

Breaking the Stones

By Lawrence Whitaker

Breaking the Stones is a Gloranthan campaign set in the city of Dangk and the ruins of Hrelar Amali, both in Ralios. The setting is split into two parts. In this part we present Dangk; part two presents Hrelar Amali.

Dangk is a small, unremarkable southern Ralios city but the ruins harbour a great secret of mythic importance that is irresistible to the Middle Sea Empire. If the God Learners can crack Hrelar Amali's secret, the most sacred myths of the Orlanthi pantheon will be exposed and vulnerable to the God Learners' experiments in myth-re-engineering. The God Learners are close to breaking Hrelar Amali's secret but a great deal rests on assumption and conjecture. They suspect much – and may even be correct – but still require certain codes and facts to be verified beyond any doubt, before they can be sure.

The Secret of the Stones

Hrelar Amali's history begins with the Green Age, when life was beginning to take hold in Glorantha. Flamal, the Seed Father, took root at Hrelar Amali, becoming The Great Tree and all plants originate from its roots. Hrelar Amali thus holds a very potent significance for the Aldryami because it is, in essence, their spiritual home and the source of all things green in the world.

Hrelar Amali persisted through prehistory and was at one point a source of light and refuge during the Lesser and Great Darkness, even though the Great Tree of Hrelar Amali was devoured by Zorak Zoran towards the end of the Lesser Darkness. It was part

of Mastakos the Charioteer's Trail West, when he crossed the world in only eight steps.

When the Lightbringers brought the sun god, Yelm, back from Hell, Lhankor Mhy raised the first of many temples at Hrelar Amali, its purpose to fully and singularly document the Lightbringers' Quest to rescue Yelm and return him to the sky, thus ending the Greater Darkness. The Lightbringers' Quest (see *Glorantha: the Second Age*, p37-38) is central and sacred to Orlanthi belief since it signalled a sea change in the relationships of the Gods, ultimately leading to The Great Compromise, which created Time and established the boundaries between the Gods' Plane and the Mortal Plane. Lhankor Mhy chose Hrelar Amali as the place to commemorate the triumph of life over Darkness and Chaos precisely because it was the place where Flamal caused life to begin.

Lhankor Mhy took it upon himself to etch into every last inch of its stones the full story of the Lightbringers' Quest, from its start to its end. The walls of the temple were thus filled with the True Word of the Gods, written in their own language and communicated with the full authority of One Who Was There. There is no purer form of myth. Grey Scholars, Sage Priests, Wind Lords and countless other students may have *interpretations* of the Lightbringers' Quest (and indeed, most interpretations contain a common set of accuracies, as well as the inevitable embellishments, contractions and omissions), but Hrelar Amali describes the myth with absolute accuracy and honesty and in the very handwriting of Lhankor Mhy himself. To be able to

decipher the God Script, to read its millions of words of detail, is to achieve an unparalleled understanding of the Lightbringers' Quest. More importantly, it offers a gateway to the Quest itself and the opportunity to join with the Lightbringers and experience what they experienced. It is highly likely that Harmast Barefoot, the first mortal to complete the Lightbringers' Quest, sought inspiration from Hrelar Amali during the Gbaji War, although his HeroQuest began at the hill of Orlanth Victorious in Dragon Pass. God Learner Revealers also speculate that Harmast understood the God Script carved into the ruins – something thought to be beyond the ability of any but the most experienced sorcerers.

For the God Learners, such knowledge is an opportunity to dismantle, rearrange and fundamentally reshape the Lightbringers' Quest: a heresy for the Orlanthi; a blasphemy against the tenets of the Great Compromise.

In the First Age, the descendants of Eeneral came to the lowlands around Felster Lake and made it their home. One of these tribes, the Utoni, settled in the valley of Hrelar Amali and added their own temples to those built by the Aldryami and Lhankor Mhy, creating a vast temple complex. The Utoni, led by the hero, King Dan, evolved into the devout and magically astute Dangan Confederacy a new alliance and friendship with the Aldryami of Tarinwood. The Dangan Confederacy converted to Orlanth partly through the powerful influence of the Lightbringers' Temple but also through careful study and enlightened attitude to the Orlanthi who made pilgrimage to this holy site.

