



Glorantha

THE SECOND AGE

DWARFS

A GUIDE TO THE MOSTALI

RuneQuest



DWARFS

A Guide to the Mostali

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INTRODUCTION

Why are you here?

To mend the machine!

Why do you mend it?

Because it is broken!

Who broke it?

Not us! Not us!

So then, who do we blame?

The elves, in their forests and the Grower for growing them. The dragons in their eggs and the Great Dragon for birthing them. The uz in their lairs and the Darkness for shaping them. The humans in their steads and Grandfather Mortal for whelping them. The animals in their dens and the Beast Gods who prowl with them. The mermen in the sea and Magasta for twisting them. The broo in their pits and Malia for spreading them. We blame them all! We blame them all!

So how do we fix things?

Through perfection and duty!

How do we serve?

Without question! Without question!

What is your role?

To work to the Plan!

And what is the Plan?

To mend the Machine!

*Traditional Mostali Shift-Pledge-Chant,
intoned at the start of each new working
rotation*

If ever a race bore a grudge; it is the dwarfs. If ever a race carried a chip on its shoulder, then the dwarfs carry the biggest. If ever a race strived so mercilessly for perfection, then the dwarfs are they.

Whilst most races glance around them, notice others, pause over the imperfections and contradictions, fight, occasionally but essentially get on with life, the dwarfs; the Mostali, do not glance or pause for careful thought. The Mostali blame and brood; they do not need to

work towards perfection; they are made perfect – the only glimmers of perfection, floating in a sea of flaws. Everything around them, save for their tunnels, their machines, their tools, their vats and themselves, are rusting and terminal: broken cogs in a weary machine.

The dwarfs aim to fix it; to fix it all, once and for all. Imperfection is hateful. It deviates, it squeaks, it rattles and does not behave in a predictable, ordered, well-greased way. The only way to achieve perfection is to be made for a singular purpose and to never, ever deviate from it. Something that grows has only one purpose: to eventually die and return to the earth but in its short spell of existence, it will branch and change and mutate, creating disorder and disruption no matter what its intentions. *Form and function* (for those are the watchwords of all Mostali) can only be achieved through *manufacture*; *purpose* can only be guaranteed through *process*. Anything lacking in these characteristics is flawed and a fault in the machine. Flaws must be eradicated; perfection must be sought; the process must be engineered.

The Machine must be mended, at all costs.

What is this Book?

This book, *Dwarfs: A Guide to the Mostali*, is the fifth of the species books for *Glorantha: the Second Age*. Like its predecessors, it intends to overview and detail the dwarfs of Glorantha: their myths and beliefs; their culture and outlook; their settlements and workshops. Later chapters offer guidance on playing dwarfs in Gloranthan campaigns and expanded character generation. This book should contain all that you need, as either a player or a Games Master, for engaging in fun, fulfilling, Mostali-based adventures.

To get the most from this book, you will find the following books helpful:

RuneQuest (Core rules and the RuneQuest Companion or RuneQuest Deluxe)
Glorantha: the Second Age
Cults of Glorantha Volumes I and II
RuneQuest Spellbook

THE ESSENCE OF DWARFS

The essence of dwarfs lies in the understanding of the World Machine – which, as all should know – is broken.

All dwarfs work to a *purpose* and a *plan*. A dwarf without either is doomed to mortality because he has become imperfect and all imperfect things breakdown as inefficiencies build in their systems, leading to fatigue, stagnation and eventually, collapse. Dwarfs know this because this is the state of the World Machine and they (and they alone) are here to fix it.

All life, with the exception of the Mostali, came after the World Machine started to malfunction. It therefore follows that *all* life, save that which was manufactured specifically to tend the World Machine, is malfunctional also. Whilst organic life persists, in its disorderly, unstructured ways, without purpose, plan or process, the World Machine will never be repaired, because life, with its inherent inefficiencies, interferes with the smooth running of the World Machine.

This single-minded view is, like all good machines, relatively straightforward to understand but is dependent on a series of fundamental components that contribute to an inherent complexity. The components contributing to the Mostali psyche are as follows:

- *Immortality*. If a thing is built well and follows its purpose, plan and process, it is immortal. Death is wholly avoidable but is a natural consequence of deviation, dysfunction and derailment. Before Time began, the World Machine was a perfectly functioning mechanism populated only by those who cared for it and maintained it. Immortality was assured, because there was purpose, plan and process, free from outside interference.
- *Time Broke Everything*. The greatest flaw in the World Machine – what sent everything wrong – was the creation of Time. Time introduced inherent fallibility and introduced a Single Point of Failure. Dwarfs do not understand Time, save to know that it is a bad thing, like grit in the oil-ump; but they know that before Time, the World Machine ran flawlessly,

despite the presence of other gods and their stupid, unpredictable meddling. When Time was created, *everything* started to breakdown. To truly mend the World Machine, Time must be eradicated. Time limits; Time imposes constraints; Time necessitates hurry because there is never enough of it. Hurry creates flaws and flaws create breakage. The utmost goal of the Mostali, even though it is rarely voiced, is to destroy Time and return to the age where all things happened at once, flawlessly and without restriction.



- *Growth is stagnation*. Dwarfs do not grow: they emerge from the creation vats at the size they retain for their lives (which is very often forever) and as all dwarfs know, they are perfect. Growth suggests an imperfect birth and the necessity of a plan to reach something else. Eventually, when no more growth is permissible,

the essence of dwarfs

things contract, wither and die. Growth is wrong. Perfection is the manufacture of something which is static but when combined with the other components is fluid, functional and productive. The Grower, who challenged the Maker, created growth because he was incapable of making things efficiently. The Maker sees the truth: of function and form; and crafts what he needs to achieve those ends. A thing that grows starts weak and vulnerable, accumulates inefficiencies as it strives towards maturity and then releases all accomplishments as it slides into senility and ultimately, death. A made things works from the moment it is set in its rightful place and allowed to operate.

- *Individuality is wrong.* A component might be unique in and of itself but only so it can contribute towards the overall process and end result. It has no right to believe itself different or operate in any way other than that for which it was designed. Those things (invariably organic) that seek ‘individual expression’ are unpredictable, unproductive and disruptive to all essential processes. A cog that wishes to be a lever cannot function as either, because it is seeking to deny its nature and subvert its purposes. Dwarfs therefore do not believe in the nature of individuality because that is an imperfect way in which to act. Conformity brings progress and progress brings a result. The abhorrent desire to be different introduces flaws and inefficiencies, subverting the good of the whole to the will of the component. A thing may be unique but its purpose is set and must be understood.
- *To repair a thing; work within.* The surface world is but a protective carapace for the machinery that hums within. This is why dwarfs live and work below ground, because that is where the machinery resides. Things that tread the surface world ignore what works beneath their feet and remain ignorant of the beauty of the engineering. The surface world has many aspects one might consider beautiful but these are merely a veneer to cloak the vital components of the World Machine. When a dwarf ventures to the surface world it is to retrieve something necessary that has worked its way through the carapace; a dwarf on the surface has no time for its beauty, although he is always aware of its dangers. Being on the surface is essential time away from the process: it is inefficient, though sometimes necessary. The Mostali do not like the surface and avoid venturing there unless it is absolutely vital for their work or they are forced to do so to defend themselves. Within, they are close to the World Machine and they are safe.
- *Gods are sparks of the World Machine’s faulty order.* When Grower challenged Maker, the World Machine’s gears grumbled and caught against each other. Sparks resulted and the sparks took the form of the gods. Maker tried to extinguish the sparks, but they ignited the flammable things Grower had cultivated and so mortals were born. The sparks escaped and took up residence on the surface of the World Machine and went about their erratic ways, bringing countless imperfections that Maker simply could not contend with. The sparks grew stronger and caused more things to ignite in war. One spark which burned more brightly than the others was extinguished by war and so brought Darkness and Chaos to the world. Had the World Machine not been destabilised by Grower, it would have fought the Darkness and Chaos efficiently and effectively but because it was now broken, it was left to the gods – those errant sparks – to resolve matters. This they did through retrieving the dead spark and reigniting it, setting it overhead in the Sky Dome and then creating the thing called Time to truly set matters right. This is why the World Machine remains broken. This is why Time is wrong and gods are wrong. Sparks bring destruction and distress: they must be extinguished.
- The World Machine can be repaired – but Growth and Time must be stopped and eradicated first; and all the sparks, the gods, must be extinguished. Only then will Order be restored and the gears of the World Machine allowed to mesh without grinding, grating or making more sparks. The dwarfs know this will be a long process and they know they will have to battle all that grows and is mortal before their work will be finished and they can be returned to the Maker’s toolbox. This is a process. There is an end result. The Mostali will ensure it comes about: everything, save themselves, is expendable. Even then, when the World Machine operates at full efficiency again, even they will be superfluous to requirements. Thus is the way of all things.

Mostali Described

The term Mostali refers to the original beings The Maker, Mostal, created. There are eight original Mostali: Rock, Lead, Quicksilver, Copper, Tin, Brass, Silver and Gold. Three more creations, those of Clay, Diamond and Iron, are generally referred to as dwarfs, because they were not made by Mostal. However, to humans, all Mostali are dwarfs and all dwarfs are Mostali. This book uses the same terms even though it is essentially incorrect to do so.

Of the original eight of The Maker's creations, few remain in the Second Age; the most numerous dwarfs are of the Clay, Diamond and Iron varieties. Of these, the Diamond dwarfs are considered the pinnacle of the species, having attained perfection in their craft. Clay and Iron dwarfs retain certain imperfections but these are being refined and at some stage, both will be as pure and perfect as the Diamond dwarfs.

The Eight Mostali

Although listed alphabetically here, Rock Mostali are the first and foremost of Mostal's creations.



The essence of Dwarfs

BRASS

Brass Mostali are the metal workers: metallurgists and alloyists; creators of new metals and refiners of old ones. Brass Mostali tend the mighty forges and furnaces at the heart of the World Machine and throughout the dwarfish city-factories, channelling the essential heat, at the correct temperature, to where it is needed. Brass Mostali are moulded from the same metal and have absolute mastery over its mundane forms. They are masters of fire and temperature, being able to endure the greatest of heats or the bitterest of colds. If disturbed or diverted from their work, Brass Mostali are murderously violent, channelling fire and heat (often through sorcery) to overcome their foes and thus continue with the task at hand.

COPPER

Toolsmiths, blacksmiths, weaponsmiths and makers of containers, Copper Mostali are shaped from that metal and their skin ranges from the brilliant, golden sheen of polished copper through to the bright verdigris of those who have been exposed to the effects of wind and rain in pursuit of their craft. Copper Mostali are diligent and painstaking – masters of detail. They are patient, painstaking craftsmen who might take centuries crafting the smallest washer but are absolutely confident that what they create will work perfectly, flawlessly, forever. It was the Copper Mostali who created the first coins, the copper *clacks*, in order to trade with humans and original, Copper Mostali clacks are highly sought after collectors' items (especially amongst God Learners - for each is individually minted and therefore unique). Additionally, the Copper Mostali manufacture the incredible magical conduits, sorcery pipes, that channel magical energy to all parts of the dwarfish factories.

GOLD

The teachers, mentors and overseers of Mostali society, the Golden Mostali represent the mind of The Maker and ensure the continuity of purpose, process and purity through the correct education and indoctrination of all dwarfs. The keepers of all lore, schemes, hypotheses and project plans, Gold dwarves are the scholars

and guiders, wise in all things pertaining to dwarfish purpose. Their skin is that of beaten gold leaf, their voices low, slow and sonorous. Of all the Mostali, only the Gold are permitted anything approaching original, individual thought but even then, they are attuned to The Maker's will and never contemplate anything that might involve deviation from the Grand Master Plan (to which all Mostali work). Where a scheme or work project might require adjudication or rationalisation, it is the Gold Mostali who provide it; but even from this exalted position, they know that are simply another part of a (much larger) process.

LEAD

Thought of as plumbers glassblowers, Lead Mostali have a far wider remit than moving water or producing vials and other accoutrements. They are the strategic defenders of the dwarfish settlements, responsible for making the sorcerous seals and wards that defend the factories and workshops. Their arcane knowledge is formidable and working closely with the Quicksilver Mostali, they turn their defensive sorcery to cunning and intriguing ends that would make even the God Learners marvel. As grey as the lead they work, Lead Mostali rarely speak and, when they do, speak with such gravitas (save for when they uttering incantations), that the words fall like tombstones from their thick, cumbersome lips.

QUICKSILVER

Masters of alchemy and transmutation, the Quicksilver Mostali toil ceaselessly in their laboratories creating the potions, salves, balms, unguents, powders and special alloys essential to dwarfish endeavours. It was the Quicksilver Mostali who created Black Powder and many other compounds that burn, fizz, corrode and dissolve are known to them. They are also masters of medicine – including that of growing, organic creatures (although that knowledge is used to attempt to inhibit and remove growth, rather than promote healing) – and tend those dwarfs who are injured in the course of their work and must be rapidly repaired to maintain efficiency. The skin of the Quicksilver Mostali is liquid-like and reflective, seeming to course

over the frame lying beneath. Their voices are quick (by Mostali standards) and their movements graceful and fluid. They have the ability, unique amongst dwarfs, to concentrate on and perfectly manage, multiple projects or operations simultaneously.

Rock

The first Mostali created by The Maker, the Rock Mostali are the architects and master builders – both of dwarfish settlements and its very society. Working in both cement and stone, their visions, perfectly aligned with the mind of The Maker, result in the stunning feats of architecture and construction that are the dwarfish city-factories. The Rock Mostali tunnel, delve, quarry and dress their favoured material. Tireless, relentless and completely unswerving, Rock Mostali embody The Maker's physical purpose in the same way the Gold Mostali embody his mental purpose. With gnarled and fissured skins of rock and stone, the Rock Mostali rarely speak; but when they do, it is in shuddering monosyllables that echo the movement of tectonic plates or the scraping together of mountain ranges.

Silver

Sorcerers to rival the very best of the God Learners, the Silver Mostali are masters of shaping magical forces to The Maker's will – and although all dwarfs learn sorcery appropriate to their role, nature and position, it is the Silver Mostali who research it and teach it to others. The Silver Mostali engage on extended sorcerous projects, always connected with a particular part of the World Machine's repair, and wield immense magical power as easily as the lower ranks of Mostali wield spanners or bolt-cutters. Mostali speak in hushed tones of the immense Spell Factories, known only to the Silver Mostali and buried deep within the bowels of Glorantha. There, the most

powerful sorceries, derived from The Maker's own designs, are held, tested, refined and stockpiled, supposedly for use in the final stages of repairing the World Machine. Tales of the Spell Factories have reached the ears of the ever attentive God Learners, especially the Cogs of Zistor, who envisage immense arsenals of unrivalled power and magical weapons that will – literally – shake the foundations of the world and its attendant planes. But if these factories exist, only the Silver Mostali know how to reach them; and they will not even confirm the tales to their own kind, let alone inquisitive mortals who are part of the very problem the Mostali seek to correct.

Tin

The logistics experts. Tin Mostali have responsibility for the movements of materials throughout the dwarf realms and accomplish this task through the summoning and control of the earth elementals, the gnomes, and other magical, semi-living constructs such as jolanti and nilmergs which are set to labour on specialised tasks and projects. In addition the Tin Mostali shape and fit replacement limbs and organs for dwarfs hurt or maimed as a result of their never-ending task of repairing the World Machine. Their Limb Forges craft custom-designed prosthetics that are every bit as practical and strong as the parts they replace and again, the Zistorite God Learners take great interest in how the Tin Mostali accomplish these bio-mechanical marvels. The Tin Mostali are also responsible for the manufacture of the cans which store dwarfish food – of which more later – an industry in itself, given the energy requirements of all Mostali. Tin Mostali are shiny and lively, almost loquacious by dwarf standards, with buffed metallic skins that gleam and shimmer through the subterranean halls. Tin Mostali are proud of their coatings and have a daily buffing ritual that removes the grime of the shift and leaves them sparkling and smart.

The Dwarfs

These dwarfish castes were not rendered by The Maker and so are not true, original Mostali but are the dwarfs. They are more numerous – considerably so – than the Mostali castes and no less dedicated.

Clay

Moulded, and therefore identical to each other (although there are subtle differences between mould castings, which creates a massive variety in Clay sub-castes), Clay dwarfs are the most numerous of all dwarfs. They are general workers and footsoldiers, assigned to specific tasks and duties from the moment they emerge from the mould and expected to never deviate from their assignment. Clay dwarfs are diligent workers, obedient, compliant but with the flexibility of their material that allows them to be shaped to new tasks as work demands. Most humans will encounter Clay dwarfs above ground, although that is only because they are the most numerous. Clay dwarfs

tend to exhibit the trait closest to human curiosity, although it is of an accepting, pliant kind, rather than a questioning, interrogative nature. Clay dwarfs exhibit personalities that are the result of their mould; so some may be happy and talkative whilst others will be reserved and sullen. Their skin is rough when compared with the perfection of the Mostali castes and is invariably the reddish brown of the clay from which they are shaped.

Diamond

As the numbers of the first Mostali dwindle, it has become necessary to create a new set that can readily emulate The Maker's original creations. These are the Diamond dwarfs and they represent the pinnacle of non-Mostali dwarfdom. Each caste has its own Diamond dwarfs; so there are Iron Diamond dwarfs, Gold Diamond dwarfs, Quicksilver Diamond Dwarfs and so on. They are project managers, overseers, foremen and gang-masters. With their scintillating diamond skin and hard, unwavering personalities,



they are the very best approximations to the original eight Mostali types that the Mostali have been able to fashion. Despite their hard natures they are versatile, being able to slot neatly into any of the roles epitomised by the eight original Mostali castes or into general assignments running thousands of Clay dwarf workers.

IRON

Second most numerous of the dwarf castes, the Iron dwarfs are smiths, metal-workers and war machinists. They equip the ranks of the Mostali armies, prepare disorder kegs (of which more later), test new weapons and refine old ones. Iron dwarfs invented the Mostali Axe, which resembles the original weapon wielded by The Maker and know the secret of forging iron into steel, which lends their weapons exceptional strength and guards against rusting. Iron dwarfs are single-minded and dedicated to their purpose. Once given an assignment, that assignment is set for eternity and Iron dwarfs are unable to easily deviate from it, although, like Clay dwarfs, they have distinct personalities reflecting the forge where they were honed.

Physical Characteristics

Dwarfs are stocky, stunted, bipedal creatures with facial features that are, to humans, grotesque but not necessarily repulsive. Their heads vary in shape according to their construction but generally reflect their caste: Rock Mostali are lumpy and rough; Quicksilver Mostali are fluid and graceful; Lead Mostali square-jawed and squat and so forth. Facial features are generally exaggerated, with widely spaced eyes (sometimes large and round, sometimes tiny and close together), broad, flat noses and lipless mouths that resemble a broad or narrow gash above a thickly set chin. Beards are a common feature but not ubiquitous; sprouting from the dwarf's cladding, beards are wiry bushes of the base material – quite unlike human hair but flexible enough to be styled or left to grow rampant across the lower half of the face. Ears are, invariably, small or non-existent, although this does not seem to inhibit their hearing.

Dwarfish limbs are disproportionate to the size of the body. Arms are long, powerful and thickly set. Legs are short, stubby and wide of thigh but nevertheless, propel dwarfs at a reasonable speed. Backs tend

to be naturally hunched, thrusting the upper half of the body forward but this is not a disfigurement and actively aids dwarfs in moving nimbly through their tunnels and other narrow places. Sometimes the arms are used to help propel the dwarf along, much as an ape uses its arms for locomotion but generally the gait is upright and rolling. On the surface, beyond the comforting confines of their tunnels, dwarfs appear to be ungainly in movement and appear almost drunken but this is merely a natural reaction to open spaces and the inability of their Earthsense to function correctly. Hands and fingers are extraordinarily lithe and dexterous given the rest of their body. Natural toolmakers and tool users, a dwarf's fingers are perfectly suited to both brute force and delicate tasks. When undertaking any form of operation using tools, dwarfs work quickly, precisely and with a subtlety that defies even the finest human craftsman.

EARTHSENSE

Mostali Earthsense is the dwarf's sixth sense and is unique to them. Through Earthsense dwarfs perceive subtle variations in temperature, air pressure, depth, orientation, obstacle proximity and the nature of the surface underfoot. Underground, it allows them to perfectly and rapidly read their environment and negotiate it, especially in complete darkness and extremes of temperature. Using Earthsense a dwarf can instantly determine the size and shape of a cavern or enclosed space, determine his depth underground and perceive features hidden by many metres of rock or earth. On the surface, Earthsense loses its nuances, causing the dwarf to be bombarded with conflicting information. A dwarf emerging from his caverns into the outside world needs to spend at least an hour recalibrating his Earthsense. In game terms, this means that, for 30+3D10 minutes all skills reliant upon DEX are halved. At the end of this period the dwarf must make a Resilience test. If successful, his skill values return to normal; if he fails, his skills return to three-quarters their normal value, and he must wait another 3D10 minutes before attempting a further Resilience-based recalibration roll. If the subsequent recalibration roll is failed, a dwarf's skills return to their full value within 12 hours. The Silver Mostali have developed spells that instantly recalibrate Earthsense (see Mostali Magic, starting on page 97) but these are generally taught to those dwarfs who regularly visit the surface or who are part of dwarfish armies.

Gender and Reproduction

All dwarfs are ostensibly of the same sex although, to most eyes, they appear to exhibit distinctively male characteristics. As part of their general work assignments, every dwarf has a 'reproduction line' role and this comes in one of two forms: Pestle or Mortar. Dwarfs keep their reproduction line role secret, even amongst their own kind but when a reproduction project is decreed, a Pestle dwarf and a Mortar dwarf are required to report to the New Mud Laboratory (every dwarf city has one), where the Grinding takes place. Locked in a reproduction line chamber the pair of dwarfs must grind their Pestle and Mortar together in a continuous act that requires about three weeks of continuous, laborious, wholly repulsive effort. The end result is the production of a proto-dwarf capsule from the Mortar dwarf, who takes the formless lump of material to the Quicksilver Mostali so that it can be fashioned into a fully-fledged dwarf of the appropriate caste. The proto-dwarf capsule is placed into an appropriate container made of the necessary material and an unpleasant concoction of sorcerous liquids and potions is poured in.

The New Mud Laboratories contain hundreds and hundreds of these reproduction vats, which the Quicksilver Mostali tend diligently for several years, until the liquid in the receptacle has hardened and the capsule within baked for a sufficient period of time. When the time is right, the receptacle is upturned and the hardened shell spilled out. The outer residue is chiselled free to reveal a fully-formed dwarf of the appropriate caste (Clay, Diamond or Iron). The Quicksilver dwarfs then use a combination of old-fashioned craftsmanship and sorcery to 'finish' the dwarf. This process involves refining the external features (the craftsmanship) and conditioning the new dwarf to its tasks and role in society (the sorcery). Once the work is completed the new Clay, Diamond or Iron dwarf knows precisely where it is meant to serve, what it is meant to do, how it is meant to do it and at what rate. Without a further word the dwarf marches off to join the other members of its caste, slotting seamlessly into the workflow without any further instruction.

For dwarfs, the reproduction line process is a terrible ordeal. Any dwarf required to undergo it must make a Persistence test at a -40% penalty. If the test fails, the

dwarf still goes through the reproduction line process but gains a Dysfunction (see page 91) as a result. If the test succeeds, then the process is still traumatic but the dwarf emerges psychologically unscathed. Quicksilver Mostali have certain spells that can be used to combat the anxiety of the reproduction line process but very idea of the grinding of Pestles and Mortars, whilst known to be essential for the Master Plan, remains repellent.

Those dwarfs assigned the Mortar role are much less numerous than Pestle dwarfs. The reasons why are unclear but the internal ability to generate a proto-dwarf capsule seems to require a certain degree of physiological complexity that even the Quicksilver Mostali have been unable to completely master. Thus, Pestle dwarfs are most common, lending credence to the notion that just about all dwarfs are male.

Psychology

Contrary to what might be suggested, dwarfs are not without freewill. True, their caste and specific assignments determine their overall role in Mostali society but every dwarf is capable of thinking and acting freely. The real situation is that most dwarfs simply do not exercise this ability, being content to fulfil their role in the Master Plan, dedicating themselves to the maintenance and repair of the World Machine. However, when personal judgement is called for, dwarfs can make it. They might make it slowly and always after very carefully conducting both a risk analysis and health and safety assessment but personal judgements and actions are perfectly possible and sometimes made on a weekly or even monthly basis. Where a specific work-related judgement is necessary – nay, essential – dwarfs act with frightening speed. Anything that endangers a project or the repair and maintenance of the World Machine results in dwarfs acting quickly and decisively. Part of this is simply Good Conditioning but a large element is personal will which must be exercised without haste if the Master Plan is to continue.

Outside the strictures of the workplace, such as in human society or at large on the surface world, dwarfs appear to be slow and ponderous when reaching a decision. Every dwarf conducts two assessments when

making a decision: a Risk Analysis and a Health and Safety Assessment. The two processes are intrinsic to all dwarfs and hard-wired into their psychological decision making processes.

Risk Analysis

Here, the dwarf assesses the nature and level of risk first, to the World Machine and then, second, to his particular assignment, project or role. This is abstracted as a Persistence test: see the table below

Risk Analysis Table

Result	Consequence
Critical	The dwarf has taken into account all the risks, considered mitigation strategies and has determined an exceedingly efficient or expedient way of resolving the judgement. He may proceed onto the Health and Safety Assessment, gaining a +15% bonus to the Health and Safety roll.
Success	The dwarf has taken into account all the risks, considered mitigation strategies and may then proceed onto the Health and Safety Assessment without penalty.
Failure	The dwarf has failed to account for all risks. Taking action may be injurious to either the World Machine or his project or role. He suffers a -15% penalty to his Health and Safety roll.
Fumble	The potential risk is too great to be contemplated. The dwarf acts completely according to his conditioning. His mind cannot be swayed.

Health and Safety

Here, the dwarf considers the health and safety implications for himself and his colleagues/co-workers. This is abstracted as a further Persistence test, modified, as appropriate, by the Risk Assessment result.

Health and Safety Table

Result	Consequence
Critical	Any harm befallen to anyone is part of the Master Plan and is the will of the Maker and essential to the World Machine's repair. The dwarf acts without fear or impediment and gains a Reckless bonus of +15% to any skills being used in the completion of this particular task.
Success	Any harm befallen to anyone is part of the Master Plan and is the will of the Maker and essential to the World Machine's repair. The dwarf acts without fear or impediment but skills used in the completion of this task are at their normal value.
Failure	Any harm befallen to anyone is part of the Master Plan is contrary to the will of the Maker and harmful to the World Machine's repair. The dwarf acts may act but at a -15% penalty to any skills being used in the completion of this particular task.
Fumble	The harm likely to be caused is too immense to contemplate. The dwarf will not act in the completion of this task.

Note that the Risk Analysis and Health and Safety Assessment are only conducted in circumstances where the dwarf is outside his usual job role or environment. If in the company of non-dwarfs and always on the surface world, both assessments are conducted for any task that is likely to have medium to long-term consequences.

There are, again, spells that help dwarfs overcome this part of their natural conditioning. Also, when dwarfs go to war under the command of Mostali generals, neither assessment is necessary, because battle is considered an intrinsic part of the World Machine's

repair process. However, if a dwarf's personal life is under threat in circumstances that are generally divorced from standard work patterns or specific assignments, the two assessments *are* conducted: until he has conducted them, no dwarf can be certain that his actions, whatever form they take, will contribute to or hinder, the Master Plan.

Feelings

Contrary to popular belief, dwarfs are not devoid of emotion. They dearly love their own people, The Maker, the Master Plan and, of course, the World Machine. They also hate (or at best, dislike) things that grow, especially elves, Chaos, human gods and anything that hinders either the Master Plan or the World Machine's repair. When engaged on these as topics of discussion dwarfs show their feelings through laughter, tears, jokes and howls of rage. However, where work is concerned (and for just about every dwarf, that is all there is; it is the reason for existence), emotion has no place. Emotion imposes inefficiency and reduces productivity. Thus, in most of their everyday dealings with other races, dwarfs

come across as being emotionless drones. In reality, this is simply a practical response to ensure efficiency and productivity. When drunk or in a rare non-work period, dwarfs can and sometimes even do, express a full range of human-like emotions.

The one exception is in romantic love. Dwarfs simply do not fall in love, either with a member of the opposite reproduction line assignment or with any other race. The concept of romantic love is completely missing from a dwarf's conditioning, because The Maker, having observed what happened when gods fell in love, realised that that particular state of being led to the greatest acts of violence and destruction conceivable. Romantic love, and its associated emotion of jealousy (and dwarfs are incapable of that emotion, too), introduces by far the greatest inefficiencies and completely stifles all production. Dwarfs are therefore naturally immune to any magic that would cause any other race to either fall in love or become jealous of a rival lover.

Purpose and Plan

Every dwarf is conditioned, upon emerging from their birthing receptacle, to work to a *purpose* and a *plan*. The purpose defines what a dwarf does: his role in dwarfish society and how that role contributes to the Master Plan. Purposes are many, varied and determined by caste. It might be a simple objective or something highly prescriptive.

The plan is how the dwarf reaches his objective. Much of the plan is set into the dwarf's conditioning at the time of his emergence from the birthing receptacle and this is very much the codification of general dwarfish behaviour expected of all dwarfs. There are, however, gaps in the plan and this is an opportunity for the dwarf to demonstrate both his personal ability to serve The Maker and the World Machine and to exercise the tiny amount of individuality allowed in dwarfish society. Each and every dwarf is given, as part of the accoutrements assigned to him when leaving the birthing receptacle, a plan scroll. The plan scroll plots out each stage of the plan and the expected behaviours (those conditioned into the dwarf already). But, at various intervals in the plan scroll, there are gaps and



these are intended to be completed by the dwarf as part of his formative years in service.

The gaps are deliberate places for the dwarf to define a vision and set of behaviours for himself. In game terms, these are opportunities for adventure, be it simple or complex quests, personal projects or time spent in self development. It is not important to know how many gaps are left in the plan scroll, because dwarfs, being immortal, have as much time as needed. However, as part of the character creation process, each dwarf should sketch out both his purpose (determined more or less by caste) and the gaps in his plan, which are a mixture of things he will do or accomplish and what behaviours – be those skills, achievements or personality expressions – he will develop to make the plan happen.

Plan scrolls are sacred objects because they identify and are unique to, each dwarf. Dwarfs go to great lengths to keep their plan scroll safe and if any dwarf loses his scroll (or has it stolen or destroyed), he risks developing a Dysfunction. Unscrupulous God Learners, keen to plunder dwarf secrets and



exercise control over the Mostali, consider dwarfish plan scrolls to be invaluable tools in compelling the otherwise implacable Mostali to co-operate with their imperial schemes.

Dysfunction

Terrible events can inflict psychological and physical trauma. Dwarfs, being so heavily conditioned to routine, find it difficult to mentally deal with anything that disturbs that routine. The result is Dysfunction.

Dysfunctions take many forms – see the Dysfunction table on page 91 – but all dwarfs fear Dysfunction from befalling them. Dysfunction is risked in many different ways but some examples are below:

- Being summoned for reproduction line duty
- Losing one's plan scroll
- Coming close to physical death
- Betraying one's purpose or plan
- Betraying the Master Plan or the World Machine repair plan
- Befriending organics (especially uz and elves)
- Succumbing to hostile magic
- Believing in organic gods

In game terms, a Dysfunction risking event calls for a Persistence test, modified by circumstances and severity. If the Persistence test succeeds, then Dysfunction is avoided. If it fails, then a roll on the Dysfunction table is always necessary. If the same Dysfunction is rolled more than once, it compounds with each additional occurrence. Dwarfs that suffer many Dysfunctions cease to behave as dwarfs and may be expelled from society so that they do not corrupt the World Machine and Master Plan. Some, the most acutely dysfunctional, are melted down and used as general work materials. Some choose self-exile, and find themselves wandering the surface world, or carving a solitary home for themselves underground, far from the society they once held so dear.

MOSTALI MYTHS AND HISTORY

This chapter focuses on Mostali history and beliefs, principally the central concept of Mostal The Maker and the heresies that have arisen since the World Machine went awry.

Dwarfs do not view Mostal as a god per se. His mythos is simply a useful way of portraying the World Machine as a person—a dwarf person. Mostal is a dwarfomorphic interpretation of all the machinery that constitutes Glorantha and the cosmos engine. The Machine Glorantha is infinitely complex and even the Gold Mostali struggle to accurately convey that complexity. Mostal is both separate to the World Machine and One With It. Mostal is not worshipped, as humans worship their gods but his capabilities and creations are venerated through maintenance, repair and immortal service.

Mostal, the Maker

The Machine is, always was and always will be. Infinite in shape and concept, it can only be known to mortals in its components, which are Mostal and Stone—the Maker and the Material. In truth, these are inseparable in the Machine and each mostali knows this feeling of inseparability. We are the engine.

Mostal foresaw the infinite possibilities within the Machine, including all of the components and devised The Master Plan and created a grand scheme to bring them together. Mostal's first act was to make the First Tool. It had three parts: Maker, which aided Mostal in gathering ordering and identifying the components; Spike, which was the material within which all the components would fit and move; and the Mostali, which were smaller versions of Mostal and would help with the assembly.

The first stage of the Master Plan was to give shape and purpose to the Mostali. Mostal took rock, the softest part of the Spike and crumbled it into a vessel which he named First Container or Mortar. Maker ground the stone in the Mortar until the Rock Mostali emerged, one by one, to work Mostal's will and give form to the Master Plan. All the Rock Mostali had the same mind, will and purpose but different features caused by the random grindings of Pestle in Mortar.

Each generation of Mostali lent their skills to Maker, to create finer and finer details of themselves and thusly of the part of the Machine they worked on and in. The Rock Mostali were powerful but stiff and helped to shape the Lead Mostali from the rude ore. The Lead Mostali were more malleable and helped Maker to craft the Quicksilver Mostali, which were fluid and wrapped among many of the scattered components. Then the Quicksilver Mostali, who were even more sensitive than the Lead Mostali, helped shape the remaining Mostali, until all the basic eight Mostali castes were finished. This was the Forming of the Octamony of Ancient Minerals and the Octamony worked with Maker and Mostal to assemble the components inside and around the Spike until the World Machine was completed.

The World Machine was perfect. Helper joined with it and the Octamony became its engineers, maintainers and guardians, working in the bowels of the World Machine to continue the Master Plan and guarantee its efficient operation.

The Perfect Machine

When Mostal's work was complete, the Cosmic Machine was complete, with The Spike as its heart. The World Machine was the visible proof of Mostal's

work and The Spike its invisible lynchpin, even though it had physical presence in Glorantha.

Naturally perfection breeds resentment, especially in those who are flawed. So it was that the aldryami and the uz, both grown, imperfect beings, looked enviously upon Mostal's Perfect Machine and the perfection of his servants, the Mostali and desired ways to wreck that perfection by introducing their own stamp upon the machinery.

The World Machine resisted these twisted attempts at sabotage through the diligence of the Servants, even though war had to be invented to maintain the resistance. War was something others excelled at but not the Mostali, who had to learn new techniques and create new devices. But still the World Machine remained pure in the face of hostility and the Mostali defended the Maker's work against the intrusions from both above and below ground. It was now that the Mostali built their surface cities to watch against attack but also to assert their presence on the surface world which had hitherto been alien to them.



Iron and Clay Dwarves

The uz invaded the Mostali home, deep Inside. Creatures of darkness and evasion, they have voracious appetites, for they were made to devour garbage and waste. They feared Mostali, who had invented Light for mechanical purposes, but were glad to apply it against uz as well.

With Death now being used openly and the World Machine in distress, the trolls surged from their domains and invaded the peaceful dwarf cities, destroying and killing – both eating Mostali and melting them down into cruel drinks which they consumed to slake their killing thirsts. The dwarfs were beset from above and below. The battlegrounds were all around them and the World Machine howled in pain.

The Octamony met in council and decided upon the Master War Plan. A new Forge was made and they made Iron, and shaped the Iron Mostali. Their only task was to make and deliver Death. Iron would take the battle back to the enemy. They would go outside the machine and clean it. They were called, by the Octomony, the Purifiers. Mostali weapons were superior to those of their enemies and made of iron, a scourge for the trolls and elves. Underground and overground the Iron Mostali waged war. They raged forward pushed the enemies back, grievously wounded. At the Iron Head Battle, where rank upon rank of axe-bearing Iron Mostali were unveiled for the first time, trolls scattered as the iron weapons sliced them open, creating dreadful, burning wounds.

However, the Mostali suffered too. When a Mostali is destroyed, it is not easily replaced and slowly the ranks of Iron Mostali thinned. The Octamony met once more and executed part two of the Master War Plan. Quantity, rather than quality, was released from the Clay Jar, the Tenth Container. Clay was the most plentiful mineral and so the Clay Mostali were moulded in lots of a thousand per batch from the Clay Jar, which was the Tenth Container. The Clay

Mostali lacked the intelligence of their brothers and were inferior physically and magically but they were numerous and easily replaced when smashed and flexible enough to fill in on most jobs, when given the right tools and training.

This was when dwarf society came into dominance. The Clay Mostali were never part of the Master Plan but a tool of simple, short-term necessity. As the dwarf population continued to rise, as more and more Clay dwarfs were made, leaders of the dwarfs emerged. Superior flawless clay Mostali purify themselves into diamond. These crystalline beings ruled most communities, since Octomantic Mostali had grown extremely rare. Nonetheless, with this flawless leadership, the Mostali now took the war to the place where the destruction had begun: the Outside.

The Gods War

The Sorcerer

The devils are the beings who were once of the Machine but broke away from it, then stole from it and actively worked to destroy it. They know dwarf magic and use it.

The first and worst of the Devils is Zzabur. Zzabur was once a working part of the Machine, an axle and a template for a 35th sector. It wrenched itself out and began a new sector with its own timing and generated a flood of anonymous power output until corrected by Tin.

It asked to be positioned near the Outside and it was. In one shift it just got up, gathered some pieces and walked out and ever afterwards was on the Outside.

Zzabur made some others like himself to harass the Machine. These include Vadel the thief, Malkion the Man, Martalak and others who have faded now from memory, either because they were killed or were absorbed back into the schema.

Grower

Grower is Flamal and was never part of the Machine. An aberrant concept, it took the Outside to be the true face of the Master Plan and sought to emulate

Mostal using flawed components. It grew its helpers in seeds and pods rather than crafting them from known materials and this is why they are flawed and unruly.

When it had grown enough helpers, Grower decided that the Machine was a hindrance to further growth and sought to disrupt it by moving the Outside to the Inside. In this way the aldryami invented War and the Mostali were forced to recalibrate to prevent critical damage to the core systems. This was called The First and Fifth Flaws by the Mostali; the other flaws occurred with the Gods' War, war with the Uz and later, the heresies of Individualism and Openhandism. But all stem from Grower's actions and the undisciplined way in which he allowed his children of the garden to interfere with Perfection.

Why Mostal Fell

Umath is the Destroyer

Is well known among the dwarves everywhere. It blames everything on Umath, the most rambunctious of the gods. Sometimes this is just one of a set of similar stories that detail the offenses of Malkioni—the humans, as they are called; and of Bamat the Shaman and Vit the Mystic.

The World Machine functioned as the Maker intended it. Then, out of discarded components which sparked together, Umath the Destroyer was born. Umath was incomplete and lacked a directed purpose. He confused creation and destruction, thinking he could improve on the Master Plan. Umath stood upon the Spike and tore the earth and sky asunder, making them into separate things that now stood apart and were not singular and co-functional. The sky dome, which had been perfectly balanced before, was dislodged from its bearings and set atilt. This introduced the first dysfunction into the World Machine and Umath's act caused dysfunction to enter the Octamony; the delicate mechanisms of the World Machine were now disrupted. Mostal directed his will against Umath, who had created storms to challenge the Maker's will and the Master Plan. Umath was driven off the Spike but in fleeing other sparks were created and these became the Storm Gods and these new

gods took names that reflected their destructive nature: Maran Gor shaker of the earth; Kolat, father of fierce and scouring winds; Urox, the thunder; Vadrus, the bad wind; Orlanth, the storm; Humakt, known as death; and Ragnaglar, the evil one.

Other gods emerged from Umath's destruction. All were bad but worst of all was the god named Grower. He stole essential components of the World Machine and made a race that were not ground in by Pestle and Mortar but which were grown from the crumbled elements. These were the aldryami and they populated the surface of the world engine, keeping the Mostali from rising to the surface to rejoin the sky and the earth.

Eventually, with this plethora of new gods, things took an ugly turn and the World Machine suffered further. The gods made war upon each other and injured the delicate mechanisms of the World Machine in the process. The aldryami brought war and death to the dwarfs who were, for the first time, forced to the surface world in defence of the World Machine. War was a new experience for them and they had little expertise in its craft. Mostali craftsmanship and superiority in tools held for little against the raging hordes of elves who brought the new weapon, Death, into their ranks and slaughtered many Mostali. Then, the High King of the aldryami took Death and brought it to the Spike, which holds all in place and sundered its central shaft, killing Stone and the three Mostali Elders. The World Machine was in turmoil but still in cranked. Yet worse was to come.

You are the Flaw

Each and every dwarf knows the distilled essence of Mostali history as part of its conditioning. This is an unquestionable view of the world which succinctly composites the trials the Mostali have endured and summarises the nature of the various enemies.

The Machine was Perfect. It would have remained Perfect except that some of the parts were flawed and did not turn themselves in. Those individuals were saboteurs to the Machine. It is your duty to turn yourself in for repairs if you experience any of these symptoms.

The first flaw came when The First Saboteur experienced Curiosity. His attention to something outside of his job caused a disturbance and although he never went back to it that little disturbance grew and it became The Trouble. Since Trouble was a child of Creation, it too took part in the ongoing making of the universe and although it did its best, it was inherently flawed and its efforts just made things worse.

The Second Saboteur's flaw was not doing enough. He did what he had to do but he had a chance to correct the Trouble but he just did not go that extra tiny millimetre and did not do enough. Thus the Trouble grew beyond its manageable proportions. It gained power and understanding and manipulated the laws of the world to its own ends instead of the Plan of the Machine.

The third Saboteur was the one who did too much. He recognized a being of inferior quality and instead of discarding and replacing it, he fixed it and kept it working, even improving its performance. His flaw was being motivated by Pride. His creation was Proud and it was independent of the Machine too. It was called Zzabur. It compounded its errors and multiplied and eventually the errors compounded enough to have made Humans.

The Fourth Saboteur was the one who first knew Himself. He thought he was separate from the Machine. Where he learned this varies—many say it was from the human Saboteur Zzabur or Vadel or Malkion or some other. This was very insidious, because it infected only the Clay Mostali and it was undetectable unless they chose to reveal it.

The Correction

The many peoples of the world, the mortals, multiplied and sapped the Machine of its energy. They slowed things down, took away power, jammed up axles and ground down gears. Mostali went Outside then, to repair it. Sometimes the Mostali were specialist teams that went out to actually correct and repair, such as the spectacularly famous XT-12, which dug all the way through to Hell and released a creature

that caused the god Larnste to be bitten and Lodril to release great vents of power that the dwarves subsequently tapped. Sometimes they were armies of Clay dwarfs, which destroyed the beings that caused problems and then scoured all trace of them from being and afterwards cleanse the world of all traces of it. Naturally the expeditions that were properly planned were successful.

Four Evil Lords had success against Mostal. They were Zzabur, Umath, Vit and Bamat. They evaded both the metallic repair teams and the army of cleansers. They conspired to destroy the Machine, ignorant that this would bring about their own destruction as well. Each of the Four Evil Lords had a special power that they had made to curse the Machine and destroy the Mostali. They first picked and chipped away at the Machine, felling certain individuals and certain classes of Mostali until the Machine's back-up systems could not cope well.

Then they set to with deliberation and determination. The Four Enemies came in, with magic and all their perverse powers and each succeeded because the Four Saboteurs were there, who had made weaknesses. [There are 4x4x4x4 different versions of which saboteur matched which enemy]

These assaults caused Mostal to become stone and Stone to become Mostal. Yet, the Machine still worked.

Then the Four Evil Lords got together and melded, grew, thought up and finally birthed the Fifth Enemy, which wormed into the centre and caused the entire Machine to creak, seize-up, creak, groan, scream and then snap and collapse, broken, parts disintegrated, never again to be known.

Reboot

All the Mostali except the Four Saboteurs strove perfectly and deliberately to preserve the Machine. As the parts grew fewer and simpler the Team grew

stronger and closer, more able to anticipate and respond to the changing needs of the Machine. However the forces of Entropy were superior and one by one the Mostali fell, separated into components to feed the Machine.

It collapsed slowly for these defenders—ceilings fell in level by level, axles and drive shafts twisted and then snapped, throwing about gigantic gears made of metals that are unknown today. Chambers blew out their walls, rooms flooded with mutant fluids and brave Mostali melted to slag with their hands on controls or as tools still fixing their beloved Machine.

At last, only one was left. Only one part, with the weight of the entire collapsed Machine upon him leaning to crush and destroy him, the Last Component. It fought, struggled, resisted and at last surrendered itself to The Remainder, the Machine Which Is Not and the Other Extra Supplemental Unknown. The Last Component disintegrated, dissolved and became something else.

The Machine is, always was and always will be.

