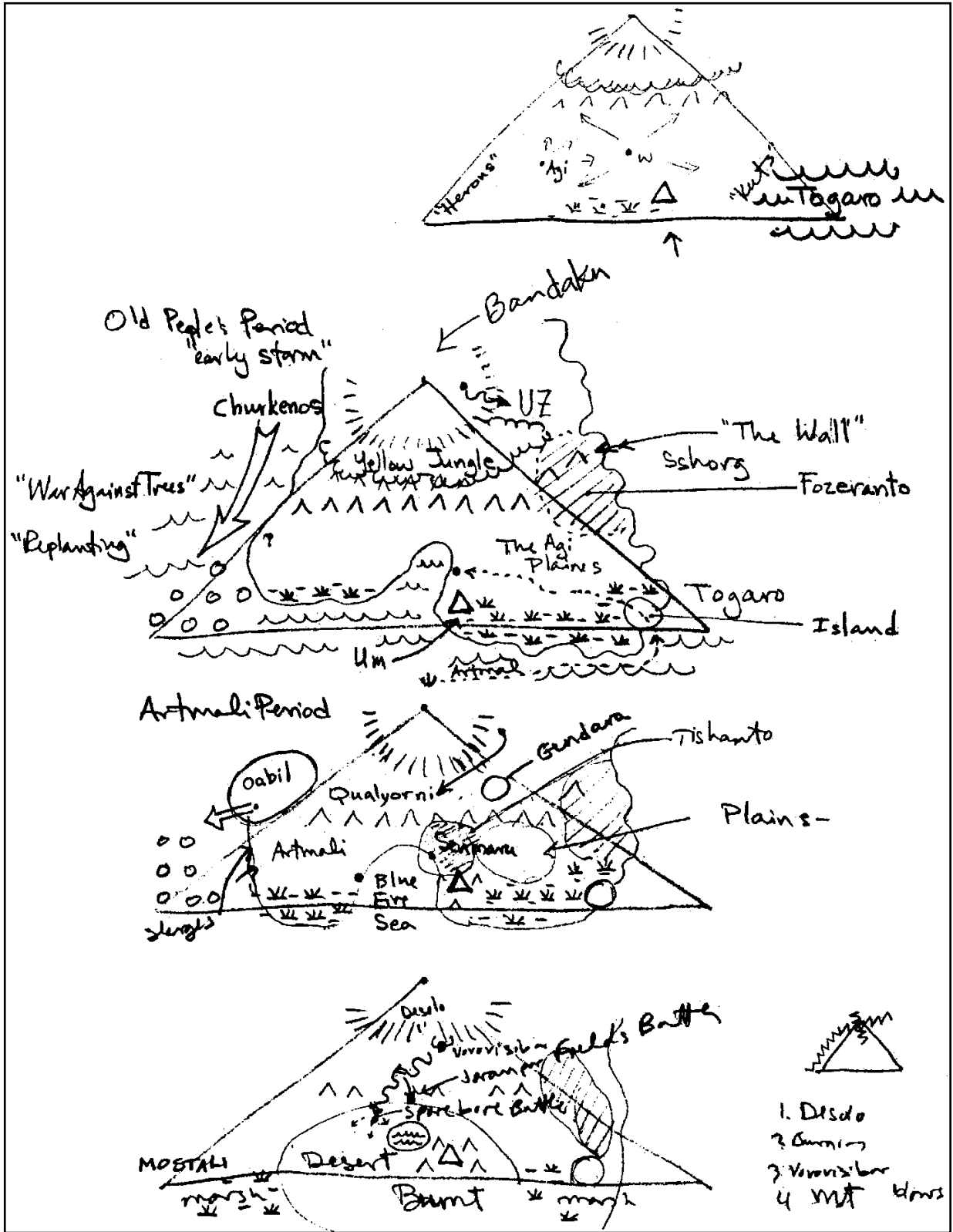
Yanmorla. Pamaltelan Grandmother, one of the Esiti. Often addressed as Grandmother Earth, she is actually much more. The Earth is her greatest physical manifestation, but every living thing has a "body of life," and Yanmorla is that body. She is the "physical self" without which life does not exist. It houses the spirit (called Cronisper) and the life force (Nyanka), and that united integration is Life. Life is better than death. Yanmorla is also the Keeper of All Wisdom. Together with Cronisper, Yanmorla is the All, which is a way of saying that integration of the body and spirit brings unity with the All.

Yeetai. First Emperor of the Artmali.

Zamokil. Land of southeastern Pamaltela. It was the larger region occupied by the Artmali peoples in the Artmali Period. Enjalsu and Tenel were in Zamokil, but were destroyed by the Firefall. Today it is inhabited by the Veldang, descendants of the Artmali.

Zaranistangi. An ancient tribe in Pamaltela that migrated northward. They are called the Loper People, because of the loping canter of the creatures they ride. Though ungainly in normal movement, the Lopers are capable of great leaps and, when ridden by their human kin, magical teleportation. They originated in Pamaltela, where their most famous king was Zemendarn, ally of Emperor Durpos. Later, they wandered north out of Pamaltelan history. Melib and Teshnos remember their passing. The God Learners of the Imperial Age claimed to have destroyed the last of them.

Zemendarn. Zaranistangi king of the Artmali Period. Zemendarn was an ally and close friend of Emperor Durpos of the Artmali. When Zemendarn save Durpos' life, the emperor gave his most precious weapon, Tolat's Sword, to his savior.



Above is a series of God Learner maps depicting Pamaltela during various eras. Note that they fit into the triangular form of the God Learner maps of the other quadrants, which thus form a square (the lozenge of Glorantha) when put together.

VITHELAN MYTHOLOGY

CYCLES OF THE UNIVERSE

THE CREATION CYCLE

- Durapdur
- Creation of the World
- Island and Mountain Contest
- Meksommali
- The Seven Worlds
- How Vith Pacified the Antigods
- The Gambling Contest of the Goddesses
- End of the Cycle: Dogsalu Creates Conflict

THE HIGH GODS CYCLE

- The Nine Houses
- Vith's Delights to His Wife, including How Ivaro Pool is Made, Togaro Sea is Made, and the Twin Mountains Story
- Sortum is Made
- End of the Cycle: The Keltari War

THE GODS CYCLE, EARLY

- Osdero's Early Reign
- Sarono Sea Created
- Sshorg's (First) Triumph

THE GODS CYCLE, MIDDLE

- Osdero's Midreign
- Duravan's Triumph, Dynasty of Gold
- Memb and Deselenro

THE GODS CYCLE, LATE

- The Antigods Revolt
- End of the Cycle

THE DEMIGODS CYCLE

THE HUMAN CYCLE

HIGH GODS, GODS, AND ANTIGODS

Several tribes of gods are recognized in the East. They are described briefly, starting with the most important, as judged by the normal inhabitants of these beautiful islands.

Most important are a person's home island deity, which would be one of the Million Small Gods of the East Isles. These million gods are called the Parondpara. Thousands of these island deities are quite insignificant, hardly more than petty demigods in the overall divine hierarchy, having a few hundred worshippers.

A tribe of higher gods, called the Parloth, oversees the world.

The gods oversee the world with indifference until they receive sacrifice. Once the proper prayers and offerings are

made, the Parloth lend their powers to actively affect the world. Thus, the Parondpara, or Small Gods, all sacrifice to these gods, and the mortal races have priests to call on them.

The gods, or Parloth, also have their own High Gods, the Avanparloth, the entities that created the world. It is mostly useless for humans, merfolk, or any of the mortal races to sacrifice to them.

The Adpara, or Anti-gods, are a ragtag collection of all the entities whose nature is to oppose the Parloth, the meditators, and the beneficent aspirations of the mortal races.

Finally, most powerful of all, are the great mystics. These are mortal beings who, through the meditative practice of Detachment, acquire inner strength that allows the greatest among them to defy any of the gods.

Here is an overview of those larger deities. These stories are widely known and told in one form or another by most of the people in the million East Isles. Thus, using their local names, most people acknowledge the same sky gods, mystical leaders, and so on. These stories provide the broadest framework within which the thousands of local tales exist, even though the deities named herein may be of no local consequence to the people.

THE AVANPARLOTH (HIGH GODS)

DURAPDUR – THE THREE MEASURES

Atrilith – the Great Self; a.k.a. “that which was first measured.” He makes the Great Sounds, First Beings; the Great Musicians; and the First Dancers.

THE FIRST DANCERS

Oorduren – Stillness, later the Meditator.

Majadan (Iste) – Father Goddess; the Desirer, the Mover.

Erdires (Yothernara) – Mother Goddess; the Desired, the Receiver.

THE SECOND DANCE AWAKENS

Vith – The Organizer, Father of Gods and Antigods.

Laraloori – Mother of the Gods.

Gebkeran – Mother of the Antigods.

THE THIRD DANCE AWAKENS

Korudel – God of Wisdom, Math, and Speech; Universal Architect.

Chaquandarath – Priest of the Gods.

Genderatha – Priestess of the Gods.

THE PARLOTH (GODS)

This is, of course, an incomplete list.

- **Govmeranen** – King of the Gods.
- **Karki**, Champion, Lord of Burning – War God.
- **Veldru** – the atmospheric god.
- **Maluraya** – the Sun God.
- **Yothbedta** – the Gardener.
- **Horandaru** – the Craftsman and Builder.
- **Avanoro** – Goddess of the Vast Sea, and its depths.
- **Prosandara** – Mother of (Land and Air) Animals.
- **Venperesha** – Goddess of Sea Animals.
- **Hensarava** – the Great Bowman, a war god.
- **Festatu** – Prisoner of the Dead.
- **Hotenessa** – who heals sickness.
- **Herevens** – God of the Mountains and Heights.
- **Enevar** – bearer of Victory.
- **Volendaru** – one of the Rich Twins, keeper of mineral wealth and money.
- **Laravenderain** – one of the Rich Twins, goddess of food and property.
- **Vanard** – the boy god.
- **Teleremo** – the sailing wind. A son of Veldru.

SACRIFICES

Most people worship their local deity as a way of life, and for special needs go to a temple or priest. If you want...

- more food, sacrifice to Venperesha.
- an illness to stop, sacrifice to Mairnali.
- the wind to calm or rise, sacrifice to Veldru.
- your house to be built nicely, sacrifice to Horandaru.
- your children to get well, sacrifice to Hotenessa.
- to win a fight, sacrifice to Karki.
- to win a battle, sacrifice to Hensarava.
- to win a war, sacrifice to Vith.
- your boat to sail faster, sacrifice to Teleremo.
- your boat to swim faster, sacrifice to Desu.
- to make your enemy's children ill, sacrifice to Fer Retheven.
- to seduce a woman, sacrifice to Iste.
- to win a faithful husband, sacrifice to Yothenara.
- many children, sacrifice to Erdires.
- many boy children, sacrifice to Majadan.
- more fish, sacrifice to Venperesha.
- the dead to stay dead, sacrifice to Festatu.
- to speak to the dead, sacrifice to Hesezjagu.

He who desires...

- Liberation should worship Atrilith.
- great pleasure should worship Yothenara.
- children should worship Erdires.

- wisdom should worship Korudel.
- wealth should worship Volendaru.
- virility should worship Majadan.
- food should worship Laravenderain.
- to rule well should worship Govmeranen.
- long life should worship Chaquandarath.
- great strength should worship Karki.
- beauty should worship Laraloori.
- victory should worship Enevar.
- treasure should worship Volendaru.
- lust should worship Iste.
- to be free of desires should worship Oorduren.

THE ADPARA (ANTI-GODS)

This is an incomplete list.

- **Dogsalu** – First Antigod King, draconic in form.
- **Keltari** – Second Antigod King.
- **Fer Retheven** – Queen of Sickness.
- **Bandan** – King of the Andins.
- **Arlu** – Queen of the Ereesteenes.
- **Adlanari** – God of the Dream World.
- **Chelen** – the Doubter.
- **Ezran** – the Defamer, the Evil One.
- **Hesezjagu** – Master of the Dead.
- **Essabaktu** – the High Priest.
- **Herespur** – the Destroyer.
- **Avanapdur** – Lord of Nightmares.
- **Herenath** – Priest of the Antigods.
- **Ombardaru** – Sheradpara of Low Priesthood.
- **Festanur** – Spirit Master Supreme.
- **Martalak** – Sorcerer Lord.

FAMILIES OF ANTIGODS

The five families of the Antigods are:

Sheradpara – The Noble Wrongs, who are as powerful as gods and pose a threat to the rule of the gods as well.

Andins – Vicious and foul entities that enjoy manifesting evil, demonic and rapacious spirits that prey upon the living. Their king is Bandan.

Ereesteenes – Hungry monsters and nightmare creatures, ruled by Arlu.

Iradgenderi – The Transitional Things, typically those that lead mortals astray by changing shape or appearing to fulfil their wishes. Also, beings native to the Dream World.¹

Ede – “The little ones,”² imps.

THE PARONDPARA (LOW GODS)

There are thousands of these entities, perhaps millions.

¹ Contrasts with the wishes of the gods, which are permanent.

² A.k.a., “toys,” throw-offs of earthly delights.

THE CYCLES OF THE WORLD

These are told in the order that they seem to have occurred, not according to their natural cycle of stories and myths.

MYTHIC AGES OF THE EAST

The world is very, very old. We divide it into Great Cycles, each of which is ten times ten ten times (ten billion) years, according to human reckoning.

Each Cycle is different from the others, and each is ended by a war. We know of three types of wars, of varying importance. First and most common are wars among men, which are of importance only to themselves. Second, and less common, are the wars among the gods, which affect large parts of the world. Sometimes these are momentous, even unto the gods being overthrown by the demons. Third are the cosmic wars, which turn the world and start a new measure of time.

Here are the Cosmic Ages.

First was the Cycle of Creation. In it the world was created and its denizens were born. People inhabited the world, and we have the stories about the Gamble Sea and the Ivaro River. It ended with the Dogsalu War, when that god kidnapped Yothernara, the High Gods saved her, and the High Gods begin their rule.

Second was the Cycle of the High Gods. In the High Gods Cycle came the Sshorg Sea and Sarono Sea. It ended with Keltari War, when Keltari, Bandan, and Sedsaru conquered the three worlds, but were defeated when Govmeranen meditated the solution. Afterwards, the Gods began their rule.

Third was the Cycle of the Gods. During this age occurred the Sages Rivalry, the Fall of Keetela, and the Helpless Death of the Kings. The age ended with the Oorsu Sara War. Oorsu Sara conquered the three worlds, and Mashunasan destroyed him without doing anything except maintaining his Detachment. Mashunasan refused to rule, and instead the demigods begin their rule.

Fourth was the Cycle of the Demigods. It ended with the Herespur War, who conquered Heaven and Earth (but not Underworld), then gave his powers to Avanapdur, whose powers were usurped by Thella as a method of enlightenment.

Fifth is the Cycle of Humans, whose age is ending now.

ANOTHER VIEW

By rearranging our perception of myth, it can take on a whole new meaning, as long as we are willing to give credence to the new ideas that make the rearrangement possible. We change nothing in the stories, expect the way we see them.

MASHUNASAN TELLS US

Mashunasan tells us that the stories and myths of the gods are not what they seem to be.

Mashunasan tells us that the gods and demons of the universe are only the collective reflections of the inner turmoil of people. Mashunasan tells us that if mortals calmed themselves this turmoil would cease, whether it be the annual typhoons or the predations of the shark pirates.

Mashunasan tells us that the stories and myths that people think are about gods are only about the inner lives of mortals. Mashunasan tells us that they are an allegory of consciousness.

Mashunasan tells us that myths of the world ages are only a person's recollection of his own state of consciousness. Mashunasan tells us that each of these is a hint about how a person can rid himself of delusion and find inner peace and detachment. Mashunasan tells us that an individual's state of consciousness can be determined by which method of liberation he is aware of and uses in daily life.

Mashunasan tells us that the World Ages are really about this:

The Cosmic Wars show the struggle between a person's base desires (arising from their physical self) and their higher self. Taken in reverse order, these trace the ascent of consciousness from that of a beast to beyond the gods.

The First Cycle is the Consciousness War. This is the story of how an individual with Universal Consciousness regains unity with the Primordial non-consciousness, and is the last stage in Detachment. When Dogsalu kidnaps Yothernara, it is the highest desire of the individual to be one with the highest consciousness. The High Gods are the Universal Laws of the cosmos, unchangeable and perfect, and Dogsalu becomes one of them.

The Second Cycle is the Perception/Awareness War. This is the story of how a being with World Consciousness regains unity with Universal Consciousness. When Keltari and Sedsaru conquer the three worlds, it is the desires and losses of life that overcome higher consciousness. The Gods are the helpers here, which are the powers of the world.

The Third Cycle is the Insight War. This is the story of how an entity with Group Consciousness regains unity with World Consciousness. When Oorsu Sara conquers the three worlds, it is submission of an individual to the realities of Death. Mashunasan destroys the ultimate demon, yet Mashunasan refuses to rule, and instead allows emanations take over.

Fourth is the Opinion War. This is the story of how Individual Consciousness regains unity with Group Consciousness. When Herespur conquers Heaven and Earth and Avanapdur takes over most of the world, it is the submission of one's self to illusions, unrealistic dreams, and insubstantial versions of truth.

WHAT MASHUNASAN SAYS

Now is the Realization War. We see about us many with Individual Consciousness who indulge happily in Partial Consciousness and willingly worship the Antigods, or practice perverted methods to exploit the power of meditation. Indulgence in this will bring suffering and help in the evil, no matter what you do.

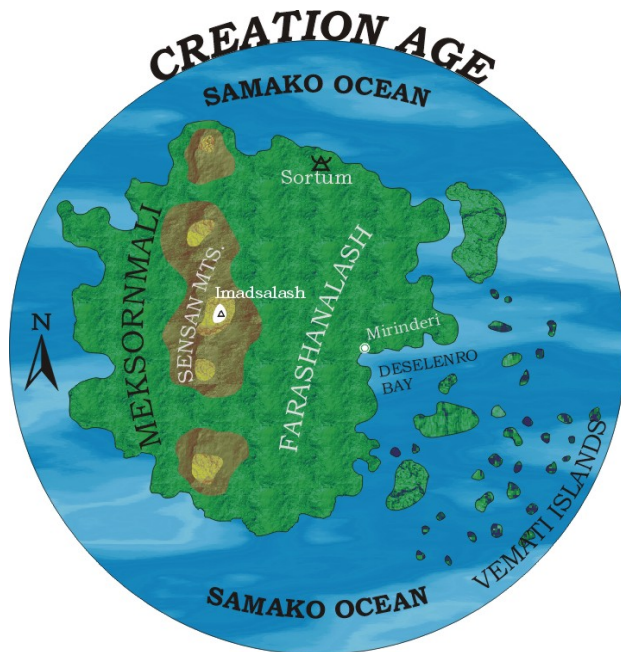
Seek the Masters who live among you, find the Guest while you are alive, and settle in the Serenity of Detachment.

THE CREATION CYCLE**DURAPDUR**

Durapdur is All. All begins with Durapdur. Durapdur began when he perceived the Three Measures of space, duration, and consciousness.

Durapdur then perceived a smaller version of himself within those measures. The smaller self was called Atrilith, the First Being.

Atrilith then applied his Being to the Measures, and in that way made the first of the other beings.

**THE CREATION OF THE WORLD**

Here is how the Avaparloth began, and how they made the world. Atrilith was the first movement. He is Creator. He was the First Being.

Atrilith made the Three Sounds, which were the Beings of the Measures. The three measures were the Being of Consciousness, the Being of Space, and the Being of Duration.

The First Being then moved among them. The Three Sounds then harmonized with each other. The Beings, innocent and unknowing, played like children. From their frolic and pleasure came the Cosmic Music. At first, they had no names or identities.

The Cosmic Music was at first simply the First Sounds in movement. Then among them came Atrilith, who made them into Beings who among themselves played and frolicked. The First Music became three new beings, who were named the Cosmic Musicians. At first, they had no names or identities.

As had happened before, when these three played with Atrilith then out from their delight came yet more wonderful beings. Out of the cosmic music came the Cosmic Dancers.

The Cosmic Dancers were Oorduren, Majadan, and Erdires.

The Dancers danced. As they moved, they made the world of the living (which was above), the world of the dead (which was below), and the world of life and death (in the center). Oorduren danced in the center of the world and was the first Master Sage. Majadan and Erdires worked together, each touching the other so that they experienced desire, pleasure, and fulfillment. Majadan and Erdires made the hills and rivers and stars and shadows, and everything that can be sensed and known, with their movement.

Majadan and Erdires were the first beings to experience sexual desire, and in their long relationship dance they expressed this in many ways. When they made love in a different way they created different races of beings. Their offspring from making love in the fields were the hoofed creatures, their offspring from making love in the rocks were the rock people, and their offspring from making love in the sacred center of the world was the human race. When they practiced non-physical sex, their children were the spirit race, when chanting prayers they bore the little Fenzath peoples, when amid the crashing waves they bore the merfolk, when among the clouds the birds, when in the sky the celestial people, and so on and so on.

Thus, they are the First Parents of all the mortal races of the world. They are also called the God and Goddess of Love, who were created from the experience. Thus Iste is the Desire, Yothernara the Desired.

Iste and Yothernara once went and danced for the Cosmic Musicians, who until then had only played music. The Musicians were so moved by the performance that they became the Second Dancers. In this way they discovered that they had names and were different from each other. They found that Vith was a god, and Laraloori and Gebkeran were goddesses. When the Second Dancers danced they too had sex, and many children. Vith was father of them all at first. The children of Vith and Laraloori are the benevolent Parloth tribe called gods, and the children of Vith and Gebkeran were the malevolent Adpara, called antigods. The gods and antigods each moved into their natural spheres and inhabited the world their parents had made.

One day the Cosmic Musicians went to their teachers, and they played their instruments for them. The Sounds were so pleased by the beautiful sounds that they turned and looked into the world, and thereby became Beings of the world. Korudel is now The Wise God, recognized as the Architect of the universe; while Chaquandarath is the priest of the High Gods and Genderatha is the priestess.

The Priest and Priestess taught their rites and ceremonies to the Parloth, who then copied these sacred ceremonies to suit their own particular powers and taught them to the mortal races.

Then Atrilith was done with his work, and he returned himself to Durapdur, which was far beyond the reach of all beings except for the High Gods.

ISLAND AND MOUNTAIN CONTEST

Or, How the First Islands were Made

Oro and Herevens were the first beings who looked at and were seen by each other. Oro and Herevens were the first beings who spoke and listened to each other. Oro and Herevens were the first beings who created each other.

As the ancient ceremony shows us, Oro said Herevens was tall and hard, breakable and dry, solid and conscious, cutting and giving.

As the ancient ceremony shows us, Herevens said that Oro was low and soft, flexible and wet, fluid and intuitive, fixing and taking.

After more of this the two became unmingled, and unable to remain in the same place any more. They pulled apart and each exhibited their characteristics.

Herevens collected in the west, manifest as a vast but limited range of mountains that was impassable to any but the High Gods. It was called Sensan, and its greatest peak was Imadsalash.³ The low places there were (collectively) called Sornmali⁴, and therein lived people.

Oro went to the east, and was manifest as the vast and limitless oceans, which were impassable to any but the High Gods. It was called Samako, and its deepest part was called Ferezed. The high places therein were (collectively) called Vemati.⁵

Still, there was a region in the center where these two continued to share their characteristics. This place was called Farashanalash.

MEKSORNMALI

Meksornmali means "beyond the Sornmali." Hundreds of lands existed in Sornmali, but three became greater than the others, and centers of the antigods. They were:

- **Square Land** – where people worship, in the north.
- **Half Circle Land** – where people practice sorcery, in the west.
- **Triangle Land** – where people are shamans, in the south.

THE SEVEN WORLDS

Or, How the First Islands were Made

Four deities decide to compare each other. They all go to the Korudel the Architect to study, then go home and build their own houses. Four Directions are Made:

- **East** – Vithalash.
- **West** – Heonarmalo.
- **North** – Deralo.
- **South** – Vatalemo.

Then, Above and Below are made, and finally, the Center.

Yothbedta made hers standing above the waters so that the incessant waves sang upon its shores, where Merfolk gathered to frolic. In the center of the island she raised a great open dwelling with tall pillars that she grew from the ground, and whose roof was translucent, with perches for the flocks of colorful birds that sang therein. It is called Farashanalash.

Hensarava made his on a hill side. From there he could see far afield, and from there he could send his darting arrows of secret knowledge anyplace in sight.

Veldru makes his of clouds, called Serensenalash, and is the place where *description.⁶

HOW VITH PACIFIED THE ANTIGODS

Vith, the Father of Gods and Antigods, lives in a simple cottage high in the celestial mountains. Now, in the modern Cycle, Vith has no great palace, and no vast armies of servants. He is waited upon by his two wives and his steed, and visited by only a few. But at first Vith lived with his whole family, all in one place. In that place, called Merenederi, or Place of Dance, all the gods and antigods mingled when they were young and unformed, like children.

When they learned their dance, which was their place in the newly created world, then they went forth out into the world and inhabited it. That way Veldru inhabited the airy realm, Maluraya the Sun, Oro the vast deep sea, and so on.

Herevens and Oro were the first children, brought forth in the fullest possible life from the body of Laraloori. The Mother of All held them to her breasts, and they were nurtured upon her cosmic milk. They, the first, are the strongest and most permanent of all the gods.

They made the earliest world, and learned their way in the same manner as a lord's entertainers. They were the Orchestra, the Singers, and the Dancers.

The children of Gebkeran often left the house before they learned how to play their instrument, dance in step with the others, or sometimes even before they learned the names of their own family! Others waited too long, because they learned too much, or wanted to learn a different step than the one they were born to. That was the main difference between the Gods and Antigods: the gods knew their places, and the antigods did not.

This was natural of course, and no one was upset by it. The gods were all servants of and for the great unchanging cosmic principles upon which all the world was made. They were the denizens of the cosmic mandates that are always true, except in the mystical realm. The antigods, however, resided in the changeable world that was nestled inside Time and Space and Consciousness, and so they were

³ Imad is another name for Herevens.

⁴ Which means "the many valleys."

⁵ "Islands."

⁶ It later serves as the model for Floating City.

always less comfortable than the gods, and always much more erratic and excitable.

Eventually, some of the antigods became united with themselves in the way that was eternal and appropriate to them. They were the Sheradpara. This is a story of how three Sheradpara obtained that noble status.

Vith was once assaulted by three great demons:

- **Martalak** – The Sorcerer.
- **Festanur** – The Shaman.
- **Ombardaru** – The Priest.

MARTALAK

Martalak was a child of Vith and Gebkeran. Martalak left the house early because he was given a great piece of knowledge, the secret of Reasoning. Martalak thought he was stealing it, and ran far away. He went to Heonarmalo and practiced with this great tool until he had used it in every possible way. He was so adroit that he had discerned and mastered the power of Ignorance as well.

One day Martalak determined to go home to Vith's house and show off the great knowledge he had acquired through use of the Reasoning powers he thought he had stolen. He calculated that he would dazzle Vith with knowledge, and then give him Ignorance, which seemed new.

Vith welcomed his wayward son home with great happiness and ceremony, calling for a feast and a celebration instead of being angry. Martalak was surprised, but figured that Vith had recognized his superiority. He dressed in fine clothing and went to the feast. There he drank too much wine, and got careless, and boasted incessantly of his virtues that Vith had recognized. Everyone was scandalized by this, and urged him to be quiet and more modest. Instead, he demanded that his father confirm these statements.

Vith refused, although he did compliment Martalak on his great knowledge. But it was no excuse, he said, for being offensive and antisocial.

Martalak, being short on training in understanding, was angry at this and he decided to prove himself at Vith's expense. Martalak drew forth Ignorance before anyone could act, and released it as a naked bird that flew towards Vith. It was abruptly transformed in mid-flight and dropped neatly into a dish, being just another course at the table of Vith.

Ignorance was that way accepted by Vith, and shown to be something minor and inferior to him, who has experienced Unknowing, which is the source of Experience. Vith overcomes Ignorance, for he is the source of experience.

At that Martalak felt slighted even more, and slunk away to sulk and brood mischief.

FESTANUR

Festanur was a son of Vith and Gebkeran. Festanur stayed at home for a while, and left with Spirit Power. He stayed at Vatalemo. After a long time Festanur determined to return

home to Vith's house and show off the great knowledge he'd acquired through use of the Spirit powers he thought he had stolen. He calculated that he would dazzle Vith with knowledge, and then give him Necromancy, which seemed new.

Vith welcomed his wayward son home with great happiness and ceremony, calling for a feast and a celebration instead of being angry. Festanur was surprised, but figured that Vith had recognized his superiority. He dressed in fine clothing and went to the feast. There he was too critical of the good, and got careless, and claimed incessantly that he could do better and that Vith had recognized this superiority. Everyone was scandalized by this, and urged him to be quiet and more modest. Instead, he demanded that his father confirm these statements.

Vith refused, although he did compliment Festanur on his great knowledge of Spiritism, Necromancy, and Elemental Control. But it was no excuse, he said, for being offensive and antisocial. Festanur, being short on training in understanding, was angry at this and decided to prove himself at Vith's expense. Festanur drew forth an entire horde of dead before anyone could act, and released them as a horde of skeletons that rushed towards Vith. They were abruptly tripped and fell, in mid-attack, and were swept up neatly and dropped into a deep dish of hot soup, and became just another course at the table of Vith.

Death and Undeath were that way accepted by Vith, and shown to be something minor and inferior to him, who has experienced Life and Death that are the source of Experience. Vith overcomes these, the primal powers of nature, for he is the source of experience.

At that Festanur felt frightened, and slunk away to sulk and brood mischief.

OMBARDARU

Ombardaru was a child of Vith and Gebkeran. Ombardaru left the house early because he was given a great piece of knowledge, the secret of Worship. Ombardaru stayed the right length of time, and got it as a gift. He went to Deralo and practiced with this great tool until he had used it in every possible way. He was so adroit that he had discerned and mastered the power of worshipping any god.

One day Ombardaru determined to return home to Vith's house and show off the great knowledge he had acquired through use of Worship. He calculated that he would dazzle Vith with knowledge, and then worship him, which seemed new.

Vith welcomed his wayward son home with great happiness and ceremony, calling for a feast and a celebration instead of being angry. Ombardaru was pleased, and believed that Vith had recognized his superiority. He dressed in fine clothing and went to the feast.

Ombardaru offered perfect sacrifices to the gods before the feast and at appropriate times during the entertainment, and every time it was perfect. Every deity gave to Ombardaru a special gift. At last he worshipped Vith, and then asked for a gift. But Vith had none to give.

Ombardaru was enraged! Ombardaru, being short on constancy, became angry at this, and he decided to prove

himself at Vith's expense. He drew forth his gifts from the deities there, and commanded all of them to harm Vith. All the deities made an effort to do so, but none of them came close. They, too, ended as dishes for Vith to eat from upon his table.

The way of the gods was that way accepted by Vith, and shown to be something minor and inferior to him, who at once is always sacrifice, sacrificer, and sacrificed to. Vith overcomes these, the primal actions of nature, for he is the source of experience.

At that Ombardaru felt frightened, and slunk away to sulk and brood mischief.

THE CHALLENGE OF THREE AGAINST ONE

Three great Antigods lived in Meksornmali. Their power naturally attracted others to follow their ways, and they were great leaders as well as founts of personal power.

Martalak, the Sorcerer, lived in Heonarmalo, in the west. Festanur, the Great Shaman, lived in Vatalemo, in the distant south. Ombardaru, the Priest, lived in the north in Deralo.

These three all got together one time, and together they so quickly defeated the mountain peoples that nearly the entire population was taken away in chains by the three commanders.

All three had been insulted or offended by Vith. After many promises, oaths, and swapping of hostages, sacred relics, and ancestral body parts, they made an agreement. They got together to confront Vith.

They worked together so well that no one could stop their approach. They met Vith in his own house. They had to greet him to be there at all, and when they did Vith asked them to introduce each other. This made them define each other, and once they began this they argued among themselves about who was what.

Once, Martalak stopped them all peacefully, and insisted they instead all define Vith. They tried, and two would agree, but the specialist would not. They could not decide either what or where Vith actually was, and so they lost sight of him altogether.

They were angry enough to destroy each other, but instead Festanur stopped everyone. He took out of them all their spirits of anger and fear and hatred and made them into a thing to hunt down Vith. The result was called, then, Hakka, and was so repulsive that they tried to banish it themselves. However, Hakka was too powerful for even these great antigods, and could have devoured them except that Vith returned and banished it.⁷

The Three, cleansed of their anger and mischief, saw Vith anew. They were ennobled by this, and saw with clarity the rules within which they must act. Of course, none of them could resist their nature, and they could not restrain themselves from doing what they had always done. They taught many others, who deliberately abused their great powers. But these three have served within Vith's realm without harm ever since, and are the teachers for their specialties.

⁷ It was the future Dogsalu.

The Ombardu do all the common sacrificial activities throughout the islands. They help in doctoring, in layering, in blessings for private affairs, and in purifications from 100 deities. They have a "low church," compared to the urban "high church" overseen by the High Gods. They have the simplest feats to promote worship, and occasionally get something surprising from a deity that favored them in the past.

Festanur's people are the necromancers, spirit speakers, medicine people, and controllers of elemental spirits.

Martalak's are sorcerers, alchemists, enchanters, and charm makers.⁸

THE GAMBLING CONTEST OF THE GODDESSES

Or, How the Islands Were Made

At first the High Gods parceled out the universe to its inhabitants by simply pointing to a secret of the world, whereupon the denizen took up residence there. Thus went the gods and mortals and antigods to their spheres.

However, the gods were not all dumb beings, and some of them happily continued the play of creation. Thus it was that one day two great and wonderful goddesses met.

First was Prosandara, who was the Goddess of Animals of the Above, which were mostly lizards and birds at this time. Prosandara was undecided about which type to make more of in those days. She looked forward to finding someone to help her decide.

Second was Venperesha, who is called the Goddess of Waters.⁹ She had already been making many sacks of her own life force, and shaping them into the thousands of types of fish in the great sea that endlessly circled the land of the world. She is the mother of all the life in the waters. She was actually bored with her job, after making thousands of fish, hundreds of turtles, and millions of jelly blobs.

"Let us play," said Prosandara to Venperesha.

"Yes. I have these carved bones," said Prosandara.

"Good. I have these cut cubes," said Venperesha. She inspected the carved bones and said, "These are beautiful pieces. Let us place them on the board and make their relationships determine our point of gambling."

"Your cut cubes are beautiful too," said Prosandara. "Let us throw them each time, and let their numbers determine our point of gambling."

"What stakes then?" asked Prosandara. "Since I chose to play, you choose the stakes."

"Let's play for living space," said Venperesha. All of mine is out there, and although I find utter delight in reciting the names of my millions of wormy descendants, I am bored and want to find a new place to make them. So I propose that we gamble for living space. When you win,

⁸ The significance of this story is that Vith proved himself superior to the other methods, but without confronting them. This is an illustration of the particular Mystical power that many eastern deities have against the other, apparently superior, magic systems. It is a Secret Dodge, which allows them to not be where the blow falls, causing the at-tacker to fall over himself.

⁹ This is a gross understatement of her powers, for she is the container of all the life force within the liquids of the world.

you can place a piece of land far out to sea in my realm, and when I win I can place a fine pool of water here in yours.”

“Agreed,” said Prosandara.

“Agreed,” they said. So they sat down, brushing away the plants, and drew a game board in the rock. They hid the pieces in their sack and drew out those to use in play, and each threw a pair of cubes to affect movement and dominance. People still play this game everywhere.