The Dangan Confederacy fell sometime between 350 and 450, during the Gbaji Wars, when the Seshnegi raged through southern Ralios, besieging, looting and then sacking Hrelar Amali as part of their murderous conquest of the area. Hrelar Amali has been ruined since that time, although it still attracts pilgrims from across Ralios, including the Hsunchen from the north.

What the God Learners Know

The God Learners know that Hrelar Amali is covered in God Script and that it relates in some way to the Lightbringers' Quest. They also know that the God Script recounts several hundred separate myths that are linked by some underlying precepts that bind them into a whole. Thus they *suspect* that what they have in the ruins is *a telling* of the Lightbringers' Quest but they can do little with this information unless they can unlock the following essential elements:

- The name of the writer
- The cipher for the certain key myths, which appear to have been transcribed in an arcane code
- Reassembly of the ruins into as close a representation of the original temple as possible
- A method for filling-in the gaps in the entire temple script.

If these four elements can be assembled, Hrelar Amali's secret will be broken and the Lightbringers' Quest opened-up for some serious meta-engineering. This is probably the last thing that the God Learners expect to achieve; however it is certainly a highly desirable prize – yet a disastrous one for many reasons.

God Learner Study Groups

The first study groups were formed by the God Learners circa 500 but these were relatively disorganised, ad-hoc institutions with no clearly defined remit other than to expand the Empire's knowledge base. 400 years later, study groups have developed. Predominantly known as *Revealers*, these are highly organised, tightly focused research teams. Revealers are always formed to research a single subject and are always disbanded when the task is complete. Some Revealers have been operating for 100 years or more, whilst others might only last days. They are hot-houses of intellectual and magical activity, intensely private and operating to the detailed Study Codes drawn-up by St. Serezos the Revealer, which he condensed from certain obscure passages of the *Abiding Book*.

Revealers, depending on what is being studied, can number in the hundreds but the structure is always the same. At the head is the *Chancellor*, responsible for directing the study methodologies and outcomes. The Chancellor carries the Revealers' reputation and the most experienced and successful Chancellors lead the largest or most prestigious study projects.

The body of the group is arranged into *Faculties*. Typical faculties are History, Magic, Myth Interpretation, Engineering, Security and Accounting. Each has its own *Faculty Head* (even in small groups, where the entire faculty is a single person) and they direct the study according to the programme outlined by the Chancellor.

Beneath the Faculty Head are the *Revealer Fellows*, who carry out the vast bulk of the research, according to the Faculty's programme. Reports are made daily to the Head, who in turn reports to the Chancellor. Methodologies, findings, conclusions and

recommendations are written into the Faculty Ledgers so that an exhaustive record of every aspect of the Revealers is maintained. The Chancellor reviews the Faculty Ledgers and cross-references the findings across the Faculties, ensuring that each has precisely the right information for their particular task.

Revealers are well-funded with budgets approved by the exchequer of Emperor Ilotos. Bruyant Openwing's Revealers, for instance, has a budget sufficient to run a small city (and there are Revealers much larger than Bruyant's elsewhere in the Empire). All Revealers can draw upon the God Learners' considerable religious and magical resources as needs dictate, although the most important Revealers take priority – often at the expense of the smaller or less prestigious.

Revealer membership is highly sought-after and the entry requirements as strict as those for any cult.

- **Revealer Fellows** must have at least 70% in a key skill (such as a particular Lore skill) and must pass the compulsory examinations set by the Chancellor (usually requiring three successful tests against the key skill).
- **Faculty Heads** must exhibit at least 80% in two key skills, have completed at least three years of Study Fellowship and undergo similar examinations.
- **Chancellors** must have attained at least 90% in two key skills and served as a Faculty Head for at least five years.