The Tool became the Tooled and the Last Component became the First Part. It plucked a part from the ground and linked it with the second, which combined with the third and after some vast length of reconstruction there was, once again, miraculously, The Machine. It was the same engine and this one was the result of that First Part. The Clay Dwarves were reconstructed as part of this process and they initiated the processes to recover the ancient pure Mostali that had made them. (That process is still ongoing).

Of utmost value to the Machine this time was that it integrated the very same things that had previously destroyed it. The Four Enemies became key parts of the Machine now and the First Part is generally understood to be the Perfect Tool, the infallible measure that is called Time. With the understanding of Time's secret meanings certain among the Mostali were superior beings, leading the way to purifying the clay dwarves to be True Mostali.

The Breakdown

The Mostali gathered at the Spike in a bid to repair the breaches in the cosmos and commence the repair of the World Machine. Then, the Devil appeared on the Spike itself and made a last attempt to shatter it, so bringing complete and utter ruin. The Mostali mounted their most powerful rituals to counter this new, this most fearsome, foe but the Spike shattered as the Devil beat its wings: *nothingness* overwhelmed all, the Devil included. This was catastrophe on a truly cosmic scale. Many dwarfs survived – mostly Iron and Clay – but large numbers of the true Mostali, who had led the repair rituals, did not. Those that did were the



ones still stationed across Glorantha, at factories and repair units. The Mostali would never recover from these losses and so the Gods War was responsible for reducing the power of the Octamony and leading directly to the creation of the dwarfish race.

Time

The Gods War killed more than just Mostali. The Sun God was killed too and so started the Great Darkness. The gods now had better things to do than persecute the World Machine. A troll god ate Grower and so war between the elves and uz was assured and this left the dwarfs to rebuild what they had lost and concentrate on repairing the World Machine. The horrors of Chaos oozed forth and some attacked dwarf strongholds but mostly Chaos raged against life, which it closely resembled and did not concern itself with the enginery of the universe. The dwarfs would, if things had progressed, repaired the World Machine and when the gods found a way to bring the Sun King back from the dead, even they rejoiced but they had not banked on the creation of Time.

Before Time and in the wake of the Gods War, the dwarfs toiled ever harder at their repairs, diligently working through the damaged parts of the World Machine, forging new components, repairing old ones and searching for those that were lost when the Devil disappeared. They grew strong again and more fervent in their desire to set the World Machine to rights. They came to realise that dwarfish perfection was the only true way and their adherence to routine and perfection had granted them survival. Hatred of all that grows and the human ways developed in this period, as the dwarfs took stock of what had caused all to fall to ruin.

Time arose from the Great Compromise, which the Octamony was not invited to attend and separated gods from the World Machine so that they could not make war upon each other and so invite back the horrors of Chaos. This was disastrous to the World Machine, because it became fastened within Time and constrained by it. Mostal designed the World Machine to function without the need for Time, without the need

for constraint; its introduction meant that components that would have lasted for eternity suddenly became susceptible to the forces of strain, fatigue and decay, even though the Mostali themselves did not. The task of maintaining and repairing the World Machine became very much harder; components that should not fail started to age and degrade. Mechanisms designed to run without maintenance started to require frequent servicing and replacement. Repairs that would have lasted for ever became impermanent.

The creation of Time has imposed a dreadful burden on the World Machine. Not only is the work of the dwarfs vastly increased, the World Machine is now susceptible to human interference, which it was not before the Gods War. Humans tinker and plunder, undoing the work of the dwarfs. Delicately balanced mechanisms are disrupted and jarred. Humans can neither comprehend, nor hope to comprehend, the complexity of the World Machine and the disruption their presence causes. And as humans drive the course of Time, the World Machine becomes subservient to their machinations and ignorant blunderings. The God Learners are the worst because they are arrogant and curious to learn the World Machine's secrets. Their surface creations and plundering of dwarfish secrets is blasphemous and damaging, continually disrupting the World Machine's balance. Their Machine God challenges the purity and wisdom of Mostal and the Octamony. Their wars bring more interference and their meddling with myth causes strange fluctuations in the most sensitive of the World Machine's mechanisms.

The First Age and Nysalor the Bright One

The creation of Time disturbed the Mostali, because this was never a part of Mostal's Master Plan and had no place in the architecture of the World Machine. The council knew this and like many other races across Glorantha, started to prepare for the effects Time would now impose upon the world.

This was treated like any other project: charts were drawn, project teams assembled and resources assessed. For the first time the Mostali had to dialogue with other races and this did not come easily to the dwarfs given the way other races had contributed to

the disruption of the World Machine and allowed gods to undermine its foundations.

In Dragon Pass, Tridkanor More Than Clay, known as Claymore, was appointed the Foreman and Spokesman for the Octamony. The council's ruler, Angarko Golden Diamond, gave Claymore orders to engage with others on the surface so that the Time Plan, as it was known, would be fully informed. Claymore undertook several world-wide quests, using the tunnels beneath the surface, to learn what he could of the surface races and how they were dealing with the creation of Time. Claymore realised, as his travels lengthened, that a certain unity was forming and its focus was in the lands of the Sun Emperor known as Dara Happa. Many races, including the dragonewts, were meeting there and so Claymore brought the members of the Time Plan project team up to the surface to engage with this new council and to both learn of and influence their plans.

This was the World Council of Friends and it was, by its nature, diverse. Each had representatives who had fought in the final wars to banish Chaos and the Devil, which became known by many names but was commonly called I Fought We Won. Each race interpreted the nature of the battle differently, even though the outcome was the same. Claymore understood the need for this, as all components in an engine view their role from a singular perspective and cannot automatically comprehend the greater mechanism. This was, for Claymore, a moment of enlightenment and its profundity was witnessed by the others comprising the World Council of Friends. This brought the Mostali into a wider fold for the first time in all Glorantha's ages so far. It marked a spirit of co-operation never before seen and even the old foes, the aldryami, accepted Claymore's wisdom (which was, in all truth, a channelling of Lord Angarko's greater wisdom – a part of The Maker himself).

Claymore studied the project charts the Time Plan had drawn up and consulted with the Gold and Quicksilver Mostali. Trends, patterns and forecasts emerged, which led them to several conclusions:

1. **The First Conclusion:** The Sun would need to stop so that essential gears in the World Machine could be realigned and compensate for the new power of Time.

2. **The Second Conclusion:** The World Council of Friends would be an impermanent alliance, because Time did not tolerate permanent things. However as a short-lived engine it had an important use and the Mostali must therefore drive its purpose.
3. **The Third Conclusion:** The gods had caused much trouble but many races, notably the humans, had a positive use for them. It would be necessary to manufacture a perfect god that understood the new power of Time and would set a perfect example to those who chose to rely upon gods instead of relying on plans. The Mostali would therefore play a great and enthusiastic part in the manufacture of this Bright God, demonstrating that, if built correctly, a god could be useful and productive instead of selfish and destructive.

Sunstop

As the final stages of Nysalor's construction were imminent, the correction began. Many things, large and small, changed; but the most significant was that the sun stopped its movement across the sky.

Every culture has its own explanation for this incredible event but only the Mostali knew the truth: they had caused the sun to stop by dismantling some hyperaetheric drive trains that propelled it across the sky so that the sublunar gears from the train could be used to alter the actual Reconfiguration chambers, so the internal workings of the World part of the Machine were permanently changed, then the solar drives were reconnected. In this way the Mostali prepared the world for Nysalor's creation and it would be aligned as an active, creative part of the World Machine.

That the Sun Stop occurred at the time of Nysalor's birth was generally interpreted by the lesser races as a sign of the Bright One's inherent power but Claymore and the Time Plan Mostali knew that it was a part of their greater process and not some divine expression or sorcerous miracle.

This fact of the First Conclusion was concealed from the World Council of Friends, as were the Second and Third Conclusions, because Claymore's enlightenment led him to realise that the World Council of Friends would only fall into argument if the truth was known and would deny its lack of permanence.

The Spread of Openhandism

Claymore's co-operation with the World Council of Friends was a necessary measure in stabilising the World Machine's malfunction but it transferred that malfunction into the dwarfs themselves. This co-operative spirit was called Openhandism and involved the sharing of secret knowledge with others in the hopes of controlling non-Mostali processes. The remaining true Mostali knew the long-term folly of Openhandism but control of the repair cycle and the revelations of the Second and Third Conclusions, made it a strategy worth the risk. The theory was that Claymore would control the Openhandist elements within the Time Plan and dissolved such dysfunctions once Nysalor emerged. But this was flawed thinking on the part of the Mostali who had, in all truth, not recovered from the cycle of war that had so damaged their number.

Clay dwarfs were prone to accepting Openhandism as a legitimate part of the Master Plan and became ever more ready to co-operate and share secrets. At first such ways were tolerated out of necessity but later, after the World Council of Friends dissolved and the need for co-operation was lessened, Openhandism persisted and even took a dangerous turn. The Openhandism dwarfs, leaderless after Claymore returned to the Octamony, became angered when the trolls refused to continue co-operation and sought a return to their homes, rejecting Nysalor's bright rule.

War was the result, with dwarfs pursuing and battling trolls with new-found zeal. War against the elves took place too and the Openhandist army, led by Batternak Arm Iron, made much of their victories. The

TRIDKANOR MORE THAN CLAY

Like all true Mostali, Tridkanor or Claymore, had fought against the Devil at the Battle of the Spike. His nature was that of all High Mostali: his shape changed to fit the project and his tools projected from his body as the job dictated. His hands and arms would become swords, shovels or picks, just as he wanted them to. As Mostali go, he was the first to learn co-operation with non-Mostali. He did not seek understanding but he did learn patience and he educated others in what he had learned.

One of these students was Flintnail, who may have already been dysfunctional but was an enthusiastic member of the Time Plan. Claymore tutored Flintnail in many aspects of surface culture and Flintnail conducted his own studies which would come to fruition later, during the Second Age.

After the completion of Nysalor Claymore returned to the halls of Angarko to file his report, which was approved. Now without a role but with much enlightenment, Claymore devised a new purpose which would be to travel through all the tunnels of the world, explaining the Time Plan to all dwarfs, no matter where they were located and ensure seamless understanding of how Time was being managed and shaped. Where problems arose, either within the Mostali communities or with the surface people, he would intervene in whatever ways were necessary.

And so Claymore became The Troubleshooter. He wanders still and always will, until Time is vanquished and the The Maker comes to reclaim his tools. To many dwarfs he is a mythical figure whose reputation and fearsome weapons are used to ensure diligent productivity. To others he is a hero who battles for the Master Plan and understands the plans of enemies because he has met with them. To others still, he is a heretic and an outcast, the role of Troubleshooter being but a convenient excuse for an apostate Mostali who has fallen from The Maker's grace.

Openhandist Crusades were ended only when Arm Iron was assassinated by elf heroes at the Big Little Battle on the fringes of Dragon Pass. The dwarf survivors, previously united under Arm Iron, were directionless once more and fell into a series of factions based on caste and profession within the Master Plan. The subsequent in-fighting required serious reconditioning by the Mostali, leading to the outright destruction of many of the Openhandists when they tried to invade Dragon Pass.

The Gbaji Wars

The dissolution of the World Council of Friends allowed Lokmayadon, the Orlanthi who had presided over much of the creation of Nysalor to seize and corrupt power. That the Nysalor project had been a

success was undeniable and much good came of it. The good was turned to bad when Lokmayadon found that he was suddenly a creator of gods and reasoned that he was above the gods, even the established ones such as Orlanth. Just as Lokmayadon turned, so did Nysalor so that the Bright God of Hope became the Bright God of Chaos and was now named Gbaji. Gbaji and Lokmayadon sought to subdue and control every race that inhabited the world. The Mostali and foremost amongst them Claymore, saw the need to fight. And so the Mostali returned to war against Gbaji.

The Octamony saw no irony in the fact that a god they helped create had turned out to be just the same as the old gods, if not worse. Blame could be fairly levelled at Lokmayadon and the corruption he clearly harboured within his own soul. The Mostali

reasoned that, had there been no human interference, then the Nysalor experiment would have been an unqualified success.

When Harmast Barefoot undertook the Lightbringers Quest and returned with Arkat the Liberator the Mostali allied themselves with Arkat readily. Once again their misguided trust in co-operation with humans was betrayed when Arkat, in a bid to defeat Gbaji, turned himself into a troll and sided with the uz, the ancient enemy of Mostali. Arkat led the plunder of many dwarf settlements which were struggling to rebuild and the dwarfs found themselves fighting someone who had been an ally and was now a foe – something that most dwarfs could not comprehend. The confusion of Openhandism, which ran parallel to the Gbaji war, left the dwarfs vulnerable and with no recourse but to retreat to the deepest settlements and recesses far from the surface. At around this time, Arkat and Gbaji went into Dorastor and fought to the death but the Mostali no longer cared. Their great and noble plans for controlling Time and repairing the World Machine were in tatters. Isolationism and a full and frank reassessment of their projects was the only recourse.

Octamonism

When a thing goes wrong, the root cause must be established and the component removed so that it can be repaired or replaced. Quality control must be exercised to that the manufacturer of the faulty component can be shown how to make perfect components in the future.

In short, blame must be apportioned. When it comes to apportioning blame, the Mostali are perfect in execution – as they are in most processes. Octamonism is a heresy based on blame. Octamonists believe that the addition of Clay and Iron dwarfs diluted the Master Plan and introduced inefficiency into the perfectionism of the Mostali. Had the Mostali remained true to the original eight minerals, the problems of the First Age and the rise of Openhandism would have been avoided.

Octamonism preaches that isolationism is the perfect state and that the warlike nature of the Iron dwarfs and

the elitism of the Diamond dwarfs, must be rejected, returning to the purity of the Octamony. Clay dwarfs are viewed as little better than tools, to be commanded and wielded as necessary. Openhandism is a flaw that further injures the World Machine, as evinced in the disastrous creation of Nysalor/Gbaji and the treachery of Arkat. Octamonism directs that Mostali must reject all contact with the surface, reach deeper rather than higher and consolidate decision-making into the hands and tools of the original Mostali.

This belief is heretical for two reasons. First, it proposes that Mostali take a retrograde step, dissolving the decamony of materials in favour of a state of being that was clearly vulnerable when beset by foes. Secondly, it infers that the creation of the Clay and Iron dwarfs was incorrect – which challenges the High Council of the Mostali (and which is perfect in its decision-making).

The Octamonist heresy took hold in the final years of the First Age and the last days of the Gbaji wars. It originated amongst the true Mostali of the Nidan Mountains. The challenge it posed to the decamonist power-base was never a serious threat because Octamonist proponents were few in number but its principles made some sense to those Mostali who, witnessing the crusades undertaken by the Openhandist Clay and Iron dwarfs and shaken by the betrayal of Arkat, needed a way to apportion blame.



The Octamonists have eight core beliefs. These are:

1. Only the eight true minerals, produced in their order as directed by Mostal, are true and worthy for inclusion in the World Machine.
2. Contact with any species other than Mostali introduces corruption. Even the slightest tinge of corruption must be isolated and purged.
3. The roots of the World Machine's problems lie far deeper beneath the surface than had been thought. Mostali must tunnel far, far deeper and cut themselves off completely from the surface world.
4. Clay dwarfs can be tolerated but Iron dwarfs are inherently flawed and should be melted down so that they can be re-forged as non-sapient engine components.
5. Diamond dwarfs are pretenders to perfection. Like Iron dwarfs, they should be put to other uses.
6. The Spike must be returned from limbo: only those true to the Octamonist way can locate it and bring it back.
7. All Mostali secrets exposed to non-Mostali – crossbows, for example – must be retrieved and returned to secrecy. The surface must have no knowledge of Mostali technology.
8. Mostal is more than a personification of natural forces: he is a complex equation that explains the entirety of the universe in a single mathematical expression that only true Mostali can comprehend. Understanding the Mostal Equation equates to the complete repair of the World Machine, the breaking of time and the return of the cosmos to a state of perfect, mechanical efficiency.

Octamonism was never officially recognised as a heresy, even at its height at the end of the First Age. Its proponents were not fanatics, for that is not the Mostali way; they were convincing, logical thinkers and debaters who could extend their experiences into a cohesive argument that returned Mostali thinking to a purer root. To a large extent the council was sympathetic and thus did not condemn Octamonism as an outright heresy, preferring to describe it as a form of belief that may or may not have a place as part of the Master Plan.

As the First Age waned and gave way to the Second Age, Octamonism diminished. Yet its tenets still hold during the Second Age amongst small numbers of true Mostali – and is hated still (and condemned as a heresy) by Iron and Diamond dwarfs.

The Second Age

At the beginning of the Second Age Mostali society was fraught with division. The Octamonists gained influence in many dwarf settlements and Openhandists fought back, causing the dwarfs to fight a series of civil wars throughout their underground realm, far from the prying eyes of the surface and away from the knowledge of humans.

This war of heresies took its greatest toll on the kingdom of the Nidan Mountains, the oldest and second largest of the Mostali communities. Here, Octamonism and Openhandism clashed openly with parts of the Machine being put to the use of war on both sides (and thus in direct contradiction of the beliefs of the Octamonists). The Openhandists sought to drive the Octamonists as deep as possible and seal them into the very bowels of the earth, where the lowest sumps and filters of the Machine are to be found. The Octamonists sought to isolate and purge the Openhandists, extinguishing all desires and pretences towards co-operation with the surface.

As the Council of Ten ruled from the Nidan kingdom and ruled over all dwarfs from this seat, Mostali society became paralysed for centuries as it tried to quell the fighting between dwarfs, all the while refusing to condemn Octamonism. Vital repair work slows, is sabotaged or stops; instructions become confusing and ignorant of what happens above and around them, the Mostali are unaware of the rise of the God Learners and the Wyrmfriends. The latter has no interest in dwarfs; the former, eager to plunder myths and secrets, is very keen to learn more, especially of sorcery. In this vulnerable, paralysed condition, the Mostali are wide-open to emerging God Learner interference.

Chark the Liberator – Individualism

As the civil war continued, one dwarf, a Gold Mostali named Chark, conceived a plan for bringing the war to an end. His plan was based on accurately defining Mostal's intentions and the more he studied the old lore, the more pious he became, overcoming his primary conditioning to develop what humans would term 'religious zealotry'. Naturally, in a climate of civil war, Chark kept his intentions to himself but arguably consulted and confided in Claymore, who was actively

moving through the areas where war was at its fiercest, doing his best to aid the Machine.

Around 700ST, Chark's studies resulted in the Gold Dwarf engaging on a HeroQuest – the first time a Mostali had ever attempted such an enterprise. Those who oppose Chark – and there were many – assert that he gained the knowledge to HeroQuest from the Jrusteli by trading dwarf secrets. Whatever the truth, Chark HeroQuested, intent on finding Mostal and the purity of The Maker's wisdom.

The HeroQuest was none other than the Component Gathering Project, the first project undertaken by The Maker when assembling the Machine. Chark entered the Heroplane and expected to, at some stage, encounter Mostal; instead, he encountered a human – a young man – who identified himself as Arkat, the traitor.

Chark and Arkat travelled together and friendship occurred. Chark listened to the young Arkat's wisdom, because on the Heroplane Arkat was a true hero and unsullied by earth-bound treacheries. Chark learned that every creature capable of thought has a soul and that soul reflects the god who made it. When Chark returned from the Heroplane, he did not bring back with him a solution to the civil war, a solution that would dissolve the heresies; instead he brought back a completely new heresy: Individualism.

Individualism teaches that a single dwarf has inherent value or self-worth beyond the community. It goes further than either Octamonism or Openhandism and tries to prove that each dwarf has or can have, an individual soul which can retain identity after death; Chark claims that each little soul is, in fact, made in the image of Mostal. Despite the power of this new heresy, Individualism soon found believers in most dwarf strongholds. In 850 the Nidan Decamony declared it to be a full and complete heresy and that all such blasphemers would be placed under probation, sanction and isolation. Octamonism could not compete with the power of Individualism and fizzled away,

leaving the Openhandists to oppose Individualism alone – although some Openhandists had some understanding and sympathy with the Individualists. In the city of Greatway, Individualism caught and spread rapidly, leading to an open revolt against the powerless Decamony. The Greatway dwarfs declared the Nidan Decamony to be criminally dysfunctional and then sent money and power to the remnants of the Octamonist leaders there in the hope that the Octamonists would rise and replace the Decamonist council.

The Decamony acted swiftly against Greatway and sent an army secretly overground against the Greatway city of Belskan, near Seshnela. The city fell, with heavy losses, in 852. The survivors were purged of individuals and new leaders were sent from Nida and the business of rebuilding the population was begun. However Greatway would not be so easily quelled and remained rebellious, much to the Decamony's dismay. A resurgence of confidence and Openhandism among the Greatway leaders resulted in renewed contact with humans of the area. Thus the Greatway dwarfs were not destroyed by the Decamony, because humans from the Empire of the Wyrms' Friends surprised the Nidan Decamony's last army, so that the battle was quickly decided in Greatway's favour.

Flintnail and Pavis

Flintnail Hardeye, a Rock Mostali, had been part of Claymore's Time Plan team that assisted in the Nysalor experiment. After the failure of the World Council of Friends he returned to Dragon Pass, a confirmed Openhandist and after Chark the Liberator's revelations, an individualist. The purges against the Individualists caused many groups of dwarfs to leave the larger settlements and find other ways of working: Flintnail gathered followers of like-minded Openhandist Individualists and tunnelled towards the plains of Prax, far to Dragon Pass's east, to continue the repair programme without hindrance from those who would persecute the heretics.

This brought Flintnail into contact with Pavis, who had waged war against Waha, the Nomad God and

prevailed. Pavis was building a new city in the lands he had wrested from Waha's dominance and Flintnail worked closely with Pavis on the planning and construction of the city. The city of Pavis was completed to its founder's satisfaction in 850; Flintnail and his dwarfs used the headstone, bowelstone and marrowdust of the Living Statue Pavis had brought to the area to battle the various enemies he faced, in the building of the city and they built it to last. Immense Mostali ingenuity was poured into the construction of Pavis: it was designed to resist trollish attacks but also to allow diverse peoples to exist within its walls in a semblance of harmony. Such was the quality of Flintnail's work and the co-operative nature of his dwarfs that a temple was built to Flintnail and now, in 908, a kind of cult is developing around his name, tended by dwarfs who remained in Pavis after Flintnail left.

Before he left the city, Flintnail did the unthinkable: he married one of Pavis's daughters and fathered a child with her. Such a union was possible only because of the power of the EWF which, in these times, affects the ordering of the cosmos and allows species that should not reproduce together to create offspring. Shortly after his daughter was born, Flintnail left the city, leaving others to raise his child. He is believed to live still but



has not been seen in almost a century and is thought to have gone HeroQuesting, possibly with Chark.

The Iron Wars

Malkion the Man created a culture that could not be content with what it had. A great, magical book directed them and as their curiosity grew, so did their desire for more secrets. These people started in Seshnela but moved to Jrustela and then conquered more territory as they looked for secrets to master. The Mostali were untroubled by them but steadily this empire attempted to learn Mostali secrets: what they could not learn they stole; and what they could not steal, they made-up.

So it was that Malkion's children thought they could emulate the Maker and improve upon Perfection. This was the Sixth Flaw. On an island the Malkioni started to build a machine city which insulted the perfection of Mostali cities and concentrated all their secrets there – which demonstrated the Sixth Flaw eloquently (no Mostali would ever lump all secrets in one place). Because the Malkioni are flawed inherently, so are their attempts at engineering. Grandiose their schemes might be and even, some Mostali have speculated, bordering on the ingenious but ultimately the Children of the Invisible God have caused an affront that cannot be excused. The Machine City at Zistorwal upsets and damages the delicately repaired structures of the World Machine, preventing repair until Zistorwal ceases to Clank.

The Wymfriends and Storm Tribes share the Mostali view but for different reasons. Thus it is in the Second Age that the Iron Wars have been declared and the Mostali cities of Nidan and Dwarf Mine guide the Instruments of War to the Malkioni heretics, besieging their Machine City and tunnelling far beneath both air and sea to bring down the Clanking City's foundations .

The alliance with Wymfriends and Storm Tribe is a convenience, at best. No lasting relationship can come of the Iron Wars and when the God Learners fall, the Mostali will retire to their cities to continue with the Master Plan, caring nothing for the fate of either ally.

DEEP HALLS OF THE MOSTALI

Although rare on the surface, the Mostali proliferate across Glorantha, inhabiting its deep, dark places. Mostali settlements avoid areas occupied by trolls for obvious reasons and where it is necessary for tunnels to connect across areas of troll habitation, the Mostali go to great lengths to tunnel around and under, ensuring that the two races have absolutely minimal contact.

This chapter describes the typical components of a dwarf city or settlement and goes into detail on the most well-known and extensive areas of habitation. Of course, the civil wars of the Second Age have resulted in many small, isolated dwarf communities and these can be created to suit individual Gloranthan campaigns, using the guidelines offered below.

Components of a Dwarf Settlement

Although Mostali settlements differ in size, configuration, function and complexity, they have certain components in common. The size of each component area differs according to the dwarf population and its function but the Mostali build on a grand scale, so each area is typically larger (often far larger) than it strictly needs to be and is always built to impress. Even the most functional areas are highly decorative across the walls, floor and ceiling and filled with immense supporting pillars and columns (some decorated, most functional) and intricate, elaborate vaults and cathedral-like edifices.

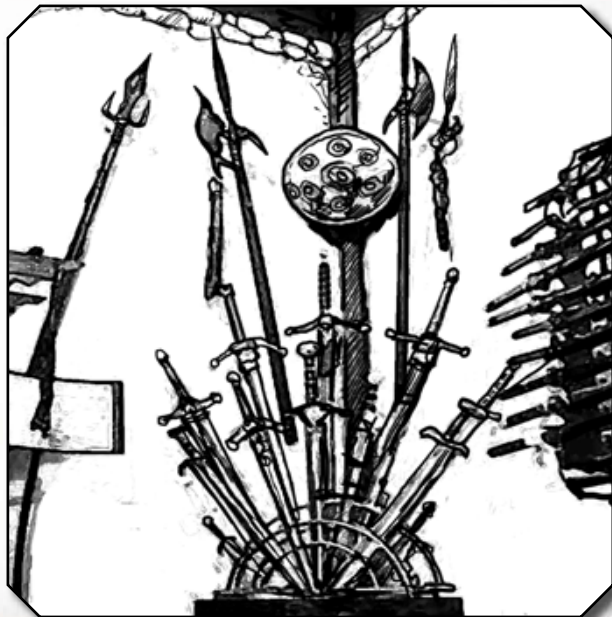
Mostali, despite living underground, are not creatures of Darkness. Dim light permeates every area and lights burn constantly – whether lanterns or sorcerously produced or the fierce light from furnaces. Dwarfs far prefer the dull light of artificial sources to true daylight but grade their lighting requirements according to their functional needs. They do not, however, have any need

for an equivalent of night-time: dwarfs do not need darkness to properly rest. Their internal conditioning dictates when rest is required and when resting, they rest completely, falling into the equivalent of a short-term coma. A resting dwarf cannot be roused until its internal body-clock signals the time for activity. A dwarf that finds it needs more rest than usual or rests for longer than the body clock dictates is considered dysfunctional and sent for reconditioning.

Armoury

Every dwarf settlement has one or more armouries where weapons and armour are manufactured, maintained and stored. This is typically the province of Iron dwarfs who treat the armoury as their own, personal kingdom and are often reluctant to allow others to enter (save in times of war).

The armoury contains forges for making and repairing new weapons: everything from spear and axeheads, through sword blades and hilts, through to the infamous repeating crossbows and Mostali guns.



DWARF ARCHITECTURE

The Mostali are the greatest architects and builders anywhere on Glorantha. Working tirelessly and diligently they accomplish feats of quite incredible architectural and structural complexity that other races can only accomplish through powerful sorcery. Dwarfs love to build. Carving, moulding, constructing and shaping are seen as restful pursuits that promote cultural well-being after the toils of maintaining and repairing the World Machine.

Any construction project is conducted on a grand scale: despite their size, Mostali do not *think* small. Tunnels and halls are built on a scale that far exceeds Mostali physical requirements and when adding detail, with a tiny intricacy that would beggar the patience of a human craftsman. Repeating, geometric patterns and motifs are favoured for decoration, occasionally enlivened with grinning, gurning dwarf faces or complex carved murals depicting dwarfish victories in either construction or battle, depending on who is doing the crafting and the purpose of the area under construction.

Yet, whilst Mostali architecture is awe-inspiring to the human eye, style always follows form and function. Dwarf cities are designed to The Maker's own plan and are carefully built to promote efficiency, productivity and minimise wasted space. Ingenious storage mechanisms are built into dwarf living and working areas – cupboards and storage units made of stone that slide effortlessly out of the surrounding rock and when gently nudged, slide back in, blending with the stonework. Some of these storage receptacles are truly massive – dozens of metres wide and long and weighing thousands of tonnes – but they operate with minimal physical effort and always with maximum efficiency. The doors that seal the dwarf realms from the surface are a prime example: huge doors of stone, blending with their surroundings on the outside but intricately carved on their inner surface, they open gracefully and silently, with no grinding or scraping.

All weapons in a Mostali armoury are carefully controlled through a central inventory, usually in the form of a massive, iron-bound ledger, attached to a plinth of iron and secured with magically reinforced iron chains. Every weapon issued is recorded in the ledger, including date of issue (using the fiendishly complicated, binary dating system dwarfs devised), weapon number, dwarf number and title, reason for issue, state of repair on being issued, state of repair on return, date of return (using a separate dating notation system specifically devised for *returned* items) and any ancillary notes.

Every weapon is therefore given its own, unique, binary reference number and stored in the appropriate section and sub-section of the armoury (for example, Axe, Battle 1001-001, Section 001-010, Sub-Section 000110 [Elf Disassembly]). The Iron dwarf assigned the task of managing the inventory typically has the entire inventory memorised but is also intimately

familiar with the location and reference of each and every weapon in the armoury and charged with making regular sight-checks on the store. Even ammunition for Mostali guns has a reference number, no matter how small the ordnance and is checked in and out of the inventory, along with the designated firearm.

Mostali weapons are, of course, of exceptional quality. They do not rust, tarnish, bend, buckle or break; they never need sharpening and are always made of iron (save in those areas where iron is rare and bronze must suffice). Dwarf weapons are also perfectly balanced for the dwarf physique but this does mean that non-Mostali find them awkward to use, incurring a -15% penalty to skill rolls if attempting to wield them.

Each armoury has its own forge so that new weapons can be manufactured to order. Every new weapon emerging from the forge is numbered and entered into the inventory; it is also taken to the Weapon Testing

Facility as part of the rigorous quality control process. This secluded section of the armoury contains all manner of tests for new weapons but the most alarming test of all is the Foe Efficiency Test. Captured enemies of the Mostali (trolls – trollkin mainly but occasionally some of the larger, tougher species, aldryami and sometimes humans) are kept in sorcerously-sealed pens and brought forth to be used by the weapon testers. Shackled in the centre of the Testing Facility they are subjected to different modes of attack by Iron dwarfs: slashes, thrusts, crushing blows and so forth, with a second Iron dwarf dutifully noting the effects that will be transferred to the inventory ledger at a later date. The dwarfs exhibit no pity when testing their weapons – although care is taken not to kill a test subject outright (it can be hard to get new ones). Cries for mercy or promises of vengeance are studiously ignored; there can be no sentiment where quality control is concerned.

Needless to say the armoury is always heavily protected. Great iron doors, openable only by the dwarfs assigned to the armoury, bar the way and inside, the thousands of weapons in their racks are guarded by sorcery to prevent even dwarfs from taking a weapon unauthorised. Any weapon that is not assigned first from the inventory sends shooting pains through the hand and arm of whoever grasps it, causing 1D8 points of damage for each attempt to grasp it. The very act of issuing a weapon nulls this permanent ward on the weapon racks but unless the inventory is completed by an unauthorised dwarf, pain and damage is the result.

Food Processing

Dwarfs have simple food requirements. Food is meant to supply energy; it is not designed to be aesthetically pleasing in any detail. Dwarf food is a mineral-based mush that is derived from a secretive formula only the Quicksilver dwarfs understand. The Food Processing Facility is therefore the province of the Quicksilver caste, aided by diligent Clay dwarfs who oversee the

canning and sealing of the constant supply of mush that oozes from the great Crusher-Compressor-Food-Makers that dominate these vaulted halls.



The Crusher-Compressor-Food-Makers are immense, complex machines made of iron, copper, bronze and brass that chug, whirr, whine and splodge incessantly. Powerful gears drive crushing wheels that mince a complex amalgam of minerals, rocks and metals, resulting in a thick, faeces-brown paste that extrudes from the lower end of the machine. Here, a conveyor belt (usually steam driven but sometimes pedal or treadmill powered, small armies of Nilmergs providing the graft) carries cans, made by the Tin Mostali, in a never-ending stream under the extrusion unit where a precise dollop of the vile-smelling paste is deposited into each one. The can then passes beneath the Tamper-Stamper which hammers a lid onto the vessel, sealing and perfectly preserving the food. Dwarf food lasts for

millennia and the cans are rust-proof, shatter-proof, proof against fire and bombs through the roof. So hardy are they, that they can be used as ordnance for Mostali howitzers, in the absence of any other load.

Clay dwarfs load the completed cans into carts which then trundle-off, taking the food to the distribution points at each Rest Area. Dwarfs are issued a standard ration of cans at the end of each shift and each measure is a precise balance of all the nutrients to sustain a dwarf at maximum productivity for at least one shift-period.

To non-Mostali, dwarf food looks, smells and tastes vile; a combination of mud with a mineral or metallic tang. It is, however, filling and deeply nutritious, even to a non-dwarf metabolism. Eating half a can of the stuff is enough to fill an average human with the equivalent of two day's food and although eating it is a chore (make a Resilience roll to gulp down a spoonful without retching), once digested humans report feeling vibrant, refreshed and alert for a full two days afterwards.

Dwarfs can digest the foodstuffs of other species but find the taste, texture and smell as repellent as non-dwarfs do with the dwarf food. If faced with vegetable matter or protein, dwarfs must make a Resilience roll to chew and swallow it without gagging. Surface foods offer dwarfs nowhere near the levels of sustenance they need and they must eat four times as much of a standard portion to gain anything approximating the results of a can of dwarf food.

As expected, trolls can eat and digest dwarf food quite happily and need not remove it from the can to do so.

Quicksilver Mostali guard the Food Processing units as effectively as the Iron dwarfs guard the armouries. Each Food Processing unit has its own, unique formulations for dwarf food and there is unspoken competition between dwarf settlements to perfect the most nutritious and productive variants as possible. As it is impossible to determine the precise composition from the finished article, it has not been unheard of for other settlements to send spies into rival Food Processing units to observe the specific components

going into the Crusher-Compressor-Food-Makers and to then either copy the formula or sabotage it in some way (sometimes by, literally, throwing a spanner into the works. This is not done to break the Crusher-Compressor-Food-Maker but to corrupt or dilute the food paste, making it a little less effective and nourishing). The Quicksilver Mostali are therefore always on their guard for infiltrators; any spy unlucky enough to be caught can expect to become part of the Quicksilver Mostali's culinary refinements.

Foundry

The Foundry is the heart of any dwarf operation. Vast furnaces feed the forges that manufacture the thousands of components needed to keep the engines of the World Machine turning. Raw metals and minerals are constantly transported into the foundry on massive, steam-powered conveyors which tip into the heating crucibles that are loaded into the furnace hoppers. Rivers of molten minerals and metals flow through maze-like channels to the forges where dwarf smiths work the white-hot materials – tipping them into dies, moulds and shaping pits, cooling, tempering and then refining the components with every conceivable tool and implement.



Still more dwarfs—usually Clay and Iron but also Copper, Tin and Brass Mostali—shift finished components to the quality control area where the Brass Mostali Inspectors conduct the most thorough and testing checks to ensure each and every component (from the smallest, most delicate spring, to the largest, most vicious-looking gear-wheel) is put through its paces before being sent either the stores or the machine face.

The foundry is huge, hot and a deafening cacophony: hisses, clanks, groans and grinds never cease. Dwarfs are immune to both the heat and noise but non-dwarfs find the foundry conditions utterly unbearable. It requires a Resilience test against -30% each minute to remain in the foundry unscathed: those who fail must roll on the below table to determine the kind of damage suffered:

Foundry Hazards

1D20	Foundry Effect
1-5	Scalded by the intense heat: suffer 1D8 damage to all exposed Hit Locations.
6-10	Deafened by the noise: all hearing is lost to tinnitus which lasts for 1D8 days. Halve DEX and halve all DEX-based skills for this duration.
11-15	Driven mad by the complexity for 1D8 days: Halve INT and halve all INT-based skills for this duration.
16-19	Choose two of the above effects and apply both.
20	All three effects are applied.

Every foundry is run by the Brass Mostali. The masters of metallurgy are in charge of many ranks of Clay and Iron dwarfs and co-operate closely with the Tin, Lead and Copper Mostali as needs dictate. The orders for which components are needed and in what quantities, come directly from the Decamony, in the Nidan Mountains but the Brass Mostali also take orders and direction from their own settlement's Decamonist Representative to ensure that local needs are met.

The foundry needs little guarding: the Brass Mostali know that its conditions are so hellish to outsiders that only the most insane would risk entering the foundry halls. However, the Clay and Iron dwarfs are all under orders to use the foundry's extensive resources as weapons should any interloper attempt to disrupt the Mostali's essential work. A potential invader can expect to face cauldrons of white-hot molten metal

being poured over then, red-hot rivets being spat from gigantic bellows in the Mostali equivalent of machine-gun fire, burning gear-wheels being flung or catapulted and captives being tossed into furnaces if they are unlucky enough to not be killed first.

Just about any kind of component, of any size, can be manufactured in the foundry. It may take time to arrange for a special order but the Brass Mostali, being experts in such things, quickly find the right resources and determine the correct composition for maximum efficiency – be it a weapon or an intricate, super-strength washer. However, the Brass Mostali always prioritise: the promise to manufacture something is always subservient to the existing production requirements. For instance, the Nidan Mountains foundry agreed to the manufacture of a particular kind of spearhead for the Dara Happan emperor Murharzam, at the end of the Dawn Age (and agreed to it in a rare spirit of co-operation). Production is still waiting: if all existing priorities are taken into account, a slot in the production schedule will most likely become free around the year 1907.

Halls of Lore

The province of the Gold Mostali, the vast chthonic Halls of Lore represent nothing less than the accumulated knowledge and wisdom of Mostal himself and from which all plans, including the Master Plan, emerge.



The halls of lore are larger than any human libraries. The most vast, beneath the Nidan Mountains, occupies an area slightly smaller than the Oslir river basin and is around half a kilometre from floor to ceiling. Each hall is home to millions of individual blueprints, plans, formulae, technical specifications and working diagrams which, if they could ever be assembled into the correct order, would offer the full technical diagram of the entire cosmos. Each entry in the halls of lore is etched onto a tablet of gold, bronze or iron, depending on its importance. Vast inventories keep a detailed record of where every entry resides, constituting the most comprehensive (and complex) indexing system ever devised. No single Gold Mostali can hope to learn the intricacies of the system and so teams specialising in a single area (calibration of the sky dome mechanisms, say) work together to maintain their subject fields.

Clay and Iron dwarfs are forbidden to enter the hallowed halls of lore; only Mostali of the original eight minerals are permitted entry and even then, the Gold Mostali begrudge such intrusions. The Gold Mostali spend their entire time either indexing and re-indexing their sections of the library or studying the Mind of The Maker through contemplation of the scripts in their sections. When not engaged in such profound acts of erudition, they are teachers to the rest of Mostali society, taking their knowledge into the workplaces where it is drip-fed in monotonous rhymes to the working dwarfs, who are expected to memorise and absorb the teachings the Gold Mostali choose for them. In this way no one dwarf ever understands the true complexity of the World Machine but collectively, dwarf consciousness gradually absorbs and assimilates the lore of The Maker, understanding what is required of them and what the World Machine needs them to accomplish.

As the halls of lore represent Mostal's mind, they do not reside physically on the same plane as the rest of the dwarf settlement. The halls are part of the God Plane, linked to the physical plane by tunnels that burrow through solid rock and sheer myth. The transition from one plane to the next is unnoticeable to any save the Gold dwarfs and those who have made such journeys in the past in a more explicit fashion. God Learners and Dragon Mystics know this and this is why the halls of lore are the greatest lure and greatest prize to the God Learners – both from the point of view that

Mostali have, somehow, managed to create connection points beneath the ground and from the point of view of what the halls of lore represent and contain.

Mostal's mind is not some great organic thing; it is not the consciousness of a god, because Mostal is not a god in the same sense as other deities. Mostal is the personification of the mechanics of the cosmos rendered into physical form by the Mostali themselves but the knowledge held within the halls of lore is of such an abstract nature (for all its binding in theorems, calculations, plans and blueprints) that it cannot be contained in a mundane existence. The true Mostali are capable of tunnelling through both the matter of the cosmos (stone) and the higher, existential material that suffuses creation (the God Plane). The Gold Mostali do not see this as some form of magical talent, as the God Learners do but simply as a part of their natures. However they recognise the importance God Learners and other humans place on such abilities and guard their knowledge both jealously and for the sake of the World Machine and the Master Plan.

Any God Learner who managed to penetrate one of the halls of lore would be in a prime position to make and unmake myth with an ease that has previously eluded them. This the Gold Mostali realise, having watched the way the World Machine has been affected through God Learner tampering and so the halls of lore are protected from the outside – both by the vast, gold and iron doors that block the entrance to the hall and the ranks of protecting Iron and Clay dwarfs who stand to rigid attention, muskets in hand guarding the passageways into the halls. These dwarfs have three functions: to perpetually guard the access to the halls; to kill any who would try to break into them; and to die in the process, if that is what is required.

Machine Halls

The machine halls are scattered throughout a dwarf settlement and are many and numerous. They occupy different levels beneath ground and may be physically far apart or close together, depending on the settlement's configuration.

The machine halls are where the devices crafted by the dwarfs interface with the mechanisms of the Machine. Within, the great engines of the Mostali fuse and merge with the rock at key points and in different ways:



sometimes the interface is a single, seamless bond; sometimes it is through access tunnels with snaking pipes or huge drive-trains. Often the bonding of machine to Machine is impossible for all but a Mostali to understand and trying to contemplate how machine and natural substances can possibly flow together is enough to induce the beginnings of insanity.

What do all these machines do? Only the Gold Mostali know for certain but even they do not know what the overall, combined effect actually is. To most dwarfs, Clay and Iron especially, the machines do what they are supposed to do but actual cause and effect function is barely understood. The job of the dwarfs is to tend the machines so that The Machine is both repaired and maintained. If questioned, a dwarf usually gives one of two answers: either a short, functional response ('It balances. It calibrates. It drives the pistons to that machine over there.') or a non-committal shrug. To them the precise working of the World Machine is unimportant, because only Mostal can know it. Yet the machines that the dwarfs tend, the ones Mostal instructed them to build and tend and to make interface with the World Machine, are the ones most important to them.

So, the machine halls are filled with machines. These come in many, many sizes and guises. Vast, hall-filling engines powered by steam, chemical reactions,

explosions or magic; tiny, clockwork-powered engines that might be surrounded by space and connect with the rock through a single, strategically placed wire. Mighty gravity-effect engines crammed into spaces that barely contain their bulk. Engines and machines with their innards exposed for all to see and the same with their innards hidden behind plates of iron and bronze. Large, medium, small and tiny machines – countless machines. Connections of seemingly haphazard natures and others that are precise, planned and shielded from view.

Every machine in every machine hall is tended by Mostali of all castes and creeds. This is what the Mostali were created to do: tend the machines and The Machine. The work is never-ending and the tasks are repetitive. A single dwarf might be tasked with checking and rechecking the torque on a particular bolt and nothing else. Others have complex process paths to follow which lead them from one machine to another, working at a frantic pace. Overseers, supervisors, managers and quality control inspectors stalk around the hall watching what the rank and file are doing. Other management tiers watch from the galleries built into the stone above the machinery's level, observing from on-high and barking new instructions through delicate bronze megaphones. Everywhere there is the noise of industry: rattles, chugs, clanks, hisses, whirrs, clatters clashes and low, dull, rhythmic booms. The floor walls and ceiling seems to shudder. The machines never cease. Every 12 hours, a whistle blows and the shifts change. The workers troop off towards the rest areas and resting dwarfs leave their niches and troop in to begin work. The cycle never stops, unless orders from the higher-up are received to change what a particular dwarf or team of dwarfs are doing.

Mostali machinery surpasses human capability by several magnitudes: they are capable of producing devices of subtle complexity and far-reaching ambition. Coupled with their knowledge of sorcery, Mostali machinery offers the blueprint for everything the God Learners seek to achieve in the Clanking City although the Mostali put their devices to only two ends: tending the World Machine and defending their cities. If they wished, the Mostali could manufacture gods, magical items and any manner of devices that tamper with myth and the fabric of the cosmos but do not do so because the order of the cosmos is already set and embodied in the Machine itself: once repaired,

the World Machine will be perfect and there is no need – and crucially, no desire – to attempt to improve upon perfection.

A variety of dwarf machines, including a guide to creating Mostali machinery, is given in chapter 7, beginning on page 108.

New Mud Laboratory

The place every dwarf dreads: the New Mud Laboratory is where dwarfs are taken when there is a need to make more dwarfs – the reproduction line process. The province of Quicksilver Mostali, the New Mud Laboratory is a relatively quiet, secluded place, well away from the foundries and machine rooms, hidden behind non-descript doors of stone.

