



Glorantha
THE SECOND AGE

RUINS OF GLORANTHA



RuneQuest

KIDDO



RuneQuest

Ruins of Glorantha

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Introduction

Glorantha in the Second Age has survived two massive magical catastrophes in the relatively recent past and is well on its way to a third. War rages across the surface of the world, magic twists and changes the form of gods and men, races clash in increasingly bitter hatred. Beneath it all, the living entropy of Chaos threatens to boil to the fore and destroy all living things. Is it any wonder such a world would be richer in ruins than almost any other commodity?

Glorantha's ruins range from the fantastical – living or construct weapons the size of castles; gardens and castles floating amongst the clouds – to the mundane – abandoned villages; burned-out outposts. Regardless of their origin or scale they are common haunts for adventurers. Ruins promise ancient mysteries and lost treasures. As often as not, they offer only a bad end.

Fans of *Ruins of Hyboria* will recognize much of the format of this volume. Glorantha's ruins, however, are very different beasts (in some cases, literally!) from

Hyborian ones. Here, magic reigns and the impossible is not only possible but utilized.

Ruins of Glorantha begins with two methods for creating ruins: a simpler approach focusing on the ruin's 'hook' or signature feature and a longer version to develop the ruin organically from the history and culture of Glorantha. Games Masters can, of course, freely mix and match these tables to create the ruins they desire.

Next we explore the ruins of the major regions and cultures of Glorantha's Second Age. General information about the sorts of ruins found in each area provides inspiration for use with the Ruin Creation Tables and specific ruins are detailed.

Finally, *Ruins of Glorantha* details several especially interesting Gloranthan ruins – a cross section of structures from the First and Second Ages and the God Time that adventurers are likely to take a particular interest in.



Creating Ruins

Sometimes, a Games Master sits down with a clear mind and pure focus, his imagination swimming with visions of a fully-formed ruin ripe for adventurous exploitation.

Other times... not so much.

That is where the Ruin Creation Tables come in. These tables are intended as inspiration and assistance to the Games Master. He can roll for results in any order and any combination or he can pick elements that interest him from the tables without rolling.

Ruins of Glorantha includes two methods of ruin creation. The two can be used together or separately to produce just the kind of ruin the Games Master wants. The Gloranthan Ruin Generator is based on the Ruin Creation Tables found in the *Conan the Roleplaying Game* supplement *Ruins of Hyboria*, albeit customized for Gloranthan use.

Starting Small

Sometimes, the best way to create a ruin is not to begin with its origins; its halcyon days and its inevitable, inexorable decline – it is to imagine a thrilling scene or even an entire adventure and work backwards from there! The Ruin Hook Generator helps any Games Master do just that.

As with the more comprehensive Gloranthan Ruin Generator (see page. 10), this series of tables is meant as an aide to Games Masters, not a straitjacket. Games Masters should feel free to mix and match tables from the two generators, using ruin hooks from this section as features, guardians or legends and fleshing out the background of ruins created via the Ruin Hook Generator.

Element

One of the best ways to make a ruin distinctive is to associate it with a particular element. An ‘elemental ruin’ may have been a temple to a god associated with a particular element or destroyed by sorcery (or a natural disaster) based on it. It may even be implicitly rather than explicitly elemental in nature, perhaps due to its environment.

Although all of these hooks are called elements, they include not just the five Gloranthan elements of Air, Darkness, Earth Fire and Water but a selection of other distinctive substances or energies, around which a Games Master might want to theme a ruin, such as Light, Cold, Life or Time. Other elements are certainly possible; almost any Runes would provide a suitable starting point.

Random Element

d20	Element	d20	Element
1	Air	11	Gravity
2	Darkness	12	Illusion
3	Earth	13	Light
4	Fire	14	Machine
5	Water	15	Magic
6	Beast	16	Mind
7	Chaos	17	Plant
8	Cold	18	Sound
9	Death	19	Time
10	Electricity	20	Combined Elements

Air

Air ruins may float in the sky like a ship on water, be constructed of what appears to be solidified clouds or they may simply be tall, open and airy structures that remain nonetheless attached to the ground. The greatest danger in an air ruin should usually be from falling; one wrong step or crumbling floorboard could spell an adventurer’s doom if he is exploring a structure 100 metres above the surface of Glorantha. Air ruins also tend to be filled with Sylphs (air elementals) and flying creatures.



Earth

Earth ruins are usually broad, squat, brooding edifices, usually made of stone or mudbrick; some may even be packed dirt. They are often subterranean, either by design (like Uz and many Mostali ruins) or cataclysm. Earth ruins often threaten adventurers with cave-ins, sinkholes and crushing ceiling or wall traps. Gnomes (earth elementals), burrowing animals and monsters commonly inhabit earth ruins.

Fire

Temples, citadels and whole cities partially submerged in lava from a volcanic eruption, burned-out communities where old fires still blaze, fortresses of hot metal where forges blaze night and day – fire ruins may be any or all of these things. Fire ruins offer the obvious danger

of being burned alive! More subtly (if only just), their very walls may be superheated or weakened to their melting or breaking point. Salamanders (fire elementals) are the most common opposition in fire ruins; any other creature found in them must possess a similarly extraordinary resistance to heat.

Water

Water ruins may be completely or partially submerged; they may have sunk under the waves or been constructed there in the first place by an aquatic race. More mundane water ruins include wrecked ships (be they still afloat or sunk), elegant sea or river-side temples filled with fountains and pools or structures built over rivers. For land-based adventurers, the greatest danger in a water ruin is of drowning but the force of suddenly released water or the pressure of the deep can be deadly even to those who can breath in it. Water ruins tend to be filled with Undines (water elementals) and aquatic creatures.

Beast

Ruins overrun with vicious animals, built atop the bodies of gargantuan ones or into (or from) the bodies of dead ones fall under this category. A village wiped out by wolves or even a more ferocious kind of predator is a beast ruin, as is an ancient zoo where the inmates long ago devoured their keepers. Worshippers of animal spirits or gods might even build a mighty structure with the specific purpose of abandoning it to wild creatures. Beast ruins can take a wide variety of forms but one thing remains the same: the greatest danger in them comes from animals or monstrous beasts with fixed intelligence.

Chaos

Perhaps the most mutable and disturbing of all edifices, Chaos ruins are fortunately rare in Glorantha's Second Age. Unfortunately, 'rare' is not the same as 'nonexistent'. Chaos ruins might be grown from the pulsating flesh of a gargantuan creature (living or dead) or they might be superficially conventional structures carved in bizarre, incomprehensible geometry. Physical and magical laws apply sporadically at best in the heart of Chaos's terrestrial power and whatever creatures lair within often have multiple Chaotic Features.

Cold

From glacial-locked palaces and temples to citadels carved from solid ice, ruins based on cold can be some of the most spectacular, not to mention the most deadly. More mundane ruins of this type include lost lodges or even entire villages that were buried by avalanches or flash-frozen. Danger in a cold ruin may come from the unstable footing (due to ice) or the killing cold itself. Both Sylphs and Undines can be found in cold ruins, along with cold weather animals and monsters and sometimes created guardians formed from the ice itself.

Darkness

Darkness ruins are gloomy places where no torch or lantern seems capable of dispelling the clinging shadows. Examples include cavernous Uz ruins, towers of dark sorcerers that open only in the moonless Second Age night and any ruin of obsidian or other dark stone that hides the light. Adventurers can easily lose their way in a darkness ruin and the weird shadows may hide many traps (and treasures); what is more, most intelligent creatures fear the dark and find such a ruin almost supernaturally unnerving. Shades (darkness elementals) are common in such ruins, along with sightless and subterranean creatures and sometimes undead.

Death

Death and ruination go hand in hand and most ruins represent at least some loss of life in the distant past. Ruins of death have an even closer association. Tombs and mausoleums, especially monolithic ones raised to house the bodies of great kings or priests – even gods – are the most common ruins of death. Subterranean crypts where generations of a family's dead were interred also qualify. More disturbing are entire 'cities of the dead' – necropolises where every living thing was wiped out and bleached bone adorns the abandoned streets. Not all of the dead are restful in any such ruin; tomb robbers may find undead foes as well as mechanical or magical traps designed to add their corpses to the ruin's collection.

Electricity

Abandoned temples to storm gods – most notably Orlanth – and failed experiments by Zistorite sorcerer-engineers might produce electricity-themed ruins, along with any structure abandoned because it was too wracked by storms. Electrical ruins are often built wholly or partly from metal and the primary danger they pose to adventurers is their ability to conduct the energy raging around them into intruders. Creatures immune to electricity and those that feed on it stalk these ruins.

Illusion

Ruins of illusion may be nothing more than mirages or they may be real structures veiled by sorcery and clever artifice. False and illusionary walls, halls of mirrors, halls that seem endless and trash that appears to be treasure – all are hallmarks of illusion ruins. Depending on the ruin's age, some of its illusions may be breaking down: half a chamber may appear sumptuous as the finest modern palace, while the other half is nothing but a crumbling wreck that was not terribly impressive to begin with. Adventurers in illusion ruins may fall afoul of the tricks laid by the ruin's creator or of unstable construction hidden by the illusion of prosperity.

Gravity

Although this element is called 'gravity', it usually manifests as the opposite. In gravity ruins, one of the fundamental forces works sporadically at best. Adventurers may find themselves walking on the 'ceiling' of one chamber and floating weightless and nauseated in another. The conflicting forces constantly wearing on a gravity ruin may have eventually torn it asunder – or may do so when the tromp of living feet adds to the damage. Parts of the structure may 'fall' into the air or break off and drift to the center of large galleries. Few creatures can survive in such an environment; flying animals and monsters are the most common opposition.



Light

Light ruins tend to be bright and open. Some are made entirely of glass, perhaps magically hardened, allowing sunlight to pour in from all directions. Others are lit internally. Followers of the Pelorian pantheon or even of Yelm himself or his godly kin, were often responsible for the construction of such ruins. Despite their warm beauty, light ruins can also be blinding and those of glassy construction make it difficult to see where floors and walls end and open air begins.

Machine

Whether constructed by the Zistorite God Learners, the Mostali or the quasi-divine ancestors of the latter, machine ruins are both rare and spectacular. Some are machines themselves – perhaps great vehicles, clocks, pumps or weapons – some may remain at least somewhat functional. Others are more conventional structures with mundane or machinery built into them. Passages and even whole chambers may move around as the machinery operates and incautious adventurers can behead or disarm themselves by poking at unknown mechanisms. Often, smaller machines mindlessly defend their larger kin.

Magic

Sorcerers' towers and divine palaces, magic ruins follow few set rules and sometimes break those few that they do follow. Ordinary structures or cities destroyed by a direct release of magical power also fall under this category. Ambient magic makes these ruins especially dangerous; virtually any effect can occur in a magic ruin, from random summonings and explosions of magical force, to illusions and mental effects. Ancient teleportation circles may be required to navigate the ruin but they may not always deposit adventurers in the same place as their magic decays. Few creatures inhabit magic ruins by choice but elementals and spirits may be summoned or trapped by the energies unleashed therein.

Mind

Mind ruins contain magical or occasionally mundane effects that manipulate the minds of visitors. The palace of an old and decadent civilization's rulers might be filled with soporific or hallucinogenic gases. A sinister tomb might send chills down the back of even the most hardened explorer. Most commonly, mind ruins are the site of ancient, ambient magical effects that generate particular emotions. They may have been temples to gods associated with those emotions or the mind magic may simply have served to guard against intruders or indulge inhabitants. Most natural and even magical creatures avoid such areas; only the mindless and the addicted lair within.

Plant

The hollows of great trees, perhaps once home to Aldryami but abandoned due to invasion, climate or cataclysm, are the most striking plant ruins. Any ruin, however, can be overrun by the natural world: examples include vine-choked mansions, lost cities absorbed into the surrounding jungle, underground vaults cracked open by mighty roots. The plants overrunning such ruins may be poisonous or even mobile and some, magically mutated, may consume living flesh.

Sound

Sound ruins are most notable for their 'voice'. A sound ruin might be dominated by, or even *be*, a musical instrument of improbable size and complexity. It might be a gargantuan bell tower. It may even be a more conventional structure where acoustics were used as keys or weapons. It could be both. Playing the

correct set of notes might open a ruin's treasure vault but with the original inhabitants long dead, adventurers would be hard pressed to learn those notes, much less memorize them and a mistake might trigger a sonic trap capable of deafening or even killing intruders. Creatures attracted to such a ruin's sounds might dwell there; alternately, naturally deaf monsters might find it a favorable environment because their prey could not hear them coming.

Time

Time ruins include certain types of clocks – particularly those dependent on magic or other non-mechanical effects to keep time – vaults or fortresses whose defenses adjust with the time of day and ruins where time is stretched thin – perhaps allowing Second Age adventurers to glimpse the future or past; even trapping them there. Observatories or megaliths designed to mark the seasons might be time ruins. Depending on a particular ruin's nature, it might house beasts extinct or not yet existant in the Second Age.

Combined Elements

Some ruins contain multiple elements, perhaps in harmony, perhaps in (violent) opposition. Roll twice on this table (reroll duplicate results other than Combined Elements) and combine the two elements in a single ruin. A ruin may have any number of elements if subsequent rolls also result in Combined Elements, although the Games Master should take care not to overload a single ruin to the point it loses its theme.

Climactic Backdrop

Another way for a Games Masters to create a memorable ruin is to start with a single chamber or feature within it where he plans to set the climactic scene. Normally, this 'climactic backdrop' is not the entire ruin, only the most memorable part of it. In some cases, however, an entire ruin might be comprised of multiple climactic backdrops or of a single especially large one.

However, the Games Master should be careful not to include too many climactic backdrops in rapid succession, lest they lose their punch. Most ruins should have only one climactic backdrop, if that; only important encounters are worth giving this kind of emphasis.

The Games Master should also keep in mind that a climactic backdrop, like the presence of a powerful major enemy, makes an encounter much more deadly. The adventurers may sometimes take advantage of their environment to hurl foes to their deaths or trap them beneath crushing blocks but more often than not the added danger makes their already short, violent lives even more. Too many climactic backdrops will not only numb the players to the concept and dull their enjoyment, they will leave a trail of broken adventurer bodies.

Random Climactic Backdrops

D10	Shape
1	Balancing
2	Bridge
3	Changing
4	Cover
5	Incline
6	Pit
7	Sphere
8	Spiral
9	Spire
10	Combined or Multiple Backdrops

Balancing

The climactic backdrop is balanced, seemingly (and perhaps actually) precariously. It is usually some sort of platform, perhaps attached to a fulcrum underneath or hanging like a vast chandelier from chains above. A ruined ship that tosses and rolls on stormy seas is another example. Fighting on or running across this surface puts adventurers at risk of sliding off and even those who manage to stay aboard may need Acrobatics tests to move normally.

Bridge

The feature or even the entire ruin is a bridge suspended over water or a chasm. Bridges range from titanic stone or metal arches, some with whole communities built into them, to rickety, unstable rope-and-board walkways. A bridge might even be a spur of ice formed between two glaciers or the backbone of a gargantuan creature. Adventurers (or their foes) might try to hurl each other from the bridge, use it as a choke point against a large enemy force or if they have sufficient power or the bridge is sufficiently damaged, destroy



it entirely, cutting off retreat or attack. This category also includes scaffoldings and rafters suspended high above the floor.

Changing: Some climactic backdrops are most memorable not for what they *are* but for how they *move*. Such features include the cogs of a gigantic machine, wreckage swept along by a raging river, magical platforms levitating at a sorcerer's whim or the limbs of a living or undead creature. Adventurers might have to leap between parts of the backdrop when they come close or risk being crushed as they come *too* close.

Cover: The climactic backdrop features an unusual amount of cover. Pillars supporting a temple roof, rubble strewn about a collapsed castle or even trees overgrowing a courtyard might provide suitable cover. Duels with ranged weapons come down to making the best use of the obstacles as the adventurers and their enemies manoeuvre for a proper angle from which to strike and it may be possible for agile characters to gain high ground by scaling the cover and leaping down on their foes from above.

Incline: Setting an encounter above, below or even *on* a cliff or other steep incline makes for a classic climactic backdrop. The base of a cliff is the perfect place for adventurers to have to dodge avalanches, rock and mudslides. Characters caught by any of these while trying to *scale* such an edifice in even more danger and other dangers, such as enemy climbers or foes above firing arrows and dropping rocks or boiling oil, may await. Scenes set atop cliffs and inclines primarily add the tension that comes from possibly falling off the edge - or seeing some *thing* come up over it...

Pit: The climactic backdrop is a great pit. It may have sloping sides, making it possible to climb out or it may be sheer enough that anyone who falls in will plunge to his doom. Some pits have spikes, water, quicksand or even a huge creature lurking at the bottom, meaning that even if it is possible to climb out, fallen adventurers may never get the opportunity. Encounters in and around pits often involve combatants trying to knock each other in or attempting to climb out before something inside drags them down.



Sphere: The climactic backdrop is a great ball or sphere. Either the inside or outside may serve as the backdrop but in both cases it makes scaling the sides exceptionally difficult and combat within more dangerous even than usual. A dome or bowl-shaped structure may also serve as a climactic backdrop, with similar effects. In some cases, a spherical climactic backdrop may be able to roll, tossing and turning those inside it or threatening to drop and crush those outside.

Spiral: The climactic backdrop curves upwards or downwards, like a spiral staircase. It may be tight, with walls on either side and construction that favours the defenders of the stairs. Though in a ruin those defenders may be long dead, they may also still be mounting a defence! Other spirals are open, rising without benefit of railings due either to decay or design. In either case, a spiral climactic backdrop forces adventurers onto a narrow path where they may not be able to see what they approach - or what approaches them.

Spire: A spire is any tall, pointed and tapering edifice that serves as a climactic backdrop. A mysterious obelisk, a sorcerer's tower or a cathedral's bell tower might be a spire, as might the boughs of a great tree. The climactic encounter usually occurs atop the spire, where adventurers risk falling from any side and have the opportunity to hurl whatever opponents they face off as well. Since they rise high above the terrain, spires often offer dramatic backdrops for duels or observation points to see the surrounding countryside. Battles with flying or weather-controlling foes are especially dangerous atop a spire.

Combined or Multiple Backdrops: The climactic backdrop incorporates two or more elements. Roll twice on this table and combine the results. It might be a wooden sphere bobbing on the water filling a pit, a spiral stair leading to the top of an observatory's spire or even a rotating tower rising above the basin of an active volcano, its only entryway the rotating bridge connecting it to the rim, which is itself atop a steep mountainside. Alternately, the climactic backdrops may be in separate parts of the ruin: a spire-like keep beyond the inclined outer walls of a crumbling castle, for example.

Climactic Events

Interesting elements and climactic backdrops are all fine and well but a really memorable ruin is defined not by what it *is* but by what *happens* in it. Climactic events are those happenings - the centerpieces of adventures and the high points of game nights. A climactic event should leave the players on the edge of their seats and their characters clinging to life by a thread and a prayer.

Only an individual Games Master can decide what sort of climactic events will enthrall his players and even then, he probably has only a bit better than even odds of being right! The events below are merely suggestions, a handful of broad possibilities to build upon.

Random Climactic Events

d6	Event
1	Attack
2	Confrontation
3	Escape
4	Multiple Events
5	Revelation
6	Trap

Attack: A powerful monster, perhaps a creature of Chaos or an undead fiend, emerges from the ruin to menace the characters. A monster faced in a climactic encounter should be not just powerful but visually impressive - immense or immensely awful to look upon or quite possibly both. It may be responsible for bringing ruination in the first place and if so the ruin around it may foreshadow its powers or even provide a weapon against it. Ruins with lots of cover, nooks and crannies make excellent places for adventurers to confront a creature much too large and powerful for them to bring down in the open. On the other hand, such ruins make for the most deadly lairs of stealthy, sinister monsters!

Confrontation: The ruin becomes the site of a duel, debate or open battle between the adventurers and a powerful rival or recurring antagonist. In this case, the ruin's form and function are less important than that it provides both the characters and their foes with plenty of opportunities to show off their abilities and tactics.

Escape: The ruin is collapsing, sinking, flooding, building up to an irresistible magical explosion or disgorging an invincible monster - with the adventurers still inside! They must retrace their steps, this time throwing caution to the wind as they scramble across hazards and traps and rush past or swiftly slay guardians in an attempt to reach safety before the ruin comes down around their ears.

Revelation: The adventurers discover a stunning new piece of information in the ruin, calling into question their most cherished beliefs or making them doubt a previously trusted patron. Usually, the revelation comes from the ruin itself, perhaps in the form of an apparent death trap, the adventurers believe they were sent to perish in or a manuscript from a prior era casting doubt on the history they believe to be true. Sometimes, the ruin is merely a backdrop for a revelation rooted in events of the Second Age, perhaps delivered by a rival or enemy.

Trap or Hazard: While ordinary traps and hazards are an expected part of the adventuring life, this one is especially dangerous, elaborate or impressive. Traps are intentionally dangerous, whereas hazards are accidental. As with monsters, size and creativity are the hallmarks of an event-worthy trap: it should be spectacular to witness and require all the adventurers' skills to overcome. An entire ruin can be a hazard - a tower crumbling around its occupants, a great bridge sinking into the sea or a volcano bubbling up through a fire temple's floor.

Multiple Events: Learning a stunning revelation from the lips of a dying rival, facing off with a powerful monster as it tears a ruin down around it, dodging traps and hazards through rapidly flooding maze - combining two or more climactic events can make for truly unmatched excitement. As with climactic backdrops, the Games Master should be careful not to overuse these elements, lest they lose their punch.



From the Outside In: The Gloranthan Ruin Generator

Counting from the beginning of time, Glorantha is not a very old world. Less than a millennia has passed since the gods departed the physical world in the Great Compromise. As such, Glorantha's ruins are rarely the result of abandonment or disuse. They usually arise (or, rather, fall) as a result of the cataclysmic changes that rock the world all too often, due to the wars of its empires and squabbling factions or due to some magical effect.

These tables explore the sorts of events that shape a Gloranthan edifice worth exploring - and those that reduce it from its original function to an abandoned, dangerous ruin in *need* of exploration!

The Games Master dedicates more time to creating a ruin using these tables but the result will be tied more closely to the richness of Glorantha's history and peoples. Of course, the Games Master need not use *all* the tables in the Gloranthan Ruin Generator; leaving

many of the questions they address unanswered may serve to pique the players' interest more than laying out the ruin's entire history.

The Age

Glorantha's history is punctuated with cataclysmic upheaval. The war amongst the gods, the war of gods and mortals against Chaos, the Great Compromise, the emergence of Gbaji and the end of the First Age and – soon – the cataclyms awaiting the overly ambitious God Learner Empire and Empire of Wym's Friends.

The age of a ruin tells the Games Master much about what function it might have served, who might have built it and what materials and techniques they might have employed in its construction. During the Golden Age, for example, any sort of wonders were possible and even common, from waterfalls that 'fell' up to citadels of solid light to gargantuan machines that spoke and walked. Nothing was too outlandish for the God Time. Such wonders will never be seen again in Glorantha, however, so later ruins tend to be far less spectacular (and more common).

Keep in mind that before the dawn of time, in the Age of Terror or earlier, 'time' itself had little meaning. Such structures as were built in the Green Age may not have 'aged' during the moment or millennia comprising the Golden Age, for example and it's perfectly possible for one edifice to belong to a 'later' era than another and yet predate it in the minds of its builders.

Age of the Ruin

d100	Age
1-2	Green Age
3-19	Golden Age
20-23	Storm Age
24-25	Age of Terror
26-45	The First Age
46-55	The Gbaji War
56-75	The Second Age
76-90	The Imperial Age
91-100	Recent Ruins

Green Age: Ruins from this earliest period of prehistory are vanishingly rare; multiple magical catastrophes, the march of divinely-led and merely mortal civilization and the comparatively simple, fragile construction methods

of the first time have nearly erased such structures as the Green Age people erected. Those ruins that remain tend to be immensely magical and primal; often they appear to be alive themselves and each is unique.

Golden Age: Ruins from the Golden Age are more common than any others from the God Time, for it was an era of great construction. Golden Age ruins often take forms that appear impossible by the standards of recorded history; if they did not exist as living monuments to the powers preceding the Great Compromise, only the most faithful or fanciful would believe in them. The comparative rarity of Golden Age ruins speaks to the immense destructive forces unleashed in the war between Chaos and the gods, because those edifices that remain are nearly indestructible.

Storm Age: The Storm Age was shorter than the Golden – insofar as 'time' can be said to have any meaning in the age when gods walked Glorantha – and more turbulent. Fewer structures were erected and fewer survived. Those that remain tend to be more practical in their design than their Golden Age cousins, reflecting the militant spirit of the age but are still fashioned in a manner unfathomable to modern understanding.

Age of Terror: Neither men nor gods had time for great construction projects when the forces of Chaos swept across the land. Compared to the other ruins of the God Time, those few that were built in and survived the Age of Terror are modest in size – but rarely in power. Ruins from the Age of Terror are often unnerving or maddening places, tainted by the dreadful days during which they came into existence and they usually serve as either a seal keeping a horror of manifest Chaos in check, an armoury for the weapons of the gods or weapons themselves.

The First Age: Ruins of the First Age are still fairly common. The earliest First Age ruins are crude but effective fortresses but as Chaos was driven back by Glorantha's unified peoples, these fortresses quickly faded. In the ensuing era of relative peace and prosperity, when the mortal races first learned to make their own way in the world without the physical presence of their gods, construction tended to be more modest than in either the God Time or the Second Age. Few fortresses date to this period but many universities, manors and chapels do.

The Gbaji War: As the First Age collapsed into the war between Gbaji and Arkat, the people of the First Age turned their crafts to constructing fortifications and defences. While most of these were shattered by the titanic forces unleashed, many remain, serving as inspiration – and often, as a second line of defence – for the walls and castles of the Second Age. Save for their martial nature, the ruins dating back to this period follow similar patterns to those of the rest of the First Age.

The Second Age: Early Second Age architecture shows heavy First Age influence but the ruins of this period are most notable for their steady progression: the oldest were humble affairs, built in the shadows of cataclysmic war but they rapidly escalated in size and grandeur. The largest of these early Second Age ruins eclipsed their First Age equivalents and tended to be constructed with an eye for both aesthetics and endurance – a melding of the First Age and Gbaji War traditions. Nonetheless, they are still in the shadows of the God Time.

The Imperial Age: The Empire of Wyrms' Friends and the God Learner Empire were not content to remain in the shadow of gods whose nature they denied. For the Two Empires, architecture as well as magic became points of pride; some of the most spectacular ruins in Glorantha date to the rise of the Two Empires, either collapsing under over-ambitious designs or abandoned in the course of their wars.

Recent Ruins: Since the Two Empires established themselves as paramount in the mortal world and began their great projects to impose their will on Glorantha and the Hero Plane, they have produced little in the way of ruins. Recent ruins tend to be more mundane – villages abandoned in the wake of war or famine, isolated monasteries and outposts overrun by savages or beasts and the wrecks of mighty ships that met their end on increasingly turbulent seas.

The Purpose

While most ruins no longer serve their original purpose in any respect, knowing what they were constructed for

often gives considerable insight into their form – and such treasures or dangers as they may yet contain.

Random Ruin Purpose

d100	Ruin Purpose
1-2	Organism
3-7	Academy
8-14	Monastery
15-31	Temple
32-37	Home
38-46	Tomb
47-52	Monument
53-71	Town
72-75	Vehicle
76-79	Prison
80-85	Outpost
86-97	Fortress
98-100	Weapon

Organism: The ruin itself is or was alive but could easily be mistaken for a desiccated structure. Often, it is a living thing large enough to have been settled by smaller creatures, perhaps during a period of dormancy. Depending on its origins, nature and antiquity, it may now be a hollowed-out corpse.

Academy: The ruin once served as a place of learning. It may have tutored priests, sorcerers or philosophers in its day but now it is a crumbling husk. Much ancient knowledge and more than a few treasures may still lie within its remains, making it a much-prized destination for scholarly adventurers.

Monastery: The ruin was once a place of contemplation and quiet worship. It was somewhere between a temple and an academy, as well as a retreat for those who wished to leave the world behind.

Temple: Whether originally a small shrine or a great cathedral, this place of worship either lost the favour of the gods it venerated or found them unable to protect it. Whatever tradition it served, its present form venerates only entropy.

Home: The ruin served as the home of an individual or group but was neither sturdy enough to be considered a fortress nor large enough to be considered a town. The manors of wealthy landowners in peaceful lands and the towers of solitary sorcerers are examples.

Tomb: Unlike most ruins, this one was never intended for inhabitation or use by the living. Rather, it was and perhaps still is the final resting place for one or more corpses whose kin or subjects considered them worth preserving in death. Many tombs contain treasures (or trinkets) and the more elaborate may retain working traps.

Monument: A monument is not a structure per say but a free-standing obelisk, statue or other decorative feature. It was probably raised to commemorate some particularly important achievement of its builders, to announce their greatness or to warn away intruders.

Town: The town category of ruins encompasses everything from abandoned hamlets to crumbling metropolises. A town is characterized by multiple structures, most of which housed civilian occupants of some sort. Towns are among the least common ruins, as so much masonry rarely goes unused for long but where they do occur, they often achieve legendary fame.

Vehicle: The ruin is a vehicle of some type, be it a magical flying fortress, a great ocean vessel or some type of land-bound conveyance. In most cases, ruined vehicles must be of monolithic size and magical construction to rate inclusion; they are rarely functional but may be repaired by sufficiently clever explorers.

Prison: Some ruined prisons were constructed to hold especially dangerous criminals or political prisoners but perhaps the more common – or at least more famous – variety imprisoned supernatural threats, often leftovers from the Age of Terror. Jailers and prisoners alike have usually perished, though in some cases one or both persists...

Outpost: Smaller than fortresses and intended to project power or guard borders, outposts are the most common type of military ruin because their utility often

expires with the advance and retreat of armies. They are often found far off the beaten track, overlooking grim expanses or ancient battlefields.

Fortress: The larger variety of military ruin encompasses both the keeps and castles of warrior-aristocrats and the strongpoints of mighty nations. Few fortresses stay ruined for long unless they were sacked beyond repair but then, they tend to attract just that sort of all-out assault.

Weapon: Weapons must be truly titanic to rate consideration as ruins rather than artefacts found *in* ruins. Most ruined weapons are relics of the God Time, cyclopean monuments to the powers that once clashed for Glorantha's fate.

The Builders

Who constructed a ruin is at least as important as *when* and *why* they did so. *Ruins of Glorantha* provides two ways of randomly determining a ruin's builders: the simplified Random Race Table on pg. 13 is ideal if the Games Master decides to start constructing a ruin at this point. If the Games Master already knows the ruin's era or origin, the Random Race By Era Tables on pg. 11 tailor the results to the period.

Finally, due to the ethnic diversity of Glorantha's humans, the Games Master may wish to consult the Random Human Ethnicity Table if he is putting together a human ruin.

Random Race

d100	Race
1-2	Gods, Pelorian
3	Gods, Orlanathi
4	Gods, Other
5-6	Chaos
7-15	Mostali
16-19	Dragonewts
20-23	Aldryami
24-26	Timinits
27-36	Uz
37-39	Hsunchen
40-95	Humans
96-100	Other

Random Race By Era: God Time

d20	Green Age	Golden Age	Storm Age	Age of Terror
1	Gods, Pelorian	Gods, Pelorian	Gods, Pelorian	Gods, Pelorian
2	Gods, Pelorian	Gods, Pelorian	Gods, Pelorian	Gods, Pelorian
3	Gods, Pelorian	Gods, Pelorian	Gods, Orlanthi	Gods, Orlanthi
4	Gods, Pelorian	Gods, Pelorian	Gods, Orlanthi	Gods, Orlanthi
5	Gods, Pelorian	Gods, Orlanthi	Gods, Orlanthi	Gods, Other
6	Gods, Pelorian	Gods, Orlanthi	Gods, Other	Chaos
7	Gods, Orlanthi	Gods, Orlanthi	Chaos	Chaos
8	Gods, Orlanthi	Gods, Other	Mostali	Chaos
9	Gods, Orlanthi	Gods, Other	Mostali	Chaos
10	Gods, Orlanthi	Gods, Other	Mostali	Mostali
11	Gods, Other	Mostali	Aldryami	Aldryami
12	Gods, Other	Mostali	Aldryami	Humans
13	Gods, Other	Mostali	Humans	Humans
14	Gods, Other	Aldryami	Humans	Humans
15	Mostali	Humans	Humans	Uz
16	Mostali	Humans	Humans	Uz
17	Aldryami	Humans	Uz	Hsunchen
18	Humans	Humans	Uz	Dragonewts
19	Humans	Uz	Hsunchen	Dragonewts
20	Dragonewts	Dragonewts	Dragonewts	Other

Random Race By Era: First and Second Age

d20	First Age	Gbaji War	Second Age	Rise of the Two Empires	Recent Ruins
1	Mostali	Chaos	Mostali	Mostali	Mostali
2	Mostali	Mostali	Mostali	Mostali	Humans
3	Mostali	Mostali	Mostali	Mostali	Humans
4	Mostali	Mostali	Mostali	Aldryami	Humans
5	Aldryami	Mostali	Aldryami	Humans	Humans
6	Aldryami	Aldryami	Aldryami	Humans	Humans
7	Humans	Aldryami	Humans	Humans	Humans
8	Humans	Humans	Humans	Humans	Humans
9	Humans	Humans	Humans	Humans	Humans
10	Humans	Humans	Humans	Humans	Humans
11	Humans	Humans	Humans	Humans	Humans
12	Humans	Humans	Humans	Humans	Humans
13	Humans	Uz	Uz	Uz	Humans
14	Uz	Uz	Uz	Uz	Humans
15	Uz	Uz	Uz	Hsunchen	Uz
16	Uz	Hsunchen	Hsunchen	Timinits	Uz
17	Hsunchen	Timinits	Timinits	Dragonewts	Hsunchen
18	Hsunchen	Dragonewts	Dragonewts	Dragonewts	Timinits
19	Dragonewts	Other	Dragonewts	Dragonewts	Other
20	Other	Other	Other	Other	Other



Gods, Pelorian: The ruin was constructed by Yelm and his pantheon. Pelorian ruins tend to be all soaring, airy elegance; they are full of magic and understated opulence, detached from the mundane world – especially prior to the Storm Age. They may defy natural laws, with domes that rest on nothing but air, glassless windows that filter light into a million subtle shades or paths of flowing, liquid gold.

Gods, Orlanthi: Orlanth, the storm god and his kin founded the ruin. Divine Orlanthi ruins tend to be simpler in design than their Pelorian counterparts. Instead of awing with their regal magnificence, they awe with sheer scale and power. Although they appear to be of more conventional construction, they are nonetheless clearly superhuman in both scale and in many cases, materials.

Gods, Other: While the dominant Pelorian and Orlanthi pantheons produced the most prominent

divine ruins in Glorantha, other gods, such as those venerated by the Pamaltelans and Aldryami, erected mighty edifices in their heyday as well. These divine ruins are usually found in parts of the world where their builders are still worshipped into the Second Age or at least the First.

Chaos: Chaos is more about destruction than construction, change rather than permanence. Nonetheless, even the hosts of Chaos did produce some structures during their invasion of Glorantha and their mortal minions continue to build secret and terrible shrines in the dark places of the world. Chaos ruins tend to be weird, unnerving affairs, often defying the laws of nature in more explicit or disturbing manners than divine ruins.

Mostali: Mostali ruins tend to be bare, functional affairs; since the dwarves would not wish to waste anything they could take with them or improve upon. Despite their simple exteriors and dearth of obvious valuables, they often include complex mechanisms fascinating to any foreign scholar – and traps of similar construction.

Aldryami: The Aldryami do not generally ‘build’ so much as they ‘grow.’ Yet what grows must eventually die and this is the nature of most elven ruins: desiccated great trees and even entire groves, which have been abandoned by the plantfolk.

Human: Human ruins are some of the most varied. Consult the Random Human Culture table for more details.

Uz: Uz ruins are usually simple, rather barren and almost always underground. The Uz are not great builders, being generally content to live in whatever shelter their environments provide, so their ‘ruins’ usually take the form of cave systems which were gradually shaped and refined to their tastes. Aboveground Uz ruins strive to mimic the close, dark environment of their subterranean homes.

Hsunchen: If there is a category of ruins more varied than those of human, it must belong to the beastfolk of Glorantha. Hsunchen ruins usually reflect the environment or lifestyle a particular breed is most suited to; Keet ruins are most likely to be ports, ships or cliffside dwellings, for example.

Timinits: The timinits produce few ruins, as they are not a widespread people and are not in the habit of abandoning such edifices as they do construct. Timinit ruins are weird places, usually semi or wholly subterranean and carved from wood or rock in an apparently organic manner.

Dragonewts: Dragonewts construct many mighty structures in their mountainous homes, their architecture reflecting a uniquely draconic aesthetic – all curving lines and open roofs and wide courtyards incongruous with the terrain on which they usually appear. These ruins appear semi-organic and even seem to transform themselves over time. Because dragonewts have such continuity in their culture, their buildings and communities rarely fall into ruin save through the annihilation of an entire enclave.

Other: The lesser races of Glorantha, too, have their ruins, though these are less common and usually less spectacular. Virtually any intelligent, tool-using creature (and a few that lack one or the other of those traits) can and does produce ruins.

Random Human Culture

d10	Culture	d10	Culture
1	Kraloreli	6	Stygian
2	Malkioni	7	Teshnan
3	Orlanthi	8	Vithelan
4	Pamaltelan	9	Extinct Culture
5	Pelorian	10	Minor Culture

Kraloreli: The people of Kralorela were traditionalists when time was young. They are among the longest-civilized of all Glorantha’s human cultures. They withstood Chaos in the First Age without dirtying their hands with foreign entanglements and did not suffer the ravages of the Gbaji War. Interesting times came to Kralorela with the rise of Immanent Mastery, a variation of their traditional draconic mysticism that allowed for sudden, individualistic power; with this power and the backing of the Middle Sea Empire, an upstart seized Kralorelan power and disrupted centuries of tradition.