Every time Prosandara won, she set aside a pile of land to place into the sea. Each time Venperesha won, she gouged out a hollow and filled it with water. They made designs with their gouging and setting asides, and some of those were the first islands and rivers.

Later, when they were done, the goddesses went to the shore where the great Samako Current sweeps northward past the land. Venperesha experimented with how much earth to place in the current. Small bits washed quickly away, lost forever. Larger pinches moved around quickly, and Venperesha only had time to put a few creatures on those. Larger handfuls moved more slowly, and she was able to place more creatures on them. The largest pieces stood still, motionless in relation to the shore, and upon those Venperesha lavished her color and song.

“I am not bored now,” said Prosandara, “because you have helped me. I wish I could help you, too.”

“Oh, you have,” said Venperesha, “because I now know whether to make lizards or birds.” She swept the newly made lands, islands, and rivers and continued, “Flyers it shall certainly be. They sing better than most lizards, and they will be able to get from place to place when your places and mine mingle even more.”

“This is what it means to be in harmony,” she said.

MAROMONKOTRO

A.k.a Island of the Flute

The Young Dancer made our island. His name is Erabbamanth. He rose up out of the ocean, and his first steps made solid land, his next few made the island grow, and then hills and the mountain raised. He was lonely, so he made the first 18 helpers, and they danced too, so Erabbamanth was refreshed. He danced again, and made the rivers and rain and then the ocean to be salty. He was lonely again, and from those places he made the next 12 helpers. Then across the land and sea he danced, and he made the 24 helpers who are in plants, and also the 19 that are in animals, the 20 that are in the sky, and the 7 that live in our bodies. Erabbamanth then made the Necklace of 100 Helpers, so that he could summon them when he needed their help. He gave that necklace to his wife, who was the 9th helper, and she gave it to her son, the silver smith, who made copies for all of the island’s people.

Yes, sure we have heard about the Cosmic Dancers. Those worshippers come here all the time, and are always welcome. They dance well, but they don’t know our dances.

END OF THE CYCLE

DOGSALU CREATES CONFLICT

Or, How the Islands Were Made

One day, some minor deities entered into the Unknown Place, and therein encountered an Unknown Form. Their first reaction was of fear, and so it took that shape. Thusly formed, Dogsalu followed the fleeing godlings, and erupted among mortals. Dogsalu terrified every hero and army sent against it, and quickly the antigods saw a chance to plunder. The antigods rose up and raged madly across the world. When they at last came upon Dogsalu they called him the Terror Dragon.

Dogsalu sought out Yothenara, which everything and everyone desires. He tore the world apart to find her, gouging great canals into the earth and mounding up earth to make islands and peninsulas. After searching, everywhere Dogsalu at last found Yothenara and took her away, leaving behind his minions continue to conquer and destroy. However, Yothenara refused to desire Dogsalu, and in a huge rage he began to destroy everything that his demon armies had left.

Vith had watched the destruction and finally consulted with Oorduren. The sage told him to get the Singing Conch Shell. Vith then went to *place.¹⁰ At last, he had it.

Vith sat with the shell until he knew it, and in that way learned how to use it. Vith then went alone, with the shell, to the Underworld where the demons were celebrating their victory. When they saw the lone god approach they were filled with anger and contempt, hate and rage, and other evils and raised a huge bleating, screaming, shouting challenge. When the sounds reached Vith he simply caught them in the shell, and out of it came pleasing sounds whose smoothness and softness silenced every jabbering thing. When silenced thusly all the weak demons fled, crying in panic.

Dogsalu was no weak demon. When his own assistant gods fled he was alone with Vith. Dogsalu resisted the soothing secret sounds until the final song, which was no sound. Dogsalu heard No Sound, and in that moment the Singing Conch Shell opened Dogsalu to its Universal Consciousness. The Terror Dragon stopped, contemplating. Vith drew his sword and was about to destroy Dogsalu when Yothenara screamed, and begged Vith to spare him.

“Look,” said Yothenara, “Dogsalu’s nature has been changed from Other to the Universal by the Song of the Conch.” So Vith spared Dogsalu, who in return worshipped the High Gods. Dogsalu was rewarded by the love of Yothenara, which was so perfect that they each disappeared into the One Garden.

Three days later Yothenara give birth to a radiant child, whom she named Govmeranen. Govmeranen thanked his mother for the auspicious name, and then honored her with sacred songs. Three days after his birth Govmeranen received his traveling cord from his mother, and he departed from her to study with Oorduren.

At this time, Vith took the Great Throne, and the High Gods Cycle began.

¹⁰ In fact, all the High Gods cooperate here.

THE HIGH GODS CYCLE

THE NINE HOUSES

How the terrestrial "houses" of the High Gods were made.

This is an explanation of the temple layout, why the statues are where they are, and so on.

VITH'S DELIGHTS TO HIS WIFE

IVARO POOL IS MADE

At the start, when the gods were crossing the land with their footsteps, the whole realm of Govmeranen was a single mass of land. [This included all of what is now the East Isles, Vormain, Kahar's Sea, Kralorela, and the Togaro Ocean.]

One day Laraloori felt hot, so to please her Vith called a cool river to come to her aid. The water washed over the land to her, glad to be of service, and it was the first river. Vith and Laraloori bathed in it, giving it a great blessing thereby.

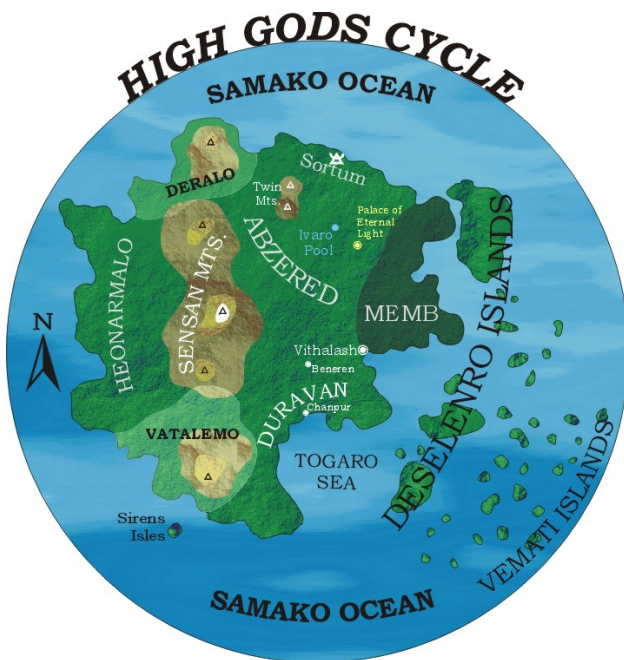
Ivaro was the name of that blessed river. She was considered to be a very beautiful goddess, and she was sought by many. She accepted Hangyath as her mate, because of his great lineage. Their son was Palachath, and their daughter was Harantara.

TOGARO SEA IS MADE

TWIN MOUNTAINS STORY

SORTUM IS REINFORCED

Sortum had been made by the leavings of Dogsalu.



END OF THE CYCLE: THE KELTARI WAR

Or, How the Islands Were Made

Vith ruled the earth for ten million years. During this time many wonderful events occurred. The Great Mountain

was made and the palaces of the High Gods were raised elegantly upon its slopes and top. The World Palaces were also built, where the younger race of gods and goddesses worked and played and occasionally fought; and the ancient nesting ground of the Keets were destroyed by Togaro, so that they had to move to many other lands.

Some gods never acted, but followed the practices of Oorduren. One of those was a powerful god named Govmeranen. He understood every word that Oorduren spoke, he sat still when he was to do so, and he learned to concentrate his mind to a single point. His progress was rapid, for he was the child of two great deities. Dogsalu, the former King of the Antigods, was his father, while his mother was Yothenara, Goddess of Desire.

Govmeranen was never interrupted in his studies with Oorduren, but when he went to the outside world he found perfection to be much more difficult to attain. Nonetheless, he persevered, and over many years learned to meditate diligently, yet still meet his worldly demands.

Many antigods came to visit with Govmeranen. Some came because they were kinfolk and desired his company. The greedy among them never returned, since all Govmeranen had to offer was words and fruit from his orchard. He found it more difficult when those who were genuinely affectionate visited him, but persevered. Others visited because they just wanted to see what he was doing, since meditation was not something that any antigods did in that time. But others came to tempt him away from the path of Detachment.

King Bandan was a cousin of Govmeranen, and used that as an excuse to visit. Bandan pretended to amuse his cousin, but in fact he wanted to trick him into becoming a subject.

Bandan brought sumptuous temptations, but no pleasantries interested the mystic at all. Nor would he play, work, or fight with Bandan. Out of frustration, Bandan used his powers and made everything inside Govmeranen's orchard into both light and shadow.

Govmeranen alone was unchanged, and Bandan was so frightened that he left without saying farewell. Bandan's fear spread among the antigods like a rich food, so they became hungrier and restless. Keltari came forth from Jakamath, the Adpara's capital city. The demon king was armed with ten new words, five unknown ideas, and a bow with which to shoot them. Taktari came with a thousand stone beings, Babadi brought a thousand metal beings, and Ezran summoned a thousand pestilential winds.

But Bandan was not foolish enough to depend on those armies alone. He made the Terrible Sacrifice, which is of living beings, and made Sedsaru come and obey him. He then made her invisible, and sent her to into the gods' own resplendent city of delight. It was so beautiful that she was almost tempted away from her mission, but in the end she stole only the Singing Conch Shell. She gave it, then, to Great Keltari, and went back to Bandan to beg for another chance to enter the gods' city in secret.

Keltari sent his armies out of three gates and into the world. Sshorg was the leader of one army, and his force overwhelmed their foes and devoured them, and took over

how to Integrate Atrilith by the Six Eyes and One Jewel. He said it was possible to be one with the world and subsequent practice would be one with Atrilith. He was called the Immense Master because his teaching encompassed everything.

Venfornt taught his magic to many, for in those days many people were seeking ways to reconnect with the bygone days when Vith had ruled. He taught anyone who asked, and scandalized many because these included women, petty deities, ghosts, antigods, and demons. At first they lived in one place with their master, at Vengajonni Island, but later they dispersed and went to their own lands with their Venfornt teachings. These, subsequently, have often formed their own particular practices.

When Venfornt was done teaching he entered into meditation and either expanded to become the whole world, or turned to dust that is in the air we breathe, or became the Mountain Imadsalash, or was sitting on it when he turned to stone.

MOVING VENFORNTISM

Sivoli and Kamboli were two famous students of Venfornt who introduced new methods to accomplish their Master's instructions. Both encouraged movement and engagement to activate and identify the Venfornt powers, though with radically different methods.

Both taught active engagement of the Venfornt sense to whet them and test them quickly, to meet the needs of a person with a normal life span. But Sivoli taught restraint from those temptations as a way to sharpen the Venfornt senses, while Kamboli taught indulgence, to ultimately enjoy and understand the physical desires. The Sivolic method, called the Whetstone, formed the basis for subsequent orthodox martial art traditions. The Kambolic method, called the Pillow, provided the essence of many subsequent sexual magics. Each sought to emblaze the Immense Self and achieve Venfornt Liberation.

THE AFFAIRS AT DUSK

In the early God Cycle the antigod Togaro vomited forth an army that conquered Duravan, and then a sea that drowned almost the whole land.

Queen Hrenseneso sought help against her foes, and she walked barefooted a hundred miles to seek Venfornt. When she got there, he had been gone for a century. After hearing her pitiful story, two monks, Sivoli and Kamboli, agreed to return to Beneren, her home, and teach what they could. Thus began the "Affair At Dusk," a story treated as tragedy and bawdy farce, but which also holds the roots of ancient knowledge.

Sivoli and Kamboli loathed each other, thinking each other a prude and a lewd. Sivoli had vowed to forswear all sex except once, after which he would quickly die, while Kamboli believed the Venfornt Way required frequent sexual intercourse. Kamboli spent the entire cycle seeking to have sex with the queen, who avoided him entirely with many clever and amusing traps and tricks. The warrior, meantime, served her and the Ministry and eagerly negotiated to arrange the trysts of great beings who sought

the beautiful queen's favors. Those famous love affairs are still remembered by many descendants today.

Alas for all, Queen Hrenseneso truly loved Sivoli the most, though he never knew it. She was unable to tell him, he unwilling to ask, even in his eldest dotage when he finally submitted to his urge.

QUEEN HRENSENESE

Long ago, when deities and mortals walked together, was the eternal garden called Farashanalash. In it lived a man called Dovarilor, who had fallen in love with a star. Though mocked by his friends, insulted by his neighbors, and abused by strangers, he prayed and sacrificed to the star for a hundred years. On the next sacrifice he was visited by Ombalavor, the Celestial Lover, who made a night, a day, and another night be a year for Dovarilor. When Ombalavor retired again to the sky she left behind a daughter, who was named Hrenseneso.

Hrenseneso was incarnated pleasure in the world. She was a delight to all who knew her, and many sought to live near her in the land called Beneren, noted for its many beautiful statues and luxurious living quarters, and where no one bought or sold anything, nor even traded, but gave away everything when asked. She was honored when great Govmeranen asked her to be one of the appointed rulers to oversee the world. He cited her wisdom, strength, harmony, and popularity as her virtues.

Among her subjects were the particular race called the Keets. They were a populous and creative in that era, and filled Duravan with their song and art. One day a delegation of their leaders came to Hrenseneso and complained of injustice. They showed her that their great sage Kerendak had been attacked by the sea god named Endaralath, and therefore, they said, their counterattack upon that deity was justified. However, the follow-up attack against the Keets was a terrible injustice, even worse than the first, and thus she had to go and correct it.

Hrenseneso was unconvinced, and went herself to speak to Endaralath. She found that the lands where the keets had lived were entirely under water now, and though many of them could swim, it was not inhabitable for most keets. At the beach she ordered the bullies of the sea to come forth to see her. They did, because she was the ruler, and for punishment she turned them into very small things, about the size of cats.

As soon as they left, their father Togaro turned them back into their old selves. "No one can be a greater shape changer than us," said Togaro, laughing.

Hrenseneso was infuriated, and uttered a curse to make it so her rules would not be broken again. She went then with her household to scold Endaralath again. However, the sea gods changed their shape to be a different water, and she could not recognize them. Angrier than before, she lay another command for them. "You Sons of Togaro, come to me now, and if not then may all the strength of the land haul you before the Justice Makers, without end until Justice is done." Then she returned home.

The sea gods considered it all to be play. They stayed in many strange shapes, laughing all the time at their thwarted

foes. After a while they decided to engage in a tug of strength against the land, and they began to call all the waters to help them. They resisted the pull of the command as long as possible, and with a great roaring laugh gave up and rolled over all the land between them and Hrensenseso. They drowned nearly all of Duravan, and left only sacred Beneren, surrounded by seas.

Queen Hrensenseso sought help against these foes, and went to her leader Govmeranen to get advice. He told her to meditate to contact the High Gods, but she was impatient and did not understand, so she got the priest Ombardaru to make a sacrifice for her. He did, and announced that the Cosmic Dancer said that only Venform, the Immense Sage, could help her. She walked barefooted for a hundred miles to the land of Churen where the sixth of the Huge Dynasty ruled. When she got there, she learned that Venform had been gone for a century, and was so stricken that she began to weep pitifully.

Two monks, Sivoli and Kamboli, each offered to return with her to Beneren, and to teach what they could to restore justice to her land. Hrensenseso could not decide which to invite, and so invited them both.

THE TWO VENFORMS

Though both were wise and liberated holy Venform, Sivoli and Kamboli loathed each other, each thinking the other to be a prude or a lewd. In common was their intense devotion to being united with the ultimate through personal integration into the world. However, Sivoli practiced integration of the world, while Kamboli practiced integration with it. In everyday terms, Sivoli had vowed to forswear all sex except once, after which he would quickly die, while Kamboli believed the Venformic Way required frequent sexual intercourse.

Kamboli taught the Pillow method of learning and strengthening the Venformic senses, which he called Six Selective Indulgences. These provided the source for many subsequent sexual cults, erotic and courtesan arts, so that most people today first consider Kambolic to mean sexual, and do not even imagine the powerful magic that lies at the core of the practice. Today we find Kambolic practices degenerated to be hedonistic orgies without redeeming spiritual objectives, without objective beyond self-indulgence. The danger in this is that such careless indulgence often slides into antigod territory, with conjured lovers being summoned, and among them come conquering demons. Of course, in Kamboli's lifetime no such dangers were possible, because of his presence and great power.

Kamboli's own sacred place in Beneren was called Zon Tonian, or Limitless Pleasures House. There was spawned a merman race, a dozen founders of dynasties, and the Strong Spear Army. To believe the Kambolists, all of humanity was afterwards descendant from Kamboli himself. Indeed, every person who claimed to be his son or daughter was acknowledged by the Master. Of all the steamy atmospheres, the one about Kamboli was the most lusty, from which magical power was taken for Kambolic magic.

Nonetheless, Kamboli grew continually more unhappy during his long life, for he increasingly felt unfulfilled. "My

Iste has no Yothenara," he would say, "Thus am I urged ever onward by Desire to form the perfect Union." And thus, through the entire Gods Cycle, he sought to have sex with the Queen Hrensenseso, who avoided him entirely with many clever and amusing traps and tricks.

Ombalavor, the Celestial Lover, was named to be the way for ordinary people to worship, though other stars were always included too. The people often bore children with or by star people afterwards, and one group formed the Great Dancers of the Beautiful Dynasty times.

Sivoli the Striker, meantime, taught the Sivolic Disciplines. Sivoli taught the Whetstone method of learning and strengthening the Venformic senses, which he called the Six Selective Disciplines. These disciplines developed the normally latent Venformic Organs through successive temptations and denials to make them grow magically stronger. Sivolic Practices are often called "disciplinary and health practices," and good health is required to properly work his Venformic magic. Sivoli's meditation allowed the acquisition of Venformic energies, and also taught how to then project that energy in six different ways. This formed the basis for the earliest unarmed martial arts.

The Sivolic system acknowledged and anticipated failure by its members, and consciously incorporated this "spiritual backsliding" into a socially responsible organization, called the Strikers of Chains. Afterwards, when mortals became less than gods, most settled to master a single portion of Venform's required disciplines. Today we know the Star Seers as one group of them, and the Pure Hand School as another. Others are far more "debased" from the perfection that the Immense Master taught, but by Venformic philosophy even these offer a new pathway towards Venformic integration.

Sivoli's life was spent serving Queen Hrensenseso and working to preserve Govmeranen's Ministry. He performed great tasks and led masses of beings to perform others. Thus, the Waterwalls were built, being great dams that first held back the waters from Beneren, and then later reclaimed more. They did that by building a wall and isolating a region, then causing the enclosed water to evaporate and die. The keet hero Nekwelkakil led a similar action, but without the walls. He performed the Sitting Beach Remaking magic and created New Keetela, where his descendants lived for one hundred generations.

Sivoli also obediently arranged many famous trysts, which form the love stories of the "Affairs At Dawn." He aided many of the great beings who went to Beneren and sought the beautiful queen's favors. Those famous love affairs are remembered today. Tuan Anglou was a son of the Last Huge who gave his birthright to Sivoli for a night with the Queen. Sivoli gave it to the daughter born thereby, who was the first Queen of the Beautiful Dynasty of Churen.

One of his greatest satisfactions was when Sivoli helped his Queen to meet and beguile Savrunian, the Lord of the Walled Lake north of Beneren. From this union came the Masters of Water Lords, but more importantly this made peace with the waters for Duravan, so Queen Hrensenseso was at peace once again with Govmeranen's Justice.

Similar triumphs of the queen produced the Tern Sages of Deselenro, especially Ern Garnoun, the greatest hero of Memb's Emerald Ring Dynasty and the leader of the Five Defender Heroes.

THE FIVE DEFENDER HEROES

The Five Defender Heroes were a band of Sivolic warrior sages who drove back the Endaralath Sea and restored Duravan to Govmeranen's Justice. They were:

- **Ern Garnoun** – was the leader, called the Head Striker.
- **Nekwelkakil Redhead** – led his followers to reclaim a huge tract of land without any fighting or successful opposition. He considered this to be final retribution and justice for the legendary assault on great sage Kerendak many centuries earlier.
- **Faralsta Noun** – the Water Breather, who inhaled entire lakes for practice, and then even went under the oceans and frightened even the gods to flee from there.
- **Sudanar Marnoun** – the Lord of Veldru, who acquired the personal service of that mighty god who had offended the High God Vith, and so earned such lowly servitude. Sudanar Marnoun didn't abuse his charge, and set the proper ways for worshipping the gods.
- **Sori Marnoun** – the Lord of the Shade, who protected everyone from the powers of the dead that the sea gods commonly brought forth. When the drowned legions slogged ashore, they were met by empty spirits so that each cancelled the other with a negative double magic.

Sivoli participated only as advisor and elderly sage from his monastery, but is often considered to be the Sixth Defender Hero, and he speaks mysteriously of the Great Seventh, the Immense Defender, as well.

Against the friends, worshippers, and family of Endaralath, the Five Defender Heroes and their many followers drove the seas back. Old Duravan was often called Serestes Tau after that, meaning "Resting and Pleasure Lands."

THE END

Alas for all, Queen Hrenseneso truly loved Sivoli the most, though he never knew it. She was unable to tell him and he unwilling to ask, even when he finally submitted to his final urge and had sex. The queen was personally devastated when she was not asked to be his mate, for he properly chose the Mother of Erdires. During his only intercourse, Sivoli disintegrated entirely and became one with Cosmic Love.

It was this disappointment that brought the downfall of Serestes Tau. The Queen never understood the lesson of her life, and with her weakness came the darkness of the antigods to her land. Thus later, when Endaralath turned his revenge into Sshorg, she was not ready. The Sivolic

Defenders had grown weak, seduced say many by their neighbors of Kambolic inclinations. Others see the downfall to be the revenge or triumph of the Oguangites, an antigod Venfornic practice that practices liberating meditations to certain points, at which it encourages the practitioners to voluntarily break the practice and acquire a certain type of mystical feat. Another understanding is that the old worship of Veldru had no magic to combat the priests of the new races of the ludoch and ysabbau. For these reasons, and probably others as well, the great antigod Sshorg overwhelmed all opposition and gained himself his great seabed.

Queen Hrenseneso was entirely engulfed by the seas, devoured by Sshorg and his minions. Most of the people of her land were drowned, their corpses and houses serving as a feast for the mertribes. Her memory is preserved in Forng, with their sad love songs, and by the keets, who remember her with fondness and glum pleasure.

The keets escaped the seas invasion once again. They were led away over the wave tops by Great Eral, whose cleverness let them outdistance the pursuit by the gods Bezarngay and Diendimos, aided by the ludoch. Pursuit stopped only at the isle of Sesre, as is well known. They settled among the East Isles, and are the ancestors of most of the keets of the north.

SIVOLI

Sivoli was a student of Venforn, and the famous originator of the Sivolic Practices. He taught the Six Selective Disciplines, the Sivolic Disciplines. These all encouraged development of only a portion of Venforn's required disciplines, and though "debased" from the perfection that the Immense Master taught, nonetheless offered a new pathway towards perfection that had not been known before.

At Beneren was formed the Sivolic Monastery, and from it came the Five Defender Heroes, who drove King Endaralath back, and liberated Duravan from the antigods. In this they were aided by Enevar, for each of the five were perfected masters. All five founded their own traditions.

OSDERO'S EARLY REIGN

HARANTARA'S GREAT SEARCH, SARONO SEA IS MADE

Everyone knows how Kratapol, a strong demon among the antigods, kidnapped Palachath and how Harantara sought after him wearing clothing made of thorns and a hat of burrs. And how Ivaro at last came to her daughter's call with all her watery brothers, and drowned the kidnapper Kratapol.¹³

Sarono, who was Ivaro's greatest brother, remained behind and extracted tribute from the beings on all sides. He was afterwards called the Duke of the Deep.¹⁴

¹³ They flowed in from the north.

¹⁴ This is when the Sarono Sea was made that sat between modern Vormain and Kralorela. They were still connected by the land of Abzered, which was on the south side of the sea. Further south was the Sshorg.

SSHORG'S (FIRST) TRIUMPH**MIDDLE GODS CYCLE****OSDERO'S MID-REIGN**

Makes judgement concerning Saronu, who agrees to withdraw its borders (and become an inland sea).

Other cases of wisdom and sagacity.

ONE GREAT MEMB AND DESELENRO THE MANY

Compare and contrast: Exalted Memb and Myriad Deselenro. Memb has the Emerald Ring Dynasty.

Contemporaneous Churen's Beautiful Dynasty is not a government, but a admiration.

DURAVAN'S TRIUMPH, DYNASTY OF GOLD SSHORG AND HIS ALLIES ARE DRIVEN BACK

Queen Hrensensu appeals to Vith for help, and is sent to the gods, many of whom agree to help her if she raises temples to them. Which she does. (See also "The Affairs at Dusk," pg. 61)

HOW THE MERFOLK WERE BEGOTTEN

Govmeranen named leaders to oversee parts of his realm, and Mashunasan (?) blessed them. This divided Vithela into portions, so that the realm was divided into these regions:

- **Abzered** – in the north, ruled by Wise Osdero. His uncle Saronu was a great inland sea there.
- **Vithela** – in the center, ruled by Sturdy Meranenero.
- **Duravan** – in the south, ruled by Queen Hrensensu.



In the west were the great Western Mountains, atop the highest of which lived the Sheradpara, or High Antigods. To the east, north, and south lay Samako, the Endless Sea.

One day King Endaralath, the son of Deep Manthi, was sacrificing at the edge of the ocean, where he lived. In his dancing he stumbled right over the sage Kerendak, whose concentration was barely interrupted.

"May your movements be more light," said the sage, to bless the dancer, and returned to meditate. Endaralath finished his dance, with great difficulty, and then returned to the sea.

Endaralath was distressed when he tried to dive to his deep home. He could not get deep at all, and was unable to approach even his own secret home.

"Who has done this to you?" demanded his sons. "Let us go and amend this!"

"It was the wise one of the keets," said Endaralath, "Kerendak."

"We'll convince him to take this curse off of you," they said, and went to do so.

Endaralath had five sons, all of them big and powerful and eager to assert themselves. They found Kerendak meditating, and immediately began to buffet him about, demanding that the curse be lifted. Before the sage could even figure out what they were doing, they wounded him deeply and, invoking Sapana, took all his blood and left him.

Kerendak was very powerful; he was not killed, and returned to his meditation, even though it was much more difficult. He was there for some time before his cousins, Ezrel and Elam, found him. They saw immediately what had occurred, and they could tell what had happened. They did not need to talk to the mystic to see that he had been beaten. Ezrel and Elam went back to their nesting sites and told everyone what had occurred. They got everyone angry and excited about it, and without much discussion a party went off to hurt Endaralath's family in return.

That is how the war started.

Endaralath got his father-in-law, Togaro, to help. Togaro came, with all his family as a great tidal wave that gouged away the earth where the keets had nested, the nests and the earth itself, sweeping it all away out to sea. In the end, he occupied the space where the land had been.

The keets went to Govmeranen's appointee, Queen Hrensensu. She ordered the bullies to come, and turned them into the size of cats. However, their father turned them back. Hrensensu was infuriated, uttering a curse so that her rules would not be broken again, and went with her household to scold Endaralath. However, he and his household changed their shapes to different waters, and she could not find them. So she laid a command for them to come to her when ordered, and went home. The sea gods stayed in strange shapes and played a while, laughing all the time at their thwarted foes.

However, they eventually changed back, and decided to engage in a contest of strength, resisting the pull of the command as long as possible. When they did go, they not

only obeyed, but used the compulsion to come faster. They washed overland and drowned the sacred city.¹⁵

However, the gods came and they drive the sea back, taking prisoners as they did. The sea did not recede completely, however, and Sshorg now has a sea bed as well, filling in between Vithela and Teleos (which is a foothill of the Spike).

This is when Gornaloth, the ysabbau ancestor, and Diendimos, the ludoch ancestor, were taken prisoner or hostage. After many years they were sent back home, with their children who could live only in the sea.

These were the first merfolk.

THE WAR BETWEEN KEETS AND LUDOCH

A war starts over a quarrel between keet leaders and Endaralath again. Endaralath does not wait, but summons his relatives and assaults the land, this time creating the Sshorg Sea.

Keet leaders kill someone, and are pursued by the seas, especially Bezarngay. Sshorg leaves a section of land behind called Fozeranto, which had been formerly ruled by Queen Hrensenseno, on the northeastern portion of Pamaltela. This becomes the Southern Stronghold of the antigods.

KEET MIGRATION EPIC

Keets were one of many feathered races that thrived in Govmeranen's Peace, and one of the few surviving in modern times. For bad reasons they quarreled with Togaro, who flooded their lands. They migrated to Duravan, resettling and making a fine home for themselves until attacked by Sshorg. They sacrificed to Veldru, and drove the seas back. However, Endaralath raised troubles and gave Sshorg the first army of ludoch and ysabbau. They overwhelmed all opposition, gaining Sshorg at last his great sea bed. The keets escaped, led by Great Eral, pursued by Bezarngay, Diendimos, and the ludoch, until the foes were halted at Sesre. They settled among the East Isles, but afterwards suffered even more when they lost their power to fly. This happened when they were followers of Avanapdur, either through wisdom, foolishness, or accident, depending upon the beliefs of the modern keets.

LATE GODS CYCLE HOW KAHAR BECAME A SEA GOD

Or, How the Islands Were Made

Or, Wise Osdero and Patient Kahar

Abzered was ruled by Osdero, who was the son of Harantara and her lover, Angen the Green. Osdero was a wise and benevolent ruler, who had many great temples raised and fed every beggar who came to any of his one thousand doors. Because of his goodness, the antigods plotted to test him and, if possible, bring him as low tomorrow as he was held to be high today.

At that time a great warrior came to the land. He was a barbarian, speaking in blusters and knowing nothing of

manners or ceremony. Yet he meant no harm, even though he was agitated, so he was invited in for dinner.

Osdero had many wise men at his court, and one of them knew the language of the stranger. He explained that the warrior from was the west, where everyone is more ignorant than in the east. His name was Kahar, and he had come to court the love of she whom he desired above all else. He came as she had asked him to come, yet he was ambushed by her uncles and would have been killed if he hadn't been such a great warrior. Now her father refused to release her to him, who was rightful and deserving of her hand in marriage.

Osdero agreed to help the stranger to make peace with his attackers and to fulfil his matrimonial wishes. The task was not easy, however, for the woman was none other than Harantara, who was considered by her tribe to be one of their jewels, a treasure without measure. Furthermore, her family loathed the family of Kahar, and had maintained a fiendish feud against them for generations. Osdero was unable to sway the opinions of the Duke of the Deep, and so sent Kahar to Mashunasan to study until the girl was available.

Kahar did not stay in that school. He could not even sit still, never mind meditate for eternity. Yet even in that short moment Mashunasan taught him that there was an alternative to his incessant motion and agitation. Certainly he found it inadequate, but it existed. So what, he said as he left.¹⁶

At last Kahar sacrificed to Veldru, the protective breath of Vith, and set off in full battle gear with Veldru's wind warriors.¹⁷ He smashed his way through the defenders, splashing them right and left, until he found Harantara.

She refused him, demanding that he be more civilized and learn her ways before he take her away. Kahar helped her sort out the waters again, and the Duke of the Deep and his court returned.

¹⁶ "So what" is a departing mantra in the Mashunasan stories, repeated by nearly all those who depart most quickly from his presence.

¹⁷ Demigods.

¹⁵ And kept going, too. This is the Great Flood period.



Kahar left to meditate and study, and upon the advice of Osdero undertook the study of the Perfect Stillness. This does not attempt to attain the ultimate reality that Mashunasan practices, but only to make oneself perfect for the task of living right and well with all the universe. He practiced the mystical way, and had a bunch of fabulous temptations that failed to lure him from his goal. At last, he achieved the goal and was blessed by [Atrilith].

Kahar went to the palace of the Duke of the Deep, and the warriors were unable to attack him, even though some tried. His power was such that they were made helpless. His manners and language were perfect for the court, he parried each cruel comment with a clever quote from the sages, and in every way presented himself properly to receive his wife.

Harantara agreed, and departed from the court with her betrothed.

The Duke sent for help. His brothers immediately prepared their forces for battle and sent messages that they would come. They reminded the Duke that they are not bound by the same laws as he is.

Osdero intervened, demanding that he be allowed to negotiate between all parties. Kahar and Harantara agreed, and assembled at the palace. But the two cousins of the duke, Seluro and Sedeni, could not be restrained, and they marched with great armies. They summoned floods from north and south that roared in and drowned everyone. Abzered was sunk.

Osdero saw the great floods approaching, and was unable to halt them. His courtiers pleaded for him to at least save himself, and so he turned himself into his phoenix form and flew up into the air as the two great tidal waves met, crashing together upon his palace. The rapacious invaders rose upward into the sky, a god-sized waterspout. They captured Osdero and extinguished his fires, plucking the feathers from his body and dragging his corpse down into the deep seas.

Duke Saronu, the native sea god, was utterly horrified that his kin had so violated his lord's laws and his own requests. Saronu had sworn to uphold Osdero, and he knew that his oath was more important than his kinship. The destructive success of his kinsfolk sickened him, even as they exulted in sinking the land, loving the food it gave them. But the Duke could not bear them anymore, and so when everything was underwater he helped Kahar and Harantara escape.

Saronu helped Kahar and Harantara swim to the Island of Virtue, where the Duke apologized and made sacrifices to his dead lord. The corpse of Osdero rose and was properly burned then, and before the smoking pyre Saronu abdicated his rule and left all his power to Kahar and Harantara. This couple, now divine, used their aquatic powers to first create a great concealing cloak that protected them, and then to rob the invading seas of much of their food.

Their creation took its form from the roiling smoke that billowed off of the pyre of Osdero. It became Talantara, the great dense fog that rises off the water at all times. Whenever the wind is still enough, the fog collects upon the surface of the water so thickly that the other children of Kahar and Harantara can swim in it.

Kahar and Harantara had other children, too, and they were the first of the mortal race called zabdamar. They were instrumental in helping Kahar to achieve his revenge upon the killers of Osdero.

THE ANTIGODS REVOLT

List of several revolts that constitute the end of the cycle:

- Destruction of Abzered.
- Reign of Shavaya (?).
- Breakup of Churen.

END OF THE GODS CYCLE: OORSU SARA

Or, How the Islands were Made

Govermanen ruled over the whole world of mortals during the Reign of Peace. During this marvelous time mortals and deities were sometimes together. In that time, Oorduren himself taught mortals how to meditate. They had to work out the details themselves, of course, since they weren't gods.

Oorduren went from place to place, leaving behind his students to continue their work. One time when he moved he left behind three men, all of who were his best students and well upon their way to fulfilling the meditative ideal of self-liberation.

As always, immediately upon the departure of Oorduren there appeared Chelen, the Doubter, who pestered everyone present. Only three men were unmoved, but all the others began to clamor for their attention, asking how they ought to be meditating.

Nenduren said his method was Stillness, and its object was to find Atrilith, the Great Self.

Larn Hasamador said he sought Nothing, and his method was Immotion.

Mashunasan said his method was Unrealization, neither seeking nor not seeking Durapdur, or Being/Notbeing, the Great Mystery.

Thus began the Sage Rivalry. It was only one of many great events of the Reign of Peace.