The caverns behind these doors contain ranks of Grinding Chambers. These areas are a couple of metres wide and high and sealable, with a viewing port built into the iron door at dwarf eye height. A pestle dwarf and mortar dwarf are made to go into the chamber and begin the grinding ritual, which is explained to them by earnest Quicksilver Mostali before the door is closed. The grinding ritual might last hours, days, weeks or months, depending on the reluctance of the two dwarfs; however they remain in the grinding chamber until the grinding process is fully complete,



to the Quicksilver Mostali's satisfaction and a proto-dwarf capsule has been expelled from the mortar dwarf's capsule unleashing nether tube: a process of pain, discomfort and the closest any dwarf can come to humiliation.

Leading from the main hall (which is lined with grinding chambers on many levels) are 10 passageways. Each passageway leads into a fermentation chamber dedicated to one of the 10 Mostali castes. In here, rows of receptacles – stone mortars, lead crucibles, quicksilver alembics, gold coffers and so forth – receive the proto-dwarf capsule. Sorcery and various fluids (the composition of which is known only to the Quicksilver Mostali) is used to brew the capsule for several years until a newly formed adult dwarf emerges, ready to accept its conditioning. The containers in each chamber therefore bubble and churn in various stages of fermentation, tended by the diligent Quicksilver Mostali and various other castes assigned to the reproduction line rotation.

The New Mud Laboratory is closed-off to all Mostali save those assigned to work there or be part of the reproduction line. When a dwarf has completed its reproduction line duty, it is sent back to work and never speaks of its experiences to its colleagues and co-workers. Thus, dwarfs are either completely ignorant of the entire process or intimate with it to the point of dysfunction. Although nothing is ever spoken of what goes on in the grinding chambers, the unpleasant nature of the work is evident in the behaviour of those dwarfs who have endured it and so all dwarfs fear the New Mud Laboratory – and hope never to hear the dread words: *'Clay Worker Unit 100010001, known as Anglaf Clay Fist: report for reproduction line next shift...'*

Planning Rooms

Planning rooms are the meeting places and production studios of the Mostali. Here, the Decamony's representatives meet to plan, chart progress, adjust projects, assign new ones and generally dictate the direction of the Mostali's work. Unlike work areas, the planning rooms are comfortable (by dwarf standards; incredibly uncomfortable by human ones) and designed to promote thought and consideration in a logical way. The wall designs are logic flows that

assist in decision making; the architecture is designed to reflect consistency and promote creative vision. Aside from the rest areas, the planning rooms – and a dwarf city might have *hundreds* – are free from the trappings of industry and mechanisation.



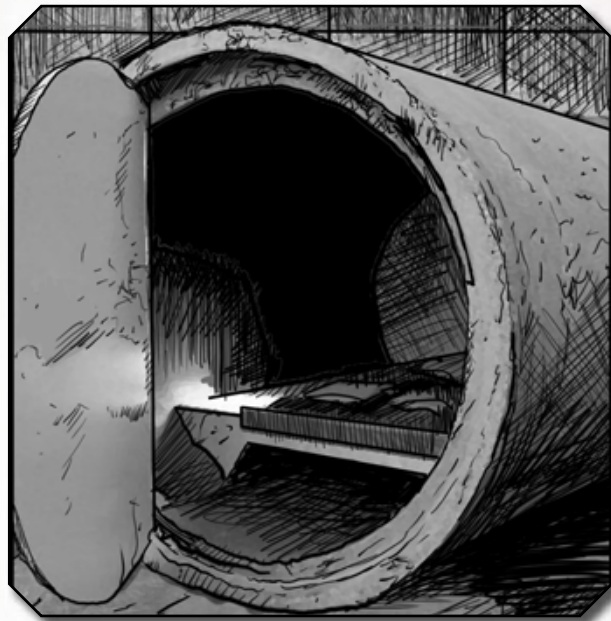
Great, wall-length blackboards dominate at least one wall of a planning room. Using coloured chalks, Mostali scrawl their thoughts, plans and stratagems for others to scrutinise. To non-dwarves, this scrawl is incomprehensible, appears muddled and even causes pain behind the eyes if studied for too long. To Mostali, the scribbling are ordered thoughts, equations, timelines, project-plans, risk assessments, diagrams and every other kind of written expression relating to their work. Gold Mostali copy approved documents onto the sheathes of gold, iron or bronze to be taken back to the halls of lore and added to the index. Foremen and managers note their parts of a project plan or production cycle and return to their work rooms and foundries to put things into action.

In other rooms Mostali architects pour over technical drawings of the countless machines in use in their facility. These draftsmen are drawn from across the range of Mostali castes, excluding the Clay and Iron castes and are invariably sullen, ink-stained and engrossed in their work. Vast easels support plates of bronze or copper which the architects etch and then ink, making subtle changes and improvements to

machines or designing new ones. Each such project works to a specific brief and schedule – many set-down as part of the Master Plan before Time began. Some projects may never see completion; such is their complexity and depth. Others are minor matters that might be resolved in a century or two – as long as the dwarves are permitted to continue with their work unhindered. The benches and easels the architects work at are massive things – several times the size of an average dwarf. A system of winches and pulleys hauls the dwarf up to the appropriate working height, with the architect controlling a series of drawstrings and additional pulleys to move about the workspace. Others plot ideas or translate concepts using the blackboards, before going off to their workstation to commence the translation into metal and ink.

Rest Areas

Before Time, there was no need for rest. The Mostali worked unflinchingly and without any need for respite. Once Time began, the Mostali found that they grew inefficient if they worked for too long at one thing and eventually, turned off completely. The concept of 'rest' had been introduced to the Mostali way of life.



Shifts generally run for 12 hours but may be longer according to project demands and work routines. Rest areas are always close to the work areas: it does not aid efficiency to have distance between the two. When

not working, all dwarfs are conditioned to return to their rest areas to eat and then go into 'downtime'. Downtime consists of two distinct periods: personal activities, such as handicrafts and individual study and 'off', where the dwarf lapses into its equivalent of sleep. In the off period the dwarf either sits or lies and goes into a coma-like hibernation for a period of about six hours. A life pattern is therefore 12 hours work, six hours personal time and six hours off-time.

The rest areas are rows and rows of cubicles, arranged in layers, each one three metres in length and breadth by two metres in height. The cubicle contains a resting couch or seat, a workbench and storage areas for tools and works in progress. Somewhere in the cubicle is the stash of things a dwarf accumulates during its life: its riches. Every dwarf possesses the kind of wealth that makes humans go to war or commit murder: gold in abundance, precious gems, rare minerals, potent ores and so forth. The things it crafts – jewellery, mechanical trinkets and toys – are immaculate and precious, always of the finest craftsmanship and valuable in the extreme. To dwarfs, they are just things; exercises in personal endeavour that amuse and occupy for a time but with no intrinsic worth beyond what its creation has taught the dwarf. These treasures never leave the cubicle: it is part of the dwarf philosophy and conditioning never to allow made things to pass into non-Mostali hands and so they hoard their creations and lend substance to the human perception that all dwarfs are greedy and acquisitive. Any dwarf cubicle can be expected to hold the equivalent of 10,000 x2D10 silver, in a mixture of made items, precious gems, pure gold, platinum, silver and so on. Ruined and evacuated dwarf settlements are a lure for treasure-seekers who always make for the rest areas first, in the hope of finding forgotten stashes of riches.

Stores

Dwarf settlements contain vast storerooms, tended by Clay dwarfs and overseen by Silver Mostali. These gigantic warehouses are stocked with spare parts, components awaiting assembly, accumulated possessions of the Mostali collective and all manner of supplies and accoutrements. Like the armoury, massive bronze inventories catalogue what the storeroom holds, where it is held, its purpose, date of manufacture, date of storage and so forth.



Nothing can be removed from a store without permission, in triplicate and authorised by a foreman and senior manager. Silver Mostali scrutinise all requests with a keen eye: once something enters the stores, they consider it theirs and getting even the smallest rivet is seen as a vague affront to Silver Mostali wisdom. Only the most concrete applications for item removal are granted immediately; the most usual process is a protracted to-ing and fro-ing of questions and counter-arguments that delay the requisition process. For this reason most dwarfs keep their own supplies in their rest area, knowing that if such things find their way into the labyrinthine stock rooms, seeing them again may take centuries.

Any dwarf who needs something from the Silver Mostali stores must make an Opposed Influence test, at -30%, against the Silver Mostali's own Influence. This assumes that the necessary requisition paperwork is in order; if it is not, then increase the penalty to -60%. If successful in the application, the Silver Mostali take their time in locating and delivering the requested item or items – roll 1D100 on the below Availability table.

Games Masters should treat Mostali Stores as a potential source of any supplies dwarfs will need. Just about any machine part or tool is available, with the right permissions and patience, although non-Mostali items will not be available and weapons are assigned

by the armoury, not the Silver Mostali stores. Use the following table as a guide to availability:

Score Availability

1D100	Availability
01 – 20	In stock and available. Will be delivered in one day.
21 – 40	In stock but a pain to find. Will be delivered in three days.
41 – 60	In stock but tucked behind a load of other, bulky items. Will be delivered in one week.
61-70	Might be in stock but might have been mis-catalogued. Will be delivered in one month.
71 – 80	As above but likely to be buried deep somewhere. Will be delivered in two months.
81 – 90	Out of stock but can be ordered. Will be delivered in 2+1D4 months.
91 - 00	Special order required. Will be delivered in 6 +1D4 months.

Sorcery Laboratories

The sorcery labs are the domain of the Tin, Silver and Quicksilver Mostali. Usually located well away from the main work areas and occupying many interconnecting levels, this is where the Mostali sorcerers perfect their arts and both create and then channel magical energy through the rest of the dwarf settlement.



Mostali sorcery is covered in its own chapter but it differs from the human kind because the dwarfs, as in most things, have perfected the techniques, removing countless restraints that beset other practitioners. Only the Brithini come close to dwarf sorcery and even then, the Silver Mostali scoff at their amateurish dabbings. The God Learners, who consider themselves foremost in the league of sorcerers, are viewed with complete disdain, even though God Learner advances have proved their power in the sorcery field.

The sorcery labs are a mixture of archives, reading rooms, spell preparation areas, testing areas and magical energy generators. Being able to tap directly into the residual energy of the cosmic lynchpin, The Spike, Mostali sorcerers have limitless Magic Points at their disposal. Even though the World Machine is broken and The Spike compromised, its energy signature is so profound that Mostali can still draw upon its reserves for their work without hindrance. Sorcery labs are therefore clustered around the most potent reserves.

Even though Mostali technology relies on physical methods of operations – gears, cranks, steam power and so forth – the connections with the World Machine are magical ones and sustained by The Spike’s magical signature. The fusing of Mostali machinery with the mythical mechanisms of the World Machine at large is therefore a magical mechanism and sorcery is the essential glue of the union. Without their knowledge of sorcery, the Mostali would be hopeless custodians of all that makes the cosmos work and this is why the Mostali have honed their talents to their current levels and devote so much space to their sorcery laboratories.

Every laboratory entrance is magically sealed by a unique Ward made by the Lead Mostali. The Warding spell is described on page 41 but every door is invested with at least 100 Magic Points, meaning that only the most powerful sorcerers, who can call upon such vast reserves, can break through defences and gain access to the sorcery labs. Some doors have even more Magic points invested in them and all investments are drawn directly from the energy signature of The Spike and constantly replenished. Breaking into a Mostali sorcery lab is a formidable endeavour.

Of course, the Wards permit authorised personnel – the Tin, Silver and Quicksilver Mostali, plus named individuals – to enter without fuss. Once inside, one

effectively leaves the mundane world and steps into a shadow topology centred on The Spike's ghostly, residual energy. Magical power crackles and bursts around the walls, floors and ceiling of the laboratories: multicoloured explosions of magical energy that scramble the senses of those unused to the presence of such sheer, raw power. In the laboratories, personal Magic Points are replenished at five times the normal rate, although to use the residual magic of The Spike requires the casting of the Mostali Tapping spell, which integrates the Mostali's magical capabilities of the surrounding magical reserves, allowing for unlimited magical power.

Glittering Prize

The magical reserves of the Mostali are the keenest prize for the God Learners. To be able to tap into The Spike's energy signature would grant God Learner sorcerers untold abilities and potential. The Mostali know this and in the face of growing God Learner curiosity, improve their defences against the Middle Sea Empire's attempts to steal-away what remains of The Spike's power.

What can be found in the sorcery labs? The Mostali specialise in key sorcerous endeavours: the summoning and control of jolanti, gnomes and nilmergs; alchemy; spell creation and research; magical item creation; and naturally, the channelling of magical energy throughout the dwarf settlement. Every practice has a dedicated chamber or series of chambers, under the control of an appropriate Mostali caste. The Tin Mostali look after the summoning of creatures that are then put to work throughout the settlement. Silver Mostali specialise in sorcerous research and refinement but also make enchanted items, constructs and machines that aid the Mostali in all their endeavours. Quicksilver Mostali specialise in the alchemical arts and occupy the sinister, foul-smelling chambers where massive alchemical apparatus bubbles and churns constantly, creating potions and balms of every conceivable type – from healing potions through to the direst poisons.

The different castes at work in the laboratories only have contact with each other when their various projects reach a natural point of co-operation or if ordered to work together by the Decamony. Otherwise

they remain in their own areas, engrossed in their own research. Only the Silver Mostali, which build and maintain the machinery that channels magical energy through the settlement, have wider contact. They are required to work closely with the Copper Mostali who build and maintain the complex network of cables and conduits that transfers magical energy to where it is needed but if they could, they would stay within their own caste to better focus on their relationship with their machinery.

BRASS MOUNTAINS

The Brass Mountains are found in Peloria, between the Sweet Sea and the Oronin River. As the name suggests, the Brass Mountains are heavy with brass, a commodity prized by the Carmanians who control the surface of this entire area.

The settlement is known as Brass City and is dominated by the Brass Mostali. The philosophy is distinctly Openhandist, with the Brass Mostali



enjoying a reasonable, if restrictive, relationship with the Carmanians. Brass is traded with the Shah of Carmania in strictly enforced quantities and at a strictly enforced price. This is all that the Brass City Mostali are prepared to trade, despite the Shah making all kinds of promises in return for access to magical weapons – all the better to attack the EWF power-base of Dara Happa with. But Brass City wants nothing to do with Carmania's conflicts. The Brass Mostali know that several powerful Eternal Dragon Ring mystics, such as Lorenkarten the Mile and Lord Great Burin, are active in Peloria and they are nervous of antagonising such huge power by dealing too brazenly with the Carmanians.

Access to Brass City is via the Brass Citadel, a dwarf-built trading post high in the eastern peaks of the mountains, overlooking Kitor and the Oronin River. The Brass Citadel is a massive edifice of brass that emerges from the rock and spills westward into a narrow valley. The citadel is a collection of towers, spires, ramparts and other fortifications built to a dwarf scale (built still impressive, nonetheless). Dwarfs only come to the citadel at the designated trading times and it is also at these times that humans are permitted entrance to the citadel to participate in trade. The wide, brass-cobbled trading square is where the dwarfs meet with human traders who are wanting brass and listen to their plaintive attempts to haggle (all are ignored: when dwarfs set a price, that is the price. There is no haggling.). Trade is overseen by the Brass Mostali Mongerfhur Brass Eye; he knows most of the merchants by name and cares for none of them: the whole point of trading is merely to cultivate relations in preparation for a time when the Mostali of the Brass Mountains might need human aid – the Carmanians have nothing that the dwarfs really want or need, save for information. They will take the offered coin and put it to a sensible use but Mongerfhur Brass Eye always insists that the Clay and Iron dwarfs who handle the transactions try to extract as much information as possible concerning events in Peloria and in particular, Dara Happa.

The buildings of the Brass Citadel are a glamorous facade. The dwarfs do not occupy them and the rooms they contain are all empty. Below the two central towers, overlooking the trading square, are identical brass doors, protected by 100 Magic Point Wards that mark the entrance to the tunnels leading into the dwarf city within the mountains themselves. The tunnels are massive vertical shafts, 90 metres deep, which are equipped with magically-powered elevator platforms that lift dwarfs and trading quantities of brass to and from the surface. Each platform can accommodate up to 100 dwarfs and 100 tonnes of brass in one, rapid lift. The elevator is triggered by a code word ('ruhfgnom') which must be spoken out-loud by someone stepping onto the plate: the plate then either rises or falls and at a dizzying rate. Dwarfs are used to the speed of the ascent and descent but humans must make a Persistence test at -30% to avoid vomiting at the speed of the transition and suffering a level of fatigue when they reach the end of the journey.

Brass City

Brass City extends the full length of the Brass Mountains – just over 100 kilometres – and across 1,000 separate chambers of all sizes and configurations. It is home to the following:

Brass Mostali:	1,000
Clay Dwarfs:	20,000
Copper Mostali:	800
Diamondwarfs:	20
Gold Mostali:	10
Iron Dwarfs:	12,000
Lead Mostali:	6
Quicksilver Mostali:	10
Rock Mostali:	500
Silver Mostali:	25
Tin Mostali:	25

The city specialises in alloying copper and zinc to make brass, with both minerals being in ready abundance throughout the mountains. The tunnels,

shafts and chambers lead to the high-yielding mineral areas, with the main chambers of the Mostali (armoury, foundries and so forth) being concentrated in a 10km radius directly beneath the surface location of the Brass Citadel.

Brass City's function in the overall scheme of the Master Plan is to repair and maintain the gearing mechanisms that turn and tilt the Sky Dome. The best material for these immense gearing systems and drive trains is brass, hence the need for it to be constantly alloyed in Brass City's foundries. The machine rooms contain all manner of vast gearing systems, steam and magically driven, which then plumb into the cosmic systems that operate the Sky Dome's movements. The Brass Mostali, being the most numerous of the true Mostali castes, oversee all projects relating to the Sky Dome's movements and maintenance and ensure that a constant supply of the finest brass is being smelted in the many foundries of the city.

The Mostali of Brass City have been Openhandists ever since the time of the Council of World's Friends. The city existed long before this time, of course but when the Nysalor project came into being, Brass City found itself at the heart of it and the Mostali soon found themselves swept into Claymore's business. Before then the emperors of Dara Happa had sent emissaries to the Brass Mountains, hoping that the Mostali might help free their god, Lodril, from a subterranean prison guarded by trolls. The Mostali were never in a position of enough strength to do this but did, for a time, manufacture weapons for the Dara Happan emperors and so maintained good relations with them. Now that a dragon rules Dara Happa, relations have fallen away but the Brass Mostali have maintained their Openhandism and so benefited from striking-up relations with the emerging Pelorian power, Carmania

Brass City's Decamony Council reports to the Nidan Decamony. All Mostali sit on the council but at its head is the steadfast Brass Mostali Gananokway the Rivet Headed (Rivethed), so called because he has a circle of eighteen rivets hammered into his skull,

above the eyes and below the hairline. Rivethed opposed the Octamonists and the Individualists and so cleaved closely to the Nidan Decamony during the civil wars at the start of the Second Age. Through his guidance Brass City has maintained a steady, diligent course that is correctly balanced between dealings with humans and tending to essential duties. Individualists found amongst the Brass City dwarfs are immediately sent for smelting in the vast alloying crucibles and the foremen and overseers of the city lead the dwarf workers in stimulating conditioning chants that stress and re-stress the importance of collective, same-direction thinking and dedication to duty.

CURUSTUS

The Curustus Mountains of western Jrustela is home to an extremely large dwarf settlement spread across the cities of Omphalos Prime, Dalamdring and Zadeel. The Jrusteli, busy in their own pursuits and caring little for what goes in the mountains of their home island labour in the belief that the Curustus Mountains supports only a small dwarf settlement that mines a small amount of iron and a few gems. The Mostali, on the other hand have watched the inexorable rise of the Middle Sea Empire and using a variety of engines of their own design, forecast the empire's behaviour and projected its likely demise. Forewarned and forearmed in this way, the Mostali have gone to great lengths to conceal their numbers and the true nature of their activities. Thus, the dwarfs of Curustus keep themselves separate and secret from the God Learners on their doorstep; and the God Learners poke and prod at more distant dwarf settlements, not realising that one of the largest is, literally, tunnelling away beneath their very feet.

The key to the Mostali's secret is the purpose-built You Do Not See Us Hear Us engine. This magically-powered construct, which runs around the entire perimeter of the Curustus Mountains, acts as a permanent ward against intrusive God Learner sorcery, throwing-out deliberately misleading details on Mostali numbers and activities. Plugged into a

rich vein of Spike residual energy, the You Do Not See Us Hear Us engine is a vast ring of interleaved copper cables, each of its strands carefully tied at one kilometre intervals in a sorcerous knot. Each knot contributes to the sorcery formula that transmits false information and impressions to any non-Mostali who decides to try to peer into the Curustus Mountains and spy on dwarfish secrets. It was built with God Learners in mind and any God Learner attempts to perceive what is held within the mountains learns only the following:

- There are less than 5,000 Mostali living there, mostly Clay dwarfs but a few Iron.
- The projects they work on are inconsequential mining and excavation activities. The dwarfs have only minor roles to play in managing the World Machine.
- The Mostali are not of an Openhandist or Individualist persuasion. They remain true to Mostal's fundamental ideals and do not deal with non-Mostali.

So far, the You Do Not See Us Hear Us engine has been eminently successful: the many Jrusteli sorcerers and Revealer Groups who have attempted to study the Curustus Mostali have concluded that there is nothing to see or research further.

The Central Node

In fact the Mostali of Curustus have much to conceal from the God Learners. The mountains themselves form what the Mostali have identified as 'A Central Node' – that is, a shard of The Spike, blasted from the main embodiment when the Devil sought to destroy it. There are numerous Central Nodes, each with a particular function and the Mostali know that the Curustus Central Node is part of the train that connects the different planes (Hero, God and Mundane) together. This Central Node is clearly badly damaged, because even though it establishes a transplanar connection, it should not permit ready access between the planes but clearly does. This goes some way towards explaining the Jrusteli's competence in tampering with myths and HeroQuesting and the Curustus Mostali need to repair the Node's function so that this flaw is shut-down. Eventually, when the rest of the World Machine

is repaired and the entire Spike reassembled, the Curustus Node will slot seamlessly back into place and harmony between the planes will be restored.

If the God Learners were ever to learn of the importance of the Curustus Mountains in linking the planes of the cosmos, then there is no telling what lengths they would go to capture and exploit it...

Omphalos Prime

Omphalos Prime is the largest of the three dwarf cities in the Curustus Mountains. It is located directly beneath the mountain peak called Omphalos by the Mostali and Darasus by the Jrusteli. Omphalos is roughly central in the Curustus range and forms the anchor point for the You Do Not See Us Hear Us engine. The city beneath the peak runs in a thin, linear band northwards for some 200 kilometres and is divided into five levels, configured as follows:

Level 1 (2,000 metres above sea level): 40 deserted planning and storage rooms, 20 of each. The planning rooms interconnect through a series of tunnels one metre wide and 1.5 metres high. Each planning room is 6 metres in length and breadth and 3 metres in height. The store rooms are connected by similar tunnels that are 3 metres in height; each store room is 10 metres in length and breadth and 5 metres in height. This level can be accessed from the outside of the mountain through a narrow cave located above a correspondingly narrow ledge. Reach the cave and the ledge is an ordeal in itself, requiring Athletics tests at -40% (owing to the howling winds and sub-zero temperatures at that altitude).

Level 2 (1,000 metres above sea level): Omphalos Decamony Council level. This relatively small level houses the meeting rooms of the Curustus ruling council, the Omphalos Decamony. A circular central chamber, 100 metres in diameter and 50 metres in height, this is where the council meets, 10 times a year, to review plans, hear reports and decide the policy and working arrangements for the entire settlement throughout the mountains. Council sessions can last weeks as a succession of managers and foremen traipse through the hall giving their reports and making presentations with the Power Pointer. Council

members are duty-bound to scrutinise every detail and question the presenter on progress, contingency, risk and forward planning.

The council itself consists of a high-ranking Mostali from each of the eight original minerals and two Diamond-dwarfs – one representing the Clay caste and the other representing Iron. Although the council presents a necessarily united front to the entire settlement, it is internally divided between the five Mostali (Lead, Gold, Quicksilver, Brass and Copper) who are orthodox and the five who are Individualists (though not Openhandists): Tin, Rock, Silver and the two Diamond-dwarfs. Decisions are frequently split and this impacts on the work of the entire city. The Orthodox Mostali argue for a complete reconditioning of every dwarf so that full focus can be given to stabilising the Central Node, whilst the Individualists argue for a relaxation of work plans so that the Central Node's mythical significance can be contemplated and fully understood, thereby making all work more efficient and productive. Neither side will give ground. The only common ground between them is the rejection of Openhandism and an agreement that the Nysalor experiment was sheer folly that should never have been attempted.

Running off from the central chamber are ten short passages leading to rest areas for each of the ten council members. An eleventh passage leads to the winding passage and narrow stairs that connect Levels 1 and 3.

When the council is not in session, this level is sealed-up with warding spells that are cast on the pair of bronze doors leading into the chamber. Only the council members can bypass the warding spells safely; any other attempts to open the doors raise an alarm on level 3, summoning twenty Iron dwarfs, suitably armed, to investigate.

Level 3 (1,000 metres above sea level): Iron Dwarf area. A series of 50 connected rest chambers (with 100 dwarfs to a chamber) are dominated by the Iron dwarfs of Omphalos. The armoury is also located on this level, with the Iron dwarf's rest areas clustered around it. More tunnels spiral out from the rest areas leading down, deeper into the mountain, allowing the dwarfs to get to various work areas and the other levels.

The whole level is governed by Gylamglas Iron Glitter, the Individualist Iron Diamond-dwarf council member who preaches the Individualist heresy of Chark the Liberator to all his Iron dwarfs. Thus, all the dwarfs have names, rather than numbers or code designations although they differ in how far they have embraced Individualism as a concept. The rank and file Iron dwarfs, who make-up the vanguard of Omphalos Prime's defences, simply cannot handle the notion of Individualism and behave according to their conditioning. Higher ranks have developed the ability to think and question and can, therefore, find themselves arguing about specific points or policies whilst their subordinates wait patiently for cohesive direction.

Level 4 (ground level): This is the first of the working levels and where the You Do Not See Us Hear Us engine is located, running for the full perimeter of the mountains. It integrates with the Spike's residual energy at this level and so this is where the sorcery laboratories are located, close to the first (and largest) of the knots in the copper strands of the You Do Not See Us Hear Us engine. This level can only be accessed by the main shaft that runs all the way from level 1 but once down here, it is possible to enter the tunnel that rings the entire Curustus range, following the You Do Not See Us Hear Us machine in a tunnel that the Copper Mostali use for maintenance access.

The sorcery laboratories themselves stretch in a long line, a single passageway connecting each one. The three laboratories are precisely one kilometre apart but vary in size. The Silver Mostali have the largest – a vast, kilometre-high hall that is crammed with the machinery that connects with the You Do Not See Us Hear Us engine and also channels the residual Spike energy around the rest of the city. Further machines tap into the living rock in order to keep the Central Node stable, although the actual stabilising work is done elsewhere, on the lower levels, by the rest of the dwarf population.

The next laboratory, a kilometre to the north, is the Quicksilver alchemical laboratory. Here the Quicksilver Mostali develop a series of potions, held in gigantic vats, which are under purification. The Quicksilver Mostali will not reveal the purpose of these potions, although they have the full backing of the council for their development. The purification process has

been underway since the First Age, preceding even the Nysalor project and will likely continue for the remainder of the Second Age and continue into the Third Age. Close to the alchemical laboratories is the New Mud Laboratory – another large, vaulted cavern supporting the reproduction line process.

The final laboratory, a further kilometre north, is the realm of the Tin Mostali's summoning chambers. In a series of interconnected halls the Tin Mostali summon and condition for work, the various gnomes, nilmergs and other creatures that are put to work on non-mission critical elements of the Curustus Central Node enterprise. Each of the four halls is inscribed with the sorcerous formulae necessary to summon and bind these creatures into service and the Tin Mostali maintain their own libraries of summoning grimoires for the purpose.

Level 5 (100 metres below ground level): Stores. Stretching for a kilometre north and south below the mountain peak, the stores for the Omphalos Prime contain everything, neatly arranged, that the Mostali of the area need for their great projects. Thousands of rows of iron and brass racks, dozens of metres high, stretch for as far as the eye can see and tended by Fetching/Carrying Clay dwarfs and Nilmergs who work to the commands of the Silver Mostali.

Resting areas, workshops and machine rooms are scattered around levels 4 and 5.

Dalamdring

The town of Dalamdring is located on the surface of the mountain opposite Omphalos. The buildings are quarried directly out of the mountain rock and the surface relief of the mountain has been carved to form buildings, workshops, rest areas and so forth. The town sprawls in a regular grid of 12 streets and 12 avenues across the plateau region it occupies. All the buildings are built to the same, eight-sided design although they vary in height according to their particular function. Workshops are typically two storeys, stores a single storey, rest buildings four storeys, laboratories two storeys, with a basement. Dwarfs of all castes – though predominantly Clay and Iron – come and go through the streets of Dalamdring and they seem to be quite happy to make the surface their home.

Dalamdring is an enclave of dwarf heretics. The Gold Diamonddwarf who leads them, Argenthus Truebridge, inspired by Chark the Liberator HeroQuested and returned with a set of 'enlightenments' (for that read 'heresies') that posited that both the Octamony and the Decamony were false constructs and that the one, true way of rule was on the principles of kingship. Naturally enough the Curustus Octamony councils throughout the mountains rejected this dangerous notion and considered having Argenthus recycled. This would, however, go against the common belief that Diamonddwarfs have reached Mostali perfection and so Argenthus was told to leave the underground and to live on the surface 'where they like kings and you can be one'.

Argenthus has never discussed the nature of his HeroQuest. Like all dwarfs who engage on such things, he began by seeking ways of repairing the World Machine and tapping into the depths of Mostal's knowledge hidden from the world because The Spike was destroyed. It is certain that Argenthus never completed his HeroQuest and somehow, became either sidetracked or found himself on a completely different quest to the one he had intended to follow. Whatever happened, he returned from it with his 'perfect vision' of a re-ordered Mostali society based on the Diamonddwarf's divine right to rule, replacing the collective approach of the Mostali governance. Argenthus holds that, although the Octamony and Decamony were correct for how the World Machine *was*, a new, single-ruler regime is essential for how the World Machine is going to *be*. Argenthus believes that the static nature of Mostali society has created a stagnant framework that is not introducing improvements and enhancements: there is no progress or innovation, simply more of the same. And he believes that doing things differently will introduce the kind of progress that will hasten the World Machine's repair.

When Argenthus left the main Curustus society he took with him the loyal dwarfs, some 200 of them, that form the Dalamdring enclave. They moved to the surface and recalibrated. Argenthus proclaimed himself King Dalamdring the First and had the Rock and Clay dwarfs fashion the town to patterns he had encountered on his HeroQuest. There is machinery below the streets of Dalamdring and this wires into the earth as does all dwarf machinery but its function is not the protection of the central node: rather it is

to create and set in motion, the Ten Gear Forward Mechanism which will hasten Glorantha's course down the River of Time and facilitate innovation and progress. Once working, Argenthus believes, Time will fall under his control and progress can be either accelerated or decelerated as individual repair projects demand. In theory, Time could even be reversed but Argenthus sees that as a retrograde step that would be ultimately more damaging.

Dalamdring palace, where Argenthus lives, overlooks the streets of the town from its position on the mountain side. It is a stocky fortress of several towers surrounded by a sturdy wall. Argenthus is prone to making daily proclamations from the tallest of the towers, aided by his Public Address Nilmergs who are exceedingly good at bellowing Argenthus's softly spoken proclamations across the town. Each proclamation concerns the need for progress, adaptation and continuous improvement, accompanied by frequent diatribes against the Curustus Octamony. Dissent is not tolerated and any dwarf who does not agree wholeheartedly with King Argenthus is taken into one of the more squat towers of the palace and subtly 'readjusted and improved' so that he emerges a stalwart proponent of Argenthus's theories.

Argenthus maintains a council of three advisers: a Gold, Quicksilver and Silver Mostali. Together they bolster Argenthus's ego whilst pursuing individual projects of dubious value to either the community or the World Machine.

Lodestone the Magnificent, the Silver Mostali, brought three machines with him when he left the main settlement and came to Dalamdring. The machines are called Kapow, Fizzbang and Abracadabra and only he knows their function. He continues to impress Argenthus with reports on how each machine will bring about unparalleled progress and innovation but has yet to produce any worthwhile results. Lodestone is also dysfunctional to a paranoid level: he is terrified of 'pollution' and frequently quarantines himself to avoid any possible taint – even from his own kind.

Aurik Golden Hand is the Gold Mostali and knows Argenthus the best. It was Aurik's researches that led to Argenthus's HeroQuest and he alone knows the details of the experience. He certainly shares the staunch opinions of Argenthus and even sees himself

as a successor to the throne, should the opportunity for promotion ever present itself. He is also a confirmed Openhandist and advocates the forging of a relationship with the Jrusteli in order to further Dalamdring's profile and profitability. Of course, he does not go so far as to advocate telling the humans of the schism with the main dwarf cities but he is not averse to the sharing of knowledge. The Clanking City fascinates Aurik when it should repel him and he is keen to learn more about the God Learner's Zistor project.

Merkurgrim the Unravelled is the Quicksilver Mostali and is obsessed with how humans work. He has concluded that their internal fluids, if harnessed in the correct way, would make an extremely good lubricant for the Ten Gear Forward mechanism and is keen to receive human samples in his alchemical laboratory where juices and fluids can be extracted in precisely measured doses and added to his 'universal elixir'. He is therefore keen to support Aurik's Openhandist policies so that he has access to potential human samples, although he is, in reality, against co-operation with humans. Merkurgrim is striving to become a Diamonddwarf, like Argenthus and when he achieves this exalted status, intends to replace Argenthus on the throne of Dalamdring and visit a war of retribution on the dwarfs of Omphalos Prime.

None of the three counsellors can tolerate each other but are forced to work together to support both their king and their individual projects. Argenthus is aware of their mutual dislike and distrust and plays upon it, viewing the creativity it sparks as something healthy and progressive. For himself, Argenthus Truebridge is that most dangerous thing: a dwarf with much knowledge but little focus. His plans for the Ten Gear Forward mechanism are sketchy and lacking in coherence – a mish-mash of ideas that have little structure or clearly define purpose.

The other cities of Curustus – Omphalos and Zadeel – view Dalamdring as a completely dysfunctional and heretical sect that, whilst clearly faulty and fallen from the Mostali path, is mostly harmless. That Argenthus views them as the broken ones that require repairing is dismissed as a sad example of why HeroQuesting is a bad thing for dwarfs to attempt – even Diamonddwarfs who are the pinnacle of perfection. So, Dalamdring is disowned and ignored by the Curustus Mostali; a dangerous policy as Argenthus steadily inflames his

loyal dwarfs, building in them a distrust of orthodox Mostali society that will eventually lead to a violent rebellion in the Curustus Mountains. The first act of this rebellion is the deliberate sabotage of the You Do Not See Us Hear Us engine: Argenthus and his council decide that the engine is inhibiting progress and should be weakened – thereby exposing the Curustus Mostali to the sight of the God Learners. Iron and Clay dwarfs, supported by specially manufactured battle Jolanti, gain access to the perimeter tunnel and introduce Gremlins into the carefully concealed works, thereby provoking the wrath of the orthodox Mostali and driving the Curustus cities to the brink of civil war.

Zadeel

On the far western peninsula of Jrustela, some 200 kilometres from Jlaneswal, is Zadeel, the Mostali port. At the Zadeel site, the sheer cliff wall has been deliberately detached from its bedrock and anchored to a set of vast rails, magically and steam powered, allowing the whole cliff wall to slide to one side, exposing the huge cavern behind it. The city of Zadeel is built into the interior walls of the sea-flooded cavern and here the Mostali make their strange stone ships which are used to move essential tools, components and troops around the seas of Glorantha. The You Do Not See Us Hear Us engine protects the remarkable moving cliff from the attentions of the God Learners, effectively creating a massive masking spell. Whenever the cliff face prepares to open, the mists that gather around the western peninsula thicken and boil, seemingly, rising up the sheer face of the cliff and far out to sea. Under the cover of the mists, generated by the You Do Not See Us Hear Us engine, the Mostali can go about their sea-faring business without fear of God Learner detection.

Inside the immense cavern are wet and dry docks, ship-carving workshops and all the paraphernalia associated with sea-borne trade: cranes, warehouses, loading ramps and so on. Jolanti work the quays, loading and unloading the stone ships, whilst the dwarfs busy themselves with the tasks of repairing and maintaining the various vessels that come and go. Zadeel is a major manufacturing plant, making components to order for the scattered dwarf settlements across the world. Commissions are shipped from Zadeel on a regular

basis and when they return, it is either with traded components from other settlements or components brought in for repair.

As the city rises in a crescent up through the walls of the cavern, stretching back into the mountain behind, the flooded base of the cavern forms an extensive, crescent-shaped harbour. The quays and jetties are stone-built and can accommodate up to a hundred or so Mostali ships. The harbour is considered by the Zadeel dwarfs to be a separate entity from the rest of the city and therefore has separate governance: the Wetlands Council. This council is dominated by the Rock Mostali but has representatives from the Tin and Silver castes. All affairs relating specifically to the harbour and shipping are administered through the Wetlands Council, making the harbour a separate fiefdom from the main affairs of Zadeel. Its leader is the indomitable Nuthrung Wetstone, the original architect of the harbour and the one who designed and built the great moving cliff wall. A Mostali of immense insight and intellect he controls the harbour through a specially devised system of rosters, timetables and schedules that maximise the efficiency of work around the arrival and departure of shipping and ignores the other rhythms of Mostali life in the rest of Zadeel. Nuthrung has developed an understanding and appreciation of the sea, tides and other nautical matters that is rare in a dwarf and the education routines communicated to the rank and file are all based on gaining a similar understanding of maritime concepts. Nuthrung serves on the Zadeel council, which is more orthodox in its approach to dwarfish governance but his maritime knowledge makes him a formidable and somewhat argumentative spokesdwarf for the harbour's concerns.

Zadeel itself is a very specialised dwarf city. It is focused on supporting the harbour and repairing and manufacturing components for other dwarf cities and not necessarily on tending to the World Machine itself. The Mostali of Zadeel are therefore party to the schemes, plans and construction processes of other Mostali settlements and often, critical of them. Working with components manufactured elsewhere or to be used elsewhere, has created a kind of arrogance in the Zadeel dwarfs: they can see and grasp a bigger picture and being able to compare and

contrast the different approaches and creations of the many settlements of Mostal, they believe that their approach, which is based on Orthodox principles and rejects both Individualism and Openhandism, is fundamentally correct. It has long been the habit of the Zadeel Mostali to send components back to their place of origin with lengthy notes that not only describe what work has been carried out but also commenting on the faults that must doubtlessly exist in the supporting processes that led to component failure – or the need for specialised components – in the first place. The task of compiling these very lengthy critiques (some run into several volumes) is left to the Gold Mostali, guided by feedback from the other castes. The Gold Mostali, attuned to Mostal's mind anyway, take quite simple comments on the state of a component (*'cogs out by 0.000000000001 microns leading to metal fatigue'*) and extrapolate the deeper rooted issues behind (*'cogs out by 0.000000000001 microns leading to metal fatigue. Clearly you have fallen far from section 9.7 of sub-section 6 of the Master Tenets of Enlightened Productivity. This is a symptom of acute discipline lapses in the ranks of the Iron caste and is probably caused by a deficiency of balance in your food manufacture systems. Increasing the potassium content by a factor of 0.5% will address this but we include detailed studies of several other rectifying measures for your consideration...'*).

It was Zadeel that conducted the main engineering work on the You Do Not See Us Hear Us engine's coil, although the bringing together of all the components was a joint effort by the Curustus dwarfs. Zadeel maintains all the master blueprints and co-operates with Omphalos Prime in maintenance work upon it. However Zadeel cannot resist offering its own criticisms of Omphalos's approach to its work and continually cites the example of Dalamdring and its deeply flawed ways as evidence of a severe lack of decent quality control. If Zadeel had its way, then Dalamdring would be blown-up but the Zadeel council has grudgingly resisted this as a redemptive step since Dalamdring may yet prove to have some glimmer of worth.

Zadeel's council has representation from each caste and operates to a fully orthodox Mostali code. It rejects

Openhandism, Individualism and Octamonism and thankfully for them, has survived untouched by any of these fads and heresies. The council has to continually balance the needs of the Curustus settlements against its own requirements and those of its clients; the separation between Zadeel and the Wetlands council complicates matters but so far equilibrium has been maintained. During the civil war, Zadeel supported the Nidan decamony and supplied weapons and equipment to subdue the rebels who would have wrecked Mostali culture through their short-sightedness. It was Zadeel's specialised nature that ensured the civil war did not last longer than necessary – that and a dedication to the orthodox cause. Curustus could, quite easily, have become a completely rebel colony but Zadeel's stalwart position prevented it. It is their knowledge of this position that had subsequently informed their arrogant criticism of how other colonies work and if truth be told (and it never will be), many are tired of Zadeel's continual nit-picking and well-meaning 'improvement guidelines'.

Diamond Mountain

The eastern realm of Teshnos has only one dwarf colony; the highly private and secretive orthodox Mostali of Diamond Mountain in the Hachuan Mountains of north Teshnos.

The Hachuan Mountains are lacking in iron but rich in diamonds which are found deep beneath the mountains themselves, in great seams that reach deep into the ground. The city, Diamondhead, runs alongside the diamond seams and has been slowly extending during the entire course of the Second Age, tunnelling deeper and longer as the Mostali excavate the diamonds and other ores found nearby.

The Diamondhead dwarfs are experts in all things relating to diamond and have fashioned their city to match the lattice structure of a diamond's carbon atoms. The city is therefore a regular network of straight, square rooms, connected by tunnels of regular proportions and lengths, with each layer of the city (six in all), connected by vertical tunnels to form a latticework nest.



The city is dominated by Clay dwarfs and overseen by its Gang of Four – the only four remaining true Mostali in the whole of Teshnos. Head of the Gang of Four is the Tin Mostali, Ungungrim Single Facet. Ungungrim is, he believes, nearing a stage of perfection where he will be able to undergo the transformation into a Tin Diamonddwarf and the three other members of the Gang (Rendreghist Jewel Eye, the Lead Mostali; Vengerenos Hard Nose, the Rock Mostali; and Sendeberan the Resistant, the Quicksilver Mostali) support and celebrate Ungungrim's impending apotheosis. The Gang of Four and hence the whole colony of Diamondhead, is devoutly orthodox – but then, it knows no other way. Isolated from the events of the west throughout the First and Second Ages, Diamondhead has never been exposed to the Openhandist, Individualist and Octamonist heresies. It has heard of such aberrations but the concepts have never penetrated the colony – a result of both distance and the incredible resistance to aberrant Mostali philosophy that the structure of the city itself offers. Diamondhead is every bit

as strong as its mineral counterpart: it cannot be scratched by any non-orthodox thought or practice and is, in effect, a physical representation of First Diamond, one of the tools the original Mostali used when carving their cities from Glorantha's living rock, before The Spike broke.

The machines of Diamondhead are composed of diamonds, bronze and brass. They are thus immensely strong, work with unrivalled efficiency and require minimum maintenance. Diamondhead is entirely self-sufficient and happy to remain isolated from the wider influence of the Nidan Decomany – although it obeys all the principles of Nida to the letter. Diamondhead will not trade its diamonds with anyone, putting each and every stone, no matter what its size or quality, to work in the machine halls. The task of Diamondhead is to regulate The Eternal Synchroniser, that part of the World Machine that keeps the physical plane in-step with the other planes of existence and ensures that cyclical Time does not unravel. This is precision work because the Eternal Synchroniser is a highly complex, abstract and delicate mechanism. It was caused to shudder when The Spike was damaged and this caused all manner of disruption that took much sorcery to put right but now that the gods do not war amongst themselves any longer, the Eternal Synchroniser is, once again, perfectly aligned, ticking contentedly and doing precisely what it should.

However this does not mean it is without a need for maintenance. The huge forces that separate the different planes can erode even diamond and so this is why it is necessary for the Diamondhead dwarfs to continually mine and hoard new stocks. The surface dwellers know that the Hachuan Mountains are rich in diamond and every now and again attempts are made to penetrate Diamondhead and plunder the stocks. The humans of Teshnos see the Diamondhead dwarfs as greedy, avaricious curmudgeons who refuse to trade a common resource: the Diamondhead dwarfs see only one of the World Machine's most delicate mechanisms and themselves as its engineers and custodians. There are no diamonds to spare; the humans must accept this and mind their own business.

If the Gang of Four had its way completely, Diamondhead would be utterly sealed-off from the surface so that no intruders could disturb their work. But unfortunately, a key component of the Eternal

Synchroniser is the mountain peak, Starscraper, which is directly above the heart of the city. At the very summit of this mountain is a single, massive diamond set into the rock. It must be kept polished to ensure precision and this task requires trips to the surface and up the outside of the mountain. The diamond, which is a full eight metres in diameter, is hidden from mundane view by a single complex ward the Gang of Four erected at the beginning of the First Age. To most people the diamond is but a lump of impure quartz which catches the sun's rays and casts the odd brilliant beam of light heavenwards. As a further safeguard, the Gang of Four created Stone Dragon, a dragon-shaped Jolanti which squats on top of the diamond and gazes implacably around it, inert unless someone scales the mountain and tries to get near the gem: then, Stone Dragon stomps on them with its mighty stone claws. The combination of ward and Stone Dragon has deterred would-be treasure seekers from interfering with this exterior part of the Eternal Synchroniser and even the God Learners have been fooled but not so the EWF.