Revealer Groups offer paid employment, food and board and access to knowledge and training (mundane and magical). To many they serve as extended families; to others, as just a way of making a living. Finally, Revealers are intensely competitive. Each

seeks to add the most to the God Learners' banks of knowledge; each seeks to advance the Empire the furthest. Feuds between Revealers are not uncommon and on some occasions, even blood has been spilled.

Dangk

Dangk takes its name from King Dan, the Utoni hero who established the Dangan Confederacy. Despite its noble heritage, Dangk, in the Second Age, is a drab, colourless city occupying the southern edge of the vast Sodal marshland. It is a mixture of wooden and stone buildings, a rambling accretion of narrow streets, alleys, yards and rat-runs that seem to have been scattered haphazardly like some giant child's building blocks, thrown down in a tantrum and never cleared away.

The original settlement was built completely of wood and flourished during the golden years of the Dangan Confederacy to almost its present size. After the Seshnegi sacked the Hrelar Amali region, putting an end to the Dangan's influence, Dangk as a settlement survived but its glory years were over and it became another backwater city on the edge of the heart of Malkionism.

It burned down in 854 when Uffled the Unshirking angered neighbouring Wolfblood, sparking a bitter feud resulting in minor damage to Wolfblood but Dangk's complete razing. Poor Uffled the Unshirking was subsequently buried alive in the Sodal Marsh, leaving only the protective dyke that still bears his name as a legacy. Dangk was rebuilt between 856 and 869 and along more robust lines. Stone was taken in liberal quantities from the Hrelar ruins and in 870 Dangk was returned to its people (many of whom had married into Wolfblood families). Since then, Dangk and Wolfblood have prospered – as much as marshland communities can prosper – and remained

closely allied up until the God Learners seized control of Dangk in 903. Some fled to Wolfblood, but most remained, tempted by the ostentation of the Middle Sea Empire, and enjoying the prosperity of the God Learners drafted in to work on the 'Hrelar Project'. Dangk's market now attracts traders from Wolfblood, Tarasdal, Azilos, Tiskos and as far east as Estali.

The Sodal Marsh

The River Tanier winds across a marshy floodplain before feeding Lake Bakeel, to the north-west of Dangk. The river and its smaller tributary the Dangkos, frequently burst their banks, especially during Storm Season but Dangk is protected by Uffled's Fence, the kilometre-long dyke built by the hapless Uffled the Unshirking. The marsh is home to otters, egrets and a modest array of wildfowl species. It is also home to monsters and other horrors.

It is said that Sodal Marsh is host to an enclave of Krarsht Worshippers (some are rumoured to live in Dangk), who use magic to dive into the bogs and quick sands and swim down to Krarsht's domain. Where there are Krarsht worshippers, there are Krarshtkids, and more than one soul who has strayed into the marshes has reported sightings of large, many-legged creatures, that sound suspiciously like Krarshtkids.

The Openwing Stewardship

In the Earth Season of 903, the God Learners sent Bruyant Openwing to study the ruins of Hrelar Amali. His initial survey established their undoubted importance to the Middle Sea Empire's magical agenda and also established that this would be a long-term enterprise. A base of study was essential and one that could offer the kind of comforts necessary to the calibre

of scholars Bruyant intended to attract to the ruins. Dangk, despite its lack of character, was ideal: close enough to Kustria and the other major Safelster cities but remote enough to avoid unnecessary bureaucracy and factional meddling, whilst still offering certain *standards* of habitation.

Flattery, bribery and a modicum of blackmail swiftly followed, securing the co-operation of Dangk's city elders, the Marsh Council. As more and more God Learner scholars arrived in Dangk, bringing yet more money and more corruption, Bruyant proposed that the governorship of Dangk pass to the Revealers, which now numbered some 300 Reveler Fellows. The Openwing Stewardship was granted legal status in 905 and Dangk effectively passed into the hands of the God Learners.