The happiness of Govmeranen's Reign of Peace enraged the Anti-gods, who plotted once again to destroy their enemies. Evil Ezran got some of Bandan's poison blood and used it to impregnate Queen Arlu, who was fed poison and molten metals while she bred. The birth was calculated for an evil time, and the mother was prevented from giving birth until then, so that the child would be bitter and strong. The child was named Oorsu Sara, and his powers let him find anything that was hidden, overcome anyone in combat, and turn anyone's fear into blind panic.

Oorsu Sara first went to the demon king Bandan, who leapt off his throne and gave it to the invader, then sacrificed to Oorsu Sara as a god. Then Oorsu Sara picked a fight with Keltari, who valiantly resisted but was conquered, and had his limbs twisted permanently.

Oorsu Sara then summoned all the hosts of the demons and anti-gods, who looked forward to again conquering the world. However, he ordered them instead to use all their powers to seek and destroy only Oorduren, who had previously defeated the demons with his virtue and mystic wisdom.

The corrupt creatures overran the world to find the mystic, but Oorduren hid himself cleverly, avoiding all. So Oorsu Sara used his magical power to find the god, who then used his most subtle mystic's powers, so that even Oorsu Sara could not find him. However, neither could any of the gods, and the mystic's power was lost to them.

Oorsu Sara then invaded the earth and defeated Govmeranen, ending the Reign of Peace. He ordered Herenath, the Priest of the Anti-gods, to sacrifice to the High Gods. When this strengthened them the less clever grew frightened, which Oorsu turned into blind panic. When the weak had run away and been captured, the demon army marched into the sky and defeated the gods, too.

Thus Oorsu Sara conquered the world. However, he had not overcome everyone in it. He heard about some men who were reported to be hiding, and he went to where they were. He destroyed many temples and hermitages, and at last came to where Nenduren waited. Nenduren's unshakable calmness quieted the demon god, dampening his powers despite himself. Oorsu Sara was so humbled that he dismissed his army and became the student of Nenduren, to learn the secrets of Stillness.

At this Nenduren smiled smugly, for this was proof of his superior meditation, and so he became known as the Peacemaker. His benevolence and power gave peace and plenty for the whole of Nenduren's Age, said to be "a million generations long."

Oorsu Sara studied with Nenduren. He performed the most severe austerities to purify and strengthen himself, and no discipline was too difficult for him if it helped him draw

closer to the Great Self. He became so strong and pure that at last he truly obtained the presence of Atrilith. When Oorsu Sara viewed the Face of Silence he seized it and put upon himself, whereupon it became the Face of Cacophony. Thus he failed in his great meditation.

Oorsu Sara went first to the Palace of the Gods. He seized every sacred thing and bent or defiled it, and he seized the sky god and threw him to the ground. Then he went to the temple of his master, Nenduren, whose presence once again absorbed the terrible powers, but was not enough to encompass the Face of Atrilith. Nenduren was utterly destroyed.

The gods were shocked by this, and they assembled to oppose Oorsu Sara. The demon summoned his own army of antigods, demons, and monsters once again. When these two great forces met the whole world shocked, and it was broken so badly that the earth fell and the seas rushed in, making the one land into the million lands. The sky fell when the sky god was dismembered, the air burst into fire when the fire god was disemboweled, and so on. Oorsu Sara smashed the winter palace of the gods, sundering the islands forever.

Only one place was unmoved. It was the hillside where Mashunasan sat. As soon as Oorsu Sara saw this he rushed right at it, faster than thought, but never reached the hillside. Oorsu Sara moved outside of time and faster than dimensions, but never reached that lotus pond.

Jerema Madoon, the Great Protector, leapt from Mashunasan's brow before Oorsu Sara ever reached the place, and the masked anti-god was smashed by the god's Liberation Bolt. Oorsu Sara's Mask of Cacophony was smashed, and also all the power that had been spent in acquiring it. Oorsu Sara was destroyed, and all that was left is now an urn of dust, which is kept hidden in the Palace of Vith.

The victory freed the gods who had been imprisoned by the demon king's power. Many of them became students of Mashunasan, beginning the long process to understand Durapdur.

Mashunasan's students said this proved that their master was the greatest sage. When they explained this to Vith, King of the Gods, he agreed, and so now Mashunasan is called the Great Mystic.

And Larn Hasamador?

Oh, nothing.

DEMIGODS CYCLE

After Oorsu Sara was destroyed, and the world restored as much as it could, Govmeranen said that he would retire once again to meditate, as was correct for old men to do. He then named leaders to oversee the parts of his realm, and he asked Mashunasan to bless them. The Great Seer, whose deep wisdom had destroyed Oorsu Sara, did. It had these parts:

- Meksornmali, still behind the Sensan Mountains.
- Kerandaruth, ruled by Shavaya¹⁸; attached to Meksornmali in the north.
- Kahar Sea (which has islands).
- Vormain, ruled by Valzain.
- Sshorg Sea, an antigod region.
- Northern Islands, including post-Memb and Sortum.
- Vithela Island.
- Eastern Islands, Vemati Islands in the Samako Ocean.
- Southern Islands, dominated by Fornng.
- Fozeranto, ruled by Debaday; attached to Meksornmali in the south.

EARLY DEMIGODS CYCLE

PEACE AND PLENTY

Many new islands are raised up, settled, and so on.

THE HAPPY CONQUESTS

The Demigods Cycle began with a cleansing of Vithela by demigods, who were true servants of the gods. This was done by the Three Happy Conquerors: Hong Malagum, Kenman Imo, and Hessa Mevala. They all began separately, and were each guided, differently, by Hensarava, the Great Arrow.

Hong Malagum was a son of Veldru, and always a leader among men. He was inhumanly strong, and could blow out a wind that would drive his great boat where he wished. He was born and lived on the island of Opi, which is sacred to his father. People often came to the temple to pray for help. Hong Malagum was disturbed that so many people on nearby islands were oppressed by the Andins. Though he dashed the foes and slew many, nothing seemed to change. One day a golden arrow landed upon his island, and he sacrificed to it. Hensarava responded, and taught him of bows and arrows, and war. Hong Malagum taught people about the new god, and a small army worshipped as he instructed. His friend Deren Palth, who worshipped Teleremo, made the great boat called Arrow, and also led a small fleet. They set off to clear the foes and liberate the people. It was successful. Hong Malagum became famous as a grand army-leading admiral.

Kenman Imo was a son of Karki. He stirs from Fornng, whose great Venfornic magic drew a golden arrow to him. He meditated upon it, discovered its origin, and traveled to challenge Hensarava in the Sky World. He returned and offered to teach the soldiers of his king, who was called the Resplendent Monkey King. He opened a dojo and taught new talents, both with weapons and his secret Golden Fist. He led the Resplendent Monkey Army against the Churen Lords, who sank their lands to avoid being conquered. Kenman Imo asked the Sea to disgorge the land that sank, but purified and safe instead of diseased as the Churen Lords had it. Fornng got bigger that way, making three new provinces where many tribes began. Kenman Imo and his followers took sacks of that new land and went far and wide, building shrines wherever the sack broke. Many of these became dojos, which now lie far outside and away from Fornng.

Hessa Mevala was a daughter of Harantara and Kahar. She was from Tova, the most populous of the Kang Islands. Her region was plagued by the Blue Magic Night Power Pirates, who were refugee sorcerous survivors of Oorsu Sara's navy.

Hessa Mevala asked for help from her divine cousin, the Zabdamar Dragon Queen, who sent her to seek help from Hensarava. He gave her the bow and arrow feats, and also new naval feats as well.

Hessa Mevala led her war fleet in a wide-ranging conquest of the Blue Magic Night Power Pirates, and also whoever aided them. She destroyed most of the fleet, and

¹⁸ Maybe? Maybe no one?

cleared the Kahar Sea of antigods and Andins. At last only one was left, hiding inside the primeval fortress of Sortum.

Sortum remained. Hessa Mevala sent messengers to find other worshippers of Hensarava to help her destroy Sortum, where the god Herespur hid. Hong Malagum and Kenman Imo each appeared with strong forces, and after great adventures and challenges they found Herespur. Herespur was condemned to have the shape of an insect, the power of a worm, and to suffer the torments of a demon, and was turned over to be crushed. Unknown to anyone, it survived.

Lord Hensarava, the Great Arrow, took his place in the sky, where we still see him today.¹⁹ He oversaw the long peace of the Demi-gods Cycle from there.

SHAVAYA'S SUCCESSES

Brings Rice, civilization etc. to Kerandaruth.

KACHUTI, A DESSHEETAN ISLE

Kachuti is one of the islands made by Finzalvo the Fisherman. We are the children of Finzalvo and Iren.

One time, Finzalvo fell asleep at night and left his line in the water. Sinker grabbed the line and gave a great yank and pulled Finzalvo and his boat underwater, right to the bottom of the ocean. Sinker smashed the boat then tried to drown Finzalvo, but instead Sinker was gaffed with a hook and dragged to the surface.

Finzalvo was angry that he lost his boat, and he held Sinker out of the water until he died. Then he tied the carcass to the ocean bottom so it would not move around, and he spread his food out on the carcass, and sang his creation song. His food grew to be all the plants on the island, and whenever the birds tried to eat any he hit them with his stick.

It took him a long time to grow trees, and he got lonely. When the moon was right he took the shining from the surface of the sea and put it into a mirror, and with the mirror he called forth a wife. Iren came forth, dripping from the sea, desirous and welcome for her lover.

Iren and Finzalvo had ten children, who learned all the things they needed to know from their parents. They all took a wife from among the animals that lived on the island, which is why we have bird families and lizard families.

One day, the typhoon came unexpectedly, while Finzalvo was out fishing. Iren was grief-stricken when he didn't return, especially since he had told her that he feared he was to be drowned that next day in a storm. Iren was so stricken that she died, and she was sent back to sea over there, where all the women go after death.

KEETS MIGRATION EPIC, PART 3

They have fled from Keetela (part 1) and Duravan (part 2). Even early in the Cycle, they are in flight from Bezarngay. Great Ezel is the leader.

The keets settle in the East Isles and expand in numbers.

SESRE, END OF THE KEET MIGRATION STORY

Sesre is one of the Bereven Islands, which were made by Great Eral. We call it the Heroic Island. You call it Predator Isle.

During the Migration, the Ancestors were still being pursued by Bezarngay. They were quite desperate, because they were bearing eggs that were due soon, and they had no nests. Great Eral finally chose this island to stop upon. Whoever was not exhausted hurriedly put together whatever nests they could for those ducks who could not wait.

Eral was torn between building nests or preparing a defense, and finally chose to make nests, using his sword to chop plants and his breastplate to shield a weakling from the sun.

He was watched by Binda, who lives inside the island. She was moved by Eral's devotion and wanted to help him. Binda took the form of a female keet and, accompanied by many small and bright flying creatures, kneeled before Eral. She welcomed him to her island, and warned him of the approaching flood.

"This I know," said Eral, "For it has pursued us since we fled Duravan."

"Then let me help you," she said. "For nothing costly I will defeat that."

"You saying 'Nothing costly' doesn't interest me," said Eral.

"This, then. You and your descendants work forever to protect my brother, and once per month you send any one of you out to that hill top to feed him." Ezrel looked and saw a huge nest, like an osprey's, farther on.

"Is that your brother out there, in that nest that looks like an osprey nest?"

"Yes," she said, "but he only looks like an osprey."

"I insist on one condition more. If he eats any one of us except that one," added Eral, "We will kill him as easily as if he were a fledgling."

"Done," they agreed. And a good thing they were, too, because at that moment the first roar of Bezarngay came to their ears, and in the close distance they saw the writhing head of the pursuing water that crashed and roared as it broke towards them. Inside they could see a hundred merfolk warriors, ready to feed.

A whirl of great wings overhead caused every keet on the island to duck, save for Eral. Binda laughed and leapt up, waving happily at her great brother's attack. The raptor squawked in joy, folded its wings and, talon first, pierced through the head of the onrushing wave. It disappeared, leaving behind only the mermen in its wake that were all swirled around as if a current had passed them by. Then the wave paused, and it stopped, breaking and tumbling like a waterfall.

Then the raptor burst from the body of that watery serpent, rising out several miles down its lengthy current, and the starting from the head and going back along the body, the standing wave began to collapse for the first time. The osprey rose and took the throbbing heart of the deep up to its nest, where it ate it with pleasure.

¹⁹ He is the constellation known as the Hunter.

That's why Bezarngay was halted there, and every time it rises too high or gets too close to this island, the giant osprey rises and smashes it down again.

That first year many eggs hatched here, although only a few lived. But other years were better, since the fish are abundant all around here. Eral and all the others stayed here for many years, then later migrated away to the other islands. Our ancestors stayed, and now it's our island. We would do anything that Binda asked us to do.

No, of course we don't mind that the great osprey feeds on all the islands around us. It feed on us, and we think it an honor to be the meal of our god. Yes, we do enjoy protecting it from others. As long as we do that then our life is easy, so we spend most of our spare time making traps and preparing our defenses. You saw that crab that tries to get every non-keet that comes here.

HO ADARA

Ho Adara teaches submission as a consciousness raising life style. "Do your job." He is first very active in the northern areas, including Vormain, Kerandaruth, and Memb.

He was early. The Andins of the Atrocity War encouraged their victims to embrace this.

He says that it is also possible to attain Mashunasan's Stillness for people who don't have the time to become full time meditators. "Do your Work!" was his statement. He said it might take many life times for people to attain certain Stillness, but could be achieved by anyone who followed Mashunasan's Principles diligently, to the best of their knowledge and ability.

He taught that anyone can obtain a mystical fulfillment by simply paying total attention to their daily tasks, discovering "God in Doing."

SED PARAD

Sed Parad's awakening to the Dream World and its implication was an event that occurred early in the Demigods Cycle.

Sed Parad was a well-liked and prominent man in his village. Fish filled his nets, crabs walked to his stew pot, his gardens grew twice as tall as anyone else's, and everyone enjoyed speaking to him.

One day he carried on a three-way conversation. He spoke with three of his friends at once. He asked them what they thought of the tree that had grown on the beach. Each told him, but they all said something different.

"It's a very odd tree," said his brother.

"It is a manifestation of Vith's Immanence," said his god.

"It's a long memory of the future," said the Iradgenderi.

Suddenly, at that moment, Sed Parad became aware of the divergence of the world.

"Friends here," he asked them, "I have a sudden disturbing thought. It seems that we are no longer as we used to be. We used to be the same, indistinguishable, but now we are not the same."

Indeed it was so. His brother, a human, had gray hair and was bent over. The god cast no shadow, and was tall and radiant. The Iradgenderi had more shadows than light, and was translucent when it stood close to the god.

"Oh," replied the other three, in their own ways, "Look at that! What of it?"

Sed Parad was disturbed by this, and did not know what to do. He considered what he could do, and finally decided to go to Mashunasan and ask the sage's advice. Sed Parad took his boat and paddled past 182 islands, and at last reached the place where the sage dwelt upon his mountain.

"You have seen the mask of the truth," said the mystic. "There are more worlds, too. What about the dream? In fact, these worlds are really only manifestations of the One World, which is itself something else."

Then he woke up. It had been a dream, and this only agitated him more, because before this there had been no observable differences between dreaming and being awake. He considered the events, and began to worry that he had experienced a lie.

Sed Parad was tremendously agitated, and he had never been disturbed in his life. No one had, anywhere. He was troubled by this knowledge so much that he finally left everything and went paddling over hundreds of islands to seek Mashunasan. He counted them as he went, and visited or passed 182 of them.

Everywhere he went, Sed Parad talked to people asking them about the mystic, and about his comment of "the One World that was something else." And Parad also told them of his insight. Everyone that he met was astonished and often they were disturbed by this. He never stayed long in one place, though, and most people did not care about his message and they went right back to doing nothing about it. In a few places, though, Sed Parad's awareness made them change, so that they identified the resident immortals and began to worship or attack them. Sed Parad knew nothing of these events, since he was gone.

Sed Parad at last found Mashunasan. He purified himself with washing and drinking, then went to the sage and told him what had happened to him. Mashunasan listened patiently. Then he raised his hand in the teaching position, and spoke.

"You have seen the mask of the truth," said the mystic. "There are more worlds too. What about the dream? In fact, these worlds are really only manifestations of the One World, which is itself something else."

That was the moment when Sed Parad realized Durapdur. He acquired knowledge of All, and was freed from all earthly limitations. Sed Parad saw, then, that the world of dreams was a place where some people received knowledge of truth. This brought peace to Sed Parad.

Sed Parad took up residence on a nearby mountain, where he lived among the hill people when he was not sitting in blissful contemplation of Durapdur. Whenever students came to him to learn of his experiences, he always told them the same story of how he found Durapdur.

"I perceived that which is something else," he said. "I recalled the great semblance of Durapdur. Durapdur is infinite and far beyond our understanding. So far beyond

my mortality was his Being that I could remember only as much as Durapdur knows when he is sleeping. This answered my question, for I knew then that learning from a dream can be as great as learning while awake. The world that we know is like a dream of Durapdur.”

MIDDLE DEMIGODS CYCLE ATROCITY WAR

King Janadi is a lord of the Andins, a son of evil gods. He gets an excuse and a power, and attacks out of Sortum.

- First Attack: Against Zeven Islands. Virtually unopposed.
- Second Attack: Against Vormain. Its land area is severely reduced as a result of its military and magical loss.
- Third Attack: Against Vithela itself, which is defeated.
- Fourth Attack: Against Vithela again, led by the king. The Antigods are victorious, and Seneb is sunk beneath the sea.

Typical Antigod atrocities are committed. The antigod forces over a long time come to control a large area. They expand until Darja Danad stops them (see the War of the Bolt, below).

DARJA DANAD THE SONS OF THE BOLT

In the Atrocity War, King Janadi led the antigods to conquer the East Isles. He commanded a fleet of large war ships that was propelled by an evil black wave that he controlled. For a hundred years the demon fleet swept back and forth, taking slaves from every island and sending them to the demon encampments. They settled on many of the islands, sometimes breeding misshapen creatures to help destroy the mortal races that lived there. They disarmed all the populace, tore down all the gods' temples, and hunted down whoever dared speak the names of the gods aloud.

Darja Danad was a native of Indeward Island. Indeward Island has a famous monastery of Mashunasan now, but in those days it was only a small hermitage. As always, the calm of the monks kept them hidden from the magical view of the antigods.

Darja Danad was always curious, and he listened to the secret stories told by his elders in their jungle hide outs. They did not use the names of the gods, of course, but used other names instead to fool the antigods. Darja Danad most revered Kabalt, the Liberation Bolt, and at last went to the monks to learn more. He began his practices, and after a long time began to concentrate upon the Liberation Bolt. After many years of devout and selfless reverence, Darja Danad was visited by Kabalt. Liberated now himself, Darja Danad became the servant of the Liberation Bolt, and at its command could direct his acquired mystical power outward. This had never been done before.

Darja Danad's presence ignited the unhappiness of the Indewardites, who chopped down saplings and sharpened

them into spears. Darja Danad carved into each of them the sign of Kabalt, and he began to teach them of the individual moves and mass maneuvers needed to deliver the Bolt.

Heen the Iron Man worshipped antigods, and when the antigods heard the islanders sharpening their spears, they sent him with his ship full of homeless men to stop it. They were all cruel men, misled and hopeless, happy to follow their keen and clever leader. Heen the Iron Man sent most of his men raiding the villages, burning everything. But he went to where he deduced the mystics should be, using only his rational powers of mind, and found them quickly. He ordered, “Kill them where they sit.”

Darja Danad, servant of Liberation Bolt, served the servants of Mashunasan correctly that day. Darja Danad and his small band of volunteers with wooden sticks killed every one of their foes with a single touch of their sticks, and when Heen the Iron Man also fell the rest surrendered.

“Let us kill them now,” said the villagers, “and be done with it.”

“No,” said Darja Danad, “we only act for Kabalt, and he will not kill these sorry things.” He hit them with his stick to prove it, and though the man whimpered, he wasn't killed. “Pity them, because they're chained to the worst in life. Put them in their natural place, then, and chain them to the oars of that ship that we now have.” This was done, and that is how the Sons of the Bolt always treated humans who resisted them.

Darja Danad raised a navy from the surrounding islands, then set off directly against the Janadi. His fleet wisely ran away when the fleet approached, and Darja Danad engaged Janadi in hand to hand combat. Darja Danad fought heroically, but was disarmed weapon by weapon by his foe. At last, though Darja Danad remembered his patron and, with bare hand, struck his slaving foe dead, then went on to single handedly clear the ship of opponents.

Darja Danad returned home and established a martial arts school, called the Sons of the Bolt, where he taught how to revere Kabalt. Many people came to learn from him. Darja Danad qualified many masters of his school before he passed away in tranquil sleep.

One day, some Waertagi came to the island and established a friendship with the Sons of the Bolt. The Sons of the Bolt mustered a large army, and with the help of the Waertagi sailed through the archipelago to destroy the strongholds of the antigods. Their vow was to leave intact all real natives to each island, and they restored humans to freedom on a hundred islands. This also meant that they left behind pockets where the antigods and demons were supposed to live.

Darja Danad required an austere daily regimen of hygiene, strict diets, and practice to be healthy, strong, and tough. He required daily practice of meditation upon Kabalt, discipline and denial of temptations. It is acknowledged to be the hardest regimen, but also the one that acquires the most Lightning bolt Energy for the practitioner.

Much later, Darja Danad's followers were famous in the First Age Alliance of Chulan, which was centered on

Vatofeneg Island, and which set up widespread trading among the islands. They were friendly to the occasional Waertagi who showed up to trade.

HENSARAVA

Hensarava was the son of Karki. When Karki gave his first war cry a goddess looked his way, and her piercing glance knew Karki and his shout entered her and made her pregnant. Hensarava was her son.

Hensarava was worshipped, with Karki and Enevar, in the Gods Cycle. He mastered the Sivolic Way, but walked away when the Five Defender Heroes were preparing for battle. After their victory they went after Hensarava, but he defeated three, and two never found him. He received sacrifice from gods and antigods.

Hensarava was in the army of Karki when Oorsu Sara threw the divine host into the Hell of Arlu. Hensarava helped kindle the Glance that burned their way out.

Hensarava was worshipped by the Three Happy Conquerors, each in a different way. After the victory at Sortum they happily shared rituals and magics, and the golden arrows of Hensarava watched over the peoples of Vithela for the Demigods Cycle.

Hensarava's contentment was broken when he was defeated by Herespur and Akorgat in the End War. He was slain, and his divine home was empty wastelands. His temples, far and wide, had heroes who told priests to be patient. Hensarava was reborn as a human being.

Hensarava remembered his previous lifetimes during the Atrocity Wars, and performed many austerities to recover his divine powers. But he was not content with that, and spent many years wandering from island to island until he met Darja Danad. Hensarava sat at the feet of the master, and after much struggle and learning he was able to experience the Great Bolt, and Darja Danad recognized this feat. He said to the disciple, "Carry this to your homes, and teach it among your people."

And to Hensarava, he added, "When people offer sacrifice, they will send it to you, who will be called Kabalt, and we shall rely upon you to send them further into the Great Mystery."

Hensarava took his powers and knowledge to his home, which was in the heaven world, and there he rekindled the old peoples and tribes, and they rose in rebellion so that Akorgat, the Sky Tyrant, had to come in person to quell them. Hensarava faced him in combat and pierced the antigod with his Bolt, and the foe fell from heaven like a flaming coal, hurtling out with it all the impurities from the sky.

Hensarava reclaimed his place in the sky, where we still see him in his constellation.

MAIRNALI

First of the Returned Lights. She was from the Zeven Islands, where the Atrocity Wars were being waged. After her liberation and return, she went to Fenerven, her home island, which repels all Andin attacks.

She travels among the islands, offering her help to the downtrodden and helpless. The Safe Islands are created

when a place became cleared of the antigods and their powers, and an ashram was built to continue Mairnali's practices. Her cult and practice spread southward.

WAR OF THE BOLT

Earlier Atrocity War turns into this one as Darja Danad sparks successful revolt against Janadi. He teaches his people about devotion to Kabalt, and the Revolt of the Bolt spreads from island to island as small groups of people do large deeds.

When resistance gathers, Darja Danad destroyed them in a naval battle. Then Darja Danad negotiated with Vormain, who started attacking Janadi's shipping again.

Darja Danad led for years, inspiring many to continue the work, and retired at last. His retirement marks the change from the War of the Bolt to the Austerity War, led by Darja Danad's greatest followers.

KRALORI HEROES

NIANGMAO

In Kerandaruth, advising Shavaya.

HUA LOWCHU

Another martial artist, famous in the Austerity War. He is most famous in Kerandaruth, where he founds the oldest martial art schools. He leads an army afterwards in the Austerity War.

VORMAIN HEROES

ENRONO

Master Seer in Vormain, advisor to Valzain. He successfully drives off King Janadi's Three Invasions. Enrono's Refutation holds the island, but the power cannot get off. It is defensive only.

KUMANTI LUN

Kumanti Lun had been in a fleet that was shipwrecked in the first invasion by Janadi, and knew he could never return home. He settled in one of the Kabalt Dojos. He was a follower of Darja Danad's Bolt.

After many successes, Kumanti Lun returned home to Vormain, and had his famous contest with Enrono. Neither could beat the other, though, especially because Kumanti Lun kept claiming kinship with the land they sat upon.

Results are a cooperation between the Seers, with Enrono protecting Vormain, and Kumanti Lun attacking off island. He led a Vormain army afterwards through many famous battles of the Austerity War.

Kumanti Lun founds the basic Vormain-style Bolt School.

OTHER HEROES OF NOTE

MON VERLO

Another Martial Artist, from Vithela, famous in the Austerity War. Mon Verlo was responsible for the release of Herespur at the end of the war, because of good Herespur had previously done for him.

EZEL BALURENESH

Ezel Balurenesh grew up among a people who were unhappy. Their island, called Garonandring, was a poor one compared to the islands around it. Garonandring was low in the water, and almost half of it disappeared with the tides that washed over it. It had no soil, just small rocks and gravel. The shore, though, was so steep that no crab or mussel frequented it, no flotsam washed up and stayed there when the tide rolled out, and it was nearly impossible for stranger to moor boats without a hugely long rope.

Fortunately, the people were very strong swimmers, even among the keets, so they went out and dived after the benthic life off shore. But even so, the treacherous tides made life harsh and difficult for them.

"It wasn't always this bad," they always said to each other.

"We were happy until Sed Parad came and showed us that we were miserable. We used to be able to go to the Green Island and feed, but now we cannot because Sed Parad proved it was only a dream. We wish we knew where he went, so that he could come back here and fix it for us."

Ezel Balurenesh was always an ambitious young keet. He took it upon himself to find the man who had disturbed his people. With only his shell knives and wits, he set off swimming across the sea to the find Sed Parad.

Ezel Balurenesh had many adventures in his travels. He discovered islands where Andins tried to eat him, Hurelvalvin tried to seduce him, and where the trees spoke wisdom and almost convinced him to remain with them.

Ezel Balurenesh was diligent in his search. He paddled for many years, and during this time he grew strong and persistent, focused and centered, and learned to perform hard work for a minimal exertion so that he could keep going all day and night.

At last, after much travel with these methods, he reached Pemellios, where the grandparents remembered their grandparents telling them of Sed Parad, who was their teacher's teacher.

"You'll never find him now," they said, "he is long dead. But we remember what he taught. We will tell you."

Ezel Balurenesh was disbelieving at first and kept searching. But when he was middle aged, and his labors had come to naught, he returned to Pemellios, and listened again, more closely, to them.

"He perceived Durapdur, which is not what it seems," said the Pemellios wise folk. "He then taught that Durapdur is so far beyond mortality that our world is the true dream of Durapdur, as he sleeps. Learning from a dream can be as great as learning while awake."

Ezel Balurenesh was amazed by these words.

"We'll show you," they told him. The people of Pemellios then showed to Ezel Balurenesh their great powers. They then sang a song that put him to sleep, and in his sleep he was aware of himself. They took him, then, on a long journey flying over many islands, and over each of them they told him the story of Sed Parad and what he had found there. At last, going backwards along the return journey of Sed Parad, they came to a palace. There, in that palace, was a great king who everyone worshipped, and

even Ezel Balurenesh made sacrifice there. He was called Ibor Adan, which means the Captain of Great Command.

Ezel Balurenesh stayed there, and he was pious and diligent in his sacrifices. Ibor Adan was very pleased with this, and he gave to Ezel Balurenesh the power to change the shape of the world about him.

Ezel Balurenesh was pleased with the powers he received, but he was also full of his own discernment. He stayed in the palace of the captain, and he scrutinized what was going on, and who was about him, and how they looked at different times. He was well versed in the stories of the world, and one day he looked at Ibor Adan, and he saw there the god who was called Avanapdur. Avanapdur was the King of the Iradgeneri, who were in the family of the Antigods.

"I cannot believe in that," he said. And he woke.

Ezel Balurenesh then departed from the island of the Pemellios. But he did remember their dream journey and in his boat he paddled back along the route of their story of Sed Parad's travels. He followed that story trail. It took him past the islands, far and farther out into the vast and limitless ocean that surrounds the world.

During this time Ezel Balurenesh went often without drink or food, and he trained himself to depend upon it less and less, yet without losing his energy to go forward. He learned to fix his mind on the distant objective, and to keep his thoughts attuned towards it, and to keep it to be one with the whole of his mind, attention, and concentration.

Ezel Balurenesh paddled past where the Sendereven sail, and past where the sun rises, and past where the current moves the waters around the world.



THE DREAMING GODDESS

Ezel Balurenesh worked hard, ate little, and once fell into exhausted sleep. Abruptly, Ezel Balurenesh woke up and looked up to see before him a recumbent, sleeping woman.

She was beautiful, arousing in Ezel Balurenesh the insatiable desire of wanting the impossible. He could see the details of her gauzy drapes, her glittering jeweled necklace, ear- and nose-rings, her rising and falling breasts, and could even count the long lashes that were so lightly closed in pleasant slumber.

Ezel Balurenesh reached out and tried to touch her, in a kind and hesitant manner, halting and withdrawing many times after every hesitant motion forward. But at last he thought, "If I don't act boldly I will never close this distance," and gently touched his finger upon her shoulder. Yet he touched her not, for she was farther away than she appeared to be. He was perplexed, but resolutely stepped forward and touched again, and again, and again, until at last he realized she was father than he had ever thought. He set off towards her, then, his former exhaustion washed away by this desire.

As Ezel Balurenesh paddled closer to her she grew larger. She seemed to be the size of a house, then a palace, then an island, and even larger island, and then seemed as long as the tidal wave that had washed over all the East Isles. Finally, he came to the place where a vast form lay. To him, she looked like a mountain range stretching away on either side, and far, far overhead.

"Great One," he said to her, and launched into an impassioned entreaty to hear him and have mercy. He performed all the correct obeisances, prayers, and humble offerings that a goddess should receive to answer her worshippers. Yet she stirred not.

Then he thought about the long search that he had made, and the many hardships that he had endured, and the great sacrifices that he had made of his life. It made him angry, and with the first surge of great anger he lashed with his callused foot and kicked the inert goddess with all his mortal fury and strength.

He kicked so hard that the skin was scraped off his foot, his toes were bent ninety degrees out of joint, and the ball of his foot had the bones pushed right out of the skin.

He howled in pain and rage and frustration. He gripped his shattered foot with both hands and hopped around, holding it tightly as if to choke the agony out of it. He danced that way for a while until he realized he was being watched, by a great beautiful goddess, bent over and peering closely at him as if out of curiosity.

"That is good," she said to him, "You have done me a great service by making this dance, Ezel Balurenesh. I will give it back to you, and you can use it to summon my powers when you come to my world ever after this, if you wish."

He fell to the ground, burying his face lest it be scorched off. "Have mercy on me," he said, "for my impatience and fury, Great One! Spare this ignorant fool!"

"Fear not," she said, "Rise and look at me. I will dim my divinity so you are not destroyed by my full countenance. Sit up here, before me, and ask what you need to know."

Ezel Balurenesh sat, then, calmed and fearless. His foot no longer hurt. He saw before him a woman of radiance

and beauty, with red flowers to her right, and white to her left.

"Who are you? Who will I address in my prayers to if I pray to you?"

"I am Enzeriath, the Dreamer," she said. "I am who you have sought all these life times."

"Is the world but the dream of Durapdur?"

"No," she said, "It is my dream. It is me."

"Enzeriath who is the dream and dreamer," said Ezel Balurenesh, "In Pemellios I learned from the people, who had known a sage who had known you, they said. They taught me many things, but they did not seem true. They were Iradgenderi."

"They taught you of the Dream World," she said, "They taught you of a true thing. The Iradgenderi are the dreams of mortals, while those things that do not change are the realities."

"But everything changed so rapidly, and was so treacherous. Avnapdur is their captain!"

"Is that different from your own world? It just seems faster. Imagine a tiny butterfly, whose life is but one day, as it sits upon a flower bud. If it can think, it thinks to itself, "This is an unchanging world." Yet, only a few days after it flutters lifeless to the ground, that bud will blossom. So is all the change in the world. It is on a spectrum, slow at one end and fast at the other, and along it the various beings sense their own world of measure, time, and change. The gods, whose origins are unchanging, are at one end, while at the other are the transient Iradgenderi."

And so on they discussed, until Ezel Balurenesh knew the secrets that he needed to know. At last, with clarity and strength, Ezel Balurenesh was satisfied. He got into his little boat and set paddle to water.

With one stroke, he was home again in his island of Garonandring. He had been gone for so long that no one who he had known was still alive.

"Perhaps you recall, then," he said, "The departure of Ezel Balurenesh.

"Oh, many of our young men depart," said a young keet. "This place is so miserable we would all leave if we did not have to remain here with our god." Another, older, spoke up.

"We were happy until Sed Parad came and showed us that we were miserable. We used to be able to go to the Green Island and feed, but now we cannot because Sed Parad proved it was only a dream. We wish we knew where he went, so that he could come back here and fix it for us."

"I am not Sed Parad," said Ezel Balurenesh. "I am Ezel Balurenesh, who has been to where the cure for Sed Parad's evil is to be found. Let me show you." And he did.

He then explained to them the sermon of Ezel Balurenesh, who told them how they could achieve peace and happiness through the power of mystical practice and meditation. He taught them the way to achieve the powers that had borne him over the endless seas to find the Dreamer.

This would show to them the power of the world and let them find its permanence, which would bring them to truth. He taught them the disciplines and practices that had

made him into such a strong and concentrated keet. Some of the keets set to learn these difficult tasks, but many more did not, and continued to complain.

“We can’t do that. We are cold and hungry, and unhappy since Sed Parad came and went from this island. Show us what we can do.”

So Ezel Balurenesh made all of his old friends come back among the keets of his home island. The natives were surprised, but then quickly accepted it when Ezel Balurenesh told them they remembered these folks as their neighbors, who were always admired for their truth and power.

“Oh yes,” they agreed. “We remember them.”

“Let us show you what we know,” they said. And under the instruction of Ezel Balurenesh, the elders, who had returned from before, stretched their upper limbs outward and instead of hands and arms, they had wings. Without a word they leapt skyward, stretching their wings and beating the air in splendid flight.

“This is the good part,” they said, “Watch. Ezel Balurenesh will teach you what you need to do this, and more, for your mind is the greatest vehicle to attain the height of being.”

“Oh,” said the other keets of Garonandring, “Yes, please teach us that.” And when they were taught, they learned it totally. So totally, in fact, that they did not shed their wings afterwards. Instead, they flew to the nearby islands and fed there, on fruit and worms, on the tender bezel shoots and on the luscious mangos.