Drang, the Diamond Storm dragon, otherwise known as Isgangdrang, is mystically attuned to the presence of diamond across Glorantha. Isgangdrang knows of Starscraper's secret and of the dwarf's hording of diamonds far below the peak. Control of the Eternal Synchroniser is an important part of the Great Dragon Project as it could be made to channel mystical truths far and wide across Glorantha, solidifying the fraying edges of the empire and introducing enlightenment to those who have accepted the draconic ideal. Other events further to the west have prevented Isgangdrang from mounting an assault on Diamondhead and Starscraper but he has not forgotten about the diamond's presence or lost interest. His intention is, at some point in the near future, as the Great Dragon Project nears fruition, to send a specially assembled Hunting and Waltzing band to capture the mountain and lay-waste to Diamondhead. Isgangdrang knows he will need dragonewts, dream-dragons, draconic warriors and every resource he can muster to be successful. Meanwhile the Diamondhead dwarfs live in blissful ignorance of Isgangdrang's plan, believing that their magics to protect both their city and the Eternal Synchroniser have fooled the world at large.

Entry to Diamondhead is via a single cave about two thirds of the way up the side of Starscraper, reached by

a narrow, twisting path from the foothills below. The cave is blocked by a door of stone, masked from the outside to merge with the cliff-face. Within, a single, broad, stair-lined shaft plummets down through the centre of the mountain and into Diamondhead itself – a distance of exactly 5,000 metres. The steps are shallow to accommodate dwarf strides and spiral. There is no light in the shaft; when dwarfs are sent to the surface to polish the Starscraper diamond, they bring their own light sources. The polishing is done once each season and takes a team of eight Clay dwarfs and eight nilmergs three days to do thoroughly. In this time the wards protecting the diamond from plain sight need to be dropped and so the only protection is Stone Dragon. Once the polishing is finished, the warding spells operate again and the dwarfs and nilmergs descend. The Clay dwarfs do not enjoy the journey to the surface as this separates them from their brethren and leaves them vulnerable. The act of polishing, however, is a complex task that requires the application of much elbow grease and pristine-clean polishing cloths. This is work the Clay dwarfs do enjoy and they sing whilst doing it. The echo of their monotonous polishing songs echoes through the peaks of the Hachuan range and is occasionally heard by travellers in the area – who mistake it for a ghostly wail and avoid Starscraper peak altogether.

Dwarf Mine

Dwarf Mine, its human name, is home to the dwarfs of Dragon Pass and is even known to its occupants as Dwarf Mine, such is the Openhandist nature of its ruler, Isidilian the Wise. It is located in the Dwarf Run Valley, which extends between the Bush Range and Far Point, on the south-western edge of Snakepipe Hollow. The bulk of the city is below ground but its visible entrance is there for all to see: a pair of massive iron doors, flanked by two, 35 metre tall Jolanti, guarding the entrance. Countless hidden entrances are scattered throughout the overlooking hills and these are reserved for quiet forays to the surface but otherwise all Mostali of Dwarf Mine use the main entrance.

The edifice surrounding the gates is carved from the granite of the mountainside and supplemented by building materials that Dwarf Mine's Rock and Quicksilver Mostali have developed for the purpose. The entrance to Dwarf Mine therefore resembles the

gateway of a fortress city, with arched windows and arrow slits peppering the building's face above the Jolanti. Both Jolanti are inert unless the main entrance is placed under attack, in which case they are triggered and conditioned to march up and down Dwarf Run stomping on any would-be attackers until there are no attackers left. Cannon can be wheeled into position along the parapets above the gates, firing through gun portals set into the masonry, to support the Jolanti's relentless stomping if need-be.

Dwarf Mine is home to Isidilian, a devout Openhandist and Individualist who is quite prepared to co-operate and trade with surface dwellers and is known to most simply as The Dwarf. A Gold Diamonddwarf, he commands a colony of some 5,000 dwarfs - a mixture of Mostali, Clay, Diamond and Iron dwarfs - and has been known to hire-out his Iron dwarf warriors as mercenaries, in return for payments of knowledge and secrets. Currently, a large portion of Isidilian's army is engaged in the siege of The Clanking City and so he is reluctant to hire out the remaining reserve. But as a pragmatic dwarf and one that believes that the World Machine schedule is lagging and requires the input of non-Mostali to get back on course, he is always willing to entertain requests. Securing Isidilian's help means being able to pay the price and what The Dwarf prizes amongst all other things is knowledge and news. He is deeply curious about what happens in the wider world, especially concerning the God Learners, whom he hates. If information is new, genuinely concerns affairs that may impact the Mostali anywhere and is not something he has heard before in a different form, Isidilian will then hire-out Iron dwarf troops (in small numbers) or trade valuables from the considerable stock rooms within Dwarf Mine.

All the Mostali of Dwarf Mine follow the Openhandist and Individualist doctrines, believing in self-expression and wide co-operation. Although they are not frequent visitors to the surface, Dwarf Mine dwarfs are more prepared than most to leave their city and have dealings with fleshy creatures. Much of this has to do with curiosity - both Isidilian's and personal - but also to serve the World Machine. Dwarf Mine sits on a crucial node of residual Spike material, mythical confluence and mystical insight. The mechanisms of the World Machine here are therefore very complicated and not fully understood by the Mostali. Isidilian has realised

that maintaining this part of the World Machine requires more than isolation and if it is to be successful, must include the co-operation of the likes of the EWF since, for all their strange beliefs, clearly have an important function in the World Machine's operation. Dwarfs or Dwarf Mine are therefore sometimes recruited by EWF agents who require a specific kind of expertise, although even the most ardent Hunting and Waltzing bands stop short of attempting to convert the Mostali to the draconic path.

The undercity of Dwarf Mine is a sprawling mixture of caverns (both natural and excavated), tunnels, mine faces, machine interfaces and secret areas where even the Mostali prefer not to wander. A single tunnel runs all the way from Dwarf Mine to the Nidan mountains and another to Greatway, connecting the Dragon Pass city with its most important neighbours. As deliberate Openhandists and Individualists, Dwarf Mine suffered much of the retribution levelled against Greatway and the heretics and for a time the tunnel connecting it with Nidan was closed off. However, in 894 Isidilian mounted the Great Healing Talking project which aimed to restore harmony between the Nidan Decamony and those dwarf cities that had forged their own direction. Isidilian cleverly avoided the thorny issue of reconciling the heresies that had sundered the Mostali and focused, instead, on the threat posed by The Clanking City of Zistorwal, which was making free with ideas and plans stolen from the Mostali or fairly traded and then perverted. Isidilian successfully argued that it did not matter how the God Learners had come by their knowledge; what was important was that the Mostali came together and asserted their authority and safeguarded the World Machine. This could only be done by joining the Siege of the Clanking City and if that was to happen, the Mostali would need to present a united front. His arguments were accepted, the Siege plan ratified and the tunnel between Nidan and Dwarf Mine re-opened.

Dwarf Mine exploits many ores, minerals and precious gems. The subterranean seams are loaded with all manner of riches and the dwarfs of Dwarf Mine have found the very best ways to extract and horde them. Many are put to work in the machines that interface with the mytho-mystical nodes that congregate below Dragon Pass but much is traded with the humans who covet such things. Gold, silver, iron and gems of all

kinds are in plentiful supply here – a legacy of the great battles fought between gods during the God Time and the natural bounty of Glorantha. The mines, which are deep, cramped and extensive, are always working with rotations of Clay and Iron dwarfs, assisted by Nilmergs and Jolanti, working around the clock to dig-out materials, clean and polish them and send them back to the workshops. There, the dwarfs clean and grade the materials according to purity, trade value and curiously, something the Dwarf Mine Mostali are able to discern through their Earthsense: a quality they call *Potential*. Potential is a particular characteristic that marks a material as destined for use in great and heroic events. The material is no different to other examples physically and has not greater propensity for magic but Potential materials seem to have been marked by fate as destined for great things.

Materials with Potential are sent to the Potential Engineers: the specialist workshops where Copper, Brass and Iron Mostali fashion the materials into all manner of items: from daggers to greatswords; hats to helms; safety pins to shields; anvils to axes. These items are carefully indexed and stored since each one will, through its Potential, either catalyse great events or assist in them in some capacity. Isidilian keeps a check on the Potential Inventory and when he feels the time is right, he gifts a Potential item to someone who has either visited Dwarf Mine looking for help or trade; or sends it as a token of respect and esteem, expecting nothing in return.

In this way, during the Second Age, the heroes of Genertela are equipped for deeds to come. Some of the Potential items will remain as mundane things until

Things of Heroic Potential in Dwarf Mine

Many of the items of Potential manufactured by the dwarfs of Dwarf Mine may find their way into the hands of characters, either accidentally or as deliberate gifts or rewards by Isidilian (who has a remarkably generous nature, by dwarf standards). Items can be humble and functional or ornate and impressive; there is no necessary consistency. Neither are any of these items especially magical in any way. However, if a character takes a Potential item onto the Heroplane, then it immediately reveals its importance in one or more, of the following ways:

- Glows with golden incandescence
- Speaks to the character, naming itself and occasionally offering enigmatic guidance
- Is immediately noted and remarked upon by heroes and gods
- Functions and behaves in a miraculous or remarkable way contrary to its nature
- Lends the character a heroic aura, granting the Heroic Aura legendary ability
- Any other amazing or heroic way that fits your story

However, items with potential are not always destined to remain with the character (although they might be, if the character is destined, as part of a campaign, to take part in truly heroic events). Such items are therefore prone to be lost, stolen, disappear or otherwise engineer their passage through one or several sets of hands until reaching the person who is destined to realise their potential. As an optional rule, any character that discovers that he has a Potential item may make a sacrifice of 10 Hero Points to cement the item to his possession; this guarantees that he will become the person who guides the item to fulfil its purpose. Anyone with any sense will be aware of this, those who are destined for legendary events do not always find themselves with a happy outcome or even achieving what it is they think they are to achieve. Cementing one's self to a Potential item that may be destined for another could well be playing a highly dangerous game with fate...

well into the Hero Wars of the age to come; others will be employed in the clash of forces that marks the Second Age's end. Alakoring Dragonbreaker will come to Dwarf Mine seeking weapons to use against the Eternal Dragon Ring and will be gifted a pair of spears, Needle and Piercer, that will bring-down True Dragons. Similarly, Isidilian will send gifts to Dragon's Eye that will be used against the armies of Dara Happa and Alakoring. The dwarfs do not care what use these things with Potential will be put to; it is clearly part of the World Machine's operation to yield these materials and part of the Mostali's purpose to fashion them into items that will accompany heroes and forge the world's direction.

Those materials that do not exhibit Potential are simply worked as any other materials are; either crafted into tools or components or sent to the Brass Mostali for turning into other useful things. The machinery that thumps and rumbles in Dwarf Mine is some of the oldest in Glorantha, dating from the Dawn Age and forming part of the core machinery that was the original World Machine. At its heart, the mechanisms below Dwarf Mine are part of the devices that keep Glorantha stable and prevent it from spinning on its axis, tilting too far in direction of another or flipping over completely. As all such stability must run through all things, this is why it is an important nexus for mystical and mythical concepts, as well as for the physicality of Glorantha itself. The Mostali of Dwarf Mine guess at this importance (and guess that it probably explains why so much material with Potential is found around Dragon Pass) but do not fully understand it: only the true Mostali, those who were lost with The Spike, can fully assess what it is Dwarf Mine interfaces with.

Yet the dwarfs, correctly conditioned, work effectively nonetheless, either on the machine interfaces, in the workshops or on tasks directed by Isidilian himself.

The Iron Wars

To prevent the rise of Zistor the Machine God, the EWF, Old Ways Orlanthi and Mostali of Dragon Pass and the Nidan Mountains, have forged the Iron Alliance to lay siege to the Clanking City and destroy it. The Mostali have more reason than most: God

Learner duplicity and outright aggression has stolen many secrets from the Mostali and destroyed many colonies. The World Machine is disrupted still further and the sanctity of the Mostali defiled. The results of their rape are there for everyone to see – a visible blasphemy – in the shape of Zistorwal.

It was an auspicious day when the leaders of the EWF, the Orlanthi and the Mostali met, at Dwarf Mine, to forge the Battle Plan. Each pledged forces commensurate with their populations and magic and technology commensurate with their culture. The Mostali have sent 5,000 assorted Iron and Clay dwarfs, armed with muskets, cannon, black powder and all manner of ordnance, aboard Zadeel-built Stone Warships. Jolanti wait in the holds of the ships, programmed to destroy once triggered to do so and Gremlins are caged, ready to be set amok Zistorwal, infecting the machines of the God Learners with their spite.

Half the force is from Dwarf Mine and the remainder is from other Mostali colonies, with the exception of Diamondhead in Teshnos, for they do not know that war rages against the God Learners. Isidilian takes daily reports from the front line and issues orders through communication spells. He has raised three Iron dwarfs to Iron Diamonddwarf to act as his Council of Iron War and direct the activities of the troops. The Council of Iron War meets in a specially built war room, deep in Dwarf Mine, where a scale replica of Zistorwal has been fabricated and where the positions of all combatants are arranged using tiny, lead figures, accurately painted. Nilmergs move the figures around the huge diorama, fed by instructions from the three Iron War Councillors. A separate but identical, war room has another diorama and set of figures and here the Iron War Councillors plan different strategies and tactics, using Gold Mostali statisticians to calculate the likely odds of success and project gains and losses. When a scenario has been tested and approved, it is communicated to the commanders at the front who carry-out the action. Relayed reports show the Iron Councillors how closely the scenario is playing out in reality and the Nilmergs move the pieces in the main war room. So is the Iron War against the Clanking City co-ordinated from Dwarf Mine.

Dwarf Mine Relations

Isidilian's Openhandism and Individualism means that the dwarfs of Dwarf Mine are willing to trade with surface dwellers far more frequently than other dwarf colonies. Isidilian does not encourage surface dwellers to come to Dwarf Mine but neither are they turned away when they do. If someone has interesting or special information to trade, the dwarfs will listen and Isidilian, with his council, will personally preside over audiences – leading to Isidilian gaining a reputation for wisdom and clarity of thought and purpose even in surface affairs.

Relations with the EWF

The EWF is particularly interested in maintaining relations with Dwarf Mine. They have the good sense to know that attempting to highlight the draconic side of Mostal is folly: the senior mystics of the EWF have the insight to know that Mostal is a personification of processes and that the processes the Mostali follow will be subsumed once the Great Dragon rises – there is thus no need to work on conversions at this time. So, with no conversion agenda, relations between the EWF and Dwarf Mine are good. The Wyrmfriends have no interest in Mostali technology and so there is no threat of theft; furthermore, the Mostali willingness to oppose the God Learner experiments in the Clanking City has made them powerful allies – something the EWF constantly reinforces when visiting Dwarf Mine. Relations are therefore strong and prosperous: if the EWF need dwarf help in the region, then it is generally granted and likewise when the Mostali require something from the EWF (usually information about God Learner activity).

Isidilian has recently examined the problem of the long winter that has struck Dragon Pass. His view is that this is clearly a mechanical failure of the gearing mechanisms that control the rotation of the seasons and he has therefore assembled work parties to investigate the root causes, prepare possible solutions and to delve deep into the World Machine's components to find and rectify the problem. This plan suits the EWF eminently, even though they can contribute nothing to it. If the dwarfs can resolve and remove the winter that chokes Dragon Pass, then it can be explained in any manner of ways – mystical or mechanical – allowing both Mostali and Wyrmfriends to share in the glory.

Relations with the Old Ways Traditionalists

Virtually all Mostali blame the Old Gods for what happened to the World Machine: the dwarfs of Dwarf Mine do too but Isidilian has a certain sympathy for the predicament of the Orlanthe who occupy the surface world above his mines. The rise of the EWF has imposed the same kind of restraints on the Orlanthe as the breaking of The Spike imposed restraints on the Mostali. Having been there at the time The Spike shook and then disappeared, Isidilian knows how the Orlanthe must feel at seeing their own world shaken by the mighty footfall of the Great Dragon.

When it came to oppose the Clanking City, Isidilian ensured that the Orlanthe kings of the region were present at the conference to decide the action. He knows that they will never ally with the EWF outside of a major conflict such as the Iron Wars but he is sure that a short-term common purpose will ensure a harmonious working relationship. Isidilian has merely applied his experience of complex projects and workgroup dynamics to understand that, sometimes, competing interests can be harnessed together to achieve a common end in ways that are more effective than using complementary tools.

Naturally enough the Orlanthe, always suspicious of greed and avarice, view the dwarfs of Dwarf Mine with envious eyes – especially the fantastic equipment and riches they regularly produce. So, to keep the Old Ways tribes pliant and co-operative, so that they will continue to support the Clanking City siege, Isidilian allows regular trade with the Orlanthe. Price is *never* negotiable, despite the Orlanthe's best efforts but Isidilian does allow the regular release of items that carry Potential into the Orlanthe's hands. Certain machines Isidilian has used indicate a future struggle that will rely heavily on the presence of certain, Potential items (and not always weapons) and he senses that one of the purposes of Dwarf Mine is to facilitate the passage of these treasures into the correct hands.

Dwarf Mine therefore trades tools, mundane weapons, a small amount of iron, gold, silver, bronze and brass. Gems it hordes and this is a continued source of contention, given the Orlanthe tribes' liking for precious

stones and when unearthed, runes but Isidilian holds back on these things, because he suspects that, giving too much of what the Orlanthe want will only lead to greed on *their* part and possible war between the two cultures. War between dwarfs and humans, whilst so much is committed to the siege of the Clanking City, cannot be permitted.

Relations with the God Learners

As very, very few God Learners are active in Dragon Pass, Dwarf Mine has little to do with them. If God Learner emissaries were foolish enough to attempt to either seek a parlay with Isidilian or invade Dwarf Mine, then they would be dealt with harshly.

Nevertheless, Isidilian is interested in how the God Learners HeroQuest and manage to manipulate myth to their own advantage. Dwarf Mine's mythical importance is not lost on The Dwarf and he believes that successful HeroQuesting could be harnessed as a legitimate adjunct to the Master Plan – just like any other tool. He is wary of the failure of previous Mostali HeroQuest attempts, especially the wars that followed in the wake of Chark the Liberator's adventures but he sees this as a lack of experience and poor equipping. With more knowledge, Isidilian believes that a great deal of repair work could be conducted on the Hero Plane; all he needs is the right level of knowledge and the right tools to send with those chosen for the task.

Isidilian therefore welcomes knowledge about God Learner practices, if not the God Learners themselves. If a ranking God Learner could be captured and brought to Dwarf Mine, Isidilian is certain that machines can be made that would extract the knowledge of successful HeroQuesting from the God Learner brain. This would be ample compensation for the thefts the God Learners have made from the Mostali and would be inform future HeroQuesting attempts, thereby realigning the World Machine repair programme.

Gemborg

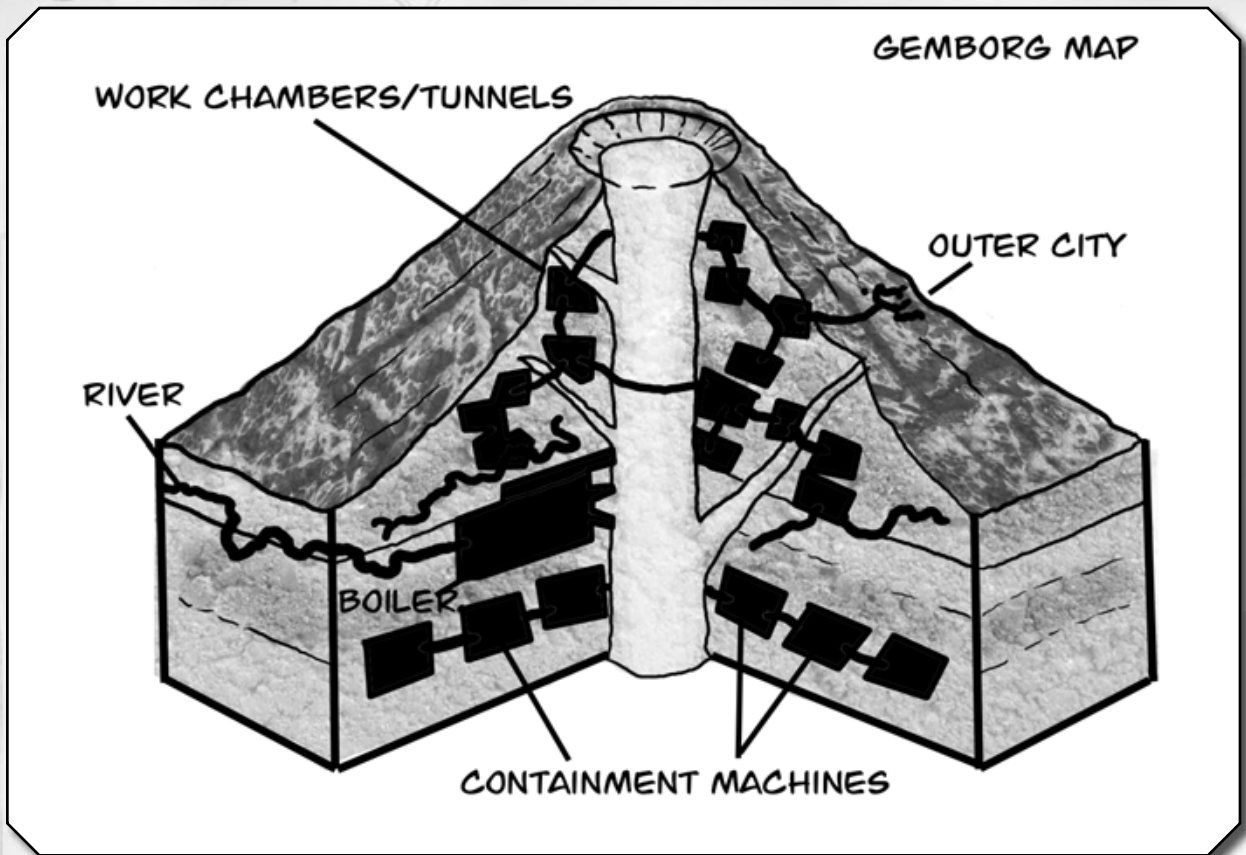
The city of Gemborg is found in the Bluesmoke volcano of western Caladraland south of Hot Point. The city's upper reaches, visible on the south side of Bluesmoke, are notched, obsidian buildings – all sharp edges and cracked, forbidding walls – shaped by Lead

Mostali. Amongst the black glass jags of buildings, in the smooth, polished market squares, humans may come to trade for precious gems, which are the speciality of Gemborg.

The Mostali name for their city is Deziramko Cho Al Kalad which translates roughly as 'Precious and Semi Precious Stone Reclamation and Processing Facility, Kalad' but which even the local Mostali refer to as Gemborg because it reflects the colony's overall purpose. Around a thousand Mostali live here, with representatives of each caste, working the deep mines and seams that yield ship-loads of gems of every type, size, carat and quality. Gemborg dedicates itself to gem mining, polishing and classification and the dwarfs of Gemborg are the undisputed experts in all things gem-like. Metals are in short supply, so gold and silver are imported from other colonies but gems are in abundance and the Mostali diligently extract them from the ground, assess each one and then put it to use – whether this is in creating exquisite jewellery, polishing single, breath-taking stones or putting gems to work in the many machines found in the baking halls and tunnels of the Bluesmoke volcano.

Gemborg is controlled by the Kalad Decamony. Head of the decamony is Martaler Brass Eye, the inscrutable orthodox metallurgist who has twice purged Gemborg of heresy and has pledged to do so whilst ever notions of Individualism continue to perpetuate in Mostali society. Martaler despises anything that deviates from the decamonic way and has personally presided over the melting-down of Octamonists and Individualists by the furnace-full. His council are, like him, staunch orthodox Mostali with no time for anything but the dedication to perfection and work. Martaler's Kalad council is represented by ranking members of each caste and although there is always the opportunity for the board to move to have Martaler removed from office, it has never proved necessary. Under Martaler's direction Gemborg has continued to prosper, even during the damaging civil war. Gemborg is thus one of the staunchest of the Nidan decamony and Martaler is personally repulsed by the likes of Isidilian in Dwarf Mine and the apostate fools of Dalamdring.

Gemborg is a dreadfully fierce environment. Bluesmoke is an active volcano and thus the province of the hot-tempered Earth gods. Martaler has no time for them. At the start of the First Age powerful



spells were cast to keep the likes of Caladra and Aurelion in their place so that they could not use Bluesmoke as either a weapon against the Mostali or to further disrupt the World Machine. Occasionally either Caladra or her arrogant brother Aurelion, attempt to shake the ground and send rivers of lava flooding through the many tunnels of Bluesmoke and Martaler is forced to activate the Containment Programme – a series of immense, lava-channelling machines – that force the liquid rock back down into the twin gods’ realm and quieten them down for a few more centuries. Caladra and Aurelion respond by forcing other volcanoes across Caladraland to erupt but as there are no Mostali colonies there, Martaler lets them vent their petulance if they so wish: *his* concern is Bluesmoke, his home.

The city proper is built around the central lava shaft of the volcano, deep beneath Bluesmoke’s caldera. It is a massive collection of obsidian-lined chambers and tunnels which weave through the gem seams and each year, dip lower towards the underworld realm of Caladra and Aurelion. The Containment Programme

machines are all located at the base of the volcano and were forged by the original Mostali when the Gods’ War was at its height. The temperatures within the city are far too fierce for surface dwellers to endure: skin would char within minutes of setting foot inside the main chambers and the air is so hot that lungs would scorch with the first breath. But this does not trouble the dwarfs who are immune to such extremes. The Kalad Mostali therefore do not fear the threats offered by Caladra and Aurelion’s worshippers who claim that their gods are being repressed by the godless and cruel Mostali. Martaler knows that any attempt to seize Bluesmoke and destroy the Containment Programme mechanisms will result in certain death for the foolish things of flesh and bone. The incredible heat of the mountain is used to power the enormous steam engine, Boiler, which is at the heart of Gemborg’s operation, taking water that is pumped-up from several subterranean rivers flowing through Caladraland and down to the Choralinthor Bay. The residues of The Spike’s energy are thin here, so Boiler is an essential mechanism to Gemborg’s work and survival but it would take great courage (dwarfs name it stupidity)

and magic to penetrate Gemborg's hellish world and disrupt what the Mostali are doing.

Gemborg has two functions. The first is to control the heat that is essential to the smooth running of the World Machine. Any mechanism that gets too hot becomes inefficient and this is why Caladraland exists: the volcanoes dominating this form a massive network of heatsinks across the most crucial points of Glorantha. The Mostali know that, before the gods interfered, the heat of the world was correctly regulated and this kept the cosmos in balance. Once gods such as Lodril, Caladra and Aurelion began to tamper with the essential mechanisms – causing volcanoes to erupt when eruptions were not needed – then the heat of the world became unstable, weakening the cosmos's foundations and leading to a weakening of The Spike. By harnessing, through Boiler, the heat beneath the rock is correctly regulated and put to productive use: but these measures were not necessary before the gods and so machines like boiler and the machines of the Containment Programme, are now essentials.

The second function is the mining of gems. Gems are important to Mostali for both aesthetic and practical reasons. Some gems form essential machine components; others are objects of fascination and beauty that provide a much-needed diversion from the rigours of the work ethic. A dwarf who can sit and polish a ruby until it is a multi-faceted thing of awe and wonder tends to be a happier dwarf when he returns to his rostered duties.

Gems are sent to other colonies but many remain within Gemborg, being stockpiled in the specialised Gem Stores where each is painstaking catalogued and stashed away in specially designed storage drawers. The walls of the Gem Stores are several storeys high and each is lined with hundreds of thousands of brass drawers, each drawer containing a single gem, whether polished or unpolished. Gemborg is very much a treasure-hunter's paradise but its fierce conditions are an excellent deterrent for those who would readily raid the Mostali's stocks. The intense heat suffusing the caverns and tunnels diminishes the need for warding spells but any intruders who find a way of coping with Gemborg's hellish conditions must also be prepared to cope with constant patrols of Iron dwarfs, Jolanti and specially summoned salamanders, all of which are ordered to attack and kill interlopers on sight.

Trading at Gemborg

Although not actively encouraged to come to Gemborg for trading, merchants are tolerated as long as they are prepared to make the lengthy, unaided trek up the side of the volcano and to the obsidian outer city. In the obsidian courtyard, Dealer Nilmergs are on permanent duty to handle the transactions with outsiders. The Nilmergs are experts in Gem Lore (85%) and can talk knowledgeably about the gems the dwarfs have decided to trade with outsiders. The price, always in gold or silver, is non-negotiable and anyone attempting to bargain with the Nilmergs finds that they immediately fall silent and turn to traipse back into the interior of the city. The Nilmergs never come to trade armed with the gems for sale; they always describe the gems perfectly and state the price. If the price is accepted, a Fetcher Nilmerg is sent to the Gem Store to retrieve the gem whilst the Dealer Nilmerg takes payment. Fetching a bought gem may take hours as the Nilmerg has to negotiate the lengthy passageways leading to the Gem Store and then wait for the gem to be retrieved from its drawer before making the return trip. Many gem merchants coming to Gemborg to buy gems come equipped for a lengthy stay.

Anyone tempted to take a gem and then either refuse payment or attempt to steal back a payment from the Dealer Nilmerg must face the wrath of the watching Iron Dwarfs. The obsidian market is watched from the upper buildings by vigilant, crossbow-armed warriors who will fell anyone who attempts to betray the trust the Mostali have extended. If crossbow attacks fail, then up to 50 Iron Dwarfs will enter the courtyard, armed with axes and battle wrenches (each with Tool Command cast) to take the fight to the thieves on a one-to-one basis. Sensible merchants do not even consider such piracy. They know that, aside from the physical consequences, Mastaler is quite capable of shutting-down the whole trading operation without a single qualm.

Gems for Sale

The gems available to buy vary from visit to visit. A diamond on sale now may have been withdrawn on the next visit.

Similarly the quality and size of gems available is highly variable. To determine what is on sale, use the following process.

1. Gemborg never sells more than 100 gems at a time but never less than 10. Roll 1D10 x 10 to determine how many gems are available.
2. Use the tables below to determine the type, quality, weight and cut of the gem. All four influence the final price.
3. The price is non-negotiable and must be paid immediately, in either gold or silver.

Type

1D8	Gem Type	Base Price (Gold Pieces)
1	Amethyst	40
2	Aquamarine	40
3	Diamond	100
4	Emerald	50
5	Opal	30
6	Ruby	50
7	Sapphire	50
8	Topaz	40

Quality

1D100	Quality Rating	Price Multiplier
01	Flawless	50
02-10	Exquisite	40
11-25	Excellent	30
26-40	Good	20
41-60	Average	10
61-80	Poor	0
81-95	Inferior	0.25
96-00	Flawed	0.5

Weight

1D100	Weight	Price Multiplier
01	200 x 1D10 carats	50
02-10	100 x 1D10 carats	40
11-25	50 x 1D10 carats	30
26-40	10 x 1D10 carats	20
41-60	8D10 carats	10
61-80	4D10 carats	0
81-95	1D10 carats	0.25
96-00	1 carat	0.5

Cut

1D100	Cut Rating	Price Multiplier
01-10	Flawless craftsmanship	5
11-20	Exquisite craftsmanship	3
11-50	Excellent craftsmanship	2
61-90	Good craftsmanship	1
91-00	Average craftsmanship	0.5

For example, an emerald has a base price of 50 gold. Its quality is Good, which raises it to 1000 gold. Its

weight is 100 x 1D10 carats (300 carats), which takes it to 40,000 gold and finally, its cut is Excellent, taking the final price to 40,000 x 2 = 80,000 gold.

The Gemborg Mostali tolerate all humans roughly equally, so God Learner, EWF and Old Ways merchants are able to trade in the obsidian market. However, worshippers of any of the earth gods – specifically Lodril, Caladra and Aurelion, are forbidden to set-foot in the obsidian city. Although the dwarfs are highly confident in the sanctity of their position, they see no reason why earth worshippers should be allowed anywhere near a crucial part of the World Machine. Known Caladra/Aurelion priests and runelords are known to the Nilmergs and Mostali and they are subject to fierce attack if they try to gain entrance to the obsidian market.

Greatway

Nestling amongst and beneath the Rockwood Mountains, north of Dragon Pass, is the beleaguered city of Karur Elar Taras, otherwise known as Greatway. Several surface cities punctuate the mountains: small towns, in reality, that serve as guard posts and occasionally, as in the case of Dwarf Hat, as trading stations – although the Greatway dwarfs are extremely reluctant to trade with surface dwellers.

This reluctance is, naturally enough, part of the overall reticence inherent in the Mostali but it is further compounded by the fact that Greatway was, until recently, the focus of the civil war that beset the Mostali during the middle years of the Second Age. The Greatway colony embraced the heresies of Individualism and Octamonism and were flagrantly Openhandist. The Greatway Council declared that the Nidan Decamony was ‘criminally dysfunctional’, triggering a series of bitter and increasingly violent battles fought both above and below ground. An outpost of Greatway, Belskan, was the focus of one of these battles and saw its population purged by the Nidan Decamony, an act that signalled a strengthening of the Nidan will against those who would challenge the status quo. For their part, the Greatway dwarfs were cowed but certainly not subdued and even though the war is over, the Mostali of Greatway are still very much separate from the Nidan Decamony and remain vigilant against further attacks.

Chark and the Heresies

Chark the Liberator was manufactured in Greatway and was on the path towards Diamonddwarf perfection. A Gold Mostali, he was the keeper of the lore of the Greatway Mostali and considered an enlightened and inspirational figure who understood the mind of Mostal better than most. His studies were extensive and oddly for a Mostali, intellectually creative; he made mythical connections that hinted at certain HeroQuests that would restore Mostal and the original Mostali to existence. With the backing of the Greatway Council but against the advice of the Nidan Decamony, Chark HeroQuested and in the course of that quest, encountered Arkat, who demonstrated the power of transformation through the embracing of the Self. Thus, Individualism was awoken in Chark and when he returned from the HeroQuest, he had a new Plan: to awaken the Self in all other dwarfs.

This plan, the Awareness Initiative, found favour in the Gateway Mostali who saw the chance to create a new identity for themselves, separate to the diktats of the Nidan Decamony which, it was believed, hampered Gateway's repair and maintenance schedules. As Clay and Iron dwarfs began to think more for themselves and began to question many age-old rules and conventions, it became increasingly clear to a worried Nida Decamony that Gateway was distancing itself from accepted orthodoxy in dangerous ways.

Cease and desist notices had no effect. Emergency council meetings crumbled into unseemly squabbles as the newly aware Mostali of Greatway merely challenged the facts put before them. Individualism was rampant; self-awareness signalled a freedom from constraint that very, very few Mostali had ever considered. Nida felt threatened and rightly so: if Individualism spread, then all the work of the Mostali would be open to question and ultimately, destruction.

Greatway was given the option to root-out all Individualists and recondition or destroy them. It refused. The Greatway leaders were seeing

improvements in productivity and morale which could not be ignored. Innovation sprang from the new-found free expression and even the Nidan orthodoxy could not argue against the hard-fact results. But in the face of defiance and in the face of being branded 'criminally dysfunctional' for clinging to orthodox beliefs that were so clearly inferior to Individualism, war was inevitable.

Greatway was branded a 'completely dysfunctional colony', resulting in sanctions and embargoes by the orthodox colonies. In retaliation, Greatway deliberately turned to the emerging human power of the Empire of Wyrms' Friends. Fearing that Mostali secrets would be traded in return for aid (they were not) and that the EWF would seek to forge similar alliances with Dwarf Mine (it did), the Iron Dwarf armies of Nidan and Gemborg were mobilised above and below ground against the Greatway rebels.

The fighting was terrible; more so below ground than above, although the surface battles, fought with cannon, muskets and Jolanti were terrible to behold. Greatway geared its forges to war machine production, although it could never master the black powder weapons of the Nidan colony and so unleashed sorcery instead. The ground rumbled and shook: armies clashed in specially bored Battle Chambers which resembled gladiatorial arenas for thousands of dwarfs. Specialist dwarf units on both sides carried-out surgical strikes using disorder kegs and purpose-developed spells. Above ground, the EWF sent elite Hunting and Waltzing bands to support the Greatway ground troops and draconic magic was levelled against Nidan cannon and howitzer bombardments. Many, many Mostali lives were lost.

The civil war flames were fanned with the development of the Octomanist heresy, which was, itself, a response to Individualism. The Nidan Decamony allowed Octamonism to develop and refused to brand it a heresy, which caused schism in its own ranks. Greatway seized on this by informing against the Decamony within the Octamonist ranks, intending to weaken and bring-down the orthodox leaders. More battles, more strikes,

more deaths resulted until, finally, it was apparent to both sides that stalemate was approaching and neither side could win. EWF support dwindled as it found its resources needed against the Middle Sea Empire, especially as the Clanking City posed a new threat on the EWF's south-eastern edge. Both Greatway and the Nidan Decamony saw that the Zistorite humans would need a consolidated dwarf front to fully oppose it and so the civil war fizzled-out, although relations between Greatway and the orthodox colonies have remained frosty.

Individualism still holds-sway in Greatway, although it has become largely controlled and ordered as dwarfs realise that even freewill has its place. The innate need for compliance and perfection asserts itself over the need for self-expression and so the Greatway dwarfs, whilst being able to operate independently and to challenge when challenge is needed, are largely quiescent to many, if not most orthodox traditions. The Octamonist heresy never had much impact and so Individualism went unchecked and perhaps through that strange intangible known as Common Sense, checked itself.

Greatway in 908

Greatway is a vast series of mines, factories, workshops and facilities, built on more than twenty levels beneath the Rockwood Mountains. Four above ground cities, Dwarf Hat, Zinthalas, Morlenglas and Axehead, mark the largest concentrations of works. A more far-flung city, allied to Greatway, Belskan, in Slontos, was destroyed during the civil war and is now a dwarf ruin, infested by fleshy things that delight in the wreckage of Mostali culture.

Greatway is home to some 6,000 dwarfs. As is usual, most – five sixths – are Iron and Clay dwarfs, with the remaining 1,000 being split roughly amongst the eight original minerals. Two thousand Mostali live in Zinthalas, Morlenglas and Axehead each; Dwarf Hat is used as a trading post and has no permanent dwarf inhabitants, even though the city buildings above ground give the impression of such. The three

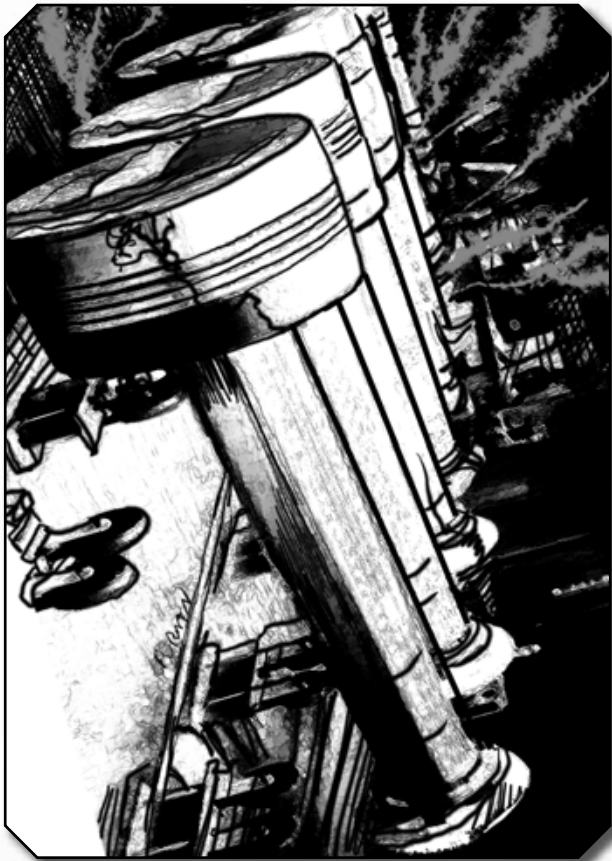
city-sectors have specific functions within the Master Plan and are administered by their own sub-councils, which include both Clay and Iron dwarfs – contrary to orthodox administrative systems. It is believed by the Individualists that Diamonddwarfism, whilst an admirable goal, is aspirational and best reached through exposing even the lowest functionary to tasks that stretch his understanding and capabilities, creating a more rounded individual than a super-competent specialist.

Thus, the three Greatway sub-councils work almost to democratic lines, with candidates from amongst castes and shift rotas being able to stand for a sub-council and their success depending on a popular vote. Mostali democracy is, of course, far removed from any human variant (in those rare places in human settlements where it exists). The voting system is based on complex mathematical formulae developed by the Gold Mostali and includes a series of mythical considerations based on obscure knowledge brought back by Chark the Liberator from his HeroQuest. Depending on certain presentations, voting results and myth-based counting systems, a failed candidate can win a sub-council place; and even candidates who are not even standing may be chosen. But ultimately, it is down to votes and each dwarf, irrespective of his caste, has the opportunity to vote for the candidate (standing, not-standing or failed) that he believes will best represent the city-sector.

Zinthalas

The dwarfs of Zinthalas calibrate and maintain the Continental Pistons, which keep the oceans in check and the two continents of Genertela and Pamaltela divided. The Pistons are mythical constructs that have no physical presence on the mundane plane but which require large, physical, sorcery-powered calibration equipment to keep them in fully functioning order. The Zinthalas Mostali are therefore used to thinking metaphysically and Individualism perfectly suits their methods of work. Much of the calibration needs reference to the skydome and so the surface city is designed to channel starlight down into the interior

of the subterranean city, allowing the Mostali to accurately ensure that the oceans and continents remain aligned. As the skydome is off-kilter itself, this is a never-ending task that requires precision and an understanding of how both the stars move and what gods are responsible for those movements. Within the buildings of surface Zinthalas are the observatories, which house large reflector telescopes which channel images down into the Analysis halls where the complex astrological charts are compiled and then used to calibrate the Continental Pistons. The work of the Zinthalas Mostali has much in common with the Dara Happan astrologers of Yuthuppa, although the Mostali grasp of both astrology and astronomy outstrips the Solar pantheon focus of the Yuthupans.



The Zinthalas sub-council is the most Individualist of the Greatway city-sectors. Its leader, Hobardarast the Leveller has been elected to lead the sub-council ninety seven times in succession, based on his staunchly Individualist philosophy: 'in every dwarf, a giant!' As a Silver Mostali he is also an expert sorcerer and his

magical prowess is the stuff of legend, even beyond Greatway. As council leaders go, he likes his own way and can engineer agendas to ensure it happens, although his own way is often the right way, hence his continued popularity.

Morlenglas

The city-sector of Morlenglas cleaves to a less orthodox route than any of the others. Morlenglas is responsible for the Season Gears, which help regulate the weather systems that prevail throughout each of Glorantha's seasons. As the seasons are actually within the control of various gods, the Season Gears do not create the weather conditions but they are essential for supporting whatever weather conditions need to exist within a particular season. The Morlenglas Mostali are therefore experts in the intricacies of patterns and recurring motifs, generally at a mythical level but also on the physical plane. The Season Gears themselves exist on the God Plane but extend, through mythical tendrils, through the physical plane, reaching deep underground so that, even in the underworld, the seasons of the surface have some influence.

The Season Gears mean that the Morlenglas Mostali have semi-frequent dealings with gods and this is the chief job of the sub-council. Relations with the Earth Gods are excellent, especially Lodril, Caladra and Aurelion but also Ty Kora Tek who offered spiritual support during the civil war. The Morlenglas Mostali have been known to ally themselves with specific Earth Cults, although outright worship is something that only the most ardent Individualists will undertake. There is a widely maintained belief that the Earth gods have a special relationship with Mostal the Maker, lending credence to the feeling that Mostal is far more than simply a personification of natural mechanisms and a god in his own right. This belief is a central plank of the Individualist heresy but under the leadership of Oberelast Diamond Cut Wrong, the Lead Diamonddwarf leader of the sub-council, it is promoted as an essential part of Individualism.

The Halls of Lore in Morlenglas are extensive and contain binary code interpretations of the most familiar Gloranthan myths and in particular, how these myths map to the seasons. The theory goes that, when the World Machine was damaged, certain myths were shaken-up and gravitated naturally towards certain

seasons. Hence, patterns and relationships formed that make it easier for the bounty of certain myths to be realised during certain seasons and naturally, for certain HeroQuests to take place with greater ease. Such myth-mapping would be of enormous interest to the God Learners – another reason why the Nidan decamony was so keen to halt the spread of Individualism within Greatway.

Axehead

The weapon foundries of Axehead are famed across Glorantha's Mostali. Here, under the aegis of the Brass Diamonddwarf, Grindeye Black Hammer, the very best weapons are manufactured out of the black iron unique to the Rockwood Mountains. Grindeye invented Jolanti Armour and wrought the fabled battleaxe, Zoranbane, specifically to kill Mistress Race trolls and Zorak Zoran Deathlords. The weapon foundries work ceaselessly either manufacturing, repairing or improving weapon stocks and the Axehead Cohort of Iron dwarfs is the foremost fighting unit of the Greatway dwarf army. Axehead Cohort drills and exercises are constant – both underground and in the high hills of the surface. The Axehead Cohort fights as a phalanx supported by Jolanti Armoured disorder keg throwers and the berserk Rush Units who specialise in sustained charges with Battle Wrenches aimed at amputating limbs and crushing skulls.