Malkioni: Followers of the Invisible God, the Malkioni deny the divinity of all other gods, who they consider false and whose followers they deride as pagans. The most famous Malkioni culture is that of Justela,

where the God Learner movement and the Middle Sea Empire were born. Malkioni are individualistic and rationalistic, seeking to see logic and order in the world and to impose it where they find its lack. They have become much hated by the people of the Second Age for their smug self-assurance and their habit of plundering the myths of other peoples but none can deny their power, their greatness or their ambition. Most of western Genertela is comprised of Malkioni cultures, which include the Seshnegi (who were the ancestors of the Jrusteli), the eastern Fronelans, the Ralians and the Slontans.

Orlanthi: In central Genertela, especially amongst the storm-wracked hills and high mountains, Orlanthe culture predominates. Most Orlanthe are considered at least semi-barbarous by their neighbours, as they are a fierce, proud, independent-minded people, little given to the construction of great cities or temples. Orlanthe worship the Storm Tribe gods and their leader Orlanthe and their worship mostly takes the form of emulating their lusty, warlike god. During the First Age, the Orlanthe were much more widespread, as theirs is a missionary religion and one that encourages travel; many formerly Orlanthe cultures in Genertela converted to Malkionism in the Second Age, however.

Pamaltelan: The people of vast, tropical Pamaltela are not a unified culture but they all pay homage to Pamalt, who they call ‘the god who did not fall.’ Most Pamaltelan humans are members of the Agimori peoples. Their three tribes, the Arbennan, the Doraddi and the Tarints, are each as large a cultural group as the nations of Genertela but less divided. Pamaltela was less ravaged by Chaos and in turn developed fewer weapons against it, leaving it somewhat vulnerable to attack from the north when the Middle Sea Empire came calling. However, Pamaltelans have produced impressive structures and their First Age ruins seem to hint that they were greater builders in the past than they are in their mostly-nomadic present.

Pelorian: The people of northern Genertela are Pelorians, followers of the Sky Gods under Yelm. The Pelorians were a proud people whose gods were among the most powerful and important in the God time. Even the Orlanthe acknowledged the primacy of Yelm, say the Dara Happans, who are the most powerful Pelorian culture; the Pelorians have never returned this favour, for years treating other cultures as

benighted fools at best, unworthy of even enlightening at worst. Unfortunately for these proud peoples, the Empire of Wyrms' Friends has draconised their beliefs more thoroughly than any others; a dragon now sits on the throne meant for Yelm's heirs in Glorantha and most Pelorian cultures have fallen.

Stygian: A relatively recent and short-lived culture, the Stygian Empire was founded by the brooding anti-hero Arkat at the closing of the First Age. It flourished, a sinister blending of human expansiveness and Uz callousness and then it perished almost as quickly as it came into being, destroyed by the God Learners of Jrustela. Stygian culture was nonetheless powerful, widespread and *unusual* enough to merit consideration apart from other extinct cultures. The heart of Stygian culture was the Safelster region of Ralios, where Arkat made his capital.

Teshnan: The Teshnans are a jungle people from a peninsula in the extreme southeast of Genertela. Their unique mystical tradition is focused on a continual cycle of reincarnation, by which they believe they come closer to understanding and becoming one with the Celestial Flame – which they understand as a primal god, a first principle and the universe itself. Their temples are filled with elaborate carvings devoted to innumerable gods, though these are not worshipped in the way other Gloranthan peoples worship but rather are seen as exemplars or even metaphors.

Vithelan: The Vithelan culture is actually a group of closely related cultures found in the islands other peoples call the Eastern Islands. Although their specific practices and political structures vary considerably, they have a similar background in myth and mysticism and claim to have invented the latter. The Vithelan cultures include the cannibals of Homago, the Hanfaradorans, the Mokatans and the lethally secretive Vormaino.

Extinct Culture: Untold numbers of Gloranthan cultures came and went in the God Time; as gods were defeated and slain, their people were incorporated into the victors' followings and adopted new ways and codes of behaviour. In the Age of Terror and the early First Age, many more peoples perished at the hands of Chaos creatures and later during the destruction of the Gbaji War. During the Second Age, both the Middle Sea Empire and the Empire of Wyrms' Friends seek to suborn or wipe out all cultural distinctions on Glorantha.

Since these cultures are themselves ruined, it is hardly surprising that they leave nothing but ruins behind.

Minor Culture: In addition to the major cultures of Glorantha and those they or the horrors of Chaos have annihilated, many minor cultures cling to the sidelines. These do not wield great influence and usually lack the resources to construct mighty cities and temples but they do exist and their ruins are of the utmost interest to some Second Age powers.

Founding

How was the ruin constructed? Why was it built where it was? While the origins of ruins are sometimes more evocative if they reside in the forgotten past, the Games Master may wish to fill in the earliest details of his creation.

This list is by no means comprehensive; there are as many reasons for ruins' founding as there are actual ruins! Rather, the Games Master can take inspiration from these ideas as he likes or perhaps weave in-campaign speculation – accurate or not – around one or more.

Random Founding

d10	Founding
1	Cataclysmic
2	Colonial
3	Divine Guidance
4	Good Location
5	Inherited
6	Migration
7	Outpost
8	Sorcerous Guidance
9-10	Unknown

Cataclysmic: The ruin was constructed following either the death of Yelm, the Age of Terror or the Gbaji War. Its founders may have had to flee their original homes due to the cataclysm, as the Uz had to when they migrated toward the surface or they may have built what they considered a sturdier, more defensible settlement.

Colonial: The ruin was built as a colony. The God Learners are particularly fond of establishing far-flung colonies and not all of these prove successful in the face of native, natural or even purely economic

opposition. Colonies from earlier ages are even more likely to have failed, especially those established in an attempt to escape one of Glorantha's cataclysms.

Divine Guidance: The ruin was built at the direct behest of a god or pantheon or due to the guidance of a priest. During the God Time, most major construction fell under this category; since, none has, although the God Learners and Wyrmfriends sometimes build in particular locations because they believe it serves a divine plan.

Good Location: The ruin was built because of its favourable location. It may reside on a major trade route or in a natural port, on a hill overlooking fertile fields or in an easily defensible pass.

Inherited: The ruin was built on the site of previous construction, perhaps dating back to an earlier age. The new builders may have taken advantage of existing masonry to help get their structure or city off the ground – and they may have suffered the same fate as their predecessors.

Migration: The ruin was built by migrants from another land, such as when the island of Jrustela was first settled by refugees fleeing the Stygian Empire. These ruins tend to be of fairly recent vintage on Glorantha, since large-scale migration was rare in the God Time.

Outpost: The ruin was constructed to project power for an existing civilization. Ruins of Stygian Empire outposts dot the edges of Seshnela and God Learner outposts abandoned during the recent uprising can be found throughout Pamaltela.

Sorcerous Guidance: The ruin was built at the behest of a sorcerer or sorcerers. They may have picked the location due to particular magical properties of the area, due to a prophecy (perhaps misinterpreted, considering the edifice's eventual fate) or simply to get away from the bustle of settled regions so they could pursue magical experiments in relative peace.

Unknown: The reason for the ruin's construction is lost to the mists of history. Either the records perished with its builders or it is so ancient, stretching back deep into the time before the Great Compromise, that only the gods know how or why it was built.

Famous Events

Did the ruin play backdrop to a famous battle? An important treaty signing? Did a legendary figure go into seclusion here or meet his doom or spring onto the scene? Some ruins were the site of important events in Gloranthan history or prehistory before they fell into disrepair, lending an extra flair to their legends.

Not all ruins are likely to boast famous events; abandoned villages may never have made a splash beyond their immediate neighbourhood, even when populated and isolated wizard's towers may have successfully sealed their occupants off from the stage of history. Nor will the famous events of a ruin's lifetime always have come down to the scholars of the Second Age; as with their creation, the events played out in God Time ruins are usually a mystery unless they appear in a HeroQuest.

Depending on its age, a ruin may have experienced many events – perhaps even dozens! The Games Master can continue rolling or picking from this table until he is satisfied with the history it lends the ruin.

Random Events

d20	Event	d20	Event
1	Cataclysm	11	Golden Age
2	Civil War	12	Heresy
3	Class War	13	Invasion
4	Consolidation	14	Legendary Figure
5	Dark Age	15	Mystery
6	Decentralization	16	Natural Disaster
7	Discovery	17	Orthodoxy
8	Enslavement	18	Peace
9	Expansion	19	Plague
10	Foreign War	20	Renaissance

Cataclysm: One of Glorantha's great cataclysms rocked the ruin but failed to destroy it or render it uninhabited. Most still existent ruins only saw the rise and fall of Gbaji; those touched by Yelm's death or the arrival of Chaos usually did not survive the experience.

Civil War: The ruin was the site of a civil war amongst its builders or a major battle in a civil war.

Class War: The ruin was the site of a battle between two or more classes in the building culture. This

includes slave revolts, peasant uprisings and conflicts between the crown and the nobility.

Consolidation: Power amongst the ruin's builders was consolidated into a single ruler or centralized government, possibly holding court at the ruin itself.

Dark Age: The ruin's builders fell into an age of barbarity and ignorance, losing much of their previous knowledge.

Decentralization: The ruin's builders spread power among city states or individual nobles' holdings, either toppling or reducing the central government. The ruin may have been the seat of one of the local authorities or of the curtailed crown or council.

Discovery: The ruin's builders made an important magical or scientific discovery, such as Arkat's pioneering of HeroQuesting in the Stygian Empire.

Enslavement: The building culture fell under the control of an outside power and was enslaved or otherwise subjugated. They may have eventually overthrown their conquerors, as the people of Pamaltela recently did the God Learner Empire.

Expansion: The ruin's builders launched a period of exploration and colonization. The ruin may have been either a colony or a launching-off point for expeditions.

Foreign War: The building culture launched a major campaign against another country or region. Whether successful or not, it had economic and cultural impacts on the ruin, perhaps explaining foreign architectural or design elements.

Golden Age: The ruin's builders enjoyed a golden age, either existing during the part of the God Time given that appellation or mimicking it. Food and drink were plentiful and prosperity widespread.

Heresy: The ruin was the site of a major heresy against the dominant religion of its time. In the Second Age, this would generally mean an offshoot from Malkioni or Wyrmfriender teachings or a reversion to old beliefs;

in prior eras it might represent a change in pantheons (from Pelorian to Orlanthei, for example) due to changing demographics or cultures – or in the God Time, due to a physical battle between gods!

Invasion: The ruin's builders were invaded by another realm and it played some role in the ensuing war. It may have been the site of a turning point in the war or a fortress constructed to repel the invaders.

Legendary Figure: An important historical figure, such as a Malkioni saint, a powerful sorcerer, a member of the Original Twelve of the Empire of Wyrms' Friends or a powerful king or warlord, was born or rose to prominence at the ruin.

Mystery: A period of the ruin's history is incongruous or simply missing. In a world like Glorantha where gods once walked the earth and powerful sorcery can alter the face of continents, the ruin may have been *gone* for a period of time, teleported or rendered out of phase.

Natural Disaster: A natural disaster struck the ruin. The Games Master may consult the Random Natural Disasters table on pg. 22 for details.

Orthodoxy: The ruin's builders entered a period of strict orthodoxy. Great works of a religious nature may have been constructed, possibly including the ruin itself, while heretics and unbelievers may have been attacked or driven out.

Peace: The building culture enjoyed a period of peace. They may have conquered all of their rivals or been too insignificant to have any or enjoyed the protection of a powerful and tranquil god or sorcerous patron.

Plague: A terrible plague struck the ruin's builders. It may have depopulated large swathes of the countryside or left many too weak and infirmed to work.

Renaissance: The ruin's builders rediscovered secrets of their or another culture's more advanced past. In Glorantha, this often means rediscovering magical or scientific secrets from the God Time.

Ruination

By definition, a ruin is no longer in its original form or serving its original purpose; it has fallen into disuse, disrepair or both. While minor ruins may simply have been abandoned with shifting cultures or borders, important ones usually fell due to an event.

How a ruin was destroyed usually says a great deal about its present state. A city that was put to the torch by suddenly striking raiders will likely be in better condition than one whose walls were worn down by a months-long siege. Natural disasters such as floods and earthquakes leave the ruins they destroy in even worse condition and *unnatural* disasters, such as the mighty sorceries unleashed in Glorantha's cataclysmic changing of Ages, can be more destructive still.

Random Ruination

d20	Ruination	d20	Ruination
1	Abandonment	11	Natural Disaster
2	Cataclysm	12	Plague
3	Corruption	13	Planned
4	Curse	14	Religious Change
5	Invasion	15	Riots
6	Leader's Death	16	Scandal
7	Mass Infertility	17	Sorcery
8	Mass Sacrifice	18	Technological Change
9	Mass Suicide	19	Trade Disaster
10	Monster Attack	20	War

Abandonment: The ruin's builders left it behind. Whatever economic, cultural or military significance it had was lost and its population dwindled as more prosperous or important regions drew more and more of its people.

Cataclysm: The ruin fell during the death of Yelm, the war with Chaos or the Gbaji War. Its people may have been wiped out by monsters or slain by a magical backlash or the structure itself may have been irreparably damaged by the titanic forces unleashed.

Corruption: The funds required to keep the ruin operational were diverted or misspent by corrupt officials. Deprived of the support it required, it became increasingly dilapidated and finally fell into such disrepair it could no longer be used.

Curse: A sorcerer, god or creature of Chaos placed the ruin under a horrible curse. Its population may have died or otherwise been annihilated by the effects or they may have fled for fear of bringing the curse down on their heads. Some curses eventually expire but many linger even after the place or people they cursed have been ruined; it is these that adventurers most fear.

Invasion: The ruin was sacked by invading forces. It may have been burned down by raiders, besieged by a foreign army, annihilated by enemy sorcery or simply abandoned because it was too close to the front.

Leader's Death: The people of the ruin depended on a charismatic leader to hold them together. When he perished, they fell to factional disputes or simply drifted away, leaving the ruin as his final legacy.

Mass Infertility: The ruin's builders found themselves unable to have children. Gbaji's curse of the Uz, though not enough to wipe them out entirely, is one example of how infertility (or, in the Uz's case, cursed offspring) can break a great people. More recently, infertility numbers among the disastrous side effects of the Goddess Switch attempted by God Learner sorcerers.

Mass Sacrifice: The ruin's builders fell into a frenzy of human (or elven, trollish and so on.) sacrifice in an attempt to appease their gods. Whether their actions pleased any divinities or not, they were overzealous and reduced the ruin's population beyond sustainable levels. The sacrifices may have been an attempt to avert another cause of ruination, such as a natural disaster or plague or they may have served an ambitious sorcerer's secret ritual.

Mass Suicide: Similar to mass sacrifice, mass suicide usually occurs at the behest of a charismatic or even sorcerous leader who convinces or coerces his people to sacrifice themselves.

Monster Attack: A powerful monster, perhaps a dragon or a Chaos creature, destroyed the ruin or at least drove off its previous inhabitants. The monster may have made its lair inside or simply slain all it found and departed.

Natural Disaster: A volcano, earthquake, flood or other natural disaster struck the ruin. In some cases, it drove the populace off less due to its severity than due to its regularity, making the place uninhabitable. The Games Master may consult the Random Natural Disasters table on pg. 22 for details.

Plague: A plague wiped out or greatly reduced the people of the ruin. A sufficiently virulent plague may have killed every last man, woman and child in the area but more commonly a plague causes the survivors to have to seek out other, more fortunate, lands. Most plagues cannot survive in empty ruins, bereft of hosts but occasionally adventurers unearth an especially hardy strain.

Planned: The ruin was never intended for long-term use or maintenance. A mausoleum, for example, may receive no visitors until the legend of the figure housed within fades enough for grave robbers to pay their dues. Some fortifications are similarly temporary, abandoned by a victorious or retreating army during the course of their campaigns.

Religious Change: The ruin was abandoned due to a shift in the region's religions. Many First and Second Age temples have emptied as the Middle Sea Empire spread Malkionism, for example and some old way temples are deemed unsuitable for draconisation by the Empire of Wyrms' Friends. Other structures were abandoned when the gods ceased to physically manifest in Glorantha.

Riots: The ruin was brought low when internal strife boiled over into massive riots. Either the ruin was a palace of the ruling elite destroyed by the rioters or it was simply in the wrong place at the wrong time.

Scandal: A scandal destroys the reputation of whoever owned or controlled the ruin. So blackened was the

owner's reputation or so private the structure, that it fell into disuse after he died in or fled from it.

Sorcery: The ruin was destroyed or depopulated by the magic of a god or sorcerer. Glorantha's most powerful adepts possess enough magical might to put a dent into a small continent; merely mortal ruins or even most divine or Chaotic ones, are no match for their unleashed powers. Sorcery is distinct from a curse (see above) in that it represents destruction by raw force rather than a lingering effect.

Trade Disaster: The ruin became useless or unsustainable due to the vagaries of economics. It may have been a trade centre rendered useless by the opening of a new causeway or canal or a palace or temple supported by a wealthy nation that grew too expensive to maintain when the realm's power waned.

War: The ruin was destroyed or abandoned due to a war. War gods' temples may be stormed or abandoned after a losing war, fortresses dismantled as part of a surrender agreement, whole cities abandoned in the face of a disastrous war – and entire regions depopulated if their inhabitants conquer a more fertile, appealing land.

Natural Disasters

One of the most common causes of ruination, natural disasters come in a dizzying variety of forms. What is more, some of the most powerful sorcery on Glorantha manifests itself in the summoning and (somewhat) controlling of these titanic expressions of nature's power.

When the famous events or ruination of a ruin calls for a natural disaster, the Games Master may wish to consult the following table and either roll for or select a disaster.

Random Natural Disasters

d20	Natural Disaster
1	Avalanche or Landslide
2	Cave-In
3	Drought
4	Earthquake
5	Extreme Temperatures
6	Fire
7	Flood
8	Hurricane
9	Infestation
10	Lahar
11	Land Poisoned
12	Lightning
13	Mud Volcano
14	Storm Surge
15	Tornado
16	Tsunami
17	Volcanic Eruption
18	Winter Storms
19-20	Multiple Disasters

Avalanche or Landslide: Avalanches, landslides and rockslides all have similar effects: their initial impact can crush sturdy buildings and kill living creatures and they bury anything that survives under tons of earth, rubble or snow. Avalanches can wipe out a small community and later melt, leaving most of the construction unharmed but eerily empty. Rock and landslides tend to bury what they destroy for a long time.

Cave-In: Underground civilizations fear nothing more than cave-ins. Collapsed tunnels can bury entire cities beneath the earth; perhaps even worse, they can cut off access to food and supplies, trapping the survivors with supplies. The mines of surface dwellers can also collapse in this manner. Even ruins aboveground may be damaged or destroyed if the ground beneath them caves in, removing the support they require.

Drought: Drought is characterized by long periods without rainfall or by dry, dead soil that lacks the nutrients to support crops. It is one of the subtlest of natural disasters but the devastation it wreaks can be immense. Crops dry up, causing famine, and hygiene suffers, spreading disease – perhaps even plague. An entire civilization can be wiped out or forced to migrate if the draught does not clear up.

Earthquake: An earthquake is characterized by shaking, cracking and moving of the land, even of solid rock. Earthquakes can topple even fortified buildings. A sufficiently powerful earthquake may cause a swathe of coastline to break off and slide into the sea, taking any settlements on the land with it. Earthquakes have also been known to unleash *supernatural* terrors that were sealed within the earth.

Extreme Temperatures: Extremes of heat or cold, whether naturally occurring or as side effects of some distant magical battle or experiment, can do severe damage to a ruin, usually making it unliveable rather than wiping out its inhabitants. Extreme cold, such as that currently afflicting parts of the Empire of Wyrms' Friends in the grip of the two-year winter, can kill crops and even animals unaccustomed to such conditions; extreme heat tends to cause draughts or start wildfires and is little better for plant and animal life.

Fire: Wildfires usually start in forests, burning away old growth and making room for new. Unfortunately, anything caught in their path, including most structures, will burn along with the detritus of the forest. Wildfires can rapidly spread out of control, jumping firebreaks and rivers on the backs of dead leaves or blown on the wind. A wildfire often has secondary effects that may do more lasting damage than the fire itself, such as mud and ash-slides caused when it burns out erosion-preventing vegetation.

Flood: Floods can be caused by a variety of reasons: too much rain for the ground to soak up, glacial ice suddenly melted by volcanic action or sorcery, hurricanes, tsunamis or broken dams. Regardless of its cause, a flood can outright wipe away many buildings and leave others hopelessly waterlogged. Anyone caught in the path of a fast-moving flood is surely doomed; other victims become trapped by slowly rising waters, unable to reach food or shelter. Most floodwaters drain away over time but occasionally a stretch of land will become a permanent river, lake or inlet, its settlements drowned and sunk beneath the new waters.

Hurricane: Perhaps the largest of all natural disasters, hurricanes are immense storms that can stretch across hundreds of kilometres. A hurricane itself is just a gigantic storm, deadly to ships at sea due to high

winds and driving rain but usually unable to harm buildings on land; however, a hurricane can bring with it many other natural disasters, such as tornados, floods and most dangerously to coastal communities, storm surges.

Infestation: Vermin of many varieties can bring a structure or even an entire community to ruination. Locusts are perhaps the iconic example, capable of devouring an entire year's worth of crops and leave the people of a region to starve. A termite infestation can destroy wooden buildings or those that rely on wooden supports, while larger vermin such as rats bring disease, even plague.

Lahar: Volcanic mudslides of lethal size and speed, lahars can spread a volcano's devastation far beyond where it would normally reach. A lahar usually buries whatever ruins it creates, making them extremely difficult to explore; while moving, the lahar's composition is liquid but it quickly hardens into a rock-like substance once it stops moving.

Land Poisoning: Land can become poisoned due to the build-up of salt or more exotic problems, most often magical in nature. Poisoned land is useless for growing crops, usually forcing the people dependent on it to depart for still-green pastures. Much of Glorantha was tainted and made unliveable by Chaos during the Age of Terror and sorcery continues to cause this particular 'natural' disaster with unnatural frequency.

Lightning: Capable of starting fires, killing people and even damaging or destroying structures, lightning is a powerful electrical discharge often seen as the wrath of storm and sky gods such as Orlanth. Unless it starts wildfires which do the actual destroying, lightning must be extremely frequent and severe to actually ruin a structure or settlement.

Mud Volcano: Usually much smaller than a 'true' volcano, a mud volcano is an eruption caused by subterranean gaseous build-up. It can spit hot mud and toxic gases into the air, potentially burying or poisoning nearby settlements or rendering an area uninhabitable.

Storm Surge: A storm surge is a wind-driven rush of water onto land, usually accompanying a hurricane. Unlike a flood, it almost never leaves any lasting build-up of water and is chiefly dangerous due to

its sudden force. A storm surge can smash buildings apart, potentially including dams, which will cause an actual flood and kills almost any living creature unable to get above the sudden rush of water.

Tornado: Tornados are cone-shaped, spinning storms of phenomenal destructive power. Most tornados are relatively small and extremely fast, with wind speeds as much as five times greater than a hurricane's. Larger tornados can be as much as a kilometre wide. Only the sturdiest construction can stand up to a direct hit from a tornado and essentially no living creature can.

Tsunami: A tsunami is a massive wave, usually taller than a storm surge and much more widespread. A tsunami can be 20 metres high or more upon hitting a coastline – tall enough to drown entire cities and fast enough to shatter wooden or unreinforced buildings.

Volcanic Eruption: One of the most spectacular – and deadly – natural disasters, a volcanic eruption can unleash clouds of choking suffocating ash, rivers of glowing hot liquid rock and enough heat to flash fry anything directly in the eruption's path. When a previously inactive mountain explodes, it can also send chunks of rock raining down on the land below. Like hurricanes, volcanoes also cause many secondary effects, such as lahars.

Winter Storms: Blizzards can literally bury many buildings beneath snow, potentially sealing them up for weeks or months and killing whoever dwelt inside. A blizzard can even pile up enough snow to collapse the roofs of less sturdy buildings. When the snow from a particularly severe blizzard melts, it made cause floods where it fell or downhill. Because its immediate effects vanish with the coming of warmer weather, a blizzard can make a ruin and leave few visible signs of what occurred.

Multiple Disasters: Sometimes, especially when cataclysmic changes or malfunctioning sorcery are involved, multiple natural disasters occur at once. This is different from the side effects of a hurricane or volcano – it is a hurricane hitting a castle while a volcano is in the process of erupting behind it, a tsunami drowning a temple in the process of collapsing into a cave-in, a fire burning out the dry, cracked remnants of a city infested with vermin or even three or more separate disasters striking either at once or one after

another. The Games Master should roll twice on this table and apply both results to the unfortunate ruin.

Subsequent History

Has the ruin been abandoned since it fell? Some ruins are foreboding or accursed places where new settlers to their lands dare not tread and others are essentially beyond repair. Some, however, are at worst temporary shelter for newcomers – possibly the very people who drove off or destroyed the original inhabitants.

Glorantha has not had time – since time began, at least – to build up layer upon layer of ruins. Barring accelerated decay, probably due to magic or Chaos, Gloranthan structures have not had the chance fall into ruin, be built over by a new culture and then to welcome the new construction into ruination with them. More commonly, ruins are either cleared away by civilizing peoples such as the two great empires of the Second Age, occupied by nomads who simply use the husks of the old buildings to shelter from the elements or allowed to remain empty because something prevents their use.

In some cases, ruins' subsequent history features not settlement but predation. If a ruin plays home to a monster, plague or curse, it's most famous 'contribution' to history may be periodically unleashing same on the surrounding countryside.

As with the ruin's history when it was intact, the Games Master can roll for or pick as many events as needed to provide the background he wants.

Random Subsequent History

d10	Event	d10	Event
1	Abandoned	6	Occupied
2	Built Over	7	Preserved
3	Dismantled	8	Resettled
4	Explored	9	Ruined Further
5	Lost	10	Sealed

Abandoned: Although its location was generally known to the local peoples, the ruin lay fallow, unoccupied by man or monster. Either no one bothered to take up residence or no one dared.

Built Over: The ruin was ploughed beneath newer construction, possibly due to its being buried or being unsuitable for habitation by a different race. It may still be accessible in places.

Dismantled: The ruin was further damaged by a later culture's taking pieces of its walls to make houses or other newer construction.

Explored: Scholars or adventurers (or both) from a later culture explored the ruin, making a survey of its layout and traits and perhaps carrying off much of its treasure.

Lost: The ruin faded from living memory. While ancient documents and rumours may still point to its location, few if any people know exactly where it was and fewer still know its original purpose.

Occupied: The ruin was occupied by a monster or group thereof, a solitary sorcerer or an outlaw or rebel band. Depending on the actions of its new inhabitants, it may have returned to activity or acquired an even blacker reputation.

Preserved: A later culture placed either a religious or cultural significance on the ruin and made its preservation a priority. Raiding it for building materials or lost treasures became a serious crime and efforts may have been made to restore it to its original glory. Alternately, its ruined state may have been part of what the later culture intended to preserve.

Resettled: The ruin was occupied and patched up by a later culture. It may have been used wholesale or incorporated into a new town or city. Only traces of the original ruin may remain, intermingled with later construction.

Ruined Further: Further ruination visited the ruin, damaging it further. Roll on or pick from the Ruination table to determine the cause and extent of the damage.

Sealed: The ruin was physically or magically sealed by a later culture. They may have believed (rightly or wrongly) that it contained a curse, demon or other horror or they may have wished to obscure its past for fear of it reflecting badly on their own culture.

Physical Characteristics

Detail-oriented players should appreciate a ruin with a well-developed background, while those with a more kick-in-the-door approach should enjoy one with a compelling hook. However both – and especially the adventurers they portray – will be most concerned with how they navigate the ruin, the physical structure they are exploring – and what they will find inside!

A ruin’s physical characteristics may include an element (see pg. 03) or climactic backdrop (see pg. 09) from the Ruin Hook Generator and a ruin generated with those tables can freely incorporate details from this section to flesh it out or fill in the gaps.

Shape

A ruin’s shape is among its most important traits, especially if the Games Master or the players intend to map it in its entirety.

Keep in mind – a ruin’s present form is not always the same as its *original* form; what appears to be a solitary tower may have been merely the highest spire of an octagonal castle buried beneath. The Games Master can roll for or select a shape for both the current and intact forms of his ruin.

Random Shape

d100	Ruin Shape	d100	Ruin Shape
1-10	Circular	38-55	Rectangular
11-15	Pentagonal	56-60	Sprawling
16-18	Merged	61-72	Square
19-20	Mobile	73-78	Subterranean
21-25	Octagonal	79-89	Topographic
26-30	Oval	90-96	Towering
31-37	Polygonal	97-100	Triangular

Circular: The ruin is arranged in something close to a circle. Depending on the builders’ culture and purpose, it may have originally been as close to a perfect circle or simply roughly that shape.



Pentagonal: The ruin has five major outer walls or a perimetre arranged along pentagonal lines.

Merged: Two structures or settlements grew together, giving the ruin a somewhat elongated, peanut-like perimetre.

Mobile: The ruin either moves or did when it was intact. Its shape changes as its individual parts move relative to each other.

Octagonal: The ruin has eight major outer walls or a perimetre arranged along octagonal lines.

Oval: The ruin's perimetre or outer walls form an oval, or egg shape.

Polygonal: The ruin has a polygonal shape with a number of sides other than three, four, five or eight. It may have been built by beings with a strange psyche for whom this shape was natural or aesthetic or simply been carelessly designed.

Rectangular: The ruin has four major outer walls or a perimetre arranged along rectangular lines. Most bridges are rectangular ruins.

Sprawling: The ruin follows no discernable pattern, apparently having grown haphazardly as its population grew.

Square: The ruin has four major outer walls of roughly equal length or a perimetre arranged in a square. Most pyramids have square bases.

Subterranean: The ruin is underground and either follows the contours of a natural cave system (like most Uz ruins) or was carved into the ground.

Topographic: The ruin follows the contours of the terrain on which it sits.

Towering: The ruin has a very narrow base compared to its height. Towers, as well as many types of monoliths, statues and obelisks, fall under this category.

Triangular: The ruin has three major outer walls or a perimetre arranged along triangular lines.

Size

The most fascinating ruins are sometimes the smallest but there is no denying the compulsion monolithic construction seems to exert on the adventurous mind. A ruin's size often determines whether it is an hour's diversion for adventurers or a goal worth combing the wilderness for weeks to find and requiring as long to fully explore.

Ruins of Glorantha divides ruin size into two categories, one for single structures and another for groups of structures. The Random Size (Single Structure) table is for standalone ruins – such as isolated castles overlooking distant moors, solitary monoliths to forgotten gods, subterranean prisons for Chaos creatures or simply buildings that have fallen into disrepair amidst an otherwise still active city. The Random Size (Multiple Structures) table is for entire ruined enclaves or cities. Of course, the Games Master can use the former table to determine the size of individual buildings within a ruin rolled on the latter.

Random Size (Single Structure)

d100	Ruin Size
0-3	Shed
4-10	Hovel
11-25	House
26-50	Large House
51-60	Mansion
61-70	Keep
71-80	Palace
81-90	Castle
91-100	Wonder

Shed: The ruin is not large enough for a human to live in. Most ruins of this size are some type of vehicle or outbuilding; they are rare because they are neither especially sturdy nor worth preserving. Races smaller than humans may have inhabited ruins of this size, however.

Hovel: A small but liveable structure, the ruin is the size of a poor villager or serf's home. Most ruins of this size are shrines or cairns of some sort, as these are the only buildings so small whose builders bother making them last.

House: The ruin is large enough to have been home to a yeoman or townsman. Structures of this size

are often built sturdily enough to linger on as ruins; examples include not just houses but also small temples and storefronts.

Large House: The ruin is larger than a typical house, although it would not be overlarge for a single wealthy owner's use. This size is typical for watchtowers and temples as well.

Mansion: The ruin is larger than a large majority of private structures; it may have housed a noble or served in some public capacity. Most towers and temporary forts are about this size. Urban examples include warehouses, libraries, large temples and most government offices.

Keep: The ruin is truly extensive and by necessity sturdily constructed. It is large enough to be the home of an important noble, the tower of a mighty sorcerer or the temple of a major god. Monasteries are usually about this size, as are important government buildings and smaller cathedrals.

Palace: The ruin is practically an indoor compound, large enough to swallow some whole estates. Ruins of this size include royal palaces, permanent field fortifications, cathedrals, large monasteries and very large indoor markets. Colossi – giant, freestanding statues – tend to be this size or smaller.

Castle: The ruin is large enough to enclose a small town and towers over its surroundings. Temples to the foremost gods of a major pantheon or gigantic Malkioni cathedrals may reach this size, as may some imperial palaces but most structures of this size are military in nature. Smaller monumental tombs and other world wonders are about this size as well.

Random Size (Multiple Structures)

d100	Ruin Size
0-15	Estate
16-25	Hamlet
26-40	Village
41-65	Town
66-83	Large Town
84-98	City
99-100	Metropolis

Wonder: The ruin is of truly monumental size. There is no upper limit on a wonder's size; the smallest dwarf mighty castles, while the largest may be as vast as an entire city!

Estate: The ruin was a compound, usually consisting of one large building and several outbuildings, perhaps with an encircling wall. Ruins of this size include most temple complexes and military encampments as well as the estates of nobles and wealthy landowners.

Hamlet: The ruin was large enough to sustain an independent population but only just. Ruins of this size include not just small villages but also army bases for major empires, the palatial estates of royalty or the highest nobility, academies and especially large temple complexes.

Village: The ruin contained several dozen, perhaps even a hundred or more buildings and was large enough to have an independent population and economy. Ruins of this size were almost always home to a large civilian population, although the very largest royal and imperial country estates and huge universities might reach this size.

Town: The ruin contained a few hundred buildings and was a minor population centre. Ruins of this size or larger were essentially always some sort of town; even if they began existence as another type of compound, the number of servants or workers required to keep such a large cluster of buildings in usable condition would have made them into towns in all but name.

Large Town: The ruin was comprised of up to a thousand individual buildings and housed many thousands of people. A town of this size was probably on a major trade route if it existed in the First or Second Age.

City: The ruin was the size of a modern city, with thousands of buildings and a population of 10,000 or more – usually much more. If it came from the God Time, the ruin may have been a tributary city or a 'town' but in the First or Second Age it was probably at the least a regional capital.

Metropolis: The ruin was the size of a modern capital city or major trade city, with 10,000 or more buildings. Ruins of this size are almost unheard of in Glorantha's

Second Age. Only a truly horrendous and persistent curse or hazard could prevent the Empire of Wyrn's Friends or the Middle Sea Empire from retaking so huge an existing infrastructure.

Present State

While a ruin is not in the same shape it was when its founders first raised it up, it may be anywhere from a 'fixer-upper' with a few cracks and a heavy coat of dust to little more than dust itself! In general, the older a ruin is, the worse its condition but this is by no means a hard and fast rule. A village of rickety wood abandoned but a few years ago may have already all but crumbled while a God Time ruin of superhuman construction stands pristine after a thousand years of disuse.

Random Present State

d100	State of Ruin	d100	State of Ruin
1	Out of Phase	36-55	Crumbled
2-10	Barely There	56-60	Flooded
11-15	Blasted Apart	61-70	Overgrown
16-20	Melted	71-75	Sinking
21-25	Buried, Fully	76-90	Toppled
26-35	Buried, Partially	91-100	Intact

Out of Phase: The ruin may be anywhere from little more than dust to perfectly pristine but it is somehow 'at right angles' with the mundane world. Although visible, it cannot be reached without the aid of magic, if at all; it may be more accessible in a HeroQuest or via spiritual travel than in the physical world. Roll again on this table, ignoring a second Out of Phase result, to determine the state of the ruin in the reality in which it exists.

Barely There: Most of the stones and building materials have either been carted off or crumbled into nothingness. All that is left are the foundations of ancient structures and buildings.

Blasted Apart: The ruins have the appearance of having been blasted into a scatter pattern, perhaps because something exploded in the centre of the ruin or a nearby volcano knocked everything down when it exploded.

Melted: The ruin seems to have melted into the ground, either due to extreme heat or to some magical effect that softened the materials to a putty-like consistency.

Buried, Fully: The ruin is buried in rubble, mud, ash, sand or other debris; all that can be seen (if anything) are the tops of the tallest buildings. Exploring the ruin requires extensive excavation by either a large gang of workers or powerful – and precise – sorcery.

Buried, Partially: Only part of the ruin is buried. Roll a percentile to determine how much of the ruin is readily accessible. Excavating the rest of the ruin requires the same measures as for a fully buried ruin.

Crumbled: The ruin's general outline is intact and above ground but many of its walls, roofs and floors have caved in and the footing is unstable at best. Although all or most of the ruin is accessible, exploring it is extremely dangerous. The Games Master should periodically call for adventurers attempting such an expedition to make Athletics or Acrobatics tests to avoid falling or being crushed.

Flooded: The ruin is submerged either partly or completely by a river, lake or ocean. In some ways, it is easier to explore than a ruin buried in sand or dirt but it is much harder – if not impossible – to excavate it for later study.

Overgrown: Nature has fought back against the attempt at civilization and has retaken the ruin. Trees, grass, vines and other growth covers the ruins, hampering movement.

Sinking: The ruin is sinking into a massive sinkhole or bog. The edge of the sinkhole or bog may give a natural threshold to the ruin.

Toppled: Almost all the features of the ruin are knocked over, possibly because of an earthquake or a giant monster, if not just sheer gravity.

Well-preserved & Intact: The ruin is almost perfectly preserved, exactly as it was during its prime. The ruin may be a recent one, its inhabitants merely vanished or it may have a caretaker. The preservation may be supernatural or simply unexplained.

Defenses

Not all ruins are helpless against the ravages of time and tomb robbery. While a ruin's mundane defences may have expired or lost some of their efficacy over

the years since its fall, they may also still present a barrier to adventurers and other explorers.

This section covers only fixed defences;

Random Defences

d20	Defences
1-7	No or Ruined Defences
8-9	Natural Barriers
10-11	Damaged Walls
12-13	Intact Walls
14	Dome or Underground
15	Arcane Walls
16-17	Mundane Traps
18	Magical Traps
19-20	Additional Defences

No or Ruined Defences: The ruin is essentially unprotected. If it was ever walled or trapped, those defences have expired with time.