“Oh Ezel Balurenesh,” they said to him, “You surely are the Healer. You have taken away from us the unhappiness that Sed Parad sent here. You are the Enlightened One, certainly. You bring us health and comfort, and from our lofty heights we can see into the Beyond, where true peace lies.”

So did Ezel Balurenesh then bring peace and plenty and satisfaction to his people. They were so happy and prosperous that after a time they flew all about, to all the islands nearby, until they were well known. Many other keets learned their ways too. Soon, they were not keets any more at all, but instead were called Ezelites, or Anakorelo, which means the Great Flying Ones.

Thus the keets of Garonandring were fed if they were simple, and they were liberated if they were keen. And they were all satisfied afterwards.

ADLANARI

In the middle of the Demigods Cycle, Adlanari was first brought to manifestation by Urnusu Barin, who was thereafter called the Black Mirror, on the island of Garangaroon. Nothing happened at first, but the Black Mirror grew steadily enough so that Urnusu Barin was in place to be a great ally of Avanapdur when that god rose to prominence.

Adlanari was one of the great leaders of Avanapdur’s invasion, and was called Queen of the Black Mirror, because of her Iradgenderi powers. She had the power to trouble men’s’ dreams and make them unhappy and fearful. Adlanari was then able to empower men’s nightmares to

come to life in their waking world, and then cleverly offer them a lesser nightmare, which most mortal chose. In this way, she helped greatly to spread the worship of Avanapdur, who was her father and master.

After Akorgat fell from the sky, the celestial realm was cleared of all its antigod foes. However, the world of mortals was still deeply infested, and required the work of many wars to clear up.

MARTIAL ARTS

Darja Danad is the founder of the martial arts schools that various tap into the mystical powers. All others found in the east are, in some manner, descended from his methods.

SECONDARY AND SPECIALTY SCHOOLS

Even during Darja Danad’s lifetime people had begun admittedly inferior versions of his schools, usually focused on parts of the entire regimen, settling for lesser results.

Sometime later we find the more or less same methods being discussed, but revering Durapdur, then Atrilith. Philosophers from Kralorela to Vatolagorinor debate whether these are the same, different, true or false.

Even later, we find a series of martial arts schools. Each has a variant method to achieve some specific forms of armed and unarmed combat. They range in types from those whose payoff is in a century to those that pay off in ten years, etc. They are generally great at their specialty, but of course have some sort of weakness as well.

MARTIAL ART FOUNDERS

- Akorgat. Killing Blow (only).
- Bodastu. Slaving.
- Darja Danad. Kabalt School, Lord of the Bolt.
- Enevar. God of Victory.
- Hensarava. Bow and arrow.
- Herespur. Antigod.
- HesperoonMarn, of Kralorela.
- Hessa Mevala. Woman of Kahar Sea, Happy Conqueror.
- Hong Malagum. Happy Conqueror.
- Kenman Imo, of Forng, Happy Conqueror.
- Kumanti Lun, of Vormain.
- Mon Verlo. Freed Herespur.
- Hua Lowchu, of Kralorela.

END WARS

HERESPUR

Herespur was a prisoner of the Happy Conquerors, but over centuries of slavery proved himself to be a sincere individual, and finally even learned meditation, martial arts, and other mystical facts.

Herespur then went to his fellows, and taught what he learned to three others in particular, who along with him we called The Four Hands. They are Herespur, Bodastu, Akorgat, and Sekever.

Herespur attacked, first going to the gods and confusing them with his knowledge and power of truth. Thus the antigods “conquer the sky.” The Four Hands overcame the Great Arrow, and the sky gods fell to panic and fled to the other worlds. When Churanpur (a “piece of heaven”) fell from the sky, it was a victory for him. Churanpur became the home for the Churanpurese, a demon race.

Then Herespur attacked from the west against Imadsalash. Under the killing blow of Bodastu, Imadsalash was shattered and crumbled to dust, dirtying the ocean and filling the air with grime.¹⁸ Herespur (and his allies) were successful, and they “conquered the earth.” Herespur ruled for centuries, and aided Great Devouring King Janadi.

Herespur always immediately marched with his forces to overthrow any pockets of resistance. Sages, seers, and heroes were killed this way. He searched for Vith’s hut and Mashunasan’s hill, and even set traps for traces of Oorduren!

Once, however, he was balked. At the island of Jodadilili he saw the great temple to Avanapdur. Its power kept men and Ludoch away, so Herespur himself came with his iron club to lead the attack. Then Avanapdur appeared in person, and the gods fought with magic and hands, until Avanapdur proved himself to be stronger than Herespur, who was decapitated.

The army of Herespur then surrendered to Avanapdur, who took command of it and added the forces to his own. He accepted the obeisance of the other antigods there, and then led them back to the Underworlds to conquer both kings Bandan and Keltari, and so Avanapdur conquered the Underworld.

AVANAPDUR WAR THE REIGN OF ILLUSION

Avanapdur was High Lord of the Antigods, and as such he summoned the usual array of demons and fiends that had mustered forth in every war since Dogsalu. His myths reveal the parts of these named:

- Ezran, the Evil One.¹⁹
- Essebaktu, the Priest.
- Hesezjagu, Master of the Dead.
- Bedbedsu, with a screeching horde of Andins.
- Bodastu, with another, slaving this time.
- Akorgat, Sky Tyrant.
- Sekever, son of the Black Sun.
- Adlarani, Queen of the Black Mirror.
- Stone Army.
- Metal Army.
- Beast Army, led by a dragon.
- *Others.²⁰

¹⁸ This is equated with the Spike explosion.

¹⁹ According to the God Learners, “a Chaos sorcerer god.”

²⁰ The unnamed ones are probably there, but their actions are either not told or not known.

Avanapdur was also King of the Iradgenderi, and as such led every creature that could change shape, affect the feelings of others, or even provide irrational pleasures. So great was his power that everyone who even had a shred of imagination or curiosity was affected at least a little.

Many people resisted the temptation, of course, but over the Cycle they were hunted down and killed or driven away. Many islands sank this way, when the antigods destroyed all life on them.

END OF THE DEMIGODS CYCLE: AVANAPDUR

Or, How the Islands Were Made

One day all the people of Vithela got together. They wanted to discuss their common practices and share what they could with each other. That was the way of things in those days because everyone knew the Old Language as well as their own.

They spent a lot of time discussing Durapdur, the non-entity that had been so vividly revealed to the world by Mashunasan. They had not liked being destroyed and conquered by the demons, so they really wanted to make sure they were doing the right thing.

They decided that most people were not powerful or patient enough, or did not have enough free time, to meditate the way Mashunasan did. Instead, they decided they would worship Durapdur the way they worshipped the other gods.

They made songs and prayers, determined that only gentle sacrifices should be made, and did their collective best to reach their god, Avanapdur.

Much to the satisfaction of the worshippers, their god one day responded, and he thanked his worshippers for their duty and sacrifice. They were so pleased that they redoubled their worship, basking in their success. They asked where he came from, and he pointed to every one of their homes. They then sacrificed to him and gave him their power as the earth god, too, until he was able to take a huge and visible form whenever he was worshipped.

Once the antigod named Herespur threatened the world, for he first invaded the highest heavens he could reach. He then overcame most of the gods by setting them against each other. That was the war when the heaven called Churanpur fell from the sky. It fell because four goddesses could not cooperate, which is to say that the celestial realms were disharmonious.

Herespur then raised armies and began to war on the earth then. Many of Avanapdur’s people were slain and enslaved, but their god appeared only when Herespur with his great iron mace reached Jodadilili, which held the great temple of Avanapdur. The struggle was great, but at last Avanapdur decapitated Herespur and with a roar chased away the rest of his demon army. After that, the people were sure that this was a great and powerful god, so they made even more sacrifices to him.

Avanapdur grew more and more powerful, and he became acknowledged as Beyond the Greatest of the Gods. His worshippers knew he could do anything.

However, one day his priests demanded that King Vith must sacrifice to Avanapdur too. The High God refused,

saying he would never sacrifice to a low being. The people were so angered at this that they stopped all sacrifice to Vith and their ancestors, and declared that anyone worshipping Vith or his kin were low beings, worthy only of being killed. People across the wide land turned against each other.

People went to Mashunasan and begged him to make peace again. That was on such-and-such a date, and at the same exact moment Avanapdur looked surprised, and then sent for all his chiefs and kings and priests to come to him. Only the righteous, who still worshipped Vith and his family, stayed away.

He told them he had been summoned to see Mashunasan, and that he needed to have their proven support before he went. Some saw that he was afraid and departed from the company then and there. But most of the others made a great pledge.

Avanapdur went to see Mashunasan. He was accompanied by his greatest followers, as well as a horde of people who were all expectant of some great event.

Avanapdur bowed and approached the Great Mystic humbly, for he truly and deeply feared the Liberation Bolt. Mashunasan asked one question.

“Who are you?”

“I am what these people told me I was,” said Avanapdur.

“You are a fraud. You will be banished.”

“Oh, no,” shouted the people and priests, “You can’t do this to us. We refuse it, and we will prove our power with these tools and the backing of our god. We command it.” Indeed, that was not too different from many of the war cries being shouted out across the East Isles. Mashunasan’s righteousness, however, prevented anyone from acting.

“You are Queen of the Iradgenderi,” said Mashunasan, for he could see through all illusions. The clarity of his vision materialized into the being called Oren Parond, which stood between Mashunasan and Avanapdur.

“Step away!” demanded Avanapdur, “You cannot defend that weakling against me!”

Mashunasan then rose into the air and moved to the side, so that Oren Parond was not between them anymore. Avanapdur turned then to look directly at the mystic again, and only then did Oren Parond move, so that he was always in front of Avanapdur. That is, Oren Parond moved exactly wherever Avanapdur looked. Avanapdur then tried everything to get rid of the obstruction. A great flame spouted from his eyes, but broke into glassy fragments when it touched Oren Parond. A mountain hurled from Avanapdur’s midsection, but turned to a translucent mist when it touched Oren Parond. Then a curse blistered from the lips of Avanapdur, which he had uttered to wither the land of Karandaruth, but the sounds became small bright insects that scattered.

“You have one way to rid yourself of this,” said Mashunasan, “the Test of the Gates.”

“I can surmount any test,” said Avanapdur, who had never known defeat. Oren Parond showed him two gates, both of which arched gently to form an angle at their top. They appeared identical, but one was made of the purest

ivory, taken from the teeth of Dogsalu the Great Dragon, while the other was from the shin bones of Keltari.

“One is the Gate of Truth,” said Mashunasan, “while the other is of Transience. You need only to pass through both, and you can have the entire world.”

“Show me first,” demanded Avanapdur. “Show me it is something that you can do.”

“Certainly.” And Mashunasan did. He went through the gates many times and in many ways, until Avanapdur was satisfied it was not a trick. He prepared himself with rituals, and then with blessings from his priests.

Avanapdur then went through the first Gate, and was unharmed. Encouraged, he went to the second and stepped through. Yet he never came out the other side.

“That was the Gate of Truth,” said Oren Parond. “Avanapdur has returned to the transience he came from.” Avanapdur was not destroyed, but returned to his kingdom, which people now call the land of dreams.

At the same moment that Avanapdur disappeared, all of those people who had proudly sworn to be part of the false god felt a part of themselves disappear when their god’s falsity was proved. They saw they had been deceived, and were sad about it.

Other people still resisted the truth that Mashunasan had shown them, but despite this they collapsed under the true fact. The waters of their awareness came like a huge tidal wave and the resistors were all drowned, and worse yet, all of their lands were washed away and in their place were left only placid waters.

This was how the islands got separated from each other. Left behind were only those people who believed in the truth of Mashunasan’s teaching.

Oren Parond noted the sadness of the people who had lost a part of themselves. The world made by Avanapdur, though not eternal as claimed, was a part of them. Humans, imperfect beings, had a relationship within Avanapdur’s transitory world that they needed.

Oren Parond’s compassion was moved, and he sought then to seek a way to alleviate this sorrow.

After that Oren Parond stepped through the Gates, and through them he entered into the places where people had been fooled by the Iradgenderi. Oren Parond became guardian of that place, available to seekers who would learn the truths of illusions.

That place is called the Realm of Dreams. Everything in it is false, created by humankind or the Iradgenderi, but thanks to Oren Parond it is not cheerless but often delightful, is not only terrifying but is also instructive, and is not only delusional, but may also lead to truth.

Among Mortals, Oren Parond is called Thella, the goddess of dreams.

THE HUMAN CYCLE

THE EASTERN AWAKENING

Here is what marked the end of the Reign of Illusion: Akorgat fell from the sky. Burning bodies hurtled downward and caused tsunami when they struck. The sky cleared, and all was well again.

AKORGAT AND HENSARAVA

Akorgat was the Sky Tyrant, the Star Eater that ate life to feed and gave nothing back. Akorgat was the power of Avanapdur in the sky world.

When Avanapdur passed through the Gate of Truth and did not come back, he was consigned forever to remain in the realm of Transience. His celestial self could not remain in the sky, which was proved to be the realm of mythic truths.

Hensarava was the executor. His arrows pierced the monster, and his Bolt of Truth shattered it to pieces that fell to earth. This falling celestial body was seen and remembered far and wide across the Vithelan Islands.²³ It marks the end of the Demigods Cycle and the start of the Human Cycle.

For many, it was an awaited call to revolt. People all across the islands turned against the nightmares and demons that lorded over them with fear.²⁴

THE WAR OF AUSTERITY

The Sons of the Bolt, led by Darja Danad, had been victorious in driving the Andins back to their own islands.

The Sons of the Bolt, without Darja Danad, sail and attack the Stronghold of the Antigods, Sortum, but are driven off with great loss.

They meditate to discover what they need, to gather great strength, and to discover their real needs for this battle. They start to train troops and navies and build ships. More important, they learned that only those who are as pure as the Bolt can enter into Janadi's secret lair. To prepare themselves, many of the leaders begin practicing severe austerities to strengthen and purify themselves. The most pure will be named leader after 28 years.

They also send envoys to gather more help. Kerandaruth finally agrees to help in the War, as do others from farther away.

The 28-year long Austerity Contest results in a 3-way tie between Kumanti Lun (of Vormain), Mon Verlo (of Vithela), and Hua Lowchu (of Kerandaruth). They each lead one of the assault armies.

The battle is terrible, but the preparations were done right and are extremely powerful, so that even common men who were ready could not be torn apart and did not die when stuck full of arrows or crushed by rocks. The Andins fought and fled, then the Sortum Legion fought and fled, and finally the well-fed Ku Lords fought until they were destroyed.

The last antigods took refuge in Janadi's lair, and the heroes set upon them. When the antigods summoned the dead to protect them, the heroes received help from all those who had suffered or been tortured by Janadi's atrocities. Dead fought dead, and at last heroes fought demigods. The antigods were defeated.

²³ It was not known outside of the eastern lands.

²⁴ Heroes of the Avanapdur War are those who re-establish the individual to the group, and groups to the Higher Self.

Only two antigod leaders escaped: Herespur, who surrendered (and was later released), and Veredengeni, who fled and hid among the mountain tribes and westerners.

PARONDPARA

Wherever people lived across ancient Vithela, for all who had been grown from that world, the mark of the Cycle of Humans was their acceptance of their island god as their primary link to spirituality.

The Age of Avanapdur was realized to be the age of Nightmares. Many people were horrified or disgusted with the things that the priests of Avanapdur had required, and generally threw off that nightmare power by acknowledging membership in their island's community. That is, the Parondpara became the center of community worship for most islanders, and life went on.

This manifests differently on every island. No one there cares if it was truly simultaneous as the Vithelans all say, or if it took years for the awareness to spread, as their subsequent history seems to indicate.

DARUDA

In Kerandaruth, the widespread misery ended when Daruda absorbed command and rule of the land.

OTHERS

Some individuals and gods were also responsible for freeing their people. These typically included the leading centers where the demi-gods still received devotion, where mystic masters lived or held sway, and so on.

THE NEW SUN

In some regions large scale phenomena occurred, especially the New Sun. This was especially prevalent in many of the northern islands, but occurred throughout the archipelago except within a few hundred miles of Vith's own island, which continued to project its own radiance.

THE CYCLE OF HUMANS IS GOING ON NOW

It began about 2500 years ago or so. The dissimilarity in this "Dawn" with the Dawning of the theistic worshippers is variously explained. The easiest to accept is that it included the Gray Age.

THE MIRROR WAR

Or, How the Islands were Made

Adlanari was one of the great rulers of the early Human Cycle. Adlanari was worshipped, revered, and devoted to at that time, and gave great and fearsome powers to her antigod servants.

Ferendel, the Great Servant of Karkal, who was counted as the god's own son, led a magnificent expedition from his island of Orandaliel against Adlanari. Men in ships from five hundred islands accompanied him, all of them armed with Darja Danad's truth in their own hands. They had great success at first, but they got no closer to Garangaroon than Urvapturanji, where the Hungry Fleet

destroyed them all, and then washed backward to punish all the rebellious isles. They would have succeeded, except for the resistance of the Ezelites.

At that time there were three types of creature who were all very similar, and each of them contributed to the war:

The Ferendanlo

The Ezelito

The Anakorelo

In common, they were all feathered bipedal creatures who shared the common ancestor of *name, who had led the famous Dispersion Migration.²⁵ Once settled in regions throughout Vithela, different peoples chose the ways of different followers, and in that way they became different.

The Ferendanlo were great swimmers.²⁶

The Ezelito were great flyers, and had wings instead of arms. On each wing was a single finger that they used to clumsily hold things. They followed the teachings of Ezel Balurenesh.²⁷

The Anakorelo were a great holy people who practiced the meditation of Seram Ambon. They could make wings for themselves whenever they wished.

The Anakorelo had witnessed the downfall of Avanapdur before the truth of Mashunasan. They had pressed their truth against Akorgat and forced him from the sky. They saw how the parts of broken Akorgat had been gathered up by the antigods and were being used as talismans and weapons against the good people who had rejected Avanapdur. They began to meditate, then, to dissolve those foul fragments, too, when there came among them Thella.

The Ezelito saw Thella as Goddess of the Glassless Mirror and one of the Great Parondpara. They came upon this knowledge through the teachings of their own Parondpara. As was normal for most people, the Ezelito all worshipped their island deity. However, when these Parondpara began to be recaptured by the antigod armies of Adlanari, they collected before Mashunasan weeping and begging for help. They then saw Kunatu Mar [Oren Parond], who taught them a method of sacrifice that gave their power and blessings to Thella.

Thella showed herself to the people as the secret of dispersing illusions. She was first a mirror, showing the multitude of illusions in the world, and then she became clear for those who could see the secret. She was transparent, the Glassless Mirror and therefore capable of revealing the truth behind all illusions. The people of Thella all bore a circle of glass upon a handle, which they used to look through, and disperse illusions thereby.

The Ferendanlo saw Thella as the Knotter, or knot-tier, She Who Binds. Thella taught them the way that they could tie knots as a method to disperse the false powers of Adlanari. She said, "The world is new now, tied together differently than before, and with this knot you can assure

the world of its rightful power, not the pall of the Iradgeneri."

The Anakorelo saw at once that Thella was Oren Parond, and they continued to meditate upon her divine substance in order to achieve truth through the lovely beauty of Thella.

Adlanari was still strong. He proved it at the Screaming Towers, when the Incense Fleet came with the Great Pane and a navy to suitably sanctify it. Adlanari let them get close, and while the greatest among the invaders peered through the Great Pane, Adlanari tricked them into turning it black, and thereby did not disperse her power, but strengthened it so much that new towers and turrets were formed, and a whole new army of Andins burst forth and destroyed the fleet.

Thella's leaders then determined that they must perform only the greatest of deeds to accomplish their desire and bind the nightmare powers out of the world of humanity. The leaders were Ferun Masha, Bedalo Mashanano, and Uradalsh Mashento. They organized all the diverse people who revered Thella in the proper manner, getting the worshippers to perform a ceremony, the shamans to tie a special knot, and the mystics to hold forth in their great minds the empowering powers of Thella. They traveled far and wide in this effort, even to Vithalash, Vormain, and Kerandaruth.

As the moment of execution drew closer, a great crisis rose among the participants. As always, the power of the Black Mirror had risen where no one was looking, and among the Ezelito rose a rebel. This was Ianbi Bustu, who had become the lover of Urnu Barin, the Black Mirror herself. Ianbi Bustu simply refused to join in the worship, and pointed out to his followers that as Black Mirrors they were leaders, who were high above all normal folk, while under Thella they were but a few among the many.

Ferun Masha is credited with overcoming that selfish notion. Ferun Masha was one of the Ezelites who had flown far and wide for this task. He called together his people and told them of the betrayal, and he then told them of his solution. He said that they could overcome the adversity with sacrifice; specifically, of their wings and powers of flight in this world, in return for banishing the forces of Adlanari. The Ezelites agreed to this, and so the great ceremony was undertaken on schedule.

The Anakorelo made the Great Sound, and this brought the powers of Oren Parond into the world. The Ferendanlo on their forty dozen islands then tied their magical knots, all the while singing the praises of Thella, their beautiful and limitless goddess. Then the Ezelites rose from their islands, bearing in their grips a vast and magical net that they bore upon the powers of Thella's imagination, intending to cover the whole of the world with their power.

Ianbi Bustu rose with all of his people, flapping their own wings and armed with the power of the Black Mirror. They came in small flocks against the straining Ezelites, and searing bolts of mystical energy blasted each and every one of those Ezelites out of the sky. But, as Ferun Masha had promised, the Net went outward and onward, and it covered the whole of the islands, and from that moment

²⁵ I.e., the Keet Migration Saga, part 2. See the Early Demigods Cycle, pg. 67.

²⁶ They are the most unchanged keets.

²⁷ Base and corrupted teachings.

onward all within it was freed of the power of Adlanari. The Black Mirror was shattered, and its power afterwards continued only in the Dream World.

When the Nightmare Powers were stripped away many, peoples were liberated from their falsehoods. For many others, their true selves were revealed. Among these latter were the traitors of Ianbi Bustu, who were revealed forever afterwards to be hideous creatures. They boasted that they could still fly, but they were without feathers and showed a warty, flapping skin. Worst of all, however, was that their home islands were vaporized by Thella's Net. They had no home or guiding Parondpara, but instead traveled in stinking flocks from island to island, conducting foul worship of Adlanari and hoping for the brief reappearance of Urnusu Barin and Ianbi Bustu.

FINZALVO

Finzalvo the Fisherman spent time in the early Human Period. He was especially busy in those lands and waters that had been devastated by the Avanapdur War.²⁸

JESOLO AND THE GOLDEN FLEET

Jesolo's great feats take place in the early Dawn.

BEKESH MARNAD

Applied Venfornic magics ?

THE THREE SAGES

The Three Sages were active in the early era as well.

JUNGOZARO THE MONSTER SLAYER

Recent Hero of Haragala.

FENVALO'S MEMORY

Or How Writing was Invented

Fenvalo was a student of Larn Hasamador, the Great Sage. He was a dedicated student, but his progress toward the goal of Nothing, which Larn was teaching, was slow, because Fenvalo had a weak memory. What his fellow students learned and remembered, Fenvalo had to hear over and over.

He was, however, a resourceful man, and undaunted in his wish to learn Immotion. So, he set out to learn the writing of the Yederjalif. If he could write down what the Great Sage had said immediately after it was said, he could review it the same night and the morning after, to aid his memory.

So Fenvalo sought out the High Priests of Avoroma and studied the sacred writing. Learning to write is difficult, and the writing of the Yederjalif is the hardest of all scripts to learn. But Fenvalo prevailed despite his weak memory, and learned the sacred runes.

With his new knowledge, he returned to Larn Hasamador's peaceful grove. But the runes of the Yederjalif are a vision of the voice of the Ultimate. When you read them or write them you see with the eyes of the Highest

God and hear with the ears of the Highest God. Fenvalo found that what he wrote was pure and perfect, but the words were those of the Highest God, not those of the Great Sage.

Fenvalo was used to setbacks, and this one was no worse than the others. If the Yederjalif writing could not help him, perhaps the script of the Kadijalif could. He traveled to Memb and learned the pictures and symbols from the disciples of Kadi.

Again, Fenvalo returned to Larn Hasamador's grove and resumed his study of Immotion. The script of the Kadijalif is made for the description and explanation of holy words. This suited Fenvalo well, but the complex pictures and symbols of the script take a long time to draw and connect. Fenvalo found that he could not write them while listening to the Great Sage, and when he tried to write after the lessons, the result was not good enough, because he had already started to forget.

Now Fenvalo did not know what to do, but he was determined to find a solution. He sat down to meditate under a peach tree, and after eight days he saw a third way to record the words of the Great Sage. The next morning, Fenvalo listened intently to Larn Hasamador's teaching. Instead of trying to write the words down with the Yederjalif runes or describe them with the Kadijalif symbols, he drew little pictures of things that sounded similar to the key words. For example, in the dialect that the Great Sage usually spoke, the word for mind is similar to the word for seagull, so whenever Larn Hasamador spoke of the mind, Fenvalo drew a flying bird. Not all words have homonyms, of course, so Fenvalo had to develop his new way of writing. Several pictures together, with lines to connect them in certain ways, served to mimic the sounds of a sequence of words.

Now Fenvalo could write while listening and review the lessons each night. This support for his memory was what he needed to learn the secrets of Immotion. But he did not enter Nothing until he had taught others to write like he did.

In later times, the Fenvalic writing has been used for puzzle games as well: the rebus.²⁹

THE GRAND STEWARD'S SURPRISE

Or How Writing was Invented

When Henan Maroto, Grand Steward of Golden Mokato, had ruled in the Divine Lord's place for twenty years, the courtiers planned to surprise him with gifts and spectacles.

Lomasar, the Chamberlain, who was in charge of the plans, wrote down all things that needed to be done, in Fenvalic picture writing as he always did. When the

²⁹ The myth starts off as if written by a Larn Hasamador follower, with Fenvalo as the Great Sage's student, but it is really slightly critical of his method. Fenvalo cannot use the Yederjalif writing because Larn's words are not those of the Highest God. There are probably many versions of this story, where Fenvalo belongs to different schools. The common theme is the need to write to support a weak memory and the unsuitability of the Yederjalif and Kadijalif scripts for this purpose. I am not sure about the terminology (Highest God, Ultimate).

²⁸ Note that Finzalvo actually appears in all of the cycles.

courtiers had agreed on all the plans, Lomasar gave written orders to the servants to procure what was missing and prepare the surprise.

Yop the Parrot Man from Forng, the palace gardener, received a note to fill the Grand Steward's bedroom with fragrant orchids. Tomiren Totakar, the Setoringaragon cook, received a note to cook the Grand Steward's favorite dish of fried shrimps with ginger, pepper, and steamed vegetables. Monili, the music master from Memb, received a note to invite a troupe of sacred dancers and singers to perform.

But Monili spoke another dialect than Lomasar did, and read the Fenvalic writing differently. She was surprised that the chamberlain asked for a performance of naked dancers and singers. She would not question the chamberlain's words. After all, he was a devotee of Hobimarong, the god who never made a mistake. Perhaps the Grand Steward's manhood was tired and he needed inspiration. So Monili went to the courtesans' street and hired the Ten Sisters of Dolata, who sing and dance and offer sexual pleasures that only a sinuous dancer can perform.

Henan Maroto was astonished at the performance before dinner. The Ten Sisters danced lascivious dances all naked and sang lewd songs. The Grand Steward was a man after all, and appreciated the female beauty on display, but he had led a life of abstinence a long time, so he turned down the invitations to sexual pleasures.

Tomiren Totakar was not a good reader, and Lomasar's handwriting was not the easiest to read. So, the cook misread the instructions. He was surprised that he was supposed to cook grilled Durian fruit and serve it with pickled vegetables, but he did not question Lomasar's words, because he was afraid of the Chamberlain.

When dinner was served, the rancid smell of the Durian filled the dining hall and many of the diners lost their appetites. Henan Maroto was very confused, but thought it was a joke and ate a piece without showing his consternation. The Grand Steward had never liked Durian, and the side dish of pickles did not improve it.

Yop the Parrot Man also misread and misunderstood his orders. He could not understand why Lomasar wanted the Grand Steward's bedroom filled with painted monkeys, but he shook his head and said to himself that he would never understand humans. He assumed that the chamberlain had asked him because he as gardener had to capture the monkeys that came to the gardens to steal fruit. So Yop took the monkeys captured that day and had his garden hands paint them in Henan Maroto's favorite colors of red and yellow, then carried the frightened animals to the Grand Steward's bedroom.

When Henan Maroto retired for the night, confused and hungry, he found his bedroom in complete disarray, with paint smear all over everything, including on his favorite tapestries. And the monkeys had fouled his bed.

The next day, the Grand Steward asked his chamberlain why he had been entertained with naked dancers, why he had been served Durian for dinner, and why the dirty monkeys had ruined his bedroom. Lomasar was mortified.

This was not what he had ordered. He called for Yop, Tomiren Totakar, and Monili to come to him immediately. They answered the summons promptly and explained that they were all very surprised by the orders but they would not question the Chamberlain's authority. Lomasar checked their notes to make sure that no malevolent Iradgenderi had exchanged them, but they all carried his original message. As he questioned the servants, the chamberlain understood what had happened. He withdrew, paralyzed with shame. For a devotee of Hobimarong who never made a mistake, an affair like this was inexcusable. For five weeks, Lomasar fasted and prayed until the god took pity. Hobimarong understood from the chamberlains lament that the methods of writing mortals used were not enough for their needs. When Lomasar fell asleep, exhausted, Hobimarong told him in his dream of a new script, which was perfect, like everything else the god touched.

The new script had a sign constructed of distinct lines and arcs for each combination of a consonant and a vowel. There were also extra signs for lone consonants and vowels, and rules for constructing new signs for sounds used in other dialects. Lomasar realized that with the new writing, you had to know the language to be able to read a text, but if you did, you could read the text exactly as it was intended, without ambiguity and misinterpretation of each word. He called the new script Parlothadi, which means "Dream of the Gods," and set about teaching it to everyone in the Grand Steward's palace.

Henan Maroto was impressed by the new efficiency in the running of the palace. He gave the chamberlain the highest honors and decreed that Parlothadi should be the official script of the whole Eastern Seas Empire.

THE NEW REVERENCES

During this cycle, the promise of Mashunasan's all-encompassing powers of meditation led to several of the Great Meditators, who were able to quell huge areas with their natural peacefulness. However, the difficulty of reaching such a state never allowed them to appear in large numbers.

Troubles are mainly of powerful antigods oppressing humans.

BEKESH MARNAD

In the Bejeweled Islands the opinions of peoples are as numerous as the fruits on a tree. Life is easy and pleasant, so most people don't care too much about anything that might interfere with their daily lives.

Bekesh Marnad wished to be noted.

Bekesh Marnad was master of a school in Ambatolampy who taught Frenzypeace. This used severe hardships to bring up huge, but short, powers of insight and clarity to see the Mystery.

Bekesh Marnad went to his king and after many requests sent for the sages Serd Marnad and Reha Manari.

When these three were together, with great pomp and ceremony, they were declared to be the incarnations of the Cosmic Dancers in the world. Oorduren, Majadan and

Erdires were called, respectively, Mashunasan, Avanadan, and Mairnali.

This action attracted the attention of the Sea Lords, who prepared to send some warriors to disrupt it. Even before they arrived, though, it had failed.

The failure was a blessing, however, because the two visitors were insulted to have been so basely tricked into their parts. They stormed off, leaving many natives distressed. Thus, when the Pirate Empire came they found only dispirited natives.

THE THREE SAGES

SERD MARNAD

Popularizes the Reverence of Mairnali, who had acquired Unrealization. She offered her own liberated self as the ultimate self-sacrifice.

REHA MANARI

Reveres Mashunasan. Throughout the stories, he generally keeps trying to get away and be alone.

After leaving Bekesh Marnad, Serd Marnad and Reha Manari traveled together, and after many islands they came to Mokato. There they met Eranth Eyoon, a devotee of Kabalt and Darja Danad.

These three became good friends, and they settled in Mokato. They provided the framework for Mokato's later Eastern Seas Empire. Afterward, they are remembered as the Three Sages, and are believed to be incarnations of the Cosmic Dancers.

Stories about them today tend to be good-natured trilogies, as the sages each discusses questions from their own perspective. They almost always end by acknowledging that "The Ways are Many, the Way is One."

These beliefs are the source of many of the other schools of mystical practice.

MAIRNALI

Mairnali was a minor goddess, a fountain maiden in the household of Yothbedta. She would sing whenever the gods gathered upon the natural arena where she lived, and she found delight in the way that the great beings admired and appreciated her song and beauty. Until, that is, she experienced the serene power of Oorduren. When the god was nearby her songs were even more beautiful than she had dreamed possible, and she herself was transported upon her music to something that she had never imagined. When Oorduren departed, so did the experience, leaving only an empty memory instead.

Mairnali gained permission to follow Oorduren, and to sit at his feet to listen and learn. She did this as he moved from place to place throughout Vithela. She practiced the rigors and difficulties, rejected the severity of the austerities, and cleansed and purified herself until she could see with new eyes and reject all simple temptations without effort. Then the hard work began, but after a few decades she at last achieved the perfection of consciousness that is mystical bliss. Oorduren, pleased, sent her forth to teach as well.

Mairnali taught as Oorduren taught. She occasionally sat down someplace to meditate, lecturing to those about her when the universal spirit urged her to do so, accepting whatever food or drink was offered when she asked for it, but mostly she was simply with whomever she encountered.

Mairnali had great healing powers, and never withheld them from anyone who was hurt or ill. She once healed a dying dragon, and then the demon that had nearly killed it. They stopped their struggle and went their own ways, leaving all the nearby islands in peace again.

When Mairnali was ready to depart the mortal world, her consciousness prepared for its blissful dissolution. From all around her she heard the wails as the rest of the world wept because of the departure of such a great woman and source of good.

Mairnali was touched by the collective grief. In her elated state she perceived a way to help, and rather than dissolve to Nothing she halted and reversed her ascendance, and instead returned to the world of life and death in order to share her own bliss with those who needed it.

Many mortals have since then emulated Mairnali, and prayed to her for good luck, blessings, and healing. Even some of the gods were taught by her.

OTHER VITHELAN MYTH CYCLES

THE HARANTARA CYCLE

Harantara is one of the most popular goddesses of the east, worshipped in Kralorela, Vormain, and the northern East Isles. She is the Dragon Goddess of the Kahar Sea²⁹ and the Great Heroine of the East.

THE BIRTH OF HARANTARA

Harantara is the daughter of Ivaro and Hangyath. Most of her story is told in *Missing Lands*, pg. 24.

HIGH GODS CYCLE

THE DRESS OF THORNS

In her youth, Harantara became famous for her leading part in "The Dress of Thorns." Her brother Palachath was kidnapped by Kratapol. Harantara sought him for many years, overcoming numerous hardships including the weaving and wearing of the Dress of Thorns. She discovered Palachath's whereabouts but could not free him, and barely escaped herself from Kratapol's lair. Hangyath tried to get his son, but was killed by Kratapol. At last Harantara's mother Ivaro got her brother Saroni to help, and the god rushed like a sea from the north and drowned the kidnapper Kratapol.

THE MOTHERHOOD EMERALD

With Angen the Green, Harantara was mother of Osdero the Wise, the ruler of ancient Abzered. The courting story is famous, in large part because after her pregnancy and birth Harantara returned the emerald and Angen retired to permanent meditation.