Bruyant returned full-time to the study of Hrelar Amali, handing civic power to Esclafr Lanpth, a procrastinator who faces the difficult task of balancing the conflicting interests of Bruyant's strident Revealers against the religious concerns of various other scholars and mystics who believe that Hrelar Amali is a heresy against Malkion, and should be levelled, not studied.

Foremost of these zealots is Fluilea Gencourt, one of the most fervent Malkionist proselytisers in the Empire and an ardent denier of Hrelar Amali. He arrived in Dangk three years ago, accompanied by his cadre of supporters, the fanatical Flotsam and has spent his time haranguing the theists of Dangk – resident and pilgrim alike – making a fair few converts to the way of the Invisible God – but also making enemies. Fluilea has no time for tolerance. His methods are based on intimidation, scare-mongering, strong-arming and outright violence. The Flotsam, numbering almost 300, carry-out Fluilea Gencourt's will and happily stir-up resentment and trouble whenever Fluilea's interests are threatened (real

or perceived) and groups of Flotsam have been known to 'Go Orlanthi Bashing' just for fun. When summoned by Esclafr to account for the violent antics of his followers, Fluilea is apt to shrug and suggest that perhaps pagans should be forbidden from the city altogether, if they do not like the way they are treated.

The stewardship is enforced by the Revealers' Security Faculty. Soldiers drafted in from the Rightness Army, plus mercenaries hired for the task, patrol both Dangk and Hrelar Amali. Whilst the Dangk garrison is capable, it is also bored. Unless one is of a studious nature and deeply interested in the ruins or a fanatic like Gencourt's Flotsam, Dangk has few charms. Security is therefore lax, with corruption and drunkenness common amongst the Dangk Garrison and a blind eye being turned to a fair amount of petty crime.

Districts of Dangk

Dangk is not an attractive place. It is usually damp and has a greyness to it, even on the brightest of days, seeming to sprawl rather lazily with one side pressed-up against the earth dyke of Uffled's Fence, the other teetering on the banked-earth rampart that serves as its eastern wall.

The streets are mud-choked, narrow and unpleasant-smelling. Only the streets of the Revealer District, the Market Place and in the wealthier crescent rows of north-east Dangk, are what might be termed clean or pleasant – although *ever so slightly shabby* is probably more appropriate.

Gates

Dangk has two gates. The Rightness Gate (or the Dangan Gate, to the Dangk locals) is the most northerly and is used solely by the God Learners, Malkioni faithful

and the Rightness Army. The gate garrison (usually four to six soldiers but more are easily summoned from the barracks) checks the identification of everyone approaching from either direction. Non-Malkioni are directed rudely to the Pilgrim Gate, further to the east and fined four silver pieces – double the gate toll.

Pilgrim Gate is for all other traffic: non-Malkioni, Dangkians, pilgrims and merchants. The entrance is always clogged with mud and is narrower than its counterpart.

The towers overlooking both gates are square, stone built structures some six metres tall. The huge wooden and bronze gates can be closed with surprising speed and barred shut with massive wooden beams. The gates are closed and barred one hour before sunset and not opened until sunrise. Anyone caught at Pilgrim Gate remains outside all night. Anyone caught at Rightness Gate will be given entry if they pay the Gate Toll of two silvers – or for free, if they are part of the Revealers.

Rightness Army Barracks

The barracks is surrounded by a stone wall of three metres. The single large gate leads to an earth courtyard covered with straw and sawdust. The buildings are single-storey and a mixture of wood and stone with roofs of tightly-thatched dried reeds from the marsh-banks. The barracks is home to 150 Rightness Army soldiers and mercenaries. Patrols of the streets, wall, Uffled's Fence and the eastern perimeter earth bank are regular but half-hearted. Soldiers usually patrol in threes and it is common for them to find a tavern and spend their Watch either drinking, visiting the many whores working Dangk's streets or simply to find somewhere quiet to sit, play dice or sleep. The main problem is boredom and the soldiery is happiest

when Fluilea Gencourt and his Flotsam start to get troublesome, because it relieves the monotony. Some mercenaries have deliberately stoked resentment between the pilgrim community and the Flotsam in the hope of provoking a small riot (and an excuse to bash some heads – does not matter whose).