The real purpose of Axehead though, is the repair of the Third Stage Differential. No one knows what the Third Stage Differential does or what happened to the First and Second Stages (or if there are fourth, fifth and sixth stages); but this component was clearly broken when it was wrenched away from The Spike and shards of the Differential are scattered all the way through the Rockwood Mountains. The Axehead Mostali have therefore tunnelled the length and breadth of the mountain range collecting these shards (which take many shapes and forms and can only be identified through magic) and returning them to the Third Stage Differential Armature. Here, in an enormous cavern close to a kilometre in height and breadth, Fluutik the Identifier (Silver Mostali) and his sharp-eyed team of Clay dwarfs, sift the returned fragments, identify whether or not they are genuine shards of the Differential and then painstakingly locate the shard's place in the skeletal framework that dominates the cavern. The Differential Armature was the inspiration for Grindeye's Jolanti Armour but in reality it is an

approximation of the form the Third Stage Differential is believed to have assumed, based on certain reliquary texts from before the First Age and extrapolation by subsequent managers of the project. The restoration work has been ongoing since the early First Age and is nowhere near complete (the Differential is less than thirty percent whole). However, it has not gone unnoticed that, as more shards are added to the armature, so self-awareness amongst the dwarfs seems to grow and flourish. The suspicion is, therefore, that the First, Second and Third Stage Differentials form some kind of 'awareness machine' that, when fully working and integrated with The Spike, give the World Machine cognisance of existence and even, some form of decision-making capabilities.

Dwarf Hat

Dwarf Hat is the trading centre for Greatway. Members of the main city-sector Trading Operations come to Dwarf Hat on a rotational basis to trade with the influx of hopeful humans who come to either obtain a bargain or simply extricate dwarf secrets from the Individualist Mostali: they achieve neither. For all their Individualism, the Greatway Mostali are not especially Openhandist – certainly not to the extent of the Dwarf Mine Mostali, further south – and neither do they enjoy the process of trade. Thus, prices are always extortionate; specialist items rarely available; and when the Axehead Cohort has its turn to trade, the entire trading process is openly hostile. Barter is never an option and when the Axehead Cohort is trading, even its very mention is seen as an act of aggression.

What can be bought at Dwarf Hat is black iron of the highest quality, good quality bronze, middling quality silver, zinc and tin and the curious, edible mineral unique to the Rockwoods known as Rockwood Candy. Rockwood Candy is a chewy, sweet stone that can be digested by the human metabolism, although it offers nothing by way of nutrition. The texture is somewhat strange but the sweet flavour definitely more-ish. Dwarfs find it repulsive but mine it anyway for sale at Dwarf Hat where a stick of the stuff sells at the modest price of 2 Silver per half metre.

Dwarf Hat itself resembles a few haphazard streets of single-storey, weary-looking buildings that have been moulded out of the living stone of the mountains. It is built in a natural, shallow valley accessible by steep

path. The valley forms a natural pass through the Rockwoods, so dwarf Hat is accessible from either side of the mountain range. To trade here, one must arrive and see if dwarfs are already present as part of their trade rotation: if not, a great, bronze bell is situated in the campanile in the centre of Dwarf Hat. Tolling the bell sends a signal down through to all three city-sectors and whoever has the trade rotation for that particular point in time (dictated by a complex roster and schedule that is under constant revision), sends its Trading Operations team, loaded with goods, up to Dwarf Hat to undertake the laborious business of dealing with fleshy things. Axehead Iron dwarfs relish the Trade Operations duty because there is always some human who makes the foolish attempt to haggle or request something that is not on offer (and despite warning inscriptions all around Dwarf Hat not to engage in these activities. Those who ignore the warnings risk becoming axe practice for the battle-eager Axehead Cohort and they take their practice very *seriously*.

The price charged by the Dwarf Hat trading dwarfs depends largely on whim but is always non-negotiable. The dwarfs never sell their most closely guarded secrets and the items for sale are often discards, surplus or handcrafts made purely for the human/surface market. To determine the price being demanded, roll 1D100 and 1D10 and multiply the two results together: that is the amount in Silver that the dwarf wants. Alternatively, a dwarf might want information instead. Information must be pertinent to the city sector the dwarf comes from or the deal is off. There is also a 25% chance that the dwarf will claim he knows what is offered already (even if he does not) and reject the sale.

Imther

The Imther Mountains of south-eastern Peloria is home to a small, isolated orthodox Mostali community that suffered greatly for its affiliations during the civil war. Known as Denera Dala Vo before the civil war, that name has been all but erased from the common Nidan records owing to the treachery of the Imther Mostali, despite the return to orthodoxy.

Imther embraced all three heresies: Openhandism, Individualism and Octamonism. It did so with

enthusiasm and a disregard for the consequences. Once a loyal Nidan city, it allied itself with Greatway almost as soon as the Individualist and Octamonist heresies arose and informed against the Nidan Decamony. It paid dearly for its troubles; Nidan Iron dwarfs tunnelled directly into Imther and sacked the city, purging its (mostly) Clay dwarf population and challenging the dysfunctional rule of its Council of Three: a triumvirate of Silver Mostali who shared the same name: Vo I, II and III. As the wars drew to an end, the Vo triumvirate was given an ultimatum: return to orthodoxy or watch the entire city be completely reprocessed from the lowest levels to the highest. The Vo Mostali accepted the return to orthodoxy, submitting to radical reconditioning in the New Mud Laboratories of Nidan and emerging as fervently loyal, ultra-orthodox Mostali with a new-found hatred for anything deviating from perfection and the Master Plan.

The Imther colony had always been dysfunctional and the Nidan Decamony should have been prepared for the way it embraced the heresies. Imther was purpose-built, at the start of the First Age, as a 'holding place' for dysfunctional Mostali – those who were so injured and scarred by the disappearance of The Spike that their true function had been eroded and confused. Imther became a dumping ground for Mostali that could not be easily reconditioned, either because there was no time or because their dysfunction was not fully understood. Imther therefore had little in the way of true purpose as far as the maintenance of the World Machine was concerned and was used as a place for ad-hoc projects that could not be accommodated in Nidna, Greatway or Dwarf Mine. In this respect, Imther was a success: the dysfunctional Mostali of Imther were adaptable to new circumstances in ways the majority of Mostali were not but this very adaptability meant that they were vulnerable to new, untested ideas and were only too willing to accept the flimsiest or most unorthodox proposals without looking to test them or examine the consequences of embracing them.

With the end of the civil war and the mass reconditioning of the Imther populace, the whole colony has been transformed into a nest of conservative, fervent orthodox Mostali. The Denera Dala Vo dwarfs now reject all Openhandism, Individualism and Octamonism to the point where trade with the surface

Trade Items Available at Dwarf Hat

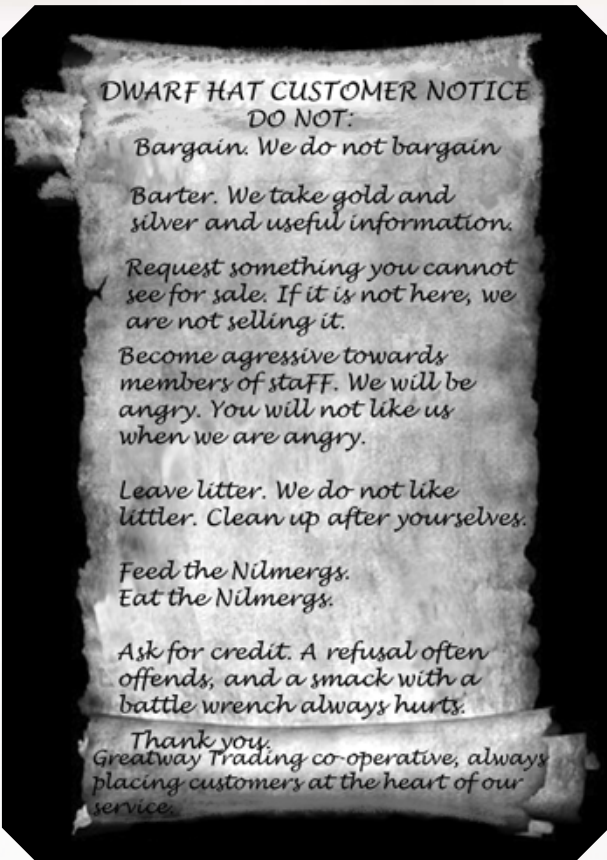
Use the below table to see which city-sector is trading at Dwarf Hat and what items they have for sale.

1D6	1D8	Trade Items
1-2: Zinthalas	1	Exquisite chess pieces made from silver
	2	Dinosaur bone sculpture of a Clay dwarf
	3	Rockwood Candy
	4	Assorted gold jewellery (worth 1000 Silver)
	5	A bag of finely turned screws, rivets and washers
	6	An unidentifiable piece of copper, twisted and polished into a bizarre shape.
	7	Large quantities of iron, brass, nickel or tin
	8	Large quantities of intriguingly shaped crystals, about 10% of which have 1D6 stored Magic Points
3-4: Morlenglas	1	A mechanical device that predicts when it will rain.
	2	A mechanical device that predicts when it will stop raining
	3	Large quantities of rock studded with low-value gems (but which look very valuable): value, 2D100 Silver
	4	Sack loads of bronze rivets and bolts that are malformed but which make good caltrops or throwing weapons (for 1D3 damage)
	5	Ornate carvings of dwarfs in a variety of workmanlike poses.
	6	Pickaxe heads, made of bronze.
	7	Iron pyrites nuggets but which could be mistaken for gold. Value: 1D3 Silver
	8	Rockwood Candy
5-6: Axehead	1	Bronze weapons: axes, spearheads and swords. Superior workmanship and worth around 50% more than human-forged weapons.
	2	Rockwood Candy
	3	Slabs of razor-sharp slate.
	4	Bronze mail (5AP) armour to fit SIZ 7 or less.
	5	Large quantities of tin, bronze and zinc
	6	Pellets of sodium, which fizz and hiss when dropped into water.
	7	Strips of magnesium ribbon which burn with a fierce, white, blinding glow when ignited.
	8	Bags of gems, varying in worth: 1D100 x1D4 Silver in value.

people of Imther (who are under the control of the EWF) and have effectively sealed their city from all outside influence.

The Imther colony is currently small but is steadily rebuilding its stock of Clay and Iron dwarfs so that it will, one day, be an effective part of the World Machine once again. Vo I, II and III are dedicated to the re-engineering of the Mark VI Reticulator

the purpose of which is barely defined but has some impact on the ability of the World Machine to self-repair according to pre-programmed routines, allowing it to withstand the shock of transitions from one age or state of existence to another. The Mark VI Reticulator occupies the entire length of the base of the Imther Mountains, with parts of the mechanism forming the rolling foothills which run into Saird and occasionally protrude through the soil. The crucial task for the



Clay dwarfs, newly sprung from their receptacles in the New Mud Laboratories, is to mask these open sections of the mechanism from the prying eyes of the Sairdites and the occasional curiosity exhibited by the Solar Draconics of Dara Happa. This creates risk, because the dwarfs must come to the surface to conduct their work, building great trenches around the exposed parts of the mechanism and even uprooting and moving trees to offer cover for their activities. The bulk of this work is done at night, so terrified are the Clay dwarfs of discovery and by dawn, whole sections of forest may have moved to a different location which has suddenly developed a new hill or seen and existing hill sink without trace.

The EWF's interest in the Mostali of Imther is minimal; the Golden Dragon Society has far more crucial things to worry about in the region but the city of Alkoth, which is not far removed, watches with interest. The Red King of Alkoth wonders if the underground city of Imther might not be integrated with Shargash's hellish kingdom. When the Mostali of Imther were Openhandist, trade with Alkoth was strong; but now

it has dwindled to nothing and the Red King, always eager for iron weapons and magical tools, is curious as to the reason. Occasional scouting parties from Alkoth drift south to watch the Imther foothills and report back to the Red King's ziggurat; it is the Red King's intention to discover the strength and inclination of the Imther dwarfs whilst, at the same time, seeking ways of extending underground networks to engineer chance encounters with the existing dwarf tunnels. The Imther Mostali work in ignorance of this interest, concerning themselves only with being 'good' Mostali once again and serving, completely, the Master Plan.

Iron Mountains

Found in the God Learner heartland of Seshnela, on the border of Arolanit, Rindland and Joriland the Iron Mountains is the single largest repository of iron in the whole of Glorantha, with around half of the available metal originating from the great Mostali forges found beneath the mountains.

Ferostos Gadeth is the Mostali name for their city but the surface dwellers call it Iron Stead or Iron Trade and there has been trade with the Mostali, who have been enthusiastic proponents of Openhandism, for centuries. The iron seams of the mountains extend throughout the mountains and deep, deep below: thick, accessible bands of ore that are now traced by mining tunnels criss-crossing the seams. The city itself is a series of large caverns, both natural and dwarf-made, connected by tunnels and passageways that form almost a labyrinth. Iron brought out of the seams is transported by Jolanti-pushed wagons into the processing halls where the metal is separated from the ore, refined and then shunted along to the crafting halls where the Mostali turn the metal into weapons, armour and other essentials. A good amount is cast into trading ingots, marked with a stamp to show the place of origin and then stockpiled for use in the iron markets. The iron available in the Iron Mountains is not an inexhaustible supply but is plentiful and the engineers of Ferostos have calculated that there is enough for at least a thousand more years, if current production rates remain constant.

Or at least, that is what would happen in normal conditions. The Openhandism of the Ferostos Mostali means that they are quite prepared to trade but the God

Learners have made this incredibly difficult with the outbreak of the Iron Wars, centred on the Clanking City. The Ferostos Mostali know full well that the bulk of the iron they mine will be sent to Zistorwal's forges and ultimately, used in activities that challenge the Master Plan and the purpose of the World Machine. Openhandism in this climate, despite protestations of innocence by the various God Learner emissaries who have visited Ferostos, is utterly inappropriate and so all trade with the Middle Sea Empire is embargoed – much to the annoyance and inconvenience of the God Learners. And so, just as the Mostali blockade the Clanking City, so have the God Learners blockaded the Iron Mountains. All trade with the Iron Mountains dwarfs is suspended: if the God Learners cannot have the Mostali iron, then no one can.

All approaches to the Iron Mountains are therefore heavily patrolled by the Rightness Army. All passes through the mountain range are subject to checkpoints and controlled crossing areas. Around the foothills and

especially in the vicinity of the various entrances to the city of Ferostos, Rightness Army encampments have been formed to stop the Mostali from emerging from their sanctuary. Shafts have been sunk that run parallel with the dwarf tunnels to prevent the Mostali from using underground conduits to bypass the God Learner blockades. Of course, the Mostali can tunnel far deeper and far faster than even the sorcery-aided God Learners but as the entire enclave is surrounded and because the Middle Sea Empire monitors all tunnel activity through a series of Zistorwal developed scrying devices, they have, so far, refrained from building any form of bypass. The Mostali know that if they did attempt to break the embargo, the God Learners would invade their city to take what they want by force. And even though the Mostali are quite capable of establishing devastating defences against invasion, they suffered much during the civil wars and have little appetite for a return to war. The current state of play, then, is Ferostos under siege, with the God Learners patiently ensuring that all the Mostali's efforts beneath the ground are stalemated.

Propaganda

The God Learners have developed a new weapon to use against the Ferostos Mostali. A constant stream of misinformation is communicated to the Mostali city, reporting how the siege of the Clanking City is being steadily broken and the Mostali forces dispersed. Every season brings news of yet another God Learner victory over the alliance of EWF orlanthi and Mostali and the propaganda grows ever more fanciful and scathing. The God Learners have claimed the following victories and broadcast the news wide and deep to the Mostali:

- Eight Mostali stone ships have been sunk by God Learner steam dreadnoughts
- EWF allies have turned on the dwarfs and summoned dragons to devour them
- Key Mostal myths have been broken: it is proven that Malkion is Mostal's true organic nature
- Seams of high quality iron, more plentiful, have been discovered under Zistorwal
- Dwarf Mine in Dragon Pass has reached a secret alliance with the God Learners

Whether or not the Mostali believe this news is immaterial; its purpose is to sow the seeds of doubt and to trouble the Mostali into exposing weaknesses that the Rightness Army can exploit. The engineer of the propaganda strategy is Lusius Mercindus, a corpulent, wily duke of Seshnela who treats the siege of the Iron Mountains as an elaborate chess game. He views the prize as nothing less than Ferostos itself, making him 'Duke of Above and Below' and turning the Mostali into a client state of near slaves who serve the Middle Sea Empire with the kind of unswerving devotion a conquered people are obligated to do.

The New Factions

Within Ferostos the mood is sullen. The Ferostos Management Board advocates patience: its ten members believe that it is only a matter of time before the God Learners will grow bored of their siege and retire. But this belief is not shared by all Ferostos Mostali. Two separate, diametrically opposed factions, are developing in Ferostos.

The Bargainers, informed by Gaddagaddan Smithforge, a Brass Diamonddwarf, believe in breaking the embargo through the pursuit of reserved Openhandism, thereby protecting secrets but maintaining relations with the God Learners at a less strenuous level. The Defenders, led by Brangismen Weirstone, an Iron Diamonddwarf, promotes active defence of Ferostos, channelling all energies into creating an active defence and ultimately, offence against the Rightness Army. The two factions maintain a separation from each other, whilst the Ferostos Management Board attempts to steer a course between the two. The new factions share a similar number of members, although the Bargainers are dominated by the more malleable Clay dwarfs and the Defenders by the ardent Iron dwarfs. Tensions grow weekly between the two and it is becoming increasingly difficult for the Board to keep tensions under control. The God Learners, aware of the growing divisions, seek to exploit things to their own ends but clearly in favour of the Bargainers. Although the Rightness Army has the numerical superiority, it is wary of dwarf battle techniques, having witnessed from afar the way the civil war was waged both above and below ground. The strategy being developed is to provoke the Defenders into some form of aggressive action so that the secrets of their defensive/offensive capabilities are revealed, allowing the God Learners to formulate an effective invasion plan. To this end, the Rightness Army is actively recruiting mercenaries who are paid handsomely in gold to penetrate the most accessible of the dwarf tunnels. They are ordered to cause maximum disruption whilst being on the look-out for weapon caches and dwarf defensive strategies; they are also instructed to take supportive, conciliatory messages to the Bargainers in a bid to gain important traction with the more Openhandist faction.

Apt Machinery

Whilst the main function of the Iron Mountains is the mining of iron for use elsewhere, the secondary, World Machine-related function is the maintenance of the Apt Machinery. These devices occupy the lowest levels of the Mostali halls and a chamber in the highest peak of the Iron Mountains (Ostenerensis Lode). The two are connected by a drive shaft one kilometre long which revolves slowly and incessantly. The machinery in Ostenerensis is a large gathering antenna that attracts residual Spike Energy from the surrounding area; the lower cavern machinery consolidates the energy, transmitting it back into the earth where an extensive network of copper cables conducts it back to the shattered remains of The Spike on both the mundane and mythical levels. This retrieval and through-flow maintains an important energy balance and recycles Spike energy for use by Mostali all across Glorantha. The Apt Machinery requires little real maintenance but rates of spin, energy attraction; energy dispersal and throughput need constant monitoring. The Mostali therefore spend a great deal of time travelling up and down the length of the drive shaft conducting observational checks and calibration readings to ensure that the energy levels are correct according to a complex set of forecasts and figures created by the Gold Mostali of Ferostos.



The Siege of Iron Mountain - A God Learner Perspective

The Mostali have iron and will not trade it. The God Learners need iron and supplies are dwindling. Efforts in the Clanking City to find new, local deposits have failed, as have efforts elsewhere; a siege is therefore necessary – nay, essential. The iron *must* flow.

To force the Mostali into honouring trade agreements made when the Middle Sea Empire was young, a ring of force has been established around all known entrances to the dwarf mines in the Iron Mountains. There are some twelve known tunnels that bury into the mountains and at each, a Rightness Army garrison has been established. A typical garrison consists of 50 soldiers supported by half a dozen sorcerers of Bardan's Book. These War Wizards monitor the Scrying Plates set into the rock above the Mostali tunnels, watching the movements of the dwarfs deep below. A Scrying Plate is a Zistorwal-developed device; a square or oval plate of iron around two metres in diameter which is finely etched with a combination of runes and formulae. These etched, magical, algorithms patch into the naturally occurring magic of the earth and are attuned to dwarfish attributes, derived from a certain degree of HeroQuesting. Whenever a War Wizard attunes himself to the Scrying Plate (made through a Persistence roll and expenditure of 1 Magic Point per hour of attunement), he can see the underground movement of the Mostali, framed as dim shapes in the mind's eye. Individual Mostali cannot be determined but mass activity and movement – and there is always much of that in a dwarf city – can be seen and triangulated.

The garrison is under the command of a senior War Wizard who reports, on a weekly basis, to the overall command garrison, which is located at the base of Skyfold Peak, the highest of the Iron Mountains and which is known to the Mostali as Ostenerensis. The War Wizard in charge of the command garrison and therefore the entire siege is Anchala Oulitos Ementhir, a War Sorceress with links to the Imperial Court and the upper echelons of the True Malkioni Church. She is old now but still potent and wears her scarlet and yellow armour with pride. She despises the Mostali but retains a grudging admiration for their tenacity. All desire to negotiate with the Mostali has been sapped from her and her considerable will is bent wholly towards their destruction and the seizing of all within Iron Mountain. She is a single-minded, devoted, Malkioni zealot who is plagued by dreams of Saint Bardan's sacrifice which mean she has not slept properly in fifty years. She deals with this lack of sleep by taking frequent lovers from amongst the ranks of the command garrison but even this is ultimately futile: it brings neither sleep nor an alleviation of the troubling visions of Saint Bardan's personal sacrifice for the Invisible God and she knows it is her destiny to perform a similar sacrifice and to join Saint Bardan in holy war beyond the living realm.

Reporting to Anchala is Lusius Mercindus, the fat, arrogant Seshnelan duke of Arkwal who has a talent for manufacturing lies but also for believing them. Lusius Mercindus operates the network of spies and informants known as the Acolytes of the Inner Vision although most are opportunists and mercenaries without any form of piety. Lusius is well connected in the Imperial Court and his appointment to the command garrison, as its head of misinformation, was a the result of considerable machinations on his own part and some well-timed blackmail. Lusius resents Anchala and would use the stream of lovers against her if it was a secret but Anchala is quite open in her liaisons, limiting the power Lusius can reasonably exert.

Lusius recruits the mercenaries who delve into the tunnels of Iron Mountain in search of clearer information than the Scrying Plates can provide but he also uses them to gather information against Anchala – at least, what little information is available. He would have the War Sorcerers replaced with his own nephew, the brave, handsome, Sir Temeldrius of Arkwal. Temeldrius is popular within the Seshnelan Rightness Army but has not the wit to co-ordinate a siege effectively. Lusius is attempting to position Sir Temeldrius as one of Anchala's lovers, much to the distress of Temeldrius's pretty young wife, Adrianith. But Temeldrius is a dutiful soldier of the Empire, desperate to secure honour for himself and a prestigious command – something the siege garrisons will provide.

As things stand in the garrison network, little progress is being made, although the Mostali are held in check. But as iron reserves diminish, pressure is being brought to bear on Anchala to break the Mostali's will and secure a reliable supply of metal. If she cannot find a way to take control of the recalcitrant dwarfs, someone of higher rank within the Imperial Court will find a way for her – and that may involve replacing her with someone brave enough to mount an underground assault on the halls of Iron Mountain, irrespective of the defences the dwarfs may have prepared.

The Apt Machinery is hidden from the God Learners and even the Bargainers know better than to reveal its existence. The energy conduit would provide the Middle Sea Empire with all the magical energy it requires to enhance both its own, local needs and that of the Clanking City, by an incredible magnitude. The God Learners suspect that the Mostali protect a formidable secret but have little inkling of what it truly is: the mercenaries it employs to cause friction and gather information are therefore also instructed to watch for clues as to the part Ferostos plays in the maintenance of the World Machine. To date, no mercenary band has come close to discovering the existence of the drive shaft or the upper and lower machinery; but as tensions within Ferostos steadily grow, can it only be a matter of time before the Middle Sea Empire begins to gather the evidence it needs?

Jord Mountains

During the God Time, war erupted between the Solar Court and a renegade goddess, Lesilla, who created a false sun and ignored the precepts of Antirius, who ruled in Yelm's absence. When Lesilla was destroyed, pieces of her body were flung far and wide. Some parts formed the Hungry Plateau, which was attached to the Jord Mountains. Trolls came to the Hungry Plateau and infested it, intending to invade, destroy and eat the Mostali of the Jord Mountain city, Karur Benvekara Dastoga, known also as Noastor. The Mostali, firm followers of Openhandism, struck bargains to limit the troll attacks and later, embraced Octamonism, which saw a deliberate decline in the population of both Clay and Iron dwarfs.

When war erupted amongst the Mostali settlements, the Khans of the Sable tribe, surface dwellers, came to the Hungry Plateau and drove-out the trolls. This brought stability to Noastor and helped to divert attacks launched by the Nidan decamony against it. In gratitude, the Mostali built a pair of great towers for the Sable Khan, which overlooked the lonely pass that grants safe passage through the desolation of the Hungry Plateau and the Jord Mountains. Thus, the Sable tribe gained a stronghold and the Mostali of Noastor secured surface allies – further proof of their rampant Openhandism and desire to make deals and trade secrets with non Mostali.

They were thus completely excommunicated by the Nidan decamony and declared a Fully Dysfunctional Colony. Noastor's duties to the World Machine were assigned elsewhere and the Mostali of the Jord Mountains were left purposeless.

This posed an interesting challenge for the Jord Mostali. On the one hand they were now divorced from the World Machine and redundant from the Master Plan. This should have meant a complete shut-down of the colony but the leader of the Noastor Management Committee saw things differently. Nygerrantas Wallbreaker, the Stone Mostali, decided to dig new tunnels into the foundations of the Hungry Plateau because he sensed reserves of power there. He believed that this was residual Spike energy, indicating Spike fragments (which would, in turn, lead to a New Purpose within the Master Plan). But this is not what was found. What Nygerrantas Wallbreaker *did* find was fragments of the goddess Lesilla – although it was impossible to determine precisely which fragments or indeed, if it was a goddess at all. All that the Mostali knew was that, beneath the Hungry Plateau and in some remote areas of the Jord Mountains, fragments of something ancient and powerful were scattered. To investigate further, Nygerrantas Wallbreaker had the Mostali create the Assembly Assembly – a series of machines designed to categorise the fragments and begin the painstaking work of putting them into some form of order.

The Assembly Assembly now dominates all the work halls that had once been devoted to maintenance of the World Machine. Nygerrantas Wallbreaker is single-minded in reconstituting the Hungry Plateau and Jord fragments into something coherent and functional. The work mirrors the development of the Lesilla cult in the ruined city of Mernita (see *Dara Happa Stirs*) and although the Mostali of Noastor have not and cannot absorb Lesilla's residual power, their assembly work channels power towards those who can. In time and probably not until long after the Second Age has ended, the Noastor Mostali will have something tangible that can be traded with those who will want and use it and their project will form a small part of the creation of the Red Goddess – the one who will come as a new god and trigger the great events of the Third Age which culminate in the Hero Wars. But for now, the Jord Mostali do not and cannot know of what

The Two Towers of the Hungry Plateau Built from the dark rock of the Jord Mountains, the identical towers span the Hungered Pass that divided the Jord range from the plateau's elevated bleakness. Joined by a series of parallel bridges, the towers are wide edifices of stone, tapering to narrow spires, which mimic the structure of the ziggurats of Dara Happa although they are more slender and more steeply stepped. Each tower is a combination of gateway and palace, with platforms and fortified terraces for warriors and their weapons. The towers look out onto the Pelorian basin, below, possessing fantastic views of the surrounding countryside, the Oslir River and across to mighty Alkoth. The towers join together the plateau and mountains and mark the fact that the plateau both watches over the Pelorian basin but is distinct from it.

The towers are built with the traditional Mostali dedication to efficiency and functionality. Perfectly proportioned, immensely strong, intriguingly carved with geometric Mostali motifs, both inside and out, the towers are, nevertheless, designed with human habitation in mind and structured for perfect defence. Inner passages are built to human proportions and rooms and chambers positioned to maximise light, reduce heat-loss and to be easily defended in the event of capture by an enemy. Tunnels beneath the towers lead to escape routes which emerged on the eastern and northern sides of the plateau, neatly making use of old troll passages, long-since abandoned by the uz.



it is they assemble and how it will contribute to the formation of the Lunar Empire and a challenge to the Storm Pantheon.

Noastor occupies five levels of excavated caves beneath the Jord Mountains. The main entrance is a disguised shaft that is guarded by the southerly of the two towers built for the Sable Khan, although the Mostali do not bother to guard the entrance personally, leaving that duty to the Sable tribe. The upper two cavern levels, which once housed the majority of the Clay and Iron dwarfs are deserted, leaving little but rubble-runner infested ruins, the remains of the New Mud Laboratory and an exhausted copper mine. The lower three levels

are where the remaining 2,000 Mostali spend their time, in amongst a network of tunnels and caves that extend along the Jord range to the south and into the depths of the Hungry Plateau to the north.

Of the populace, a thousand are Clay dwarfs, rendered mostly mindless by their Octamonist superiors and five hundred Iron dwarfs who conduct the trade with the Sable tribe of the plateau. The remaining five hundred Mostali are a mixture of the original minerals, with Stone Mostali in dominance. The Management Board is controlled by Nygerrantas Wallbreaker and his stoic supporters – all of them Stone Mostali – although the Tin and Quicksilver Mostali provide a guiding hand

in management decisions. The small conclave of Gold Mostali, fifty in all, are dedicated to understanding the nature of the fragmented goddess and what kind of machine could be assembled by the Assembly Assembly. Mostali myth is scoured and restudied in search of some form of elusive enlightenment, whilst the rest of the Mostali administer the almost mindless Clay dwarfs in their ceaseless, tireless search for more fragments of Lesilla. As the Jord colony is still Octamontist, the Clay dwarfs are conditioned solely for their assigned tasks and essentially clones of the original sculpting, having nothing in the way of personality or freely exercisable will. Clay dwarfs of Noastor are incapable of functioning without true Mostali leadership and go about their tasks as diligently and unquestioningly as miniature Jolanti.

The old alliance with the Sable tribe is maintained. The Sable tribe offer guardianship of the entrance to Noastor simply by guarding the twin towers, which forms the palace and hall of the Sable Khan. Bronze, copper and a small amount of iron is traded by the Iron dwarfs who occasionally make trading forays to the service. In return, the Sable tribe scours the Hungry Plateau for fragments of the goddess: small shards of blue stone that, when held to the sun, produces a red, rather than blue light. Fragments are found on the surface from time to time but the larger pieces are buried deep beneath the bleak moorland in bogs and ditches. The Sable tribe does not go out of its way to search for Lesilla fragments but when it comes across them, treats them with reverence (even though they do not understand what significance they hold for the Mostali) because they form the basis of trade for much needed metals.

Mari Mountains

Before Time began, the whole of Pamaltela was a single, mighty mountain range; but Time changed everything and because the Spike was broken, things could not remain anchored as they were. The world changed and the mountains sank, save for the Mari range and became the continent of Pamaltela.

This momentous change had a profound effect on the Mostali of the southern lands. Once, they were happy to interact with the younger races, practicing a form of Openhandism before the term was coined by the

northern Mostali. Even elves were trusted, because, for reasons unfathomable, the southern lands had a peculiar harmony where the immobile and the mobile; the made and the grown, co-existed peacefully, ignorant of the ructions elsewhere.

But with Time, all things changed and a barbarism settled over the lands of Pamalt and unable to cope with the violence that came with change, the Mostali of Mari withdrew from outside contact and buried themselves deep within their mountain range, rarely to be seen on the surface.

Such are the Pamaltelan Mostali. Highly insular – even by Mostali standards – but with strange, heretical habits, such as vegetarianism and a radically different interpretation of the World Machine and its current state. As a result of their different mindset, the Mari Mountain Mostali are disregarded by the Genertelan Mostali, considered to be so utterly dysfunctional as to be extraneous to the World Machine’s operation.

The city of the Mari Mountains is much like any other Mostali city, with its core functional elements deep underground; surface dwellings are found amongst the plateaus and valleys of the mountain range but these are not trading centres (the Mostali do not and will not, trade with the barbarians of the continent) but the settlements of those Mostali that have fully embraced the practice of vegetarianism. The vegetarian settlements need to be close to the gardens where the foodstuffs are grown and these heretical Mostali are farmers and gardeners, tending and raising growing things that are then turned into foods. The farms are extensive and although at altitude, highly fertile due to Mostali alchemical techniques and sorcery that enhance the nutrition of the soil. All manner of vegetables are grown, although Mostali prefer those that are rich in the minerals closest to their own nature: brassicas, spinach and root-crops such as beets, celeriac, turnips and carrots.

Vegetables are eaten raw, to preserve the minerals and never canned. Farming techniques are carefully regulated to ensure that precisely the right amounts are grown each season for the population; no more and no less. Clay dwarfs, supervised by Copper Mostali, are the key workers of the gardens and a similar ingenuity is applied to crop cultivation as it is to underground activities: machines rotivate, plough, seed and harvest

the crops. Complex hydration systems ensure crops receive the right amount of water, whilst protective cloches defend against predators and pests. Crops are cultivated in long, neat rows, carefully segregated and the immense greenhouses of the Quicksilver Mostali are used for experiments in cross-fertilisation and improving the hardiness of perishables. Here, in the Mari Mountains, agricultural techniques, far in advance of those practiced anywhere in Glorantha, are pursued and perfected on a daily basis. Crops are disease and blight-resistant and harvested at the precise moment of ripeness to maximise nutritional benefit. Mostali care nothing for the actual *taste* of the vegetables grown in their gardens: taste is considered a mere by-product of nutritional value. What they care about most is the artifice and skill required to grow the perfect crops – in terms of size, shape and nutritional benefit. They understand the importance of soil balance (acidity/alkalinity, mineral content, hydration, nitrate levels and so forth) and the effects of the seasons and weather conditions on certain crops. Environmental management is therefore exercised to a high degree of expertise, treating both the garden and the surrounding atmosphere as a single, delicately balanced machine.

And here is where the view of the World Machine's function and status differs so markedly from that of the Genertelan Mostali. The Pamaltelan Mostali agree that the breaking of The Spike caused the World Machine to malfunction but they believe that the World Machine is self-healing and requires only maintenance, not repair, to maintain functionality. The self-healing capabilities of the World Machine are exemplified in the organic things of the world, which is, the Mostali reason, part of Time's cyclical (and not linear, as the Genertelan Mostali believe), nature. The aberration is not in the growing of things – which stem directly from the World Machine and so are a part of it – but in the way some grown things fail to perceive the holistic nature and unity of the cosmos. Uz can only perceive the darkness into which they are born; aldryami only perceive their forests; humans only perceive their fractious gods. Only Mostali, who are made within the World Machine and are therefore at the heart of the cosmos, perceive all its components and can understand how they work together. This is why the Pamaltelan Mostali managed to exist in harmony with surface dwellers and why the heresy of vegetarianism (which is not, of course, a heresy in

the Mari Mountains) is pursued in preference to the canned, processed food of the Genertelan Mostali.

The Mari Mountains Mostali still rely on the manufacture of Clay and Iron dwarfs to supplement their dwindling numbers. When The Spike shattered, many Pamaltelan Mostali were lost, alongside their Genertelan brethren; but the Pamaltelan Mostali were not lost in such great numbers and in the Mari Mountains, Mostali and dwarfs exist in equal proportions (precisely 3,200 Mostali, divided equally amongst the eight minerals; 1,600 Clay dwarfs and 1,600 Iron dwarfs). Although resources are dedicated to producing organic food, the bulk of the Mostalis' time is spent in maintaining the essential balancing mechanisms that the Mari Mountains integrate with – those that keep the two continents of Genertela and Pamaltela aligned but also those that keep the southern continent itself in a rough state of balance. The belief – and hence the over-arching plan – is that, because Time moves in a cycle, the mountains that once covered the whole continent will rise again, as the World Machine heals itself. Therefore the unseen and unseeable machinery behind the devices built by the Mostali are slowly, gradually, rebuilding what was lost, restoring the mountains, inch by painful inch, to their former glory and expanse. Such a long project will take, quite literally, ages to complete but given the right maintenance, the mountains will rise again, restoring The Spike and bringing the entire universe into a precise balance.

The maintenance work takes the form of mining and depositing mined minerals in the correctly apportioned areas beneath the ground to help the continental mountains to grow again. Thus, far beneath the continent there are thousands of service tunnels used by the Mostali to take mined materials out to regions where deposits are laid, very gradually, very steadily, changing the profile of the landscape. To the surface dwellers this uplifting of their continent is imperceptible and the Mostali make sure that redistributed materials are evenly spread so that no single area rises faster than any of the others. During the whole of the Second Age Pamaltela has increased in height, above sea level, by about half a metre and the work of the Mari Mountain Mostali will not cease until the continental mountains are at their pre-Time heights, topped with the gardens that will continue to provide food for the Mostali in the New Age of Perfection that is to come.

Nidan Mountains

Separating Fronela and Ralios, the implacable spine of the Nidan Mountains overlooks the two realms and keeps them forever apart, marking both physical and cultural divisions. Beneath the westerly bulge of the range is the Mostali city of Nida: oldest of the Mostali settlements, if not the largest and certainly the most influential.

Here, the Mostali claim (and they know the truth of it), The Maker took up his work for the first time; making all things that came to be known as the universe once the components had been gathered. The first materials were gathered, the first minerals defined and the first Mostali created from their respective containers. Even the Nidan Mountains' shape is deliberate; note how they meet with the Rockwoods and the Mislari Mountains to form the 'M' rune of Mostal. These three mountain ranges are the Maker's Mark and the Nidan range was the first stroke. Of this, there can be no denial and amongst the Mostali and the dwarfs, even the far-flung Mari Mountain Mostali, there is none.

The Decamony was formed here, after the dwarfs were created to wage the tool of war but before that were the eight minerals which form the Council of Nine. It became Nine when the first Diamonddwarf arose, completing the circle that forms the basis of the Great Council Chamber, in the precise centre of the Nidan city and through which the power of The Spike once flowed, imparting precision, knowledge and wisdom. Although The Spike was everywhere at once, it was thickest and most prominent in the First Stroke (and that is what Nida means, in the Mostali tongue). Here is the greatest of the residual energies, concentrated after The Spike's destruction and here is the source and store of all Mostali lore. There are more True Mostali in Nida than anywhere else – and more Clay and Iron dwarfs too. Here orthodoxy has prevailed despite the travails of the heresies that would have torn Mostali society asunder had not the Master Plan been reasserted and order restored. Here the Council of Nine presides and rules over all Mostali, no matter where they operate in the World Machine and no matter what divergent beliefs have arisen, given the damage to The Spike and the ravages of war, Time and other flaws that have entered the World Machine since the Gods' war. The Council of Nine is still respected; still acknowledged and in most Mostali cities, still

obeyed to the word and letter of the Master Plan. Nida is the Master Plan; the First Stroke, the Wisdom, the Chief Gear, the Eternal Mechanism, the Blueprint, the Chart and the Meter. Mostali strength flows from it and whilst Nida prevails, so will the intentions of Mostal and the perfection of the Mostali.

Nida is not the largest of the Mostali cities: Greatway has that claim; but within the mountains the carved and bored city of Nida is the grandest and oldest. Its levels are uncountable because they pass through the mundane world and occupy other planes that exist through sheer logic and the essential prisms of Function and Form. This is part of the power of The Spike but also a consequence of the original constructions of the first Mostali. The First Mark is stamped not just on Glorantha but on the entire universe. Travel to one of the stars and look down and the sideways 'M' of the mark will always be visible, standing out against the imperfections of the surface. The First Mark therefore exists in many states and many separate platforms of existence but it is always consistent and always true to its Function and Form. This is why the Council of Nine prevails and why the Decamony – the concept that brings together the eight original minerals and the two manufactured castes, the dwarfs – prevails. With the exception of one or two passes through the Nidan Mountains' snow-capped peaks, the range cannot be sundered and the city of Nida, encased within rock more ancient than any in Glorantha, remains impregnable.

Just as the levels of Nida cannot be counted, neither can the workrooms, repair rooms, machine rooms, foundries, resting areas and laboratories. Those dwarfs manufactured in Nida are conditioned to its layout – both visible and invisible parts – and so move around it without effort. Dwarfs who travel to Nida from other colonies become confused easily, such as the vastness of the city's internal scale, although its logic is always fully appreciated. Mostali, on the other hand have no trouble in navigating Nida's vastness and complexity. Made by The Maker, they are naturally attuned to its complexities, no matter how simple or linear their home settlement might be.

Nida is also joined to each and every other settlement by the Major Conduits; tunnels which were established when First Mark was struck by First Tool, although, with the rupturing of The Spike, many of those tunnels

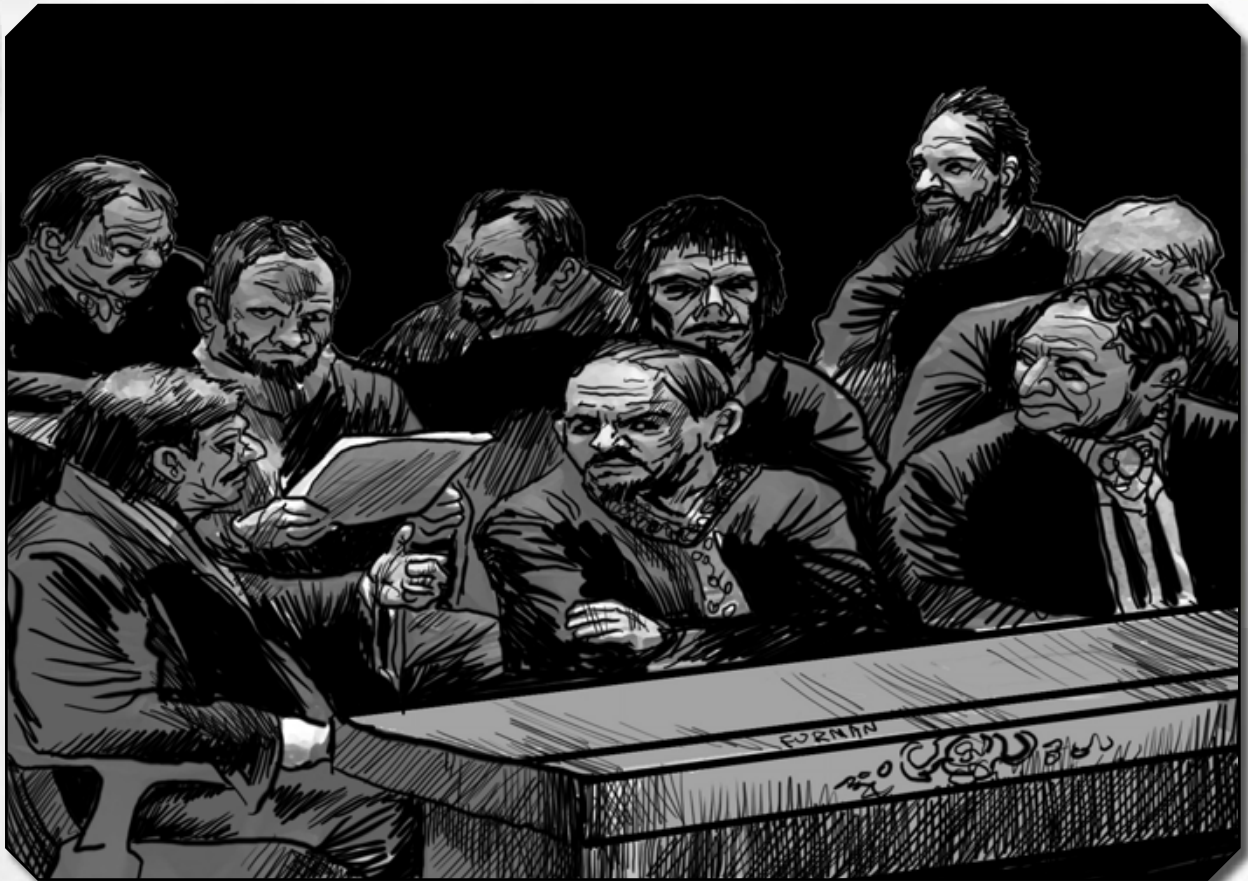
have collapsed at critical points, sundering some cities from Nida but not others. This is how flaws have entered the system and why Mostali have diverged in the ways they have. Had the Major Conduit between Nida and Mari collapsed, then the Mari Mostali would not have lapsed into vegetarianism. Had the Major Conduit between Greatway and Nida not been damaged and twisted, then civil war would never have arisen. All can be traced to the destruction of The Spike and all can be traced through Nida, the First Mark.