GODS CYCLE

Osdero was blessed by Mashunasan to be the Eagle Phoenix Emperor of Abzered. He made roads of gold to link his cities, grew silver in the clouds, and created a light that people could eat like food. Osdero taught his people his Seventeen Lessons, which led to enlightenment, whereupon they came to live in his Palace of Eternal Light. The Kralorelans call him Metsyla.

Saroni, called the Duke of the Deep, was very active then. He had accepted a grant of territory from Osdero, and within it he had full reign. Harantara had a home upon this inland sea, upon which she often sailed in a great and beautiful barge. She often studied deep within it with the sages who came to stay at the expense of Saroni, and also studied with the many sages of the time who lived above and upon the world.

THE FOREIGNER'S LESSON³⁰

Harantara was courted by the foreigner Kahar, but her uncle, Saroni, sent the interloper away until he could learn

Perfect Stillness. After much trouble he got advice from Osdero (Harantara's son). He calmed himself enough to obtain Stillness, and so Harantara accepted his proposal. However, Saroni resisted this, and asked his kinsmen Sedeni and Seluro for help. When Kahar and Harantara took refuge with Osdero, the sea gods destroyed the palace and all who were in it, except Kahar and Harantara, who turned into dragons of the sea and air to escape.

Saroni surrendered to them. Sedeni was later conquered by Kahar, and Seluro by Harantara. Thus, she obtained rule of the Kahar Sea with her husband.

KAHAR'S WRESTLING MATCHES

Their region was invaded, but Kahar resisted both Serakaru and Bitador, and overcame them wrestling, so that the typhoons were calmed over Kahar's Sea.

THE ZABDAMAR

The merman children of Harantara and Kahar.

THE DEMI GODS CYCLE

HESSA MEVALA

THE DREAM CYCLE

THE MIRROR WAR

The main story is the Mirror War, found on pages 95-96.

TRACK 1 - OREN PAROND AND FORWARD

Oren Parond stepped through the dream gate and became Thella in the Dream World as in the extant version of the Avanapdur myth.

The keets were the first to know Thella. They had a collective dream of flying³¹ and sacrificed that to Thella's Net.

Seram Ambon, who is now seen as the first founder of Thellan reverence, searched his own dreams and found truth in them. He said that the tranquility of thought required to reach higher consciousness can be gained through knowledge from dreams and sleep.³²

Misool Pulau, who is the second founder of Thellan reverence studied Seram Ambon's method and met Thella in his dreams. He learned of the Net that protects the dreamer from succumbing to the Dream World. The Net makes it safe to dream, because it stops the dreamer from descending into the lower consciousness from which she cannot return. Misool Pulau learned that revering Thella is the way to keep the Net strong. Thella's symbol is the White Moon that spreads gentle light and reveals the true path.

But Avanapdur still lurks in the Dream World, in the dangerous realm beyond the Net. Avanapdur's symbol is the Black Moon that sheds unlight and leads astray. He is now the god of false dreams and nightmares.

²⁹ She is called Thrunhin Da, the Blue Dragon of the Deeps, when she appears as a dragon..

³⁰ For the complete story, see "How Kahar Became a Sea God," pp. 64-65.

³¹ Again, note flight as a metaphor for higher consciousness.

³² Patanjali 1.33/38.

Engano Palopo, the third founder of Thellan reverence, found that the power of true dreams could be brought back into waking. By focusing on the true symbols beneath the apparent surface of a true dream, the dream magician can manipulate magic force. But dream magic can be dangerous. By overextending one's reach, false dreams give the power and the magician's consciousness falls and he becomes a tool of Avanapdur. If the fall is great enough, the dream magician becomes a dream wraith, who can no longer find his way back from the Dream World.

Tangan Sorong, the first founder of the Waking Magicians, was a dream magician who left Thellan reverence for disengagement. He came back to warn others that they were following an illusion. He said that the Black Moon is just the back side of the White Moon; Thella is Avanapdur, still trying to snare the unwary.

Oolen Sorong, the founder of the Gatherers, followed Tangan Sorong, but went one step further. He taught that Thella's Net is a danger in itself, as it tempts people to entangle themselves further with its false assurance of safety from falling. The only way to stop the temptation is to go through the dream gates in Vithela, find Thella in the land of dreams, and destroy her. Thella's gone, the Net would disappear.

Sula Mangole, the founder of the Dividers, reacted against the Gatherers, saying that their way is wrong; by attacking an illusion, they will fall to illusion. The Dividers instead endeavor to unravel the Net from the ends. If the Net is rolled up, Thella/Avanapdur will be rendered harmless.

The followers of Thella of course say that the Waking Magicians, whether Gatherers or Dividers, are unwitting victims of Avanapdur.³³

TRACK 2 - THE DREAMING UNIVERSE

One group of islands has a deviant mythology, wherein Thella plays a more important role.

Atrilith was created from Durapdur's dream.

Atrilith created the Avanparloth (high gods) and then fell asleep. His dream was the world inhabited by the Avanparloth.

The Avanparloth fought the Dogsalu War and create the Parloth (gods). They then fell asleep. Their dreams formed the world that the Parloth inhabit.

The Parloth fought the Oorsu Sara War and created the Parondpara (small gods). They then fell asleep, and their dreams formed the world that the Parondpara inhabit.

Thella is one of the Parondpara. She was the goddess of Mangoriara Island. When Herespur invaded heaven and earth, Thella gave the keets wings and the humans ships, so that they could flee from the antigod's army.

The sky god Churanpur fell, slain by Herespur, and Herespur's baleful eye shone as a false sun. Eventually, Avanapdur defeated Herespur, and Avanapdur's benevolent eye took its place.

But when Oren Parond proved Avanapdur to be false, the islands fell apart. Thella created the Net in an act of

compassion for the mortals. The keets gave back the wings they had gotten from Thella to help spread the Net over the sinking islands. The Net binds the islands together, on the sea and in the Dream World.

Thella then went to the dreaming Avanparloth and asked them to create a new sun. The Dream Sun rose, and Thella became the goddess of dawn.

In this, Thella transcends the categories, for she is now both an Avanparloth and a Parondpara. She is both awake and dreaming.

Thella then taught the mortals that truth lie in dreams. The universe is a sequence of dreams within dreams. Only by passing through all levels can the spirit reach Durapdur and become one with the world spirit.

Misool Pulau saw Thella in his dreams and found that she could continue to the next level of dream once she had learned the art of lucid dreaming. All the people of Mangoriara took to Misool Pulau's teachings. When they were all elucidated and sought the deeper levels of dream, Mangoriara disappeared from the sight of common mortals.

Engano Palopo found that the power of true dreams could be brought back into waking. By focusing on the true symbols beneath the apparent surface of a true dream, the dream magician can manipulate magic force.

Tangan Sorong, the founder of the Waking Magicians, sought a shortcut to the dream of Durapdur. By waking up the deities in sequence, the world would revert to the original state by itself.

Oolen Sorong taught that Thella's Net separated mortals from the deeper dreaming. If Thella could be defeated, the Net would dissolve and the waking up could continue.

Sula Mangole reacted against the Gatherers, saying that their way was wrong. Thella must wake up like all the other deities.

THE TWIN PHOENIX SAGA BACKGROUND: THE MYTHIC RIVALRY

In the High Gods Cycle, Vith chose a beautiful place to stay with his wives. He pitched his tent, and his wives' tents to each side. In the bright day, when the world was lazy in the summer heat, Vith made love with Laraloori. That night, in the crisp chill under the stars, Vith made love with Gebkeran. The next morning, two children were found there, and they were the Parondpara Feleta, who was bright and sunny, and Zatum, who was cold and nightly.

Feleta and Zatum delighted in the presence of their parents. They learned the ways of the gods and antigods from their mothers, and how to sacrifice, pray, and work magic. When it was time to go away, Vith and his wives did. Feleta and Zatum each built a memorial to their mothers where they had been born, and together raised a statue where they met to worship Vith.

In the Gods Cycle, the two were in Abzered. When Saron first invaded with his ocean Zatum welcomed it, and an arm of that ocean ran all the way overland towards him. Feleta, however, resisted, and the pair argued, then fought. Saron aided Zatum of course, and simply washed

³³ Note that Thella's dawn aspect is missing.

away what the two held in common, the land around the statue of Vith. It was submerged, and the Teljen Strait opened between the rivals' lands. Though the Saroni ebbed and flowed, the Teljen remained between them. On one side was Zatalumlash, where many antigods gathered; opposite was Feletalash, where many of the Above Peoples lived. Zatum and Feleta then each raised a temple to their mother.

When Oorsu Sara was gaining strength, the people of Feletalash dug a great moat around their land to help keep out foes. They made weapons of war and sacrificed to Karkal, so they withstood the army of Zatum. When Herenath the Priest caused all the water to dry up in Feletalash, the goddess herself, Feleta, worked her powers and cut herself dead, so that a huge lake of fresh water ran out and filled a valley. She swore she would remain there for her people as long as they needed her.

Oorsu Sara studied with Nenduren for a long time, as did some of his leaders. Bedbedsu was one who studied. He used his powers to shock Karkal, and then disemboweled the fire god in that shocked moment. Bedbedsu overran Feletalash with his Andin army, enslaved the people, and destroyed their temples. Such was the fate of many good lands in the reign of Oorsu Sara.

Oorsu Sara was destroyed by Jerema Madoon, and at that release the gods were freed from their bondage. Enevar leapt up and rallied the fighters, who drove the Andins off of their island. They raised temples to Laraloori and Karkal again. They were free, and helped Hong Malagum and Hessa Mevala in the Happy Conquests.

The Demigods Cycle passed, with dynasties replaced and gods born.

In the Atrocity War, King Janadi swept the fleet of Feletalash away, but sailed past, intent to send his army against the larger prize of Vithalash. Nonetheless, Zatum and his race, who were the Arandinni, continued to attack Feletalash.

Mergano Pur was the famous hero who resisted those assaults. He needed help, and his brother Seregn Pur got it from Avanapdur, so that together they thrashed Zatum thoroughly. Mergano Pur and Seregn Pur argued for a long time in public, the former being against the latter for the practices of Avanapdur. Many thought Mergano Pur was stingy in his praise for the god who helped them, but Mergano Pur said, "No friend occupies your cities with his armies, and no friend occupies your heart with his lies." But the island's inhabitants were divided among themselves.

When Avanapdur was banished to the Dream World, all the places where his worshippers lived disappeared. Many places in Feletalash slid under the waters that way, and the once proud island was divided into the Hanfarador Islands. Ever true to her word, Feleta continues to disgorge volumes of fresh water for her people. Hence remains the freshwater Feleta Sea among the islands, even though it connects directly with the salty seas.

Zatalumlash was occupied almost entirely by worshippers of Avanapdur, so only those places that the residents had shunned were spared. In those wretched ruins and craggy peaks, the Andins crawled, who had always lied

and cheated on their worship to Avanapdur, sustaining their vile race in those wretched places.

The granddaughter of Mergano Pur ruled the islands when Darja Danad's Liberation Army came. She was glad to help, but her navy had already driven the Andins back to their own home islands. The Queen of Hanfarador married one of Darja Danad's leaders in the Army of the Bolt, and bore his children. Since then, throughout the whole of the Human Cycle, the Hanfarador Alliance has been ruled by that family.

THE HANFARADOR ISLANDS

Most residents of the Hanfarador Islands recognize their shared culture and history. Their land is marked from wars against the antigods. They all prefer cinnamon and hot peppers as spices, obey elaborate sumptuary laws, and slavishly follow the annual hat fashions of the Queen. All boats must have triangular sails, and everyone worships at the ancient temple to Laraloori. Temples to her and Vith are found in every city, and the people maintain many aspects of High Worship. They loathe and hate the Arandinni Islanders, nearby, who all worship Vith and Gebkeran.

Hanfarador has been protected for centuries by two things. One is the rites performed by priests of Chaquandarath and priestesses of Genderatha. They carry on an ancient tradition, speaking the words of power from divine scriptures. Their hymns burn the Andins, cause their wombs to wither, and demoralize them so that they fight each other.

Second is their military. They have a small fleet of ships whose sailors are all devotees of Karkal, the God of the Thunderbolt.

THE ARANDINNI ISLANDS

Not all the Andin Islands are full of demons, and even those that are do not necessarily help each other. The Arandinni group stands out because of its inhabitants and shared history.

Dech Oru, the current Arandinni King, lives on Seldanu Island, a tiny island nearly covered by the broken remains of an ancient fortress. He is the son of Bedbedsu and Zatum, and has gained command of the other Andin of the islands as well.

THE ARANDINNI

The Arandinni are humanoid, but are larger than men, have more power, and have horns and scaled skin. They are not as quick witted as humans, and are much more lumbering. They are intelligent, and some practice monstrous sorceries, lately making stony creatures as slaves and soldiers. The Arandinni hate the people of the Hanfarador Islands.

CURRENT HISTORY:

THE MOCKERY CONQUESTS

The demons of the Arandinni Islands have once again attacked their rivals of the Hanfarador Islands. Their attacking forces contain many surprises, and the Hanfaradors' fall so quickly that their defense is a mockery.

Dech Oru, the Gouger of Flesh, provokes a war against Hanfarador, his ancestral rivals. The Andins and allies overrun the islands and ransack them, seeking the Lens of Manurden. It is not in Hanfarador, and Dech Oru sends Modu and Solumdar out to find it. They take tribute and set up altars to the Red Sun everywhere they go. They get to Yoptipoea and look at the Twin Phoenix Eggs, but do not touch them. They are seeking the Lens.

CELESTIAL DEITIES OF THE EAST

The Sky was made as the palace of the High Gods. They are so vast and all-pervading that they are invisible to normal perceptions. Nonetheless, the entire universe is their home, and the sky is their palace.

The planets, stars, and constellations are servants of the high gods. Maluraya³⁴ took his place in the sky as the Viceroy of the Day, while Farsanrana³⁵ took his place as Viceroy of Night. These two then created a staff to take care of the residence, as was proper. The staff consisted of:

Sentharu, the Steward.³⁶ He spends each day checking the entire palace for its quality.

Lomarthalonos, the Server.³⁷ He serves for 98 days, then replenishes his stock.

Mitenkos, the Nourisher.³⁸ Each 31 days she cooks and serves the greatest feasts that can be imagined, and spends the next 31 days preparing for the next one while the gods are fasting.

Ombalavor, the Lover.³⁹ She serves for a mere 1/3 day or night, and is dismissed, yet so perfect is her duty that she appears again immediately when she is done.

Unvoreth, the Guard.⁴⁰ For 14 days the Guard patrols actively, and spends the next 14 in prayer and magic casting.

Kendaramin, the Sage.⁴¹ Motionless, always available, unshakable, the Sage sits in the center.

Then they provided entertainers:

- **Deshelda.**⁴² “Morning.”
- **Fothamaroko.**⁴³ “Midday.”
- **Ferenthomenta.**⁴⁴ “Evening.”
- **Mendoroko.**⁴⁵ “Midnight.”

SOME CONSTELLATIONS

- **Dogsalu.** Draconis Stella.
- **Hensarava.** Hunter.
- **Prosandara.** Lorion.
- **Keltari.** Bad One.

I think Keltari and Dogsalu are important enough to be there, in their own ways. Dogsalu, after all, becomes a high god, while Keltari learned something or other that was important and critical.

³⁴ The Sun.

³⁵ Orlanth's Ring.

³⁶ Lightfore.

³⁷ Lokarnos/Wagon.

³⁸ Entekos/Moskalf.

³⁹ Uleria/Mastakos.

⁴⁰ Shargash/Tolat.

⁴¹ Pole Star.

⁴² Theya, the Dawn Star.

⁴³ Most people say he has no star, because this is when people are at afternoon meditation worship. He does correspond to Erindamus, the Dog Star.

⁴⁴ Rausa, the Dusk Star.

⁴⁵ Kalikos, the Northern Star.

KRALORELAN MYTHOLOGY

Kralorela is the modern name of the land formerly known as Abzered and Kerandaruth.⁴⁶ It was originally part of Vithela.⁴⁷

THE DRAGONS OWN CREATION SEQUENCE

From the Orange Book.

0. OUROBOROS.

1. COSMIC DRAGON, DEFEATS ...

2. ORXILLI, WHICH BECOMES AN EGG.

3. GRAND ANCESTRAL DRAGON HATCHES FROM THE EGG.

4-9. ANCESTRAL DRAGONS: MANY (2x3=6).

Actions cause the Six Ancestral Dragons: Dragon of Silence, Dragon of Secrets, Dragon of Being, Dragon of Experience, Dragon of Thought, and Dragon of Spirit.

10. UTUMA CREATES THE WORLD DRAGON.

The World Dragon is the sum of all material.

The Ancestral Dragons breed, and their eggs hatch to be True Dragons, which are the monsters of the Mythic Age.

Ouroboros is equivalent to Durapdur, the Cosmic Dragon is equivalent to Atrilith, the Grand Ancestral Dragon is equivalent to the first high god, and the Ancestral Dragons are equivalent to high gods.

THE EMPERORS OF KRALORELA

1. TARNGATHA

FACE OF CREATOR

An Ancestral Dragon (called Aether in the *Jonstown Compendium*), he is equated with Vith, who is not said to be a dragon. His reign contains the earliest creations tales:

- High Gods raise mountains (to the west) to live.
- Ends with Keltari War.

2. HEENMAROUN

PEACE OF THE WORLD

A True Dragon (called Yelm in the *Jonstown Compendium*), called Govmeranen in the East Isles, where he is not recognized as a dragon, and is also compared with Murharzarm, first Emperor of Dara Happa.

- Fall of Keetela (#1, from SE corner; Togaro Ocean).

⁴⁶ This is in rougher form than the rest of the Eastern mythos, and is more likely to be altered. However, the complete parts are unlikely to change very much.

⁴⁷ Chen Durel is the Kingdom of Ignorance.

- Helpless Death of the Kings.
- The Sages' Rivalry.
- The "Beasts of Kerandaruth," where the Hykimi Meet God. This is the conversion of the local peoples, called hsunchen, to the High Religion of the dragons.
- Reign ends with Oorsu Sara.

3. METSYLA, LIGHT OF ENLIGHTENMENT

Not a dragon, even among the Kralori, but a demigod, called "Eagle Phoenix Emperor." In the East Isles called Osdero, King of Abzered. He is depicted as an orb with seventeen red ribbons on its robe.

- Metsyla becomes embroiled in politics. Abzered is sunk, and he is slain. The Kahar Sea cuts Kralorela off from the rest of the Eastern lands.
- Mashunasan blesses him to rule Abzered.
- NiangMao, Enrono, *? are his mystic contemporaries.
- Builds Palace of Eternal Light, makes roads of gold to link his cities, grows silver in the clouds, and creates a light that people can eat like food.

4. SHAVAYA, EMPEROR OF SPLENDOR

He is the "First Human Emperor," who rules the Kingdom of Splendor, that is, the Land of Kerandaruth.⁴⁸

Shavaya had invented measuring tools, and now makes copies. He teaches his language to all the tribes, so they can communicate with him and each other. He does many other things too. His daughter discovers rice, the regional staple.

In the land of plenty, the antigods stir trouble against the Emperor, trying to make him overindulge. He is tempted by Beasts (Indulgence), the Kingdom of Ignorance (Shortsightedness), and others. He does not succumb. He rules for thousands of years, and at the end resists Oorsu Sara. The land is cursed and devastated, though the Emperor himself is untouched, still splendid.

Then the Kingdom of Ignorance invades and occupies the land.

"The Last Human Emperor."

(4.5.) SEKEVER

Oppressive false Emperor of Kralorela. Sekever was ruler of Ignorance, and marched in with an army of demons and corpses after Kerandaruth was cursed by Herespur. He was an evil demigod, who caused even the Minister of Fire⁴⁹, the fire god, to hide himself away so that all the land was dark and cold. Sekever then sacrificed to his hidden god, and a Black Sun rose into the sky and sent rains of blood across

⁴⁸ Valzain is simultaneously appointed to oversee Vormain.

⁴⁹ Vithelan Karki.

the world. Sekever warred against Vormain and Teshnos, and blasted all the lands west of the mountains into wastes. He was finally destroyed by Daruda.

5. DARUDA, THE DRAGON EMPEROR

Throughout Kralorela, practitioners of meditation include wanderers, monkish refugees from society, priestly cadres who lead public ceremonies, martial art schools, and a system of “imperial temples.” But whatever their practice, all these meditators revere the Emperor, who is recognized to be the Living Infinite and inaugurated these institutions.

Daruda wished, while still young, to know the perfect ideals of the High Gods, and so for many years he practiced all the arts that are required to become as powerful as the gods. However, during his travels he came to a hovel where he met NiangMao. He was impressed by the serenity of the monk, and so he stopped to study and learn too. After a long time of meditation and training his mind, Daruda totally dismissed his desire to be as the high gods had been, and determined instead to seek mystical truth by contemplating the Void.

After many more years of rigorous discipline, Daruda achieved his union with Nothing, and like many other sages before him his consciousness prepared for its blissful dissolution. Behind him, Daruda heard the groans of the rest of the world, sad at the departure of such a great man and source of good.

Daruda was touched by the collective grief. In his elated state he perceived a way to help, and rather than dissolve to Nothing he halted and reversed his ascendance, and returned to the world of life and death in order to share his own bliss with those who need it.

He reentered the world and descended through the spheres of the immortals. He was perceived by the high gods to be greater than they, and they bowed before him in reverence, and called it Eternal Power.

When the gods saw him they perceived him to be a high god, and called it the New High God and the Dragon of Being.

When the small gods and antigods saw it, they perceived a great dragon descending into the world, full of splendor and beauty, whose sweet odor brought bounty, and whose gleaming brilliance dazzled life to spring from the most meager spot of luck.⁵⁰

Daruda settled into that place that was most needful, and which thereafter became the most blessed by his presence. They called the land Kerandaruth. It had been blasted by the False God, then occupied by the cannibals of the Black Sun, but the mere approach of the dragon made most of the demons and dank spirits flee in terror.

When Daruda settled upon the ground all the heroes of ignorance ran away, burning. That left only the corrupt antigods, who united their powers into a single foul resistance. Daruda surrounded them, and turned their attacks back on themselves until their own fury burned them clean.

⁵⁰ Dragon = Kundalini. A fully realized Kralorelan mystic, then, is a dragon.

When Daruda entered his body into the world, the cleansed area became a wide, shallow lake called the Suam Chow. Daruda erected the Unfathomable Palace upon its edge, populated it with all the correct people, and created a thought that sat upon a throne of fire and spoke the words that Daruda wished to be heard.

Daruda was an infinite being, and knew the fragile personality that housed his consciousness would not last forever. Therefore he started the Circle of Infinite Power, where he would teach people what he knew, and they in turn would teach others.

When a replacement for him was ready, Daruda announced his impending departure. The Circles of Infinite Power assembled around his fiery form, and around them assembled the lesser circles too. The Mover of Heaven then performed utuma, the assembled were blessed, and the first Dragon Emperor went away.

Some say he went and prepared, or became, the Summer Land Heaven.

6. THALURZNI, BALANCER OF ELEMENTS

Thalurzni is a great war leader, and in battle defeats the Shadow Cancer, Earth Eater, Star Permutator, and Secret Waters. He summons wrathful powers that destroy and replace those antigods.

Thalurzni encouraged diversity among his subjects, as long as they revered him and the exarchs.

Halisayan is his perfect wife, who eats the Pill of Immortality, and shows the way for ordinary people to reach the Summer Land Heaven, where they rest between lives. Thalurzni and Halisayan now rule in that blessed place. His statues are of mixed metals, hers of mixed natural elements.⁵¹

7. MIKADAY, WATCHER OF THE POPULACE

Goes in disguise among people. Children born from these escapades are the dragon sons. They still occur. First written laws erected on stelae. Creates examination system for government jobs.

8. VAYOBI

“HIS NAME TINGLES THE TONGUE.”

Ejected by Sekever, who rules (again). Returns as the War Dragon and ejects Sekever. Fights against antigods, and liberates Vormain.

9. VASHANTI

Created the Web of Righteous Knowledge, which includes the modern form of government. He is the Emperor at the Dawn, which is the end of his reign.

Invades Vormain, holds it for a century or so, then loses it

⁵¹ Her sister is Bodkartu.

10. YANOOOR

Becomes Emperor at the Dawn. He makes the sun stop in 375 S.T., but in the Imperial Age is destroyed by ShangHsa-may-his-name-be-cursed.⁵²

11. GODUNYA.

The current Emperor. Godunya was a young man who fled from Kralorela when the antigod dragons scoured the countryside to destroy all that was good. He was no country boy, and was enslaved by cruel lords from Ignorance. After years he escaped, and after many sorrowful hardships finally found refuge in the enemy land of Hemkarba.

Godunya was taken into one of their monasteries, living in the beggar's corner and eating crusts. He was invited to meditate, and accepted.

Those monks had never been properly trained in this, though they still planned to become dragons, but Godunya's presence, example, and lessons changed them. After a while, many people came to learn from him, even many of their own seers. Once the rulers of Hemkarba learned of this, and heard what he was saying, they tried to kill him, but Godunya had already departed the monastery.

Godunya projected such power that no troops, spirits, or even dragons could find him. This proved his truth and power to many, and soon his students went to other temples and cities with their liberating ideas. Years later, some even returned to confront the ruling council. A schism between the two draconic powers grew confrontational until a true dragon was summoned, which promptly devoured the part of the council that rejected Godunya's teaching.

Godunya went to meditate and to wake the dragons of Kralorela, to see who they would obey. The Earth Dragon made the earth shudder (1051 S.T.), the Water Dragon made the Suam Chow grow deeper, the Air Dragon knocked down half the cities with a typhoon from the east, and the Fire Dragon burnt off the crops and trees from northern provinces.

Godunya's meditations culminated in the War in Heaven (1120 S.T.). ShangHsa, the Evil Dragon, summoned its forces, and all Glorantha watched as dragons woke through all the worlds and converged for war. All that was false was destroyed.

During all of this Godunya remained meditating in a distant and lonely place. When the burnt lands grew back overnight, the Suam Chow withdrew, the knocked down houses grew into gardens, and the broken earth revealed great treasures, then the Exarchs suspected that the true Emperor was alive. They spoke to the souls of the dead, who said they had no worries, for they saw their Emperor who would take them to the Summer Land. The Exarchs sent out searchers everywhere until Godunya was at last found, sitting amid the ruins of dead giants. They brought him home, and he was honored to become the Emperor of Kralorela.

HISTORY OF THE FALSE DRAGON PERIOD

This is also known as the God Learner Conquest. From the Kralori perspective, the politics are less important than the psychic struggle for mystic control.

PRELIMINARY EVENTS

- 578 EWF founded in Dragon Pass.
- 675 Return to Righteousness Crusade begins in Jrustela.
- 725 Loskalm overturned by Return to Righteousness Crusade.
- 734 Return to Righteousness Crusade overturns Seshnela.
- c.740 Seshnela conquers the Stygian Alliance and gains access to Arkat's heroquesting secrets.

KRALORI EVENTS

- 768 Emperor Yanoor is confounded and driven out.
- *? ShangHsa appointed Emperor by New Dragons' Ring. ShangHsa knows about this huge draconic enterprise some time after he becomes Emperor. He decides to make sure they are correct, and sends agents flying to them. ShangHsa assures them he has no interest in fighting them, and will lend them draconic assistance, be friends, etc. He gladly accepts some of them in his (own) schools and temples.⁵³
- c.800 ShangHsa's agents become more active inside the EWF. This intervention actually benefits ShangHsa at the expense of the EWF leaders.
- c945 HesperoonMarn's Rebellion begins.
- 950 Oceans closed in West.
- 954 Closing reaches Kralorela. Note that the False Dragons Ring continues to rule here for another 166 years without external support. Yet, during this time HesperoonMarn, the Faithful Dragon, is active and raises the mountain and hill peoples to revolt. His secret is to show devotion to the proper dragon power in a martial arts manner. Oh, and guerilla warfare with widespread popular support among the peasantry.
- 1042 EWF leadership is abruptly destroyed. This actually weakens ShangHsa, who had been soaking off of it as much as he could.
- 1051 Dragon's Awakening Shudder, a great earthquake.
- 1060 to 1100. Other huge events. Godunya is summoning the Great Dragons, and ShangHsa is trying to control them. When Kralorela is destroyed (burnt, etc.), it means that the Defender of the People has lost. Godunya's powers return all as it had been the next day.
- 1120 War in Heaven. Kralorela's True ancient magic of the Dragons is fully awakened, and ShangHsa, the False Dragon, is destroyed by Godunya. Preparations are begun for the rites to recognize Godunya as true Emperor.
- 1124 Godunya fully Consecrated.

⁵³ Please note that this is **not** an interaction between the EWF and the God Learners. By this time, the God Learners are a side-line for ShangHsa. He supplies them with whatever they want, and of course takes plenty in return.

⁵² A.k.a., he is "confounded by the God Learners."

SHANGHSA-MAY-HIS-NAME-BE-CURSED ANOTHER LOOK AT A FAMOUS EVENT

Here is a story from Kralorela about Godunya, their current Emperor. This is their view.

The path to liberation is fraught with temptation. The true masters taught us the safe methods, and to wander from their advice even to do good is to err. The lives of MaoTzen show us this.

MaoTzen was a great student of Darudism. From his post of meditation, he discerned that the masses of humanity were a miserable lot, always in danger of illness, violence, and theft. This knowledge kept him from advancing towards his liberation. He decided that the task of liberating the universe would be easier if he taught those ignorant peoples the secrets he had learned. Thus, he reasoned, they would no longer provide him with the distraction.

MaoTzen sent his consciousness to Yothbedta's Stream, where the souls of humans are sent upon the Clear Stream to the wombs of those who will bear them. MaoTzen told Yothbedta to send him to where he had discerned the worst suffering, and she did.

MaoTzen was born from the womb of a peasant in Hemkarba, where demons ruled. They called him Jerem, at first, but after he began performing his miracles and wonders he was called Great Rebel Gem. He taught people the way to move and sacrifice to make dragons friendly, and he taught them to understand draconic speech. Before MaoTzen left the land, many dragons had wakened in it, attracted by the serenity and power he had opened.

MaoTzen then had Yothbedta have him born westward, where even more demons lived, in Hesezmedi. He was called Gilamdestau, and was the son of an exarch among them. But in Hesezmedi the people were so evil that even as a child they feared him, because they were slaves to Chelen the Doubter, and did not believe even what they saw. MaoTzen hid among robbers, whom he enlightened, and who helped him regain his father's rights. As a leader, then, he helped some holy folk to conquer their foes, and he wrote several books, and so left his ideas to grow among them. But he was killed by a rival, before his plan was finished.

Then MaoTzen slipped from being tempted to being a demon. MaoTzen bypassed Yothbedta's Stream, and entered right into the womb of a woman, who was his own concubine, and so was reborn as his own son. He destroyed the actual child who had been there, and this assured MaoTzen of rebirth as an antigod, and so ever since that event we call him only by his evil name, ShangHsa-may-his-name-be-cursed.

In Hesezmedi, ShangHsa quickly proved himself to be a scholar, so he was called Wise Knowing Demigod. He promised his people great powers if they obeyed him, and they did, so he taught those antigods his draconic secrets, and after a century of preparation he led an army to Kralorela. ShangHsa showed the invaders where to plunder, who to slay, and what to gather together in one place for him. They assembled the secret parts of the Hidden Dragon, then rushed to where Emperor Yanoor was hiding.

Dragon to Dragon, the very earth and sky shook, and Yanoor was caused to see a falseness in himself. Yanoor, blessed and divine, undertook utuma,⁵⁴ and took the frightened dead of Kralorela with him to the Summer Land.

ShangHsa used the assembled regalia to make himself the Dragon Emperor, and then commanded his tribe to worship him, to become dragons quickly. They did.

They were the antigod dragons, and ShangHsa was the anti-dragon god. They ruled over ruled over Kralorela for 352 years before they destroyed themselves.

⁵⁴ Ritual suicide, which was first the act that created the world.

VITHELAN GLOSSARY

Abzered. Land of Enlightenment of Vithelan Gods Cycle. Its lands once included the whole Kahar Sea that is now between Vormain to Kralorela. Abzered was incredibly rich, always peaceful, and without hunger. Osdero the Wise ruled it, who was called by the Kralori Metsyla. Abzered was finally inundated by the sea gods, Sarono and his barbarian brothers.

Adlanari. Antigod of the East Isles Dream World. Adlanari was an anti-god first brought to the world by Urnusu Barin, who wielded the Black Mirror in the Mirror War. Adlanari was at last banished to her Dream World realms by the Great Net of Thella.

Adpara. Antigods of the Vithelan Peoples. They were several families of great beings who were changeable, impermanent, and unconsciousness. They were the children of Vith and Gebkeran. See Andins, Ede, Eresteenes, and Iradgenderi; see also Arlu, Bandan, Dogsalu, Oorsu Sara; see also Avanparloth, Parloth, Parlothsep.

Agakalasta. Title meaning King of the World. It was given to Govmeranen, taken by Oorsu Sara, and applied variously since then.

Akorgat. Antigod Martial Arts Leader of the Herespur War. Akorgat learned mystical secrets from Herespur, and developed his style of fighting that only allows the slaying of any foe. He taught his fighting skills to other antigods, and even some humans today are devotees of Akorgat's murderous martial arts. Akorgat ruled the heavenly realms for Herespur and Avanapdur, when he was called the Sky Tyrant, and the moment of his spectacular fall is taken as the first moment of the Human Cycle.

Allgiver. Nickname for the Kralorelan goddess Okerio.

Ambatolampy. One of the East Isles.

Anakorelo. The Great Flying Ones of the early Human Cycle. The great Seer Ezel Balurenesh taught Ibor Adan's knowledge of changing the world temporarily. The Anakorelo embraced those teachings, and even the lowliest among them grew wings, while the loftiest flew to mystical heights. They disappeared, as a race, to manifest Thella. They are also called Ezelites.

Anakorelo. Holy people who practiced the meditation of Seram Ambon. The Anakorelo do not worship, but do revere Oren Parond, and were key participants in the Mirror War and the success of Thella's Net.

Ancestral Dragons. See Dragons, Ancestral.

Andins. Demon race of the Vithelan Antigods. They are vicious and foul entities that enjoy manifesting themselves as evil, demonic and rapacious spirits, which prey upon the living. Their king is named Bandan. Colonies of andins live throughout the East Isles, individuals wander among the isles, and they regularly band together to trouble their neighbors.

Andin Islands. A group of islands in the East Isles. They are populated primarily by the demon race from which they take their name.

Angen. A minor Eastern god, called "the Green." He is the father of Osdero.

Angunera. Ancestress of the Huge Dynasty of Churen. Angunera was a daughter of Ito, goddess of the Deselenro Islands, in the Gods Age. Angunera angered Yothernara when she declared that all desire was just a trouble, and swore that she would never love. The Love Goddess made her fall in love with the ugliest being alive, and she married Durvalzo.

Antigods. A classification of entities according to the East Isles religion. **1.** Antigods include the Adpara, a family of deities descended from Vith and Gebkeran, including the "gods from below." **2.** More generally, any powers that are aligned against the true gods, which are manifestations of the Unchangeable world and work to maintain the world and continue its life. Thus, anything that acts against those principles is an Antigod, such as Orlanth, when he attacks the East Isles. When the East Islands monks learned about the Chaos Gods, they agreed that they were antigods, although certainly not all of the antigods are of Chaos. See also Adpara, Andins, Ede, Eresteenes, Iradgenderi, Sheradpara.

Aptanance the Sage. Kralorela's first civilized person. He was the child of Ebe and Okerio, and the father himself of the 700 pairs of ancestors of the Kralori peoples. His sons invented or learned the 700 civilized arts, and his daughters applied them to life.