Natural Barriers: The ruin is difficult to approach or enter due to its surroundings. For example, a temple atop a high, craggy mountain or a lost city surrounded by dense jungle. This section also covers ruins underwater, in the sky or capable of moving under their own power at speeds a human will have trouble matching.

Damaged Walls: The ruin was once walled and explorers may have to circle its perimeter to find a gap in its defences but it is no longer the fortified position it once was. At best, the cracked walls could serve as a defensive choke point against attack from within or without.

Intact Walls: The ruin's walls are largely intact. They bar entry save through any open gates. Magic or climbing and/or siege equipment may provide alternative means of entry.

Dome or Underground: The ruin is covered both above and on the sides by intact defences. It may be an enclosed single structure or vehicle, Uz or Mostali construction under the ground, a sort of 'bunker' against magical catastrophe or a walled city or castle whose defences extend above it, perhaps to ward off flying predators. The only ways to enter, short of brute

force applied to the walls, are whatever gates remain to or from the ruin.

Arcane Walls: The ruin is protected by a sorcerous field or barrier. This may not be a 'wall' of magical force or elemental energy; it might also work via misdirection – for example, a magical forest that confuses intruders and deposits them outside (or starves them in its changing pathways) or a thick mist with similar results.

Mundane Traps: The ruin has traps to deter intruders. Traps are common in tombs and vaults, whose owners do not want them to be disturbed and are sometimes found in military structures and the homes of misanthropic sorcerers or nobles.

Magical Traps: The ruin is trapped by magic. Magical traps tend to be more dangerous than the conventional sort.

Additional Defences: Roll twice on this table, ignoring results of 'No or Ruined Defences.' Multiple instances of the same type mean the ruin has more of it – two walls surrounding a city or castle, for example. It is possible for a ruin to have multiple instances of Additional Defences, giving it three, four or even more lines of defence.

Artefacts

Perhaps the main reason adventurers venture into ruins in the first place; artefacts include both obvious treasures like gold, gems and magical items and less obvious but at times more important, relics of the culture who built the ruin. Documents, regardless of form, are perhaps the most valuable artefacts at all; God Learners will pay handsomely for almost any record of the past and the Empire of Wyrms' Friends craves information gleaned from Dragonewt ruins.

Unless a ruin is particularly desiccated or has been picked over by other adventurers, every building or chamber in it probably includes multiple artefacts of various types. The Games Master may wish to roll on the Random Artefacts table ahead of time for structures or rooms he expects the adventurers to visit; this table can also be used to generate artefacts on the fly to 'flesh out' a chamber off the beaten path.

Obviously, not all types of artefacts are appropriate for all eras or cultures; Aldryami do not build machinery, for example and many religious artefacts were irrelevant when the gods walked among their worshippers.

Random Artefacts

d100	Artefact
1-5	Armour
6-12	Clothing
13-23	Coins
24-29	Documents
30-38	Furniture
39-42	Gemstones
43-48	Jewellery
49	Machines
50-52	Musical Instruments
53-58	Personal Artefacts
59-62	Pottery
63-70	Recreational Artefacts
71-77	Religious Artefacts
78-82	Remains
83-85	Runes
86-88	Sorcerous Artefacts
89-95	Tools
96-100	Weapons

Armour: Armour can be made out of bronze, primitive, supernatural or superior materials and may take strange forms but most from the First and Second Ages will be of iron and reasonably familiar to Second Age adventurers. Armour from the God Time rarely retains whatever powers it had when worn by its original, possibly divine, owner; it is better acquired through HeroQuesting. Divine armour may be made of virtually any material.

Clothing: Usually found in burial chambers and tombs, clothing tends to deteriorate and is not often found intact or in a recognizable format. However, the survival of clothing is not unheard of. The existence of clothing stores in a ruin from the early Second Age or before may be a hint that someone lives there or routinely visits. Buttons and other decorative flairs are often made of more durable materials and outlast the clothing that they were attached to.

Coins: Coins of various metals, denominations and nationalities may be found. Many of these coins will

no longer have the value they did when they were first minted but if they are of academic interest or made from precious metals, they will still be valuable and may have even grown more so with time.

Documents: Documents are the records of the ruin's original occupants. They can take myriad forms and contain even more varied information. Depending on the culture that created them, they may be scrolls, bound books or clay tablets. Divine or Chaos ruins may include stranger documents – a Chaos ruin's records might be grown from a mindless polyp mutated for that purpose or carved into the bones of victims, while the gods could impose their thoughts directly onto hard stone, gems or even the air. These include religious writings, myths and legends, spells and accounting information. Some additional topics include: architecture, engineering, astronomy, astrology, mathematics, medicine, medicinal weeds and herbs, gem properties, numerology, heraldry, legends, folklore, history, law, customs, philosophy, trees, geography or alchemy. Religious documents are especially valued by God Learners.

Furniture: This category would include thrones, chairs, tables, shelving, daises, fountains and the like. Most furniture is made of wood and deteriorates fairly quickly; stone and metal furniture lasts much longer but is also rarer. Furniture from the God Time may be made from virtually any substance and its resilience (not to mention its value) is not necessarily tied to its apparent composition.

Gemstones: Gems are mined and used for ornamentation or money. Gemstones include: Banded, eye or moss agate, azurite, blue quartz, hematite, lapis lazuli, malachite, obsidian, rhodochrosite, tiger eye turquoise, freshwater (irregular) pearl, bloodstone, carnelian, chalcedony, chrysoprase, citrine; iolite, jasper, moonstone, onyx, peridot, rock crystal (clear quartz), sard, sardonyx, rose, smoky or star rose quartz, zircon, amber, amethyst, chrysoberyl, coral, red or brown-green garnet, jade, jet, white, golden, pink or silver pearl, red spinel, red-brown or deep green spinel, tourmaline, alexandrite, aquamarine, violet garnet, black pearl, deep blue spinel, golden yellow topaz, emerald, white, black or fire opal, blue sapphire, fiery yellow or rich purple corundum, blue or black star sapphire, star ruby, clearest bright green

emerald, blue-white, canary, pink, brown or blue diamond and jacinth.

Jewellery: Jewellery includes ornamentation made from metals (often precious) and smaller gemstones. Jewellery typically includes such items as: anklets, armbands, small boxes, bracelets, brooches, buckles, chalices, clasps, coffers, combs, crowns, decanters, earrings, goblets, headbands, lockets, medals, medallions, necklaces, pendants, pins, orbs, rings, sceptres, hairpins, seals and tiaras. They can be made of ivory, wrought silver, silver and gold, gold, jade, wrought platinum, silver or any of the previous materials in combination with various gems or semi-precious stones.

Machines: Machines are rare in Second Age ruins from before the rise of the Zistorites (and uncommon afterwards, as most are in the very much intact 'Clanking City' of Zistorwal) and unknown in the First Age save in Mostali ruins. Strange machines, both mundane and magical, sometimes appear in ruins from before time. Mostali machines from this period may equal or even surpass those of the Zistorites, for example. Examples include: magi mechanical limbs, clocks, water pumps, small steam boilers, primitive batteries, clockwork or magi mechanical weapons and vehicles.

Musical Instruments: Musical instruments made of metals may easily survive intact in a ruin. Wooden instruments will usually only survive if stored in a dry location. Examples include: harps, lutes, horns, trumpets, drums, shawms, psalteries and tabors.

Personal Artefacts: Personal artefacts include combs, goblets, fetishes and so forth. Truly fantastic personal artefacts may be carved from huge gemstones (such as a goblet carved from a single diamond) or be made of precious metals or inset with small gems and stones. Personal artefacts can include such items as: wooden bowls, leather costrels, leather drinking-jacks, clay jugs, clay mug/tankards, pewter mug/tankards, braziers, lamps, candles, iron pots, waterskins, barrels, chests, buckets and baskets.

Pottery: Pottery vessels include amphorae. Pottery may be intact or broken into bits and may hold scrolls, weapons, herbs, bones, treasure or anything else desired.

Recreational Artefacts: Recreational artefacts are the remnants of games and sports once played by the culture, which may include sports equipment or game boards and pieces. Often the rules are never recorded anywhere, so the manner of playing the sport or game is lost to the mists of time, which could be unfortunate if the clue to bypass a trap is to give the appropriate answering move in one of these old games.

Religious Artefacts: Religious artefacts include candelabra, chimes, altar cloths, masks, drums, idols, statues, mosaics, benches, incense and anything else that might be found in a temple. Arguably, *any* artefact found in ruins from the God Time can be called a religious artefact but those with this express purpose are rare to nonexistent before the First Age.

Remains: Most ruins that were destroyed by violence still contain the mortal remains of their last inhabitants. Even an abandoned ruin might include the scorched bones of sacrificial victims, piles of skulls from war victims or occupied tombs. God Time ruins rarely have mortal remains, especially if their builders were not mortal!

Runes: Runes have been in use in Glorantha since before time began. Any sort of Rune may be found in a ruin, as they are both widespread and useful in a variety of tasks.

Sorcerous Artefacts: Any artefact involving sorcery, the practice of magic or superstition. These could include dolls, tools, shrunken heads, wands, staffs, candles, magic formulae, altars, lotus, herbs, masks, alchemical equipment and other paraphernalia. Such artefacts do not always have real magical power (or expended such power as they once had) and in fact most do not.

Tools: Tools can be made of stone, metal and/or wood, although stone ones will last longer. Wooden tools or tools with wooden portions, are unlikely to be found in First Age or earlier ruins save for in dry regions. Tools include most farming and crafting artefacts but not magical or mechanical (or both) devices for these purposes.

Weapons: Weapons dating to the God Time may take virtually any form but rarely retain their supernatural properties; such weapons are better acquired through

HeroQuesting. First and Second Age ruins usually sport weapons of steel, although bronze, iron and more primitive materials are not unknown, either. Wooden weapons, such as spear and arrow shafts, are usually either gone or deteriorated to uselessness if they date to earlier than the Second Age; spear and arrowheads usually survive, however and may be reattached to new shafts if they possess particular value or power.

Features

Features are elements within a ruin smaller than the ruin itself, be it a single structure or multiple ones but too large to be easily man-portable. They include large furniture, decorative walls, monuments and other details of the ruin's construction.

The Games Master should select or roll for several features when creating a ruin, especially if it is of a large structure or city. If attempting to populate an entire ruin with features, the Games Master can consult the Ruin Size tables on pg. 27 and use the Random Feature Quantity table, below.

Random Feature Quantity

Size of Ruin	Quantity of Features
Shed or Hovel	0
House	1d3-2
Large House	1d3-1
Mansion	1d3
Keep	1d4+1
Palace	2d4
Castle	2d6
Wonder	2d10
Estate or Hamlet	1d4
Village	1d6
Town	1d10
Large Town	2d6+3
City	2d10+5
Metropolis	2d10+25

Once the Games Master has decided on or rolled for the number of features he wants his ruin to include, he can either pick them or roll on the Random Features table.

As with many elements of a ruin, not all features are appropriate for all ruins. A small obelisk attached to a larger one is at best eccentric and at worst ridiculous,

for example. The Games Master should either discard incongruous results on the Random Features table or find a way to rationalize them; perhaps the larger obelisk is hollow and the smaller one is *inside* it as a scale model, perhaps enchanted in such a way as to allow magical manipulation of the structure as a whole.

Random Features

d20	Feature	d20	Feature
1	Altar	11	Manufactory
2	Aqueduct	12	Middens or Sewer
3	Bell	13	Ornamental Object
4-5	Building Remnants	14	Plaza
6	Canal	15	Pool
7	Dock or Pier	16	Road
8	Fountain	17	Stairway
9	Garden	18	Tomb or Crypt
10	Machine	19-20	Walls

Altar: Typically found in a temple or shrine or perhaps in the city square of a particularly religious ruin, altars are usually large table-like objects. Some cults may have more unusual altars, such as the skull of a huge creature. God Learner sorcerers and other HeroQuesters are always delighted to discover an altar, as it often represents a 'gate' to the Hero Plane.

Aqueduct: Aqueducts are raised channels to carry water. They may or may not be full. Viaducts or raised roads, are another possibility and the two are not always easy to tell apart once they have fallen into ruin.

Bell: Bells often have religious or practical significance. They can be used to call worshippers to a service or defenders to the walls or simply to ring in the hours of the day. Most bells are rung by hand but occasionally, adventurers may come across one of Mostali make that is attached to a mechanical clock or a divine bell that rings the hours with magical precision.

Building Remnants: Less than a full structure, building remnants are often little more than a hearth or kiln or perhaps the skeleton of sturdier walls. Others appear to be intact from the outside, revealing their disrepair only to explorers who enter and may discover the remnants in imminent danger of collapse! Given enough time or sufficient disaster, any building can be reduced to this state.

Canal: A canal is a channel cut into the ground, usually to carry water or allow boats to pass. Depending on how the ruin fell and what has happened around it, a canal may be dry or it may still be filled with water; in the latter case, it may be the easiest way to get around the ruin. Some canal systems have complex gates that allow or forbid access to certain parts of the ruin.

Dock or Pier: If made from wood as they usually are, these features are unlikely to survive in anything but the most recent of ruins, as they will rot away. Stone or more exotic docks last much longer. In stranger ruins, docks may not extend over the water but over the air or even solid ground – though unless examples of the vessels they were meant to house survive, their purpose is likely to remain mysterious.

Fountain: Among the most common decorative elements in city ruins, fountains rarely function when the city they adorn falls. A working fountain in all but the most recent of ruins indicates either that someone or something is maintaining it or that strange magics are at work.

Garden: Gardens rarely survive in cultivated form and may die off entirely depending on how the ruin fell, leaving what amounts to a dirt plaza or road. In other cases, a garden may grow out of control, eventually overrunning the city and perhaps the surrounding area. A well-kept garden in a ruin is indicative of either habitation or magic.

Machine: Larger machines than those in the Artefacts section, these features are usually found in Mostali or God Learner ruins. Machine features include large pumps or steam boilers, clock towers, mechanisms to open and close gates or portcullises, magi mechanical or clockwork siege engines, elevators or lifts and disabled vehicles. Machines, especially mundane ones, are likely to be non-functional if they date back a century or more.

Manufactory: A specialized building or the remnants thereof, the manufactory once produced some sort of worked goods. It may have been a workshop where an artist or sculptor's assistants aided his larger efforts, a smithy where tools and weapons were forged, a clothier's dye or sewing shop or the finishing point for a variety of goods. Examples of its work may lie amongst the ruins and some of the sturdier equipment,

such as kilns and anvils, may survive even after the building itself collapses.

Middens or Sewer: Middens are basic waste dumps; the detritus of civilized life accumulates in them, dumped where it will (hopefully) remain out of the way of sensitive eyes and noses. Of course, the trash of a prior civilization may be the treasure of Second Age explorers. Sewers, which moved liquid waste out of the ruin, are far less common in First Age ruins, although many of the builders of both the God Time and the Second Age knew enough of sanitation to include them. Sewers may provide an entrance to an otherwise inaccessible ruin.

Ornamental Object: Statues, idols, frescoes, mosaics, monuments and obelisks, as well as exceptionally large paintings, fit this description. To qualify as a feature, an object d'art must be too heavy or bulky for adventurers to carry off unaided.

Plaza: Open areas in the midst of cities and other mostly-enclosed ruins, plazas commonly served the ruin's former inhabitants as a place to meet, debate, mingle, relax and often, shop. Since free-standing stalls and carts decay faster than the plazas they once occupied, open spaces in ruins are usually much more open than when they were in use. Some plazas may be built around a fountain or other ornamental object or may themselves be paved with mosaic tile.

Pool: Originally, most pools were filled with water; whether they still are or not depends largely on the state of the ruin's water supply. Public pools served a similar function to plazas but with the added relaxation provided by soothing waters. This category also includes public baths. Other pools may have had mystical or political significance; for example, a ruined castle's castellan may have been symbolically bathed in a certain pool upon – and the castle's magical wards may even now open for someone who follows suit.

Road: Roads are fairly well developed in Glorantha and have been since the First Age. To qualify as a feature, a road must be more than a mere pathway or alley between ruined structures; this feature describes major thoroughfares, which are often wide enough to be largely clear of rubble. A road may be packed dirt or paved with brick or stone. Ruins from the God Time may have more exotic roads – stone made like mud

and spread evenly before it hardened again, smooth ice seemingly immune to the ravages of heat or even solidified cloud or pure magical force.

Stairway: Whether allowing access to the upper levels of a solitary ruin or standing alone amidst an otherwise dilapidated building in a fallen city, stairways are often important – and enduring – terrain. Ruined stairways and the upper stories they lead to can be extremely dangerous, however, as they are not always trustworthy.

Tomb or Crypt: Whether it is a magnificent mausoleum for a king or high priest or a patch of unmarked graves for beggars, this was a place for the dead even before the city or structure around it joined its occupants. Tombs, especially of important figures, are usually built to last and they often include valuables buried with the dead. Adventurers who do not shirk from or fear grave robbery will often find the most illuminating and valuable artefacts in a tomb.

Walls: This category includes only large defensive walls or those of a particularly large structure that has otherwise decayed; the remains of individual structures are considered building remnants. Walls, intact or partly decayed, may encircle a ruin or enclose it entirely, separate districts from each other within the city or protect a fortress in the city's heart.

Feature Size

Features vary not only by type but by size. A canal barely large enough to serve as a drainage ditch is one thing; one large enough to accommodate an entire ocean vessel is quite another!

The typical SIZ given for features assumes a statue of roughly humanoid proportions. As an object, a feature typically does not have or need statistics; its SIZ is given for comparison purposes only. Differently shaped features, such as canals and roads, might have much higher SIZ if their entire length were taken into account; in such cases, consider the given SIZ as an approximate width.

As with types of features, not all feature sizes are appropriate for all ruins. The Minimum Ruin Size given below tells the smallest single structure capable of plausibly supporting a feature of that size. While a

hovel might sit alongside a Colossal road, the hovel is more a feature of the road than vice versa.

Random Feature Size

d20	Feature Size	Typical SIZ	Minimum Ruin Size
1	Tiny	1-2	-
2-3	Small	3-6	-
4-8	Medium	7-15	-
9-11	Large	16-25	House
12-14	Huge	26-35	Mansion
15-17	Gargantuan	36-45	Palace
19-20	Colossal	46-56	Monument
20	Cyclopean	57+	*

Tiny: These features less than a metre in general dimensions (length or width). They are usually decorations attached to a building, such as frescoes or mosaics decorating an arch or gargoyles on a temple roof. If freestanding, they must be extraordinarily dense and heavy; otherwise, they are artefacts rather than features.

Small: These features are around a metre in general dimensions, perhaps a bit larger. They are either attached like tiny features or are so heavy as to be immobile.

Medium: These features are typically about two to three metres in length or width and either attached to another structure or much too heavy to move.

Large: Large features are three to five metres in general dimensions. Most freestanding features are this size or larger, as they are far too heavy and unwieldy to be carried off by even the strongest human. Features that represent the remains of whole buildings are almost always this large or larger.

Huge: These features are between five and 10 metres in general dimensions.

Gargantuan: These features are between 10 and 20 metres in general dimensions.

Colossal: Colossal features are between 20 and 40 metres in general dimensions. Most qualify as full-fledged ruins in their own right, even if they are part of a larger whole.

Cyclopean: These features are truly massive and almost always qualify as full ruins themselves. There is no upper limit to their size, shape or weight.

*Cyclopean features are always considered either Castle or Monument size ruins in their own right; they are only treated as features if found within a ruin with multiple structures and that ruin must itself be of at least City size to support so massive an edifice.

Feature State

Like ruins themselves, features come in various states of disrepair. A feature will not always share the same fate as the ruin it is found in; wooden features will rot away and crumble far faster than mudbrick walls, for example, while magical features may survive centuries after the sturdiest mundane construction tumbles down about them.

Random Feature State

d100	Feature State
1-4	Blasted Apart
5-13	Buried
14-21	Crumbling
22-24	Displaced
25-29	Encrusted
30-45	Intact
46-48	Melted
49-54	Mismatched Pieces
55-60	Missing Pieces
61	Mutated
62	Out of Phase
63-70	Overgrown
71-78	Sinking or Leaning
79-85	Toppled, Broken
86-90	Toppled, Intact
91-92	Transformed
93-100	Weathered Badly

Blasted Apart: The feature was destroyed by a powerful explosion, usually magical or alchemical in nature. It may be little more than fragments, recognizable only to scholars well schooled in analysing such remnants.

Buried: The feature is wholly or partially buried under sand, mud or volcanic rock. If the Games Master so desires, he can roll a second time on this table to determine what else, if anything, is wrong with the feature; treat a second Buried result as Intact.

Crumbling: The feature's basic outline is intact but either it is falling apart or its outer surface is giving way. It may be dangerously unstable.

Displaced: The feature was moved from its original location, either through magic or by the force of whatever disaster ruined it. It may not fit properly in its new location and may be dangerously



unstable. If the Games Master so desires, he can roll a second time on this table to determine what else, if anything, is wrong with the feature; treat a second Displaced result as Intact.

Encrusted: The feature is covered with barnacles, mud, salt or other detritus. It may be intact but details will be difficult to make out.

Intact: The feature has weathered the ruin's fall nicely and is in basically its original condition; at worst it suffers from some discoloration and wear.

Melted: The heat of the disaster or spell that struck the feature caused it to lose its solidity and melt, either wholly or partially. It has likely re-solidified since but it may no longer be recognizable. Some materials, such as wood, will burn up rather than melt unless strange magic is involved.

Mismatched Pieces: The feature appears to have been repaired at some point but inexpertly. Parts are missing and other parts that do not seem to belong are present.

Missing Pieces: The feature is missing some of its pieces. A statue may have lost an arm or a head, a machine may be short critical gears or components and so on. The pieces may be elsewhere in the ruin or they may have been destroyed or carried off long ago.

Mutated: Chaos has twisted the feature almost beyond recognition. Even inorganic matter may assume a weirdly organic form or it may have been twisted into blasphemous or incomprehensible shapes.

Out of Phase: Like some entire ruins, the feature has been moved out of phase with the physical world. It may have disappeared entirely or it may be visible but incorporeal. HeroQuesting or spiritual travel may allow interaction with it.

Overgrown: The feature is covered with vines, moss, roots or other organic, usually plant, matter. These may obscure details or even do damage to the feature's structure.

Sinking or Leaning: The feature is either partially submerged in mud, sand or liquid and slowly sinking deeper or has partially toppled.

Toppled, Broken: The feature fell. Either the blow that knocked it over or impacting with the ground shattered it, strewing rubble around.

Toppled, Intact: The feature fell but is otherwise in good condition.

Transformed: Sorcery or the influence of Chaos changed the feature into an unfamiliar form, inappropriate, overlarge or undersized for its surroundings. While it would be obviously wrong to the original inhabitants, it may not be visibly so to adventurers.

Weathered Badly: The feature has been heavily worn and battered by time and the elements. Details are probably obscured and it may not retain its original shape.

Flairs and Motifs

Many cultures, races or periods have a distinctive style. This style may appear on all the artefacts, features and walls of a ruin. Sufficiently old and important ruins may show multiple styles, an architectural record of the ruin's history.

Rather than attempting to describe entire architectural styles, the Games Master can emphasize certain recurring motifs or flairs in the ruin. This lends it a unique, memorable flavour without taking up a lot of time with explanation and description. Games Masters can check any book of historical or modern architecture for more ideas for flairs and motifs; the possibilities below are merely examples.

Random Flairs and Motifs

d100	Flair or Motif
01-03	Buttresses
04-06	Circles
07-09	Colonnades
10-12	Domes
13-15	Elaborate Windows
16-18	Friezes
19-21	Hanging Plants or Planters
22-24	Hieroglyphs or Writing
25-27	Honeycomb Patterns
28-30	Knot Work
31-33	Levitating Platforms
34-36	Living Decoration or Construction
37-39	Magical Lighting
40-42	Massive Pillars
43-45	Megaliths
46-48	Minarets
49-51	Monoliths
52-54	Mosaics
55-57	Moving Parts
58-60	Obelisks
61-63	Pointed Arches
64-66	Porticos
67-69	Recesses
70-72	Religious Motifs
73-75	Repeated Animal Designs
76-78	Rope Patterns
79-81	Runic Decoration
82-84	Shrunken Heads
85-87	Skulls
88-90	Terraces
91-93	Undecorated
94-97	Vine Scrolls
98-100	Zigzag Forms

Impediments

Most ruins are difficult to navigate for even seasoned explorers. Impediments include intentional traps and barriers but most are the result of decay or of the event that brought the ruin low in the first place. Depending on a ruin's present state just moving from room to room may be quite the undertaking!

Rather than rolling for or selecting impediments ahead of time, the Games Master may wish to add them 'on the fly' as the players guide their characters through a ruin.

Random Impediments

d10	Impediment
1	Buried or Submerged Passage
2	Collapsed Passage
3	Crumbling Floor
4	Crumbling Wall or Ceiling
5	Dangerous Substance
6	Gap
7	Lock
8	Seal
9	Secret Door
10	Trap

Buried or Submerged Passage: The way forward is blocked because some substance, usually sand, water or mud (which may have subsequently hardened), blocks a passage. The passage may be excavated or moved through, perhaps with magic; otherwise, would-be explorers must find another way around.

Collapsed Passage: The passage or chamber has collapsed in on itself and is filled with rubble. Unlike a buried passage, it is sometimes passable but whatever was stored inside is likely damaged beyond hope of recovery and anyone trying to cross the rubble risks falling and injuring himself.

Crumbling Floor: The floor is unstable and worn down. On the ground floor of a structure, this is not terribly dangerous but on higher floors it can be fatal; if the floor gives way, it may cause a domino effect as lower floors cannot bear the sudden shock of those above them falling. Once a floor crumbles, it may leave a gap (see below).

Crumbling Wall or Ceiling: The walls and/or ceiling are cracked and in danger of collapse. Only slightly less dangerous than a crumbling floor, crumbling walls and ceilings threaten to bury anyone who disturbs what may be a fragile balance. Once they have collapsed, walls and ceilings usually leave a collapsed passage.

Dangerous Substance: Some poisonous, corrupting, burning or otherwise dangerous substance contaminates this part of the ruin. Obvious dangerous substances include acids spilled in a sorcerer's ruined laboratory, the gore of a Chaos creature or an active lava flow. Poisons, possibly in the form of trapped gasses, are also sometimes encountered in ruins.

Gap: Part of the floor or of a bridge or staircase has collapsed. While this obviously impedes progress by forcing adventurers to either leap the gap, cross it via magic or find another way to reach their destination, it may have further ramifications if the collapsed part of the structure was important to the integrity of the surrounding construction.

Lock: An ancient lock, possibly requiring a key or perhaps protected by some sort of riddle or test, bars access. Locks created by ancient, sorcerous or divine sources are not always obvious – in fact, to Second Age eyes, they may be difficult to even find, much less open. Locks are different from seals in that a lock is meant to be opened, though probably not by adventurers of a later era!

Seal: A seal is meant to *remain* sealed. It may protect the tomb of an important figure or shield the resting place of holy relics, in which case unsealing it may be blasphemous to the ruin's creators but essentially harmless to adventurers. Some seals, however, prevent the escape of Chaos creatures, predark demons, before-time plagues or other horrors Second Age explorers are ill-equipped to deal with.

Secret Door: The way forward in the ruin is not immediately apparent. A secret door is not necessarily locked – its builders presumably wanted security through deception rather than fortification. Some secret doors may have decayed enough to be visible. Others may not have been intentionally secret but were hidden by the collapse of other parts of the ruin or by Second Age adventurers' lack of familiarity with the culture that built the ruin.

Trap: The ruin was trapped – presumably to prevent intrusion by just the sort of explorers, rogues and tomb robbers who are likely to poke about it in the Second Age! Traps can take a variety of forms; some few are not intended to be lethal (though they usually will be if whoever they catch cannot find help) but most are

inventive ways of separating intruders from their lives. Some traps are mechanical, others magical; a few, such as some of those produced by the Mostali and the Zistorites, are both.

Ambient Magical Effects

Glorantha is a realm rich with sorcery even into the Second Age, when the mighty God Learner sorcerers and the mystics of the Empire of Wyrms' Friends shape massive – and potentially deadly – incantations. In the ageless God Time, from which the oldest Gloranthan ruins spring, magic was simply a part of life, nearly effortless and completely unremarkable. It should therefore come as no surprise that even after centuries or more of lying fallow; many Gloranthan ruins still have powerful magical effects at work.

Not every abandoned hamlet or dilapidated country manor needs ambient magic; even many temples and occult sites may have no effects aside from the 'gate' to the Hero Plane left by their rituals. First Age ruins in particular should have little in the way of ambient magic; at that time, only a select few possessed the power to wield sorcery and most who did either kept it to themselves or used it on places of great importance.

Unlike many ruin features, ambient magic usually has gameplay as well as background implications.

Random Magical Effects

d20	Effect	d20	Effect
1	Deathwalking	11	Magical Malfunction
2	Disproportionality	12	Magical Suppression
3	Energy Discharges	13	Magical Tides
4	Gate	14	Mutation
5	Ghost Lights	15	Nameless Dread
6	Healing	16	Soporific Atmosphere
7	Heightened Emotions	17	Spirit Trap
8	Illusions	18	Summoning
9	Levitation	19	Teleportation
10	Magical Enhancement	20	Multiple Magical Effects

Deathwalking: Anything slain within the ruin or sometimes within a certain distance from it, rises as a mindless undead creature. These undead cannot leave the area in which they were created and so roam the ruin, menacing explorers. Depending on how long this

Why Is It Ruined?

A ruin with ambient magical healing had best have a good reason for remaining abandoned and in ruins! The Games Master should carefully consider whether the dangers and drawbacks of the location would keep local peoples from availing themselves of this powerful beneficial effect.

Of course, if the local peoples are savages who do not construct more than simple huts for themselves, they may occupy the ruin and benefit from its effects without actually altering its dilapidated state.

effect has been active and what happened to the original inhabitants, the ruin may throng with walking dead.

Treat the undead created by this effect as Zombies (see *RuneQuest* page 122) with a fixed INT of 2 and the STR, CON and SIZ of the slain creature. Some variants of this effect bring back the souls rather than the bodies of the dead. In this case, the resulting undead are equivalent to Ghosts (see *Runequest Monsters* page 65).

Disproportionality: Spatial relationships do not obey any discernable laws within the ruin or at least not familiar ones. Creatures moving through the ruin may find themselves apparently much reduced or increased in size; two adventurers of the same size, taking different paths, might come to a later chamber to find one was the size of a giant and the other the size of a rat, although both would perceive themselves to be of ordinary human proportions. Upon leaving the ruin, a creature's size returns to normal.

When dealing with Disproportionality effects, the Games Master should adjust the SIZ of other creatures relative to the adventurers, rather than asking the players to adjust their own characters' SIZ. The only exception to this is if the adventurers split up, taking different paths and becoming different sizes; in this case, it is usually best to adjust the larger characters rather than the smaller ones.

As a rule of thumb, when a creature's relative SIZ increases or decreases, its STR changes by the same amount. If a creature's STR would be reduced to less than 1 in this way, its STR is 1.

Energy Discharges: Among the most spectacular, direct and often, dangerous ambient magical effects, energy discharges are random bursts of elemental or

raw magical power. Their exact nature varies from ruin to ruin.

Every 10 minutes or so of real time or every 1d6 combat rounds, the Games Master should roll to randomly determine the target for an energy discharge. Treat an energy discharge as a magical attack which can be Dodged but not Parried. Its damage bypasses armour and it may do anything from 1d2 to 2d10 damage, depending on the strength of the effect.

Gate: The ruin includes a place where the barriers between Glorantha and the Hero Plane are thin. God Learners are particularly interested in finding these points, which are visible to those with RuneQuest Sight.



Ghost Lights: Ghostly lights play about all or part of the ruin. They may be mistaken for creatures, perhaps a form of spirit or for energy discharges. More dangerously, either creatures or discharges may be mistaken for the harmless ghost lights – until they strike.

Healing: The ruin exerts a powerful healing aura over all within it, closing wounds and knitting breaks. In isolation, this is a purely beneficial power but in some cases it may be accompanied by dangers, perhaps in the form of berserker natives who take advantage of the effects to counteract the drawbacks of their savage, heedless fighting style.

Any creature within the ruin or within a certain radius of it, heals 1 Hit Point to each location each minute. Major Wounds heal in 1 hour.

Heightened Emotions: The magic of the ruin causes anyone who visits it to feel every emotion more acutely. His hates become all the more bloodthirsty, his hopes more lofty, his highs higher and his lows lower. Within the ruin, even the most even-tempered adventurer becomes moody and unreliable.

Any time a character experiences strong emotion within the ruin, he must make a Persistence test to shake off its effects and behave in a rational manner. Otherwise, he is completely overcome by the emotion and will take irrational, obsessive actions as a result – he may become suicidal and depressed due to a momentary annoyance or disappointment, charge blood-mad at a host of hated foes who vastly outnumber him or profess undying love and desire for the object of formerly casual attraction.

Illusions: Illusions cloak the ruin. They may make not always be active; some are visible only at night, others only in certain months or seasons. While the illusions are active, the ruin may appear as it did in its glory days, or assume even stranger appearances. Illusions may mask traps or perhaps more dangerously, they may make unstable or even absent floors or support beams appear in perfect condition.

Levitation: Gravity is suspended in all or part of the ruin. Objects do not fall normally, at least in certain areas and it may be possible to leap great distances or even ‘fly’ by pushing off from the ground. Levitation may apply to the whole ruin, it may affect only certain

platforms that float like air vessels between spires or it may occur randomly in the area, turning on and off with dangerous irregularity.

Magical Enhancement: Magic is more powerful within the ruin, perhaps due to enhancements used by sorcerous scholars or rulers to enhance their powers.

Spells cast within the ruin take effect as if they were 1d4-1 Magnitudes more powerful than they actually are, to a maximum of Magnitude 10.

Magical Malfunction: Magic is unreliable within the ruin. This may have been a defence mechanism but more likely than not it is the result of a powerful spell gone awry – perhaps the cause of the ruin falling to its present state.

Any time a spell is cast within the ruin, its caster must make a Persistence test at a penalty equal to 10% x the spell’s Magnitude. If this test fails, the Games Master should roll on the Runic Powers table on pg. 65 of the *Runequest* core book; rather than the spell the caster intended, a random Rune Magic spell associated with the rolled rune is cast on a random target.

Magical Suppression: Magic is less powerful than normal within the ruin, perhaps due to the remnants of a spell designed to prevent sorcerous assault.

Spells cast within the ruin take effect as if they were 1d4-1 Magnitudes less powerful than they actually are. Spells whose Magnitude is reduced to zero or less have no effect.

Magical Tides: Magic waxes and wanes within the ruin. This is usually due to some improperly cast spell of great power.

Whenever a spell is cast within the ruin, subtract 4 from its Magnitude, then add 1d8. Alternately, the ruin may alternate between the effects of magical enhancement and magical suppression, with one perhaps in effect during the day and the other at night.

Mutation: Creatures that linger too long in the ruin become strangely altered. This trait commonly occurs in ruins formed or tainted by the hand of Chaos or in the presence of powerful Chaos creatures or artefacts.

For every hour a creature spends in the ruin or within a certain radius, it must make a Resilience test or begin manifesting a Chaotic Feature (roll or choose from the Chaotic Features table on *Runequest Monsters*, pg. 10). This feature becomes more and more pronounced the longer the creature remains in the ruin; if the creature does not escape the radius within one hour, it permanently acquires that Chaotic Feature. A creature cannot gain more than one Chaotic Feature per day in this manner.

Nameless Dread: Creatures entering the ruin feel unnaturally terrified. Small shocks become nerve-shattering and ominous portends become omens of indescribable horror. The aura of dread may directly affect creatures' minds or it may be a function of the weird and sinister construction and lighting of the ruin.

Any creature that is surprised (either by an attack or by an unexpected sight or loud noise) within the ruin must make a Persistence test or panic, attempting to flee if possible and suffering a -10% penalty to all skills if not. Multiple penalties from this effect are cumulative.

Soporific Atmosphere: The aura of the ruin makes it impossible to worry or fret and difficult to even muster the energy to take action. At one time, the ruin may have played host to a decadent people who delighted in this effect but for adventurers, it is nothing but trouble – and danger.

For every hour a creature spends inside a ruin with a soporific atmosphere doing anything more strenuous than light activity, it must make a Persistence test or gain a level of Fatigue. This test must be made every 10 minutes if the creature is engaging in especially strenuous activity, such as running, combat or breaking through a seal or cave-in.

Fortunately, rest within a soporific atmosphere is more efficacious. A character removes levels of Fatigue in half the usual time while within the ruin, provided he rests completely – he recovers no levels of Fatigue for light activity but recovers one level per hour of complete rest.

Spirit Trap: The ruin possesses a semi-permeable spiritual barrier that allows spirits of all sorts to enter but does not permit their egress. Commonly, a spirit

trap comes from an attempt by a sorcerer or urbanized people to bind spirits to their will rather than paying them supplication; the angered spirits may have been responsible for the ruin's fall.

A spirit (see *Runequest Companion* pg. 44) cannot leave the ruin as long as the spirit trap is active. Ensouled beings of flesh and blood can pass through without ever noticing the barrier; depending on the nature of the barrier, a possessing spirit may be able to escape or it may be exorcised automatically. Generally speaking, this ambient magic is only noticed by adventurers because the spirits trapped in the ruin are likely to take a dim view of other living things.

Summoning: The ruin randomly summons entities from beyond Glorantha, such as elementals. The summonings may occur at a specific location, such as a malfunctioning magic circle or gate or they may be randomly distributed throughout the ruin much like energy discharges.

There are no set rules for the effects of random summoning or for what comes through.

Teleportation: Movement within the ruin is hampered or occasionally assisted, by seemingly uncontrolled teleportation. Teleportation may occur at specific points, perhaps a network of teleport circles created by an ancient god or sorcerer to make transit through the ruin easier. Unfortunately, it may happen randomly throughout the ruin instead or in addition, perhaps due to the decay of just such a teleportation network.