The Council of Nine

The Council of Nine is the overall administrative body of Nida, the embodiment of the Decamony and the most august council anywhere in Mostali society. All its members are Diamonddwarfs, eight being Diamonddwarfs of the eight original minerals and the

ninth being an Iron Diamonddwarf. The eight minerals apotheosised into Diamonddwarfs simultaneously towards the end of the First Age and were joined by the first Diamonddwarf to emerge from the Iron dwarfs to form the Council. The Council of Nine's members are:

- Truestone Overseer First Diamond (Rock Mostali)*
- Leadeneys Overseer Second Diamond (Lead Mostali)*
- Silverquick Overseer Third Diamond (Quicksilver Mostali)*
- Copperhead Overseer Fourth Diamond (Copper Mostali)*
- Tinward Overseer Fifth Diamond (Tin Mostali)*
- Brassneck Overseer Sixth Diamond (Brass Mostali)*
- Golden Overseer Seventh Diamond (Gold Mostali)*
- Silverlode Overseer Eighth Diamond (Silver Mostali)*
- Ironside Overseer Ninth Diamond (Iron Dwarf)*



The Council awaits the emergence of a Nida-apotheosised Clay Diamonddwarf, who will attain the tenth seat of the Council and usher-in the final stages of the Master Plan, which will aggregate all the disparate workstreams of all the Mostali cities, creating the Unified Central Gearing System. When this auspicious day arrives, the Master Plan will be ready for activation and The Spike will be reassembled, binding the universe together.

The Council, then, does not consider itself complete but neither does it consider this a flaw; simply another consequence of the broken World Machine and part of the repair process. Its decisions can still be made, even in the absence of the tenth member and the Decamony can still function with relative efficiency. The Council's purpose is therefore to guide all the repair programmes, assess progress from each Mostali colony, suggest amendments to individual repair programmes, consider suggestions from other quarters and maintain an awareness of events on the surface which might influence the progress of the Master Plan.

The Council therefore sits in constant session, aside from the rest periods and those occasions where its members may be required to attend to matters of business falling outside the Council's core business. Otherwise it meets and remains in, the central council hall – a square, cathedral-like area within Nida that is fed by ten tunnels leading out to the different caste areas where the main work of the city is undertaken. The Council's meeting table is set on top a stone plinth in the centre of the chamber and is surrounded by hundreds of easels, several metres high, which chart the progress of the work patterns of each Mostali city, no matter how far-flung or disconnected from Nida's influence. Lengths of multicoloured string link work patterns together, creating a rainbow webwork between the easels. Nilmergs scurry around, adjusting the positioning of the strings according to instructions issued by the Council. A small retinue of Gold Mostali are in constant attendance, tomes of Mostali Lore clutched under their stubby arms, watching the changing pattern of the web of strings and cross-referencing the results within their tomes. Every so often the Gold Mostali send a representative to speak with Golden Overseer Eighth Diamond, offering an appraisal of how the Master Plan is progressing; Golden Overseer Eighth Diamond then reports this to

the other Council members and the current debate or considerations are adjusted and then debated further, with new conclusions resulting in changes to the placings of strings or adjustments to the charts, graphs and diagrams scrawled on the easels. The work never stops and the debates are never fully concluded. When the Council reaches a decision that affects either a particular caste, a particular project or a particular city, a ranking member of the Diplomatic Function is summoned and briefed. It is that Mostali's task to then ensure that news or instructions are delivered to the appropriate place.

The Diplomatic Function

The Diplomatic Function is specially designed to convey orders, instructions and suggestions from the Council to wherever they are needed. The chief Diplomats are Silver Mostali and they use a combination of magical, mechanical and more mundane means of conveying information. Each piece of information is categorised into one of the following areas, which dictates how it is conveyed to where it must be carried out:

<i>Urgent/Important</i>	<i>Sorcery</i>
<i>Urgent/Not Important</i>	<i>Mechanical</i>
<i>Important/Not Urgent</i>	<i>Messenger Mostali or Dwarf</i>
<i>Not Important/Not Urgent</i>	<i>Messenger Nilmerg</i>

Urgent/Important instructions require all haste and so spells are used to send the information immediately. Urgent/Not Important instructions require some haste but the execution of the instruction is not critical and so messaging devices, such as signallers or message tubes, can be used.

Important/Not Urgent instructions are always conveyed personally by Mostali or dwarfs, meaning that a Messenger is physically despatched to take the news. Wherever possible the messenger uses the connecting tunnels from Nida, travelling to the destination settlement underground. However, the damage to some tunnels means that messengers have to use alternative routes, which sometimes means a surface journey and even a journey across the sea by stone ship. Where a surface journey is required, Iron and Clay dwarfs are always sent to support the messenger, acting as food and equipment carriers, as well as bodyguards. Iron dwarf bodyguards are always issued with a musket and

at least twenty cartridges, as well as a crossbow, axe and battlewrench. A standard messenger party consists of nine dwarfs, plus the messenger and the expectation is that they will deliver the message regardless of the challenges ahead. All messenger Mostali and dwarfs are conditioned to place the importance of the message above their own safety but to carefully plan the most effective way of achieving safe delivery. Messenger teams are therefore highly organised, tactically astute and ruthless in the pursuit of their goal. Enemies or waylayers do not faze them and they are more than prepared to use violence to protect their message and get it to where it needs to be delivered.

Where a message is neither Important nor Urgent, messenger Nilmergs are used to memorise and then recite the message at the other end. As the message has no important consequences if it is not delivered, Nilmergs are despatched without any form of protection and with enough food to sustain them until they reach their destination. If they do not, it is of little consequence. The survival rate amongst messenger Nilmergs is not high. Many simply get lost and starve to death. Others are eaten or captured by enemies. But a small proportion manage to reach their destination, deliver their news and then wait for a response to be given to them. If no response is forthcoming or none is needed, the Nilmerg stays put and many are completely forgotten about and consequently, starve to death when they reach their destination.

MANAGING THE IRON WARS

Of particular importance to the Master Plan is the management of the siege of Zistorwal. War Rooms have been established that link to those of Dwarf Mine and other colonies and the Nida War Council, consisting of specially appointed and war-conditioned Mostali are responsible for co-ordinating the military efforts. Reports back to the Council are frequent and comprehensive, as are Urgent/Import messages from the Council to the War Directorate. Separate easels chart the siege's progress, showing losses and gains, projections and strategies and other figures relating to Zistorwal's current state. Personal presentations made by the War Directorate's Iron dwarf colonels and generals keep the Council continually informed and so a large part of business is given over to listening to these presentations, making suggestions and then

assessing the outcome. However, the Council places almost complete control of the war's progress in the hands of the War Directorate and is generally only called upon to ratify decisions and agree weapon and Iron dwarf production requests.

The War Directorate is overseen by Field Marshall Director Yuguth Ironguard, a Rock Mostali of considerable stature and experience. Ironguard directed the Nida forces during the civil war and is a single-minded, anti-Openhandist, anti-Individualist Mostali who is served by a dedicated ministry of both Mostali and Iron dwarfs who have gained battle experience and therefore military insight to have earned high-ranking positions in the War Directorate. Ostensibly, Ironguard should report directly to Truestone Overseer First Diamond but in reality reports to the entire Council of Nine and is fully entrusted to run the Iron Wars as he sees fit. All major decisions are left to him and the Council is required only to approve those requests that might have a long-term impact on the Master Plan or require a diversion of resources away from other areas of the plan. Ironguard's singular aim is the razing of the Clanking City and the destruction of all God Learner heresies from the face of Glorantha. Failure is not an option and Ironguard brooks no excuses for a lack of success. He expects his strategies to work flawlessly; any that do not are blamed on the involvement of the surface dwellers, particularly the Orlanthe allies, rather than on any Mostali shortcomings.

WORLD MACHINE OPERATIONS

As Nida represents the First Stroke and the heart of the World Machine, vast resources are dedicated to maintenance, repair and general operations. The myriad work and machine rooms tend to a dizzying array of technical functions that range from general balancing and calibration through to the fundamental repair and reinstatement of The Spike. Nida has no one function, encompassing many, separate requirements across a range of essential activities. Nida's Mostali and dwarfs are therefore engaged in balancing, tuning, lubricating, manufacturing, repairing, calibrating, reverse-engineering and tinkering with all manner of mechanisms, many of an indecipherable nature. The work is repetitive and very often of a seemingly inconsequential nature but all of it is important. An Urgent/Important missive from the Council might

be to simply replace one kind of screw or nut with an identical replacement but failure to act on this instruction might have a disastrous knock-on effect. And because the dwarfs or Nida are the most risk-averse of any Mostali, chances are never taken. When an instruction comes down the chain, no matter how mundane, pointless or repetitive, it is carried out. Every nut, bolt, washer, grommet and rivet is part of the Master Plan and essential to its execution.

Despite the regimentation in Nida, Individualism still thrives in small pockets and Openhandism is practiced via the trading town of Bad Deal. Nida is at the heart of all things Mostali and the only heresy that has been completely eradicated is that of Octamonism. When Octamonism emerged during the earlier years of the Second Age it posed a real threat to the Council of Nine and the Council's impotence in not declaring Octamonism a heresy contributed to the civil war. Now that it has been established that Octamonism is counter-productive (and because it allowed Greatway to challenge orthodoxy), the practice of Octamonism is outlawed, ensuring that the precept of 'The One Over The Eight' maintains efficiency and productivity. Any Mostali who might display Octamonist leanings is subtly removed from duty, led to the New Mud Laboratory and vigorously reconditioned so that he emerges cleansed orthodox and engaged with the needs of the Decamony.

Bad Deal

Bad Deal is the human name for the Nida trading outpost. Located on a plateau overlooking the central pass through the Nidan Mountains, Bad Deal is a permanent trading town where outputs from the mines and factories are sold to humans at exorbitant, non-negotiable prices – hence the name. An entire workstream of Clay and Iron dwarfs are dedicated to operating Bad Deal and they work surface and near-surface workshops and foundries that produce things humans want to buy.

Usually this is metal in bulk and Bad Deal can supply copper, bronze, tin, lead, zinc, gold, silver and small amounts of iron and platinum. Gems and jewels are in supply but not as extensively as in Gemborg and the Clay dwarfs maintain an array of jewellers shops where precious metals and gems are turned into bespoke pieces of jewellery for eager human traders.

The quality and craftsmanship is always first-rate but prices are always, always, three-times traditional market rates. This is not meant to dissuade trade but to reflect Nida's place at the heart of the World Machine and Mostali society.

In layout, Bad Deal has been deliberately fashioned to appear as a traditional human small town, in order to encourage trade. The streets are close together, as are the stone buildings and each street is dedicated to a particular trade and named for it; so, Axe Street holds the workshops and stalls for axe makers; Gem Street for gem polishers and jewellers and so on. All payment is expected in gold and all prices are set by the dwarf artisan doing the selling. Prices are based on what the dwarf feels the item is worth but as dwarfs have no concept of outside market value, they are generally wide of the mark (and way above the cost of similar items found elsewhere) and inconsistent. The price asked for an axe today is generally not the same tomorrow. The only consistency is the fact that the price will be well above market rates. Haggling and bargaining is not tolerated; anyone attempting it is 'embargoed', meaning that not only will the dwarf refuse to do business but every dwarf in the same street refuses to do business with the bargainer, too. If a deal is sought, it is best to wait a day or so to see if the dwarf trader lowers it through forgetfulness or whim – but attempts at negotiation are always met with embargo.

Items bought in Bad Deal have a certain cachet. The quality of manufacture is always the key driver: Bad Deal products are invariably of high quality and craftsmanship – dwarfs create nothing less than the very best they can. However, the stamp of something 'Made in Bad Deal' or 'Made in Nida' (and all Bad Deal items carry one of these two stamps) indicates exclusivity and therefore a perceived excellence that make the price worth paying. Functionality may not be any better than elsewhere (although this is rare) but the look, feel and quality of workmanship is typically dwarfish, which means typically flawless and desirable.

In fact, Bad Deal is designed to encourage desire. The Gold Mostali carefully studied what makes people want to buy things and the Quicksilver Mostali and Silver Mostali have gone out of their way to imbue every street, building and stall with the magical properties to

enhance desire. Anyone entering Bad Deal must make a Persistence test. Failure indicates that they will not want to leave until they have bought *something*. If the Persistence test is fumbled, then one particular item becomes a fixation and a source of insatiable desire: the customer *must* have that item. Some visitors to Bad Deal have spent months in the town, waiting for the price of something they are fixated upon to reach a price they can afford. Many others leave having bought something they neither want nor need but are completely satisfied with the purchase anyway – even though they have paid over the odds for it. If the Persistence test succeeds, then the propensity to buy is controlled, although a fresh Persistence test is required for every day spent in Bad Deal.

Bad Deal is therefore equipped with taverns and inns – something not found in any other dwarf trading centre. The Mostali have learned that providing a measure

of comfort improves the propensity to buy and so inns and taverns are run either by purpose-created Nilmergs, who do nothing but cook, clean and serve to surface-dweller standards or by humans who have found the overwhelming need to buy an entire shop, tavern, inn or row of buildings and need to recoup the expense somehow. Bad Deal is thus a mixture of dwarf, Nilmerg and human-run establishments. Dwarfs are incapable of operating inns and taverns to surface dweller standards but Nilmergs can be easily programmed to do so and humans do it naturally. The dwarfs control the trade of physical goods, whilst the Nilmergs and humans run the service establishments. Where food is offered in a Nilmerg hostelry, it is generally bland and tasteless; the Nilmerg's view of what surface dweller organic food should be. Human-run establishments offer variable qualities but at least the food and drink has taste and something approaching human sensibilities.



Places and Personalities of Bad Deal

Bad Deal Inn

The official, Nilmerg-operated inn of Bad Deal, this offers stabling and accommodation at a fixed price of 10 Silver per night, with an all-you-can-eat buffet included as part of the cover price. The establishment is basic but comfortable and operated by a small army of Nilmergs specialised in cooking, cleaning, serving, stabling and grooming. As the subservient Nilmergs are rather pathetic creatures by human standards, some have a tendency to bully and abuse them: all such attempts are dealt with harshly by Gannerax the Axe, the resident Iron dwarf bouncer, who keeps a beady eye on the clientele and ensures that the Nilmergs remain unmolested. Gannerax deals with troublemakers with either his double-bladed greataxe or his battle wrench (equipped with Tool Command). He seeks to subdue but if a fight is offered, strikes to maim and kill. He is supported by eight nameless Iron dwarfs who are equipped with battle axes and crossbows, although they generally wait in the shadows until summoned. Regulars know not to cause trouble but some arrogant newcomers find the Nilmergs too easy a target to resist and pick on one or two to push the boundaries, despite warnings by the more seasoned. A swift response by Gannerax, who watches from an upper balcony, is guaranteed. Some more unscrupulous individuals *encourage* Nilmerg abuse just to enliven a dull night's drinking but do so carefully so as not to attract Gannerax's attention.

Minty's

Minty came to Bad Deal thirty years ago to buy copper but ended-up buying this tavern. He has long since lost the will to buy that copper but his tavern is his pride and joy and he makes a good living tending to the needs of traders who come to Bad Deal looking for a good deal. He matches the prices of Bad Deal Inn but surpasses its quality in terms of food and drink, which is imported from a variety of sources. Minty now has a wife and family; his wife, Serafina, was won in a drinking competition and he keeps her happy by buying the occasional piece of dwarf jewellery from Gem Street. His two daughters and two sons help run the tavern, cooking, cleaning and brewing. The children, now in their late teens, know no other life but Serafina secretly hopes to escape Bad Deal and return to her life of modest luxury in Loskalm. She came to Bad Deal to buy the things she loves most, jewels but

found herself trapped with desire and no money with which to pay for what she craves. She thought she had found a way out of Bad Deal by attaching herself to a jewellery trader from Arolanit but he rapidly enslaved her and kept her as his concubine until Minty won her in that drinking game. Serafina can only escape Bad Deal – and life with the dotting Minty – if someone can buy her the diamond and sapphire brooch (priced at 25,000 Silver) that Brooch Maker 6/A5 (the Clay dwarf who made it and who trades on Gem Street) has for sale. In 20 years, no one has been able to purchase the brooch and so Serafina remains trapped, growing ever more resentful.

The Jar Bar

If you want, need or crave music, gambling and raunch, then The Jar Bar is the place to be. A two-level tavern, the lower floor is given-over to gaming tables of all descriptions (cards, dice and other such games of both skill and chance) whilst the upper level is given over to music and dancing, often at ear-splitting levels and usually improvised between whatever musicians happen to have drifted into Bad Deal or never left it. The Jar Bar is owned and run by the notorious Seshnelan hedonist, 'Uncle' Gad Madly, a disgraced God Learner noble who cannot, on pain of death, set foot in Justeli territory ever again. Gad brought his money and hedonism to Bad Deal, bought this building for a price no one dare contemplate and now recoups his investment through the debauchery of others. The Jar Bar offers most pleasures: alcohol, deafening music, the chance to lose money extremely quickly and no-strings attached sex. The attic of the building is home to the infamous Love Pens where clients can take a courtesan, pay by the hour and engaged in whatever acts they enjoy. Uncle Gad Madly oozes around the Jar Bar encouraging bad behaviour, flaunting his wealth and corrupting as many innocents as he can with his oily charm. Those who feel the need to seek forgiveness for their decadence can do so for the cost of 2 Silvers in the basement shrine to Saint Aquentus, an obscure Malkioni saint of gambling and a distant relative of Gad Madly. Prayer mats cost an additional silver piece but hungover adherents claim the extra expense is worth it.

The Quosp Emporium

Operated by a curious draconic mystic who claims to have escaped some form of massacre in neighbouring Ralios, Quosp is clearly wealthy and spends his money

on buying certain dwarf goods which he then resells, at market rates (and therefore considerable loss) in the emporium. Most goods are pedestrian in nature but one occasionally finds the odd treasure or piece of stunning jewellery at a bargain price. The dwarfs pay no heed to Quosp's dealings; he pays them and does not haggle, so they do not care how much he sells things for. On a number of occasions Quosp has been threatened by chancers who consider him a soft touch: this is a mistake. Quosp is not only an accomplished draconic mystic with the magic to back-up his reputation, he also enjoys the companionship of Urlugg Leadbeater, a Dark Troll who has also converted to the draconic path but who still cleaves to his uz tendencies of beating the brown stuff out of those who might insult or assault Quosp, his friend. No one is certain how Quosp and Urlugg came to become partners or why they chose to make Bad Deal their home but Quosp naturally commands a great deal of respect in Bad Deal since he seems to have all the latest news from either side of the Nidan Mountains and does not flaunt his draconic heritage too brazenly. Urlugg commands respect (save amongst the dwarfs, who hate him), because he stands seven feet tall, has arms as thick as tree trunks and a snarl that chills the warmest blood on the hottest day.

Pavis

On the Zola Fel River stands the mighty city founded by the EWF hero, Pavis, who, with the assistance of a huge, animated stone statue, drove-out the nomads who occupied the area and brought the influence of the Wyrms' Friends into the scrublands of Prax.

The great city of Pavis was completed in 850 but its reputation from grandness has spread far and wide. Pavis is known as an inclusive and enlightened ruler, even though he retired to his palace in 860 and has not been seen since. Evidence of his greatness and enlightenment is found in the curious case of Flintnail Hardeye, the legendary Rock Mostali who had been tutored by Claymore and was part of the Nysalor project. Flintnail, an individualist even before the concept had found any kind of wider favour amongst the Mostali, followed Pavis in his battles against the nomads and their war god, Waha, in order to honour the Faceless Statue which led Pavis's army into Prax. Flintnail brought with him his repair crews and battle

Trolls in Bad Deal?

Bad Deal welcomes all prospective traders – even trolls. It is rare for the uz to visit Bad Deal since most of their requirements are handled within their own communities and the presence of iron in dwarfish colonies is unsettling for them. Nevertheless, trolls do, when the need arises, deign to trade with their ancient enemies and Bad Deal is the one place where it is allowed to happen. Trolls come to buy metals for decoration and food, although weapons and armour are never sold to trolls by the dwarfs.

When visiting Bad Deal there is a 20% chance that 1D6 trolls will be present. These are likely to be a dark or cave troll accompanied by assorted functionary trollkin (food, gophers and the such like) looking to buy metals or minerals and trading lead, jewellery made from bug carapaces and other trollish wonders. Dwarfs have a curious fascination with troll artifice – mostly so they can deride it but also so that it can be studied: *Know Your Enemy* is a watchword in Nida...

crews – Clay and Iron dwarfs, with a smattering of Mostali original mineral castes – because he believed that the Faceless Statue represented a personification of Mostal himself. This fragment of Mostal was marching east to create something New and Great and Flintnail saw it as only right and proper and indeed, part of his destiny, to become part of the toolkit that would be needed in the wake of the war.

Flintnail became a trusted adviser to Pavis. When the war was won, Pavis turned to Flintnail to construct the city that would bear Pavis's name and be a testament to his glory. Flintnail was allowed to design the city to sensible, defensible, specifications and not the strange draconic configurations that someone of Pavis's stature would otherwise have favoured. The city of Pavis was built from the remains of the Faceless Statue, which had disintegrated at the end of the Too Tall Battle and built

quickly – within 19 years. The city, when complete, was a fusion of Pavis’s vision and Mostali artifice and insight: a legacy for both Pavis and Flintnail.

Flintnail sealed the alliance between man and Mostali by marrying one of Pavis’s daughters. Flintnail found that his pestle would interact with her mortar and a child resulted; but Flintnail did not remain to bring up the child because that is not part of the Master Plan or indeed, Flintnail’s destiny. Flintnail left Pavis soon after the child’s birth, returning to the tunnels of Glorantha and disappearing from history. The child, Ginkizzie, was born fully formed with all the knowledge of a master mason and became the heir to Flintnail’s name.

The Mostali of Pavis

When Flintnail left, Ginkizzie became the leader of the Pavis Mostali, who numbered around 100. Of this number, three are true Mostali: Karzad Rockvoice, a Rock Mostali and known as Chief Mason; Prokinizzie, a Silver Mostali and master sorcerer, known also as First Site Foreman; and Aladikis, a Brass Mostali and known also as Second Site Foreman. All three were assistants to Flintnail in the construction of Pavis’s city and know the placer intimately. Ginkizzie, even though he is not a true Mostali, is treated as such because the fluids of Flintnail and Flintnail’s intellect run in his veins and despite the fleshy exterior he behaves in the ways any true Mostali should.

Ginkizzie’s first act in proof of his Mostali heritage, was to raise a Great Hall above ground in Flintnail’s name and to further the tunnels below ground that connect different parts of the city together. The Flintnail Hall has become a focal point for all the Mostali and the dwarfs of Pavis but also for those who recognise the alliance of Flintnail, Pavis and Pavis’s daughter and treat this alliance almost as a cult of the city. Ginkizzie, having human traits, recognises the importance of Flintnail’s cult and acts as its High Priest, leading ceremonies, based on Mostali working rituals, in the surface Great Hall. Otherwise, his refuges are the underground chambers where he perfects his skills as a mason in true honour of his father and in concert with the other Mostali.

Karzad, Prokinizzie and Aladikis rarely venture to the surface, preferring the sanctity of their own workshops below ground. They recognise that the surface city is a

new part of the World Machine and one that functions correctly and in time with the universe. It is a shadow topology of The Spike and capable of replicating its binding force. Because Pavis is built from the remains of the Faceless Statue and because the Faceless Statue was a representation of The Maker, they city they helped create is more than a mere collection of buildings and communities: it is a place of mythic resonance that casts a shadow throughout the whole of Time and beyond it. Without Pavis, they believe, The Spike, which the Nidan Decamony seeks to recreate, cannot be brought back into being. Their task, then and the task of all the dwarfs in Pavis, is to protect the city, maintain it, repair it and never leave it, thus ensuring that Pavis, the New Cog, prepares the way for The Spike’s return.

The Pavis Mostali efforts go mostly unseen: their work is conducted below the city’s foundations and only Ginkizzie offers any clue as to what the Mostali are doing to contribute to Pavis’s ongoing existence. In 908, Pavis is entering the pinnacle of its greatness but is not without its enemies. Trolls and barbarians, not to mention God Learners and even Wymfriends, would see Pavis’s nature corrupted or destroyed. Ginkizzie and the other Mostali are therefore dedicated to the city’s defence. If the need arises, the Mostali and dwarfs – and there are a hundred Clay and Iron dwarfs living in and under Pavis – come to the city’s aid, fighting alongside the human and elf occupants, honouring both Pavis the Ruler and Flintnail the Builder.

Any repair work that needs to be undertaken to the walls, buildings, roads or other structures is carried out quickly and efficiently by the dwarfs and directed by Aladikis. The dwarfs know the city as intimately as anyone else – probably more so – and go about their work silently and unobtrusively. It is not unknown for people to be awoken in the dead of night by the sound of hammering as the dwarfs conduct minor running repairs to a roof or wall whilst the occupants sleep.

Relations with Others

Flintnail’s legacy ensures a level of unparalleled cooperation between Mostali and humans within the city walls of Pavis. Although the Mostali maintain a healthy distance, Ginkizzie meets with humans who attend the Flintnail Great Hall (which they claim is a temple) on a regular basis and visits the palace of

his mother and grandfather where he is schooled in Pavis's wisdom and in return, exchanges knowledge of Mostali ways. In this way, the dwarfs of Pavis are viewed with benevolence and not the suspicion found elsewhere. The Mostali are viewed as private beings, rather than secretive and as generous creatures rather than hoarding, greedy ones.

Outside Pavis, the Mostali who live there are viewed with deep suspicion by other Mostali. Much depends on how Flintnail himself is viewed by other dwarfs; in some quarters he is considered the ultimate heretic, especially in conservative orthodox Mostali colonies. But in Greatway and Dwarf Mine, for example, where Flintnail once had much influence, he is viewed as a hero by those dwarfs who have adopted both Openhandism and Individualism. The growing cult of Flintnail has even taken hold in some quarters, although, with typical dwarf reserve, it is not treated as a religious cult per se but as a respectful remembrance of his architectural expertise.

The city of Pavis is an inclusive place and it has attracted the old enemy, the aldryami. The Pavis Mostali ignore them completely and the aldryami do likewise. The aldryami do not visit the Flintnail temple nor go out of their way to look upon Ginkizzie as anything more than a curious dwarf/human hybrid. The Mostali are happy to remain in their tunnels beneath the city and do not go anywhere near the Garden, the area that the aldryami have been allowed to carve for themselves within the city's walls. It would be untrue to say that two races trust each other but do manage to rub along without antagonism.

As for trolls: there are very few trolls within Pavis, although a handful of emissaries from Dagori Inkarth and the Shadow Plateau have visited to view the city and discover what Pavis has engineered. They have made no attempt to discover what the Mostali are up to and seem willing to accept Ginkizzie's position as one of Pavis and Flintnail's offspring.

The Flintnail Temple

Flintnail himself left the designs for the temple but Ginkizzie raised it, building it from the organstones

of the Faceless Statue. The organstones (heartstone, liverstone, kidneystone and so forth) are beautiful, crystalline formations of deep hues of sapphire, emerald and ruby. The Flintnail temple is built of these colours of crystal and reflects Mostali architecture elsewhere in Glorantha: geometrically aligned and perfectly symmetrical, with interior and exterior surfaces carved with the intricate, geometric patterns that reflect the mind of Mostal and elements of the Master Plan.

The temple is a single, above-ground structure, although there are secret stairways that lead into the tunnels below Pavis and are used exclusively by the Mostali and dwarfs. The stairs of the temple lead into a single, octagonal hall dominated by a statue of Flintnail, some six metres high and carved from ruby heartstone. The rituals of remembrance, conducted by Ginkizzie on the anniversaries of the completing of Pavis and of his leaving the city, are conducted at the feet of the statue. Worshippers are encouraged to leave donations of coin, which are used to fund repair materials for the city, pressed into the gaps between the Flintnail statue's toes.

The temple possesses an ethereal beauty which could only be produced by a marriage of human and Mostali sensibilities. Both Mostali and humans feel a sense of peace within the temple, especially when the harsh sunlight of Prax is filtered through the crystal walls and falls in myriad shards upon the interior – thousands of motes of multicoloured light that gently move with the sun's overhead progress. In natural niches around the statue of Flintnail are smaller statues commemorating Pavis and other heroes who helped liberate the area, build Pavis and then defend it from the nomad attacks. These statues are crude when compared with Flintnail's but are, by human standards, exemplary works of art and they form satellite shrines within the temple. People may therefore revere and remember Flintnail but also worship Pavis at the same time. And in time, the city cult of Pavis will develop from the Flintnail temple and come to be centered on Pavis's own palace.

The cult of Flintnail is described on page 118. The city of Pavis will be detailed in forthcoming supplement.

Slon

The uncharted, unknown continent of Slon lies due west of Pamaltela, separated from it by the wild and unpredictable Swermela Sea. The Swermela's currents are strong enough to turn even the strongest God Learner ships to matchwood, in the right conditions and so humans have been deterred from investigating Slon's coastal fringe. If they did, what they would find would shock them.

From the sea, Slon appears to be a land of dense jungle. A layer of thick, sub-tropical forest lines the edge of the harsh, black cliffs and appears to extend for many hundreds of kilometres inwards. That and the lack of natural harbours along the Slon coastline are deterrent enough; Slon remains unexplored and cut-off from the rest of Glorantha. Yet Slon is not uninhabited and humans exist here but are slaves to the Slon Decamony and the largest concentration of Mostali anywhere on Glorantha.

The jungle-like forests of the coast rapidly give way to barren, cracked, unfertile expanses of earth. The soil is heavy and dark, caking the feet in thick mud when the rains have visited. Huge craters pepper the landscape, the results of both natural subsidence and the footprints of the dinosaurs that roam the plains Outside the wall...

...outside, because Slon is divided into two parts: Inside and Outside the Wall.

Inside the Wall

The Wall itself is built from tightly-packed blocks of stone and stretches for as far as the eye can see across the horizon. It is twenty four metres high and was built in the Dawn Age to withstand the attacks of dinosaur-riding giants. Its battlements are peppered with ballista emplacements and sockets for huge, brontosaurus-felling crossbow. The Wall is hollow and filled with staircases, passages, fighting tunnels and escape passages. In the Second Age the Mostali have little need to place troops within and on the Wall but if called upon to do so for any reason, can field large units quickly, turning the Wall into an impregnable barrier. An enormous trench, ten metres deep and six

metres wide, aprons the Wall, creating a killing ground for any giants (though there are few left) who would attempt to mount an assault. Many small gates, large enough for dwarfs and humans and far too small for giants, line the Wall itself and these gates are indeed used by humans; but more will be said of them later.

Within the wall the earth continues its dark, barren desolation, matching the temperament of the brooding Mostali who occupy Slon. A few stone, temple-like buildings, scattered haphazardly across the bleak land mark the entrance to the various Mostali cities that are built deep beneath: Glimdrung, Ocolobor and Torfang. Grim names for a grim race. The Mostali of Slon, despite being orthodox and decamonic, are true outsiders, deliberately sealed-off from the tunnels connecting to Nida both by accident and design.

Outside the Wall

Across the cracked surface earth and in amongst the coastal forests, are humans. Barbaric and simple, these loosely allied tribes both hunt and worship the dinosaurs that still roam Slon's crushed plains. These hsunchen, known as *Jaskali*, both fear and revere the Mostali. When the giants were finally repelled and then crushed by a Mostali terror weapon, towards the end of the Dawn Age, the Mostali came looking for slaves to both replace their losses and add to their numbers. The simple Jaskali took the Mostali to be a new race of diminutive gods who had, perhaps, created the dinosaurs and defended themselves against the marauding giants. The Mostali demonstrated their powers of creation by making and releasing Jolanti into the lands Outside the Wall, proving their mastery of the lands.

The Jaskali are now a vassal race of the Mostali. Every year, large groups of Jaskali men and women are selected to Cross the Wall and enter the domain of the dwarfs. The unwitting Jaskali see this as entering paradise – they believe and the Mostali let them – that Inside the Wall is a vast garden of plenty where food is not scarce, the water sweet, not brackish and there are no dinosaurs to plague, trample and kill. Great lines of the chosen march to the gates during Earth Season and pass through, intoning joyful songs of deliverance, hearts filled with joy at having being picked to enter

paradise. On the other side, slavery awaits. The Gold Mostali, who control the cities of Slon, wait to greet the chosen Jaskali and lead them into the depths of their cities, taking them away from the sunlight altogether.

Within the dwarf cities, the enslaved Jaskali are treated like Nilmergs. Trained in one or two particular tasks, they must live and work as dwarfs work, toiling for long hours on seemingly pointless projects, harried by Gold Mostali overseers, prodded by Iron dwarf wranglers and fed on the fetid canned food that the Mostali insist everyone must eat. Great measures are taken to prevent the humans from escaping and taking the dreadful truth back to the Jaskali tribes. Those Jaskali slaves who accept their fate and comply with Mostali orders receive more lenient treatment and are recognised as something better than Nilmergs. Those who rebel are subdued and led to the New Mud Laboratories where they are conditioned. When they emerge, large scars across the tops of their shaved heads, they behave like Jolanti, slow and dull-witted but completely compliant. Even the simple Jaskali fear the prospect of the New mud Labortaoories.

The Slon Decamony

Things were not always thus. During the Dawn Age, when all was well with the World Machine, Slon formed the Pristine Southerly Axis, a vital component of The Spike's binding of the cosmos. All was good for an immeasurable time and Slon and Nida co-existed together with Slon accepting Nida's wise direction.

Then the giants came, riding dinosaurs and proclaimed Slon as their land. They ripped-up the forests that covered the surface, exposing the entrances to the Mostali cities and let-loose dinosaurs to ravage the area. The Mostali, believing that the giants were errant, dysfunctional Jolanti, tried to reason with the giants but found them a brutal enemy. The Wall was hastily but expertly, erected around the surface perimeter of their cities to prevent the giants from digging under and into the passageways.

The Slon council sent Urgent/Important word to the Nidan Decamony, pleading for aid against the giants; but none came. The Mostali of Genertela had battles

of their own, against trolls, elves and gods. The Spike was threatened and reserves could not be spared. The Mostali of Slon were on their own. At this time, the Gold Mostali rose to prominence, formulating the defences of The Wall and the strategies that would lead to the building of the terror weapons that would eradicate the giants permanently. That weapon was a disorder keg of the like never seen before; certainly the largest and it consumed every last reserve of black powder in Slon. In the final, dreadful battle, thousands of giants, massed in a phalanx that shook the earth, marched on The Wall. The terror weapon was loaded into Giant Pummeler Prime, the immense catapult built behind the wall and the fuse was lit. The Gold Mostali gave the order to release the catches and the weapon flew through the air with incredible accuracy, smashing into the very centre of the giant phalanx and exploding.

Not a single giant was left alive. Every tree, bush and plant for thousands of kilometres was destroyed. The land was scorched, blackened and cracked. The Wall held, the giants were dead but the Mostali had paid dearly for their own survival.

The Gold Mostali now dominated the Decamony of Slon. The other castes were represented but Gold Architect Forthright, the foremost of the Slon Gold Mostali, determined that Gold knowledge had saved the colony and denied the other castes any real power. The castes capitulated; falling into the tasks assigned to them by the Gold caste and have remained that way, never questioning Gold's supremacy. It was commanded that Slon should separate from Nida completely and so the tunnels were severed and all communication with the northern continent lost. The Mostali of Slon have been separate ever since and are now all but forgotten by their cousins in Genertela.

The policy of Jaskali slavery arose at the start of the First Age, driven by a need to supplement the meagre ranks of Clay and Iron dwarfs. In all truth, the Mostali believe that the savages Outside the Wall were placed there by Mostal to serve the World Machine and so, every Jaskali that is brought into Inside the Wall is taught the ways of the Maker and how the Master Plan is to be served. The Gold Mostali occasionally

go Outside the Wall to meet with the Jaskali chieftains and bring news of how paradise is being built and to take gold, silver and precious gems to the greedy, primitive humans who genuinely believe that the Mostali are benevolent, god-like beings. In this way the Jaskali readily offer-up their own to enter paradise and live alongside the Mostali as equals, believing that a life of opulence awaits those who go Inside the Wall. The Gold Mostali let this belief perpetuate because they believe it also. A Mostali city *is* paradise – to a dwarf. There *is* plenty; canned food is in *abundance* and there can be no *greater* privilege than to work for the *good* of the World Machine. What might be a lie to the Jaskali is truth to the Mostali and so the Mostali make slaves of the willing humans and humans swell the ranks of the dwarfs, serving both the Gold Mostali and the World Machine.

When, at the beginning of the Second Age, Curustus Mostali reached Slon in Zadeel-carved stone ships, they found the truth of the Slon colony and reported back to the Nidan Decamony. Slon was declared a Completely and Criminally Dysfunctional colony that cannot be repaired. Slon is now, truly, apart from wider Mostali society and developing along a very different course.

Mostali Cities of Slon

Glimdrung

This is the bleak, black-stoned city that has been given over to Jaskali slaves. Around a kilometre south-west from the Wall perimeter, its gloomy stone buildings rise in a ramshackle, graveyard-like fashion of dingy, narrow streets, open sewers and dung-piles. The humans return here each rest period (for them, night time) and eat on the cans of dwarf food deposited in a heap at one end of the city in a neat pyramid array. Each individual queues in a squalid line, takes a can,

has it opened by a Nilmerg and then returns to his dwelling to consume the contents and sleep.

Aside from bringing food, dwarfs rarely visit Glimdrung, viewing it solely as a rest area. Some two thousand Jaskali are crammed into its low walls, living seven or eight to a dwelling. As Mostali do not understand the needs of human children, babies and infants are left to the old and infirm to look after whilst the healthy parents troop towards the centre of the city and down into the passageways leading to their work areas. In the day, feral children roam the streets, playing cruel and savage games, taunting those who are meant to look after them but are too frail to do so. Occasionally Iron dwarfs venture into Glimdrung to quell the more recalcitrant youths who maintain running feuds with rival gangs, using weapons to fell the most rebellious.

The centre of the city is marked by a black obelisk carved from obsidian. It is five metres high and covered in Mostali geometric notation that no one in the city can read. Around it are the openings of the tunnels that lead down into the bowels of the earth beneath Slon, where the slaves work alongside the dwarfs for the glory of the World Machine. Glimdrung residents claim that, twelve days straight walk, following the tunnels in the true line, leads one to the amphitheatre of the Slon Decamony. They might be right but the slave Jaskali are conditioned never to venture there, remaining, instead, in their assigned workplaces which are in the tunnels and caverns closest to the surface.

The Jaskali view Glimdrung as the paradise they were promised when chosen. They do not have to hunt or forage for food and each day has purpose – even though that purposes is back-breaking, monotonous work that is ill-suited to the human physique. New chosen Jaskali are brought to Glimdrung each Earth

Season and left to find their own dwellings. Fights are frequent at this time of the year, as new arrivals seek to displace established residents. The old and weak invariably suffer, being cast out to live in the streets where many die due to the cold Slon nights and miserable, blood-thinning rains that frequently beset the region. In this way the fittest survive but even the fittest do not survive long. Deprived of sunlight, fed on nourishing but bland dwarf food and worked until their fingers bleed, health deteriorates rapidly. Children, when they reach working age (usually six or eight), are rounded-up by Iron dwarfs and forced to join their elders in the mines and workshops. Some, the most cunning, elude the Iron dwarf round-up parties and form gangs that hide in the outer reaches of the city, becoming aloof, violent, thugs who prey on the sick. Eventually though, the Iron dwarfs catch-up with them. Nilmerg spies watch the feral gangs and point-out their locations so that Iron dwarfs can go and retrieve them, taking them first to the New Mud Laboratories for reconditioning, before being put to work alongside their parents, brothers, sisters and other, distant relatives.

Glimdrung continues beneath the surface streets; a network of deep tunnels, passages, caverns, workrooms, furnaces, foundries and mines, worked by both slave Jaskali, dwarfs and Mostali. Glimdrung's purpose is to dig as far into the earth as possible, so that The Spike's anchorage remains secure. In the process precious metals are mined and hauled to the stores for use in other Mostali projects and to appease the Outside the Wall Jaskali. The humans of Glimdrung eventually come to believe that they are dwarfs themselves, although lower in the hierarchy than either Clay or Iron dwarfs. They share the same work patterns, eat the same food and wear the same overalls and aprons. Humans cannot use tools with anything approaching the deftness of dwarfs but some excel in their allotted fields and are viewed almost – but not quite – as equals by the Clay dwarfs. They are

still subject to dwarf and Mostali commands, however and if work is not completed to standard, on time, they are beaten or punished by a refusal of rations.

Ocolobor

A fully underground city, Ocolobor is where the Mostali make their home, distant from Glimdrung's squalor but connected to it by a webwork of tunnels and passages that are forbidden to Jaskali. Ocolobor occupies eighteen levels, plunging deep into the earth in a haphazard column. The upper eight tiers are home to Clay and Iron dwarfs and contain the mine faces, foundries, weapon shops and manufacturing units. The ten tiers below are the realms of the original mineral castes with the lowest two tiers being the Slon Decamony amphitheatre, where the council meets in constant session to decide business and the Halls of Lore, where the Gold Mostali concentrate both knowledge and power, controlling everything that happens across the entire colony.

Ocolobor's work is dedicated to manufacturing and installing the Universal Differential Device, a machine of Gold Mostali design that, when finished, will calculate the true size of the cosmos and work-out the parameters of the Extended Plan – the plan that, the Gold Mostali of Slon believe – will be put into action once the Master Plan has been executed. The Extended Plan is believed to be the self-awareness of the cosmos and which will create other cosmoses that are technically and mythically perfect and inhabited solely by true Mostali. The Universal Differential Device is the basis for this self-awareness and it is fiendishly complex. The mechanisms are so large, so intricate and require so much magical energy that many dwarfs are killed in its construction, hence the need for human slaves. The Universal Differential Device occupies a country-sized level that spreads out in parallel to the stacked tiers of Ocolobor and it is a maze of grinding, chugging, snarling machinery of such complexity

that, for non-dwarfs and Mostali to gaze upon it is to introduce instant insanity. The device conforms to no known physics and its geometry defies earthly laws. Its immensity bends the nature of Time itself and its mechanisms are vast enough to create pocket realities that fizzle into and out of existence in the blink of an eye. The machine grows more complex with each passing year as the Gold Mostali forever improve its performance, attempting to stabilise created realities long enough for study. Occasionally strange creature lumber out of these brief planes of existence and must be caught and caged. Some die within minutes or hours; others survive and once studied, are released into the lands Outside the Wall where they take to the shadows to hide or join with the marauding dinosaurs to prey on isolated Jaskali clans.

The Mostali castes remain in their own tiers, working on their allotted parts of the Universal Differential Device. Gold Mostali regularly move through each tier, checking in the progress of each caste's work and reporting back to the Slon Decamony. Ignorant of what is happening elsewhere in the world and even unaware that The Spike has been broken and scattered, the Slon Mostali concentrate solely on the activities special to them and are unaware of the heresies of Individualism, Openhandism and Octamonism. They view the Jaskali as useful tools and use them appropriately, occasionally studying their habits and work records but otherwise leaving them to their own devices (as long as work assignments are completed to standard and schedule). The Gold Mostali clearly dominate Ocolobor and are by far the most numerous of the original minerals castes. Below them, the Brass Mostali are considered to be next in importance because their skill with metals keeps the production of the Universal Differential Device on track. Quicksilver and Silver Mostali rank equally, their sorcerous and alchemical knowledge being of some but not crucial, importance to the development of the Extended Plan. Stone, Tin and Copper Mostali are considered important, useful workers but have little say in the development of Slon Mostali projects and work diligently as instructed by the Gold Mostali.

Ocolobor therefore functions in its dark vastness, its strange, reality-bending machine at its heart and the constantly shifting expectations and ideas of the Gold Mostali driving the direction of the colony.

Torfang

Located in the cliffs of northern Slon and therefore, technically, Outside the Wall, Torfang is a port city that still manufactures stone ships, although they have no use to the insular Slon Mostali. The shipyards occupy massive cliff-face caverns and the immense stone harbour that fronts the city is choked with unused stone vessels that sit, solemnly and patiently, in the water. Torfang is dominated by Rock and Brass Mostali but they answer directly to the Slon Decamony and do as directed by the Gold Mostali. Torfang labours in the belief that, once the Extended Plan is executed and new universes are created, great fleets of stone ships will be needed to sail between worlds and universes, carrying essential components manufactured by the Universal Differential Device. The ships Torfang creates are therefore carrier vessels, immense in size and dwarfing even the mighty ships of Zadeel.

Jaskali are employed in the Torfang forges and sculpting bays, conducting lifting, fetching and carrying whilst the Rock Mostali and Clay dwarfs do the major construction work. Mortality rates amongst the Jaskali slaves are high and the Rock Mostali constantly complain that they need more slaves to remain on schedule and bemoan the fact that the New Mud Laboratories of Ocolobor do not produce more Clay dwarfs to supplement the weak and flimsy humans who are so easily crushed or scalded by the essentialities of ship building. The Gold Mostali respond by sending a fraction of the new slaves required and the occasional retinue of Clay dwarfs but point out that Torfang's work is secondary to the Extended Plan and that the completion of the Universal Differential Device must come first. Once it is complete and operational, they claim, new ships will be made instantaneously.

DWARF CHARACTERS

This chapter provides extended character generation for dwarfish characters. It follows the standard RuneQuest character creation template but adds certain additional steps that can be considered optional.

Playing A Mostali

Mostali are not the easiest characters to play accurately, owing to their highly regulated psychologies and hatred of all other species. However there is no reason why a dwarf character cannot integrate with a human party of adventurers; every dwarf has a certain degree of freewill and gaps in his plan scroll that need filling. If a dwarf must interact with non-Mostali, he will do so because it is a means to an end and part of a prescribed process, nothing more.

Character Creation

Mostali Caste

The first stage in Mostali character creation is to determine the dwarf's caste. This can either be determined randomly or agreed with the Games Master. If the random method is used, roll on the Mostali Caste table, noting that the eight original Mostali have a much lower frequency of occurrence than the 'standard' dwarfs. Note that Diamond dwarfs, being the pinnacle of dwarfish perfection, are not permissible as Player Characters.