Araganthosas. God of Faranvogath Island. Araganthosas is a huge plant with several prominent outgrowths, and his worshippers are all attached by a vine, which extends from their navels. They are viewed with amusement, contempt, or horror by most East Islanders because of this attachment, but lead very content lives.

Aragonestu. Character in Teshnos Legend. A beautiful and magical bowl was stolen from him, then broken to keep it out of the wrong hands.

Arandinni. An Andin race of the Andin Isles. The Arandinni stand out because of their long rivalry against Hanfarador Islands. They are humanoid, but larger and more powerful, with horns and scaled skin.

Arlu. Goddess Queen of the monstrous Eresteenes. She is the mother of many terrible monsters, in particular Oorsu Sara. Arlu is a great granddaughter of Vith and Gebkeran, and made herself queen of the hungry monsters by defeating and devouring all her rivals. She is grossly bloated, with several supplemental mouths that she can move around her body, each with a long grasping tongue that reels in the prey brought to her by her subject race. She once ate King Bandan, and hopes to do so again some day.

Ashram. Places of worship throughout Vithela. An ashram is different from a temple in that no sacrifice is made. Instead, it is a place for prayer, meditation and reverence. It is different from a dojo in that it practices

High Meditation.

Atrilith. Great Self and first being of Vithela, who is not worshipped. Atrilith is the highest High God. Atrilith became when it moved, the activity of which thereby created the High Gods, whereupon Atrilith then retired beyond the perceptible realms. He could thereafter only occasionally be reached by the greatest mystics, especially including Nenduren, Oorduren, and Oorsu Sara. See also Avanparloth.

Atrocity War. Adpara war of conquest in the Demigods Cycle. Great Devouring King Janadi sent hordes of Andin demons, led by Adpara demigods, throughout the northern East Isles. They overran most of islands north of Vithalash, and even sank Seneb before being halted by Darja Danad. The FoShan overran Vormain. The conquerors then became followers of Avanapdur.

Austerities. Difficult practices of certain meditative schools. Austerities are more difficult and vigorous than normal meditation, and their intensity increases the challenges and rewards of meditative challenges. This allows the practitioners faster development of their mystical facilities, if they succeed.

Austerity War. War in the early Human Cycle, which reversed the Atrocity War. Darja Danad had earlier began the conquest to throw back the demons who had advanced during the Atrocity War. After Avanapdur was defeated, Darja Danad, and then his followers, freed the islands. When his followers tried to invade Sortum they could not until they had proved themselves and gained great powers through severe austerities. The victors were the trio of Kumanti Lun, Mon Verlo, and Hua Lowchu, all heroes with schools of followers today.

Avanadan. East Isles god of Frenzypeace. Avanadan once spent a year in meditative preparation, then drank some poison, stabbed himself with long needles, and danced a violent and difficult dance until he saw Atrilith. He was discovered by Bekesh Marnad, who began his worship but was later rebuked by two of the Three Sages, who called this god the King of the Iradgenderi. Nonetheless, his practices are still found.

Avanoro. Creatrix of the Seas of Vithela. When Oro and Herevens differentiated they were at first vast and inclusive, but gradually became manifest and formed the known world. Oro, the Feminine Principle, manifest her strength as the flowing Samako Ocean, and thereafter was addressed as Avanoro. She is often associated with Genderatha.

Avanapdur. Vithelan Antigod, Lord of Nightmares, called King or Queen of the Iradgenderi. Gathering at the island named Jodadilili, the assembled masses of Vithela carefully created Avanapdur. He grew very powerful, and increasingly arrogant. Avanapdur misled thousands of people and recruited them to the ranks of the antigods. Avanapdur was eventually banished by Mashunasan, who proved him to be unreal enough that the worshippers and all their lands were entirely inundated and destroyed. Only the islands of those faithful to the true gods remained.

Avanparloth. The High Gods and Goddesses of Vithela. They are ten in number, and are the creators: Atrilith, Korudel, Chaquandarath and Genderatha, Vith, Laraloori and Gebkeran, Oorduren, Majadan and Erdires. The high gods are worshipped primarily by the gods (Parloth).

Babadi. Antigod leader of the Metal Beings. Babadi lives in Irenamalash, the Stone Palace. He often leads his forces against the gods when the armies of the antigods are mustered.

Balanced Principles. Vithelan Philosophy wherein all things can be divided into two types of things, called Oro (feminine attributes) and Herevens (masculine principles.)

Bandan. King of the demon race of Andins. He was the son of Vith and Gebkeran, born under black suns, blood, and terrifying desires. King Bandan once led his army to conquer the whole world, but was overcome when Oorduren commanded an Iradgenderi to become permanent, could not be devoured by Arlu, and revealed the most secret thought of Bandan, which was that he could be only be defeated by Arlu, who later betrayed and ate him. Being Demon King, he reformed himself afterwards and has hated Arlu ever since.

Bara Shal. God of What, in Teshnos. This is a popular title of Somash, in his mystical form. Bara Shal was one of the ancient gods whose famous beautiful temple of glass survived to historical times. It was broken by unbelievers in the Imperial Age.

Bedalo Mashanano. Seer of Thella and leader in the Mirror War.

Bedbedsu. Antigod leader in the Avanapdur War. Bedbedsu lead the Screeching Horde of Andins in that war.

Bekesh Marnad. A Seer of Vithela. Bekesh Marnad is famous for discovering and teaching Frenzypeace, and also for being denounced by Serd Marnad and Reha Manari. He met Jerema Madoon, and afterwards said that just as Mashunasan encouraged working with one of the Three Seers, and Serd Marnad with a second, he would teach of the third. He introduced a methodology of Frenzypeace, seeking experience through overstimulation of the senses, often with deadly substances and entities, all to meet Avanadan, whom he called the Father of Senses.

Beneren. Castle, Land, and Island of Queen Hrenseneso.

Bereven Islands. A chain of islands among the East Isles that includes Sesre Island. The Bereven Islands are especially noted for being the home for many tribes of Keets.

Bezargay. A raging Wild Current that wends among the East Isles. Bezargay is a child of Sshorg, born to avenge the sea gods for the damage done to them by the Keets. Bezargay pursued them among the East Isles until it was stopped at Sesre Island.

Binda. Goddess of Sesre Island. Binda and her brother defeated the Bezargay Current's progress, and received worship from the Keets for it.

Bitador. The Foreign Wind of the East Isles. The East Isles

are occasionally disturbed by unusual winds, which are controlled by the god they call Bitador. Veldru and Kahar both fought against Bitador, and overcame him almost every time. When the God Learners came and summoned Orlanth or his winds to blow across the East Isles, the islanders called him Bitador and their magic worked against him quite well. See also Veldru.

Black Mirror. Magical Power of the Dream World. Its origin is in Adlanari, and it was wielded first by Urnuu Barin. It causes people to have nightmares, and when wielded by a powerful priestess, can then cause those nightmares to become manifest in the world.

Bodastu. Antigod Martial Leader of the Herespur War. Bodastu learned mystical secrets from Herespur, and delivered the blows that slew Imad and destroyed Imadsalash. Bodastu taught his fighting skills to other antigods, who were called the Slaving Horde. They drooled and spat burning acid. Some humans today are devotees of Bodastu's martial arts.

Bodkartu. Kralorelan Goddess of Secrets and Forbidden Lore. Bodkartu protects her sister, Halisayan, from demons and the bad emperor, as well as answering the prayers of oppressed mortal women. She strikes with disease, poison, strangulation, and mysterious disappearances. She is often compared with Dara Happan Gorgorma.

Bolt, War of. Great War fought in the Demigods Cycle. Darja Danad initiated this fight, which ended the Atrocity War.

Bradoszaran. Historical Zaranistangi King. Bradoszaran was the leader of the Zaranistangi people when they were hired to help defend Slontos, and were (reputedly) wiped out by Seshnegi sorcery.

Bulthshasam. Ancient king of Teshnos. King Bulthshasam was ruler when an evil antigod invaded his beautiful land. Chal the Seer instructed King Bulthshasam to sacrifice in a new way, which he did. Somash woke, and with the burning god Bulthshasam defeated the invading anti-god army of Sekever. Bulthshasam then made alliances with all the surrounding tribes, and they drove Sekever and his allies out of the passes, back to Kralorela. He raised many great temples, but the finest was that to Somash the Victorious.

Celestial Servants. Vithelan Planetary Deities. The Viceroy of Day and Night, Maluraya and Farsanrana, created four Entertainers, a Sage, a Server, a Nourisher, a Lover, a Guard, and others to work in their temple palace.

Chal. Ancient seer of Teshnos. Chal told King Bulthshasam how to raise Somash to defend the land against Sekever. He dictated a new set of ceremonial rules, procedures, and prayers, which has been the basis of Teshnos' religion ever since.

Chaquandarath. Priest of the High Gods, worshipped in Vithela by all priests. Originally the Being of the Sound of Space. He measured out the sky, and made his palace there. His power is in the sacred umbrella; through which he can see the hidden daytime stars. These priests are now hereditary castes of high priests

in certain islands, especially the Hanfarador, who can marry only women of the Genderatha Cult. See also Genderatha.

Chelen. An antigod called the Doubter. He raises doubts in the minds of humans and others, distracting them from matters of importance. He has a legion of temptations, delusions, and other distractions at his command.

Chen Durel. Savage land between Pent and Kralorela. Chen Durel is a very harsh land inhabited by fierce, hard rulers who oversee a population of slaves and trollkin. Their primary deity is the Blood Sun. The Kraloreli call Chen Durel the Kingdom of Ignorance.

Chulan Alliance. Dawn Age political entity of the East Isles. They were centered on Vatofeneg Island, whose merchants set up widespread trading among the islands. They were friendly to the occasional Waertagi who showed up to trade. The alliance disintegrated as a political power, leaving politics to local warlords.

Churen. A former land of the East. Churen was a flourishing realm in the Gods Cycle of Vithela. It was ruled by the Huge Dynasty at first, then by the Beautiful Dynasty. They warred for a long time with the Parrot People of Forng, then with the Triolini, then against Oorsu Sara, who destroyed them.

Churanpur. Demon Island(s) in the Late Demigod Age. Churanpur was a part of the eastern heaven, which Herespur knocked from the sky. It caused a huge tsunami. Afterwards it was a large island that sent out fleets to raid and conquer. It lay southeast of Teshnos and southwest of Vormain, both of which were troubled by the Churanpurese demons. When Avanapdur's lands disappeared, Churanpur was among them.

Churanpurese. People of Churanpur, a cursed race of the East Isles. In the Avanapdur War they fell from heaven and can never go back, but still remember what their previous lifetimes were like there. They were tormented with grief and decided to destroy the world as revenge. Thus, they are among the demon races.

Cosmic Dancers. Third Group of Vithelan High Gods. The Three Dancers emanated from the music of the Cosmic Musicians and created the world, then populated it with humans and other mortal races. They are Erdires, Majadan, and Oorduren. They subsequently taught the other High Gods to dance.

Cosmic Dragon. See Dragon, Cosmic.

Cosmic Musicians. Second Group of Vithelan High Gods. The Musicians emanated from the Cosmic Sounds, and from them emanated the Cosmic Dancers. Then they danced, too, and so became the Second Dancers. They were Gebkeran, Laraloori, and Vith.

Cosmic Sounds. First Group of Vithelan High Gods. The Three Sounds emanated from Atrilith, and were the first things created. From the cosmic sounds came the cosmic musicians. Then they danced, too, and so are called the Third Dancers. See Chaquandarath, Genderatha, and Korudel.

Cycles. Period of time according to Vithelan mythology. A Cycle is said to be ten million years, though this might

be metaphor or hyperbole. Given in order, the Cycles are: Creation, High Gods, Gods, Demigods, and the current Humans, which so far has lasted a mere 2500 years.

Darja Danad. First Founder of martial arts schools of the East. Darja Danad was a devotee of Jerema Madoon, and one day learned how to project his stillness outward. Darja Danad later met the demon Janadi, who was more powerful and nearly overcame the man until he used his Bolt to slay his foe. Darja Danad then set up the School of Kabalt, and they drove out many demons and antigods from many islands. His followers were called the Sons of the Bolt, and they led the final attack upon Sortum, the demon stronghold. Darja Danad retired before the war was over, and spent his last few centuries teaching disciples. Nearly all modern martial arts schools trace their methods to him.

Daruda. Fifth emperor of Kralorela. Daruda is the first Dragon Emperor, and he acquired those powers by becoming infinite but returning to the world of life and death, where he was perceived to be a great dragon. Since then, the emperors of Kralorela have been dragons.

Debaday. Legendary Antigod King of Fozeranto. In the Gods Cycle, Debaday helped Sshorg to overwhelm Queen Hrensenseno, and as reward received Fozeranto, which was left above water. Debaday was so strong there that he conquered all his neighbors, then began conquering the East Isles. Only Jesolo was eventually able to conquer him, slay him, and drown his land in the early Humans Cycle.

Dengbalu. King of Sechkaul, in the early Gods Cycle. Dengbalu was the hero of the "Flood and Sword Story." Dengbalu began the sacrifice to Tolat and saved his land from Sshorg. He was a Zaranistangi.

Deralo. Northern Meksornmali, homeland of Ombardaru. This is located in the northern part of Meksornmali. It is another name for Genertela in general, or more specifically Genertela west of the Shanshan Mountains.

Deselenro. Southeastern Sea of Vithela. In the Creation Cycle Deselenro was the name for the great peaceful bay that lay southeast of Vithalash. These are islands and sea first made by the Gambling Contests of Venperesha and Prosandara. As the seas and islands increased, Deselenro became the general name for the collective southeastern archipelagos.

Deshelda. Entertainer of the Morning, Vithelan name for Theya. Deshelda was created by Maluraya and Farsanrana to entertain the sky beings in the morning hours.

Dessheetan Islands. A chain of islands in the East Isles. They include Kachuti.

Desu. Minor water god of the East Isles. Desu is the god who can grab a boat from below and bear it quickly forward.

Dogsalu. Early King of the Antigods, known in Vithela. Dogsalu was made from the revulsion and anger of Hakka. When Dogsalu became a being it took the form of a great dragon and waged a war against the High

Gods that was successful, at first, but fell before Vith. He is the father of Govmeranen.

Dojo. Martial Art School. Martial arts are one of the most common manifestations of Low Mysticism, and every Vithelan ethnic group has their favorite lineages.

Draconic Creation Myth. Ouroboros was first, a mystery no one can know. It became the Cosmic Dragon, which is unsuccessfully tempted by Orxilli, its own creation. Orxilli hatched like an egg, and Grand Ancestral Dragon emerged. From the egg, Grand Ancestral Dragon made the six Ancestral Dragons, and then committed utuma and created the material world, within which grew gods like maggots in flesh. The World Dragon is ruler of that world. The Ancestral Dragons bred, hatching the True Dragons, which were enemies of the gods in their mythic ages. Immature True Dragons breeding created the dragonewts.

Dragon, August. A benevolent true dragon in Kralorela. The August Dragon sleeps in the city of Ting Shui. It has awakened four times, always prophesying for anyone, peasant or exarch, who comes to it. Seers expect it to awaken again soon.

Dragon, Cosmic. Philosophical originator of the draconic mythology. The Cosmic Dragon originated from Ouroboros when it perceived Orxilli, the Cosmic Egg. It identified itself with each other, creating the Six Principles, and the egg hatched out the Grand Ancestral Dragon. See also Dragon, Grand Ancestral; Ouroboros.

Dragon, Grand Ancestral. Mythical ancestor of the dragons. The Grand Ancestral Dragon hatched from the Cosmic Egg and created the six Ancestral Dragons. See also Dragons, Ancestral.

Dragon, Kralorelan Emperor. Form of the Eastern rulers when seen by humans. The Kralorelan emperors have assumed dragon form and powers since the accession of Daruda. They claim it is actually the mystical power of the powers beyond the universe, not a dragon.

Dragon of the Waters. See Thrunhin Da.

Dragons, Ancestral. Six immaterial dragons created by the Grand Ancestral Dragon. They are called the Guardians of Silence, Secrets, Being, Experience, Thought, and Spirit. Their interbreeding created the True Dragons. See Draconic Creation; Dragon, Cosmic; Dragon, Grand Ancestral; and Dragons, True.

Dragons, False. Kralorelan usurpers. The False Dragon Emperors were foreign freebooters, mostly Jrusteli and Seshnegi, who drove Emperor Yanoor to suicide, then plundered Kralorela's dragon secrets. They devised a method that allowed a person to become a dragon, and under ShangHsa they ruled the land for centuries. The exarchs, mountain folk, and many heroes resisted them diligently. At last Godunya proved them to be false dragons, and cast them down. However, their cult still exists in isolated temples around the world.

Dragons, True. The dragons of myth, opponents of the gods. True dragons are the first material creatures of their type, being the spawn of the Ancestral Dragons. Most True Dragons hatched from the primary nest in

Dragon Pass. They include Sh'karhazeel, who was slain by Orlanth; and HeenMaroun, who ruled the East. After the Dragonkill War, four unbelievably huge dragons remained in Dragon Pass. They are Krisa Yar, the Red Dragon; the Green Dragon; the Dragon of Jarn; and the Black Dragon; all of which see.

Dragonsons. Demigod guards of the Kralorelan Emperors. The first Dragonsons were children of Emperor Mikaday and mortal women. Dragonsons are all genderless, yet Dragonsons are still born, and are thought to be the children of the current emperor, or else of Mikaday, who some say still wanders among humans in Kralorela.

Dream Deities. Tribe of Antigods of Vithela. See Adpara.

Dream Truth. Philosophy of East Isles. Sed Parad started it, Ezel Balurenesh returned with the solutions to the problems raised by it, and Seram Ambon taught the methods to be a devotee of it.

Durapdur. Unknowable Mystical power of Vithela. Durapdur is the mystical substrata beyond all understanding or measure, being both imperceptible and unknowable except through certain practices first taught by Oorduren, later by Mashunasan, the Great Mystic.

Duravan. Ancient land ruled by Queen Hrensenseno. Duravan was beautiful, populated by many peoples but without cities or roads, given over to wild nature. Beneren, its center of learning, had many beautiful statues and living quarters, but no one bought or sold anything. Keets had moved there after Togaro flooded Keetela. Because of their feud Duravan too, was flooded, this time by Sshorg, and lies now under that ocean.

Duvarzalo the Great. First ruler of the Huge dynasty of Churen. He ruled when Venforn was young. Duvarzalo was a descendant of Laravenderain, Goddess of Wealth, and though very wealthy was also incredibly ugly. He wanted to marry but was always refused because of his appearance. He finally offered sacrifice to Yothenara, who made Angunera fall in love with him.

Ebe. Kralorelan Father of Mortals. Better known simply as Wild Man, Ebe was full of lust, and mated with everything he saw. He thus created Mostali by mating with metals, Aldryami by mating with plants, and so on. He was tamed by Okerio, by whom he was father of Aptanance. Ebe is the Kralorelan name for Iste, the God of Desire.

Ede. Race of impish Vithelan Antigods. They are called the little ones, and are silly and sometimes teasingly troublesome, but generally utterly impotent of power. They are said to be "toys," and throw-offs of earthly delights.

Elam. Legendary warrior of the Keets. Elam participated in the events before the Keet Migration Epic.

Enevar. God of Victory of the East Isles. Enevar appeared when Vith summoned it and sent it away, to keep it from the demon Keltari. Enevar studied with Govmeranen until he learned the weakness of Keltari,

who was defeated.

Enrono. Eastern Sage, founder of Perfect Stillness. Enrono was a student of Nenduren's who corrected his teacher's teaching. Nenduren's Stillness, seeking the mystical ultimate, was clarified to be Perfect Stillness, whose aim was simply to be perfect for the task of living right and well with all the universe. He lived in Yendori, which is in modern Vormain.

Entertainers, the Four. Celestial entities, one in each of the four quarters. They were created by Maluraya and Farsanrana to cheer and divert the residents of the Celestial Palace (the sky). They are Deshelda, Fothamaroko, Ferenthomenta, and Mendoroko. [Jumpers]

Entrentar. One of the Antigods.

Enzeriath. The Dreamer Goddess of Vithela. Enzeriath revealed herself to Ezel Balurenesh, which initiated his mystical insight and allowed him to safely control the Dream Magic. Enzeriath elsewhere reveals herself to be Gebkeran, Goddess of the frangible world.

Erabbamanth. God of Maromonkotro Island. Erabbamanth played the flute and danced life on his island into being. He named 100 spirits of the island, and made a necklace to summon each of them as needed.

Eral. Ancient migration era hero of the Keets. Great Eral led the migration of Keets from Duravan to the East Isles, and was largely responsible for establishing them there.

Eranth Eyoan. Great Seer of East Isles, and one of the Three Sages. He was a stern devotee of Kabalt, and held Darja Danad in great esteem. Eranth Eyoan was instrumental in establishing many of the martial customs, which contributed to the greatness of Mokato in the Imperial Age.

Erdires. Earth Goddess of Creation, worshipped in Vithela by women. Originally she appeared as one of the Cosmic Dancers, and with Majadan she made the hills and plains, the washing sea and the open sky. She is also called Yothenara in her role as Progenitrix of the mortal races. As Lady of the Deep Seas she is called Avanoro, and as the ultimate source of Feminine Principles she is Oro. Creatures that trace their ancestry to her include the eastern humans, Keets, Vithelan Embyli, and others.

Eresteenes. Monster race of the Vithelan Antigods. They include hungry monsters and nightmare creatures like vampires, wraiths, and hungry ghosts. Their ruler is Queen Arlu.

Erinara. Character in Teshnos Legend. A beautiful and magical bottle of hers was broken to keep out of the wrong hands.

Essabaktu. East Isles High Priest of the Antigods. Essabaktu was once foul, but his sacrifices were often refused and his magic failed thereby. He began to study the practices that would improve his magic, and despite himself he too improved until he became a true priest, cleansed and pure enough to perform all but the most great and powerful sacrifices. He can advance no

further because he has often failed in the final steps to perfection, preferring instead to help his kinfolk the antigods. He was a student of Herenath, but surpassed his teacher and insulted him with a contest of competitive magic, so they are now enemies.

Estmurthen Worship. See Bekesh Marnad.

Exarchs. Administrative spiritual functionaries of the Kralorelan Empire. These people have passed special exams, proved their dedication and value through years of diligent work as government administrators, and been rewarded with this post. They receive worship and admiration from the commoners, then direct it to whatever need they or the Emperor has noticed. Exarchs have great draconic powers, but resist using them since to do so would slow their spiritual progress.

Ezdali. Race of demonic beings in Vormain myth, equated with the antigods. They tempted the Joserui, but were burnt alive for failing to corrupt them. They are now the residents of the Underworld.

Ezel Balurenesh. East Isles Seer of Dreams. Ezel Balurenesh was a keet who grew up on a miserable island. He sought the ancient Sed Parad, but instead discovered the truth about dreams when he spoke to Enzeriath. Ezel Balurenesh taught his secret to his people, but they mostly misused the powers for short-term gain, and were called Ezelites.

Ezelites. Practitioners of the Winged Delight in the East Isles. Also known as the Ezelito, they were great flyers, and had wings instead of arms. On each wing was a single finger that was used to clumsily hold things. They followed the teachings of Ezel Balurenesh. They saw Thella as Goddess of the Glassless Mirror, one of the Great Parondpara. Ezel Balurenesh taught the highest powers and knowledge to his people, but most of them ignored it and instead seized upon the power of flight. The Ezelites flourished until the Mirror War when they were knocked out of the sky by the followers of Ianbi Bustu and the powers of the Black Mirror.

Ezelito. Another name for the Ezelites.

Ezran. One of the Antigods. He is called the Evil One, Father of Cruelty, and the Defamer. He invented all harmful magic, including sorcery and Chaos.

Ezrel. Legendary warrior of the Keets. Ezrel participated in the events before the migration. He led his people in the First Migration. &

Faranvogath. One of the East Isles. Its god is Araganthosas, a sentient vegetable with people as its fruits.

Farashanalash. Dwelling of Yothbedta, and ancient Vithelan name for the inhabitable world. The forest, open spaced, full of singing birds, and whose roof is held aloft by tall pillars, the trees.

Farsanrana. Viceroy of Night, Vithelan name for the constellation called Orlanth's Ring. Farsanrana is the overseer and ruler of the night sky, bustling from room to room to make sure all is well.

Fenquorr. A goddess of Vormain.

Fenzath. The Prayer People. One of the mortal races created by Majadan and Erdires when they were praying. They were very holy, performing wonders while they lived. However, they were extremely gullible, and eventually all died out from their foolish decisions.

Fer Retheven. An antigod, the Queen of Sickness. Fer Retheven is gaunt, covered with boils and dripping sores, coughs softly and wheezes loudly.

Ferenalima. East Isles Goddess of Forn. Ferenalima avoided her Parrot People worshippers for a long time, until at last they were nearly exterminated by the Beautiful Dynasty who wanted their feathers. At last, though, Karkal convinced her to pay attention. She brought forth the Fire Parrots then, who drove away the invaders and preserved the island. Now all the Parrot People worship her and Karkal as a pair of fiery parrots.

Ferendanlo. Another name for the northern keets, participants in the Great Mirror War.

Ferendel. Great but failed keet leader in early Human Cycle. Ferendel was from Orandael, and he raised a huge army against the antigods, especially Adlanari. Ferendel was a popular leader and a powerful keet, called the Great Servant of Karkal. Yet he was decisively defeated at Urvapturanji by the Hungry Fleet.

Ferenthomenta. Entertainer of the Evening, Vithelan name for Rausa. Ferenthomenta was created by Maluraya and Farsanrana to entertain the sky beings in the evening hours.

Ferezed. Vithelan term for the Deep, as opposed to the High, which is called Imadsalash. In the abstract, it is the source for all that is feminine, wet, dark, receptive, and so on. It is also used to describe the limitless oceans that underlie the whole world; and also as a general term for the Underworlds, which include the regions of the antigods.

Ferun Masha. Seer of *name, and leader in the Mirror War.

Festanur. Sheradpara called the Spirit Master Supreme. Festanur is a son of Vith and Gebkeran who became the expert at shamanic practices. He tried alone, and then with two others, to overcome Vith's mystic wisdom, but failed. Within that failure there came the inner knowing necessary to make him into a noble Sheradpara. He is considered the teacher of the School of the Dead, the Talk to the Grandparents School, the Ancestor Worshippers, and the Vulture People, who are morticians. Ven Forn was a master of Festanurism, and developed his own system from it.

Festatu. East Isles god of the Dead. His got his title of Imprisoner of the Dead when the spirits and corpses of the ancestors collected in his land. With will and command he forced them to come to him, and he led them to the Land of the Dead. He still keeps them there. Festatu preserves the souls of the dead and lets them rest, before they are sent to birth again. He is a resolute enemy of Hesezjagu.

Finzalvo the Fisherman. Hero of the East Isles. Finzalvo is widely known as a god who canoed among the East Isles in mythic times and established many families. He also raised, shaped, or otherwise created a few score islands, such as Kachuti. Finzalvo is responsible for some of the earliest Vemati Islands, and his wandering career extends even to the start of the Human Cycle. He is now happily paddling around in the Samako Sea.

Forng. Large Island in the East Isles. Forng lies southeast of Vithela, and is best known as the island of the Parrot People, who fought against the Beautiful Dynasty of Churen. The Parrot People were at last saved by Karkal and Ferenalima.

FoShan. Antigod race or dynasty that ruled Vormain during the Atrocity War. They were driven out by Emperor Vayobi.

Fothamaroko. Entertainer of the Afternoon. Fothamaroko was created by Maluraya and Farsanrana to entertain the sky beings in the afternoon hours. However, Fothamaroko is never seen, because the sky beings are all in meditation at that hour.

Fozeranto. Great Stronghold of the antigods. When Sshorg flooded Duravan, a portion was left dry because Debaday, his ally, wanted to live there. The region was Fozeranto, which became one of the Great Strongholds of the antigods. It was part of modern Pamaltela. King Debaday challenged Vith to come out and duel, and when the High God would not, Debaday claimed to rule the world. He tried to enforce his rule everywhere, and sent his armies in all directions. Fozeranto's armies are responsible for many depredations of the Darkness Ages in the west. At last, in the early part of the Humans Cycle, Fozeranto was at last cleared of the antigods by Jesolo and his Golden Fleet. Only the Sofali Isles remain.

Frenzypeace. An Eastern method of attaining supernatural insight and powers. It was discovered and popularized by Bekesh Marnad.

Garangaroon. Home island of Urnusu Barin, and the Island of the Black Mirror.

Garonandring. Home island of Ezel Balurenesh, the great Dream Seer.

Gebkeran. Underworld Goddess and Mother of the Antigods, worshipped in Vithela by all creatures of the Below. She was one of the Cosmic Musicians, and one of the Second Dancers. She is the mother of Bandan, Chelen, Dogsalu, Entrentar, Ezran, Herenath, Sedsaru, Watalbu, and many others. She is also called Enzeriath, because the Dream World is considered one of the realms of the antigods, her children.

Genderatha. Priestess of the High Gods, worshipped in Vithela by priestesses. Originally she was the Being of the Sound of Duration, and was later the Sky Goddess who measured the millions of years with her regular motion. She is also the Speaker, who knows all the laws and prayers. The priestesses may be sanctified into the temple from any social class, but may marry only men of the Chaquandarath cult.

Gilamdestau. Name of MaoTzen in a former life. Under this name, or more correctly Gilam De Estau, MaoTzen attempted to establish a center of learning to disseminate his powers. He failed.

Gods and Goddesses. In Vithelan mythology, immortal entities, belonging to one of several families. The Vithelans recognize the following tribes, or classifications, of deities: Adpara (Antigods, or deities of the material world), Avanparloth (High Gods), Parloth (Deities) and Parondpara (Small Gods).

Godunya. The eleventh, and current, Emperor of Kralorela. When ShangHsa killed Emperor Yanoor, Godunya was a young man who survived many hardships and finally hid in Hemkarba, a foreign stronghold of ShangHsa. There his virtue instigated revolution, and brought clarity to Hemkarba. Godunya went into seclusion until the seers of Kralorela found him on a high plateau, among ancient broken gods. He returned to Kralorela, and when ShangHsa erupted into full draconic power, so did Godunya. Each caused their courts and accompaniments to also assume form, and the War in Heaven marked the end of ShangHsa. Godunya purified himself, then accepted the honor of becoming Emperor of Kralorela in 1142 S.T. He has ruled wisely ever since.

Gornaloth. Ysabba Ancestor. &

Govmeranen. Vithelan Ruling God, and ruler during the Reign of Peace. The Reign of Peace is also called the Gods Cycle. Govmeranen divided his huge realm into Abzered, Duravan, Memb, and Churen, each with its own ruler. Many marvels occurred during his reign, which was finally ended by Oorsu Sara. He is the son of Dogsalu and Yothenara.

Hakka. Monster created by Festanur, Martalak, and Ombardaru. When these three brothers sought to overcome their father they jointly created this, which was subsequently banished by Vith. Some say that it was released later as Dogsalu.

Halisayan. The Good Wife goddess of Kralorela. She was the wife of Emperor Thalurzni, and is the model for wifely devotion. Her unflinching efforts were rewarded when she was given the Pill of Immortality, and since then has ruled the Summer Land Heaven. She is often compared with Dara Happan Dendara.

Hanfarador Alliance. A political union of islands in the East Isles. Most residents of the Hanfarador Islands recognize their shared culture. They loathe and hate the nearby Andin Islanders.

Hangyath. Husband of Ivaro. Their son was Palachath, and their daughter was Harantara.

Happy Conquests. Wars of the early Demigods Cycle in the East Isles. These were wars of victory for humans, as they cleansed the world of the last antigod foes. The leaders were Hong Malagum, Kenman Imo, and Hessa Mevala.

Haradastu. City of Teshnos Legend. Its beautiful glass windows were all shattered when a god tried to steal them.

- Harantara.** Goddess of Kahar Sea, and Great Heroine of the East. Harantara was the daughter of Ivaro and Hangyath. Her brother Palachath was kidnapped by Kratapol, and Harantara sought after him for many years, overcoming numerous hardships. At last her mother Ivaro got her brother Sarono to help, who rushed like a sea from the north and drowned the kidnapper Kratapol. With Angen the Green she was mother of Osdero the Wise, ruler of Abzered. Later she was courted by Kahar, who was refused until he learned Perfect Stillness. When Harantara accepted Kahar's proposal, her watery kinfolk rebelled and destroyed Abzered, but she and Kahar escaped. She is called Thrunhin Da, when she appears as a dragon. The Zabdamar race are also her children.
- Heen.** Ancient antigod hero. Heen was called the Iron Man, and he was sent by antigods to destroy Darja Danad, but was destroyed instead.
- HeenMaroun.** Second Emperor of Kralorela. HeenMaroun was a True Dragon, one of the great beings who brought the Peace of the World. Under his guidance and occasionally his direct intervention, the Ten Mortal Races were arranged, the Great Mountain was scaled, and the Outer Seas were measured. HeenMaroun brought his reign to an end by creating a demon to destroy him, then reappearing as the Bolt of Enlightenment to destroy the demon and start the world anew. East Islanders call him Govmeranar, and the God Learners equated him with Murharzarm or Yelm.
- Hemkarba.** A foreign land where MaoTzen once lived. He taught the people there a way to talk to dragons, but without a way to protect themselves. They became antigods from that, and began to make their own dragon, until destroyed by Godunya.
- Hensarava.** War God and Martial Arts God of the East Isles. He is called the Great Bowman, and receives sacrifices before a battle. Hensarava protected the heavens from many foes. He was defeated in battle by Akorgat and driven away in shame. He then studied with Darja Danag, and was a devotee of Jerema Madoon. After obtaining the Bolt, Hensarava returned to the heavens, slew Akorgat, and cleansed the sky world after the Avanapdur War. Hensarava is visible in the night sky as the great constellation of the Bowman (i.e., the Hunter).
- Hesurennav.** Seer of Sechkaul in the late Gods Cycle. Hesurennav was studying under Nenduren when Oorsu Sara appeared and was calmed by the sage. Hesurennav taught the antigod to meditate, and named him Ipu, "insect," which was Oorsu Sara's name as a mendicant. Hesurennav tutored King Turvenost, and provided the advice that resulted in them both being drowned. Hesurennav later appeared as a specter from the sea to refute Enrono, but was proved wrong and then liberated, so the tortured soul went to the Seventh Hell.
- Heonarmalo.** Western Meksornmali, home of Martalak. Also, used to describe the Western Continent of Vithelan cosmology, more commonly called Rausela, and identified with the Brithini's Kingdom of Logic.
- Herenath.** Priest of the Vithelan Antigods. Although of the antigod tribe, Herenath is a good priest, performing rites correctly and maintaining virtue. His most famous student, Essabaktu, once engaged in a magic contest and so thoroughly outclassed Herenath that the two have remained enemies since.
- Herespur.** An antigod. Herespur was a minor leader in the Atrocity War who was released by Mon Verlo from the general execution because Herespur had once saved his life. Herespur afterwards learned some martial arts secrets, and taught them to Bodastu, Akorgat, and Sekever. At the end of the Demigods Cycle, Herespur raised an army, summoned allies, and visited the jeweled city of the gods. In Vith's own room Herespur caused the gods to argue among themselves. All seemed to be lost until Karkal finally grabbed Herespur and dashed him down so hard that he broke the whole region called Churanpur through the floor of the throne room and brought that whole area down to crash on the earth. Herespur later attacked Avanapdur, but was utterly defeated. Later still, Mashunasan proved that this had been a trick, and that Herespur was really a servant of Avanapdur. Herespur escaped destruction when Avanapdur's reign ended, and still lives and rules one of the Underworlds.
- Herevens.** Masculine half of the Vithelan Balanced Principles. Herevens and Oro were the first beings to be differentiated from each other, and their differences created the Balanced Principles. Herevens is the source of all that is masculine, light, warm, high, dry, active, etc. Herevens manifested himself as the Sensan Mountains, and was called Imad ever after. Herevens is usually associated with Majadan.
- HeseroonMarn.** Draconic Martial Arts Hero of Kralorela. Called the Faithful Dragon, HeseroonMarn led the successful resistance against ShangHsa before Godunya returned. He was killed but resurrected by Godunya to teach his martial arts secrets to his devotees.
- Hesezmedi.** Eastern name for the West, collective name for everything past the mountains. It is considered to be one of the realms of the antigods.
- Hesezjagu.** East Isles Keeper of the Dead. He is the malevolent Keeper of the Underworld. He collects souls and bodies of the dead, and if they were not sent off with the proper rites then he keeps them in his Underworld until relatives desperately ask for "any god" to help them. Then Hesezjagu sends ghosts to invade their world. As keeper of the unclaimed, he is overseer of the drowned, the murdered, the exposed, and the foully sacrificed. He is a dread enemy of Festatu.
- Henshie.** The smith of the Vormain gods. He makes all the magic items, armor, and weapons used by the gods of Vormain.