Every 20 minutes or so of real time or every 2d6 combat rounds, the Games Master should roll to randomly determine the target for random teleportation. Treat random teleportation as a magical attack which can be Dodged but not Parried. It may sometimes affect multiple targets (for example, all of the adventurers), in which case it cannot be either Dodged or Parried.

Multiple Magical Effects: The ruin is particularly blessed, cursed or both with magic. Roll twice on this table to determine the combination of effects; either ignore duplicate results or consider them doubled in strength. It is possible for a ruin to have more than two ambient magical effects.



Monsters and Guardians

Whatever a ruin's shape, size and even sorcery, nothing – save perhaps its treasures – is more important to adventurers than its guardian. Not all ruins *have* guardians, of course but the absence of such a creature or peril is at least as significant as its presence.

A guardian need not be an actual monster; it may be a curse or a solitary sorcerer (who may or may not have embraced undeath). It may even be something mundane, such as a disease (perhaps the plague that wiped out the ruin's original inhabitants), a savage or degenerate band of humanoids (either interlopers or the ruin-builder's much-reduced descendents) or even an especially complex or cunning trap. Some ruins are their own guardians.

Animal or Bestial Monster: The ruin is either guarded by or has become the lair of, a powerful predator or group of such. Natural or unnatural, this beast stalks the ruin and the surrounding area, devouring whatever prey it finds – including hapless adventurers who dare to brave its domain. Possible beasts include wolf or velociraptor packs, tigers, manticores and wyrms.

Random Guardian

d100	Guardian
1-8	Animal or Bestial Monster
9-12	Chaos Creature or Demon
13-22	Curse
23-27	Elemental
28-32	Humanoid, Civilized
33-40	Humanoid, Savage
41-43	Machine
44-53	Magical Construct
54-58	Plague
59-65	Sorcerer
66-70	Spirit
71-80	Trap
81-90	Undead
91-95	Vermin
96-100	Multiple Guardians

Chaos Creature or Demon: The ruin is home to a creature of Chaos. It may be an outright demon, twisted and vile beyond mortal imagining, but more likely than not it is a warped, mutated, corrupted, but essentially mortal monster. Unless the ruin is particularly large or important (and the monster sealed deep within), this creature should not be a true beast of Chaos, a greater terror. Examples of suitable creatures include walktapi, jack-o-bears and tribes of broo.

Curse: The ruin is home to a terrible curse. This may have any number of effects on those who enter it. Most curses are lethal – causing intruders to rapidly age and wither, for example or to turn to dust or stone. Others trap their victims within the ruin, perhaps by making them out of phase with the wider world. Some are subtler, bringing general misfortune (perhaps represented by a persistent penalty to skill rolls). Most curses should be escapable with a Persistence test or warding magic of various types but the Games Master may design a curse that requires a specific sequence of actions to break.

Elemental: The ruin's guardian is an appropriate type of elemental or possibly multiple elementals. The size and type of elemental guardians is determined by the nature of the ruin: a temple to a fire god might have a single mighty salamander as its protector, originally summoned from a great brazier it has kept burning for centuries but if that temple were suspended above a bubbling volcano it might have a dozen such creatures.

Humanoid, Civilized: A Second Age civilization prevents access to the ruin. Both the Empire of Wyrms' Friends and the Middle Sea Empire have secrets they do not want generally known and engage in research they do not want to share; the soldiers of either great power might be found blocking access to a ruin. Lesser powers also sometimes have a vested interest in keeping intruders from a ruin. Their reasons may be religious, cultural, political or practical – for example, if a ruin is said to seal up a terrible monster and they do not want it released.

Humanoid, Savage: Barbarous or degenerate humanoids, either squatters on the ruin or the much-reduced descendents of its builders, occupy it and attack intruders. Unlike most monsters, savages can

be negotiated with by sufficiently glib characters and may even be persuaded to serve as guides to their crumbling homes. However, all too many ruin dwellers are brutal, cannibalistic, xenophobic or some combination of the three.

Machine: A machine of cunning and terrible artifice protects the ruin, obeying ancient instructions long after their purpose expired. It may be stationary (in which case it is, in essence, a fantastically complex trap) or it may be able to move about the ruin to hunt down intruders. Mostali and Zistorite ruins are the most common sources of machine guardians but certain divine ruins might also possess them. Not all guardian machines were originally intended for battle; even one meant for service may have suffered damage to its instructions or especially if it is of divine manufacture, not even realize it is doing harm.

Magical Construct: Much more common and varied than mechanical guardians are ones formed by pure magic. These may be animated statues or objects, their motive force granted by ancient sorcery or beings of coalesced magical power. The variety and power of magical constructs is virtually unlimited.

Plague: An ancient plague still simmers in the ruin. It may have survived in a dormant state for decades, even centuries, it may have bred in the systems of animals or isolated humanoids who developed a resistance to it or it may be magical in nature and capable of surviving without a host. Disease spirits also fall under this category. Adventurers may contract a plague without initially realizing it; if they are better equipped to survive it than the people they infect, they may find themselves pariahs in short order.

Sorcerer: A still-living sorcerer dwells in the ruin. He may have been studying its secrets to increase his own power or even survived its fall by the practice of strange and mighty magics. Sorcerers who choose ruinous isolation generally do not welcome company and are powerful enough to discourage it – sometimes with lethal force.

Spirit: The ruin is haunted by one or more spirits. Not all spirits are malign but centuries spent in a desiccated husk of humanoid habitation rarely improves their

attitudes. A ruin may house natural spirits or the restless souls of some or all of its previous inhabitants. Spirits are often encountered in a ruin because of a spirit trap.

Trap: The ruin is guarded by a trap of spectacular complexity. Suitable traps include mazes capable of rearranging themselves to fool would-be escapees, pumps that fill the entire ruin with water or explosive, corrosive or maddening triggered magic. Some ruins contain entire networks of interlocked traps. Others were not originally trapped but, as their safeguards decayed, became extremely hazardous.

Undead: Living dead haunt the ruin, perhaps the mortal remains of its previous inhabitants. Undead range from mindless, shambling husks to ancient and wicked intelligences as powerful as the mightiest modern sorcerer. Mindless undead attack the living on sight. Intelligent undead are not always hostile to living creatures, although they almost invariably take a dim view of those they consider ‘tomb robbers.’ Undead may not be active all the time; adventurers might press deep into a ruin during the day only to find that the corpses they passed by animate and walk the streets in Glorantha’s moonless nights.

Vermin: The ruin is infested with dangerous vermin. Most vermin are essentially harmless, an irritant at worst. Some, such as poisonous snakes or spiders, all-consuming army ants or flesh-eating scarabs, are dangerous to adventurers as well as loathsome. Others, such as locusts, are mostly harmless to adventurers but could devastate an entire region if disturbed. Some vermin are mutated or magical in nature; they may possess strange powers, unusual size or even unnatural intelligence.

Multiple Guardians: More than one type of guardian protects the ruin. The guardians may work together (for example, a machine that chases intruders into the jaws of stationary traps or a sorcerer who controls a host of undead) or be either unaware of or hostile toward each other (for example, a company of God Learner soldiers and sorcerers trying to decipher a ruin’s secrets without rousing the demon trapped beneath it). The Games Master should roll twice on this table, rerolling duplicate results other than Multiple Guardians.

Legends

While the facts about a ruin are all fine and well, perhaps the most important detail – especially in Glorantha, where the line between myth and reality is easily blurred – is what people *believe* to be true of it. After all, without a compelling legend to lure foolhardy adventurers to its gates, the most fascinating ruin in the world will probably never be visited!

A ruin’s legend should generally reflect at least some truth about it, especially if it fell into disrepair in the First Age or later. Gloranthans have not had enough time to construct myths about their ruins more fantastical than the truth. If anything, the magical secrets of ruins dating back to the God Time are likely to be downplayed in much of Second Age Glorantha, especially in regions where the God Learners hold sway.

On the other hand, a legend is most interesting if it is only partially complete or partially accurate. The villages around a ruin may know exactly what their ancestors used the edifice for but mistaken about the creatures that killed the ruin’s original occupants and now lurks within.

The best legends hold both the promise of reward – be it in the form of knowledge, magic or wealth – and the hint of danger.

If the Games Master is using the tables in this chapter, he can construct the skeleton of his ruin’s legend by selecting 1d4+1 elements he has already rolled for or decided on; learned people in the region know or at least suspect, the truth of these elements. Then, the Games Master selects 1d4-1 different elements; these are aspects about which the rumours are mistaken.

The exact form a legend takes depends on who is telling it. Jrusteli will describe the mythic past in either patronizing or contemptuous terms, while Wyrmfriends will frame the ruin’s fall in terms of its being in disharmony with the draconic plan. Survivors of the ruin’s builders will generally speak well of them, while their hereditary or ethnic foes will denigrate them as consider their fall divine retribution for their sins.

Regions and Ruins

The ruins of Seshnela are far different from those of Kralorela, which in turn bear little to no resemblance to Pamaltelan edifices. This chapter explores the major regions of Glorantha's Second Age and what sort of ruins can be found in each area. It also includes historical and cultural information on the ruins of each region and some examples of famous ruins adventurers might find there.

Jrustela

The soul, if no longer the heart, of the God Learner Empire, Jrustela was but sparsely inhabited before Seshnegi emigrants arrived early in the Second Age. Jrustela today has few ruins, for the Jrusteli are more inclined to over-exploit their resources than they are to allow them to lay fallow.

Such Jrusteli ruins as there are fall into two distinct categories.

First and most common – though still rare – are the pre-cataclysmic ruins, dating back to the First Age or earlier and conforming to the patterns of forgotten cultures. Those founded in the God Time have no set form, apparently having been built on the island at the whims of pre-time gods or sorcerers who neither wanted nor required continuity with the other structures around them. These ancient ruins are much less spectacular than those of the two great continents of Glorantha; the most famous, the Fire Temple in the island's volcanic heartland, is notable more for its dangers and legends than for its size.

First Age ruins on Jrustela tend to be even less impressive.

Half are fishing villages and lighthouses clustered around the coastlines and reflect the styles of the indigenous peoples of modern Umalthela and Fonrit. The villages were mostly abandoned when the Jrusteli arrived, either because of Waertagi dominance of the seas or because Pamalt's divine protection and blessing could not extend as far as Jrustela. The lighthouses, however, remain: they are squat, circular towers that taper toward their roofs; their upper balconies are blackened from the open bonfires once set there. The

largest of these is wider at the base than any God Learner lighthouse, more resembling a castle, but is not nearly as tall as its modern equivalents.

The other half of First Age (and early Second Age) structures on Jrustela are those built by the Slontans brought here by the Waeragi. These, unlike the Pamaltelan villages and lighthouses, were mostly incorporated by the Jrusteli upon their arrival. They are of the style typical of early Slontan architecture: simple but sturdy, here built of limestone more often than the granite more common on Genertelan mainland.

The second category of Jrustelan ruins are those built and abandoned by the God Learners themselves. These are far rarer even than God Time ruins, as the Jrusteli are nothing if not thorough in using every resource available to them. The waste represented by a ruin is intolerable to their culture. Nonetheless, some Jrusteli structures have become damaged beyond repair over the years. These tend to be smaller examples of the soaring, arching, airy architecture for which they are



known, more isolated estates or laboratories than great cities or academies.

The Great Lighthouse of Odpso

This huge, squat structure appears to be a fortress on the eastern coast of Jrustela but its massive stone base is actually meant to support the relatively small platform at its summit, where ancient Torvavs (the indigenous people of Fonrit) used to light bonfires to guide their crude vessels across the sea.

Despite its impressive name and prodigious size of its base, the Great Lighthouse of Odpso is dwarfed in height by modern Jrusteli lighthouses in the island's great cities. It is a monument more to determination than architectural ability and since its builders departed the island it has fallen into disuse.

Cultural Type: Torvav

Historical Nature: The Great Lighthouse was built by order of an ambitious maritime monarch of the Torvav people more than 500 years ago. His ambition was to see his people settle on Jrustela in force, as the island was largely unoccupied at the time. Unfortunately, after his death, the project floundered, with the lighthouse itself and a few smaller, similar structures being the only remnant. The colonies of fishermen and traders were outcompeted by the Waertagi, with whom the Torvav were then hostile. When the present Jrusteli arrived, they found only the abandoned architecture of the island's last settlers.

Physical Nature: The Great Lighthouse is a squat circular structure of the local white limestone, about 20 metres high and almost as many across at its base. Its roof is only 10 metres across, domed, with a hole in the top where a clever series of stone channels allows smoke to escape without permitting rain to enter. Stylised human and animal figures are carved into its walls amidst geometric patterns.

State of Ruin: The Great Lighthouse's structure is intact, although its stones are heavily weathered. Most of its interior, however, was made of wooden platforms, ladders and stairs and has rotted away. Historically-inclined Jrusteli have suggested plans to rebuild the interior woodwork as close to its original

form as possible but this admittedly frivolous plan has never found any takers. As such, it is nearly impossible to reach the lighthouse's uppermost platform.

Defences: The walls of the Great Lighthouse are a formidable barrier, although they do not appear to have been intended as fortification.

Legend: In Fonrit, the Torvav people who rediscovered their own past greatness when Jrusteli sailors brought news of the Great Lighthouse believe they will rise to glory and conquest if the lighthouse's bonfire ever burns again. Some Torvav mystics would pay well to see the fire lit and some of the warlords fighting for control of the bloodily sectarian region would do likewise even if they see the legend merely as a way to secure power.

The Fire Temple

The nameless Fire Temple existed in the heart of the Island of Jrustela when the first settlers came. It appears to date to the God Time and is built atop an active volcano, although whether the volcano was active when the Fire Temple was constructed is as unknown as who built it and to what god it is dedicated.

Cultural Type: Unknown

Historical Nature: Although the Jrusteli call it simply 'the Fire Temple,' no one knows what its original purpose was. Attempts to HeroQuest through the gate that must surely lie within have proven impossible, as the ritual chamber best suited to this purpose is among those that sank under the lava when the temple settled on its foundations.

Physical Nature: The Fire Temple is an imposing structure of angular obsidian, built atop a still-active volcano. Its polished walls and abstract sculptures gleam like the night sky and weirdly reflect the light of the lava below. It is not an exceptionally large structure, though its weirdness makes it stand out.

State of Ruin: Most of the Fire Temple is intact but parts of it have settled into the lava, possibly when the volcano last erupted. This makes it almost impossible to explore the temple without using phenomenally powerful magic.

Guardians: Salamanders sometimes manifest in the Fire Temple; a few range down to the towns and villas below but these attacks are both rare and all but impossible to put a stop to. Adventurers seeking to explore the temple face more danger from passages that are half-sunk in lava and temperatures that can cause heat stroke.

Hopebridge / Old Wharf

A Slontan structure built into the seawall of Arshu Phola, Old Wharf is a colloquial name that has overtaken the structure's original Slontan title: Hopebridge. It is now called Hopebridge only derisively, perhaps with reason.

Hopebridge was constructed about 300 years ago by the then Archduke of Arshu Phola, who considered himself the ruler of all Jrustela and dreamed of ruling his people's original homeland as well. Unfortunately, his ambition outstripped either his ability or the knowledge his landbound people had of the geography of the home they were transplanted to – Hopebridge, which was meant to stretch all the way to Slontos, was not only a hopelessly over-ambitious project, it points in the wrong direction entirely!

Although it could never have fulfilled its original purpose, Hopebridge is an impressive testament to the 'barbarian' architecture of the Slontan settlers on Jrustela. Today, its exterior is used by the citizens of Arshu Phola – Slontan – and Seshnegi –descended alike – as a place to bask in the sun and enjoy the weather. At night, it is used for darker purposes as smugglers unload their wares to and from the secret passages built into the structure.

Cultural Type: Slontan

Physical Nature: Hopebridge is formed by two massive arches and about a third of yet another, never completed beyond its basic frame and scaffolding which has subsequently rotted away. It resembles a giant stone wharf, hence the colloquial name of Old Wharf. Secret passages are hidden on the sides of the great bridge, their original intent unknown.

State of the Ruin: Although the project of its construction was abandoned years ago, a mixture of public and private funds have kept Hopebridge well-maintained since the modern, Seshnegi-descended

Jrusteli took over the island. Nonetheless, the tip of the third arch broke off two years ago, killing half a dozen Jrusteli and only the first two arches are now in common use.

Legend: Smugglers are said to use secret passages inside Hopebridge to move goods in and out of Jrustela but this is something of an open secret. Recently, however, Hopebridge has come under further scrutiny by the local authorities, as rumours have begun circulating that EWF agents have infiltrated the smuggling rings and are using them to enter Jrustela.

Guardians: The smugglers who use Hopebridge's semi-secret passages are shady merchants rather than fighters but their hired bodyguards will oppose anyone who wants to explore the depths of the ruin without first paying them off.

Svalwal

This sunken Jrusteli city was destroyed by the Waertagi when the God Learners made war upon that maritime folk. It is a waterlogged ruin where streets have become canals and hostile elementals wander in force. Svalwal is covered in detail on pg. 81.

Varios Arboreum

A combination estate and academy in the north Jrustelan highlands, Varios Arboreum is comprised of a beautiful, tranquil-looking villa surrounded by unusually thick forests. The only visible clue to its fate is that it is far more overgrown with vines and other plant life than any modern Jrusteli construction should be.

In fact, it was the laboratory of an early God Learner sorcerer who was fascinated with plants and conducted experiments on both ordinary plant life and Aldryami. The pinnacle of his achievement is a grotesque plant-gestalt with the mind of a tormented elf at its core, a cruel mockery of an Aldryami elder's form. This entity ended up killing the God Learner who created it, along with his numerous disciples; the estate has lain fallow ever since.

Cultural Type: Jrusteli

Historical Nature: The Arboreum's original structure was laid by the ancestors of the Varios family soon after the modern Jrusteli arrived on the island. It served

as a family estate, then a laboratory and is now a self-maintaining garden for semi-animate, semi-sentient plant life.

Physical Nature: The Arboreum is a fairly typical Brustelan estate: a white marble villa at the centre, smaller outbuildings of stone and wood spreading from its large, open courtyard, with a token wall to denote its property line.

State of Ruin: Most of the Arboreum's structure is intact, although its wooden outbuildings have started to rot away. However, the entire estate is completely overgrown with thick, somewhat sickly-looking vines (the 'limbs' of its last victim) and other vegetation. Were it not for its distinctly Brusteli style, it would appear to have been abandoned for many centuries rather than merely a few decades.

Ambient Magic: Plants in and around the Arboreum grow at an unnaturally fast rate; in addition to supporting unusually large amounts of vines, trees and undergrowth, the ruin has an aura of healing that works only on plant life.

Defences: A chest-high decorative wall surrounds most of the estate but it is not a serious impediment and it is crumbling in places as massive roots swell beneath it.

Legend: Some powerful God Learner sorcerers know or can deduce what happened at the Arboreum but they do not share this information with others as it reflects badly on their arts and would further sour the Middle Sea Empire's already black reputation amongst the Aldryami. As such, few legends have arisen about this ruin – and all aware of its existence would like to keep things that way.

Guardian: The original elven victim of the sorcerer Varios's experiments still exists in a quasi-immortal state, magically fused with a bulbous, vine-like plant that winds its way through the entire state. He has forgotten every aspect of his identity save his hatred of God Learner sorcery and pure will to survive and will attack any visitor to the Arboreum, even other Aldryami. His transformation has given him magical control over all the overgrown plants of the region, allowing him to animate them and control their actions.

Brithos

The sorcerous island of Brithos has no ruins – although if one judged ruins by their stagnation the entire island and its unchanging culture of immortals would perhaps qualify! The sorcerous followers of Zzabar either dismantle or repair all structures that would fall out of use as cultures or generations changed in another land.

Seshnela

The capital of the Middle Sea Empire and homeland of the people now most famous as Brusteli, Seshnela is a fertile, prosperous land in the southwest of Genertela. Its people, the Seshnegi, were oppressed for centuries by the Arkat-founded Stygian Empire and much of their First Age civilization was lost. While the returning, victorious Brusteli have revived their ancestral lands as a centre of commerce and political power, this region is still riddled with the ruin of its past.

The Seshnegi humans are the dominant ethnic group here and have been since the Dawn. They share the region with the elves of Jorestel, who, unlike most aldryami, are friendly with their human neighbours, with whom they work together to beautify the region.

During the First Age, the Seshnegi built impressive, if fairly conventional, structures, many of which stand to this day. Here, cathedrals dedicated to the Invisible God have risen for centuries, along with academies and estates nestled amidst rolling hills and open fields. Seshnela has always been a militant land, however and even in the relative tranquillity of the early First Age it was dotted with small, sturdy keeps that would serve as the hearts of and patterns for later castles.

Many of these old citadels were dismantled or abandoned when Arkat's Stygian Empire surged south into the region in the wake of the Gbaji war. The Stygians, who were city folk rather than castle builders, tore down these monuments to ducal power when they resisted and drove the Seshnegi nobility from them where they did not. Many of the old castles still stand, at turns sad and sinister, alongside country chapels whose Malkioni worship was suspended under the Stygians.

In time, the Stygians were also defeated, their power broken by Jrusteli whose ancestors had fled Seshnela centuries before. The Stygian construction was too centred on the regions cities to leave the wealth of minor ruins and dilapidated citadels their predecessors had but ruins from the era of Arkat's descendents do dot Seshnela – especially along the battle lines of the Stygian and Jrusteli conquests, where Stygian military forts, armoured in black iron or raised magically from hard dark stone, loom over tracts of land whose strategic significance long ago expired.

Since the return of ethnic Seshnegi to regional power in the Second Age, Seshnela has undergone quite the renaissance. Distinctive God Learner architecture, emphasizing white marble, soaring arches and flat exteriors, has become the norm and most new construction follows the lead of the Emperor's spectacular palace in Frowal, which is designed to resemble a monumental version of the Abiding Book. Imperial Age ruins are even rarer here than in Jrustela itself, as the Middle Sea Empire has had less time to produce what little waste it will tolerate.

Tanewal

Both Seshnela's richest duchies and one of its most historically sinister, the Duchy of Tanisor was ruled in the first age by a city of vampires called Tanewal. Arkat's destruction of this parasitic breed was one of the few good deeds even most Seshnegi grudgingly credit him with. Yet there are those who say this breadbasket of the Middle Sea Empire is ruled by a duke who does not eat of bread but blood...

Tanewal the city is a ruin overlooked by the castle that survives it and shares its name. The city was never rebuilt because of its black reputation; only the importance of the region allowed the castle to stand through Stygian times.

Fear of the ancient vampire legion that once fought for Tanewal, suppression by the Stygian Empire and suspicion even from the modern Middle Sea Empire have made the people of this region much more insular and suspicious than other Seshnegi. They provide a wealth of grain and gold and feel they receive only ingratitude in return. None embraces this belief more than Langila, Duke of Tanisor, an unnaturally pale,

brooding man obsessed with discovering the secrets of the ruined city at the foot of his castle.

Cultural Type: Seshnegi

Historical Nature: Tanewal was the capital of Tanisor before the Gbaji War. The earliest construction on this site was built during the Storm Age, when the original founders thrived in the absence of the sun. Some sages link them with the wicked Vadlei who were the ancestral foes of the Malkioni. At least one new city was raised on the spot following the Great Compromise and like its predecessor it became a haven for vampirism. After Arkat smashed the vampire legion of Tanisor, he razed old construction and new and placed wards and curses to prevent it from being restored.

Physical Nature: Inner Tanewal is a nearly perfect square built into a depression in the ground. The original structure here appeared to be an inverted step pyramid. Later builders strove to obscure the old dark stones, as if to hide the dark deeds committed there. Outside of this square core, the city once sprawled with First Age Malkioni structures much like any other city's in Seshnela.

State of Ruin: Tanewal was burned to the ground and the ashen ruins smashed when Arkat defeated the vampire legion. His army was very thorough in its attempts to wipe out even the memory of Tanewal but it was a thoroughly fortified city and only Arkat's parting curse actually destroyed its vampiric rulers. Today, it is badly smashed and further worn by centuries of disuse but its old outlines are still visible.

Ambient Magic: In addition to sacking Tanewal, Arkat also laid a curse on the ground, barring the soil from ever supporting life *or* unlife. No plants grow here and any undead creature buried in the ground will immediately perish.

Legend: Duke Langila is widely believed, among the common people and his acquaintances at court, to have inherited the vampiric mantle of his ancestors. His appearance, mannerisms and of course, family history all lead to this rumour but so, too, does his seemingly unhealthy interest in the ruins below his ducal seat.

Ralios

Formerly the capital of the Stygian Empire founded by the anti-hero Arkat, Ralios and particularly the southern region of Safelster, was heartland of the Second Age's first great power.

Arkat's shadow and Arkat's followers are everywhere even now; centuries after the land fell to the forces Middle Sea Empire. Among the most prominent legacies left by the Stygians are the ruins of their fortresses and temples, many of which were shattered by the God Learners during the war between these two mighty peoples. No land has more ruins from the Second Age, nor as many who would like to see those ruins restored to their former glory.

Prior to the rise of the Stygian Empire, Ralios was less important than its southern neighbour, Seshnela and its northern one, Fronela. Like Seshnela, it was inhabited primarily by Malkioni, followers of the Invisible God and while the people of Ralios are ethnically distinct from their paler southern neighbours, the lines between the regions were once blurred. Ruins from the First Age tend to follow similar lines to those found in Seshnela, save that Ralios was a more peaceable yet less prosperous place prior to the Gbaji War and Arkat's rise.

Small Orlanthi and Pelorian communities, ethnically similar to the people of Ralios but belonging to the cultures of central Genertela, existed in northeastern Ralios, which is now mostly wilderness. These seem to have been destroyed during the Gbaji War.

Most ruins found in Ralios date back to the Stygian Empire, especially in the urbanized south, Safelster. Arkat and his heirs were great builders, erecting formidable fortresses and academies of sorcerous learning and suppressing the old rulers and nobles of the region. During the time of what the locals call the Autarchy, this region went from being an afterthought to the prosperous coastal lands to the centre of a nearly continent-spanning empire. Ruins from this era tend to have designs that other peoples consider sinister – black iron and marble and obsidian were popular building materials under Arkat and decoration tends toward gargoyles, visions of hells and depictions of either Arkat locked in bloody battle or among the

Malkioni variants of the Empire, martyred saints at the moment of their death. Yet, there is a heavy beauty to many of these structures, less airy and abstract than later construction.

Unlike most parts of the modern God Learner Empire, however, Ralios also has its share of recent ruins. The Emperor Ilotos recently made war on his dukes in Ralios, suspecting them of sedition and the northeastern part of the region has seen skirmishes with the rival Empire of Wyrms' Friends. Here, also, an older, more fatalistic attitude prevails, inherited perhaps from brooding Arkat; the people of Ralios face challenges with gritted teeth and dour expressions, expecting the worst and fighting for the best and are not above abandoning or casting aside structures or even whole communities when their utility perishes. Ruins from the Imperial Age tend to be in the God Learner style: imported white marble predominates, though local black marble is also sometimes used, and decoration is usually abstract.

Kustrian Catacombs

The extensive catacombs beneath the city of Kustria house the bodies of the Stygian Empire's former rulers. They also hold guardians, treasures and a slew of criminals and agitators who find such extensive ruins useful in hiding from the God Learner Empire.

Cultural Type: Stygian

Historical Nature: The catacombs were first used to house the bodies of the Stygian Emperors, going back as far as the semi-divine Arkat. Later, they butted up against the tombs of nobles and even wealthy commoners, for the Stygians were a deep-digging folk.

Physical Nature: The catacombs tend to be small and somewhat cramped, filled with alcoves and niches where old candles burned down to melted pools of wax. Most of the imperial and noble mausoleums are fashioned from dark stone but in parts the catacombs intersect with packed-dirt tombs and tunnels from the common quarter.

State of Ruin: Since the Middle Sea Empire conquered Safelster, the catacombs have fallen into disrepair. Thick dust covers every surface and wooden doors, shelves and coffins have begun to rot away.

Defences: Some of the greatest mausoleums are sealed with both heavy stone doors and powerful magic. Despite repeated attempts, God Learner sorcerers have not penetrated all of these.

Legend: Many people of Kustria believe and secretly hope, the dead will one day pour forth from the catacombs to drive out the conquering Jrusteli. Some of the rebels and dissidents who have been forced to shelter in the catacombs use these legends to their advantage, either dressing as the dead or in some cases, using sorcery, divine or rune magic to raise the bodies as servants and killers.

The Underway

The Underway is a reflection of the Stygian Empire's close relations with the trolls - and its disrepair is a reflection of the Middle Sea Empire's rejection thereof. It is an underground passage of worked stone, which Arkat's heirs intended to link to all of the major cities of Safelster. Had it been completed, it would have represented a nearly impenetrable, undetectable advantage in logistics. Unfortunately for the Underway, the Jrusteli returned to the mainland and broke the Stygian Empire before it could be completed and those spans begun under the previous rulers have been neglected or even walled up.

Today, no one, save the Jrusteli who surveyed the ruins and secretly recorded their layout, knows exactly how much of the Underway was completed or how deep it goes.

Cultural Type: Stygian

Historical Nature: The Underway was constructed by Arkat's heirs to give them a logistical advantage over the rising Middle Sea Empire. Because it was never completed, its only historical significance is the effort and resources it took from the Stygian war effort.

Physical Nature: The Underway is a huge subterranean causeway. The completed sections are held up by a series of columns, dividing the passage into squat domes. These sections are about nine metres wide and five metres high at the centre of each dome. The underway runs for many kilometres, though it was far from complete.

Ambient Magic: Faint luminescence seems to float just at the edge of view when humans enter certain sections of the Underway. This was intended as a concession to the Stygian Empire's human citizens; when Uz (or members of any other race) are the only ones present, the lights are invisible.

State of Ruin: Those parts of the Underway that were completed when the Stygian Empire fell are intact. In places, Uz-carved tunnels range ahead of the proper Underway, blazing the trails it would have eventually followed.

Defences: The Underway is difficult to find and even harder to attack. Great iron gates were fitted to the entrances beneath Kustria and Marost and were intended for other cities; the God Learners have simply hidden the existence of the entrances to prevent their use.

Legend: Autarchy revivalists who have heard of the Underway claim Arkat walks its halls, reborn from the darkness below to save his people. God Learner soldiers tasked with guarding the Underway give a kind of credence to this legend; patrols occasionally disappear or are found slaughtered as if by great iron claws such as Arkat in his troll form was said to possess.

Guardian: The Underway is home to an exceptionally vicious, solitary cave troll. It displays far more cunning than a beast of its breed should possess, matching or surpassing ordinary Uz and it possesses an unquenchable hatred of the God Learners. Whether this creature is in some way connected to Arkat or is simply an aberration among its kind is a subject of much debate, with God Learners obviously believing the latter and locals who have heard of the monster giving credence to the former.

Fronela

Soon after the Dawn, Fronela was among the most important regions in Glorantha. The utopian idealists of Loskalm had trouble defending themselves against Chaos but between their more militant neighbours and the occasional heroic knight errant or well-meaning sorcerer, they were able to weather the early dangers of the First Age and become a beacon for the learned and idealistic.

Like many ideals, theirs proved fragile.

When the Gbaji War started, the people of Loskalm had no recourse but to throw themselves upon the mercy of Arkat, who promptly incorporated them into his Stygian Empire. Two cultures could not have clashed more and the Loskalmi culture was heavily suppressed by the dour, fatalistic Stygians. From this era came many of Fronela's western ruins, which tend toward a mix of pale, delicately constructed and extravagantly decorated spires for palaces and cathedrals and tall, cosy and somewhat impractical wooden houses for commoners. While the latter are well-preserved in surviving Loskalmi cities, where their unique charm is celebrated, they have largely collapsed. The palaces and manors of wealthy utopians have weathered history better than their airy appearance would lead one to believe, however and some of these do lie fallow in the wilderness of Fronela.

To the east of Loskalm, the city-states of Janube Valley also flourished during the First Age, surviving by craftiness, bloody-mindedness rather than stubborn idealism. From these, culturally and ethnically distinct from their Loskalmi neighbours, came three of the region's most famous ruins, the so-called 'Three Atrocities' of Ulichio, Kadal and Paval. These cities were sacked by Loskalmi after the idealists betrayed their much-touted principles to ingratiate themselves with the Middle Sea Empire; the results were some of the worst bloodbaths in the history of western Genertela, all but wiping these three cities from the map. Janube Valley construction tends to be jumbled and individualistic, reflecting the mingling of Malkioni and Orlanthe cultures typical of the region; no two buildings, much less two cities, share common motifs or architectural styles.

Cholsel Palace

This elegant palace on the border of Loskalm and frigid Tastalor appears to have been the retreat or treasure house of an ancient Loskalmi sorcerer, possibly an émigré from Brithos. Fanciful spires and elegant halls faced in marble and gold give it a fairy-tale appearance during the day but take on sinister aspect at night. Indeed, the day and night versions of this palace seem to be entirely different structures merged by an astonishing feat of First Age sorcery. Cholsel is covered in detail on pg. 78.

The Three Atrocities

This is the name given by the people of Janube Valley to the total destruction of three of their city-states: Ulichio, Kadal and Paval. When God Learners wonder why the people of the surviving city-states, many of whom are fairly orthodox Malkioni, resist the Middle Sea Empire, they need look no further than the fall of these cities to God Learner-backed Loskalmi.

Kadal

Before it was sacked and became one of the Three Atrocities, Kadal was a trade city like most of its brethren and one of the westernmost bastions of Orlanthe culture. The land around Kadal was wracked by storms but they rarely affected the city and as a result it was said to have Orlanthe's favour. The merchants of Kadal were often cursed by their neighbours, especially the Loskalmi, for their mercurial prices, which were said to reflect their opinion of the buyer more than the value of their goods.

Cultural Type: Janube

Historical Nature: Kadal was founded by Orlanthe wanderers early in the First Age. Its builders often clashed with and later converted those of vanished Ulichio. At first, it was a typical Orlanthe settlement but as more and more people, including citified Malkioni and even occasionally Dara Happans, came to trade, it eventually grew into a proper, if unwalled, city. When the Loskalmi invaded Janube Valley under God Learner direction, Kadal refused to submit and openly mocked their formerly idealistic neighbours – and became the first victim of their surprising rapacity.

Physical Nature: Kadal is essentially an Orlanthe settlement on a much larger scale than normal. Six massive meeting and drinking halls along the riverbank served as its government buildings, where six mostly allied clans held sway. The structures built out from these are smaller and more conventional, many built by Malkioni who settled in the region and designed them with western tastes in mind.

State of Ruin: Unlike the other parts of The Three Atrocities, Kadal is mostly intact, although one of its great meeting halls burned down. The city is abandoned because the Loskalmi promised to kill any man, woman or child found within, even unto the present day and demonstrated the seriousness of this

promise. As most of the structures are predominantly wood, however, Kadal has decayed considerably since its fall.

Ambient Magic: Since the city's fall, lightning, always fierce in the region, has struck within its boundaries as well as without. In gameplay terms, this is an energy discharge. Treat this as a Magnitude 1d4+2 magical attack and deals 1d4 damage per Magnitude to a single location on any creature struck, ignoring armour. The lightning will not strike characters who venerate Orlanth within the city limits.

Legend: Some believe Janube Valley rebels, especially Orlanthi, gather in Kadal at night. They are said to enter through an underground branch of the river.

Guardian: The Loskalmi still keep their promise regarding Kadal; a small garrison resides in the highland above the ruin, sallying forth to kill anyone found within its limits. God Learner sorcerers sometimes visit to study the unnatural weather and some apparently place great importance on the city.

Paval

Paval made the mistake of betraying the God Learners rather than simply opposing them. Its punishment made it the last of The Three Atrocities so famous in Janube Valley. One of the earliest bastions of Malkionism in the region, Paval did not prosper as many Janube Valley city-states later would. Its cathedrals and even the palace of its line of self-proclaimed Oligarchs are small, shabby affairs and the goods it shipped out were known more for their low prices than their high quality.

Cultural Type: Janube

Historical Nature: One of the least important city-states of Janube Valley, Paval consistently tried to better itself by subterfuge when its goods and swords proved insufficient. When the Loskalmi invaded, the Oligarch of Paval welcomed them with open arms. Citing their shared worship of the Invisible God, he supplied and cheered their wars against pagan Kadal and Ulichó – and then launched a surprise attack on their over-extended supply lines. Unfortunately for Paval, the rest of Janube Valley had no interest in joining the coalition the Oligarch hoped to create and the Loskalmi fell on his city as viciously as it had on his rivals.

Physical Nature: Paval is smaller than most Janube Valley city-states and even before its destruction was much more run down. Its role as a haven for smugglers and layabouts, many of them foreigners from the south and west who had no other place in the Malkioni world, enhanced neither its reputation nor its architecture. Individual estates within the city are walled as if to repel assault and the windows of many shops are barred – the only decoration they have.

State of Ruin: Because it had little in the way of organized or effective defences against the furious Loskalmi army, Paval fell quickly and without much damage to its structures. Only the Oligarch's palace suffered serious damage and is crumbling; the rest of the city is only marginally more dilapidated than it was before the invasion, although it is far less busy.

Defences: Although the ruin at large is easy to enter, individual estates are walled and many of the freestanding buildings fortified.

Guardian: When the blood of Paval's slaughtered citizens sank into the marshy ground, it seems to have either formed or awakened some sort of demon. This creature somewhat resembles a cross between gnome and undine elementals and is made of soggy, gory dirt and mud. Its attacks appear to be mindless and random and it does not range far from the ruin.

Ulichó

The largest of the three cities sacked by the Loskalmi in what have become known as The Three Atrocities. Ironically, Ulichó is only much mourned because doing so focuses Janube Valley opposition to the Middle Sea Empire, as it often dreamed of empire itself and sparked wars among the city-states. Founded by mercenary Malkioni soldiers who sought work along the more fractuous Orlanthi, Ulichó had the rare distinction of being one of only a handful of cities to convert *from* Malkionism when its rulers embraced the worship of the Storm Tribe.