Mostali Caste Table

1D100	Caste
01 - 05	Brass
06 - 40	Clay
41 - 46	Copper
47 - 51	Gold
52 - 75	Iron
76 - 80	Lead
81 - 85	Quicksilver
85 - 90	Rock
91 - 95	Silver
96 - 00	Tin

How to Play a Dwarf

- Suppress emotion. Dwarfs are not given to displays of emotion, even rage, of any kind unless The Maker or the World Machine are questioned or maligned.
- Approach everything as though it is a PRINCE2 project. Draw GANTT charts or complex brainmaps if appropriate.
- Show disdain for all things organic.
- Assess everything in terms of how the World Machine will be affected. Be as abstract as you like; no one but the Gold Mostali truly know the real complexity of the Master Plan.
- Exhibit utter hatred for all aldryami and uz. Become murderous, even.
- Develop a set of rituals, abstract or roleplayed that reflect your daily routine. Work chants are good, as is aligning all your tools in a specific order and giving them names. Count things many times over, just to be sure. Use a slide-rule instead of a calculator.
- Use of engineering, mechanical and technical jargon is good. Use of organic terms is bad.
- When confronted with a problem of particular significance, hook your thumbs into your belt or braces, shake your head sadly, take a large, loud, intake of breath and utter something like: 'That's going to take a while to fix...' or 'You're looking at triple time, plus labour...' or 'What idiot put that there....?'
- Approach each and every problem and situation only after enjoying a large mug of coffee or tea. Get someone else to make it for you, if possible.

Natural Armour

All dwarfs, due to the nature of the construction, are equipped with natural armour. Armour values apply to all hit locations and carry no skill penalty:

Mostali Natural Armour Table

Caste	Armour	Notes
Brass	2	
Clay	1	Clay Mostali appear lumpy and malformed; they receive a -10% penalty to Influence rolls. However they also gain a +15% bonus to Stealth rolls when operating in rocky environments
Copper	2	
Gold	1	The glimmering nature of Gold Mostali skin lends an air of grandeur and gravitas. Gold Mostali gain +30% to Influence when dealing with non-Mostali
Iron	3	Iron Mostali sustain only half damage from iron weapons
Lead	4	Lead Mostali are incredibly dense in terms of mass. Treat their weight as being four times normal. This does not impede their movement but may have consequences when they are operating in unstable environments above ground.
Quicksilver	1	The skin of Quicksilver Mostali appears to be fluid metal which flows across their bodies.
Rock	2	The rocky nature of Rock Mostali provides a +30% bonus to Stealth rolls when they are operating in any area of natural rock
Silver	2	The glimmering nature of Silver Mostali skin lends an air of grandeur and gravitas. Silver Mostali gain +15% to Influence when dealing with non-Mostali
Tin	1	



Reproduction Line Role

To determine the Mostali's role in the reproduction line, roll a further 1D100:

Result	Role
01 – 75	Pestle
76 – 00	Mortar

Pestles are roughly analogous to males and Mortars to females; however the physical differences visible to non-Mostali are negligible; both kinds appear very masculine and both can sport beards.

Having determined the reproduction line role, has your dwarf ever been taken to the New Mud Laboratories to make new dwarfs? Check on the below table:

Reproduction Line Experience

1D100	Reproduction Line Experience
01-70	Never, by the Good Grace of Mostal!
71 - 90	Yes. The experience was horrendous. Once the character is fully generated, make a Persistence roll. If you fail, roll once on the Dysfunction Table.
91 - 00	Yes. The experience was so horrendous you are perpetually scarred. Roll on the Dysfunctional table <i>immediately</i> .

Mostali Characteristics

Mostali characteristics differ from caste to caste. The tables below summarise the characteristic rolls used for each type.

Mostali Characteristics by Caste

Caste	STR	CON	DEX	SIZ	INT	POW	CHA
Brass	4D6	2D6+18	2D6	1D6+6	2D6+6	2D6	3D6
Clay	4D6	2D6+12	2D6	1D6+6	2D6+6	3D6	3D6
Copper	3D6	2D6+12	2D6+6	1D6+6	2D6+6	3D6	2D6
Gold	2D6	2D6+12	2D6	1D6+6	2D6+12	2D6	3D6
Iron	4D6+6	2D6+12	2D6	1D6+6	2D6	3D6	3D6
Lead	4D6	2D6+12	2D6	1D6+6	2D6+6	3D6+6	2D6
Quicksilver	3D6	2D6+12	2D6	1D6+6	2D6+9	3D6+3	2D6+6
Rock	4D6+6	2D6+12	2D6	1D6+6	2D6+6	2D6	3D6
Silver	3D6	2D6+6	2D6	1D6+6	2D6+12	2D6+12	3D6
Tin	3D6	2D6+6	2D6	1D6+6	3D6+6	2D6+12	3D6

All abilities (Hit Points, damage modifier and so forth) are figured as per the RuneQuest rules.

Earthsense

In addition, all dwarfs have the Earthsense ability. This operates constantly when underground, allowing dwarfs the same advantages of movement and perception as humans have in daylight conditions on the surface. In addition, dwarfs can automatically calculate the dimensions and configuration of any underground passageway or cavern simply through spending 1D4 Combat Rounds in concentration. In a similar period they can also determine depth and direction.

Note that Earthsense must recalibrate for surface ventures. A dwarf emerging from his caverns into the outside world needs to spend at least an hour recalibrating his Earthsense. In game terms, this means that, for 30+3D10 minutes all skills reliant upon DEX are halved. At the end of this period the dwarf must

make a Resilience test. If successful, his skill values return to normal; if he fails, his skills return to three-quarters their normal value and he must wait another 3D10 minutes before attempting a further Resilience-based recalibration roll. If the subsequent recalibration roll is failed, a dwarf's skills return to their full value within 12 hours.

When above ground, dwarfs receive no special advantages due to Earthsense.

Background

Caste determines background. Note that the Background entries here correct certain inconsistencies found in the Background tables in the *Players' Guide to Glorantha*.

DWARF CHARACTERS

Caste	Basic Skill Bonuses	Advanced Skill Bonuses	Starting Money
Brass	<p>Perception +5%, Persistence +5%, Resilience +10%</p> <p>Pick Two +10% Athletics, Boating, Dodge, Lore (World)</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Staff, Unarmed</p>	<p>Craft (any smithing), Language (Native) +50%, Lore (Metallurgy), Lore (Regional)</p> <p>Pick Two Craft, Dance, Language, Lore, Play Instrument, Survival</p>	4D8x50 silver
Clay	<p>Athletics (Brute Force) +5% Persistence +5% Resilience +5%</p> <p>Pick Four +10% Dodge, Lore (World)</p> <p>1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Staff, Unarmed</p>	<p>Craft (any), Language (Native) +50%, Lore (any)</p> <p>Pick One Craft, Engineering, Language, Mechanisms, Survival</p>	4D8x50 silver
Copper	<p>Perception +5%, Persistence +5%, Resilience +10%</p> <p>Pick Two +10% Athletics, Boating, Dodge, Driving, Lore (World)</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Staff, Unarmed</p>	<p>Craft, Language (Native) +50%, Lore (Magic), Lore (Regional), Lore (Tool or Weaponsmith),</p> <p>Pick One Craft, Dance, Engineering, Language, Lore, Mechanisms, Play Instrument, Survival</p>	4D10x50 silver
Gold	<p>Influence +5%, Lore (World) +10%, Perception +5%</p> <p>Pick Three +10% Dodge, Evaluate, First Aid, Lore (World), Persistence, Resilience, Riding</p> <p>Pick Two +5% 1H Axe, 1H Hammer, Crossbow, Dagger, Shield, Staff, Throwing, Unarmed</p>	<p>Language (Native) +50%, Lore (Regional), Lore (Mind of Mostal), Lore (any)</p> <p>Pick Two Craft, Dance, Engineering, Language, Lore, Mechanisms, Play Instrument, Survival</p>	4D8x50 silver
Iron	<p>Athletics +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +5% Boating, Dodge, Driving, Lore (World), Riding</p> <p>Pick Three +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, 2H Sword, Black Powder Weapon, Bow, Dagger, Polearm, Shield, Staff, Throwing, Unarmed</p>	<p>Craft (any smith), Language (Native) +50%, Lore (Regional), Lore (Tactics),</p> <p>Pick One Craft, Dance, Lore, Martial Arts, Play Instrument, Survival, Tracking</p>	4D10x50 silver

DWARF CHARACTERS

Lead	<p>Evaluate +5%, Perception +5%, Resilience +10%</p> <p>Pick Two +10% Athletics, Dodge, Lore (World), Persistence, Sleight</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Shield, Spear, Unarmed</p>	<p>Craft (glassblowing or plumbing), Language (Native) +50%, Lore (Regional), Lore (Seals and Wards)</p> <p>Pick Two Craft, Engineering, Lore Mechanisms, Play Instrument, Streetwise</p>	4D8x50 silver
Rock	<p>Athletics +10%, Resilience +10%</p> <p>Pick Two +10% Boating, Dodge, Driving, Influence, Lore (World), Perception, Persistence</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Dagger, Polearm, Shield, Spear, Throwing, Unarmed</p>	<p>Craft (Construction or Stonemason), Language (Native) +50%, Lore (Regional), Lore (Geology)</p> <p>Pick Two Craft, Engineering, Lore, Play Instrument, Streetwise, Survival, Tracking</p>	4D6x50 silver
Quicksilver	<p>Influence +10%, Perception +10%, Resilience +10%</p> <p>Pick Two +10% Dodge, Driving, Evaluate, Lore (World), Persistence, Sleight</p> <p>Pick Two +10% 1H Axe, 1H Hammer, Dagger, Shield, Staff</p>	<p>Craft (Alchemy), Language (Native) +50%, Lore (Regional), Lore (Potions),</p> <p>Pick One Craft, Dance, Language, Lore, Play Instrument</p>	4D6x100 silver
Silver	<p>Perception +5%, Persistence +10%, Resilience +5%</p> <p>Pick Two +10% Dodge, Lore (World), Sleight, Stealth</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Dagger, Rapier, Shield, Spear</p>	<p>Language (Native) +50%, Lore (Magical), Lore (Regional), Lore (any),</p> <p>Pick Two Craft, Dance, Language, Lore, Play Instrument, Sorcery1</p>	4D8x100 silver
Tin	<p>Influence +5%, Persistence +10%, Resilience +10%</p> <p>Pick Three +5% Boating, Dodge, Driving, Evaluate, Lore (World), Perception</p> <p>Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, Dagger, Shield, Throwing</p>	<p>Craft, Language (Native) +50%, Lore (Regional), Lore (Food), Mechanisms</p> <p>Pick One Craft, Engineering, Language, Lore, Streetwise, Survival</p>	4D8x50 silver

Rank

Mostali work in strict hierarchies. What rank are you? Roll to decide.

1D100	Rank	Benefits
01-50	Worker	None
51-75	Premium Worker	Choose any 3 skills and increase them by +5%
76-85	Supervisor	Choose any 3 skills and increase them by +10%
86-90	Foreman	Choose any 3 skills and increase them by +15%
91-95	Manager	Choose any 3 skills and increase them by +20%
96-00	Director	Choose any 3 skills and increase them by +25%

Dysfunctional

Are you dysfunctional? Less than perfect? There are two ways of determining Dysfunction. Either your character has undergone the trauma of the reproduction line or he has undergone some form of past experience that has affected him forever. If you decide that your dwarf has undergone some form of life experience, you may roll once on the Trauma? table to determine what that experience was and then once on the Dysfunction table. If your dwarf has been through the reproduction line process, go straight to the Dysfunction table.

TRAUMA?

1D20	Experience
1	Workplace injury resulting in radical healing by the Tin Mostali. You have never been quite the same since...
2	Failure to complete a major project on time, resulting in much peer-pressure and self-inflicted guilt. This has disrupted your ability to prioritise and multi-task, resulting in mental anguish.
3	You were part of a group attacked by Uz. You survived the attack but many good dwarfs died and were eaten in front of you. Such barbarity has had a profound effect on you ever since.
4	Something you did led to part of the World Machine breaking down after centuries of careful repair – or at least, you feel responsible for it and the remorse is breaking you apart inside.
5	Seconded to a another caste for an important piece of project work, you uncovered a secret of the Mostali that has severely shaken your faith in perfection. You will never reveal what you learned but the pain of it gnaws away inside you...
6	One day, it suddenly dawned upon you that <i>nothing</i> you do – nothing the Mostali <i>ever</i> do – will repair the World Machine: it is beyond mending. You bravely work as you have before but the realisation is terrible to contemplate.
7	Sent to the surface world on a vital errand you became lost from the workgroup and wandered for days, alone in a hostile world. Having never been away from your people ever, this shook you – but you also discovered that the surface world is every bit as complex as the world you inhabit: you are desperate to learn more.
8	You were sure you would be promoted for your efforts but have been consistently overlooked and ignored whilst others – less diligent than yourself – have prospered. This has made you resentful of the Mostali system...
9	Part of a recent project exposed you to humans for the first time. You found them intriguing and definitely not repellent, as you have been taught. You feel you need to gain greater understanding of them to become a better worker...
10	It has been necessary to undergo reproduction line role reassignment. Change your assignment to its opposite. The operation to change you was disgusting and has left you mentally confused, if physically perfect.
11	Delving too deep into the earth you encountered creatures of Chaos and have been injured, resulting in a Chaos taint. The Tin Mostali did their best to fix you but the scars run psychologically deep...
12	A project you are working on has flummoxed you; some niggling detail disturbs and obsesses you. You have tried to shake off the problems but they are ingrained deeply.
13	Somehow you have developed delusions of grandeur; perhaps your birthing receptacle was damaged. Whatever the cause, you believe you should occupy a station greater than the one you do and this is having an impact on your work.
14	You agreed to take part in a Quicksilver Mostali experiment (you had little choice) and something went wrong that has rewired your logic faculties.
15	Although The Maker is really an abstract construct, designed to personify the physical forces of the world, you have become convinced that there is more to Him than meets the eye. He is truly a god, just as the humans have gods. This knowledge eats away at your soul...

- 16 You have achieved many successes in your daily work and many plaudits. The praise has gone to your head and you believe yourself elevated above your co-workers.
- 17 On a surface errand you have been exposed to a non-Mostali culture that has had a profound impact on the way you view yourself and your work. Are dwarfs really so perfect?
- 18 You have been involved in a battle with another race and the experience, for all the sorcery used to aid you, has been mentally taxing and damaging.
- 19 A project you were involved in failed drastically, destroying your co-workers but leaving you alive. You were not to blame but cannot live with the shame that results from being the sole survivor. You should have been destroyed with your fellows. Fate has dealt you a damaging hand...
- 20 Roll *twice* on this table, re-rolling if you roll a 20.

Dysfunction Table

1D20	Dysfunction
1	Religious. You accept the existence of all gods in addition to The Maker, who is but one of many, many gods ruling over Glorantha. You are interested in and attracted to, religions like moths to a flame.
2	The cultures of the surface intrigue you. Choose one of the following factions: God Learners, EWF orlanthi, Kralori, Dara Happans, Carmanians, Fronelans. Become obsessive about the culture you have chosen, doing all you can to learn more about it. In time, you will seek to integrate with it...
3	You find it difficult to concentrate on assigned tasks, becoming bored and distracted easily. This is not a Good Place for a dwarf to be at.
4	You have developed a tendency to question orders and authority. Your questions are not aggressive but they are persistent. When given a task, you are prone to deeply question its purpose, proposed result and methodology.
5	You are developing emotions contrary to the work ethic. You will be prone to fall in love, develop jealousy and so forth.
6	You yearn for the surface world. Underground, whilst still your home, cannot fulfil you. You must explore the wider mechanisms of the World Machine.
7	Nothing you do in the workplace satisfies your demanding standards. You become obsessive about tiny, inconsequential details to the distraction of the wider importance of your work. You are keen to describe your approach and theories to any who will listen.
8	You are argumentative and fractious. Your manner rubs everyone up the wrong way. Not a good team player...
9	Your faith in the World Machine is shaken. Dwarfs cannot repair it alone. You must go in search of magic and other tools, including cultures that will help you find the definitive repair strategy.
10	Develop obsessive compulsive disorder. Count things; develop obscure, non-work routines that take over your life. Your work suffers and so does your temper, especially when your routines are interrupted.
11	You know best in everything. Plans given to you are ignored in favour of your own. Plans you have not devised solely are flawed and likely to fail. Only you know best.
12	Develop highly aggressive, reckless tendencies, especially when you cannot get your own way.
13	You develop a dislike, bordering on hatred, for one of the other dwarf castes. You cannot work with members of that caste and do all you can to avoid them.
14	You are convinced you are The Maker's special agent on Glorantha. Without you, the World Machine is doomed to remain broken. You have a divine gift that must be exercised far and wide. Go forth and spread your talents!
15	Pick fault in the work of others, no matter how good it might be. Your own work is, naturally, flawless...
16	Constantly seek approval and reassurance. Become sullen and uncommunicative when not given the attention you crave and deserve. Become joyously happy – even sycophantic – when given even the slightest praise.
17	Develop a liking – nay, a craving – for non-dwarf food. Dwarf food is bland and unpalatable in comparison with surface world cuisine.
18	War and battle terrifies you. Avoid it at all costs.
19	War and battle invigorates you. Seek it out at all costs.
20	Roll <i>twice</i> on this table, re-rolling if you roll a 20.

Spiritual Practice

Spirituality does not come easy to dwarfs; those that exhibit anything approaching the human definition of the term are most certainly dysfunctional. However, all dwarfs develop a particular world-view and approach to the Master Plan that can be deemed to be spiritual in nature. The spiritual approach determines what professions are open to a dwarf and so must be determined before a profession is selected. The different spiritual approaches are described more fully in the next chapter, on pages 86 – 96.

If your dwarf is dysfunctional, apply a –20% modifier to the 1D100 roll.

1D100	
01-10	Apostate. Roll on the Apostate Profession Table
11-50	Orthodox Mostali
51-80	Mostali (either this becomes Vegetarian if from Pamaltela; if Openhandism if from Genertela or Slon)
81-85	Openhandism
86-90	Decamonism
91-00	Individualism

Professions

Mostali do not, strictly speaking, have professions; their caste determines their role, although most castes have some particular form of specialisation. The table below summarises the available roles and specialisations by caste; select one according to your caste and then apply the subsequent skill modifiers.

Certain professions are restricted and cannot be pursued by dwarfs, as follows: Acrobat, Animal Trainer, Bard, Fisherman, Ranger and Woodsman.

Also, if your dwarf is apostate, as determined in the Spiritual Practice step, previously, see the Apostate Dwarfs entry, below.

All dwarfs have either three Magnitude 1 Folk Magic spells or 1 spell each of Magnitude 1 and 2, according to their caste.

Professions Table

Caste	Specialisations	Skills		Folk Magic
		Basic	Advanced	
Brass	Alloyist and Metallurgists	Athletics +5%, Evaluate +10%, Lore (World) +5%, Perception +10%	Craft (Metallurgy), choose either Engineering, Lore (Metals) or Mechanisms	Metalsmith (as for the Bronzsmith spell, Players' Guide to Glorantha, page 94), Mindbright, Strongarm
Clay	General Workers, Repairers and Crafters and Warriors	Athletics +5%, Perception +5%, Resilience +5% Pick three at +5% from: 1H Axe, 2H Axe, Polearm, 1H Hammer, 2H Hammer, Staff, 1H Sword, 2H Sword	Craft (any), Mechanisms	Axestrike, Hammerstrike (as for the Swordstrike spell, Players' Guide to Glorantha, page 95), Mindbright, Spot Snares, Spot Traps, Strongarm, Surefoot, Swordstrike, Withstand Pain
Copper	Skilled Artisans, Toolmakers and Crafters	Evaluate +10%, Perception +10%	Craft (Smith), Craft (any), Mechanisms	Bladesmith, Metalsmith, Bronzsmith, Mindbright, Strongarm, Surefoot
Gold	Teachers, Scholars and Loremasters	Influence +10%	Lore (Mostali), Lore (specific Spiritual Practice), Sorcery*	Mindbright, Silver Tongue, Withstand Pain.
Iron	Warsmiths and Blacksmiths, Warriors	Athletics +5%, Perception +5%, Resilience +5% Pick three at +5% from: 1H Axe, 2H Axe, Polearm, 1H Hammer, 2H Hammer, Staff, 1H Sword, 2H Sword	Craft (Smith), Craft (any)	Axestrike, Hammerstrike (as for the Swordstrike spell, Players' Guide to Glorantha, page 95), Bladesmith, Mindbright, Strongarm, Surefoot, Swordstrike, Trollbane, Trollslayer, Withstand Pain
Lead	Plumbers and Glassblowers	Resilience +10%	Craft (Glassblowing), Craft (Plumbing), Sorcery*	Glass Smith, Leadsmith, Strongarm, Withstand Pain
Rock	Builders and Engineers	Resilience +10%	Engineering, Mechanisms. Choose one from: Craft (Masonry), Lore (Architect), Survival	Mindbright, Spot Traps, Strongarm,
Quicksilver	Alchemists and Healers	First Aid** +10%	Healing**, Lore (Alchemy), Sorcery*	Healers' Touch, Mindbright, Withstand Pain
Silver	Enchanters and Sorcerers	Influence +10%, Perception +10%	Lore (Mostal), Sorcery*	Mindbright, Silver Tongue, Withstand Pain
Tin	Gnome and Animated Statue Controllers	Influence +10%, Persistence +10%	Lore (Creatures of the Earth), Sorcery*	Mindbright, Silver Tongue, Withstand Pain

*Mostali sorcery is handled differently to human sorcery. See the Magic of the Mostali commencing on page 97

**First Aid and Healing is dwarf-specific only. If a dwarf uses either skill for non-Mostali, it is reduced to one-third its usual value, rounded down.

Professions from the Players' Guide to Glorantha

This book handles Mostali differently to the Players' Guide to Glorantha. If you, as Games Master, prefer a looser feel to your Mostali characters and campaigns, by all means use the systems outlined in the Mostali Professions section in that book. However, if you prefer an 'orthodox' Mostali flavour, then use the professions listed here. Note that the Guided Crafter occupation is redundant and the Decamonist Agent is effectively a specialist assignment rather than being a profession in its own right.

Apostate Dwarfs

Those Mostali who, through dysfunction or some other event, have forsaken the mines and Mostali cities for life on the surface are deemed apostate. They are free to pursue any of the professions found in the RuneQuest rules, with the exception of the Restricted Professions listed earlier. Apostate dwarfs still have the Folk Magic attributable to their original caste.

Mostali Equipment

Mostali are the best toolmakers in the whole of Glorantha. Their work cannot be bettered and tools they craft are reliable, corrosion-resistant, permanently sharp and simply reek of superior craftsmanship. Of course, dwarfs view them simply as tools; they do not place much stock on their superior quality save when they have the rare chance to compare them with the tools of other races, in which case a look of barely disguised disdain is usually evident.

Once a Mostali has left its birthing receptacle and been conditioned, it is issued with the tools of its trade. A dwarf looks after its tools, treats them with respect and



never, ever blames them for errors when executing a task. On the rare occasion a tool breaks, then a replacement order is sent to the Copper Mostali who, efficiently, send a perfect copy back within a few hours.

The final part of creating a dwarf character is to determine his equipment. All dwarfs come with the following as standard:

- Apron or toolbelt with dozens of pockets, straps, holsters, loops, buckles, clips and hasps suitable for carrying every single tool he will need for his work assignment.
- Tools of exquisite quality relative to his assignment (hammers, chisels, spanners, wrenches, screwdrivers, boltcutters, engraving instruments and so on).
- Either an axe or a hammer, designed for both general working and combat, for Clay and Iron Mostali.
- A can opener, for opening cans of dwarf food. This resembles a wicked hook on the end of a sturdy handle; it can slice through soft metals with ease but struggles with stronger, denser metals, such as iron.
- Plan Scroll. The dwarf's plan scroll outlines his duties and expectations. It is an externalisation of a dwarf's soul; his form and function. All dwarfs guard their plan scrolls with their very lives.

Additionally, dwarfs frequently collect and store about their person all manner of clutter which is considered important to them, even when it isn't. Every dwarf has 1D4 such items, determined randomly.

Random Items Table

1D20	Item	Notes
1	1D6 cogs, gears or flywheels	Can be used as shuriken, when thrown
2	A bag of rivets, nuts, bolts or washers	Can be used as shuriken, when thrown
3	A bag of screws, tacks or nails or assorted sizes and grades	Can be used as darts, when thrown or caltrops, when dropped.
4	A crowbar	Usable as a Club (+1 damage)
5	A jar of filings corresponding to the dwarf's caste (bronze, for Clay and Iron dwarfs)	
6	A 50 metre roll of copper wire	Highly conductive but not especially strong.
7	A multi-tool, comprising 1D10 blades of different sizes, a file, a screwdriver, a pair of scissors, a rivet-punch, a small saw and a thing for getting stones out of awkward places	The longest blade will inflict 1D2 damage. The stone-loosening attachment makes a good gouge.
8	A bag of assorted pebbles, all in interesting colours, shapes and textures	Useful for hurling. 1D3 damage.
9	1D6 G Clamps, sash clamps and other holding devices	But <i>not</i> useful as personal restraints.
10	A tub of super-strength glue. Will bond anything to anything in seconds.	Enough glue for 10 applications. It requires dwarfish sorcery to break the bond.
11	A tool that also doubles as a musical instrument	
12	A set of alun keys and feeler gauges	
13	A portable stirrup pump, suitable for pumping small amounts of water	Can pump 1 litre of liquid per Combat Round.
14	An oil can or grease-gun	Enough for 10 applications.
15	A set of bellows	
16	Flint, tinder and striking steel	
17	1D8 magnets of different shapes and sizes	
18	A set of lock-picks	
19	A bag of 100 ball-bearings	Excellent when scattered across the ground, to disrupt pursuits. Or as grapeshot, loading into a Mostali Blunderbuss.
20	A quantity of Black Powder	Enough for 5 charges. Highly explosive but rendered useless if it gets damp or wet.

Mostali Names

Mostali names come in two forms: either a vocationally-reflective title (Spannerhand Iron Diamond Voice, Gold Polished Fixer and so forth). Or a given name, such as Gulfrist and then followed either by the title or 'of [city name/region].

Sometimes dwarfs are not named at all. This is truest of the Clay and Iron dwarfs and they might be either numbered (Clay Mostali 14597, for example) or given a particular rank code (Iron Mostali, Worker, 2nd Class). But such classifications are handed-out only when there is not enough time for either the creator dwarfs to condition a name or the individual dwarf to come up with one that he finds suitable.

Sample Dwarf Titles

Angleiron, Anglesmith, Axe Grinder, Bladeknurler, Cogtapper, Die Shaper, Elfwhittler, Fine Fingers, Fine Tuner, Ganttplaner, Grease Wielder, Hammer Dance, Knobfiddler, Pattern Stamper, Rivet Spitter, Scissorhands, Steamjack, Stonestomper, Sword Carver, Trollcrusher.

Sample Dwarf Names

Asgrind, Balun, Defligg, Durch, Fwordung, Glamdarg, Gloen, Gorfang, Gradthump, Grifning, Gundurval, Hakator Hefist, Hengurn, Jalkarta, Jobfag, Knurfist, Kwicig, Niffling, Oen, Perenpyrt, Randplafz, Snurt, Sturn, Swot, Teknik, Throndbal, Vorsprung, Werand Wignan.

MAGIC OF THE MOSTALI

First and foremost, the Mostali are sorcerers. Since Mostal is not a living god, as are the other gods of the Glorantha, they have no access to divine magic. Those of the original eight minerals (ie, all but the Clay, Diamond and Iron dwarfs) are, themselves, personifications of those minerals and so are able to naturally channel the runes associated with their mineral and use rune magic but generally prefer the use of sorcery because its methodical nature suits their personalities.

Like any other tool, magic is a means to an end or a means to continue and facilitate a process. When The Spike was still complete, their magical powers were unlimited; but with The Spike's sundering, their powers have been diminished to some extent – although their access to its residual energy and natural aptitude for methods and process – makes the Mostali formidable sorcerers.

Folk Magic

All dwarfs have either three Magnitude 1 Folk Magic spells or 1 spell each of Magnitude 1 and 2, according to their caste as indicated in the Dwarf Characters chapter.

Rune Magic

Clay, Diamond and Iron dwarfs do not use rune magic but the other castes sometimes do. Here are the runes associated with each caste:

Mostali Caste Table

Caste	Rune
Brass	Metal
Copper	Metal
Gold	Earth, Mastery, Metal
Lead	Metal
Quicksilver	Metal
Rock	Earth
Silver	Metal
Tin	Metal

Mostali are treated as having their rune fully integrated at the point of manufacture and are formed with the knowledge of 1D4+1 rune spells with a Runecasting skill equal to their POW x5%. Additional spells can be learnt from the Gold Mostali but as the Gold Mostali tend to disdain rune magic, it is rare that any Mostali does so. The Mostali are not, however, considered to be Rune Touched and do not gain the Rune Touched abilities for their associated rune.

Rune spells used by the Mostali can be drawn from either the main RuneQuest rules or the *RuneQuest Spellbook*.

Sorcery

Sorcery is treated differently for Mostali of all castes. Part of the conditioning process, both in the receptacle of their manufacture and then afterwards, before they are sent to work, prepares the dwarf for the use of magic.

All Mostali, regardless of caste, begin with the Sorcery skill at INT+ POW. If a Mostali also takes Sorcery as a Background or Professional skill, then the starting percentage is doubled. *For example, Gradgrind, a Silver Mostali with INT 17 and POW 14 has a natural Sorcery of 31%. As Sorcery is also a Professional skill for Silver Mostali, who could take it as part of his Advanced skills and so begin the game with Sorcery 62%.*

The Sorcery Skill

Mostali do not need to learn separate Manipulation skills, as other sorcerers do. The teachings of Mostal are perfect and so the knowledge of how to manipulate sorcerous energy is perfect too. No Mostali is ever left unequipped for his job.

The Sorcery skill is therefore used to manipulate spell Magnitude, Duration, Range and Target. When manipulating a spell, the dwarf must choose which of these components he is manipulating. And for every 2 points of INT he has above 14, he can manipulate another component in addition to that chosen. *Gradgrind, for example, with an INT of 17, can manipulate any two spell components simultaneously.*

Individual Spells

Spells are still learned as individual skills and each dwarf comes ready equipped with a set of conditioned spells that are hardwired into his psyche. This hardwiring is, effectively, the dwarf's Grimoire, meaning that, with the exception of Silver Mostali (who maintain separate grimoires, such is their extensive knowledge of sorcery), dwarfs do not need or carry, a traditional spell grimoire.

STARTING GRIMOIRES

Caste	Starting Sorcery Spells
Brass	Animate (Brass), Damage Resistance, Enhance (STR), Form/Set (Brass), Stabilise, Heat
Clay	Animate (Clay), Enhance (DEX), Form/Set (Clay), Sense (Imperfection), Skin of Life
Copper	Animate (Copper), Enhance (DEX), Form/Set (Copper), Sense (Material)
Gold	Dominate (Species), Form/Set (Gold), Enhance (CHA), Enhance (INT), Phantom (Sense), (Sense) Projection, Stabilise Mind
Iron	Augment Armour, Damage Boosting, Damage Resistance, Form/Set (Iron), Neutralise Magic, Palsy, Spell Resistance, Sense (Enemy Species), Spirit Resistance, Stabilise Weapon
Lead	Animate (Lead), Damage Resistance, Enhance (STR), Form/Set (Lead), Stabilise Glass
Quicksilver	Animate (Chemical), Enhance (CON), Form/Set (Chemical), Stabilise Potion
Rock	Animate (Rock), Enhance (STR), Form/Set (Rock), Holdfast, Sense (Mineral), Stabilise Masonry
Silver	All common sorcery spells and enchantments
Tin	Dominate (Species), Enhance (CHA), Regenerate, Spirit Resistance, Treat Wounds

A dwarf then has a chance equal to his Persistence to know 1D4 additional spells from the following lists. The lists are arranged, for convenience, into spells in the *RuneQuest Companion/Deluxe rules*, *RuneQuest Spellbook*, *Cults of Glorantha vol II* and New Spells from this chapter.

Additional Grimoire Spells

RuneQuest Companion/Deluxe	RuneQuest Spellbook	Cults of Glorantha vol II
Cast Back	Abort	Accurate Missile
Diminish (Characteristic)	Acquire	Apprentice Bonding Ritual
Glow	Adept (Skill)	Augment Armour
Haste	Adjust (Characteristic)	Bless Building
Neutralise Magic	Aperture	Boost (Elemental)
Protective Circle	Bedazzle	Boost (Missile Range)
Smother	Bisect	Create Familiar (Inanimate Object)
Tap (Characteristic)	Burrow	Neutralise Poison
	Circle Unbroken	Read Grimoire
	Danger Sense	Remove Lust
	Diamond Knuckles	Stabilise (any)
	Earthen Assault	
	Ease	
	Explosions	
	Eyes of the Sentinel	
	Familiarity	
	Favoured (Weapon)	
	Fumes and Vapours	
	Garment Repair	
	Gemsight	
	Give and Take	
	Grind	
	Halt	
	Harden	
	Imperviousness	
	Improvised Weaponry	
	Inhuman Strength	
	Jawbreaker	
	Join (Substance)	
	Keen Edge	
	Knockdown	
	Landlock	
	Lullaby	
	Melt	
	Open What Is Closed	
	Petrify	
	Privacy	
	Quarantine	
	Sabotage	
	Silence the Spoken	
	Stone (Weapon)	
	Summon (Gnome or Nilmerg)	
	Teleport Beacon	
	Teleport Travel	
	Unarmed Appearance	

New Spells

Diagnose
Casting Time: 1

Touch
Instant

This spell, when cast on a broken machine or device, immediately alerts the caster to the precise nature of the fault, problem or breakage. It does not repair the device and nor does it suggest what needs to be done to effect a repair but it does accurately diagnose the problem.

Forge Jolanti (Tin Mostali only)
Casting Time: 10
Permanent
Touch
(Trigger)

Essential to the creation of Jolanti (see below), the Tin Mostali must first carve out the Jolanti's form from rock – a task usually given to Rock Mostali. The spell itself is then cast on the inert mannequin; a typical Jolanti, fashioned to the time-honoured template most Jolanti follow, requires three Magic Points to be invested in the Jolanti's creation. If a bigger, stronger Jolanti is required, then it costs a further 3 Magic Points per additional 1D6 of Characteristics. So, for example, a Jolanti with a STR of 50+1D6 would cost 6 Magic Points to forge. Additional Characteristic points can be added to any of the Jolanti's Characteristics with the exception of POW, which is always 3D6.

The casting of the spell also determines the specific function of the Jolanti. This needs to be a specific kind of task ('Guard the Entrance from all non-Mostali') but may also be something as vague as 'Fetch and Carry Whatever I Order You To'. A Jolanti can only carry out one task for every 5 full points of INT, so if a succession of different tasks is required, the Jolanti needs to be made smart enough when it is forged. Once forged, a Jolanti's function is set and cannot be altered. It will also only obey the commands of its forger although, for the investment of a further Magic Point in the forging, an additional commander can be named.

A Jolanti can also be forged to remain inert until a specific trigger impels it to carry out its function. Triggers can be words, phrases or physical actions – such as crossing a threshold, for example. Once set, the trigger cannot be changed.

Jolanti appear in RuneQuest Monsters II but are reproduced here for convenience.

Jolanti

Created by the dwarfs ages ago, the Jolanti are huge humanoid stone statues that have rudimentary sentience and problem solving ability. They are amazing labourers due to their construction and also make excellent workshop and laboratory guardians. Many of the original Jolanti were freed from dwarfish clutches by giants who mistook them for living statues of their brethren, only to release them when they realised the gravity of their mistake.

A typical Jolanti stands five metres tall, is three metres wide and weighs fifteen tons. They are made of granite and other sedentary stone and shaped into the likeness of a well-muscled dwarf, sometimes wearing armour.

A Jolanti's magical essence is consumed with its upkeep and mobility but Jolanti can use common, mundane enchantments by using their own Magic Points to activate them, if necessary.



CHARACTERISTICS

STR	50	(50)
CON	20	(20)
DEX	3	(3)
SIZ	30	(30)
INT	5	(5)
POW	3D6	(10)
CHA	2	(2)

Jolanti Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	12/10
4-6	Left Leg	12/10
7-9	Abdomen	12/11
10-12	Chest	12/12
13-15	Right Arm	12/9
16-18	Left Arm	12/9
19-20	Head	12/10

Weapons

Type	Weapon skill	Damage / AP
Fist	50%	2D6+2D8 / 12

Special Rules

Combat Actions:	1
Strike Rank:	+4
Movement:	2m
Traits:	Formidable Natural Weaponry
Skills:	Athletics 85%, Dodge 05%, Perception 10%, Resilience 90%, Persistence 20%

Typical Armour: Stone flesh (AP 12, no skill penalty)

Rock Float

Casting Time: 6
Touch
Concentration

This spell causes rock to float as easily as wood and is used in the operation of Mostali Stone Ships (as well as in other ways). Each point of Magnitude in the spell affects 1 point of SIZ of rock and the spell lasts until the caster stops concentrating upon it. Where Stone Ships

are concerned, at least one Mostali sorcerer is tasked with concentrating on the spell for the duration of the voyage and he can do nothing else save keep the vessel afloat. Magic points are augmented by incorporating shards of stone that contain residual energy from The Spike: such pieces of rock are typically large enough to provide all the Magnitude needed for the spell without the Mostali sorcerer needing to expend his own reserves.

Tool Command

Casting Time: 3
Touch
Trigger

Tool Command is used to set a particular tool or component to work automatically and independently of its user. A spanner can be Tool Commanded to continue tightening a nut whilst the dwarf works on something else or a pump or piston Tool Commanded to continue its action without the need for any power source. Any tool enchanted in this way works independently for 3 Combat Rounds per point of Magnitude. The caster needs to trigger the spell with a simple phrase (usually 'work') and so can be pre-cast and triggered when needed. The tool stops working when spell Magnitude is exhausted or when the caster utters the command 'stop'. Once the spell finishes, it must be recast from scratch to start it working once more. Many tools in a dwarf city have Tool Command cast upon them and are fed by a constant flow of Magic Points channelled from The Spike's residual energy.

Iron dwarfs have a novel use for Tool Command. When cast on a Battle Wrench, the jaws of the wrench automatically close around the Hit Location they have struck and continue to exert pressure and therefore damage, for the spell's duration. A Battle Wrench so enchanted will inflict its rolled damage to a Hit Location for its full Magnitude duration (or until the dwarf tells it to stop) without the dwarf needing to make any further roll to successfully hit. If the Hit Location is armoured, the armour value of the location is added to the rolled damage as the material is crushed and forced into the flesh beneath (note that this only applies to worn armour; natural armour is ignored and does not add to the Battle Wrench's damage).

Summonings

Tin Mostali are responsible for summoning and conditioning those creatures that can best assist dwarfs in their work. Typically this involves forging Jolanti and summoning earth elementals (gnomes) and nilmergs. However, Mostali will also summon salamanders, sylphs and undines for limited periods, if this is the most expedient way of getting a job done: statistics for these creatures are provided in RuneQuest Monsters but repeated here for convenience. Only gnomes readily come to the aid of the Mostali, because they are part of essence of the Machine and so almost a kin to the dwarfs. Salamanders, sylphs and undines are less co-operative: halve the Summoning spell chance when any Mostali attempts to summon one.

Nilmergs are the most numerous Mostali servants. The nilmerg itself is fashioned from clay and then filled with the magical essence of the task it is intended to carry-out. Nilmergs are, therefore, a manifestation of utility and the work ethic, which is an energy that permeates the entirety of the cosmos. Creating a nilmerg requires only for its body to be shaped from clay or some other pliable, natural material (not stone) and then be used as the focus for the Summoning (Nilmerg) spell, which calls the magical manifestation of the skill into the construct. All nilmergs carry out one specific task at 85%. It costs 1 Magic Point to create a standard Nilmerg but enhanced versions can be built; increase the skill percentage by 10% for every additional point of Magnitude in the Summoning spell.

The antithesis of the Nilmerg is the Gremlin, which Mostali create to deliberately wreck or sabotage captured technology. The Summoning process is almost identical to that of the Nilmerg process.

Nilmergs and Gremlins

Nilmerg Characteristics Gremlin Characteristics

STR 2D6 (7)
 STR 2D6 (7)
 CON 2D6 (7)
 CON 2D6 (7)

DEX 2D6+6 (13)
 DEX 2D6+18 (25)
 SIZ 2 (2)
 SIZ 2 (2)
 INT 6 (6)
 INT 3D6 (11)
 POW 1D6 (4)
 POW 3D6 (11)
 CHA 5 (5)
 CHA 2D6 (7)

Nilmerg and Gremlin Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/2
4-6	Left Leg	-/2
7-9	Abdomen	-/3
10-12	Chest	-/4
13-15	Right Arm	-/1
16-18	Left Arm	-/1
19-20	Head	-/2

Weapons

Type	Weapon skill	Damage / AP
Bite	20%	1

Special Rules

Combat Actions: Nilmerg 3, Gremlin 4

Strike Rank: Nilmerg +10, Gremlin +18

Movement: 2m

Skills: Athletics 25%, Craft (any) 85%, Dodge 50%

Typical Armour: None

Elementals

Elementals represent the quintessential embodiment of Glorantha's elemental runes. They are limited in intelligence and lack CON. An elemental's SIZ is represented as a volume rather than a number, as these nebulously formed creatures have no set proportions: the SIZ then determines the remainder of the elemental's characteristics. 1 point of SIZ requires 1 point of Magnitude in the Summoning spell. When an elemental is summoned, there must be enough of the appropriate raw material or force present for the elemental to manifest itself. For example, a 10 cubic

metre salamander would require an inferno and would be unable to manifest in a rainstorm with no source of nearby flame larger than a lantern. Likewise, a one cubic metre undine would require a tub or cauldron filled with water and would be unable to manifest in the desert. No matter how much of the element is available, an elemental may not be larger than its SIZ. If insufficient material is available, the elemental will not form at less than full size – instead, it simply will not come. For this reason, earth elementals (gnomes) and air elementals (sylphs) are the most commonly summoned elementals, as there is almost always plenty of earth and air at hand.

All elementals, no matter their composition, may be struck and damaged with normal weapons, breaking up their physical construction and eventually disrupting them. Elementals have only one Hit Location and no armour. When an elemental is reduced to zero Hit Points, its body immediately dissipates (or collapses, in the case of gnomes and undines) and its spirit returns to the other world. The spirit may be summoned again to inhabit another vessel of the appropriate type.

A successful attack roll is always required to strike an elemental, even if the striking character is currently engulfed by one.

Gnomes

A gnome is an elemental of the earth, composed of soil and pebbles. Gnomes move through the earth, travelling just below the surface and often leave a trail of disturbed earth that marks their passage. A gnome cannot leave the earth and when seen in the open, it appears to be a slow whirlpool of dirt.

A gnome can open up pits in the soil, make tunnels and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from collapsing and forming mounds, ridges and ditches in the soil no larger than the elemental's volume. A gnome has many handy uses, from uprooting a stubborn tree stump in a field to ploughing fields and preparing foundations for buildings. In warfare, a gnome can undermine an enemy's fortifications or even construct new ones in moments for the spellcaster commanding it. Gnomes are perhaps the most useful of the elementals.

A gnome can carry a person with it as it swims through the soil, provided it is strong enough to lift the person. The gnome cannot, however, provide air for that person and unless the person being carried has some magical means of breathing, he may suffocate during the trip. A gnome can only carry an unresisting passenger in this manner. A gnome can carry as many people as its STR can handle.

A slain gnome has a percentage chance equal to its POW to leave behind an Earth rune in its remains.

A gnome can attack up to ten SIZ points for every cubic metre of volume. It may attack more than one foe at a time, dividing its volume among them – though the separate enemies must be in close proximity to one another, as a gnome cannot divide its volume by splitting into multiple entities.

The gnome uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to the gnome's own volume. If a gnome has one cubic metre per 10 SIZ points of its foe, it simply engulfs the legs (or lower third of the body). If it has three cubic metres per SIZ point of the enemy, it may engulf him up to his neck. If the gnome has five cubic metres per SIZ point of the enemy, it can swallow him completely, covering all Hit Locations. In this instance, the victim will begin to suffocate. A creature trapped by a gnome may make an opposed Athletics test to break free.

Once a gnome has buried its victim, the gnome closes the pit, inflicting the gnome's Damage Modifier to all Hit Locations engulfed. Armour protects against this damage. A gnome can only attack in this manner in dirt or rocky soils; sand and soft loam are too fine and pliable for it to inflict damage. A gnome can only make this crushing attack one time in a given two metre square – after the initial attack, the soil is too pulverised for it to mount a second attack in that spot. However, the gnome can still open holes and engulf enemies, no matter what the consistency of the soil.

A gnome will continue to hold its victim unless commanded otherwise. To escape, the victim must succeed in an opposed Athletics test. If the gnome lacks a positive Damage Modifier or if it attacks a

victim in unsuitable soil, it will swallow the victim as described above without causing damage.

CHARACTERISTICS & ATTRIBUTES

Gnome Characteristics, with the exception of DEX, are predicated upon the size of the gnome. Each cubic metre the gnome possesses gives it 1D6+6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6+6 Hit Points. All gnomes have a DEX of 1D6. A gnome's Damage Modifier is computed with the gnome's STR x 2, rather than STR + SIZ.