Heskanvor. Island home of Nenduren the Sage. Heskanvor grew to be a great site while Nenduren lived there, but it was utterly destroyed and disappeared by Oorsu Sara.

Hessa Mevala. Victorious Warlord of the early Demigods Cycle. Hessa Mevala was a daughter of Harantara and Kahar. She led her zabdamar and human kinfolk on one of the Happy Conquests, which cleared the East Isles of the antigods at the start of the Demigods Cycle. She is now revered as a martial arts demigod.

High Gods. See Avanparloth.

Ho Adara. An ancient seer of Vithela, founder of the Hodaran Practice. Ho Adara said that mortal beings were mostly too busy to spend time being like Mashunasan, but that if they obeyed the rules and worked hard over several lifetimes then they could also achieve Stillness. Ho Adara's great mantra was "Do Your Work!" He taught that anyone can obtain a mystical fulfillment by simply paying total attention to his or her daily tasks, discovering "Immortality in Doing."

Hobimarong. God of Mokato. Hobimarong told his people to build cities after he was lectured by the Three Sages, and is said to have never made a mistake. Thus when he told his people to stop their imperial ways, they did without a complaint. He is shown as being red on the right side, and blue or yellow on left, with a pearl in his navel.

Homago. An island of the East Isles whose god is Saliligor.

Hong Malagum. Victorious Warlord of the early Demigods Cycle. Hong Malagum was a son of Veldru. He led one of the Happy Conquests, which cleared the East Isles of the antigods at the start of the Demi-gods Cycle. Hong Malagum is now revered as a martial arts demigod.

Horandaru. Craft God, worshipped by craftsmen of all types throughout Vithela. Horandaru made nearly all the magical implements of the gods, such as Chaquandarath's umbrella or Vith's scepter of rule. He also made the heavenly palaces of the gods, which are typically built of precious metals and appear to be tall, resplendent, many-spired towers studded with pearls, jewels, and living sculptures. He also made several of the East Isles, and is the progenitor of several families thereon. He is the son of Vith and Laraloori.

Hotenessa. East Isles Goddess of Healing Sickness. She is the dire foe of Fer Retheven, who is the antigod queen of diseases. They are engaged in a contest for the lives of people, and only win or lose when their worshippers fail to worship them. Usually, Hotenessa wins the contest.

Hrensenseso. Gods Cycle Queen of Duravan. She is a daughter of Ombalavor, the Celestial Lover, and is a main character in the popular "Affairs at Dusk" stories. Govmeranen appointed her to oversee the south, citing her wisdom, strength, harmony, and popularity as virtues. Hrensenseso was a famous lover. She cursed King Endaralath for mocking her rules, but he turned this curse against her and sent his son Sshorg to attack her island of Beneren. The Five Defender Heroes

drove Sshorg back, but afterwards their followers quarreled, and Sshorg attacked again with Oorsu Sara. At last, he flooded nearly all her lands. She is remembered fondly by humans, keets, and the gods, but receives no worship.

Hsunchen. Mountain dwellers of the Shanshan Mountains. Their ancestors were animals and birds, and they can change shape into them. They are fierce, and often immune to the draconic imperial powers because of Korgatsu, their own World Dragon. See also Hykim, Korgatsu.

Hua Lowchu. Martial Arts Seer of Kerandaruth. Hua Lowchu was a devotee of Kabalt, the Great Bolt and great leader in the Austerity War. Hua Lowchu never forgave Mon Verlo, who freed an enemy he had sworn to kill. Their followers carried on a long war of revenge that ended only when Herespur attacked them once again, and together, the leaders defeated the antigod.

Hurelvalvin. Great Seductress of the East Isles. Hurelvalvin is an antigod whose specific purpose is to distract great mystics from achieving their objectives. She was created directly from Yothbedta's womb fluids to distract Mashunasan's meditation. Hurelvalvin can unfailingly teach the mystical secrets through intercourse, but Mashunasan's mere glance caused her to abandon her efforts against him, though she was unfulfilled. She travels the isles now, often with dozens of companions, a roving orgy; or alone, meeting lonely travelers.

Hykim. Malkioni name for the Father or God of Animals. Hykim heads a genealogy of animal deities that duplicates the western taxonomy. See also Korgatsu.

Ibor Adan. Mystical Lord of Dream Magics. Ibor Adan is the title used to get the power of Glamour from the Lord of Dreams. When Ezel Balurenesh traveled he brought back the secret to reach Ibor Adan, whose title means Captain of Great Command. It is another name for Avanapdur, as Lord of the Dream Magic.

Imad. Maker of Mountains of Vithela. When Herevens and Oro differentiated, they were at first vast and inclusive, but gradually manifested and formed the known world. Herevens, the Masculine Principle, solidified his strength as the Sansen Mountains, and was thereafter addressed as Imad. Imad is often associated with Chaquandarath, Priest of the Gods. When Oorsu Sara invaded Imad tried to resist, but was destroyed, along with his palace.

Imadsalash. Vithelan term for the High, as opposed to the Deep, which is called Ferezed. It was raised by Imad. In the abstract, it is the source of all that is masculine, dry, light, and active. It is also the greatest peak of Sensan, the Western Mountains of the Cycle of Creation. When Avanapdur and Herespur invaded the world he besieged Imadsalash, then became impatient and assaulted it, smashing down its walls and at last razing the entire sacred mountain and its great monuments.⁵⁵

⁵⁵ This is associated with the Spike, and its destruction.

Immotion. Larn Hasamador taught Immotion. Its objective is to understand Nothing as the route to achieve mystical oneness and ultimate understanding.

Imolo Wen. Kralori Hero of the Modern Age. Imolo Wen is a great swordsman who killed all the two-headed monsters of Boshan. His family now owns all the good establishments there, but he leads a simple life in his dojo.

Indeward. One of the East Isles. Darja Danad was a native of Indeward Island.

Ipu. “Insect,” a nickname for Oorsu Sara.

Iradgenderi. A race of Antigods. Neither good nor evil, they are Transitional Things. They typically lead mortals astray by changing shape, or are the fragile or hurtful things that appear to fulfill the wishes of mortals. Once, Oorduren made one of these transitional creatures into a permanent entity, proving his power over Time, and proving that gods make things that are permanent.

Iren. Wife of Finzalvo and mother of people of Kachuti. She was called from the sea. When Finzalvo did not return from the sea during a typhoon, she died of grief at the loss.

Irenamalash. The Stone Palace, divine house of Taktari. This is one of the Underworld of the East Isles. It is also called Walalash.

Iste. Vithelan God of Love. See Majadan.

Ito. Goddess of the Deselenro Islands. She is also the mother of Angunera, *etc.

Ivaro. Water goddess of the East Isles, and mother of Harantara. With once summoned a cold refreshment for his beautiful wife, and Ivaro came from the distant sea to serve her. She was goddess of a refreshing pool, and Hangyath was her husband. Later she was inundated by her brother, Saron.

Jakamath. City of the Antigods. This is the capital of the Adpara kingdom, deep in the Underworld. Seekers of dark powers can travel there to study, though the danger is also great. In Jakamath any desire can be fulfilled and any magic can be learned, but the weak will succumb to many hideous fates. They are subsequently enslaved, usually tortured, and often eaten. Keltari rules Jakamath now.

Janadi. Demon King of the Demigods Cycle, overcome by Darja Danad. Janadi had been one of the Tali, or devotees of Oorsu Sara. He was killed in the Happy Conquests, but his followers recovered some pieces, got replacements from other beings, made some new ones, and brought him back to life. He was even stronger, and was called Great Devouring King Janadi because he ate a human being every day. He conducted the Atrocity War. His fleet conquered many islands, and he sank Seneb. He was first defeated by Darja Danad, who initiated the War of the Bolt that drove Janadi’s forces back. At last, the Austerity War invaded his stronghold of Sortum and destroyed him.

Jerem. A name for MaoTzen when he lived in Hemkarba. He taught people to speak to dragons.

Jerema Madoon. The Liberation Bolt, revered throughout Vithela. Jerema Madoon leapt into being to protect Mashunasan, the Great Mystic, and is in that way a manifestation or Durapdur, which is the Source. Jerema Madoon is not a god, and thus receives no worship, but as object of a mystical path, he is revered by those who seek the mystic, yet martial lifestyle. See also Durapdur, Darja Danad.

Jesolo. Demigod of the East Isles. Jesolo was a wandering rascal often called Laughing Jesolo, Impudent Jesolo, and Saucy Jesolo when young. He was always in trouble with debt and his many girlfriends. When Debaday’s pirates came he fought back, and eventually raised up a huge fleet to fight against Debaday and his antigods. It was called the “golden fleet” because it was so splendid, the largest ever seen. Jesolo swept the seas clear of the antigods, then invaded Fozeranto. Jesolo’s companions also empowered the goddess Hrensenseno, who forced Sshorg to release its natural power against Fozeranto, which disappeared underwater. People in most southwestern East Isles tell stories about him, and many still show the ancient plunder that their ancestors brought back from fighting against Debaday. Jesolo was buried at sea, and has no grave.

Jodadilili. Former Island sacred to Avanapdur. The god Avanapdur was created here, and when he was powerful this was entirely covered by a beautiful and luxurious palace. When Herespur threatened this island Avanapdur destroyed him and became King of the Antigods. It disappeared beneath the Loso Sea when Avanapdur disappeared, although it is sometimes seen in the realm of Dreams.

Joseru. Oldest name for the later Vormain lands, part of Abzered. Vormain origin mythology tells of these peaceful and bountiful “First Lands.”

Joserui. Resident spirit or divine beings of Vormain. In the Gods Cycle, the Ezdali tried to tempt them to destruction, but through virtue the people resisted. The demons were destroyed by their own master for failing, and their spirits now live in a hell. Later, Nak sent the flood that destroyed almost everyone, but again the virtue of the Joserui saved their lands intact, now called Vormain. The Joserui are the local beings of the land, and the residents are their descendants.

Jungozaro. Recent Hero of Haragala. Called the Monster Slayer.

Kabalt. War God who is revered by the Vithelan mystics. Kabalt is a form of Jerema Madoon, and is available to its devotees as a great attacking power. Darja Danad used this name in his martial arts school.

Kachuti. An island in the East Isles, one that was made and populated by Finzalvo the Fisherman.

Kahar. God of the Sea that bears his name, father of the zabdamar. Kahar courted Harantara and was refused by her uncle, Saron, until he mastered Perfect Stillness. Afterwards, Kahar was betrayed, and his friend destroyed when Abzered was sunk, whereupon Saron surrendered control of the waters to Kahar. Kahar later conquered Sedeni, and helped Harantara overcome

Seluro. Kahar resisted both Serakaru and Bitador, and overcame them wrestling, so that the typhoons are calmed over Kahar's Sea.

Kamboli. Gods Cycle Seer of Duravan. Kamboli taught the Pillow method of learning and strengthening the Venfornic senses, which he called Six Selective Indulgences. These provided the source for many subsequent sexual cults, erotic and courtesan arts, as well as degenerating into hedonistic orgies without redeeming spiritual objectives beyond self-indulgence. The danger in this is that such careless indulgence often slides into antigod territory, with conjured lovers and, among them, conquering demons.

Kambolic Magic. A general catch phrase for Vithelan magic, which requires excess, especially sexual and other orgiastic indulgences. It includes many transformative practices among the tribal and island peoples, some high mystical rites, and many questionably spiritual but assuredly indulgent practices.

Kang Islands. A small archipelago of islands in the Kahar Sea. They are sometimes called the Isles of Fog, and are a stronghold of the zabdamar and Kang peoples. See also Tova.

Karandaruth. Ancient land that was devastated by Oorsu Sara. The god's curse caused all the plants to turn black and wither, sending them into famine and misery so they sacrificed to Avanapdur. It remained blasted until Daruda came.

Karkal. God of Fire and of War, worshipped extensively throughout Vithela by humans. He is called Lord of Burning and Friend of Humans. Karkal favors human beings, whom he allowed to tame fire, leaving the other mortal races in the cold. Karkal is also one of the bravest war gods of the Vithelan gods, and has often led their armies to defeat hordes of demons and antigods. He is a son of Vith and Laraloori. Sacrifices are made to him for strength and victory in a hand to hand fight.

Keet. Bird like Humanoid race, widespread in East. They are humanoid, feathered, and beaked. Most have arms and hands but no wings, although one branch, the Ezelites, did have wings. Otherwise, colors and specific features, like beak shape, vary widely. They have a long and colorful history, which includes the Keet Migration Epic. Several tribes and nations exist, dominating large regions of the East Isles.

Keet Migration Epic. Keets were one of many feathered races that thrived in Govmeranen's Peace, and one of the few surviving in modern times. For bad reasons they quarreled with Togaro, who flooded their lands. They migrated to Duravan, resettling and making a fine home for themselves until attacked by Sshorg. They sacrificed to Veldru, and drove the seas back. However, later Endaralath raised troubles and then gave Sshorg the first army of ludoch and ysabbau. They overwhelmed all opposition, and gained Sshorg at last his great seabed. The Keets escaped, led by Great Eral, pursued by Bezarngay, Diendimos, and the ludoch until the foes were halted at Sesre. They settled among the

East Isles. One branch of the Keets obtained, then gave away, the power to fly. This happened when they were followers of Avanapdur, either through wisdom, foolishness, or accident, depending upon the beliefs of the modern Keets.

Keetela. Original home of the Keets in mythic times. Keetela was overwhelmed by Togaro, the Sea of Terror, causing the first migration of the Keets, who went to Duravan.

Keltari. King of the Adpara. Keltari led a great war against the High Gods, whose defense was led by Vith. Keltari conquered Heaven by playing the Conch backwards, after which the antigods ruled the world. Keltari was eventually defeated by Enevar, and retreated back to his stronghold of Jakamath, from which he continues to rule the Sheradpara.

Kendaramin. The Celestial Sage, Vithelan name for the Pole Star. Kendaramin was created by Maluraya and Farsanrana to be the advisor in the Celestial Palace (the sky). He is unmoving while all else rushes or rotates around him.

Kenman Imo. Victorious Warlord of the early Demigods Cycle. Kenman Imo was a son of Karkal, from the island of Fornig. He led one of the Happy Conquests, which cleared the East Isles of the antigods at the start of the Demigods Cycle. Kenman Imo is still revered as a martial arts demigod.

Kerandaruth. Ancient name for Kralorela, translated as "Land of Splendor." After Abzered was sunk the western portion was called Kerandaruth, and was ruled by Shavaya. Kerandaruth was cursed by Oorsu Sara, sending the people into misery until they were rescued by Daruda, who renamed the land.

Kerendak. Ancient sage of the Keets. Kerendak was unfairly attacked by sea gods, and began the feud that sent the Keets migrating.

Kindly Swan. See Pakodimairo.

Korgatsu. The World Dragon of the Hsunchen. The mountain people claim that they were created by their own great dragon or serpent, called Korgatsu, who has ruled since the start of time. They often invoke its name, and occasionally it appears and disables all the magic and courage of the imperial forces. The God Learners equated it with their Hykim. See also Hsunchen.

Korudel. The Wise God, worshipped in Vithela by scholars. Originating as the Being of the Sound of Consciousness, he became a deity after participating in the Third Dance. His great wisdom was usually enough to help the gods keep the demon races in check. When his wisdom failed he consulted with Oorduren. He is sometimes called Architect, and made the plans for the palaces of the gods and of the world. He is also said to have uttered the first word, which was Tanye, the Language Goddess. He also created Maluraya and Farsanrana.

Kralorela. The eastern most land of Genertela. Kralorela was called Kerandaruth until the coming of Daruda, who named it KraLor, or Rising Power Land. The

earliest foreigners called it Kralorela, or Land of Kralor. It is a populous land, crammed full of rice growers and fishermen, ruled over by Emperor Godunya, who is a dragon. They try to avoid foreigners, and keep them out of their land since the God Learners so thoroughly harmed them centuries ago.

Kralorelan Dynasty. The Eleven Emperors who have legitimately ruled Kralorela. They are, in order: TarnGatHa, HeenMaroun, Metsyla, Shavaya, Daruda, Thalurzni, Mikaday, Vayobi, Vashanti, Yanoor, and Godunya. Non-legitimate emperors of Kralorela include Sekever and ShangHsa, and others for shorter times.

Kratapol. A demon antigod. Kratapol once kidnapped Palachath and hid away with the prisoner. Harantara finally found her brother, and after much difficulty their uncle Sarono came and drowned the demon. This formed the Sarono Sea, a large body of water where before had been only the small Ivaro Pool.

Kui Hui. Modern giant hero of Kralorela. Kui Hui is a giant-sized human hero who lives in Laonan Tao. He fought against ShangHsa, helped Godunya become Emperor, and shortly before the Opening slew the giant lobster demon in the Suam Chow. As a gift for his services the emperor gave him a house, a horse, and a wife big enough for him.

Kunatu Mar. Another name for Oren Parond.

KuanKal. Vormain ruler of the Late Demigods Cycle. Emperor Vayobi led a Kralorelan and Kaharan army and cleared Vormain of its oppressive FoShan rulers, and afterwards left KuanKal as ruler. The Vormain people hate foreign rule, and after years of struggle they cast KuanKal and his army out.

Kumanti Lun. Vormain Martial Arts Seer, a leader in the Austerity War. Kumanti Lun was a devotee of Kabalt, the Great Bolt. He worked closely with Enrono, who was responsible for keeping the island hidden and defended, while Kumanti Lun was responsible for destroying whomever or whatever overcame Enrono's powers and invaded. Later, he was also responsible for leading armies away from the island. Kumanti Lin is the ideal mystic warrior, while Enrono is the ideal hermit mystic.

Kuyaku. Foundation hero of Vormain. Kuyaku organized resistance against the Flood Gods sent by Nak to destroy the virtuous peoples of the world. Afterwards Kuyaku established traditions and customs that have formed the basis of Vormain society.

Laraloori. Sky Goddess and Mother of the Gods, worshipped in Vithela by all creatures of the Above. She was one of the Cosmic Musicians and one of the Second Dancers. Her husband is Vith, and their children include Horandaru, Karkal, Prosandara, Veldru, Yothbedta, and others.

Laravenderain. Eastern Goddess of Abundance and Plenty, wife of Volendaru. Her particular wealth is that that grows and is eaten. She is one of the Rich Twins, and is often invoked.

Larn Hasamador. Great mystic of the East Isles, and teacher of the Nothing. The ancient teachings of Oorduren were widespread, but precise methods were often questioned by others. The most successful method of meditation came from Larn Hasamador, whose name means "Empty Full Larn." He taught Immotion, which surpassed the Silence of Nenduren and allowed true unification with the Nothing. After obtaining this state of universal consciousness, Larn Hasamador lived a long life of peace and blessing among the peoples of the East Isles before he died peacefully, at which moment his entire body dissolved into Nothing. His worshippers dispersed, claiming that no temple or monastery could properly house Nothing. Practitioners of his methods are found throughout the eastern lands.

Liberation. The ultimate objective of Vithelan mysticism. Oorduren is the Great Liberation. Liberation is from whatever binds a person, all of which are within the realms of the antigods, upon which the individual obtains transcendent unity. Mashunasan taught Liberation to human beings, who afterwards created a series of methods to obtain it.

Lomarthalonus. The Celestial Server, Vithelan name for Lokarnos. He was created by Maluraya to be the server in the Celestial Palace (the sky). He serves for 98 days, then replenishes his stock.

Loso. Sea northeast of Vithalash. Jodadilili was once a large and prosperous island in this area, but with its neighbors was sunk for believing in Avanapdur.

Lumavoxoran. God of Haragala. Lumavoxoran communicates with his people through a huge pool of liquid that changes color according to his mood. In modern times Lumavoxoran has ordered his people to create a more active naval force, and his temples are all overseen by an unfurled sail with a pair of eyes on it, like his ships.

Mairnali. Goddess of Compassion and Sacrifice, revered widely throughout the East by commoners. She was a goddess who attained Mashunasan's Stillness and returned to teach the simple, working people of the world how to attain it too. She was from Fenerven, in the Zeven Islands, and visited those places called Safe Isles, where her ashrams are now located. Much later, Serd Marnad popularized her devotional worship, which essentially directs people to dedicate their work and lives to adoring Mairnali, imitating her benevolent actions and attitudes, and celebrating the wonder and pleasure of life.

Majadan. Sky God of Creation, worshipped in Vithela by men. He originally appeared as one of the Cosmic Dancers, and with Erdires created the greater features of land and sea. He is also called Iste, "the Desirer," in his role as progenitor of the mortal races of the east; Herevens, as the source of the Masculine Principle; and Imad, as Lord of Mountains. He fathered the various types of Vithelan humans, the elves, and others.

Maluraya. Viceroy of Day, the Vithelan Sun God. He is the ruling entity for this celestial body, which is his own physical form. The Vithelans do not accord the sun with great wisdom or personality, but as a constant body of Nature and manifestation of the perfect Essence—a thing that is both fire and fuel—that lies at the heart of the world of Life. Contrast with Farsanrana.

MaoTzen. Human name for ShangHsa. In the Imperial Age this great and powerful mystic was led astray. MaoTzen deliberately reincarnated himself for several lifetimes to prepare for dissemination of his dragon secrets. Upon executing his plan he became ShangHsa.

Marazi. Tribe of Women resident on Trowjang Island. The Marazi are an all-woman tribe that inhabits the island of Trowjang and exclusively worships the god Tolat. They are fierce warriors, often acting as pirates in the waters around their island. Most live a relatively peaceful life in the island's interior, raising yams, pigs, and children, and carving the beautiful hardwood charms that they export.

Marnalin Worship. See Serd Marnad.

Maromonkotro. An island among the East Isles. It is called the Island of the Flute, because the music can always be heard, even by deaf people. The god there is Erabbamanth.

Martalak. Sheradpara of Sorcery. Martalak is the son of Vith and Gebkeran who became expert at sorcerous practices. He lived in Heonarmalo, where he discerned the laws of the world that allowed sorcery. He grew powerful and tried to overcome Vith's mystic wisdom, first alone and then with two others, but failed. Within that failure there came the inner knowing necessary to make him into a noble Sheradpara. He is considered the teacher of the sorcerers.

Martial Arts. Lifestyle common among Eastern peoples. Many warrior practices exist, such as theistic or spirit cults, that are outside of this definition.

Mashunasan. The Great Mystic of Vithela. He taught Unrealization. He practiced the first disciplines, meditating and resisting all temptations. Mashunasan taught of the Unworld and of Unrealization. He proved the power of his methodology when he was attacked by Oorsu Sara, a great demon who had already destroyed all other bastions. Even when the world was destroyed and his relatives begged for help he continued his meditation. Everything was destroyed around him. His utter separation from the world was, however, what saved it, for he realized the Unworld, which of course requires the World to exist. Mashunasan did not break his meditation, but Jerema Madoon leapt from his Unworld and destroyed the demon. Mashunasan taught Unrealization to anyone who would learn, and now prophets and monks, priests and priestesses all acknowledge his method of unmagic. Mashunasan blessed the rulers of the Cycle of Demigods, and retired to his hermitage upon the Empty Mountain, in Vithela.

Meksornmali. The lands beyond the Sensan Mountains. The name means “beyond the Sornmali,” and refers in general to the lands of the antigods. More specifically, it often means the three great habitable regions: northern Deralo, western Heonarmalo, and southern Vatalemo.

Melib. Island nation of southeastern Genertela. Melib was part of Sechkaul when King Dengbalu preserved it from Sshorg, but when Turvenost demanded the worship of Tolat he ended the Melibites revolted, and thus survived when Sshorg drowned Turvenost and his lands. Melib was desolated by the tsunami of Churanpur, occupied by its demons, and liberated by an army and navy from Teshnos, whose people resettled it. It was a province of Teshnos until King Ordval seized it for the God Learners.

Memb. Very large island of the East Isles. It lies north-east of Vithela, and has existed since the Creation. It has, like most East Isles, changed its size during the Cycles. It was ruled by the Forest Dynasty in the early Gods Cycle, the Emerald Ring Dynasty in the middle Gods Cycle, the Emerald Eye Dynasties in the later Gods Cycle and early Demigods Cycle, the Sea Eagle Dynasty during the middle Demigods Cycle, and the Cloud Dynasty since then. The Memb people widely followed Avanapdur, leaving sea today where the Sea Eagle dynasty once ruled luxurious cities.

Mendoroko. Entertainer of Midnight, Vithelan name for Kalikos. Mendoroko was created by Maluraya and Farsanrana to entertain the sky beings in the midnight hours.

Meranenero. Potentate of Vithela. Meranenero was appointed at the start of the Gods Age to oversee Vithela. He is responsible for overseeing all of the day to day affairs of the continent. He created the port of *name, which is called the Door to Vithela, hence his name of Doorkeeper.

Merenederi. Dancing Ground of the Vithelan Deities. The original children of Gebkeran and Laraloori were raised in Merenederi, the home of Vith and his wives. It means the Place of the Dance, or the Place of Play, or the Place of Amusement. It is especially used to describe the earliest place, a large field of flowers in Vithela where the gods and antigods were born and raised.

Metsyla. Third Emperor of Kralorela. Kralorela was not a separate land in those days, but was part of Abzered. Metsyla was blessed by Mashunasan, but was killed by greedy sea gods. He called his teachings the Seventeen Lessons to Perfection. Metsyla is called Osdero by the East Islanders. He is never considered to have been a dragon, but was a god, and his imperfections are their proof against worshipping gods.

Mikaday. Seventh Emperor of Kralorela. Mikaday was most known for shedding his dragon shape and going in disguise among the populace, rewarding good deeds and punishing bad ones. He also founded the Dragonsons during these escapades, all of whom were his children.

Miracle Rescue. A popular Vithelan belief. Perhaps

fatalistically, most Vithelans know that after they have been conquered by some unknown and barely tolerable evil, they will in the end be saved. Experience has proved this to them, not only at the end of each Cycle but also in numberless local tyrannies.

Mirror War. Great struggle at the start of the Human Cycle.

The main protagonists were the forces of Adlanari, called the Black Mirror, and Thella, called the Glassless Mirror.

Mitenkos. The Celestial Nourisher, Vithelan name for the planet Entekos. Mitenkos was created by Maluraya and Farsanrana to be cook in the Celestial Palace (the sky). Each 31 days she cooks and serves the greatest feasts that can be imagined, then spends the next 31 days preparing for the next one while the gods are fasting.

Mokato. One of the larger of the East Isles. Mokato is most famous as the capital of the East Empire Fleet that kept all invaders and most raiders out of the East Isles during the Imperial Age. Credit for their success is often given to the Three Sages, who had lived there centuries earlier.

Mon Verlo. Martial Arts Seer, a leader in the Austerity War. Mon Verlo was from Deves, a tiny island among the Yellow Islands. Mon Verlo was a devotee of Kabalt, the Great Bolt, and one of the leaders of the Austerity War. Mon Verlo released the anti-god Herespur at the end of the Austerity War, for deeds and favors done in the past.

Morasoma. Eastern God of Barbers, and the God of Rathmorasomangon Isle. He is also called Comb and Braid or the Coiffure Deity. The island is nearly infertile, having neither good soil nor good fishing offshore, yet the people are always happy as long as they can maintain their elegant (and often bizarre) hair styles.

Nak. Enemy god of Vormain. This may just be a title that is applied to other entities. Nonetheless, in myths Nak is always presented with the same name and face, always quartered, black and white. He has successively sent the Ezdali, the Flood gods, Great Devouring Janadi, and many lesser foes.

Nenduren. Great Mystic who brought Nenduren's Peace. He taught the practice of Stillness to reach Great Being that incorporated all of the universe in itself, which he called Atrilith. He was a student of Oorduren and he sought a more profound Stillness from within by learning to control his physical body. After many centuries of practice he obtained the Stillness of Atrilith, and shortly afterwards began teaching others the practice. This peaceful practice helped the people there, for even as the land sank around them the practitioners of Silence were untouched and provided islands of safety for others. Nenduren himself was on the island of Heskanvor when the Monster King attacked him but was turned peaceful by the contact. Nenduren sat there in Silence and a shelter was built around him, and then a school, meditation cells, residences, and an administration center. This place was called the Center of Silence, and it at last attracted

Oorsu Sara, Monster King of the Anti-gods. Nenduren did not move at all even though everyone was slain around him and the ancient temples were smashed to bits. Then Oorsu Sara destroyed Nenduren, and even the island where the temple had been. However, many people still practice his disciplines, and fill the world around them with a calm that seems strange to outsiders.

NiangMao. Great Sage of Abzered and Kralorela. NiangMao taught to meditate upon the Void. He lived in the reign of Metsyla, in Abzered. Once Metsyla asked the sage to come to court to offer advice, but he refused, saying "The best advice is for you, Great Lord, to come here." Of course, the emperor refused, and was drowned. NiangMao's own school was in *place, in Kralorela. He went upon a fast that lasted for a thousand years, at the end of which his entire being merged with the Void.

Nothing. A component of Eastern Understanding. Larn Hasamador first discovered this through his meditative techniques called Immotion.

Octamo. The Red God and/or Goddess of Vormain. He/she is the only kindly Vormain god ever seen by outsiders.

Okerio. Kralorelan goddess called Allgiver, the Mother of Aptanance the Sage. She was made by the Creator, called Earth Maker in the best known account, to be a mate to Ebe, the wild man. She is compared to the Eastern goddess Yotherara.

Ombardaru. Sheradpara of the Low Priests. Ombardaru is a son of Vith and Gebkeran who became the expert at all kinds of sacrificial practices. He tried alone, and then with two others, to overcome Vith's mystic wisdom, but failed. Within that failure there came the inner knowing necessary to make him into a noble Sheradpara. He is considered the teacher of the acceptable, but officially "low priests," who work magic among the islanders according to their own ceremonies and rites.

Ombalavor. The Celestial Lover. Ombalavor was created by Maluraya and Farsanrana to be servant in the Celestial Palace (the sky). She serves for a mere 1/3 day or night and is dismissed, yet so perfect is her duty that she appears again immediately when she is done. This is the celestial body called Uleria or Mastakos.

Omboodi. Father god of the Pakoditi. He is also called the Two-Headed Dragon. Omboodi is not worshipped, but his children are.

Oorduren. Master Sage, the Great Liberation; also worshipped in Vithela by humans who want good luck. Oorduren originally appeared as one of the Cosmic Dancers, dancing alone, and later took his place in the center of the world. He taught that the purpose of living was to be simple, healthy, happy, and to follow his program of meditation. His virtue was so strong that he overcame King Bandan, who had conquered the Underworld, human world, and gods' world. He was unreachable after he hid from Oorsu Sara, and his power passed to Mashunasan.

Oorkantana. A title of Oorsu Sara. It means Furious Wisdom. The practices that Oorkantana taught to his disciples, the Tali, form the core of the antigod martial arts secrets.

Oorsu Sara. Monster King of the Antigods of the late Gods Cycle. Oorsu Sara was a powerful demon who was so clever and powerful that he caused the sage Oorduren to go away. He was so strong that he defeated champions and quickly conquered all the antigods and demons, then the world of humans. However, the sage Nenduren stilled him, whereupon Oorsu Sara stopped his conquests and became a great contemplative being. He learned to meditate, and was named Ipu, “insect,” when he was a mendicant. After a very long time he failed in his studies and succumbed to temptation. He acquired even more powerful supernatural powers from Atrilith, and first destroyed his great teacher Nenduren. He went on and conquered the gods and heaven. He taught terrible arts to his disciples, who built strongholds in their worlds. He was called Agakalasta then, King of the World; and Oorkantana, Furious Wisdom. Oorsu Sara one day learned of the sage Mashunasan and rushed to interrupt his meditation. However, the Great One merely opened his Hidden Eye and from it flashed Jerema Madoon, the Great Thunderbolt, which defeated Oorsu Sara and imprisoned the seared remains far beyond the edge of the world.

Opi. Sacred Island of Veldru. It is the home island of Hong Malagum. The weather there is always pleasant, even if typhoons rage right offshore, unless the chief wishes otherwise.

Orandaliel. Home island of Ferendel.

Ordanal. God Learner King of Melib. Ordanal, a man from Justela, brought the long lost Sword of Tolat back to Melib and placed it in its most ancient temple. As a result, he was acclaimed king. However, he could not remove it from the temple, which was on the place where King Dengbalu had first stuck it. Ordanal joined the Middle Sea Empire.⁵⁶

Oren Parond. Vithelan Mystic and master of the Dream World. He is one of the servants of Mashunasan, and took control of the Dream World to allow it to be used for enlightenment as well as delusion. In the Dream World he is called Thella.

Oro. Feminine half of the Vithelan Balanced Principles. Oro and Herevens were the first beings to be differentiated from each other, and their differences created the Balanced Principles. Oro is the source of all that is feminine, dark, cold, low, wet, and passive. Oro manifested herself as the Samako Waters, and was afterwards called Avano. Oro is often associated with Erdires.

Orxilli. The Cosmic Egg of Draconic lore, or a Chaos god. To dragons, Orxilli is the source of creation of Glorantha, both its underlying draconic principles and the material world. God Learners who contacted it

identified it as a Chaos god with a bloated body, six limbs and no head, and overwhelming powers of delusion, madness, and terror. Though cut apart, the limbs returned as lesser Chaos monsters.

Osdero. Wise ruler of ancient Abzered. Osdero was a son of Harantara, and was blessed by Mashunasan to be the Eagle Phoenix Emperor of Abzered. He made roads of gold to link his cities, grew silver in the clouds, and created a light that people could eat like food. Osdero taught his people his Seventeen Lessons, which led to enlightenment, whereupon they came to live in his Palace of Eternal Light. Osdero helped Kahar to court his mother. As a result his land of Abzered was sunk. The Kralorelans call him Metsyla.

Pakodimairo. Mother goddess of the Pakoditi, also called Kindly Swan. She is not worshipped, but her children, the Pakoditi, are.

Pakoditi. Collective name for the gods of the Island of Porthramentos. The father, Omboodi (also called the Two-Headed Dragon), and mother, Pakodimairo (also called the Kindly Swan), made the island and populated it, but they are not worshipped. Instead, their pairs of children receive worship. The Pakoditi appear as small two-headed dragons, covered with feathers, and assist only their descendants.