Cultural Type: Janube

Historical Nature: Ulichó was an extremely powerful and militant city-state; in the late First Age, its might was such that nearly half the city-states fell under the sway of its armies. It suffered terribly during the Gbaji War because those armies became Janube Valley's

first and often only line of defence. Ulichó was not conquered by the Stygian Empire, first out of gratitude for its assistance against Gbaji, later because its soldiers were more than the Stygians could overcome. God Learner sorcery, however, turned its mighty granite walls to wood, which the Loskalmi burned to the ground along with most of the city.

Physical Nature: Ulichó was once called the ‘stone city’ because it had a rare encircling wall and much of its construction was built of sturdy granite. When the God Learners transformed its wall, it lost not just its existence but this distinction. Inside the city, only those buildings still made of stone – mostly keeps, garrisons and temples – remain.

State of Ruin: The outer wall of Ulichó was completely burned to the ground. Most of the buildings within also burned, with fires said to be so hot they melted some of the stone. It is now difficult to find more than foundations where this city stood, with only broken keeps, temples and ash serving as reminders of its prior existence.

Slontos

When the Great Compromise ended the time of gods and began recorded history, Slontos was already rich by the standards of the Chaos-ravaged world. When Nysalor was created as a new, terrestrial god, Slontos poured financial support into the project. When Gbaji the Deceiver’s armies ravaged Glórantha, it was Slontos they plundered when they sought gold. When the Middle Sea Empire returned to Genertela with dreams of domination, it was Slontos’s conquest, not the fall of the Stygian Empire, that cemented them as the world’s foremost power.

So, at least, believe the Slontans.

Slontos is undeniably a rich country. It is divided ethnically and culturally between followers of Malkion and Orlanth but whether its people follow the Invisible God or the God of Kings, the thing they follow first and foremost is their own profit. The humans of this region are peerless merchants, and they produce great quantities of both luxury and staple goods to use and trade.

Ruins in Slontos go back to the God Time but most are of more recent vintage. The Slontans created many great cities and monuments during the First Age. No poor warriors, they fought Chaos boldly; once the peoples of Glórantha triumphed over and sealed away its foulness at the battle of I Fought We Won, the Slontans began selling their swords and sword-arms to other lands and spreading the Malkioni and Orlanthi creeds – but they also began fighting amongst themselves.

Slontos was not completely sacked by Gbaji or conquered by the Stygian Empire but its barons and merchant princes have never lacked the ability to reduce each other to ruins. Abandoned fortified villas dot the countryside and several major cities have fallen into disuse over the years. Some of these have already sunk beneath the ground, which is very wet and soggy along the coastlines. Further ruins were created when the Slontans, however briefly, resisted the Middle Sea Empire’s conquest.

Slontan architecture tends to be somewhat elaborate and gaudy by Orlanthi or Malkioni standards, either due to trade with Peloria or the rich tastes of the Slontans. It is often constructed as much to attest to the builder’s wealth as for any practical purpose, although the people of Slontos are masters of mixing these two goals in a single structure. Their fortresses may appear over-decorated with statuary and mosaic tiles but they

resist siege as well as any others and better than most. When the God Learners unleashed fireburgs to destroy the Waertagi fleet, most of the living sea people fled to Brithos.

Most of their dead came to Narilor.

Narilor was a Waertagi-dominated port on the coast of Wenela. Waertagi and landbound humans traded here for centuries, fueling the prosperity of Slontos in its earliest glory. When Waertagi power was broken, most of the spirits of the stunned sea people washed up in this city and haunt it to this day, trapped here apparently by their anguish and rage.

Since the city is obviously haunted, few living folk, human or Waertagi, choose to live there now. The God Learners, after giving it brief study, largely ignore it

and only the most desperate smugglers and pirates and the most stubborn fishermen, still ply its waters.

Cultural Type: Waertagi

Historical Nature: Narilor was built at the behest of the Waertagi but it was mostly constructed by Slontans. Some historians, particularly those of the Middle Sea Empire, claim it was originally a Slontan city that the Waertagi conquered, relocating the populace to Jrustela. Regardless, it was the principle Waertagi port in southern Genertela from early in the First Age up until the shattering of their fleets.

Physical Nature: Narilor is a city of canals, originally plied by elegant Waertagi shorecraft. Its buildings are similar to those of nearby Eenlor and emphasizes impressive columns and extensive gardens, the latter often suspended above the water on bridges and overhangs.

State of Ruin: Narilor was never attacked by the God Learners, even when they occupied the rest of Slontos. Its dilapidation comes purely from disuse and from the unstable ground on which it is built. With no one to maintain the city's fragile foundations, its coastal half has started to sink into the muck; in some places, whole walkways appear more like ramps, the buildings beside them attached at unnatural and inconsistent angles. Grime covers every building and the once-famous gardens have in some places overgrown the city and in others died out.

Ambient Magic: The ghosts of the Waertagi throng in Narilor by the thousands at least. Most are harmless, with only those of their number who possessed significant magical abilities able to interact with the living but their presence is unnerving to say the least.

Legend: Enemies of the Middle Sea Empire promulgate and perhaps believe rumours that the ghosts of Narilor do not pass from Glorantha because they will one day become embodied again and get their revenge. Some believe the ghosts returned to the city to protect a treasure of world-shaking import.

Guardians: The Waertagi ghosts are frightening but not terribly effective, guardians. They mostly act to deter human squatters from taking up residence in their ruins. The pirates and smugglers who lair in

Narilor are much more dangerous to adventurers, who they will likely see as either customers, rivals or agents of the law. In the latter two cases, their policy is to kill on sight. In fact, in the former case, their policy is quite often the same – after all, why trade for what you can take?

Wonterplose

Perhaps the classic ruin to excite the hearts of mercenaries, rogues and adventurers, Wonterplose, in central Slontos, is nothing more or less than the vast subterranean vault of one of the region's wealthiest merchants. It is built deep into the ground and laced with every deadly device its increasingly paranoid owner could conceive of. The ravages of time and the mad courage of past desperate rogues have wrecked the upper galleries and sprung most of their traps but the deepest depths where the greatest treasures are said to lie remain untouched.

Cultural Type: Slontan

Historical Nature: Wonterplose was built by a merchant of Wesluk, one of the first to avail himself of the services of the Trap Maker's Guild. Its owner died suddenly and young, possibly poisoned by one of his potential heirs; if so, the plan backfired, because he did not leave any record of how to bypass the fantastical traps of Wonterplose. The vault has not seen use for the past seventy years, although adventurers routinely brave its depths; some few occasionally return with a few trinkets from the upper levels.

Physical Nature: The full extent of Wonterplose is known, if at all, only to Duenge Erro, the Openhandist mostali who oversaw most of its construction – and he is as notoriously close-lipped about his work as traditionalist mostali are about all their race's secrets. The known, upper vaults are large, domed and faced with mosaic designs, some in silver and gold rather than coloured stone. The ruin is best known for its traps.

State of Ruin: The upper floors of Wonterplose have suffered considerable wear over the years, mostly from adventurers who braved its depths and triggered its many mechanical traps. Some of those traps have broken either from overuse or deliberate sabotage but others are still functioning. Presumably, the untouched lower floors are in better condition.

Defences: Wonerplose's underground construction protects it from casual robbers but its greatest defences are the fantastical creations of the Trap Maker's Guild. Every imaginable mechanical trap – and many that are *unimaginable* to anyone not their creator or their victim – awaits greedy adventurers who brave the ruin's depths.

Legend: Some people in Wesluk believe that if an adventurer ever reached the fabled lowest floor of Wonerplose, he would die, not from any trap or guardian but because the wealth contained therein would stun his heart to stopping. Others, perhaps somewhat sarcastically, say that an adventurer who reached the bottom would die of disappointment, because feral trolls long ago broke in and devoured the entire treasure trove.

Guardians: In addition to conventional and some unconventional, traps, Wonerplose is patrolled by mechanical guardians powered by mostali technology. These operate only on lower floors; since no one has reached those levels and returned with the tale in over a decade, their current status is unknown.

Carmania

A young nation, Carmania was carved from the centre of Genertela in the Second Age. Its founders were descended from Malkioni but the Carmanians are dualists rather than monotheists and theirs is a faith sterner and more fanatical than the most fevered Invisible God worshipper's.

Carmania itself has produced no ruins – or rather, it has not built any structures which have fallen into ruin. The Carmanians have brought ruination to several enemies, including the Spolite Darkness Witches from whom they captured their present domain. During their campaigns against the witches, the Carmanians were aided by the Dara Happans and the Empire of Wyrms' Friends – assistance both countries now regret, for the Carmanians, if less antithetical in their beliefs and practices, have proven much more *dangerous* than the region's previous rulers.

Ruins in this region usually belong to the darkness witches, since they were, if less successful, much more thorough in eliminating traces of the civilizations they wiped out. The Carmanians burned out their

predecessors' construction (and quite often burned them, as well) but only those who ally themselves with the out-of-power Black dynasty would consider dwelling in the remnants.

Spolite ruins are awful places; almost all possess an element of nameless dread and their appearance is foreboding enough to terrify the weak-hearted even without the influence of magic. Spolite styles emphasize weird, sensuous or grotesque statuary (sometimes all of the above) and austere black metal and stone walls, much like those of the Stygian Empire. They were also fond of forging walls and fences from metal and usually capping these with spikes and of twisting natural creatures into guardians for their citadels.

Hralspex

A combination toll house, fortress and home, Hralspex is typical of the sort of ruins left by the Spolite Empire. Hralspex is a Spolite fortified estate on the shores of the river Poralstor. It was one of the last bastions of the Spolite Empire sacked by the combined forces of Carmanian knights and EWF War Dragons.

Hralspex demonstrates most of the elements common to other Spolite ruins, although its role as a river estate gives it some unique distinctions.

Cultural Type: Spolite

Historical Nature: Once used to exert tolls of coin from river travellers and tolls of service from river spirits, Hralspex was a comparatively minor part of the Spolite Empire. Its rulers were darkness witches who wove several magical effects to ensure their security and comfort. Because it is fairly remote, it was able to survive the initial Carmanian and Wyrmsfriend crusade but eventually knights and War Dragons descended upon it and destroyed its mistresses.

Physical Nature: The Hralspex estate sprawls across several kilometres of cloud-darkened land and gnarled forest. The main house is a three-story citadel of gray wood and obsidian, almost as tall as wide, with a tower-like wing of unequal height rising from each side. The river house overlooks the Poralstor like a predator, perhaps like gargoyle-siren statue that croons a silent song over the water, at once repellent and alluring.

State of Ruin: The river house is in good condition, as it did not come under direct attack during the estate's fall. Hralspex Manor, however, lacks its front doors and much of its facade and the grand staircase leading to its upper floors has caved in (servants' stairs in the back of the house still permit access to the upper levels). Parts of the main house are in danger of collapse.

Ambient Magic: Anyone entering the grounds of Hralspex is subject to an aura of nameless dread unless they have the blessings of a Spolite darkness witch – something difficult to come by in this day and age. In addition, while the entire ruin does not have this effect, the iron gate controlled from the river house is a localized spirit trap; any river spirit or undine trying to pass through it is snared and used to power its own prison.

Defences: An iron fence surrounds Hralspex. Carmanian siege engines and dinosaurs under EWF control smashed several holes in it but those parts that still stand are two and a half metres of slick black iron capped by vicious spikes.

Legend: According to the local peasants, Hralspex's last witch-baroness was a terrible ruler even by Spolite standards. She suffered from bareness and was obsessed with the creation of life at any cost. Beneath the main house, in a secret laboratory even the Carmanians did not discover, she crafted magical homunculi from the bodies of abducted villagers. Some of these twisted creatures may still haunt the estate and the wind heard on the coldest nights is actually their agonized howls.

Peloria

Home of Dara Happa and the centre of worship for Yelm and the Sky Gods, Peloria has possessed civilization of a high type since before the Dawn. It has also been close to several of the most cataclysmic events in recent history, most notably the rise and fall of Nysalor or Gbaji.

The centre of Peloria – in both location, culture and military power – is Dara Happa, the earthly realm ordained by Yelm in the God Time. Dara Happa architecture ruined or otherwise, tends to be some of the largest in Glorantha, especially in height. Its greatest temples are immense ziggurats, each the size of a small city in the neighbouring lands. In the First

Age, when Peloria was wealthy and powerful beyond all its contemporaries, many of these monumental construction products were undertaken – and when Dara Happa's power was broken in the Gbaji War, most of those projects were abandoned.

Dara Happa had begun to recover in the Second Age, surpassing its Orlanthi rivals if nothing else because it was further from the God Learners' reach. Recently, however, it has fallen on hard times. A golden dragon has ascended to its throne, making the once-dominant country a client state of the Empire of Wurm's Friends. Draconised worship spreads and clashes with the old cults of the region.

Most of the smaller countries of Peloria, at least those civilized enough to construct significant ruins, build along Pelorian lines.

Diavizzi

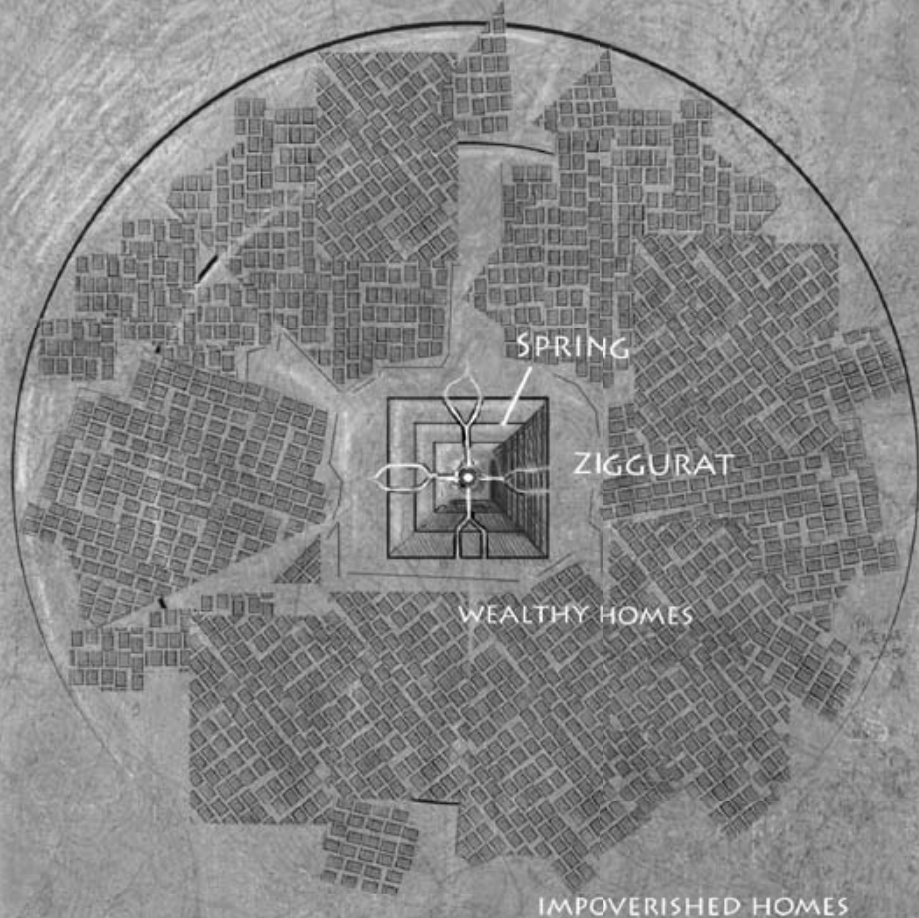
A city built around and famous for its magic spring, Diavizzi dried up when the spring did. It was a typical Pelorian town, although with heavy avian influences, sharply divided between rich and poor and decorated with ziggurats and towers and it remains largely intact as it was only abandoned, not destroyed.

Diavizzi's magic spring was said to possess many valuable properties, from healing to visions but knowledge of its effects is spotty at best. The Empire of Wurm's Friends is determined to restore the spring, presumably because they hope to impress the Pelorians by achieving what their native divine magic could not.

Cultural Type: Pelorian

Historical Nature: Diavizzi is a First Age town in northern Peloria. It was founded after the discovery of its magic spring, which attracted many wealthy Dara Happans to bathe in or drink from its waters. After the Gbaji War, the spring ceased to function and the town dried up soon after as nobles and their retinues moved back to the heart of power.

Physical Nature: Diavizzi is a circular town built around the spring at its heart. A small ziggurat at the town centre houses the spring itself and a series of baked clay pipes once carried the water to the surrounding area. As the founders believed the water



DIAVIZZI

was purest and most plentiful close to the spring, the richest manors crowd around the centre of town, with the sections further out growing progressively poorer.

State of Ruin: Diavizzi looks much as it did when it was a thriving destination for the Dara Happan nobility, since it suffered no obvious, overt cataclysm. The stone buildings close to the centre of town are almost completely intact but the less sturdy structures on the outskirts have fallen into disrepair, if not outright collapse.

Ambient Magic: Diavizzi's magic spring was the source of its ambient magic. Unless the Wyrmfriends can succeed in reactivating it with their draconic mysticism, the ruin is without any magic of its own.

Guardian: The Empire of Wyrms' Friends has a large contingent of draconic mystics stationed at Diavizzi. They strongly discourage anyone from poking around the ruin and will escalate to force against anyone who tries to sneak in.

The City of Miracles

In the First Age, Dorastor was the shining beacon of civilization and its capital was the City of Miracles. Home to the Second Council, where the entirety of Gloranthan civilization met to debate and plan for the future, it was a magnificent, gleaming city that surpassed the greatest achievements of God Learners and the Dara Happans.

Then the Second Council concluded.

The Uz and dragonwts broke from it and Dorastor became the birthplace of Nysalor, the man-made terrestrial god. While the time of shining Nysalor is recorded as a new golden age by the Dara Happans, other cultures rapidly became disillusioned with him. Eventually, Nysalor was revealed as Gbaji the Deceiver, a god of Chaos and was slain by Arkat. The war between the two shattered not just the City of Miracles but the countryside around it. Gbaji unleashed hordes of Chaos creatures; Arkat rendered them down to their twisted bones. Arkat summoned massive elemental forces achieved through HeroQuesting. Gbaji channelled them into the ground, leaving great gashes. Finally, Arkat and Gbaji duelled into the city itself – and what happened there, no living creature can or dares to guess.

What remains of the City of Miracles is a twisted husk of a city, great portions blasted apart and others transmuted to strange forms. Brood and stranger Chaos creatures still lair here and raid into the surrounding countryside but the city itself is dead as an organized centre of either Chaos or civilization.

Cultural Type: Multiple

Historical Nature: If Glorantha can ever be said to have had a single capital city, it was the City of Miracles. Housing the Second Council and for a time home to the only prominent god to walk Glorantha since the Great Compromise, it mediated disputes and suppressed dissension. At the climax of the Gbaji War, the city became a crucible of Chaos, then a charnel house as Arkat and Gbaji's armies fought through the streets and Chaos god and antihero duelled atop the highest spires.

Physical Nature: The City of Miracles reflects all the styles of the First Age peoples who built it – but those styles have been warped beyond all recognition. What remains is a sprawling city that rises and falls with the surrounding hills, originally divided into districts for each major culture, divided by mighty causeways leading to the heart of the city where the councils were held and Nysalor reigned. It is filled with temples, monuments, palaces and market squares.

State of Ruin: The City of Miracles is one of the most badly damaged ruins in Glorantha. The centre of the city looks as if it was destroyed by a single, massive magical blast, the walls were reduced to dust and in between the city streets are littered with the rubble of the crumbling buildings. In places, buildings appear to have been transposed with each other or to have been directly mutated, some of them looking more like dead beasts than broken structures.

Ambient Magic: Virtually any magical effect can occur in the City of Miracles, where the walls between Glorantha and Chaos are thinner than anywhere else in the Second Age. Mutations, deathwalking and energy discharges were all recorded by early Second Age adventurers who dared to approach; of late, few have followed them and none have returned.

Legend: Some believe Gbaji, though destroyed and dismembered, may yet rise again to rule over the City of Miracles. Half-mad prophets swear the city will be

once more the site of a Chaos-tainted empire, though the people of the Second Age scoff at this. More avaricious, less mystical soothsayers claim the Second Council buried a fortune beyond measure somewhere beneath the city, so deep and so warded even Arkat never found it.

Guardians: For many years, the Dara Happans, other Pelorian cultures and even the Uz of the Shadow Plateau guarded the City of Miracles, preventing God Learner meddlers from tampering with the many seals preventing Chaos from leaking out of the city. That cordon fell as the Second Age wore on, however and now the principle guardians are the Chaos creatures they hoped to keep contained. Broo are especially common but even stranger things lurk deeper in the city.

Realignment Designate

Realignment Designate is a mostali fortress-weapon used by the Nidan Decamony to attack the Openhandist city of Greatway. It is something like a castle and something like a ship that moves over land, though exactly *what* it is, or how it was constructed; only the mostali know.

Whether the Decamony could build more such devices or not, the presence of even one makes not just their fellow dwarves of Greatway but many humans and trolls nervous. Few weapons, short of the most powerful sorcery, could break through Realignment Designate's thick armour and it appeared capable of ramming its way through almost any wall before it was shut down.

Cultural Type: Mostali

Historical Nature: Realignment Designate appeared in Pelorian during the war between the two major mostali powers: the traditionalist Decamony and the Openhandist Greatway. Most outsiders believe the device was constructed by the Decamony in the field, the way humans might build a siege engine. It had a very short lifespan, participating in that single campaign before a critical component was damaged and it ground to a halt.

Physical Nature: Realignment Designate is an iron and bronze fortress. It is about 11 metres tall, 13 wide

and 17 long. A huge furnace, now dormant, sprouts from its back, and gear-like wheels have sunk into the ground beneath it.

State of Ruin: The iron shell of Realignment Designate never suffered serious damage during the war. During a major Nidan offensive, the device shuddered and stopped, apparently sabotaged either from below or from the inside; the current state of its innards is a subject of some debate, especially among adventurers who wonder if the magic of its precious machines could not be recovered.

Defences: Realignment Designate's iron shell is intact and shows no signs of breaking. Only its creators seem to know where its entrance is, as there is no obvious way to get in or out.

Legend: Rumour-mongers and paranoids claim Realignment Designate is but one of an entire fleet of such war machines available to the Nidan Decamony. The latter would pay well for a detailed description of the device's inner workings, especially any evidence of a weak point.

Guardian: Realignment Designate is too far from Greatway for the breakaway mostali to drag to their fortress or to keep constant vigil over but they do their best to dissuade humans from approaching it. They claim it is dangerous – but also are not shy about being dangerous themselves should someone not heed their warnings.

Kethaela

The wilderness of Kethaela produces few ruins, not for lack of destruction but for lack of creation. The only instances of large-scale construction are the Obsidian Tower of Ezkanekko, trollish demigod and one-time ruler of all Kethaela and the Clanking City of Zistorwal, home of the God Learner machine mages – and both of these structures are, at present, intact. Ruins found in this region are likely to date back to the God Time, as it has not been heavily populated since the Great Compromise.

Dragon Pass

The dragonewts produce few ruins and under their guidance, the Empire of Wyrms' Friends has avoided doing so as well. Even going back to the God Time, this region has been typified by an eerie, serene persistence: the original, pure form that draconically influenced lands like Kralorela wish to emulate.

Kralorela

Until recently, Kralorela had little in the way of ruins. The stolid, unchanging culture of the region all but forbade the decline and entropy a ruin represents. Since the rise of Immanent Mastery, however, all that has changed. Many traditional Kralorelan institutions rejected the ostentatiousness of Immanent Mastery and ShangHsa's false claim upon the imperial throne – and many of these were put to the torch for their defiance.

Aside from structures destroyed by the followers of Immanent Mastery, the only ruins in Kralorela are those damaged by invaders, such as the tragic 'Cannibal City' of Chang Hsai, where the Chaos-tainted Ogre King tore through the city walls to establish bloody dominion. Smaller ruins dot northern Kralorela, sacked by invaders from the Kingdom of Ignorance.

Kralorelan architecture is usually constructed in tiers, with sloping roofs of lacquered tiles separating one layer from the next and capping the whole structure. The region's most famous buildings are its soaring temples, called pagodas.

Chang Hsai

Once a proper Kralorelan city, Chang Hsai fell to the bloodthirsty Chaos champion called the Ogre King more than 40 years ago and is now called the Cannibal City. The Ogre King and his Legion of Red Bones make certain it lives up to its name, devouring anyone who steps out of line with their brutal rule. Recently, Emperor ShangHsa and his God Learner allies have brokered a rapprochement with the Chaos champion, and Chang Hsai pays at least token respect to its nominal emperor.

Despite rapprochement with the Kralorelan ruler, however, the city and its surrounds are in a deplorable

state. The Ogre King's legion of Chaos-tainted mercenaries, Uz wanderers and madmen brought down the walls with stone and sorcery and have never, in four decades, bothered to even start repairing them. They live in squalor and bloodshed and Chang Hsai seems certain to disappear from the map as anything but a camp for savage killers as its surviving indigenous people have been all but abandoned to the Ogre King's mercies.

Cultural Type: Kralorelan

Historical Nature: Chang Hsai used to be the largest Kralorelan city in the north. For centuries it was a stolid, reliable bastion of Kralorelan civilization, despite its proximity to the hated Kingdom of Ignorance. Its fall was considered a sign of ShangHsa's false rule by traditional Kraloreli.

Physical Nature: Chang Hsai was once a mighty city, home to hundreds of thousands of Kraloreli and full of tranquil gardens and pagodas, elegant palaces and academies and busy, perhaps inappropriately noisy markets. Due to its proximity to the Kingdom of Ignorance, the heart of the city was protected by a magnificent wall.

State of Ruin: Parts of Chang Hsai's wall still stand and its palaces and pagodas, though dirtied and battered, are still standing – albeit as the homes of Chaos-tainted mercenaries who hold blasphemous rites and cannibalistic feasts within. The rest of the city is a shambles. Wooden buildings burned down and were never replaced, leaving vast tracts of ash and rubble to fill parts of the cities. Mounds of rubble block streets that were paved since before the Dawn. The Ogre King dwells in the city's largest palace, where he is said to sit atop a throne of bone that is rebuilt every day with the remains of fresh victims – yet the palace itself crumbles around his head.

Ambient Magic: The taint of Chaos is strong in Chang Hsai, especially among the Legion of Red Bones and those Kraloreli forced to serve them directly. Mutation is more common in this city than perhaps any other inhabited area of the Second Age, although the effect is slower than that listed on pg. 10 of the Gloranthan Ruin Generator and applies only to the Ogre King's palace.



Defences: Despite the gaping holes smashed in its walls by the Legion of Red Bones, Chang Hsai is still formidably defended by a partial wall and mighty bronze gates at three of its four main entrances.

Guardians: The Legion of Red Bones defend their captive city with the same mad ferocity with which they took it. No one, not even their God Learner allies, knows how many men or once-men the Ogre King has under arms, but the most conservative estimates are disturbingly high.

Reflection Falls House

Reflection Falls House is one of Kralorela's recent ruins, formerly an academy where young scholars studied the proper forms required of future mandarins. When Emperor ShangHsa suppressed the sages opposed to his rule, Reflection Falls House typified the sorts of traditional structures his forces sacked. What remains of it is an understated, minimalist Kralorelan academy set into the face of a mountain, watered by the nearby falls. Its former serenity has become the chilling peace of the grave.

Cultural Type: Kralorelan

Historical Nature: In its prime, Reflection Falls House was considered a place of paramount tranquillity and perfect form, an ideal environment for young aspirants to the position of mandarin to study the analects by which Kralorela was ordered.

Physical Nature: Reflection Falls House is a wide, flat pagoda-like structure built up against a cliff and beside a gently rolling waterfall. Wooden stairs, cleverly designed to almost blend in with the surrounding woods, lead up the steep path to the main building, and further stairs ascend to a small shrine atop the cliff.

State of Ruin: While its surroundings are untouched and pristine, Reflection Falls House itself is in an awful state. Its roof was smashed in by an Immanent Mastery practitioner who assumed a semi-draconic form and the interior put to the torch. The bodies of honoured sages and students alike were left to rot. Strangely, the bodies and much of the rubble have quietly disappeared since the academy's fall.

Legend: Local Kralorelans believe or purport to believe, that the sages of Reflection Falls House ascended to the ranks of immortality in recognition how they calmly accepted their martyrdom, explaining why their bodies disappeared. Emperor ShangHsa's agents, however, believe the locals secretly buried the bodies and are insufficiently dedicated.

Guardians: Kralorelan rebels gather at Reflection Falls House, though whether they are inspired by the still-active spirits of its sages or their leaders did secretly clean the place up, even most of the rebels do not know. They do not appreciate interlopers, especially hated barbarians from outside Kralorela.

Verenela

Although it has been something of a sideshow to Glorantha's recent history and was cut off in earlier eras, Verenela has been civilized since before the Dawn. Indeed, few regions weathered the Darkness better than the principle civilized region of Verenela, Teshnos, where a peculiar and powerful mysticism focused on oneness with a celestial flame defended against the incursions of Chaos.

Teshnan ruins may come from any period of Glorantha's history. Not a unified region like Kralorela, it has had its share of internal conflicts, although it is presently united both culturally and politically. The thick jungle, filled with yellow elves and half-wild woodsmen, encroaches anywhere it is not cut clear. Teshnos is also a land of many taboos that outsiders find almost as mystifying as its famous mystical tradition and these sometimes dictate abandonment of a site.

Teshnan ruins tend toward the elaborate. Their domed temples and palaces are covered with carvings, mostly of realistic human figures interspersed with ornate vine patterns and images of monsters and beasts. The Teshnans have a multitude of gods major and minor but unlike the gods of most regions, these are all reflections of the celestial flame – parables or exemplars rather than gods as understood in Kralorela or the west. These lend their often fantastical appearances to many temples, often somewhat resembling Hsunchen animal people in shape.

Edalrumal

A gigantic, partially-hollow tree, Edalrumal rises from the jungle of Fethlon and was one of the major citadels of the region's aldryami. Magnificent as Edalrumal is, it has become the site of almost non-stop bloodshed since the coming of the God Learners. Emmissaries of the Middle Sea Empire visited Fethlon with offers of peace but for once unintentionally, what they brought was war. The Fethoni divided almost evenly between

those who wished the alliance and those who violently opposed it. Edalrumal has become the greatest casualty of their war.

Edalrumal is a huge, drooping tree with leaves the size of large wagons. Vines and branches interweave to make paths to its higher boughs and great parts of its trunk are hollow. It appears to have been reaching the end of its lifespan naturally but the war amongst the people who dwelt around it has worsened its condition. It is unusual for elves to wield killing magic against each other and the side effects of this action seems to have damaged Edalrumal, which has begun to wither and crack as though it were far more ancient even than it is.

Cultural Type: Aldryami

Historical Nature: Edalrumal was equal parts symbol and home to the Fethoni. They dwelt around it and climbed it to commune with the spirits of the upper jungle. Since the Fethoni civil war began, its boughs have drooped further and its bark cracked and the always aggressive forest spirits have begun attacking aldryami as well as fleshy creatures.

Physical Nature: Edalrumal is a great tree of surpassing size, rising from the jungle like a mountain from foothills. It can be traversed by means of the vines that cling to most of its branches, though inexperienced climbers must move slowly and cautiously or risk a lethal fall.

State of Ruin: As Edalrumal weakens, it becomes more dangerous to climb it. Some of the smaller branches have even started to break off and its vines also seem to be weakening. While it is difficult to judge the degree of damage it has suffered, all the aldryami know their great tree has seen better days and many avoid it where they used to visit often.

Guardians: In addition to the savagely warring elves who throng around Edalrumal, the great tree is home to savage jungle spirits. Since the Fethoni civil war began, these spirits, which the aldryami used to guide away from their friends in Teshnos, have begun attacking all living creatures. Actually climbing the tree would expose an adventure to dozens, perhaps hundreds, of these savage spirits.

Panka Sator

The magnificent temple complex of Panka Sator rises from the jungles of Teshnos. In the First Age, it was a centre of theistic worship among Theshnans but as mysticism has become more and more prominent, it has seen less use. When a hurricane struck the region in 718 and put out the sacred flame within Panka Sator, it was taken as a sign that the temple was no longer needed. Today, it is admired from afar as an architectural masterpiece.

Panka Sator is characterized by its red stone; a durable and extremely attractive material quarried only in southwestern Teshnos. While many of the finest examples of Teshnan architecture employ this material to highlight conventional stone, none are more spectacular than Panka Sator where it is used exclusively.

Cultural Type: Teshnan

Historical Nature: Panka Sator was the largest and most magnificent of Teshnos's First Age temple complexes. Because of the rising importance of mystic over theistic worship in the region, its importance waned and it was eventually abandoned after the sacred flame of its founding sect was put out by a hurricane.

Physical Nature: Panka Sator is comprised of a huge central building. Two rectangular wings curve up into the surrounding hills, their roofs propped up by columns of elaborately carved intertwining figures. The square central temple, where the sacred flame once burned, rises on a long flight of steps above the wings and is set half into the face of the hills. Six smaller buildings – sub-temples and priests' quarters are arranged around a central courtyard.

State of Ruin: Although a freak hurricane lashed Panka Sator and doused its sacred flame, it did little damage to the structure itself. Two centuries of disuse have done little more. Some of the outer statues have worn down from the beat of wind and rain but the main difficulty in moving about the temple comes from the thick foliage that has overrun it.

Defences: A low but sturdy wall encircles Panka Sator. It is fairly easy to climb due to the vines and trees choking it.

Legend: While they are careful not to mention it to the Teshnans, whose favour they seek to court, some God Learner sorcerers suspect the hurricane that struck Panka Sator may have been a side effect of the fireburgs they used to destroy the mighty fleets of the Waertagi.

Guardians: The ferocious spirits of the jungle used to be held at bay by salamanders summoned from the temple. With the fire elementals gone, this place of power is a common hunting ground for the predatory spirits so common in Teshnos.

Vithela

Few regions are blessed – or, in some cases, cursed with as much variety as the islands of Vithela. This region's people believe their land was once a mighty landmass, greater than either Pamaltela or Genertela but their unusual, isolated cultures are quite typical of island folk. If a cataclysm sank most of their lands during the God Time, it must have occurred in the deepest past, perhaps as far back as the Green Age.

The Vithelan boast that both Teshnos and Kralorela derived much of their culture from this primeval continent may have some validity, however. Their mystical tradition shares many elements with both regions' and their architecture, too, often resembles a melding of Teshnan and Kralorelan styles. It tends to be squarer and sparer than its Teshnan equivalent, with sloping roofs usually taking the place of domes and abstract or impressionistic figures rather than realistic human statuary. The elaborate and horizontal layouts of Vithelan architecture are, however, far more like the Teshnans' than the Kralorelans'.

Of course, since Vithela includes several cultures with little or no connection to each other and was apparently even more diverse in the God Time, it is full of strange and wondrous ruins that can take virtually any form.

Mokato

In one sense a ruin, in another a thriving city, Mokato was once the city of the Vithelan gods. Its magnificent architecture bespeaks its divine background: the buildings at the heart of Mokato are fashioned from purest crystal, seemingly grown into their present

forms over countless eons. They shine as though polished every day and their surface is far harder than stone – yet at some point in the past a power was capable of shattering them, as nearly half are broken open like titanic crystal eggs.

Most of the gods have deserted Mokato but one god or at least a being that claims to be a god, remains: Hobimarong, called the ‘infallible god’ by his followers. This prideful, powerful entity is the absolute ruler of Mokato, served by a group of priests called stewards. Other Vithelan people dwell on the island, serving their divine master as equal parts citizen and slave.

Cultural Type: Divine (other)

Historical Nature: Exactly which gods (and how many) dwelt in Mokato before the Dawn is not clear; Hobimarong implies he is and has always been the sole tenant but if so the city’s present, damaged state seems incongruous. Since the Great Compromise, however, there has been no challenge to the infallible god; even when he declared a crusade against the powerful Waertagi seafarers, fate twisted in his favour when the Waertagi fleet was destroyed.

Physical Nature: Mokato is a city of sorts, albeit one built in accordance with and from materials of, divine rather than mortal principles. Its immense crystals are the size of tall towers and are honeycombed with spacious, comfortable apartments. The dwellings of lesser Mokatans cluster around the base of the crystals.

State of Ruin: Mokato is clearly much reduced from its former glory, with many of its crystal spires shattered and the immense pieces thereof still lying where they fell centuries later. Yet it remains one of the most impressive examples of divine artifice in all Glorantha and those sections that remain are perfectly stable.

Ambient Magic: Each of Mokato’s crystal towers sports a different ambient magical effect. Those rare visitors welcomed to the island by the Mokatans are cautioned away from some towers and encouraged to visit others. Unwelcome visitors receive invitations to the least pleasant towers, which are usually those whose magical fields were damaged along with their structures.

Defences: The material of Mokato’s crystal towers is essentially invulnerable to the weapons of the Second Age. A blast of highly concentrated God Learner sorcery might damage one or a member of the Wyrmfriends’ Original Twelve roused to use his draconic mysticism but no lesser power will suffice.

Guardian: Even if an adventurer could get past the city full of fanatical followers and the well-armed, well-drilled warrior-priests of the stewards, Hobimarong himself waits somewhere in Mokato. A mortal would have to be supremely confident to challenge the power of the infallible god, who, for all his boasting, has yet to fail to live up to his promises.

Pamaltela

A larger continent than Genertela but much less densely populated, Pamaltela is a realm of dark jungles and broad plains, the people are primarily nomads. In its long history, it has accrued many ruins. Since the dominant Agimori peoples do not often occupy or rebuild the monolithic construction of past ages, the continent is dotted with the skeletons of past glories.

Until recently, most of Pamaltela was under the control of the Middle Sea Empire. Many of its ruins were catalogued and explored by God Learners eager to acquire the magical and divine secrets of a land where they have made little progress. Indeed, the quest for the legendary City of Iron may have inspired the God Learners to attack Pamaltela in the first place. The uprising led by the Agimori hero Hon Hoolbiktu cast the God Learners from most of Pamaltela and the few who remained broke off from Jrustela and Seshnela to form independent Umalthela. Despite breaking off from its overseas rulers, Umalthela still quests after most of the same secrets, however – including the ruins of Pamaltela’s past.