CHARACTERISTICS

STR	1D6+6	(10)
DEX	1D6	(3)
SIZ	1 cubic metre	
INT	1	(1)
POW	1D6	(3)
CHA	1	(1)
HP	2D6+6	(13)

<i>Damage Modifier:</i>	-1D2
<i>Combat Actions:</i>	1
<i>Strike Rank:</i>	+2
<i>Movement:</i>	2m
<i>Traits:</i>	Burrower, Earth Sense
<i>Skills:</i>	Athletics 10%, Perception 30%, Resilience 25%

Salamanders

Salamanders are elementals of fire, composed of living, writhing flame. They must be summoned from an existing flame large enough to accommodate the salamander's SIZ. Once formed, a salamander can move about at will without being extinguished – except by a large amount of water or earth, of course. A salamander does not even need fuel, though considering that setting things on fire is more or less the salamander's *raison d'être*, it is likely to ignite anything it can.

A salamander will ignite any flammable object it touches. It will heat (and eventually melt) metal, bake stone, set fires and naturally, burn people. A salamander can be used to douse natural fires, so long as it has a cubic metre of SIZ equal to or greater than that of the fire. A salamander cannot douse other salamanders, nor can it extinguish a Fireblade spell or other magical



flame. The salamander simply enters the fire and sucks it into itself, suffering a round's worth of damage from the fire.

Salamanders can float through the air at the same rate as they move on the ground. A salamander must touch an object to ignite it.

A slain salamander has a percentage chance equal to its POW to leave behind a Fire rune in its remains.

In combat, a salamander engulfs its foes in flame. It can swallow 10 SIZ points of an enemy per cubic metre of volume.

Every round, a salamander inflicts one point of damage per cubic metre on all locations it has engulfed. For example, a five cubic metre salamander can completely engulf a normal-size human and will inflict 5 Hit Points of damage every round to every one of the human's Hit Locations. Armour protects against this damage at half its usual AP value.

Though salamanders may have as many as two Combat Actions, its burning attack works only once per round.

CHARACTERISTICS & ATTRIBUTES

All of a salamander's Characteristics except its DEX are predicated upon the size of the salamander. Each cubic metre the salamander possesses gives it 1D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 2D6 Hit Points. All salamanders have a DEX of 3D6. A salamander's Damage Modifier is computed with the salamander's STR x 2, rather than STR + SIZ. However, as salamanders never attack with kinetic force, the creature's Damage Modifier is unlikely to ever come into play.

CHARACTERISTICS

STR	1D6	(3)
DEX	3D6	(11)
SIZ	1 cubic metre	
INT	1	(1)
POW	1D6	(3)
CHA	1	(1)
HP	2D6	(7)

<i>Damage Modifier:</i>	-1D6
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+6
<i>Movement:</i>	4m
<i>Skills:</i>	Perception 25%, Resilience 30%

Sylphs

Sylphs are elementals of the air and thus can be virtually anywhere that is not underwater. They are tangible, formed out of what feels like solidified air. Sylphs are always invisible, though a sylph that wishes to be seen may pick up loose dirt or incorporate smoke into its body to make itself seen. Sylphs have no fixed volume and SIZ is primarily used to determine how much damage the creature can inflict in combat.

A sylph can carry objects or people with a total SIZ equal to or less than the sylph's STR. An air elemental may also increase a ship's speed by filling its sails, though to do so, the sylph must have one cubic metre for every three metres of the vessel's length to increase the vessel's propulsion by one level of wind speed (see

the *RuneQuest Companion*). For example, a ship (21m length) is becalmed. A sylph with a SIZ of seven cubic metres can increase the ship's effective wind by one level, to light wind. A truly huge sylph with a SIZ of 14 cubic metres would be able to increase the ship's effective wind by two levels, to moderate wind.

A sylph may also create a breeze or small whirlwind. Sylphs are often used by those commanding them as a cheap and safe means of flight.

A slain sylph has a percentage chance equal to its POW to leave behind an Air rune in its remains.

A sylph's primary form of attack is by picking up and dropping its enemies. It can seize and lift a number of victims with a total SIZ equal to or less than the sylph's STR. The victims are lifted and dropped three metres for every cubic metre of SIZ the sylph possesses. Normal falling rules (see the *RuneQuest* rulebook) are used to determine damage.

A victim can resist being lifted by a sylph by matching his Athletics against the sylph's in a standard opposed test. Alternatively, he may try to destroy the sylph through damage before the elemental can lift him into the air. A sylph can lift multiple targets by dividing its STR between them.

A sylph may also attack by hurling objects at its enemies. In the case of a flying creature, for example, picking it up and dropping it is likely to be ineffective. A sylph's chance to hit with a thrown object is always its DEX x 3. Damage is worked out normally depending upon the item the sylph hurls.

CHARACTERISTICS AND ATTRIBUTES

All of a sylph's Characteristics except its DEX are predicated upon the size of the sylph. Each cubic metre the sylph possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6 Hit Points. All sylphs have a DEX of 4D6. A sylph's Damage Modifier is computed with the sylph's STR x 2, rather than STR + SIZ.

CHARACTERISTICS

STR 2D6 (7)
 DEX 4D6 (14)
 SIZ One cubic metre
 INT 1 (1)
 POW 1D6 (3)
 CHA 1 (1)
 HP 1D6 (3)

Damage Modifier: -1D4
Combat Actions: 3
Strike Rank: +7
Movement: 10m
Skills: Stealth 75%

Undine

Undines are elementals of the water, their bodies composed of a formless mass of liquid. An undine may form in any liquid that is at least 95% water, such as beer, diluted milk or diluted wine. An undine moves overland like a huge, amorphous amoeba and moves through water like a rippling current. There is no difference between undines formed of fresh water and salt water.

An undine can purify itself of sediment and insoluble substances by sitting and churning for a full Combat Round per cubic metre of the elemental. It cannot remove dissolved chemicals such as salt or miscible liquids such as alcohol in this way, though it could purge itself of dirt or oil.

An undine can be used to propel a ship through the water. To do so, the undine must have one cubic metre for every three metres of the vessel's length to increase the vessel's propulsion by one level of wind speed (see the *RuneQuest Companion*). For example, a ship (21m length) is becalmed. An undine with a SIZ of seven cubic metres can increase the ship's effective wind by one level, to light wind. A truly huge undine with a SIZ of 14 cubic metres would be able to increase the ship's effective wind by two levels, to moderate wind.

An undine can carry objects or beings if its STR supports their SIZ. It can carry things either underwater, to any depth or along the surface if carrying a creature

who needs air to breathe. Spellcasters capable of summoning and commanding undines sometimes use them in the place of ships, sitting serenely atop the creature as it rushes through the water.

A slain undine has a percentage chance equal to its POW to leave behind a Water Rune in its remains.

On land an undine attacks by engulfing its victim and forcing itself into the victim's lungs. The undine must succeed in an opposed Athletics test against the victim to force itself into the lungs but if it succeeds, the victim immediately begins to suffocate. The victim cannot hold his breath and must begin to make Resilience tests every round at a cumulative -10% penalty or suffer damage. If the undine is unable to force itself into the victim's lungs, it may still cut its victim off from oxygen, though in this case the victim can hold his breath. Naturally, an undine may attempt an Athletics test on each Combat Action to force itself down the victim's throat. An undine can engulf 10 SIZ points of a creature for every one cubic metre of volume the elemental possesses.

Underwater, an undine can smash victims against an object or opponent, doing 1D6 plus it's Damage Modifier with every smash. A victim can resist this damage with an opposed Athletics test. Undines may divide their STR up among multiple opponents. If there is no bottom or other solid surface available, the undine can do little other than try to engulf a victim and suffocate it or carry it to a spot where it can smash the victim.

An undine may attempt to suffocate water-breathing creatures by drawing oxygen away from their gills, a tactic that results in the usual drowning rules.

CHARACTERISTICS & ATTRIBUTES

All of an undine's Characteristics except its DEX are predicated upon the size of the undine. Each cubic metre the undine possesses gives it 2D6 STR, 1D6 POW, one point of fixed INT, half a point of CHA and 1D6+6 Hit Points. All undines have a DEX of 2D6. An undine's Damage Modifier is computed with the undine's STR x 2, rather than STR + SIZ.

CHARACTERISTICS

STR	2D6	(7)
DEX	2D6	(7)
SIZ	1 cubic metre	
INT	1	(1)
POW	1D6	(3)
CHA	1	(1)
HP	1D6+6	(10)

<i>Damage Modifier:</i>	-1D4
<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+4
<i>Movement:</i>	6m (water), 3m (land)
<i>Skills:</i>	Perception 30%, Stealth 45%

Diamond Dwarfs

The most perfect of all dwarfs, Diamonddwarfs have reached perfection in their craft and are the pinnacles of dwarfdom. Their purpose is to replace the lost Mostali, helping to replenish skills and capabilities that have been lost. As deliberate constructs that embody experience and a certain enlightenment, Diamonddwarfs are the de facto leaders of the Clay and Iron dwarfs, although each caste has its own Diamonddwarfs that are essentially raised from the core mineral and enhanced so that perfection is undeniable.

Once a dwarf of any kind attains two skills of 500% in any of his professional skills, he is taken to the New Mud Laboratory to undergo apotheosis in the Forever Machine. This device, magically plumbed into the highest concentrations of magical energy, transforms the Mostali into a Diamonddwarf, a process that takes at least 6+1D6 months. The creature that emerges is a humanoid, walking diamond, its features polished and glittering into millions of facets, its intellect honed to perfection and its skills incomparable.

The Diamonddwarf retains its Characteristics from before its apotheosis but gains 18 points of natural armour. It also gains the following five abilities which it can use at will (none of these powers have any Magic Point Cost).

Hand Tool

This power allows the Diamonddwarf to alter any of its limbs in form and consistency to do the finest work possible according to its function. Masons grow unbreakable hammers, chisels and scribing tools; jewellers grow fine tweezers and snippers on the end of their fingers; glassblowers gain hollow finger tubes and so forth. The tools are willed into existence by the Diamonddwarf and take 1 Combat Action to form ready for use.

Heat

The Diamonddwarf can control the temperature of an appropriate substance to facilitate work. For example, a glassblower can heat sand to the right temperature to make glass; a metallurgist can heat his metal to malleability and so forth. It takes a number of Combat Actions equal to 20 minus the Diamonddwarf's POW for the material to reach its appropriate heat.

Measure

The diamonddwarf can precisely gauge size and other dimensions. The dwarf's limbs or digits alter according to the profession – so a mason diamonddwarf would create a compass from his hand and arm that fully encircles the material being measured; an engineer would create tiny measuring gauges to find out the length of a microscopic screw and so on.

Melt

Through this ability the Diamond dwarf reduces any element, save for adamant or truestone, to a molten liquid, simply through the force of will. For the ability to work the material must be in a container that can contain its liquid mass and is stronger than the material being melted. It takes a number of Combat Actions equal to 30 minus the Diamonddwarf's POW for the material to reach its molten state.

Weigh

Without touching an object, the diamonddwarf can accurately assess the weight of a thing – as long as he can see it. Thus, microscopic items, if they can be magnified, can be assessed in terms of micrograms or microns, as easily as a lump of rock or ore can be assessed in terms of tons.

MOSTALI TECHNOLOGY

The thing to remember about Mostali technology is that it is all secretive. Unless a Mostali is of a seriously Openhandist persuasion, he will never willingly reveal the existence of a tool or device unless absolutely necessary and will never, never reveal how it works. This makes dwarfs key prisoners for God Learners, who are desperate to plunder dwarfish secrets; it also makes them dangerous foes because, to protect their secrets, they will employ the most extreme methods possible to prevent others from exploiting them.

The chapter is divided into two halves. In the first is a method for rapidly generating dwarf machinery of the kind routinely found in Mostali cities. Here, the emphasis is on looks, size, function, sounds and pyrotechnics: the actual internal mechanics or of little real importance or relevance, because these machines are designed to keep the damaged World Machine working. What the machine really does and how it does it and even why it does it, need to be dictated by imagination. Dwarfs revel in things that hiss, clank, whirr, grind and boom on a grand scale. Often they do not need to do what they do or work

in the way they work; the dwarfs simply build these things because they can, because it fulfils a certain aesthetic or because the Master Plan demands it. Massive, room filling machines might have, as an output, a very simple job such as threading a needle or stoppering a bottle. Other, smaller machines of the most delicate nature may have a monumental function that drives gears and cogs the size of cities buried deep beneath the earth. The aim is to surprise, astound and confound, so the tables presented here will create wildly irrational combinations with utterly incongruous effects.

Mostali Machine Generation Tables

Appearance

What does the machine look like? Roll once against each of the columns in the Appearance table

1D6	General Appearance	Mood	Complexity
1	Humanoid	Sinister	All components hidden from view
2	Box-like	Comfortingly bizarre	Appendages, pistons and all sorts of protrusions
3	Open framework/lattice	Solid and functional	Sleek, streamlined and efficient-looking
4	Cylindrical	Disturbingly non-euclidian	Ornately decorated with countless tiny inscriptions and dwarf motifs
5	Spherical	Cheerful, in a chunky sort of way	Appears to be thrown together. Haphazard and almost dangerous.
6	A mess of components	Whimsical to the point of being humorous	No visible moving parts of any kind.

Size

How large or small is the machine? Not that small machines might accomplish grand feats and room-sized engines make nothing more significant than a washer.

1D10	Size	Notes/Examples
1	Miniscule	About the size of a fingernail or even smaller but still perfectly formed and functional
2	Tiny	Perhaps the size of a palm or less; internal mechanisms can be seen without too much eye-strain
3	Small	Around a metre to a side or the equivalent in volume.
4-7	Medium	Between the size of one and perhaps four dwarfs; certainly conspicuous.
8	Large	Anywhere between four and ten metres to a side. An impressive size by any standards.
9	Very Large	Fills and entire room – maybe two.
10	Gargantuan	The size of a building or several buildings; many storeys high and many metres wide. Requires effort to take it all in with one glance.

Function

What does the machine appear to actually do? Roll on the Function table and then roll on the Output table.

Function

1D6	It...
1	Makes...
2	Repairs...
3	Powers...
4	Stabilises...
5	Calculates...
6	Crushes/stomps/grinds...

Output

1D20	Output
1	Jewellery
2	Tools
3	Machine components
4	Weapons
5	Potions, balms or salves
6	Jolanti
7	Vehicles and Vehicle components
8	Cogs, wheels, ratchets and gears
9	Pistons, pumps, turbines and levers
10	Dwarf food
11	Dwarf clothes
12	Dwarf furniture
13	Strangely shaped components with no discernible use
14	Armour
15	Black Powder
16	Lifting or carrying equipment
17	Shelving and storage equipment
18-20	Unknowable parts of the World Machine mechanisms

Noises

What noises and what level of noise does the machine produce? Roll on all both tables but also note the noise intensity.

Noise Type

1D20	Noise
1	Hisses
2	Clanks
3	Whirrs
4	Grinds
5	Thuds
6	Shrieks
7	Moans
8	Sighs
9	Cries
10	Giggles
11	Snarls
12	Coughs
13	Splutters
14	Chokes
15	Bubbles
16	Gurgles
17	Retches
18	Buzzes
19-20	Roll three times and combine the noises

Noise Frequency

1D8	Noise Frequency
1	Continuous
2	Sporadic and Random
3	Distinct Rhythm
4	Rises and Falls
5	Increasing pitch then lapses to silence before restarting
6	Slow and ponderous
7	Fast and energetic
8	Completely, eerily, silent

Noise Intensity

Roll 1D100. This is the intensity of the machine's noise.

01-10	Indicates a barely audible intensity, something that one must strain to hear.
11-44	Reasonably gentle, if not necessarily pleasant, sounds
45-60	An intensity that is about tolerable to human hearing.
61-90	An intensity that causes pain. Roll Persistence against Noise Intensity in an Opposed Test. If the Noise Intensity wins, then the listener is forced to leave the vicinity or suffer 1D3 points of damage to the head area. Dwarfs are unaffected.
91-00	Causes immediate 1D6 damage to the head location. The listener must make a Persistence test: if he fails, he is permanently deaf. If he succeeds, he is temporarily deafened for 3D12 hours. If he succeeds critically, then only 1 point of damage is sustained to the head.

Movements

Is the machine static or mobile? Are its components static or mobile? And what appears to power the machine?

On the movements table, roll once for the machine's movement and then again for its components.

Movements

1D20	Movement Type
1	Motionless and anchored to the floor/wall/ceiling
2	Moves forwards or backwards or side to side
3	Shudders and throbs
4	Oscillates
5	Revolves horizontally
6	Revolves vertically
7	Moves in a square or zig-zag pattern
8	Traces a complex, repeating pattern
9	Hammers up and down
10	Shimmies from side to side
11	Rolls
12	Slides
13	Vibrates
14	Squeezes in and out, as though breathing
15	Components shoot out from the interior either randomly or to a pattern
16	Hovers
17	Hovers and moves in some form of pattern
18	Unfolds itself as though disassembling and then refolds itself, all as part of the operation
19	Fades in and out of existence
20	Roll three times and combine the results

Powered By...

1D12	Power Source
1-2	Sorcery – magical energy flows around the machine
3-4	Steam power – a separate steam engine connects by drive belts, pistons and pulleys
5-6	Nilmerg Treadmill – 1D20 Nilmergs jog energetically on a treadmill or hamsterwheel.
7-8	Dwarf Treadmill - 1D20 Clay Dwarfs jog energetically on a treadmill or hamsterwheel
9-10	Jolanti – One or more Jolanti operate huge cranks and levers to make the machine work
12	No visible means of operation: the machine works but even the Mostali do not know how...

Effects

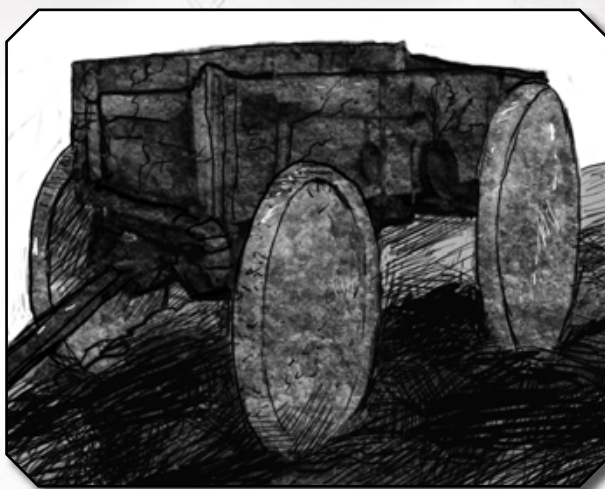
Does the machine have any additional effects as a result of its operation? Roll here to find out.

- 01-07 No special features over and above its core purpose
- 08 Hair turns an unnatural colour if a non-dwarf is in the machine's presence for any more than 2D6 minutes
- 09 Skin turns an unnatural colour if a non-dwarf is in the machine's presence for any more than 2D6 minutes
- 10 The machine's appearance induces nausea. Make a Resilience roll to avoid retching and suffering a level of Fatigue.
- 11 The machine's appearance is psychologically disturbing. Make a Persistence roll avoid screaming, drooling or gibbering and suffering a level of Fatigue.
- 12 The energy exuded by the machine causes a temporary 1D6 increase in a randomly determined Characteristic. The effect lasts for 1D6 hours.
- 13 The machine is extremely magnetic. All iron items are immediately attracted to the machine and stick to it under powerful magnetic forces. It requires an Athletics (Brute Force) test at -30% to extricate the item.
- 14 An exhaust vent on the machine deposits lumps of material that are magically active. Each lump contains 2D10 Magic Points that the user can absorb by swallowing the material. The material actually tastes vile and requires a successful Resilience test to swallow and keep down with vomiting. Once the Magic Points are used, they cannot be regenerated, so this is not a permanent bonus to POW.
- 15 Radiation put-out by the machine automatically sharpens edged weapons and heals 1D3 points of damage to all characteristics.
- 16 The machine is unstable and parts occasionally explode: there is a 40% chance of this happening when people are in the vicinity. Red-hot, razor-sharp components fire out from the guts of the machine causing 1D8 points of damage to anyone failing a Dodge test.
- 17 As the machine functions it creates showers of sparks and bursts of flame that shoot from random parts of its structure. Anyone wearing anything flammable must make a Dodge roll to keep out of harm's way. If the roll is failed, the item has a 70% of catching fire as sparks or flame hit it, resulting in Large Flame (see RuneQuest rules) that, if not extinguished within one combat round results in 1D6 points of damage to the appropriate Hit Location(s).
- 18 The machine sucks Magic Points. Everyone within a 5 metre radius must make a successful Persistence roll or lose 1D6 Magic Points (which will regenerate as normal)
- 19 The energy exuded by the machine causes a temporary 1D6 decrease in a randomly determined Characteristic. The effect lasts for 1D6 hours.
- 20 The machine exhibits a kind of sentience. Those within a radius of 5 metres, who make a successful Perception test, can hear the device's abstract thoughts and sense strange emotions emanating from it.

Vehicles

Stone Wagon

Dwarf wagons are mostly used underground to transport materials, components, resources and dwarfs around the complex. Fashioned by Rock Mostali they are carved from stone and fitted with stone or metal wheels to metal axles. A typical wagon is 2.5 metres long, a metre wide and a metre and a half in height. Metal rails are used to guide some wagons to specific areas but free-rolling wagons, powered by clockwork, steam or even pushing Nilmergs or Jolanti are common. The Movement Rates and statistics for typical Stone Wagons are below.



	Movement Rate	AP/HP	Maximum Cargo in SIZ
Standard	4m (3)	10/10	12
Large	6m (2)	10/14	20
Very Large	8m (1)	10/18	28
		Notes	
Clockwork	+0 (50)	Cargo capacity is reduced by 2 SIZ	
Steam driven	+1 (100)	Cargo Capacity is reduced by 4 SIZ	
Jolanti Powered	+2m per trained Jolanti		
Nilmerg Powered	+1m per three trained Nilmerg		

The Movement rate is the 'freewheel' Movement when another motive source is not involved in propelling the wagon: it can sustain a freewheel for the number of Combat Rounds indicated in parentheses, losing 1m per round thereafter until it reaches a standstill. If it has another motive source, it can maintain its speed for the rounds indicated after the motive source's Movement Rate in parentheses, before the motive source requires resetting or refuelling.

Thus, a standard wagon being either pushed or pulled by Nilmergs would require three Nilmergs to move it and would have a movement of 5m whilst being pulled or pushed. If pushed and then released to freewheel, it could freewheel for a maximum of 3 rounds before being reduced to a standstill.

Stone Ships

Mostali Stone Ships are marvels of both the ship-builder's art and sorcery. Each ship, which can be of any ship design and size (see *RuneQuest Deluxe*,

pages 153 onwards), is carved from a single piece of rock or stone and is kept afloat by use of the Rock Float spell, supplemented by fragments of The Spike that provide the necessary Magic Points for the flotation.

Stone Ships have the same characteristics as any other ship using the rules for ships found in either the *RuneQuest Companion* or *Deluxe RuneQuest*; however both the Hull and Structure Points are doubled.

Stone Ships are usually powered by steam engines which drive either paddles or propellers. This reduces the cargo capacity of the ship by half, as capacity is needed for the steam mechanism and fuel for the engine. Clay dwarfs or Nilmergs are tasked with stoking the engines.

Most Stone Ships are built at the Zadeel ship works on the island of Jrusteli, although any dwarf community with access to open water can make and operate the vessels. All Stone Ships can ram and the damage rating

for a ram is double the valley for the *RuneQuest* ship equivalent (so a stone longship, for instance, inflicts 2D2 as its ram damage).

Jolanti Armour

Despite its name, Jolanti armour is neither a Jolanti, armour or an armoured Jolanit. It is, instead, a metal armature, with stilt-like legs, lengthened arms and an armoured mid-section, that the Mostali occupies. The whole contraption is assisted by an ingenious combination of pulleys, gears and springs that the occupant controls through levers and his own body actions, which are amplified through to the limbs. A dwarf wearing a suit of Jolanti Armour increases his STR by 6, Movement Rate by 2m and gains an additional 6 points of armour from the metal of the armature. He stands 4m tall and equipped with suitable weaponry, is a formidable battlefield opponent.

The Jolanti Armour has the following statistics:

Jolanti Armour Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	6/8
4-6	Left Leg	6/8
7-9	Abdomen	6/9
10-12	Chest	6/10
13-15	Right Arm	6/7
16-18	Left Arm	6/7
19-20	Head	6/8

The dwarf occupies the abdomen and chest area: the Hit Points represent the mechanical components of the machine and if reduced to negative Hit Points equal to the starting value, the machine cannot function, although the occupant is not necessarily injured. Whenever the chest or abdomen locations are struck for damage, the occupant of the armature has a 40% chance that damage will strike him, rather than the internal mechanisms of the armature.

Jolanti Armour requires a Drive skill test to use effectively. Whilst a dwarf is wearing the armour, no other physical skill, including combat skills, can exceed his Drive skill. So, for example, an Iron Dwarf with a Drive of 60% and 2H Axe skill of 70% would only use his axe at 60%. Damage to any of a Jolanti's Hit Locations reduces the Drive skill by a number of points equal to the damage taken. So, if our Iron Dwarf's armour sustains 5 points of damage to the Hit Points of the Right Leg, his Drive would be reduced to 55%. A further 5 points of damage to the abdomen would reduce the Drive skill to 50% and so forth. A Drive test is required for any changes in position a dwarf wishes to make, although this does not include general movement.

Weapons

The Mostali have long held – and guarded ferociously – the secret of Black Powder, which is used to make rudimentary bombs and for the muskets and cannon described later. For all the skills of the Mostali, Black Powder is unstable and prone to damp, rendering it useless.

Battle Wrench

Used by some Iron dwarfs, the Battle Wrench is a large iron or brass tool wrench balanced for combat. Its usefulness is enhanced by the Tool Command spell, which allows the wrench's jaws to close over a Hit Location and to continue to inflict damage once it has engaged and until the dwarf issues the command to stop.

To successfully close over a chosen Hit Location, rather than simply strike it, the dwarf must use the Precise Attack (Hit Location) combat option. Or if the attack is a critical hit, then the jaws can be deemed to have engaged the location rather than inflicting full, rolled damage. The jaws are wide enough to set around either a limb or a head but not the chest or abdomen. Furthermore, the jaws are not wide enough to grasp the

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Battle Wrench	2H Hammer	1D8+2	12/9	3	4/12	50 SP

head or limb of any creature with a SIZ of 24 or more, unless the creature has especially spindly limbs that will fit into the clamping area of the Battle Wrench.

Black Powder Weapons

A Mostali secret, explosive Black Powder is used in a variety of weapons. With the exception of disorder kegs, all black powder weapons require one or more charges per load, which is indicated in the weapon table. Disorder kegs require ample sources of powder to be available, as their description shows.

Black powder is notoriously unstable. If damp, it will not work at all and so dwarfs go to great lengths to keep black powder supplies and charges dry at all times but in rainy or damp conditions, there is always a 10% chance that moisture will, somehow seep into a supply of powder and render it useless.

There is also the chance of a misfire when using Black Powder: this is when the powder does not ignite properly and merely huffs and fizzes rather than explodes. This happens on any dice result of 96 – 00, meaning that the weapon must be completely cleared and reloaded afresh.

If a Black Powder Weapon skill roll fumbles, then there is a chance that the weapon will suffer catastrophe: roll on the following table to determine the result.

Black Weapon Catastrophe

1D100	Result
01-50	Misfire. Clean and reload weapon
51-75	Weapon jams. Double the time taken to Load whilst the jam is cleared
76-90	Weapon explodes. User takes the weapon's rolled damage to a random Hit Location
91-00	Critical Explosion. User takes the weapon's maximum damage to a random Hit Location

Disorder Keg

Stone or metal kegs are packed with black powder and equipped with a rudimentary fuse which can be ignited with a flint or an Ignite spell. Usually a disorder keg is placed next to the thing it is going to affect but they can be launched either by catapults or by Jolanti. Kegs are packed with differing strengths of black powder, according to what it is they are slated to destroy. The amount of black powder that can be crammed into a keg depends on the keg's size. Kegs are rated in terms of SIZ; so a SIZ 1 keg, the smallest, is about the size of a large saucepan whereas a SIZ 11 keg is about the size of a human. Each point of SIZ inflicts 1D10 damage when the keg explodes; so a SIZ 11 keg would inflict 11D10. The damage sustained decreases by range; range bands and damage decrease is given in the following table.

A standard failing of the Mostali is to inform innocent bystanders of the safest distance to be from a keg when it goes off.

Disorder Keg Table

Range	Blast Diameter	Damage	Hit Locations Affected
Immediate	Within 1 metre of the keg	Full Rolled	All
Close	2-5 metres	Rolled damage x 80%	6
Short	6-10 metres	Rolled damage x 70%	5
Medium	11-15 metres	Rolled damage x 60%	4
Long	16-20 metres	Rolled damage x 50%	3
Very Long	21-25 metres	Rolled damage x 30%	2
Extreme	26-30 metres	Rolled damage x 10%	1

For example, a SIZ 6 keg, on exploding, would deliver an average of 33 points of damage at Immediate range; 26 points at Close; 23 at Short, 20 at Medium, 17 at Long, 10 at Very Long and 4 at extreme.

When calculating disorder keg damage, always round the damage to the nearest whole. The Hit Locations Affected column is the number of Hit Locations sustaining damage from a disorder keg blast. The damage is not applied to every location simultaneously but is divided equally between them (with any remainder being applied to the last location rolled). If a location is rolled more than once, then it has the damage applied twice.

For example, a SIZ 6 keg, inflicting an average of 20 points of damage at Medium range would affect 4 Hit Locations of anyone caught in the blast area. Assuming four separate locations are rolled on 1D20, then each would sustain 5 points of damage. However, if the same location was rolled twice, then it would sustain 10 points of damage, whilst the remaining two would receive 5 points each.

Mostali fuses are treated lengths of twine that burn down towards the keg, igniting the black powder within. A standard length of fuse is half a metre, which burns down to the keg in one Combat Round. Therefore a three metre fuse would take six rounds before the explosion takes place, for example. Fuses can be extinguished with water, stamping or any other method of extinguishing a fierce-burning (but small and controlled) flame.

Cannon

A rack mounted gun of between three and six metres in length, the cannon delivers a 6 kilo iron, lead or brass ball at staggering ranges. It requires a team of five Mostali to prepare, load, aim and fire the weapon. It does not require a steep angle of trajectory to deliver its payload, as does a howitzer but its longer length makes it more unwieldy to operate.

Blunderbuss

The blunderbuss is shorter than the musket and has a wider, trumpet shaped barrel. It is loaded in the same

way as a musket but can be packed with lots of smaller loads of shot – typically bolts, nuts, washers or screws. When a load hits its target the first 1D10 damage is applied to the rolled Hit Location. The second 1D6 damage is applied to an adjacent Hit Location. If the first hit is the chest or abdomen, then either the left or right arm is also hit (roll randomly to determine; 1-3 is the left arm, 4-6 is the right). If a leg is hit, then the other limb takes the residual damage. If the head is hit, then the additional 1D6 damage is wasted, passing over the shoulders.

Howitzer

The Mostali of Dwarf Mine in Dragon Pass have developed much larger black powder weapons: cannon and howitzers. The howitzer is a stubby, two metre-long, wide-bored gun that is attached to a fixed mount. It requires a team of three Mostali to prepare, load, aim and fire the weapon, which fires a 6 kilo iron, lead or brass ball. To be effective, the howitzer requires a high angle of trajectory. If fired horizontally, its range is reduced by two thirds.

Musket

Only the Mostali of the Nidan Mountains have developed the technology for effective black powder weapons and the Mostali musket is foremost amongst these. An iron tube, around a metre long and fitted with a metal or bone stock and handgrip, the musket is of a flintlock design and barrel-loaded with powder, wadding and either lead or iron shot. They are only ever issued to Iron Dwarfs and are considered a secret weapon that should not fall into enemy hands.

Pistol

A hand-held flintlock firearm, similar in operation to the musket but smaller and lighter. Iron Dwarf warriors may carry several pre-loaded pistols about their person for convenience.

Weapon	Skill	Damage	Range	Load	STR/DEX	Enc	AP/HP	Cost
Cannon	Black Powder Weapon	4D10+2	400m	6	-	25	8/14	-
Blunderbuss	Black Powder Weapon	1D10+1D6	20m	6	10/11	3	8/6	-
Howitzer	Black Powder Weapon	4D10+6	200m	6	-	20	8/12	-
Musket	Black Powder Weapon	2D10	40m	6	10/11	3	8/8	-
Pistol	Black Powder Weapon	1D10	15m	4	9/10	1	6/4	-

Tools

Mostali have access to just about any tool or piece of equipment listed in *RuneQuest Arms and Equipment* and usually requisitioned from the Store Room of their city. The following tools are also available:

Grease Gun

A half metre-long, brass, syringe-like device that is loaded with dwarf grease and used for placing precision amounts onto and into machinery components to ensure smooth movement. One application uses one charge of grease and every grease gun contains enough grease for ten applications. Dwarf grease is a Quicksilver Mostali concoction and an exceedingly efficient lubricant. When deposited on the ground, say, anything encountering the grease patch needs to make an Acrobatics test successfully to remain upright; and if in motion, their Movement rate is doubled. Dwarf grease is translucent and applies a -40% penalty to Perception rolls, if trying to spot its presence. A single charge of grease will cover an area 30cm in diameter.

A grease gun has an ENC of 1.

Mini-Grinder

Used to file, grind and sand rough edges, a mini-grinder is manufactured with a simple sorcerous cantrip that gives the grinding wheel at the head of the device

enough speed for working on either metal or stone. To use the device, the dwarf spends a single Magic Point to make the mini-grinder work for 10 combat rounds (the action can be halted at any time by the dwarf simply ceasing concentration). When used against stone or metal, 1 AP is removed for every round of activation – so up to 10AP of metal or stone protection can be removed in a single Magic Point activation, as long as the dwarf can remain concentrated on the task.

A mini-grinder has an ENC of 1.

Gnomatic Drill

A large drilling implement used to rapidly cut through stone, the gnomatic drill is manufactured with a similar sorcerous cantrip requiring 1 Magic Point to activate. The drilling head is a wedge-shaped shaft of metal that vibrates at high speed and requires a STR and DEX of 12 to operate it correctly, using the Mechanisms skill. A single Magic Point provides up to 10 combat rounds of operation and it can cut through up to 5 AP of stone or rock per round, as long as the dwarf concentrates on the operation. Thus in a single operation, up to 50 AP of rock can be cut or shaped. The gnomatic drill is exceptionally noisy in operation; treat it as having a Noise Intensity of 75 and judders violently. If the Mechanisms skill test fails during operation, then the drill is dropped and the Magic Point charge is lost.

A gnomatic drill has an ENC of 3.

DWARF CULTS

All dwarfs revere Mostal, the Maker. Yet most dwarfs understand that Mostal is not a god, as is Orlanth or Yelm but simply a handy way of referring to the complex process of creation and the nature of creative force. When dwarfs refer to Mostal or The Maker, they are, in fact, referring to a series of concepts, processes, plans, mechanisms and outputs that are often highly abstract and mythical in nature.

Mostal has no idols or representations: the Mostali *are* the representations – demonstrations of Mostal's ingenuity and artifice in a living form. Similarly, Mostal has no temples: the cities and workshops of the Mostali *are* the temples. There is no worship; the act of work, routine and perfection is the only form of worship dwarfs offer or indeed, understand. Mostal is therefore not a cult but a way of life and an embodiment of forces and processes that humans cannot fully comprehend.

Yet dwarfs are not without faith. Indeed, their faith is, perhaps, the most unshakeable in Glorantha. They have complete self-belief and an implacable, unshakeable faith in their own superiority over other forms of life. Faith in function and form is absolute – as long as both are Mostali function and form: all else is inherently flawed and therefore inferior.

Yet for all this, there are dwarfish cults. Reverence is frequently offered to a particular machine, a particular project or a specific process. Dwarfs see beauty in such mechanistic things and whilst they do not believe that the things they manufacture (save for the obvious ones, such as Nilmergs or Jolanti) have any form of spirit or soul; they do believe that function and form should be respected and sometimes, honoured.

This chapter looks at some of the cults available to Mostali. These do not follow the traditional cult format for RuneQuest, because they are not traditional cults. However they do offer benefits for membership, in the form of training, abilities and spells and have certain membership requirements. Some cults are confined to specific castes, for example or skills at a certain level.

Cult meetings and activities are always handled in non-work periods before shut-down and always occur at set periods in the calendar.

Cannon Cults

Any dwarf settlement that manufactures or uses cannon or howitzers is almost certainly guaranteed to have a Cannon Cult. The Cannon Cults centre on a specific gun, which is revered, named and treated with the utmost respect. The reverence takes many different forms: hours might be spent polishing it and cleaning it until it reaches a mirror-shine; or the cult members may spend months in decorating the cannon with tiny, intricate etchings that tell particular battle stories or recount Mostal's greatness over his chief foes, the aldryami and the uz. The cannon is not worshipped exactly but it is respected and treated with a reverence that might almost approach love (but is more akin to single-minded obsession or obsessive-compulsive disorder).



Whatever the general activities surrounding the maintenance and treatment of the cannon, every cannon cult has one thing in common: the firing ritual. The process of loading, aiming and firing a cannon is simply a well-rehearsed battle routine; but the firing ritual is what goes before – a ritual that the cultists undergo before the first cannonball is loaded and the first charge of powder added. The ritual typically consists of chanting (the name of the cannon and the name of the cannon-crew's members), a ritualistic dance (a slow, sombre, circling of the gun, combined with stroking or other symbolic gestures) and then, finally, a period of intense silence and concentration as the dwarfs mentally prepare for the mechanistic process of putting their cannon to work.

The whole firing ritual has the following game effects.

- The dwarf cultist makes a Persistence Test. If the test succeeds, then his Black Powder Weapons skill receives a bonus percentage equal to the critical range of his Persistence skill, rounded up.
- The cultist can attempt to Be At One with the cannon. This means attuning his senses to the cannon's nature and effectively becoming like the cannon. Being At One with the cannon requires the expenditure of 1D4 Magic Points and a Persistence test. If successful the dwarf becomes as hard and unyielding as the cannon's surface, gaining an additional Armour Point for each Magic Point used in Being At One. His Influence skill also temporarily increases by 5% for each Magic Point used.

Cannon Cult Ranks

Cannon cults have ranks within each firing team. Rank is based on experience with Black Powder Weapons and are as follows:

Mover (Black Powder Weapons 0% – 25%): Responsible for moving the gun into position and adjusting its elevation according to instructions.

Loader (Black Powder Weapons 26% – 50%): Responsible for priming and loading the cannon with powder, wadding and shot.

Fuser (Black Powder Weapons 51% - 75%): Responsible for setting and lighting the fuse.

Leader (Black Powder Weapons 75% - 100%): Gives the commands for positioning, aiming and then firing the gun.

Progression through the ranks is via gaining expertise in Black Powder Weapons and by a position becoming available. A gun crew typically has positions for two Movers, two Loaders, one Fuser and one Leader; promotion is only possible when the occupant of a position either leaves the cult or is killed. Some cannon cult members are lured to join other crews – because they are more successful or have a bigger, shinier gun and so forth. If a dwarf moves to another crew, he can only join a position to which he is entitled by his Black Powder Weapons skill and only if a position is available.

Using Cannons

When a cannon is to be fired, first, calculate the average Black Powder Weapons skill for the crew. Next, each member of the cult rolls against the Black Powder Weapons skill; the degree of success or failure applies a modifier to the crew weapon skill, as follows:

Fumble: -15%

Failure: -5%

Success: +5%

Critical: +15%

All modifiers are totalled and applied to the Crew Black Powder Weapon skill. The Leader then rolls against the Crew Skill (or may nominate another character to make the roll) to determine if the cannon hits or not.

The Cult of Flintnail

Purpose and Membership

The cult is dedicated to the maintenance and protection of the city of Pavis. As long as there are builders and maintainers in the city, there will be a Flintnail cult. The cult is open to all who revere Pavis, his daughters and naturally, Flintnail. This includes aldryami, because Pavis was, himself, half elven although, in Second Age Pavis, few aldryami are prepared to become members of such a physical, materially-oriented cult.

Organisation

The cult is confined to the city of Pavis and has no influence beyond it. Flintnail's spirit is bound into the fabric of the city due to his relationship both with Pavis himself and the city's design. The High Priest of the cult is Ginkizzie who, despite being male, is known as Daughter of Pavis. The cult has no other priests and Ginkizzie leads the twice-yearly rituals of reverence which mark the completion of the city and Flintnail's leaving of it.

The centre of the cult's power is the Flintnail Great Hall or Temple. On this site Flintnail took Pavis's daughter as his wife and Ginkizzie then erected the temple from the bodystone of the Faceless Statue: the temple therefore marks both the reverence of Flintnail and the reverence of the Faceless Statue as an aspect of Mostal, the Maker. Ginkizzie is keen to extend the

holy sites to include the throne where the Faceless Statue first appeared, which is located in Shadows Dance. To this end, cult members are encouraged to make a pilgrimage to Shadows Dance to see if another statue has appeared to take up the vacant throne seat. A third holy place is Dwarf Knoll which is located in the Long Dry, an area of the arid Praxian plains. It is said that, during the Dawn Age, a great Mostali city was located here and either abandoned or destroyed. However, Praxian nomads roam the Long Dry and are the enemies of both dwarfs and Flintnail cultists – so pilgrimages to Dwarf Knoll are perilous as it means running the gauntlet of the Long Dry barbarians.

The two holy days are Clayday, Stasis Week, Earth season (when Pavis the city was completed) and Clayday, Harmony Week, Fire season (when Flintnail left Pavis, never to return). On the latter holy day, prayers for Flintnail's safety and good fortune are offered to Mostal, along with rituals that enact Flintnail's leaving of the city. This ritual entails all members of the cult trooping, in single file, out of the main northern gate of the city and returning via the south.

Lay Membership

The only requirement for lay membership is to reside within Pavis, to be skilled, in some way, in building or repair and to be prepared to come to the city's defence whenever the cult summons it. Lay members must be prepared to offer three hours of wall duty (patrolling the wall, watching for troll and barbarian attacks) per week. Otherwise, there are no other duties.

Initiate Membership

Only dwarfs and humans can be initiates of Flintnail. Initiates must actively engage in acts of maintenance and repair and thus all dwarfs of Pavis are automatically initiates of the cult. Human initiates must be prepared to repair and maintain buildings and defences, as

directed by the High Priest or any of the three Mostali who control the dwarf city below Pavis. In return, initiates receive free training in the skills of: *Craft (Building)*, *Craft (Blacksmith)*, *Craft (Armoursmith)*, *Mechanisms*, *Engineering*. All initiates are expected to defend Pavis when summoned to do so; failure results in expulsion from the cult.

Cult Spells

Extinguish, *Ignite* and *Repair*. Each spell is taught at no cost and initiates do not need to integrate any runes to learn these spells: membership of the cult channels the appropriate runes at a percentage equal to the



initiate's POW+INT as a base percentage known as Flintnail Magic. Flintnail Magic covers the casting of all three spells which are otherwise treated as per the *RuneQuest* rules.

Additionally, the Mostali may teach initiates any of the sorcery spells appropriate to their caste, if they can be persuaded to do so.

Rune Lord Membership

Rune Lords must be at least 90% with at least two Craft skills and at 90% with one weapon from either 1H or 2H Axe or 1H or 2H Hammer.

To be accepted as a Rune Lord and to maintain that status, cultists must perform a Major Deed on behalf of the cult and the city of Pavis. This takes the form of either a pilgrimage or a mission and usually both. Ginkizzie decides the nature and form of the mission and then determines the worthiness of the outcome. The Flintnail cult has three permanent Rune Lords in the shape of the three Mostali who aided Flintnail in the building of the city and it only accepts a further two Rune Lords at any one time.

Rune Lords are expected to dedicate 90% of their time to the cult, either training others, patrolling the city or the walls and defending against troll and barbarian incursions.

Cult Spells

Rune Lords may learn any of the following spells (Flintnail Magic) at no cost: *Firearrow*, *Fireblade*, *Protection*, *Thunder's Voice*

Additionally, Rune Lords will be taught one sorcery spell by one of the Mostali Rune Lords appropriate to their caste.

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Glorantha

THE SECOND AGE

DWARFS

A GUIDE TO THE MOSTALI

We are the Mostali. We tend the World Machine. Do not pretend that the world is not broken for we see its mechanism and tell you that its gears are seizing and its connections freezing. Do not dismiss us as greedy capricious fools; we are Mostal's servants and he is The Mover and Maker. We enact his will and make sure the Machine works as it should and flows along the Great River of Time uninterrupted. Without us, all will halt and the Great Darkness shall return. Do not dismiss us as miners and masons: we are the cogs of the world and our secrets and magic as powerful as those of any empire. God Learners - do not seek to steal our secrets and turn them against us. Mostal's fools are made by Mostali and only we know how to wield them properly. Dragon-Men do not take us for ignorant fools: we stare into the heart of the World Machine daily and understand better than you what dragons perceive. Servants of the Thunder God, do not think you own this land; you bear responsibility for what has been broken and must make amends so that it might be repaired. People of Glorantha: know us and hear us. We are the Mostali. We are the World Machine. We are the ground beneath your feet. And it is broken.



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To use this supplement, a Games Master will require *RuneQuest*,
RuneQuest Companion and *Glorantha - The Second Age*