Palachath. Son of Ivaro and brother of Harantara. Palachath was kidnapped, found by his sister, and rescued by his mother and uncle. He became chamberlain for his nephew, Osdero, and drowned when Abzered sank.

Parlothsep. Collective name for the thousands of small gods of the East Isles. The myriad beings are of diverse origins, some acknowledged members of the Parloth, others from the antigods, yet others from something else. All agree that they are somehow or other parts of Atrilith. Nearly all enjoy fond and fanatic worship by the natives of their islands, whose social and natural roles are defined and made tropically easy by the deities. Thus, they exert a strong local presence, but almost none away from their home islands. Also called Parondpara.

Parondpara. The Million Small Gods of the East Isles. This is a collective name for an extremely diverse group of deities, sharing only that each is the supreme deity of their own small or large island.

Parloth. Collective name for the Gods of the Vithelan peoples. They were a family of great beings of permanence, unchangability, and spirit who sought to perceive, calibrate, and record the unchangeable laws of the universe. They worship the Sounds, Music, and Dance in ways that reinforce the Avanparloth, their High Gods. The best known are worshipped widely (though not often), and include Horandaru, the Craftsman; Karkal, the Lord of Burning; Prosandara, the Mother of Animals; Veldru, the storm god; and Yothbedta, the Gardener. See also Avanparloth, Parlothsep.

⁵⁶ This is the “God Learner conquest.”

Pemellios. Distant eastern island in the East Isles. Pemellios is among the Vemati Islands, and is where Ezel Balurenesh was initiated into the Dream Magic of Ibor Adan.

Perfect Stillness. A Meditative Technique in the East Isles. Enrono the Sage began this school, after Nenduren fell into disfavor. Perfect Stillness does not attempt to obtain the ultimate mystical insight, as Mashunasan's method does. Instead it provides a regimen and objective in which the meditator is guaranteed to be perfect for the task of living right and well with all the universe.

Planets. Moving celestial bodies. The planets were created by Maluraya and Farsanrana to be servants in the Celestial Palace (the sky). They include Lomarthalonos, Mitenkos, Ombalavor, Sentharu, and Unvoreth.

Porthramentos. Island in the East Isles where the Pakoditi are worshipped.

Priest, Priestess. Religious leaders for the worship of gods. Several types of religious workers coexist in Vithela; priests are those who lead sacrificial ceremonies to gods and goddesses. Several classes of priesthood exist. The High Priesthood of Chaquandarath and Genderatha, though extremely powerful, is very rare due to the rigors required of its members. The Low Priesthood of Ombardaru has many different traditions within it, and is the most widespread, its members overseeing most of the Parondpara rites and ceremonies. The so-called Hidden Priesthood, instructed by Essebaktu and Herenath, leads ceremonies dedicated to Antigods. Priests should be compared with the Sage and Seer.

Prosandara. Vithelan Mother of Animals. She is the daughter of Vith and Laraloori. Her animals are all the creatures that fly or live on the land. When the High Priest asked who among the gods was the most valuable sacrifice, Prosandara volunteered first. See also Venperesha.

Rathmorasomangon. An island in the East Isles. Their god is Morasoma, the coiffure god.

Refutation. Basic meditative process of mystics. The objective of mystical existence is to Refute all nonessential realities until the Ultimate is laid bare. In contrast to this is Venfornic meditation, whose objective is to merge with the Ultimate.

Reha Manari. Great Seer of Vithela, one of the Three Sages. He was a devotee of Mashunasan, and encouraged the people of Mokato to pursue learning and virtue. He established a famous debating forum, which brought many scholars to Mokato.

Rescue, Miracle. See Miracle Rescue.

Rich Twins. Volendaru and Laravenderain, Vithelan god and goddess of wealth.

Rynglorem. The Vormain god of truth.

Sage. A wise person of the East. Sages are powerful mystics. Oorduren is called the First Sage, and Kendaramin is the Celestial Sage. Human and demigod sages usually founded important practices, such as Mashunasan, Nenduren, or Larn Hasamador, who founded the Three Ancient Traditions; or Enrono,

famous in Vormain; or Aptanance, who founded Kralori civilization. There are non-humans sages as well, such as Kerendak.

Sages, Three. See Three Sages of Mokato.

Saliligor. God of Homago.

Samako. Greatest Waters, the collective Waters of Vithela. The Samako were formed by Oro during the Creation Cycle. Samako is the mother of all the other waters of Vithelan mythology. She flows rapidly around the whole world, going from north to west to south to the east of Vithela. Equated with Sramake.

Sapana. Evil drying power of the sea gods, through which they may take back their liquid essence from others. It is the watery folks who consider this their evil power, of course.

Sarono. Former Sea God of the early Kahar Ocean. Sarono was the brother of Ivaro and came to rescue her and her children, thereby creating a large inland sea. He was called Duke of the Deep, and he was very active in the Gods Cycle. However, when his kinsmen slew Sarono's lord Osdero, the sea god abdicated in favor of Kahar and Harantara.

Sechkaul. Ancient region of Abzered that included modern Teshnos, Melib, and Trowjang, and the waters between them. Sechkaul was ruled by King Dengbalu when Sshorg tried to drown the world the first time, in the early Gods Cycle. At the end of the Gods Cycle, when Turvenost ruled, Sshorg returned again, and this time sank much of Sechkaul.

Sed Parad. East Isles mystical Seer of Dreams. Sed Parad is the first person to discover that dreams, the waking life, and the permanent world were discernible as separate places. He spread this alarming news far and wide before he learned the Dream Truth.

Sedeni. Sea god of the East who performed many violent deeds, the greatest of which was the sinking of Abzered. However, Kahar nearly killed him, and this child of Sshorg is now a weak surface current.

Sedlazam. Minor water god of the east. He participated in the drowning of Abzered.

Sedsaru. Vithelan antigod of theft, worshipped by Vithelans who steal, and also widely honored in a mango harvest festival. She is one of the Adpara, and was once instrumental in helping Keltari conquer the gods.

Seer. A wise person of Vithela. Seers are mystic sages, distinguished because they typically indulge in conscious activity rather than the normal sagely passivity. Famous Seers include Bedalo Mashanano, Bekesh Marnad, Chal, Eranth Eyoon, Ezel Balurenesh, Ferun Masha, Hesurenv, Ho Adara, Hua Lowchus, Kamboli, Kumanti Lun, Mon Verlo, Reha Manari, Sed Parad, Seram Ambon, Serd Marnad, Sivoli, Uradalsh Mashento, and Ven Forn.

Sekever. Antigod, oppressive false Emperor of Kralorela. Sekever was one of many antigods that helped Oorsu Sara to conquer the world. Sekever seized his chance when Oorsu Sara cursed Kerandaruth. He led an army that overran that land, which was part of Ignorance.

Daruda came, blasted the demon king, and banished Sekever to the Underworld. But Sekever was not done, and he learned mystical fighting secrets from Herespur. Later, at the end of the Demigods Cycle Sekever helped Herespur and conquered Kralorela, banishing Daruda's heirs and even causing Karkal, the fire god, to hide himself away so the land was dark and cold. Sekever then sacrificed to his hidden god, and a black sun rose into the sky and sent rains of blood across the world. Sekever warred against Vormain and Teshnos, and blasted all the lands west of the mountains into wastes. He was finally destroyed by the Emperor Vashanti.

Seluro. Violent water god of the East. Seluro performed many violent deeds, the greatest of which was the sinking of Abzered. Later, Kahar captured him and extracted promises, powers, and submission from him.

Seneb. Portion of Vithalash. Seneb was the expanse of land that lay between Vithalash proper and Memb. It was destroyed by King Janadi during the Atrocity War.

Sensan. Greatest Mountains, separating Vithela from the rest of the world to the west. The Sensan Mountains were raised by Imad during the Creation Cycle. When Herespur first invaded the world the gods strengthened the mountains to be a wall to hold back the antigods. But Herespur was too powerful, and he smashed down the Sensan Mountains and invaded. See also Shanshan Mountains.

Sentharu. Steward of the Sky, the Lightfore planet. Sentharu was created by Maluraya and Farsanrana. He is the chief of all the celestial servants, and nightly checks all that occurs in his realm.

Serakaru. The antigod of the East Isles Typhoon. Serakaru comes to batter the islands every year, and is met by Veldru and Kahar, who each wrestle against the invader, sometimes with great success, sometimes with great failure, most often only enough to diminish the terrible winds. Serakaru is considered to be a son or aspect of Orlanth.

Seram Ambon. Dream Seer of the East Isles. He taught the Anakorelo their methods.

Serd Marnad. Great Seer of Vithela, one of the Three Sages. Serd Marnad was one of many students of Mashunasan who differed in their practice to teach others of Durapdur. She proved that Durapdur could be reached by reverence to Mother Mairnali, who had infused the world with her being. That made it possible to meet Her by learning from whatever of her creations would teach reverence without harm; in other words, revering the enlightened gods and High Gods. Marnalin Worship is now widely practiced in the East Isles with a fantastic number of deities. Her influence was instrumental in establishing customs in Mokato, which contributed to its greatness in the Imperial Age. See also Bekesh Marnad.

Serelaloon. Kralori Goddess of Compassion and Healing. Serelaloon was a daughter of Vith, sent to answer the prayers of the innocent. They remember her kind actions in the reigns of the earliest emperors. When the God Learners came to Kralorela, the priestesses of

Serelaloon recognized Chalana Arroy to be their goddess.

Serensenalash. Dwelling Place of Veldru. This is a celestial palace, full of delights, heroes, and household of this East Isles wind god.

Sesre. Island in the East Isles, sacred to Keets. In their migration, the Keets had to put ashore to nest, even though pursued by Bezarngay. Great Eral worshipped the goddess of the island, and her brother took the form of a sea eagle and conquered Bezarngay. Now, every month, one keet is sent to a certain hilltop to feed the brother.

ShangHsa. Cursed and evil usurping Emperor of Kralorela. ShangHsa spent many lifetimes preparing to betray the secrets of dragon power to the outside world. MaoTzen was his Kralori name, and when he executed the plot he quickly confronted Yanoor and forcefully provoked the emperor's Utuma. ShangHsa then became Emperor of Kralorela, invited in foreign armies, and began to pillage the ancient land for his own indulgence. He ruled for 352 years, and was finally extinguished when Infinite Godunya returned to his homeland.

Shanshan Mountains. Tall range of mountains between Kralorela and the Wastes. These were raised by TarnGatHa, the first emperor, as a barrier to his vision to the west. The mountains are tall and steep, and several long valleys among them are heavily populated by Hsunchen.

Shavaya. Fourth Emperor of Kralorela. Shavaya was a sage who, amidst his contemplations, became greatly disturbed. He went to a mystic master mystic for guidance. He was told to go to the House of Lordship and be Emperor, which he did. He taught many civilizing things, built dams and ditches, and introduced rice through Kralorela. His land was called Kerandaruth, the Kingdom of Splendor, until it was cursed by Oorsu Sara and invaded by Sekever. Shavaya meditated upon a solution to this, disappeared from his hilltop, and was never found or seen again.

Sheng Seleris. Pentan warlord who ruled over the Seleran Empire in the Imperial Age, including most of Dara Happa, Pent, and Kralorela. Sheng Seleris learned a method to deliberately abuse mystical powers to his personal advantage. With this he was able to bypass or overcome many ancient and prehistoric beings and defenses. Most of Kralorela succumbed, though many valiant heroes led resistance forces. Sheng Seleris' followers experimented with a navy and had an early period of victory even against the zabdamar and Vormaino. Kralori events prevented further serious seagoing effects.

Sheradpara. The Rulers of the Antigods, called the Noble Wrongs, their highest deities. Even though living outside the rule of the gods, the Sheradpara are nonetheless bound by many of its stricture. Keltari is their ruler, Essabaktu is high priest, Festanur is Master Shaman, Martalak is Lord Sorcerer, and Ombardaru is Low Priest.

Somash. Chief God of Teshnos. When the evil god Sekever invaded Teshnos the king, Bulthshasam, sacrificed to the gods in a new way. He said some new prayers and made the fire sacrifice, then sacrificed again with white bulls and black sheep. Somash spoke to him when the column of smoke nearly obscured the sun. Somash attacked five demi-gods at once, destroying them all instantly, and seized Sekever by the neck with both hands and bit off his face. After that victory, Somash took residence in the Sun, and has come to the world to fight again whenever the land is threatened.

Sivoli. Gods Cycle Seer of Duravan. Sivoli taught the Whetstone method of learning and strengthening the Venfornic senses, which he called the Six Selective Disciplines. These provided the source for the subsequent martial arts, especially the Five Defender Heroes.

Sivolic Practices. Disciplinary and health practices required to properly work Venfornic magic. They are disciplines of movement and exercise. Sivoli also taught how to project that energy, forming the basis of many martial arts.

Sky. The roof of the Celestial Palace. Korudel designed the world as a great temple, and overhead he placed the sky to reveal his own great works and secrets. Korudel created Maluraya and Farsanrana, who then created the Celestial Servants, the planets.

Sormmali. The Many Valleys of the East. These were made as beautiful places in the Vithelan Creation Era. They were the low places in the high lands, thus valleys among the great western Sensan Mountains. They were occupied by the mountain dwellers of legend.

Sortum. Great Stronghold of the Antigods. Sortum was a mountain on an island in the far north. It was the home of Great Devouring King Janadi. During the whole Gods Cycle the antigods of Sortum warred continually against Abzered, Kerandaruth, and Memb. In the Demigods Cycle, the demons of Sortum again attacked widely, waging the Atrocity War, but were defeated at last by the leaders of the Austerity War.

Sshorg. Great River Ocean. Sshorg waged a long fight against Duravan, which Sshorg finally won, drowning the whole region. Sshorg is now the god of that ocean that separates Pamaltela from Vithela.

Stars. Fixed celestial bodies. Thousands of stars are visible, and hundreds have been named. Some are celestial beings, illuminated and liberated beings, heavenly places, or visible poetry that are lessons of divine love. One of the most important to the Vithelans is Tanye. Kendaramin, the Pole Star, is considered to be a Planet.

Suam Chow. The great inland sea of Kralorela. It is crossed by the many magnificent bridges of Godunya.

Taktari. Antigod leader of the Stone Beings. Taktari lives in Walalash, the Stone Palace. He often leads his forces against the gods when the antigods attack.

Tali. Antigod Followers of Oorsu Sara. The Tali were largely killed by the blast from Jerema Madoon, or the subsequent Happy Conquests. Two significant exceptions were Herespur, who was released; and

Janadi, whose followers put him back together again.

Talrantara. Fog Goddess of the Kahar Sea. Talrantara is the daughter of Kahar and Harantara, born to conceal them and punish the water gods.

Tanye. Goddess of Speech, visible as a star. When Korudel uttered his first sound it was Tanye. She echoed, harmonized, and/or vibrated to become or make the Tanyic Speech, the language of the High Gods.

TarnGatHa. First Emperor of Kralorela. TarnGatHa was an Ancestral Dragon that helped to create the world, usually Guardian of Being, who was the first entity to ever name itself aloud. TarnGatHa also named the first mountains, seas, heavens, and underworlds. His reign ended with the Keltari War. The East Islanders call him Vith.

Telask. Defender God of Vormain, source of cerulean magic. Telask first drove off Avanapdur, and he turned corpse blue when he swallowed all the poisons that engulfed Vormain. His worshippers have driven off everyone since then. He is cerulean/blue, and stands upon a red and a blue eagle.

Teleremo. Minor wind god of the East Isles. Teleremo is a son of Veldru, and his specialty is to come and fill the sails of his worshippers to make for faster sailing. He cannot leave the East Isles.

Teshnos. Ancient land of southeastern Genertela. Teshnos appears first as the land of the Teshnans, one of the northern tribes that resisted King Turvenost. It was urbanized in the Gods Cycle. Teshnos resisted the demon Sekever, thanks to the combined wisdom of Chal, the courage of Bulthshasam, and the support of the people. It has been famous in historical times as the Land of Elephants.

Thalurzni. Sixth Emperor of Kralorela. When Thalurzni ruled, many forces of the universe tried to tempt, infect, or overcome the peoples of Kralorela. Emperor Thalurzni met each of these and, with wisdom and mystical powers, rebalanced the world to preserve his land. Thalurzni invented the principles of Kralorelan alchemy to manifest many of his mystical changes. He invented the Immortality Pill, which his wife Halisayan ate. When his replacement was ready, Thalurzni performed utuma and departed the world. He and his wife went to (or created) Summer Land Heaven, a resting-place for mortals between lives.

Thella. Goddess of Dreams for the East Isles. Thella is an Enlightened Being who can provide the secrets of the universe from out of the illusions of the Dream World. See also Oren Parond.

Three Sages of Mokato. Famous founders whose Dawn Age work provided the basis for the later Eastern Seas Empire. They established widespread customs and practices throughout the East Isles. Many of their conversations are still repeated. They are often believed to have been incarnations of the Cosmic Dancers into human form. See also Eranth Eyoon, Reha Manari, and Serd Marnad.

Thrunhin Da. The Blue Dragon of the Deeps, Kralori Dragon of the Waters. This is another name of Harantara, goddess of the Kahar Sea.

Ting Shui. City in modern Kralorela, home of the August Dragon.

Togaro. Ancient Invading Ocean of the southeast. Togaro was the first water to wash upon the land. It is still the ocean there, and is now nearly boiling, being heated by currents of the southern burning sea.

Tolat. Marazi name for the Red Planet, their God of Love and War. He is a fearsome god who instills the women with great warrior powers, making them a feared fighting force. He arrives once per year, at the Uxorial Rites, and has sex with every woman in the land in one night. He also overlooks their yam fields. King Dengbalu first taught how to worship Tolat, though only the Marazi and Melibites continue it.

Tolat's Sword. Divine weapon of Tolat. In the early God Age, Tolat fought against Bredjeg and was saved by Artmal, who received the sword as a reward for his help. The sword gained many victories in Pamaltela for the Artmali, but was acquired by the Zaranistangi King Zemendarn, of the Loper peoples. Later it was instrumental in saving Sechkaul for King Dengbalu. King Bradoszaran lost it to the Seshnegi. Ordanal returned it to Melib, where it is today.

Tova. Island in the Kang Group, the most populous human island of the chain. Hessa Mevala, a heroine of the Happy Conquests, came from Tova, and her greatest dojo is there.

Trowjang. Large island of southeastern Genertela, noted for its Amazon residents, the Marazi. Trowjang is covered in jungle, dotted with villages inhabited by the all women Marazi. Its largest cities are only town sized.

Tsankth. Pirate god of Vormain. Most deities of Vormain rarely send their worshippers outside the confines of their land, being intent upon defense and isolation rather than conquest or curiosity. Tsankth is the exception, being a god whose worshippers turn their wooden ships into biting, lashing monsters that bear upon them crews of murderous pirates who slay everything alive, take away anything of value, and then leave the bloody chewed hulks floating about to strike fear into others. His greatest temple is called The Most Grand Diamond and Sky Temple.

Turvenost. Sea Demon in the northern Sshorg. Turvenost was King of Sechkaul in the late Gods Cycle. He tried to eradicate all sacrifices to gods and goddesses, upon the advice of his seer, named Hesurenay, and thereby began a great war of northerners against southerners. Turvenost was a southerner, but was betrayed and drowned by Sshorg. Turvenost survived as a vindictive demon that haunts the Sshorg, Sedlazam, and Sedeni seas, preying upon sea gods and mermen, and occasionally helping sailors. He is worshipped in Melib as a protective deity.

Two-Headed Dragon. See Omboodi.

Ultimate. Another name for the Absolute.

Unrealization. Ancient, widespread meditative practice of eastern mystics. Mashunasan the Great Mystic first taught this method, which describes the process where one undergoes a tremendous effort of self-discipline, inner discovery, and purification until, if successful, total Unrealization is achieved. The meditator then becomes one with the unentity beyond even Durapdur. The path is extremely hard and fraught with temptations, for successful meditators acquire great personal powers that they could use if they broke their Unrealization Life. Many petty powers are acquired by weak people, and if they live they turn into demons. Powerful men who fail become demigods, like Sheng Seleris, and Mashunasan taught that all the gods of old were such. The Kralorelan Emperors are Unrealized beings who have voluntarily sacrificed their own transcending in order to bring an opportunity for Unrealization to their entire population.

Unvoreth. The Celestial Guard, Vithelan name for the planet Shargash. Unvoreth was created by Maluraya and Farsanrana to be the guardian and watchman in the Celestial Palace (the sky). For 14 days he patrols actively, then spends the next 14 in prayer and magic casting.

Uradalsh Mashento. Seer of Thella, and leader in the Mirror War.

Urvapturanji. One of the East Isles. Here Ferendel was defeated by the Hungry Fleet.

Utuma. Draconic act of suicide and creation. Utuma destroys the individual, but creates or strengthens the universe, when properly performed. The first Dragon did this to make the world, whereupon his blood became the seas, his flesh the earth, and so on. Daruda, the first of the Dragon Emperors of Kralorela, taught it to his followers.

Valzain. Vormain Emperor God, depicted as half black and half white. After Abzered sank, Mashunasan blessed wise people to oversee its remains. Valzain was appointed to guide Vormain, which he has done since. At first, Valzain tried to cooperate with the other gods, but they betrayed him and their people attacked his. Thus, after Avanapdur was driven off, Valzain adopted a strict policy of isolation.

Vanard. The Boy God of Vithela.

Vashanti. Ninth Emperor of Kralorela. Even before he was emperor, Vashanti spread the wisdom of the infinite throughout the society of Kralorela. He was appointed Emperor by Vayobi, who retired. Vashanti created the Web of Righteous Knowledge, whose devotees took examinations to qualify for government posts. He organized the grand army, summoned sea gods to protect the navy, and opened temples in many places.

Vatalemo. Southern Meksornmali, homeland of Festanur. Sometimes also the Vithelan name for Pamaltela.

Vatofeneg. One of the East Isles, center for First Age Chulan Alliance.

Vatolagorinor. One of the East Isles. It is best known for the phrase "from Kralorela to Vatolagorinor," meaning the whole of the eastern world. This is a poetic phrase,

and quite approximate, for Vatolagorinor is in the south, but by no means is the island the farthest south.

Vayobi. Eighth Emperor of Kralorela. He was called the War Dragon, and conducted many wars. Vayobi was challenged to a power-wrestling contest by the demon god Sekever, who had secretly learned the anti-god martial arts. Sekever threw Vayobi twice, and then a third time into the depths of the sea. Vayobi was astonished and humbled by this, and studied under the sea for a long time. Sekever used that time to oppress all of KraLor and unsuccessfully invade Teshnos. Vayobi then rose, again confronted Sekever, and this time prevailed so that Sekever was chased back to the Underworld. Vayobi remained as the War Dragon and drove off the Churanpur and Antigod invasions, and also sent an army that liberated Vormain and set KuanKal on its throne. Vayobi retired when Kralorela no longer needed war. He anointed and appointed Vashanti and flew to mystical unity.

Veldru. The Atmosphere God of Vithela, worshipped widely by most mortals of the East Isles. Veldru is one of the great Autonomous Storms of Glorantha, for although he is often pushed aside by the typhoons that annually batter the East Isles, he often entirely counters their effects. This fact is represented by the several stories in which he wrestles Bitador, the Foreign Wind, and Serakaru, God of Typhoons. In better weather, Veldru maintains good sailing winds. He is a son of Vith and Laraloori, and Teleremo is his son.

Vemati. The earliest islands of the East. In the Vithelan Creation Era, the deep goddess Oro and elevated god Herevens separated from each other, leaving behind the material of the known world. Dry height and wet depth were created in every possible combination, and in the east the Vemati were the first islands among the sea. The name is still used for the easternmost of the East Isles.

Ven Forn. Immense Master, Ancient seer of the East Isles. Ven Forn was a seeker in the Gods Age who began the practice called Venfornic Meditation. Later Sivoli and Kamboli differentiated their two methods from Ven Forn's, as well as subsequent schools. He is said to have mastered Festanurism, but other traditions say he was Festanur, or that that shaman mastered Ven Fornic methods. In any case, Ven Forn defined an easily-grasped philosophy, taught of the spiritual circulatory system, taught how to make Life a source of mystical investigation, and how to absorb (and pass on) opposed or lost portions of yourself.

Venfornic Meditation. A non-refutatory method of meditation. Venfornic meditation is concerned with a merger of the self into the universe, which includes the material world. Its practice is of mastering the intake and outflow of various invisible energies. Venfornic meditation lent itself well to many subsequent magical applications of meditation. Some of the more important include Sivolic and Kambolic practices.

Venperesha. Antigod of Sea Animals, worshipped by aquatic creatures and sailors throughout Vithela. She once had a gambling contest with Prosandara for living space, and where she won are now waters for her aquatic descendants. The results are the thousands of East Isles spread across millions of miles of sea. Another time her creatures of sea won a kick ball game against the creatures of the land, who thus had to allow hurricanes to rage across the land.

Veredengeni. An antigod, the only one of the defenders to escape the destruction of Sortum during the Atrocity War. He hid in the mountains of the west.

Vith. Eastern Ruling High God, worshipped mostly by lesser gods. Vith is God of the East, just as Genert and Pamalt were of the north and south. Vith began existence as one of the Cosmic Musicians, and one of the Second Dancers. He is the active life force of the east, and the intelligence and consciousness behind it. Vith made the world when he gave the life force to his two wives, Laraloori and Gebkeran, who disseminated it throughout the world and its inhabitants. Vith is also Father of Gods and Antigods, whom he begot upon his wives. Vith was a powerful and courageous ruler who overcame Dogsalu and ruled for the High Gods Age. He was deposed by Keltari, and emanated Enevar, which restored order. Vith then withdrew and left Gomeranen to rule. He lives in his palace, Vithalash, of which the great island of Vithela is merely the outer gate.

Vithalash. The Palace of Vith. Vithalash is the City of Great Peace where Vith lives and rules. It was first built in the Creation Cycle, and is currently found on the forbidden continent of Vithela.

Vithela (1). The ancient and mythical Eastern Continent. Vithela is the Land of Vith, the creator and father god of the East. It was initially a single large land mass, but in the High Gods Age it began to be divided into islands.

Vithela (2). The modern great island, which is the largest land mass of the East Isles. The natives call it Vithalash. This large island is the doorstep of Vith's palace, and the High God and confers his protection and blessing on it.

Vithela (3). Collective term for all of the East Isles.

Vithelan Creation Story. The Eastern Lands were created by Atrilith, who created sounds, which created music, which created dancers, who were dancing. The dancers then turned the music into musicians, and the musicians turned the sound into symphony. These were the ten High Gods, who created the world and populated it with the children of Vith and his two wives, Laraloori and Gebkeran. Those were the gods, antigods, humans, and other folk. Since then, the world has gone through five Cycles.

Void. Object of meditation of NiangMao.

Volendaru. Eastern God of Wealth. Volendaru is the Treasurer of the gods. He knows where all treasure is hidden, and has a mongoose that vomits silver, urinates gold, and defecates jewels. He is called one of the Rich Twins, officiating over all mineral, metal, or other wealth.

Vormain. A large island group of the northern East Isles. They are culturally homogeneous and periodically isolationist, including in the present time. Their ancestral entities were the Joserui, now worshipped. Any island where one can find Joserui is considered to be a Vormain island. When the Flood Gods tried to drown everyone, Kuyaku led the people to resist, and established the current peoples and customs of Vormain. Ever since then, Vormain has been in a constant struggle against the waters that has often changed its coastline and shape. In the Happy Conquests, Vormain consisted of the 22 districts of Kuyaku, but the waters withdrew until many of these were called the “triple lands,” because of their increased areas. Others were the “new neighbor” lands, because the waters between them had dried up and created new borders. These, and much of the Old 22 districts as well, were destroyed by the Great Tsunami (i.e., the fall of Churanpur) in the Atrocity War. KuanKal’s rule stopped the sinking, and in the time of Enrono and Kumanti Lun the islands grew again out of the water.

Walalash. Palace of Taktari. Walalash is one of the Underworlds of the Vithelans, also called the Palace of Stone. Everything in it, including the natives and their food, is made out of stone.

Watalbu. An Antigod.

World Dragon. See Korgatsu.

Yanoor. Tenth Emperor of Kralorela. Emperor Yanoor was confronted by the false dragon, ShangHsa, who stole many of his powers and his peoples. Yanoor was confused, and retired to the Closed Hill to meditate, where he performed utuma.

Yendori. City in Vormain from which came Enrono the Sage.

Yothbedta. Vithelan Goddess of Plants, daughter of Vith and Laraloori. She is the keeper of all plants and plant knowledge, whether for food, medicine, or poison. She is called the Gardener, often turns into a peahen, and is also the weaver and clothier of the Vithelan gods.

Yothenara. Vithelan Goddess of Love, mother of Govmeranen. She is the Mother of Life. She and her husband took a multitude of forms as creatures of nature, and so filled the world with the profusion of life. Her kidnapping was the cause of the First War. See also Erdires.

Zabdamar. The merfolk of Kahar’s Sea. The ancestral zabdamar were children of Kahar and Harantara, who are said to resemble the genders of the race. That is, Kahar was manatee like, while Harantara was woman like (i.e., human like).

Zaktirra. Vormain god, source of viridian magic. Zaktirra is an evil sorcerer who serves the gods by sending out curses for them. He is viridian/green.

Zaranistangi. An ancient tribe, originally from Pamaltela. The Zaranistangi are called the Loper People, because of the loping canter of their steeds. Although ungainly in normal movement, the Lopers are capable of great leaps and, when ridden by their kin, magical teleportation. They originated in Pamaltela, where their most famous king was Zemendarn. They wandered north where King Dengbalu saved Sechkaul, and onward to Genertela, where they appear in historical times under King Bradoszaran. They were reputedly exterminated by Seshnegi sorcery in Slontos.⁵⁷

⁵⁷ Although this is actually an error.

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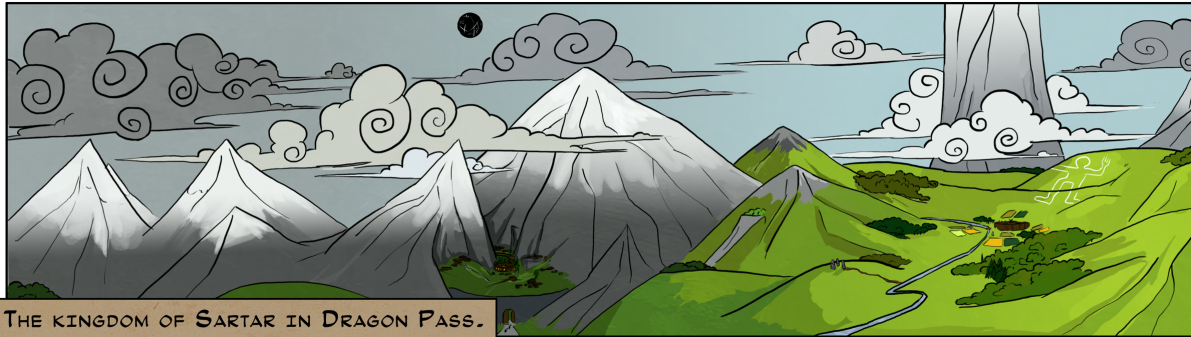
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3002 — THE GLORIOUS REASCENT OF YELM

The Glorious Reascent of Yelm is the foundation document for modern Dara Happa, written in the Dara Happa year of 111,221 (221 S.T.) to commemorate the accession of Khordavu the Exalted. It sets forth the basic mythology of Yelm and his pantheon from the beginning of Time, through the Great Darkness of the Kazkurtum, to the return of Antirius and Yelm. It also includes The Perfect Sky and The Gods Wall, two important sources for information on the deities of the Dara Happa Pantheon. Updated in 2007 with corrections and revisions, including the Index.

3003 — THE FORTUNATE SUCCESSION

The Fortunate Succession is an early draft of the “Official Lunar Imperial List of Emperors.” Each of the 77 Emperors of Dara Happa are named, each with some generalized dates for their rule and notes about their reign. They are divided by dynasties. It also includes an additional longer section on Moonson, Takenegi, the reigning and ruling Glorious Red Emperor.

3004 — THE ENTEKOSIAD

The Entekosiad is a collection of stories told by a person who went seeking Entekos, the Pelandan goddess of the atmosphere who rains blessings down upon mortals. Valare Addi was the seeker, who mistook her goddess Teelo Estara to be the same as Entekos. She lost her life seeking the truth, but with the help of the goddess she returned from death and became a famous Lunar Saint. She is the discoverer of Chronoportation, an important Lunar secret of the Hero Wars.

3005 — MISSING LANDS

Missing Lands contains information on the oceans and seas, the continent of Pamaltela, and the many islands outside of Genertela, including Vithela and the East Isles. These are sections once intended for the *RuneQuest* supplement *Genertela, Crucible of the Hero Wars* to be published by Avalon Hill publications, but were cut out mainly due to size limitations.

3006 — REVEALED MYTHOLOGIES

Revealed Mythologies details the mythologies of the Malkioni (westerners), Vithelans (Easterners), and Doraddi (Pamaltelans) of Glorantha, which previously have been obscured by the mythology of Central Genertela. Each section of the book provides the core mythologies of these powerful and important cultures, accompanied by Godtime maps from the culture’s point of view. Each mythology is also accompanied by a glossary of the culture’s important divinities, places, events, and philosophies.

3007 — ARCANES LORE

Arcane Lore reveals a vast treasure trove about Heroquesting. Collected from almost 30 years of questing, this book explores the philosophy, mechanics, and practice of Heroquesting from a multitude of viewpoints and angles. Although much of the material was written for the old *RuneQuest* game, and other parts were used in the development of *Hero Wars* and *HeroQuest*, all of it is useful in understanding heroquesting and developing your own Heroquests.

3008 — THE MIDDLE SEA EMPIRE

The Middle Sea Empire is a Second Age book detailing the empire of the Godlearners, from its humble beginnings to its epic destruction. A detailed history, King’s list and geographical descriptions provide a wealth of gamable material. Malkionism, from before Time, at The Dawn, and through the Second and Third Ages is shown through its many historical transitions.

3009 — HISTORY OF THE HEORTLING PEOPLES

This compilation on the Heortling people covers their history and society from the Dawn Age through to the Hero Wars, including timelines, maps, king lists, and significant events that shaped and impacted the Heortlings. Many famous individuals, such as Lokamayadon, Harmast, Belintar, Sartar, and Arkat are all detailed. Locations, Armies, Empires, Myths, and Events of Interest are all on offer. This is the definitive Heortling resource for Gloranthan scholars and *RuneQuest* and *HeroQuest* players.

3010 — ESROLIA:

LAND OF TEN THOUSAND GODDESSES

Esrolia, the Land of Ten Thousand Goddesses is the compilation of notes and thoughts concerning the great land of Esrolia. It is divided into four parts: *Esrolia*, Grainland is the first. This contains some general information about the land and peoples. *Life Begins at Ezel* focuses in on the sacred center of Esrolia, where the world was born and reborn. *The Great City* is the largest portion, with maps, histories and information about Nochet. *Other Esrolian Matters* has notes on other places, institutions and legends of the land.

3011 — THE BOOK OF HEORTLING MYTHOLOGY

The Book of Heortling Mythology is a compilation of every Orlanthi myth, god, and hero published or unpublished known by Greg Stafford at the time of publication. It is an excellent resource for players and GM’s running an Orlanthi campaign. It covers the time spanning from the Dawn Age through to the Hero Wars.

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