Pamaltelan architecture varies considerably from region to region. The God Learner colony of Umalthela has not had time to build up ruins but the other major cultures, such as the Torvalds of Fonrit and the Agimori, have left a legacy in stone and iron that abides to the present day. Most Pamaltelan architecture is marked with highly stylized carvings of humans and animals, usually of wood. Pamaltelans tend to build round

edifices, usually domed; the results appear, to northern eyes, like the huts of wandering giants.

Aruna Bol, Village of Ancient Sealing

Aruna Bol was a peaceful fishing village on the east coast of Pamaltela until God Learners of the 'Six Legged Empire' conquered it. Heedless of the villagers' warnings, the God Learners broke open the pre-time catacombs in the hills near the city and forced the villagers to help them excavate what they hoped would prove a gate to an otherwise vanished culture's myths. What they found instead destroyed God Learner and Agimori instead. Aruna Bol is discussed in detail on pg. 70.

The City of Iron

The City of Iron, lost deep in the jungles of Jolar, is said to be the first place where humans used iron; some Pamaltelans believe its use there predates even its invention by the mostali, though they of course deny this.

One tale recounts how the Agimori obtained the secret of iron. A great shaman of the Tarint, seeing that his people were unable to hunt successfully because of the great and terrible beasts of their land, prayed to Vangono, the Pamaltelan war god, for a weapon that could defeat them. Vangono could not give the shaman such a weapon, but he could lead him to a place that had it. Thus guided, the shaman travelled north for many days and weeks and at last came to the jungles of Jolar, far from his homeland, where he found a city that gleamed in the sun but was dark at night, like the chips his people had used for decoration. The shaman tried to take the secret of iron, for he was Tarint and a raider at heart but the people there laughed at his magic! Because they were amused and because they, like the Agimori, followed the way of hospitality, they allowed him into the city and made him a gift of the least of their weapons, an iron spear that shot fire. They made him promise to take two other gifts, as well: to the Doraddi, an iron plow and to the Arbennan an iron wheel. The shaman took the plow to the Doraddi as he promised and they became farmers and prospered. However when it came time to take the wheel to the Arbennan, he remembered he was Tarint and had an old feud with that people and he rolled the wheel into a deep ravine. Because he did not deliver both gifts, his spear of iron lost its ability to shoot fire and the

Arbennan were also able to learn to make iron spears like the Tarint.

Traditionalist mostali who heard this tale claim that the city the shaman visited, if it existed at all, was some sort of openhandist enclave and that it demonstrates the dangers of sharing wisdom with other races. However the Agimori tell that the City of Iron was peopled by humans, not dwarves and none know who has the right of it – if either.

It was to find this lost city that the God Learners who would become Zistorites pushed for an invasion of Pamaltela. Whether they found what they were looking for – or indeed, if the City of Iron even exists – is debatable. None of the surviving cultures of Jolar lay claim to constructing it and most believe it to be only a myth.

Of course, in Glorantha, being a myth and being real are hardly mutually exclusive...

Cultural Type: Unknown

Historical Nature: The City of Iron is described as a human city where iron was either invented independently of the mostali or stolen from them, possibly along with the machine-magic for which both they and now the Zistorites are famous. Those who believe in the city's legend believe the iron used by the Pamaltelans springs from this source.

Physical Nature: Pamaltelan myths describe the City of Iron as a metropolis surrounded by a huge wall cast from a single sheet of metal. Clanking and grinding sounds eternally echo through the walls, driving away the jungle life. The great iron gates open only at certain times or conjunctions of the stars.

State of Ruin: The City of Iron's condition is unknown. Legend describes it as intact, invulnerable to assault by man, god or demon but whether this is mere hyperbole or the honest truth, no one – save perhaps the God Learners who are said to have sought it – knows.

Ambient Magic: Based on the legends about it, the City of Iron appears to be immune or nearly immune to magic. It is subject to a magical suppression effect

of exceptional power: spells cast take effect as if they were 5 Magnitude lower than they actually are.

Defences: A great iron wall is said to encircle the City of Iron, capped by an immense dome. This edifice is capable of resisting even godly magic and completely encloses the city. There may be no power in the Second Age capable of breaking through the walls of the City of Iron.

Legend: The legends of the City of Iron are as common as the tribes of the Agimori, if not moreso. Every tribe claims to have learned to work iron from the city or to have fought against it or to have built it. None of these legends actually gives a location, save that it is described as being somewhere in the Jolar jungle.

Guardian: If the people of the City of Iron remain, they probably represent formidable guardians in their own right. They may also retain the service of powerful machines capable of defending their city.

Dabuna Collo

A mysterious step pyramid deep in the jungles of western Pamaltela, Dabuna Collo does not match any of the known cultures of the continent's history. Some believe it is related to the evil Vadel, perhaps an outpost of that evil empire that sank the ancestral home of the Malkioni before themselves falling into decadence and ruin.

Certainly Dabuna Collo is a gory and sinister enough edifice to be connected with the Vadel. Although it is surrounded by deep jungle, the ruin itself is bereft of any sort of vegetation. Perhaps the ground around it is so soaked with blood as to be unable to support life; certainly its yellow bricks are stained red and the ground feels unnervingly muddy.

Dabuna Collo does not appear to have been occupied since the Dawn or at least since early in the First Age. The Agimori, who know of the ruin but never go near it, consider this a very good thing!

Cultural Type: Unknown

Historical Nature: Dabuna Collo appears to have been a temple to a particularly bloodthirsty god or demon. Local legend describes it as the site of murderous rituals and other unwholesome acts.

Physical Nature: A step pyramid, Dabuna Collo appears at once much cruder in decoration than most Pamaltelan architecture and much more sophisticated in technique. Channels are cut into the tiered yellow bricks, through which blood apparently ran freely; both channels and stone are stained red even centuries after the last sacrifice perished on the rough-hewn slab of an altar atop the steps.

State of Ruin: Despite the lingering presence of strange blood sorcery, Dabuna Collo is worn and weathered, its steps crumbling and its tiers worn almost empty.

Ambient Magic: Healing magic does not function on the steps of Dabuna Collo, whereas magic that causes pain or injury benefits from the effects of magical enhancement. In addition, any damaging spell cast here has a chance to attract the attentions of the ruin's guardian.

Legend: Dabuna Collo is sometimes associated with the wicked Vadel. The gate atop it is one of the few even the most callous God Learners are reluctant to pass through, since it allegedly belonged to the enemies who sank their ancestral homeland and were the bitter enemies of the Invisible God. The local Agimori believe the temple's vengeful god still haunts the region, claiming its own victims since none are offered to it.

Guardian: An unnaturally huge, ruddy-coloured amphisboena (see *Runequest Monsters* pg. 12) dwells in a secret compartment beneath Dabuna Collo. This creature appears to have feasted on the flesh of the temple's victims after their blood and souls were offered up to its gods but it has survived for centuries since the last sacrifice by preying on the beasts of the jungle. It is much like the amphisboena described in *Runequest Monsters*, save that its SIZ is 45, its STR is 40 and its two heads have non-fixed INT of 10 and 13 respectively. It is said to know several runes.

Paramu, The Ruin That Walks

The Ruin That Walks – Paramu to the native Agimori peoples – is a clay colossus that stalks the burning desert of Zamokil. Paramu's proportions are almost unbelievable; it is even larger than the golem-avatar of Zistor in the Clanking City. It spends a great deal of time standing still but occasionally uproots itself,

leaving footprints so deep they remain visible in the sands of Zamokil for weeks afterwards, months if there are no sandstorms.

Paramu is not normally hostile to those few travellers who come far enough south to see it. Indeed, it hardly seems to notice creatures of merely human size, which must appear to be like ants or even smaller, to so gargantuan an automaton.

Cultural Type: Unknown but apparently Pamaltelan.

Historical Nature: Despite its great size, Paramu has played no role in recorded history. It walks an abandoned part of the world where intelligent creatures rarely tread and if it has enemies worthy of its power, they are beyond human ability and perhaps comprehension.

Physical Nature: Paramu is a gargantuan statue made out of magical clay. Its features resemble the carvings found in most Agimori settlements and ruins and seem to tie it to the people of the continent it patrols. Each of Paramu's bare feet is large enough to crush an elephant.

State of Ruin: Only because it is not maintained or inhabited by humans is Paramu considered a ruin. Its body appears completely unaffected by the march of time. However, if it has been dormant for many times – it sometimes 'sleeps' for years at a time – it may be buried up to its knees, waist, chest, even chin in the shifting sands of Zamokil.

Defences: Paramu's outer surface, though it appears to be made of clay, is actually supernaturally hard.

Legend: The Agimori believe Pamalt created Paramu to defend their southern frontier against incursions by Chaos. If Paramu were to be disabled or destroyed – hardly an easy task, to be sure – the seals Pamalt put upon Chaos might break and its powers might stretch

over the land once more, this time with no gods to oppose it.

Guardian: Paramu is its own guardian. It can fight anything up to and including greater terrors and hardly needs protection!

The Oceans

Glorantha is a world dominated by water, much more so than it was in the God Time. At least two of the world's cultures – the Malkioni and the Vithelans – believe they once lived on vast continents which have since sunk beneath the waves. The presence of many ruins deep beneath the sea would tend to support their beliefs!

Many of the ruins found beneath the oceans of Glorantha conform to the patterns of these cultures. There are also a few cultures unique to the seas, from the Ludoch merfolk to the Waertagi seafarers to the remnants of civilizations who disappeared entirely beneath the waves.

The Sshorg Sea Ruins

The sea gods Endaralath and Ermanthiver are said to battle eternally beneath the easternmost of Glorantha's oceans. Their divine battles send forth tsunamis with alarming regularity, making this a dangerous place to settle.

Indeed, at least five civilizations that made the attempt have been sunk. Their ruined cities, locations not precisely known, lie somewhere deep beneath the waves. Because each represents a unique civilization, possibly not duplicated anywhere else on Glorantha, the God Learners are extremely eager to investigate these ruins.

Because of the difficulty of exploring or even reaching, the Sshorg Sea Ruins, there is little hard data on them.

Aruna Bol,

Village of Ancient Sealing

Save perhaps for the failed conquest itself, few God Learner endeavours in Pamaltela had more disastrous outcomes than the excavation of Aruna Bol.

Called the 'village of ancient sealing' by the native Doraddi, Aruna Bol is a small fishing village on east coast of Pamaltela. In most respects, it is entirely unassuming, little different from any of a hundred other villages – except that the hills near Aruna Bol contained a ruin from the God Time. The villagers were tasked with guarding these ruins and preventing anything, man or beast, from unsealing the ancient terror within.

The hubris of the God Learners broke this ancient compact, along with the ruin's seals – and destroyed villager and sorcerer alike, in soul and soon in body. If not stopped, the monster they freed will multiply and spread, perhaps threatening all of Pamaltela.

History

The before-time history of Aruna Bol is lost. The villagers did not keep any stories about the ruin's construction; perhaps they did not wish to remember. They were content to keep it sealed away and as often as possible, out of mind. In fact, some legends hinted that merely thinking about the ruin could bring doom, much less setting foot in it.

When the God Learners came to Pamaltela seeking lost cults and the City of Iron, they forced the villagers of Aruna Bol to betray their ancient strictures. To the Jrusteli sorcerers, these were mere superstitions if not outright lies to keep them away from valuable myths. At first, they seemed to be correct; the excavation

unearthed an extensive subterranean ruin that appeared to be a melding of Agimori styles with an earlier, perhaps pre-time, culture's. For all the fear the villagers displayed toward the excavation, even they seemed to grow calmer as they dug deeper, breaking one stone and mortar blockage after another.

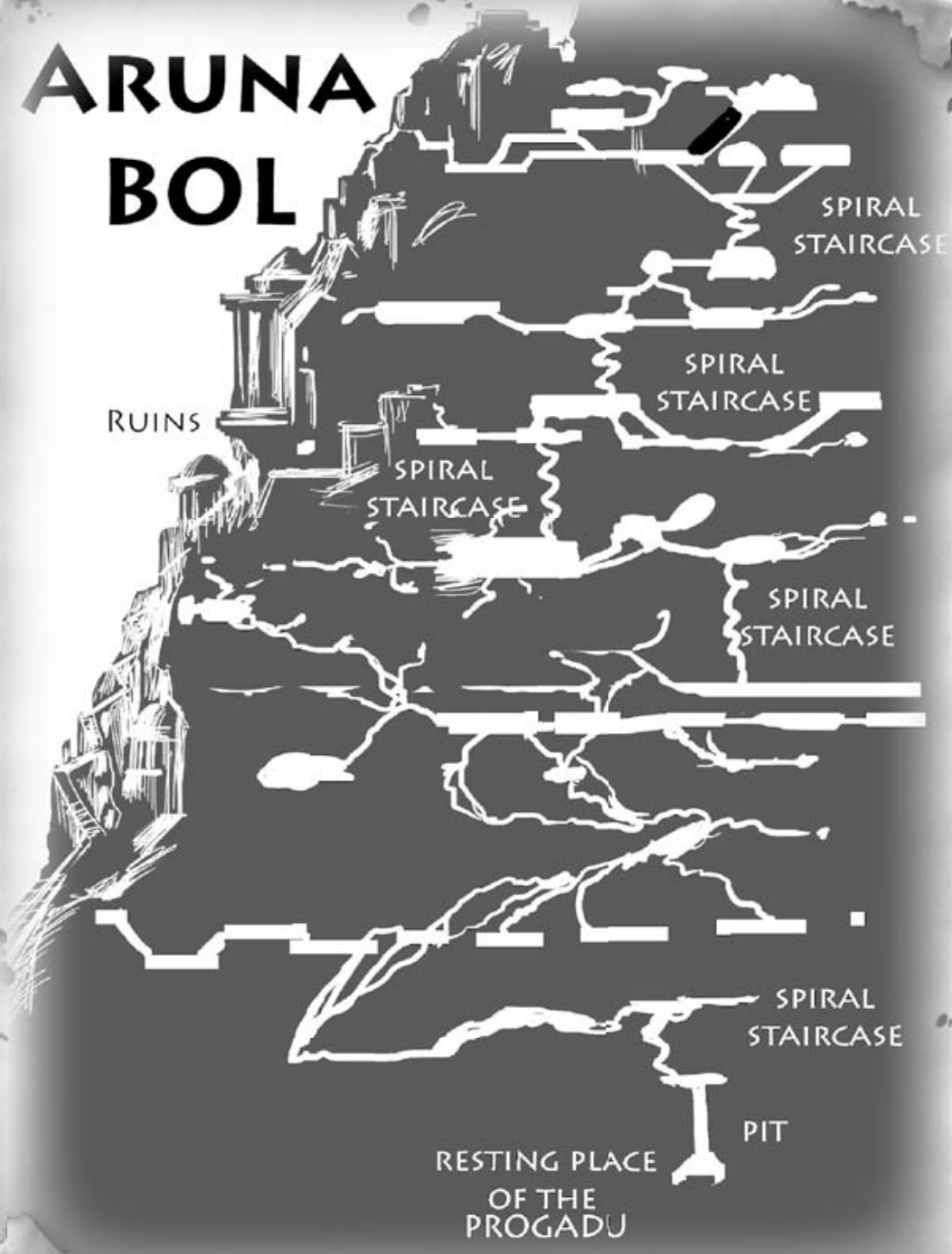
Only when they reached the final seal, larger and more elaborate in its warnings, did the sorcerers directing the excavation hesitate. The warnings here were written in dozens of languages, including a script of old Danmalastan, sunken homeland of the Malkioni faith. It worried the God Learners that their own ancestors and apparently many other races and cultures, had collaborated with the Pamaltelans to seal whatever lay beyond the barrier. Their leader panicked and ordered the excavation closed and the seals restored, with added wards formed by God Learner sorcery.

By then, however, they were too late.

Within a few weeks of entering the lower chambers, all of the workers and two of the God Learners fell ill; another sorcerer went mad – or perhaps horribly sane – strangling the expedition's leader and trying to burn down the village of Aruna Bol before taking his own life. Within a month, the entire village and the four surviving God Learners were either dead, dying or enslaved to the power they had unleashed.

Two months later, the expedition was cut off by Hon Hoobiktu's victories over the 'Six-Legged Empire.' Jrustela never heard a report from the excavation of Aruna Bol. Unfortunately, neither did the victorious Pamaltelans. For the moment, the terror within Aruna Bol grows in secret, amassing its strength.

ARUNA BOL



An ancient coalition of men and gods had sealed in the ruins by Aruna Bol a creature called a progadu – a soul eater. By coming so close to the level where the ancient parasite dwelt, the God Learners and their Pamaltelan servants exposed their minds and souls to its sinister touch. The unfortunate survivors are aru-jumbies and with them as its eyes, hands and incubators, the progadu plots ancient schemes.

Layout

Aruna Bol itself is a typical Doraddi village: a central ring of wood, mud and thatch huts surrounding a common circle, with other dwellings sprouting off from the main hub like spokes. It lies half a kilometre from the ruins.

The ruins are far more interesting. They are almost completely vertical, filled with chambers that seem to have been intended to house guards or workers earlier in their existence. The levels are confusing, almost mazelike, possibly to deter intruders. Certainly the deadly traps within were intended to do so but these were either triggered or disarmed by the God Learner expedition. The aru-jumbies may have restored or even enhanced these defences to protect their master.

Each level ends in a spiral staircase leading deeper into the hill, over which a heavy stone seal was placed, inscribed with magical and mundane writing. Most of the writing is in the language of the Agimori peoples but some, particularly on the oldest, lowest levels, seems to have been penned by a coalition of cultures.

The progadu's resting place is a deep pit at the very bottom of the ruins. It cannot escape the pit physically and seems to have been hurled there to die, although its servants have been working to free it so it can directly infect distant victims and escape if anyone discovers its unsealing.

Present State

The village of Aruna Bol is in the process of collapsing. The progadu cares nothing for its servants; even if it did, it does not understand their needs. The aru-jumbies do nothing to maintain their homes or prevent decay. They eat what food they remember to consume uncooked and often rotten, leading to many becoming ill and even dying – perhaps a blessing. The village's central fire has not been lit since the progadu was unsealed and its fishing boats float – or sink – unattended.

The ruins are actually in much better condition, as their original construction was sturdier. The only damage to it is on the upper floors and areas where the God Learners dug around a seal they found it too troublesome to remove. The lowest floors, however, appear strangely, unnaturally ancient – older, indeed, than any structures on Glorantha have a right to be. The progadu's weird powers may have somehow sapped the vitality even from the stones here, as they become increasingly grey and brittle in the lower regions.

Defence Impediments and Ambient Magic

Aruna Bol has no defences, not even a defensive wall or fence. The ruin is not defended, either but being underground it is difficult to get into save for through its main entrance in the hills. If the villagers have repaired any of the traps and seals meant to keep the progadu *in*, these may now serve to keep *out* those who would seal it up again or destroy it forever.

Monsters, Guardians and Inhabitants

The dangers in Aruna Bol come from the progadu, either directly or through its soul-stolen vessels, the aru-jumbies. Both are dangerous opponents, especially for foes who do not realize what they are facing.

Aru-Jumbie

An aru-jumbie is a victim of the progadu or mind eater. Despite the similarity of its name and that of a common type of Pamaltelan undead, this unfortunate creature is still alive. Its thoughts and identity have been suborned by the progadu, however, rendering it just as subservient and nearly as debased as the undead creature it resembles.

Although controlled by a progadu, the aru-jumbie can still go about its day to day activities. The mind eater does not exert constant control, although its constant low-level presence does cause certain habits of mind. An aru-jumbie tends to become more slovenly, having no concept of hygiene or self-control and when it is not engaged in a necessary task it will lie immobile and uncommunicative. Though capable of speech, it slowly loses its lucidity; in time, it becomes murderous and attacks non-aru-jumbies on sight.

Most aru-jumbies are humans; in 908, *all* aru-jumbies presumably are, since the only ones known to be active are the Doraddi villagers of Aruna Bol and the God Learners who led them to their doom. However, Pamaltelan legends speak of a time when the progadu took control of other races as well, possibly even animals.

An aru-jumbie can exist in this form for several years but eventually the progadu will create a sort of psychic egg within it; when this egg hatches into a larval progadu, the immature creature, as yet unable to devour spiritual sustenance, will consume its host's flesh from within.

A progadu can choose to use its own intelligence to directly control an aru-jumbie; when the creature does so, it can use its own INT and POW (an aru-jumbie has no POW as its soul is being consumed and used by the progadu) and its own mental skills but retains the other abilities and physical skills of the aru-jumbie. While a progadu can control any number of its victims simultaneously, each one after the first imposes a -5% penalty on all skill checks.

CHARACTERISTICS

STR	3d6	(11)
CON	3d6+9	(20)
DEX	2d6	(7)
SIZ	2d6+6	(13)
INT	2d6/2d6+24	(7/31)
CHA	2d6	(7)

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	-/6
4-6	Left Leg	-/6
7-9	Abdomen	-/7
10-12	Chest	-/8
13-15	Right Arm	-/5
16-18	Left Arm	-/5
19-20	Head	-/6

Weapons

Type	Weapon Skill	Damage	AP/HP
Shortspear	35%	1d8	2/5

Special Rules

Combat Actions: 2

Movement: 4m

Strike Rank: +7/+19

Skills
 Athletics 45%,
 Boating 30%,
 Lore (animal) 27%, Lore (plant) 17%,
 Persistence 25%, Resilience 80%,
 Unarmed 30%.

Progadu

The progadu is a spiritual and mental parasite, possibly unique in the Second Age but unfortunately common in the Age of Terror. It is native to Pamaltela and the last known example was sealed up in a mighty gate in the Doraddi coastal village of Aruna Bol.

A progadu somewhat resembles a grub or segmented worm about a metre in length. Its exoskeleton is soft and semi-transparent and a thick layer of fatty flesh undulates beneath it with the creature's every motion.

Its stubby head is surrounded by seven eyes, spaced equidistantly around its mouth; its eyes are curiously, awfully mammalian, almost human. Its mouth is small and circular, almost vestigial, since upon reaching adulthood it does not require physical sustenance. It can project tentacle-like tongues to drag itself along, manipulate objects and – before it moves beyond consuming crude flesh – grasp its prey.

The progradu practices customs that are somewhere between the timinit cerebresite's suborning of minds and a God Learner sorcerer's suborning of myths: it devours the spirit of its victim and controls his mind, making him an aru-jumbie. This makes the progradu an enemy of gods as well as men, since its actual sustenance comes from the spiritual energy that rightly belongs to the God World.

The progradu is a master manipulator and a powerful sorcerer but its capacity for physical combat is almost nonexistent. If it does not have a physically powerful aru-jumbie to control, it prefers to hide rather than fight.

The progradu's soul devour attack is a ranged magical attack that affects spirits and bypasses armour. The creature can use this attack from up to 30 metres away and ignores cover, concealment and line of sight. A creature whose head (or equivalent) is reduced to 0 HP or less by this attack will become an aru-jumbie in 2d2 weeks unless the progradu or the victim is slain.

A progradu typically knows 2d6 sorcery spells. Note that a progradu uses sorcery as described in on pg. 23 of the *RuneQuest Companion*, not God Learner sorcery as described in *Magic of Glorantha*. A progradu may also integrate with runes, 'holding' them in its tentacles. A progradu's skill in either a sorcery spell it knows or a rune with which it is integrated is typically 50%.

CHARACTERISTICS

STR 3d6+3 (14)
 CON 6d6+9 (30)
 DEX 1d6 (4)
 SIZ 4d6+12 (26)
 INT 2d6+24 (31)
 POW 3d6+15 (26)
 CHA 2d6+6 (13)

Hit Locations

D20	Hit Location	AP/HP
1-4	Tail	1/11
5-8	Abdomen	1/12
9-12	Chest	1/13
13-16	Head	1/11
17-20	Tentacles	-/10

Weapons

Type	Weapon Skill	Damage
Soul Devour	60%	2d6
Tentacles	35%	1d6+1d10

Special Rules

Combat Actions: 1

Damage Bonus: +1d10

Movement: 2m

Strike Rank: +17

Traits: Dark Sight, Night Sight, Earth Sense

Skills: Evaluate 40%, Influence 75%, Lore (animal) 90%, Lore(GodTime) 100%, Lore (plant) 75%, Lore (world) 120%, Manipulation (duration) 90%, Manipulation (magnitude) 65%, Manipulation (range) 80%, Manipulation (targets) 80%, Persistence 110%, Resilience 30%, Stealth 55%.

Astorwal, the Sky City

Most ruins are associated with a particular place on Glorantha. Astorwal, as this mysterious metropolis is known to the people of western Genertela, is not – largely because it is not properly ‘in’ Glorantha at all!

Astorwal drifts high in the Gloranthan sky. It moves about the world seemingly at random, though it has never been sighted close to the dangerous and unstable edges. From a distance, it can be mistaken for an oddly coloured cloud but as it comes closer, its more angular, solid lines become discernable – it is a city in the sky.

History

Astorwal appears to date back to the God Time; certainly no known people who were active and powerful enough in the First or Second Ages created it and its appearance has been recorded by scholars going back to soon after the Dawn. It may have been a fortress created by the Gods for their battles with Chaos, perhaps one that was only completed as the Great Compromise approached and the war of gods and devils ended.

When it was first seen, many believed Astorwal was the place that the Gods retreated to when they left Glorantha but wiser heads have since dispelled such notions. However weird it may be and however powerful the magic that keeps it in the sky, Astorwal is essentially mortal. Its outer areas have eroded over time and a few have even collapsed. No gods walk its bridges, nor do devils cavort in its airy halls.

No mortals do so, either. Who – or whatever built the city is long gone, leaving no sign they ever inhabited it. There are no rubbish heaps, no graves, no hearths stained by ash, no floors stained by spilled drink, no personal goods, not even a single artefact unattached to the city itself. The only things not connected to the central hub and its network of bridges and buildings are the ruins guardians: magical constructs fashioned from the same substance as the city and with the same powers of flight.

God Learners and other sorcerers have occasionally visited Astorwal, hoping to discover the secrets of

its construction or the myths of its people. Here, too, Astorwal is paradoxical – RuneQuest Sight has never revealed a single gate in the entirety of the city. It is as if Astorwal was a massive undertaking that, once completed, was set loose in the Gloranthan skies without ever having seen the slightest use.

Layout

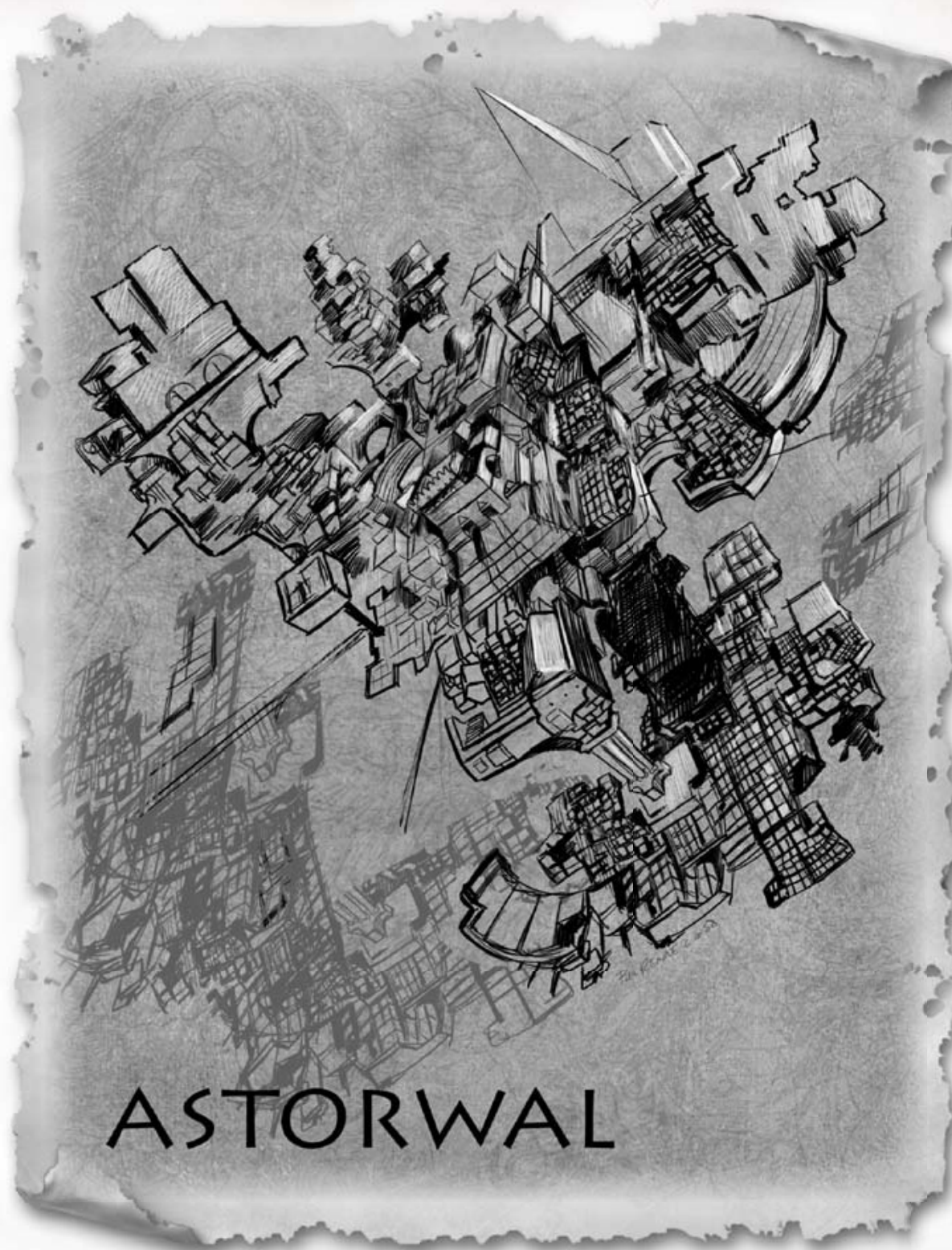
Astorwal is a sprawling city, four kilometres across at its widest point. It does not appear to have had any set plan or design, nor, obviously, does it conform to any existing topography – although some scholars have attempted to match its layout with various tracts of land in the belief it may have been raised into the sky *after* it was built. To date, no match has been found but this may be due to shifts in land masses during the Age of Terror.

Astorwal’s layout is very loosely circular, making it resemble a giant wheel if seen from below. A central spire that may have been a temple or government building rises up at the heart of the city, with spokes – some slender bridges over otherwise open sky, others almost solid with buildings and streets – extending out from it. Its outer rim appears circular from a distance but is actually more jagged than smooth, with individual structures jutting out at odd angles.

Astorwal also varies a great deal vertically; while the gates of the central spire sit at its midpoint and mark the plane on which the city appears to be balanced, spokes and even individual buildings extend up and down from here as well as to the sides.

All of Astorwal is built of off-white stone of an unknown composition. It is not especially hard or durable but it was either plentiful or favoured because the city is monolithic in composition. Indeed, it almost appears to have been carved from a solid chunk of this otherwise unknown rock; perhaps its builders shaped their stone magically or melted it down and poured it into a vast mould.

Certain dragon mystics of the Empire of Wurm’s Friends suggest a perhaps more plausible explanation:



Astorwal the sky city

ASTORWAL

Astorwal is essentially 'grown' in an organic fashion much like their cities. Whether this makes it draconic itself, perhaps an airborne reflection or omen of the Great Dragon to Come or whether it simply employs a similar process, even the EWF does not know.

Present State

Astorwal is old and for all its mysteries, not immune to the ravages of time. Its off-white stone has worn down from the buffeting of wind, rain and ice and parts of the city have collapsed, possibly damaged by lightning strikes or horizontal tornados when it passed through large storms. Some of its bridges appear to be in dangerously poor condition, especially around the edges of the city.

At least one major section of Astorwal is missing, presumably having broken off and crashed into the sea or an unexplored region of the land. Others hang on to the main structure only by bridges that seem far too flimsy to support them. During one expedition, God Learner sorcerers severed one of these outlying structures; as soon as it ceased to be in contact with the central hub, it fell.

Defences, Impediments and Ambient Magic

Astorwal is well defended – mostly by the fact that only the most powerful flyers and the most knowledgeable spellcasters can even *reach* it! Beyond this rather obvious source of security, the city has no walls or traps, only its guardians (see below).

Even the hazards of Astorwal are quite mild compared to the difficulty of reaching the city in the first place. In outlying or lower regions, the floor may be weathered enough to be in danger of crumbling; falling from such a height is almost certain to be fatal to a creature than cannot fly.

Monsters, Guardians and Inhabitants

Astorwal is protected by a substantial number of magical constructs that appear to be animate forms of the statues that decorate parts of the city. Like everything in Astorwal, they are made from soft, off-white stone and are entirely mysterious. If anyone knows how they levitate, who constructed them or what the city contains that is even worth defending, it would be news to the EWF and God Learner scholars who puzzle over this magnificent, curious ruin.

Sorcerers and adventurers report at least a dozen variations on the Astorwal guardian type, differing primarily in their size and speed. Most of these are only slightly different, however and they seem to all break down into two tactical roles: pursuers chase interlopers into a dead end and destroyers finish them off.

Astorwal guardians of both types appear tactically astute but neither has ever engaged in communications of any detectable kind, nor shown any inclination to do so. They have high INT but it is still fixed INT, representing that they are simply carrying out a particularly complex and nuanced series of instructions rather than thinking for themselves.

All Astorwal guardians float off the ground by unknown, presumably magical means. Where a humanoid's legs would be, the guardian's abdomen tapers off in a cone. If they are removed from Astorwal, they immediately cease functioning and fall.

Astorwal Courser

Most smaller Astorwal guardians are commonly termed 'coursers.' Their purpose seems to be much like that of a game hunter's dogs: to flush quarry from cover and run them into a position from which they cannot escape.

A courser is a semi-humanoid statue about one and half metres tall. Its arms are overlarge for a creature of its size, its hands even more so. For reasons unknown to the scholars of the second age, most coursers and indeed most Astorwal guardians of other models, have a further oversized left hand. A courser can parry with its hands just like a humanoid can with a weapon.

A courser propels itself through Astorwal at great speeds, levitating over passages just as easily whether they are intact or not. If it leaves Astorwal or is pushed off an intended edge of the city, it will become powerless and inert, falling like any other statue.

CHARACTERISTICS
 STR 2d6+9 (16)
 CON 2d6+12 (19)
 DEX 1d6+9 (13)
 SIZ 1d6+9 (13)
 INT 12 (12)
 CHA 1d6+3 (7)

Hit Locations

D20	Hit Location	AP/HP
1-6	Abdomen	5/8
7-11	Chest	5/9
12-14	Right Arm	5/5
15-18	Left Arm	5/7
19-20	Head	5/7

Weapons

Type	Weapon Skill	Damage	AP/HP
L. Hand	70%	1d10+1d2	5/5
R. Hand	50%	1d4+1d2	5/2

Special Rules

Combat Actions: 2
Damage Bonus: +1d2
Movement: 6m (flying)
Strike Rank: +12
Traits: Dark Sight
Skills: Acrobatics 20%, Dodge 20%, Lore (Astorwal) 30%, Perception 70%, Unarmed 60%, Track 20%

Astorwal Destroyer

Larger Astorwal guardians are called destroyers, for obvious reasons. They are huge magical constructs, larger than dark trolls, which appear only when an intruder has already been cornered by the Astorwal coursers. As with the coursers, there are several models of destroyers but they all have similar parameters.

Astorwal destroyers are more than twice the size of coursers, standing at least four metres tall. They are otherwise much like their smaller cousins, however: animate statues with tapering abdomens, oversized arms, one huge hand (usually the left) and featureless, helm-like faces.

Destroyers can parry attacks with their hands, just as coursers can.

If Astorwal has any larger constructs defending it, they have never been encountered by explorers of the city.

CHARACTERISTICS
 STR 3d6+12 (23)
 CON 3d6+12 (23)
 DEX 1d6+3 (7)
 SIZ 3d6+18 (29)
 INT 10 (10)
 CHA 1d6+3 (7)

Hit Locations

D20	Hit Location	AP/HP
1-6	Abdomen	5/11
7-11	Chest	5/12
12-14	Right Arm	5/8
15-18	Left Arm	5/10
19-20	Head	5/10

Weapons

Type	Weapon Skill	Damage	AP/HP
L. Hand	60%	3d10	5/10
R. Hand	40%	2d4+1d10	5/4

Special Rules

Combat Actions: 1
Damage Bonus: +1d10
Movement: 4m (flying)
Strike Rank: +8
Traits: Dark Sight
Skills: Acrobatics 15%, Lore (Astorwal) 50%, Perception 50%, Unarmed 80%

Cholsel, the Twin Palaces

Cholsel Palace, sometimes called the Twin Palaces, is a strange, elegant structure in the north of Loskalm. Its creator, a secretive First Age sorcerer generally thought to be an émigré from Brithos, isle of immortals, constructed one of Glorantha's most unique dwellings to house his magical and mundane treasures and keep away prying eyes.

Cholsel is unlike any other structure in Glorantha, for it is actually two palaces occupying roughly the same physical space! Rather than building the two in different places, their creator separated them by time. By day, Cholsel is golden and welcoming, glowing with warm sourceless light. By night, it is a place of terrors and deep blue shadows, every bit as unnatural as the light and far more frightening.

History

Early in the First Age, a sorcerer came to the north of Loskalm whose powers were unlike any the Loskalmi had seen since the Dawn. At first they feared and avoided this strange guest but after he destroyed a wandering beast of Chaos, they came to regard him as a god. They came to his palace, a picturesque lakeside retreat magically formed from gold and marble and there paid homage and begged favours. No matter how often he bade them to leave him in peace and cease their supplication, they would not leave the gates of the palace.

This worship, far from pleasing the sorcerer, infuriated him, for he was a follower of the Invisible God and felt he had led the Loskalmi astray. In a fit of anger he invited his 'worshippers' into the palace overnight and worked his greatest act of sorcery – and when morning came, all the worshippers were either dead or irrevocably insane.

Cholsel Palace's builder disappeared many centuries ago, either dead, lost deep in his own creation or exploring the distant reaches of the world through his magical powers.

Many have tried to occupy the palace, for during the day it is phenomenally beautiful. None have succeeded, for it is a maze that requires passing through both day and night and the nightly version is a place of terror.

Another Account

The Uz have a different story of how Cholsel Palace came to have its present form. In their version of the story, the Loskalmi do not play a part. Instead, the palace is built by a human sorcerer working in conjunction with a mighty Uz shaman, a rare collaboration between man and troll. The two constructed the palace with two versions, one forever day and one forever night, so that they could always be happy with their environments and could collaborate on their mightiest magics in comfort.

Unfortunately, while the wise Uz shaman loved her palace of eternal night and produced many great and good magics, the human sorcerer could not stand the constant, hurtful light of day and was driven mad. This, say the Uz, proves that humans are stupid to want the sun, which will only hurt whoever wants to benefit from it.

The Loskalmi scoff at this story; what human, they ask, would ever work with a troll and what benefit would trollish magics provide to a sorcerer of such surpassing power?

Layout

Both versions of Cholsel Palace are large, impressive and opulent. Indeed, most of their construction is the same – only their materials and a few small but vital details are different. The gates of both open upon a grand entrance hall with spiral staircases curling up three stories to balconies on all four sides. Inside, thick carpets, elaborate carvings and especially, paintings that appear to be realistic down to the tiniest detail decorate every room. Everywhere there are bookshelves lined with tome after tome of magical and mundane knowledge.

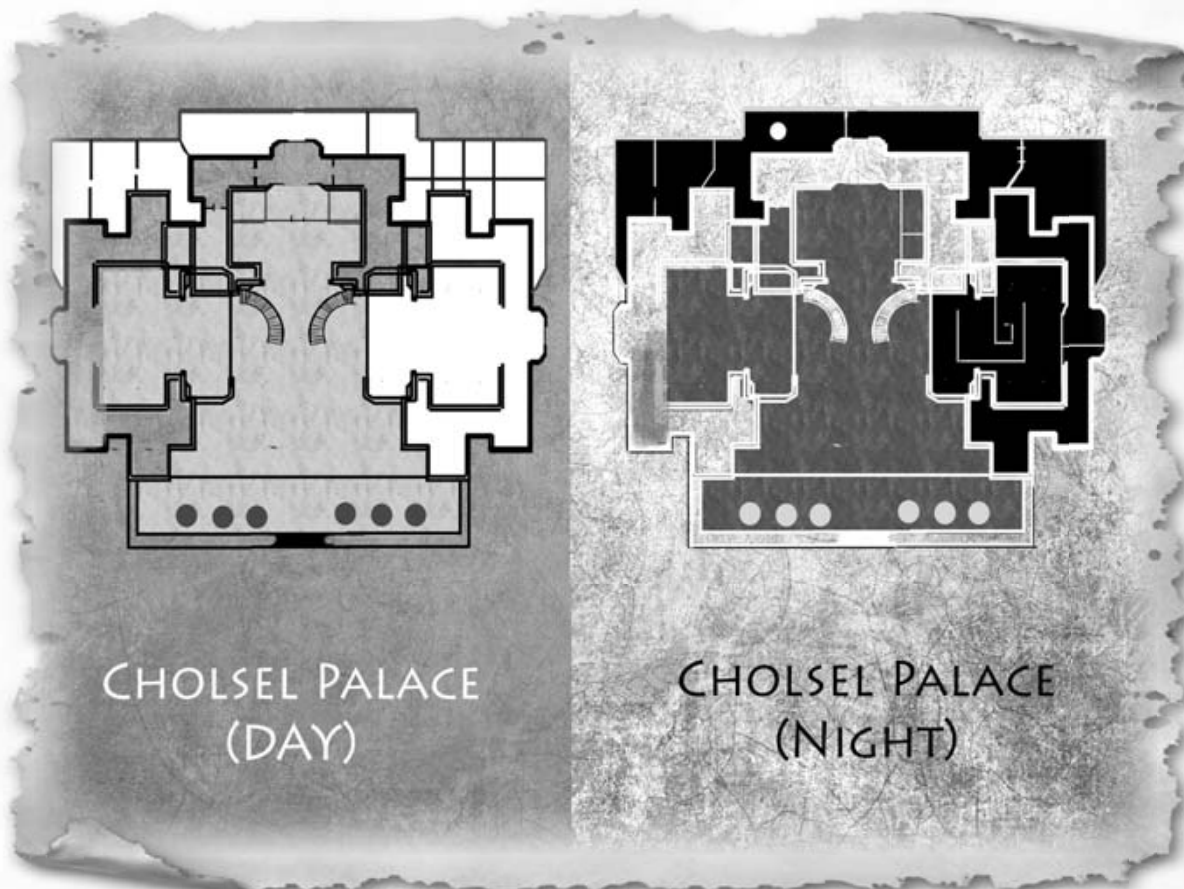
During the day, Cholsel Palace is primarily comprised of white marble, with thick red carpets, mahogany

railings and lavish gold decor. Although there are no lights inside, the very walls seem to radiate a warm glow and this is reflected off polished marble and gleaming gold.

At night, the marble turns to black, the carpets to blue. Lead replaces the gold and the wood appears gray and fossilized. There is still light, harsh blue light that seems to cast deep shadows despite its dimness and it still has no discernable source.

As bizarre as these cosmetic changes are, the dangerous – yet fascinating – aspect of the palace is how it's very layout changes. Where a door might be in the day castle, the night castle has a solid wall. Where a pit opens in the night castle's floor, the day

cholsel the twin palaces



CHOLSEL PALACE
(DAY)

CHOLSEL PALACE
(NIGHT)

castle is smooth and carpeted. These changes are the key to navigating the castle, a task which can take days, if not weeks, because of the daily schedule the passages keep.

Present State

Cholsel is abandoned but it appears to be in pristine condition. There are no signs of wear on its exterior (either of them) and its interior is as spotless as if servants dusted and polished every day.

Some of the chambers closest to the grand entrance hall have been raided for magical and mundane treasure. Most thieves, however, are too greedy to grab what they can get from the early areas of Cholsel and those who delve too deeply are almost invariably killed by the night guardians – assuming they do not get lost and die of thirst or starvation. The inner areas of Cholsel are thus fully stocked with their original finery.

Defences, Impediments and Ambient Magic

The only defence Cholsel has is its day and night forms (and the monsters haunting the night). While the palace's exterior is magically warded, its main gates are never locked; often, they are even open, as if welcoming travellers.

The greatest impediment in Cholsel is that the way forward often only exists either at night or during the day! While this is the only real barrier it presents, it is a formidable one, especially because many of the passages lead to dead ends – which is impossible to discover until after both day and night have passed.

Cholsel's lighting is completely magical, in both the daytime's glow and the sharp contrasts of the night. There is no other ambient magic affecting the palace as a whole, aside, of course, from its ability to switch between day and night forms. Individual rooms possess other magical effects; presumably these were used for some sort of magical experiments.

Monsters, Guardians and Inhabitants

At night, Cholsel is haunted by shades (darkness elementals). Escapees from the depths of the palace report undead, magical constructs and even living creatures deeper inside, the last perhaps the remnants of some magical laboratory or zoo kept by the palace's master. However, these reports come from unreliable sources – rogues almost by definition, often half-starved and half-mad after their expeditions deep into the heart of so changeable and confusing a citadel.

Svalwal

When the Jrusteli turned demanded the right to expand their empire across the seas, they were rebuffed by the Waertagi, the blue-skinned human race who dominated the seas with their mighty ships and mastery of oceanic magic. Unsatisfied with their relegation to a single island, the ancestors of the God Learners began building up a fleet of their own with which to oppose the lords of the sea. Svalwal, the greatest port of Jrustela was to be the base for that fleet.

The Waertagi had other ideas.

Today, more than two centuries after Waertagi sorcery struck Svalwal, the city is still a half-submerged ruin haunted by the spirits of the dead and of the water elementals bound to attack it. It is unliveable and unrecoverable, even for such powerful sorcerers as the God Learners of the Middle Sea Empire and there were so few survivors that none remain to push for the city's recovery.

History

Svalwal was one of the first settlements of the modern Jrusteli. While there are older cities on the island, all were built on the foundation of other ethnic groups' construction. Svalwal was a truly Jrusteli city as the term is presently understood and it was magnificent. Even its layout – its houses, shops and temples lined up in even blocks separated by broad boulevards and beautiful canals – announced it as a triumph of reason and Jrusteli initiative.

As it was both a deep water port and entirely populated with ethnic Seshnegi, Svalwal was a logical choice when the Jrusteli wanted to build a fleet to send against the Waertagi. At this point, the sorcerous fireburgs that won the war had yet to appear as anything but a sorcerer's fevered imagination and the fleet under construction was a mix of Jrusteli sorcery and early machine-magic secrets obtained from the mostali.

The Waertagi did not plan to allow the fleet's completion.

In the autumn of 665, just a few months before the first warships of the Jrusteli fleet were to take to the waves, the sentries of Svalwal reported that the ocean was rising in the distance. By the time it reached the city, the tsunami roaring toward Svalwal was so high it blotted out the sun and so powerful it crushed Jrusteli war galleys to tinder. It crashed down on the city, scouring screaming citizens from the cliffs, crushing walls, shattering streets, drowning anything it did not smash.

The horrified Jrusteli tried to recover the city but it was hopeless – anyone who survived the initial tsunami was killed by the rampaging undines, or water elementals, turned loose in the city. Even without the elementals, resettlement was impossible: the entire foundation of the city had been ruined when the waves soaked through the already unsteady ground. Streets were sunk beneath the ground and houses were submerged up to their windows.

At the time, the Waertagi attack on Svalwal was the most devastating work of magic since the Gbaji War. The Jrusteli themselves would soon surpass it with their retaliation.

Layout

Svalwal is built to the contours of the land. It is a natural deep-water port built on the muddy sands at the base of a great cliff. The result is something of a horseshoe shape, with the most important buildings – the government offices and the Malkioni cathedral – in the bend of the shoe. The harbour, which took the brunt of the Waertagi-made tsunami, extended out at either tip of the horseshoe shape over yet another cliff, this time underwater.

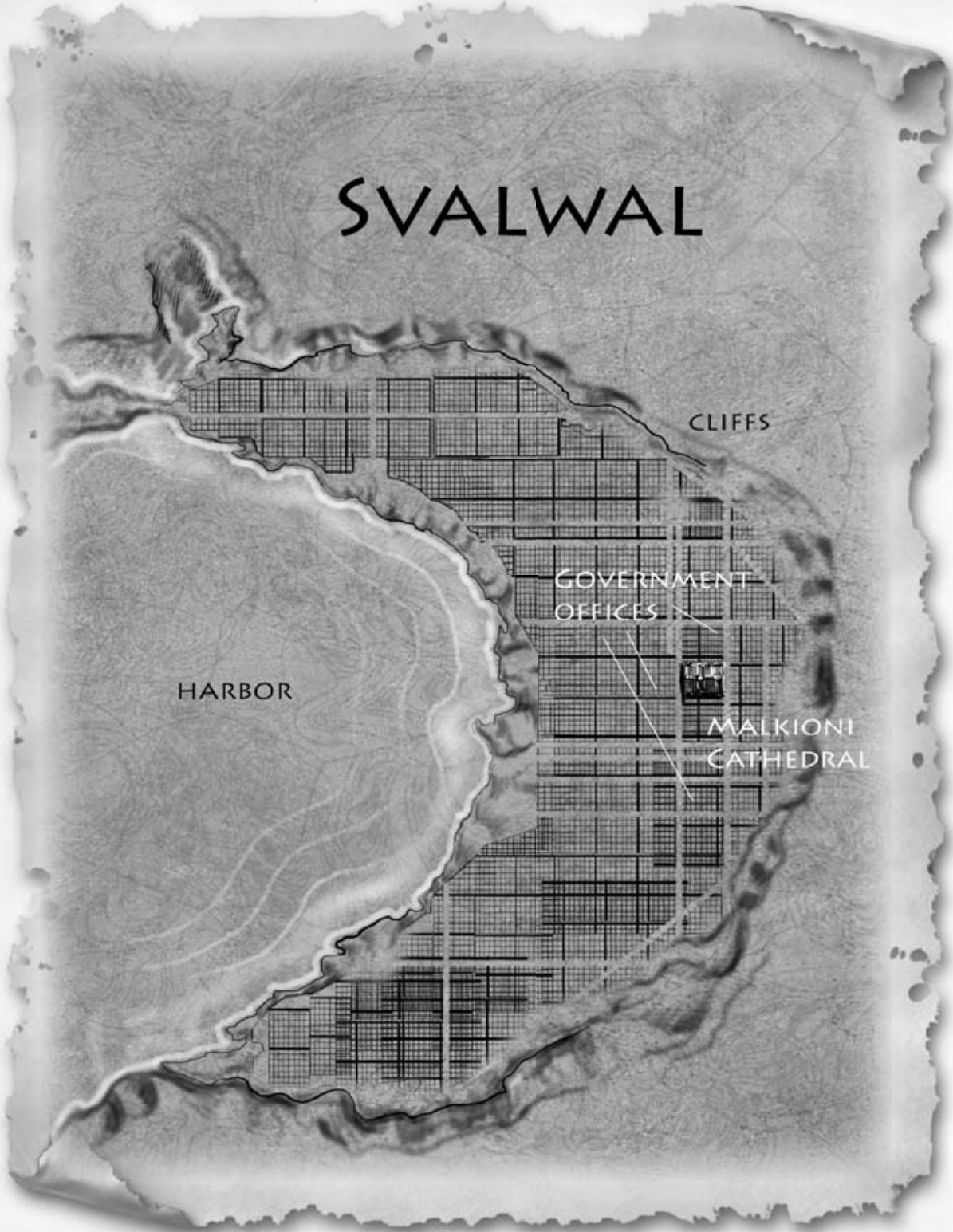
The Jrusteli took great pride in the rational, navigable layout of Svalwal. Its streets were laid out along a precise grid aligned to the cardinal directions, with critical buildings such as the city centre, the guard posts and the main market placed at locations where they would be easiest to reach from any part of the city. The layout of the streets was also intended to subtly draw attention from port to cathedral and back, tying the Jrusteli naval endeavour to the Malkioni faith.

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SVALWAL

SVALWAL



HARBOR

CLIFFS

GOVERNMENT OFFICES

MALKIONI CATHEDRAL



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Present State

Svalwal today is half-submerged. Toward the cliffs, the streets slowly rise from the waters and in places whole buildings are above water. Most of the city, however, is filled with water between waist and chest-high. This gives the streets the appearance of canals and the buildings the appearance of platforms, although the taller buildings such as the shattered cathedral are clearly not at their original height.

Most of the larger buildings and all of the construction closer to the port, collapsed completely under the torrent of water. Most of the houses and small shops remained intact, however, since the bulk of the tsunami simply crashed down on them rather than hitting them dead-on.

In some places, Svalwal construction was completely washed out to sea. Whole buildings slid beneath the waves when the tsunami returned to the waves, taking much of the sandy soil down with it. This makes Svalwal look even more like a horseshoe in its ruined state; the heart of the city is simply gone, most of the docks and piers with it.

Defences, Impediments and Ambient Magic

Svalwal is 'protected' – or rather, prevented from recovery – by the waves that destroyed it in the first place. While the water no longer crashes against the city with lethal force, it is still hostile to the Jrusteli and

takes the form of whole packs of undines. If anything, these have become even more savage over time, perhaps raging at the fate of their Waertagi masters.

Even before the city was destroyed, the Jrusteli wove sorcery over it to enhance nautical magic. Ironically, these spells, intended to empower vessels for war against the Waertagi, may have strengthened the spell the sea people wielded against Svalwal. Water runes are everywhere in Svalwal and anyone using one, or using a sorcery spell to mimic one's effects, finds his spells function as if they were 1d4+1 Magnitudes greater than they are actually cast at. This does not seem to affect divine magic spells, although the Jrusteli are admittedly neither inclined nor equipped to test such magics.

Monsters, Guardians and Inhabitants

In addition to the elementals rampaging through Svalwal, it has become a gathering place for seaborne undead. Wailing ghosts and bloated walking corpses haunt the city; these are not just the original drowned inhabitants but other sailors drowned along the coast of Jrustela. In turn, large seagoing predators such as sea serpents sometimes come to feed on the shuffling bodies of those who escaped them when they were alive.

The undines harm neither the undead nor the sea monsters. Their hate is reserved for the land-dwelling living.

Teratport

The Middle Sea Empire is the pre-eminent power of the Second Age. Their trading vessels and warships rule the seas; their sorcerers pry the secrets of magic from the very gods themselves. No empire, save the Dragons of the EWF, dares oppose the sons of Jrustela and Seshnela – but still, Teratport is a reminder of their mortality and their vulnerability. A great treasure was lost here, one that one day may be reclaimed.

History

Teratport was founded in 720, one of the first coastal settlements build by the Jrusteli after the defeat of the Waertagi and the establishment of their supremacy at sea. Like Svalwal (see page 81), Teratport was meant as a symbol of Jrusteli naval power. It would be the trading gateway to central Genertala, and a useful stopping point for ships en route to the Clanking City. The Jrusteli trading syndicates poured millions into the port, and sorcery was used to augment mundane construction methods. Teratport grew like a monster of stone and glass, force-fed but still gluttonous.

Then, in 734, strange ships came over the horizon – the leafy elf-ships of Errinoru's crusade. The naval defence forces of Teratport sailed out to engage the Elf-King, flush with confidence after their recent defeat of the Waertagi – but that victory had been won with mighty God Learner sorcery, and there would be no such sorcery here. The sea elf cavalry on their hippocampi swam ahead of Errinoru's fleet, attacking the Imperial ships from below and holing them below the waterline. The Jrusteli ships were sinking even before the elf-ships were within bow range.

The citizens of Teratport had gathered at the port to watch their victorious fleet return home. Instead, they watched in horror as the green leaf-sails of the elves appeared in the harbour. By the time the townsfolk realised they were doomed, the elves were already upon them.

The tides ran red with blood that day, as every living human and timinit in Teratport was slaughtered.

Worse was to come. A great treasure had just been moved from Jrustela to Teratport. No-one is quite sure what this treasure was. Some say it was a spellbook of great power; others claim it was a relic brought out of the Hero Plane by cunning magic. Still others say that the treasure was a princess of Seshnela, who was bound in a casket of crystal to be perfectly preserved for her intended bridegroom, as part of an alchemical wedding that would bind Dara Happa to the Middle Sea Empire. Others claim that the treasure was 'merely' a treasure ship loaded with multiple king's ransoms in gold and jewels.

Whatever the Treasure of Teratport was, it has drawn God Learners and other adventurers to the ruins of Teratport ever since the city's destruction. None of these expeditions have ever returned.

Layout

Teratport is built around a natural harbour in the Wenelan coastline. The elf slaughter left the buildings intact, although they are now overgrown with thick seaweed that is seen nowhere else in Genertala, the plant thriving both on land and in the waters of the harbour. The harbour, too, is choked with these weeds, making it useless for shipping. Any vessel that enters the port soon finds itself entangled and trapped by the fast-growing plants.

On either side of the harbour are the towers Vigilance and Prudence, twin fortresses raised to defend the harbour that fell without a fight. These empty-eyed towers are the tallest buildings in Teratport and their upper levels are free of the choking weeds that have engulfed the rest of the city. Gulls and sprites make their nests atop the twin towers.

Notable buildings amid the thick plants include the Guildhall of the Most Honourable Company of Wenelan Traders, the Church of the Resplendent Absence, the Pavilion of Dancing Mysteries and the Emporium of Beneficent Commerce. All these buildings are covered in thick vegetation.

The Guildhall was the second thing the Jrusteli built in Teratport, before even the church or the defensive towers. It was a testament to Jrusteli commerce and seafaring. Huge statues of fish and fat traders decorate the marble edifice. Inside, where there was once a rich trading hall where merchants sold Zistorite wonders and tropical hardwoods from Jrustela and bought Wenelan wool and tin, now there is a riotous profusion of seaweed and other vegetation.

The Church of the Resplendent Absence stands on a small hill overlooking the harbour. This grand cathedral pays homage to the Invisible God in His most mysterious aspect – the invisible divine presence who plays no part in the world. It is a building defined by its hollow places, a magnificent and exalted emptiness filled by weeds.

The Pavilion of Dancing Mysteries was a God Learner school. Scholars would meet and debate in the great paved plaza overlooking the harbour, or consult the books of lore contained in the ivory towers that are now covered in weeds. This building is still occupied by numerous imps, the spawn of some long-forgotten sorcerous experiment. The imps delight in luring travellers into the Pavilion and then devouring them, using the silver knives and forks left abandoned in the school's banquet hall.

Finally, the Emporium is a vast covered market by the dockside, a warren of small stalls and alcoves. A few survivors from one of the wrecked ships in the harbour made it to the Emporium and have managed to clear one arcade of the dangerous tangling weeds. In a cellar, they found preserved foods and a fresh-water pool, and thus have managed to survive for several months. Their attempts to escape the city have all failed horribly, and of the original ten survivors, only six-and-a-half are left. (The 'half' is one Iaco Rollwalk, a sailor from Eenlor. He fell into a patch of tangling weeds and is now caught there, with only his head poking out of the greenery. The other sailors bring him food and water, and cut back the weeds that threaten to smother him, but he has fallen at an awkward angle and cannot be cut free of the trap.)

Present State

The city is mostly intact, despite the passage of nearly two hundred years. Wind and wave have weathered the docks and worn away the ornamental carvings on the marble cornices, but the Jrusteli built their city well. The main change is that the city is covered with thick weeds that fill every chamber and street. There is a terrifying freshness to Teratport, an emptiness that stems from the city being robbed of its citizens so soon after it was built. There are houses in Teratport that were built but never occupied, temples that were raised but never sanctified.

Teratport is useless as a port, and is quite difficult to get to overland, as the approaches are all along narrow cliff-top paths haunted by dangerous trollkin. Still, the rumour of the lost treasure of Teratport draws regular visitors from both Wenela to the north and from overseas. A dozen recent wrecks are entombed in green caskets in the harbour, and there are fresh corpses in the tangled weeds.

Defences, Impediments & Ambient Magic

Travelling through the streets of Teratport takes great effort. Every step means hacking through the tough seaweed, which clings to blades and tangles limbs. Hacking through the underbrush in this manner reduces movement to one-tenth normal and counts as Medium exertion, so characters will quickly become fatigued. Trying to move through Teratport without cutting through the underbrush requires a successful Acrobatics check at -20%; fail, and the character gets tangled and stuck in the weeds and must be rescued by another traveller or he will starve to death there. A character caught in the weeds must make an Athletics check to escape; this check starts at a -20% penalty and the penalty grows by -10% each time the adventurer tries to escape again, as his struggles caused the weeds to bind ever tighter.

The chief ambient magic is the curse laid on Teratport by Errinoru. This curse is a subtle one – anyone who hears the tale of the Treasure of Teratport and explores the ruins, becomes convinced they cannot leave until they have found the treasure. The curse

becomes stronger the longer one spends in the ruined city – at the end of each day in Teratport, anyone who has heard the tale must make a Persistence check, at a -10% penalty per day spent in the city. Those who fail spend the following day completely obsessed with the treasure, dreaming of it at night and searching the city by day. Such explorations are futile – the sticky seaweed grows back overnight, and travellers often find themselves hacking through the same streets again and again.

The treasure has never been found, and some believe it to be a cruel trick played by the Elf-King, a final punishment for the greed of the God Learners. Ironically, the myth of the treasure means that a legend is growing in Teratport, and it is possible one day to Hero Quest for the non-existent treasure.

Monsters, Guardians & Inhabitants

Numerous undead creatures stalk the verdant streets of Teratport. Most of these are a curious breed of zombie, animated by the choking sea-weed. The green-stained flesh of these zombies exudes fishy oils that allow

them to move through the weeds without hindrance. The undead and the plants exist in a strange symbiosis, as those murdered by the zombies are fed to the weeds. Nests of these undead horrors can be found throughout the city.

A small colony of sea elves dwell in Teratport Harbour, in the shadowy bay beneath a thick canopy of seaweeds. These elves are the descendants of Errinoru's fleet, and remained behind when the Elf-King departed to continue his crusade against the Middle Sea Empire. Whatever mission he entrusted to them has yet to be completed, as the sea elves remain at their posts beneath the waves.

These sea elves have a spell that allows them to command the greenery that engulfs the city, animating the weeds as writhing tentacles or shambling monsters. They use this to travel through the city safely when they need to, or to capture ships that come too close to the doomed harbour. If this spell could be stolen from the elves, then the weeds could be driven from Teratport.



Where The Stones Cracked

Where The Stones Cracked is a sacred place in the east of Dragon Pass. It is a ruined Orlanathi ring-fort of ancient design, the sort of small fortress that the Storm Tribe have been making for many hundreds of years. Currently, Where The Stones Cracked is in territory held by the Empire of Wyrms' Friends, and the magic of the ruin does not work for them.

If a band of Old Way Traditionalists could steal into the Empire's domain and go to Where The Stones Cracked, then perhaps they could awaken its magic...

History

The true history of Where The Stones Cracked is long since lost. The ruin has been known to the Orlanathi for many generations. The name comes from the standing stones that surround the ringfort. Nine such stones, each twice the height of a spear, stand vigil over the ruined ringfort. Each stone once bore a rune, but the stones have each cracked down the middle, destroying whatever runes were marked there.

It is known that strange things happen in Where The Stones Cracked, and that is why no lord dared rebuild the ring fort and why no clan dared claim it. Unfortunately, no-one can agree on exactly which strange things have happened here. There are a thousand tales that try to explain the eerie feeling of the ruins, but none can agree on what the truth was. Where The Stones Cracked is taboo ground to the Orlanathi and to other right-thinking folk.

Layout

All that remains of Where The Stones Cracked is a green circle of earth and a few scattered rocks, surrounded by the nine cracked standing stones. It is hard to tell that this is a ruin at all, so little of the original ringfort survives. Careful examination of the cracked stones reveals that there was once a tenth stone, but it has been dragged away into the Stormwalk mountains, leaving a faint furrow in the ground.

A faded and overgrown track from Where The Stones Cracked leads to Whitewall Ruin.

Present State

The one curiosity of Where The Stones Cracked's present state is that no-one has ever resettled the territory. In an age when the Empire of Wyrms' Friends is expanding so rapidly that they must use magic to drag four harvests a year out of Dragon Pass, they have yet to settle the area around Where The Stones Cracked. Even though the ringfort is traditional Orlanathi territory, no clan has added the old ringfort to its *tula*. Even animals shy away from Where The Stones Cracked.

Oddly, there are numerous spirits haunting Where The Stones Cracked. Many of these are animal spirits or passion spirits, and they have all proved remarkably stubborn and resistant to shamanistic magic.

Defences, Impediments & Ambient Magic

Where The Stones Cracked has no defences or other impediments, but it is within the borders of the EWF and so the enemies of the Wyrms' Friends will have to sneak or fight their way past border guards.

The true danger and power of Where The Stones Cracked appears if a band of characters spends any time there. The ruined site is a natural Gate into the Hero Plane, one that is not connected to any one myth. Where The Stones Cracked is an omphalos, tied to the whole Hero Plane. Linger too long here, and you are drawn through into the Hero Plane. The myth you arrive it depends on the composition of your group and what you were doing before the ruin caught hold of you. If your companions are all Dragonnewts and you were cooking dinner when you were drawn into the Hero Plane, then you might end up in the myth of how Sun Dragon ate the Darkness. If you're all Orlanathi and you are trying to rebuild the ringfort, then you might fall into How Barntar Raised The

Roof. The problem is that there is no way of telling which myth you are in, and therefore the chances of successfully navigating the HeroQuest are slim. Those who fail to complete a HeroQuest properly suffer the wrath of the gods, so visiting Where The Stones Cracked unawares is an excellent way to incur the anger of your patron deities.

However, for those who know the secret of Where The Stones Cracked, it is a useful gate to the Hero Plane, as it is possible to access any myth via the ruin, unlike most gates which are tied to a single myth.

Monsters, Guardians & Inhabitants

The spirits that cluster around Where The Stones Cracked are mostly minor animal spirits and passion spirits that have little contact with mortals, but there are three notable spirits that must be dealt with if one is to spend any time at the ruin.

CHARACTERISTICS

STR -
 CON -
 DEX -
 SIZ 10
 INT 13
 POW 15
 CHA 13

HP 15
 MP 15

Weapons

Type	Weapon Skill	Damage
Staff	46%	1d6+1d2
Dog Bite	26%	1d2

Special Rules

Combat Actions: 3
Strike Rank: +26
Movement: 5m
Traits: Spirit, Covert Possession, Recurring
Skills: Dodge 23%, Influence 50%, Lore (world) 50%, Perception 60%, Sing 70%.
Armour: None

The Stranger With A Dog manifests in the material world as an Orlanthi traveller dressed in old-fashioned garb, accompanied by a small and very smelly dog. The Stranger With A Dog pretends to be a mortal, and approaches travellers staying at Where The Stones Cracked. It joins their campfire and offers to trade stories for food. If the spirit's offer is accepted, then it tells some myth of bonecracking horror and suffering. All too often, the spirit's tale is enough to trigger the ruin's magic and draw the listeners into a HeroQuest based on that tale.



The Shining Girl appears to be a girl made of moonlight and shadows, visible only out of the corners of one's eye. She never speaks, but has manifested at the edge of a circle of travellers, crouching at the edge of the firelight and yearning for warmth. In the past, she has appeared to warn people of the dangers of listening to the Stranger With A Dog, but she has also crept under the sleeping blankets of lone adventurers and stolen the warmth from their blood, killing them. It is likely that the shining girl is actually a ghost, perhaps the shade of an Orlanthi maiden slain when the stones cracked.

Her icy touch ability is an attack of supernatural cold, and the damage can be reduced by warming the afflicted flesh or with magic that protects against cold.

CHARACTERISTICS

STR -
CON -
DEX -
SIZ 8
INT 11
POW 18
CHA 16

HP 18
MP 18

Weapons

Type	Weapon Skill	Damage
Icy Touch	60%	1d6

Special Rules

Combat Actions: 2
Strike Rank: +28
Movement: 8m
Traits: Spirit, Dominant, Possession, Recurring, Icy Touch
Skills: Dodge 40%, Stealth 80%

Finally, **Rumbling Rocks** is a spirit of stone. It animates shards of rock and pebbles from the stony

hillsides around Where The Stones Cracked, rolling its constituent parts together into a roughly humanoid shape. Of the three spirits, it is the most rarely encountered but also the most dangerous, as it loathes all living beings in the same way a thunderstorm loathes very tall trees or a carpenter loathes nails that stand out from the wood. It responds in a similar way to both the storm and the carpenter. When Rumbling Rocks's stone body is smashed, it always leaves behind a rune of some sort.

Although Rumbling Rocks is a spirit, it wears a body of stones. Its stony body can be affected by non-magical weapons, and the spirit is banished if the rocks are smashed. It is also vulnerable to spells and effects that specifically ward off spirits.

CHARACTERISTICS

STR 30
CON 20
DEX 6
SIZ 30
INT 7
POW 12
CHA 10

HP 32
MP 12

Weapons

Type	Weapon Skill	Damage
Crushing Blow	70%	1d6+1d12

Special Rules

Combat Actions: 1
Strike Rank: +22
Movement: 3m
Traits: Spirit, Solid Form
Skills: Dodge 20%, Persistence 60%, Resilience 70%
Armour: Stony Hide 8 points; edged or piercing weapons automatically do minimum damage.

Bignose Hill

Bignose Hill is to be found in the foothills of the Jord Mountains, in Peloria.

Ironically, you smell Bignose Hill long before you see it. Sulphurous gases hang around the hill in choking clouds, so the whole region smells like rotten eggs. In addition to the infamous Hill, there are several other curious features near Bignose Hill, like four pillars of stone called the Fingers and a larger mountain to the north called by some Mount Knee. These other features are so weathered and worn that any resemblance to fingers or a leg is almost completely gone.

Bignose Hill, though, is very clearly a hill shaped exactly like a Big Nose.

History

The Hill itself is a natural feature, as far as any features can be natural in Glorantha. If it was carved by some forgotten race of giants, or is a petrified god now buried in earth, or it is the lost child of the Earth Goddess who is slowly being born from the living stone of Glorantha – well, it could be any or all of those things, but no-one knows the truth.

In the First Age, the World Council gathered in Dorastor to engage in their grand God Project. Many feared – quite rightly, as it turned out – that such whole-scale meddling with cosmic forces would have dire consequences. One such group, the Enough Gods Already Circle, believed that the God Project would bring about the end of the world. To prepare for this apocalypse, they built fortresses and refuges across northern Genertela. One such redoubt was built in the left nostril of Bignose Hill. The Enough Gods Already Circle built a wall across the entrance to the nostril, stockpiled supplies and built shelters in the caves below. There, they would endure for as long as they could.

Unfortunately, the ravaging hordes of Chaos were not stopped by such weak defences. Chaotic monsters smashed through the fortress wall and slaughtered the Enough Gods Already folk within.

Layout

Bignose Hill is some eighty metres tall. The southern approach is gentle and rolling, almost aquiline, but the eastern or western slopes are bulbous cliffs that bulge outwards and are very prone to rockfalls and avalanches. From the north, Bignose Hill is a sheer cliff pierced by two rounded caves. The cave mouths are over fifty metres in diameter. Huge stalactites hang from the roof of the caves. The caves narrow quickly, and in the case of the right-hand cave, ends in a cave-in after a hundred metres.

The left-hand cave was once fortified, and the crusted remains of a stone wall can still be seen in the corners of the nostril. The cave narrows into a smaller passageway that curves steeply down into the ground. The Enough Gods Already cut steps into the rock, but these have been worn smooth by flowing water and the passage down is now very treacherous indeed.

This passageway opens into three linked larger caverns, deep beneath the surface of the earth. When the Enough Gods Already faction were living here, they used the outer cavern as a workroom and temple (where they deliberately and passionately worshipped nothing at all), the middle cavern as living quarters, and the innermost cavern as a store-room and mushroom farm (using magic stolen from the Uz). The altar in the outer cavern has cracked down the middle, and sulphurous fumes waft out of it. The air in all the lower caverns is breathable, but very foul indeed.

Present State

The remains of the Enough Gods Already fortress in the nostril cave have been wiped away by the Land's Breath, but the inner caves are more or less intact. No-one save the chaos horrors have ever dared enter the chambers below the Nose, but the upper caves are regularly used as shelter by travellers or animal lairs.

Currently, the right-hand nostril is the lair of a colony of cliff toads. The right-hand cave is flooded with rainwater that filters through a cracks in the



Bignose hill

rock overhead, making it an ideal breeding ground for the amphibians.

The left-hand nostril is being used as a supply camp by a group of bandits who prey on trade caravans coming over the hills from Jarst. At any time, there are half-a-dozen bandits present, led by Jandaro Hollycrown, an ambitious enemy of the EWF who dreams of assembling an army of mercenaries and bandits and sweeping the EWF from Kostadi to the west.

Defences, Impediments & Ambient Magic

Once a year, a bizarre wind rushes through Bignose Hill, a hurricane-force wind that pulls snow down off the Jord mountains and has been known to collapse buildings as far away as Darlap. A lesser exhalation follows several hours later. Anyone unlucky enough to be in Bignose Hill when this magical wind blows is bounced around the inside of the cave and will most likely be pulped (3d10 damage to 1d3 random locations).

Climbing down the inner tunnel requires an Athletics check at -10%; fail, and you fall 1d6x5 metres before coming to a stop. The clatter of an adventurer falling is effectively a dinner bell for the things lurking in the deeper caverns.

One curious trait of Bignose Hill is that scrying and divination magic cannot penetrate it. Anyone hiding in the caves under the hill is therefore immune to scrying magic.

In the deepest of the three caverns is a metal gate, marked with the rune of Stasis. The door has never been opened since the First Age.

Monsters, Guardians & Inhabitants

The bandits and cliff toads in the upper caves pose little threat to most adventurers. Jandaro Hollycrown, the leader of the bandits, is a committed foe of the EWF, but the rest of the bandits are just violent thugs or outlaws and are therefore politically apathetic. Jandaro sometimes tries to rally his forces with passionate speeches that use the fabulous acoustics of the nostril to his advantage, but the bandits remain unconvinced.

Jandaro Hollycrown is a Runetouched Dara Happan of noble blood. He dresses ostentatiously in green and gold, and sees himself as a heroic figure of legend, battling against EWF oppressors. He wields a very ornate and unbalanced longsword.

CHARACTERISTICS

STR 14
CON 10
DEX 13
SIZ 16
INT 14
POW 12
CHA 15

Jandaro Hollycrown

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	2/6

Weapons

Type	Weapon Skill	Damage/AP
Warsword	75%	1d8/4
Dagger	55%	1d4+1/4

Special Rules

Combat Actions: 3

Strike Rank: +13

Movement: 4m

Skills: Acrobatics 42%, Athletics 44%, Dodge 35%, Influence 35%, Perception 44%, Persistence 42%, Resilience 30%, Runecasting (metal) 40%, Runecasting (Luck) 45%, Stealth 38%

Spells: Bladesharp (Magnitude 1, 4), Good Fortune (Magnitude 3)

Typical Armour: Leather (AP1, -8%)

His **Bandits** are mostly outlaws, many of which have EWF tattoos denoting their criminal status on their hands or heads.

CHARACTERISTICS

STR 12
CON 10
DEX 11
SIZ 13
INT 8
POW 10
CHA 8

Unmotivated Bandits

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	1/6
10-12	Chest	1/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	2/5

Weapons

Type	Weapon Skill	Damage/AP
Warsword	40%	1d8/4
Club	40%	1d6/4
Longbow	35%	2d8/2

Special Rules

Combat Actions: 2

Strike Rank: +9

Movement: 4m

Skills: Athletics 30%, Perception 40%, Persistence 28%, Resilience 38%

Typical Armour: Leather (AP1, -8%)

Lurking in the deeper caves are two horrors from elder days. Firstly, in the outer cavern are piles of ash that are actually dormant Hellmen (see *Runequest Monsters II*). If any heat is applied to that ash, such as a flaming torch or even the heat of a bare hand, the ash leaps back into fiery life and the Hellman rises up. The first reaction of any reanimated Hellman is to vomit fire on the intruders, which has the unfortunate side effect of activating any other ash piles nearby and creating more Hellmen. There are a dozen ash piles scattered around the outer cavern.

Worse, an ancient chaos monster slumbers in the middle cavern. This singular entity, the Gruach, resembles a great number of headless pigs sewn together, with sharp-toothed mouths growing from the belly of each

pig. When it moves, it grunts and screeches as if in great pain; it is eternally hungry, and quite vicious when roused.

The Gruach is incredibly tough to destroy, requiring a major wound to be inflicted to every one of its hit locations. With the vast number of pig bodies that comprise the creature it is able to function fully until this has been achieved.

CHARACTERISTICS

STR 35
CON 40
DEX 5
SIZ 40
INT 3
POW 22
CHA 10

The Gruach

D20	Hit Location	AP/HP
1-3	Pigs	3/16
4-6	More Pigs	3/16
7-9	Yet More Pigs	3/16
10-12	Vaguely Central Pigs	3/16
13-15	Prospective Sausages	3/16
16-18	Pork Zone	3/16
19-20	My God, It's Full of Pigs	3/16

Weapons

Type	Weapon Skill	Damage
Bite	40%	4d8
Bite	40%	4d8
Bite	40%	4d8
Bludgeon	80%	1d10+2d8
Bludgeon	80%	1d10+2d8
Flailing Trotters	100%	2d4

Special Rules

Combat Actions: 2

Strike Rank: +3

Movement: 3m

Traits: The Gruach can make all the attacks listed above as part of a single Combat Action.

Skills: Resilience 70%, Persistence 40%, Perception 30%

Typical Armour: Tough Hide (AP 3, no Skill Penalty)

The Tunnelled Hills

If a man sets out to travel east from Bevjarn, he is eaten in the troll kingdom of Dagori Inkarth. If, by some mischance, he is not eaten by trolls, he then starves to death in the wilderness of the Wastelands. If he survives that (and at this point, we are most assuredly speaking of a man of singular strength and will, a hero or a sorcerer of renown), then he falls into the hellish swamp known as Krjalki Bog and if he is lucky, he drowns before the chaos-horrors get him.

Now, if one throws sanity to the wind and assumes that our hypothetical eastward-bound traveller escapes the tendrils of the bog, then after another few days wandering in the wastes, he comes to the region known as the Tunnelled Hills.

History

During the Godtime, the Wastelands were the garden of Genert the Land God. He brought civilisation and peace to the people, and agriculture and fertility to the land. He planted a garden of surpassing beauty that was the wonder of the world; he raised up wonders and for a time he defended his followers against the forces of chaos, until the Devil and his armies came and destroyed all that Genert had made. The vast majority of his followers were slain. Only their allies, the forefathers of the Nomads of the Waste survived the Devil's onslaught, and they were scattered to the winds.

The Tunnelled Hills are all that remains of Genert's capital city, once called Oash Oa. At its height, the city was one of the greatest metropolises of the Golden Age, home to many thousands of humans and other folk. The city's size was even more impressive than its population – it stretched for many miles over the hills, as almost every building was surrounded by its own gardens or farmland. It was only in the heart of the city that the buildings and palaces were crowded

together. This meant, of course, that the city could not be surrounded with protective walls or magical wards, so when the Devil came, his minions rode down the wide boulevards and fruiting gardens of Oash Oa and slaughtered every living thing that dwelled there.

The cataclysms and chaos of the Age of Terror destroyed most of the structures in Oash Oa; the now-wild gardens became wilderness and devoured the remaining buildings, and now hardly one in a hundred buildings survives. The name of the Tunnelled Hills comes from the cellars, foundations, sewers and underground vaults and tunnels that still exist. Huge piles of rubble have blocked streets and made the hillsides steeper and more treacherous.

Layout

The Tunnelled Hills consist of numerous small valleys linked by tunnels or dangerous small passes. Each valley was once a neighbourhood or estate in Oash Oa; now, each is a self-contained small ruin. Some of the valleys are completely isolated from the outside world.

Approaching from the west, the Tunnelled Hills appear unwelcoming. The easiest path is via the Green Valley in the southern region of the hills, although if one follows the path, it brings the unfortunate traveller up into the region called No-Go. The Green Valley is comparatively safe, although it is heavily overgrown and strange beasts sometimes wander through the trees.

North of the Green Valley is the Grand Western Tunnel, a magnificent arched concourse wide enough for four dinosaurs to march abreast. Once, Mostali-forged crystal lights illuminated the tunnel, but these have mostly been broken or looted in the intervening years. If light is brought into this darkness, then the

intricate carvings of vines and leaves that decorate the walls can be seen. The crystal lights once hung like fruit from inverted stone trees.

The Grand Western Tunnel leads to the perilous Valley of Bogogix. From Bogogix, more tunnels lead to the ruins of Genert's Fortress, a mighty spire now called Devil's Hold. In the shadow of Devil's Hold is another valley, the Weeping Valley, from where no explorer has yet returned.

Turn south, and pass through tunnels either from Devil's Hold or the Weeping Valley (or, if you are more sensible, cross over the hills and avoid the Krashtkids that infest the underground regions), and you enter a flooded valley. When the sun is at the right angle and the waters are not too thickly muddied, you can see the ruins of buildings down in the depths, including the jade-inlaid dome of the city's treasury. During some dry seasons the water depth is much lower, revealing the tops of some of the buildings, poking out above the surface of the lake.

The largest surviving ruins are in the south-east of the Tunnelled Hills, just north of the Valley of Pinnacles. The steep walls of this sheltered valley resemble an assemblage of skulls, as hollow ruins and empty windows stare out east across the Wastes. When the wind blows from the east, the keening howl it produces as it blows through these ruins can drive a man mad.

The Valley of Pinnacles borders on the Plateau of Statues. The Valley is a volcanic wilderness, filled with choking fogs and showers of hot ash. Whatever wonders were built there by Genert and his worshippers are now buried beneath lava.

Present State

The Tunnelled Hills are one of the few places in the Second Age where Chaos still holds sway. Anyone entering the hills is taking their life, sanity, soul and bodily integrity (and, given the number of broo who live in the hills, their innocence) into their hands. The

heart of this chaos taint is in the ruined fortress known as the Devil's Hold, but every tunnel in the Tunnelled Hills hides something horrific.

The surface of the Tunnelled Hills is a little more inviting. The overgrown hills offer some shelter, in contrast to the surrounding Wastelands. Everywhere, there are piles of overgrown rubble and the occasionally partially intact wall, but most of the ruins worth exploring are located either underground or in the sheltered valleys.

Of late, the Tunnelled Hills have attracted an unusual number of adventures from different cultures. The God Learners, of course, have their bands everywhere, poking their sorcerous noses into anything that might give them an edge in understanding the legends of other people or in battling their rivals in the EWF. Most of the God Learner bands who entered into the Hills never returned, so the Middle Sea Empire is instead focussing its efforts at the mouth of the Zola Fel River investigating to the west of the Wastelands while hiring mercenaries and adventurers to clear out some of the monsters. Eventually, they hope to send more scholars and perhaps even learn if chaos-creatures have their own myths and HeroQuests.

A band of Mostali has also started digging into the Tunnelled Hills. They have cleared the chaos monsters out of a stretch of the Grand Western Tunnel and set up a base in a branch off that tunnel. This heavily fortified colony comes under regular attack by chaos-spawn, but so far the dwarfs have managed to fend off their enemies. The colony is willing to trade with outsiders in exchange for supplies and support. Their mission is to set up a Mostal research station, focussing on weapons development. Perhaps the dwarfs have been banished from more conventional Mostali settlements because their plans are too dangerous, or because they plan to use chaos power in their new machines.

Finally, nomads from Prax and elsewhere in the Wastes are drawn to the Tunnelled Hills. Their myths refer to Genert and his followers as wise giants, and

in times of need (such as the ongoing winter that has beset Genertala), the Praxians send their heroes to the Tunnelled Hills in search of giant relics. Storm Bull cultists also battle chaos in the Hills, fulfilling their sacred duty.

Defences, Impediments & Ambient Magic

The ruins themselves pose little danger to adventurers – this was a city, not a dungeon, and there are no pits or cunning death traps waiting in the shadows. Oash Oa was a peaceful city. The hills are quite arid for the most part, although they are much less dry than the surrounding wastelands.

The Tunnelled Hills are thickly overgrown with plants, many of which are found nowhere else in Glorantha. Superstitious adventurers may blame every strange bloom on the taint of chaos, but most of the plants

are the descendants of the garden plants of the city. Several of the plants are quite dangerous, though. Thick thornbushes grow everywhere in the hills, their wiry branches covered in iron-hard spikes and claws. Worse, these thornbushes thrive in the arid conditions, and can grow to block a path almost overnight.

A form of chaos-tainted scrubgrass called Wakboth's Grass grows everywhere in the Tunnelled Hills, whose pollen causes temporary blindness, sneezing or blistering if the grass is disturbed. Rarer but equally dangerous plants include the life-draining leechplant, which saps the strength of those who rest near a patch, and the explosive deathspines. These latter plants consist of a spherical gas bladder surrounded by spear-like spines. When the plant is disturbed or injured, the central bladder explodes, hurling the spines a considerable distance with great force. With luck, the spines kill nearby plants or animals, and the

Weeds in Genert's Gardens

Wakboth's Grass: A patch of grass randomly produces blindness, sneezing or blistering – roll at the start of each day to determine what the effects of the patch are that day. A character who passes through Wakboth's grass must make a Resilience roll or fall victim to the plant's baneful pollen. *Blindness* means the character is blinded for 1d6 minutes. *Sneezing* gives the character a -20% penalty to all skill checks for 1d6 minutes. *Blistering* gives the character a -10% penalty to all skill checks and increases all damage taken by one point per hit.

Leechplant: A character who spends more than one hour within 50 metres of a leechplant loses one point of CON. A character who loses more than one point of CON to a leechplant must make a Resilience roll or fall asleep. Lost CON is regained at the rate of one point per day.

Deathspine: If a deathspine explodes, all creatures within 10 metres must make a Dodge check or be struck by a spine (or 1d3 spines if the check is fumbled). A creature within one metre of the deathspine is always hit by 1d3 spines, and by 1d10 if he fails his Dodge check. Each spine deals 1d8 damage.

The Curse of Bogogix

A character who spends time in the Valley of Bogogix must make a Resilience check every four hours. Each time this check is failed, the character moves one step along the Curse of Bogogix. This curse is actually a magical disease, so spells that cure disease or improve health can temporarily remove it. However, the disease will recur as soon as the character fails another Resilience check against the monolith's magic. Outside the valley, a character infected with the Curse of Bogogix will continue to suffer from the plague until he makes three successful Resilience checks in a row, although his condition will not deteriorate any further.

One Failed Check: The character feels mildly unwell, but there are no other effects.

Two Failed Checks: Reddish spots appear on one of the character's limbs or other locations (roll on the Hit Location table to determine where).

Three Failed Checks: The red spots grow into vile-looking blotches and become unpleasantly itchy. Red spots appear elsewhere on the character's body (roll again on the Hit Location table to see where).

Four Failed Checks: The blotches grow into horny lumps that weep pus. These growths are agonisingly painful and make it impossible to wear armour on that location. The second set of spots grow into blotches.

Five Failed Checks: The horny lump grows into a bizarre parody of the body section it is attached to. For example, blotches on the characters head sprout facial features, including eyes and a mumbling mouth. Blotches on a character's arm turn into a hand that plucks blindly at everything nearby.

Sixth and Subsequent Failed Checks: The disease is progressing faster now. Another section of the character's body grows a cancerous lump that is a parody of that section of the body. Furthermore, these growths now start acting against the character, as follows:

- * **Head:** The head-growth starts shouting, drawing the attention of nearby broo. It may also sing hymns of praise to Malia.
- * **Abdomen:** All manner of lewd or obscene behaviour.
- * **Chest:** A chest-growth makes the character incredibly hungry, forcing him to eat and drink twice as much as normal.
- * **Arm:** An arm-growth attempts to interfere with the character's actions, inflicting a -10% penalty on all skill checks.
- * **Leg:** A leg-growth moves the character one metre per round in exactly the direction he does not want to go.

Twelve Failed Checks: At this point, every part of the character's body is covered in bizarre growths. The disease has entered its final stage. The different body sections combine to form a single creature, a humanoid spawn made entirely from diseased tissue. This bizarre creature pulls itself away from the character in a ghastly birth, inflicting 3d6 damage to each of the character's locations. The resulting imp runs off towards the monolith in the centre of the Valley of Bogogix, where it is received rapturously by the broo cultists, who hail it as an avatar of their goddess.

In most circumstances, this will kill the victim. The few who have survived this awful birthing find themselves curiously blessed and cursed – not only are they cured of all diseases, but they are immune to all sickness for the rest of their lives.

However, as half their soul has been torn away by the curse, they will never know true contentment and will never pass on into whatever afterlife would otherwise await them.

seeds within the plant can grow in the resulting corpse into new deathspines. The Broo tribes of the Tunnelled Hills have learned to cultivate Deathspines and use them as traps or even missile weapons.

There are beneficial herbs and plants too. Goldenbell can be found in the central sections of the Hills, and is a potent remedy for poisons. Oakfetch is a reddish root, resembling a pepper, that grows in the fertile soil near the Valley of Pinnacles, and gives potent visions when eaten, as well as giving a distinct chilli kick to any stew. Rarest of all is a nameless moss that glows dimly in the presence of magic, feeding off magical emanations. This green-blue moss can therefore signal the presence of magical items or unattuned runes.

Pockets of chaos magic can be found throughout the Hills, especially underground or in places where chaos-spawn were slain during the Godtime. These pockets sometimes produce strange creatures who pull themselves out of the tortured earth and slouch away on tentacles of soil and stone in search of more salubrious resting places.

Notably, the valley known as Bogogix contains a monolith sacred to the goddess Malia, the Pestilence Queen. This stone monolith is covered with a thick shroud of fungal growths. The broo and scorpion-folk who dwell in the valley worship the monolith as an embodiment of their foul goddess, and imprison victims within the fungoid mass so that the monolith can feed on them. Anyone entering the valley of

Bogogix also enters the baleful influence of the monolith and begins to suffer from a magical plague, the Curse of Bogogix.

Monsters, Guardians & Inhabitants

Chaos-creatures of all sorts dwell in the Tunnelled Hills, from broo and scorpionfolk to krashtkids and stranger things. There is little organisation to these creatures – they exist in either small tribes or colonies, or as solitary predators. In most cases, they make their homes in underground tunnels or in the more intact ruins.

In the heart of the Tunnelled Hills, there lies the mountain fortress of the Devil's Hold, and there dwells a powerful chaos entity. It has never seen the light of day, and its followers refer to it as the World-Eating King or the Feaster From Beyond. Those sworn to its service have unusually large mouths, and the horror can speak through them when it chooses.

Deep in the tunnels below, a small colony of Genert's human followers still survive. These folk sealed themselves off in an underground bunker during the Godtime, using powerful magics to hide from the devil and survive for uncounted years in the darkness. They have entered into a symbiotic relationship with a holy plant that grows in a cavern beneath the Tunnelled Hills, and resemble elves more than the mortal men they are. They call themselves the Tenders, and promise that one day Genert's Garden will bloom again. Unfortunately, they are most likely insane and their holy plant is tainted by Malia's evil touch.

THE TUNNELLED HILLS AND PLATEAU OF STATUES



the tunnelled hills



The Plateau of Statues

The Plateau of Statues rises high above the Tunnelled Hills. It is a mysterious and contradictory place, even by Gloranthan standards. Most accounts of the Plateau focus on how difficult it is to get there, not on the strange things to be found there.

History

The history of the Plateau of Statues is a mystery in the Second Age. It certainly dates back to the Godtime, and there was a holy site on this high plateau when Genert ruled in Oash Oa below.

The Praxians have known about the Plateau for centuries, although their attitude to it can be summed up as ‘don’t go there unless you like being confused, annoyed or possibly killed’. The Plateau also has a measure of fame in Teshnos, where it is seen as the embodiment of the incomprehensibility and confusion of life. According to this theory, the statues dotted around the plateau are all depictions of the gods, whose teachings and cults offer a course out of confusion.

The God Learners have only sent a single Knowledge Band to the Plateau. Six months later, a God Learner scout found the lone survivor of the band lying at the foot of the plateau, raving about sentient vegetables who had taken him prisoner and forced him to tend the bodies of his companions who had been buried in a garden patch and watered until they sprouted like seeds.

Layout

The Plateau of Statues is surrounded on all sides by steep cliffs, which are exceedingly difficult to climb. In many sections, the cliffs slope outwards, forcing climbers to deal with tricky overheads or turn back. There are three safer routes onto the plateau, which are described in detail below.

The plateau is bowl-shaped and arid. The few streams that run down from the hills at the edge usually dry up before they reach the swampy central zone. The statues that give the region its name are found throughout the Plateau, although most are in the hills.

These statues range in size from the tiny – one Praxian found a statuette of a horse spirit smaller than a child’s fingernail – to the cyclopean, such as the towering depiction of Storm Bull that can be seen from the Wastes below on a clear day.

Known features on the Plateau include a field of fountains to the south-west, one of the few sources of fresh water in the dry landscape, a forest in the south-east near the Bloody Path, and a central rocky plateau that has never been explored. All the statues on the plateau proper are of known gods and spirits, but the strange faces that leer from the slopes of the smaller plateau are all depictions of alien and unknown deities.

Present State

The Plateau is much the same as it has always been – a strange gallery of gods and demons, glimpsed by few mortals. No mortals dwell on the Plateau – it has been abandoned to the boggles and other tricksters.

Defences, Impediments & Ambient Magic

The chief impediment to adventuring on the Plateau is the lack of water. The Plateau is baked by the sun, and the few streams in the hills are unreliable and often tainted. The magical fountains of the southwestern quarter do provide some respite, but thirst-stricken adventurers are sometimes forced to rely on other sources of moisture. It is with good reason that all manner of children’s tales and myths warn against accepting food or drink from boggles...

Of course, that assumes that an adventurer can even get onto the Plateau. Climbing onto the Plateau is very hard (requiring a series of Athletics checks at -60%). There are three paths onto the plateau that do not require climbing, but these each have their own dangers.

On the eastern side of the Plateau is the Bloody Path, a stony path where the very rocks ooze blood. At the top, the pass is guarded by a tribe of seemingly immortal chaotic giants, who are ruled by six champions –

Blind, Brow, Burrow, Drip, Shatter and Spear. Each of these champions has its own unique mutations and fighting style, and those who would enter the Plateau by the Bloody Path must defeat or outwit at least three of these champions.

To the north, a path called No-Go leads up from the Green Valley to the Plateau of Statues. This is the safest path up, but at the top is a castle inhabited by boggle tricksters. These boggles are quite friendly to visitors, but a boggle's idea of a warm welcome can be anything from warmly toasting guests over an open fire to providing beds so soft you sink into them and suffocate. Those who can navigate the weird customs and contradictory demands of the boggles and their ever-changing keep can gain entry onto the Plateau of Statues via the castle's back door.

Finally, the third route onto the Plateau is via a chasm called Upward Crack. It is a marginally easier (-40% instead of -60%) climb than going straight up the cliff walls.

As for ambient magic, the Plateau is literally overflowing with it. Strange auras dance in the skies over the Plateau, and cascade in bright streams of arcane fire over the edge on certain holy days of the year. Travellers have reported visions of the gods and encountered bizarre buildings and puzzling structures on the Plateau, and there is some evidence that the statues sometimes move.

Monsters, Guardians & Inhabitants

The boggles are the most infamous inhabitants of the Plateau, although giving statistics for those creatures is utterly pointless – not only is every boggle unique, but the nature of their uniqueness varies on a regular basis.

The six giant champions of chaos who guard the Bloody Path all have the same base characteristics.

CHARACTERISTICS

STR 60
CON 45
DEX 8
SIZ 49
INT 11
POW 16
CHA 13

Chaos Giant Champion

D20	Hit Location	AP/HP
1–3	Right Leg	5/19
4–6	Left Leg	5/19
7–9	Abdomen	3/20
10–12	Chest	3/21
13–15	Right Arm	3/18
16–18	Left Arm	3/18
19–20	Head	3/19

Weapons

Type	Weapon Skill	Damage
Club	84%	2d6+3D10/AP3
Bludgeon	84%	5D10 (ShatterOnly)
Punch	120%	1D6+3D10 (DripOnly)
Headbutt	100%	1D6+3D10 (SpearOnly)
Bite	90%	1D6+3D10 (BurrowOnly) + Venom
Claw	100%	1D8+3D10 (BurrowOnly)

Special Rules

Combat Actions: 2

Strike Rank: +9

Movement: 6m

Skills: Athletics 44%, Lore (Plateau of Statues) 50%, Perception 60%, Persistence 46%, Resilience 75%, Survival 30%

Typical Armour: Tough Hide (AP 3, no Skill Penalty), Heavy Leather Apron (AP 2, Abdomen and Legs only); Skill Penalty -6%

Blind has no eyes, and his head is swathed in bandages. He has the Earth Sense ability thanks to his powerful sense of smell.

Brow has a huge, misshapen brow that resembles a craggy cliff. His Perception score is only 30%, but he has an AP of 8 on his head.

Burrow has never been seen, but is rumoured to resemble a giant shrew, has a Burrow speed of 5 metres and Echolocation.



Burrow

D20	Hit Location	AP/HP
1-3	Right Hind Leg	5/19
4-6	Left Hind Leg	5/19
7-9	Hindquarters	3/20
10-12	Forequarters	3/21
13-15	Right Fore Leg	3/19
16-18	Left Fore Leg	3/19
19-20	Head	3/19

BURROW VENOM

Type: Smear

Delay: 1D3 Combat Rounds

Potency: 90

Full Effect: 1D3 hit points damage to location struck, applies -6 penalty to victim's Dex (upon reaching 0 DEX victim becomes paralysed)

Duration: 6D10 minutes

Drip is a large head with a toothless mouth, eyes that weep constantly, and two bloody hands on which it supports itself and crawls about. It has the following Hit Location table.

Drip

D20	Hit Location	AP/HP
1-6	Right Arm	5/38
7-12	Left Arm	5/38
13-20	Head	3/40

Shatter resembles a mastodon broo, and has a long trunk that ends in a knob of bone that he uses as a bludgeon, smashing his foes with his nose.

Spear has exceedingly long and thin limbs and an equally thin torso, and his head is on the wrong end of his body.

Spear

D20	Hit Location	AP/HP
1-5	Right Leg	5/19
4-8	Left Leg	5/19
9-10	Head	3/19
11-12	Abdomen	3/20
13-14	Chest	3/21
15-17	Right Arm	3/18
18-20	Left Arm	3/18

The Abbey of St. Thuciber

This little Theistic ruin can be dropped in anywhere in Western Glorantha. It is not a place of high magic or legend, and is a fine starting point for beginning adventures.

History

For many years, the Abbey of St. Thuciber (an early Malkionist monastic settlement) was a beacon of light, learning and safety to the surrounding countryside. Travellers would find refuge behind its stone walls; the sick were cured and the faithless inspired by the devotion of the monks.

One morning in the dead of winter, the abbot was called to perform the last rites on one of the young initiates, who was dying of a terrible fever. The abbot performed the rites proscribed in the *Abiding Book*, but instead of passing on into the afterlife, the young monk began speaking in a strange tongue and scratching runes into his living flesh. Alarmed, the abbot ordered that the young boy be taken from the cell and brought to the abbot's own chambers, where the abbot could personally exorcise and tend to the initiate.

According to some versions of the tale, the abbot and the evil spirit that had possessed the young monk fought for three days and nights, until the spirit manifested as a pillar of fire and set the building aflame. The abbot heroically held the spirit rooted in place until all the other monks and villagers had fled, at the cost of his own life.

Of course, another form of the tale holds that the possessed young initiate wrote a book under the instructions of the abbot, a book of vile lore and forbidden sorcery. The abbot became an evil tyrant who oppressed both his monks and the villagers of the surrounding countryside until a band of brave souls crept into the monastery by night and set flame to the abbot's chambers.

Whatever really happened, the monastery burned and was never rebuilt. The stone buildings survive

to this day, although all the wooden structures and other fittings were consumed by the flames. Since its destruction, strange sights and unusual portents have been encountered in the abbey's ruins.

Layout

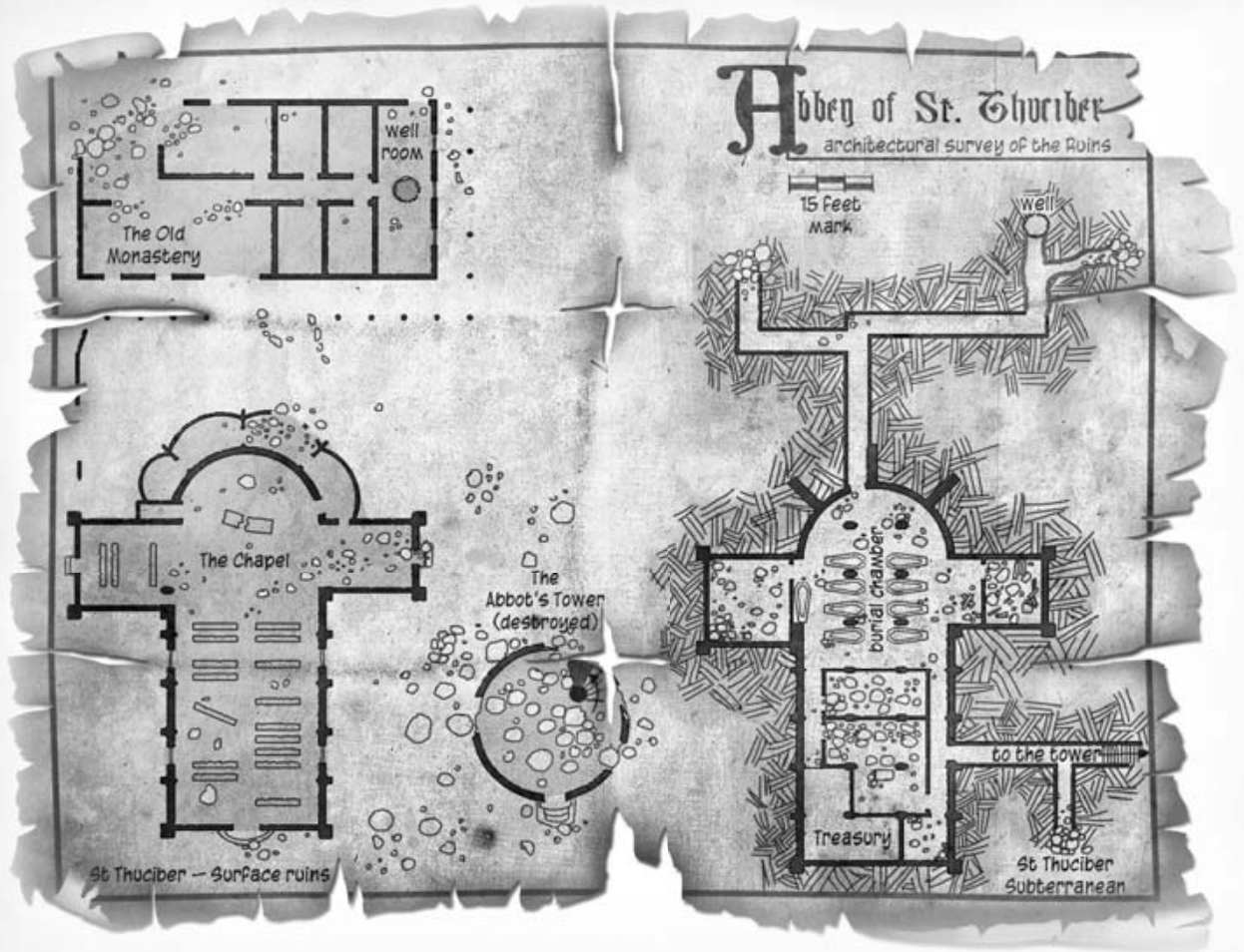
The abbey of St. Thuciber stands in the middle of an overgrown wood that was once the monk's orchard. Fruiting trees and laden vines grow across the stone path leading to the ruins. At times, broo have made camp in these woods, although they rarely stay long.

The ruins of the abbey consist of four sections – the chapel, the old monastery, the abbot's tower and the cellars.

The chapel is the largest of the intact structures. It is a large and beautiful chapel dedicated to the Invisible God, and is decorated with carvings depicting St. Thuciber and other holy figures battling demons and chaos. The roof has partially collapsed, and the chapel has been used as a shelter by wanderers in the past. The ruins smell of damp and animal droppings. Someone also took a sledgehammer to the altar, smashing the ornamental mouldings and breaking the altar stone in two. Despite all this, the chapel is still holy ground and may offer some protection from the evils of the abbey.

The old monastery is the next most intact section. Here stood the monastery's infirmary and kitchens, its dining hall and storeroom. Most of these are just piles of fallen stone still streaked with black ash, but a corridor and its adjoining rooms have survived. Four of these rooms are monks' cells; the fifth room is the monastery's well room. Characters can climb down into the cellars via this well, although an immature quenlurg lurks in the waters below. A character climbing down the well who is hit by the quenlurg will fall into the icy waters of the well below. The well is three metres deep. Buried in the mud at the bottom of the well is a golden chalice, worth 2,000sp.

The Abbey of St Thuciber



The abbot's tower was completely destroyed, and only its foundations survive. Stones from its walls are scattered all around the forest, as if the tower exploded violently from within, hurling debris over a wide area. Fallen stones conceal a trapdoor leading into the cellars; moving these stones requires a Difficult (-20%) Athletics test.

Finally, while the fires devoured most of the wooden supports in the monastery's cellars, causing them to cave in, a section remains intact. The cellars can be accessed by the well room or by the abbot's tower. The cellars are the home of a gorp, who lurks in what was

once the abbey's burial chamber for respected monks, and the gorp has made its home in a stone coffin.

The remains of the abbey's treasury is sealed away behind a heavy iron door that is magically locked. This door has also been pounded with a sledgehammer, but for all the dents in it, it remains shut. The haft of the sledgehammer lies on the ground nearby (the vandal was ambushed and devoured by the gorp before he could break into the vault). The only way to get the key to this room is to wait until nightfall, when the abbot's tower rebuilds itself, then hope that you encounter the ghost of the abbot and not the possessed initiate in the ghostly tower.

If the characters manage to gain access to the treasure vault, it contains an illuminated copy of *The Abiding Book*, along with reliquaries, talismans and sorcerous paraphernalia worth 10,000 silvers.

Present State

During the day, the monastery is quiet and safe as long as you do not enter the cellars.

On certain nights, however, a strange transformation comes over the ruin. The stones scattered through the forest crawl back to the ruins of the abbot's tower, pulling themselves up over each other and frantically scrabbling for position. Block by block, the tower rebuilds itself. Plants sprout from the ground and grow into the reforming tower, transforming themselves into living wooden doors and furniture. Moss becomes mortar, holding the tower together.

Characters entering the tower discover that the interior is just as bizarre as the exterior. The stone steps of the staircase float in the air, suspended by the memory of their original place and little else. A table made of living wood sprouts flowers. Upstairs, either the ghost of the abbot or the possessed initiate stands in the middle of a burning room (see below).

Defences, Impediments & Ambient Magic

The thick forests surrounding the abbey require an easy (+20%) Survival check to navigate.

During the day, there is little in the way of ambient magic, save for the corridor. This corridor is decorated with blackened marble busts of saints and holy men. Sometimes, on Malkioni holy days, these heads come to life and debate philosophy and religion. A character who spends an afternoon arguing with the stone heads may improve his Sorcery or Lore (religion) skills.

Monsters, Guardians & Inhabitants

An immature quenlarg lurks in the well. Quenlarges are carnivorous earthworms that are eternally hungry. They spring out of the soil to ambush their prey. This immature quenlarg uses the cool water of the well to sooth its tender skin as it moults.

CHARACTERISTICS

STR 18
CON 11
DEX 11
SIZ 20
INT 1
POW 11
CHA 1

Immature Quenlarg

D20	Hit Location	AP/HP
1-6	Tail	3/8
7-14	Body	3/9
15-20	Head	3/8

Weapons

Type	Weapon Skill	Damage
Bite	40%	1d8+1d6

Special Rules

Combat Actions: 2

Strike Rank: +6

Movement: 5m, 6m when burrowing

Traits: Burrower, Earthsense

Skills: Athletics 40%, Perception 50%, Resilience 50%, Survival 30%

Armour: Armoured Segments (3 points)

The gorp in the crypt is an amorphous acidic blob. It knows the tunnels under the monastery like the back of its pseudopod, and will stalk and ambush intruders. It can also hide in the stone crypts by pouring itself through tiny cracks in a coffin lid.

Finally, on certain nights of the year, the abbot's tower rebuilds itself and a ghost manifests there. There is an equal chance that that it is the ghost of the abbot or the ghost of the possessed initiate.

If it is the ghost of the abbot, then it pleads with anyone who enters the tower to take the key to the underground vault and retrieve the illuminated *Abiding Book* that is kept there. The abbot can rest only if the book is removed from the ruins of the abbey. (Of course, if the story about the abbot becoming an evil tyrant is true, then removing the book from the vault will not lay him to rest – instead, the abbot's ghost is tethered to that corrupted book, and he will later attempt to possess the book's bearer.)

The Abbey of St Thuciber

If it is the ghost of the possessed monk, then intruders have a fight on their hands.

CHARACTERISTICS

STR -
 CON -
 DEX -
 SIZ 10
 INT 12
 POW 18
 CHA 13

HP 18
 MP 18

Weapons

Type	Weapon Skill	Damage
Flaming Touch	45%	1d8

Special Rules

Combat Actions: 2

Strike Rank: +25

Movement: 5m

Traits: Spirit, Dominant Possession, Recurring, Flame Touch

Skills: Dodge 32%, Perception 30%, Persistence 38%, Manipulation (Magnitude) 70%, Manipulation (Duration) 30%, Manipulation (Range) 50%, Manipulation (Targets) 50%

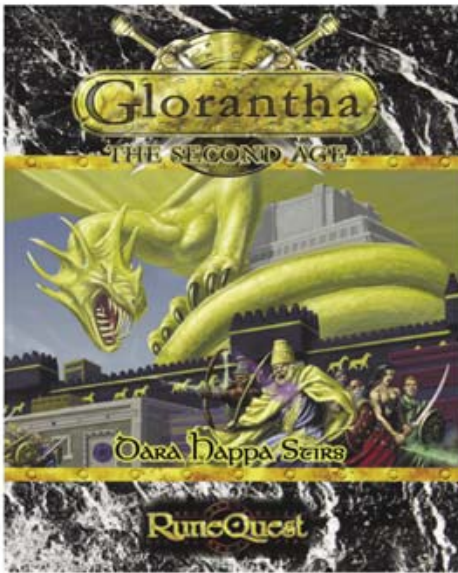
Spells: Neutralise Magic 50%, Spirit Resistance 60%, Circle of Flame 50%, Ablaze 60%

Armour: None

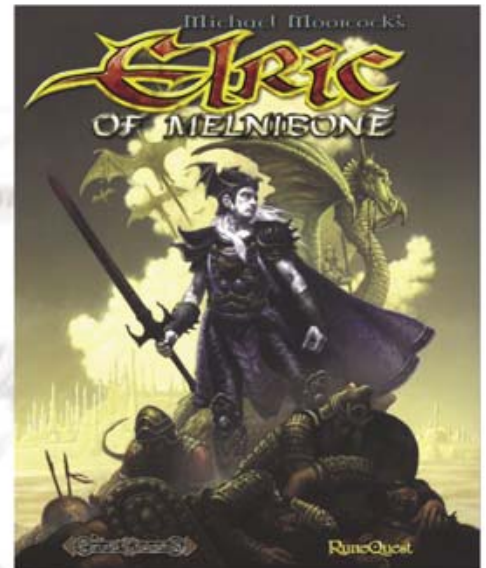


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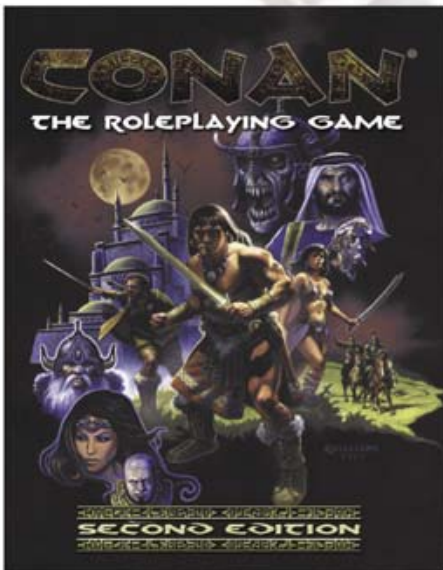
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Dara Happa Stirrs is a Gloranthan sourcebook and campaign setting of epic proportions. Within its pages you will find detailed information concerning Yelm's empire: history, myths, and political structures for the empire in Glorantha's Second Age. You will also find new cults, new magic, expanded character creation for Dara Happa adventurers, a full campaign spanning 10 years of Dara Happa history and numerous story seeds for additional action and intrigue.



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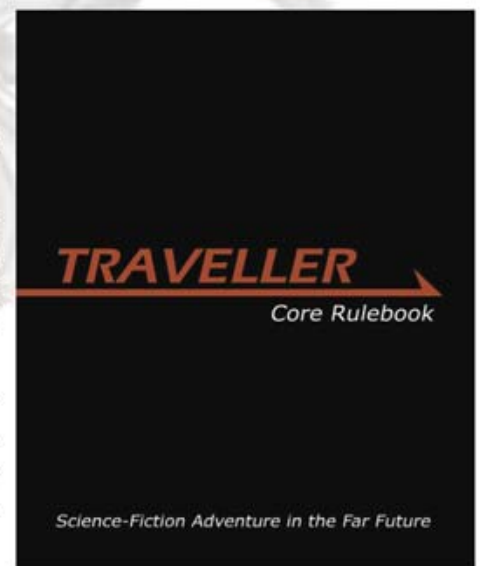


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