The garrison is part of the Security Faculty under the remit of Korlof Gerios, an experienced commander of the Rightness Army, sequestered to the Revealers. Gerios is a follower of the Barmalan warrior tradition, making him a formidable battlefield sorcerer. He divides his time equally between Dangk and Hrelar Amali, alternating with his second-in-command, Rodurus Redbeard. Rodurus is a good and faithful warrior of Malkion but prefers an easier life. As he has almost complete control of the garrison, it is Rodurus's influence that has allowed the attentiveness of the Dangk Garrison to lapse. Rodurus makes a pretence of having things under control and because he enjoys Gerios's confidence, he has been able to get away with it for some time.

Any prisoners are housed at the barracks. The prison is a long, deep, open pit, usually ankle-deep in fetid water, covered by a thick-barred (and protected by sorcery) grid and magically locked. It is open to the elements and anything else the members of the Garrison wish to throw in.

The Garrison maintains its own stable with a full stable crew and 20 horses. If needs be, it can muster a small cavalry unit from amongst its ranks, including Gerios in direct command.

The Revealer district is a neighbourhood of some 50 buildings that is the hub of the Hrelar Amali Project. In this district are kept all the logs, records, studies, charts and findings of the study project. The buildings

are home to 250 scholars, scribes, sorcerers and other Revealers, every single one of them engaged in the study of Hrelar Amali.

The district is subdivided along faculty lines. The largest buildings are the Administration and Mythic Studies buildings. Bruyant can be found here most of the time, writing and receiving reports, checking new avenues of enquiry, cross-referencing old theories against new and so on. Mythic Studies is the nucleus of the faculty system because it informs all the other faculties. Runic Comprehension and Cryptography needs to know the mythic resonance behind codes and scripts to accurately decipher them; the Laboratories need to know what spells to prepare to distil certain aspects of myth and to check how such myths have been tested before; and Interpretative Studies needs to examine the underlying myths, produce and make recommendations on interpretation, so that Engineering and Logistics can work quickly and cost effectively.

Each area within Revealers District is run by the Head of that faculty. The buildings, commandeered from the old Dangk Council, have been adapted to God Learner needs: that is, interconnected, with cellars, basements and underground workshops and storage. Whilst most of Dangk's buildings are drab and functional, the God Learners have imposed their flamboyant architectural style on this district. All the buildings have been embellished with Malkioni motifs and iconography. A portrait of St. Serezos covers the whole north wall of the main Administration building; and over 100 minarets have been sorcerously raised from the roofs of the Interpretative Studies crescent, each one sporting a telescope trained on either the stars or Hrelar Amali.

Revealer District is self-sufficient and focused on its work. Food is prepared in the district according to

strict diets that aid concentration and productivity. The Security Faculty patrols are at their most diligent (i.e., not *very* but better than elsewhere) and the entire district is a hive of activity, from dawn to dusk, with sketches, etchings, rubbings and paintings of the Hrelar Amali ruins being delivered constantly and the sorcerers in the many laboratories and workshops burning their way through spells and experiments in a bid to crack the Hrelar code.

There is intense rivalry between the Faculties, each striving to provide the most meaningful information and each hoping to crack the code first.

Faculty Notables

- *Administration and Mythic Studies* – Bruyant Openwing. Obsessed, voluble, insightful and knowing. On good terms with all the Faculty Heads but most friendly with Serenius Clipfoot and Korlof Gerios
- *Runic Comprehension and Cryptography* – Serenius Clipfoot. Part of the Study Group that concluded the veracity of The Goddess Switch and the one responsible for the creation of Saint Dangan of Dangk. An expert in magical codes and runic significance, he works particularly closely with Jaldorix Wold.
- *Finance* – Muravius Moravios. A master of numbers and engaged in trying to prove beyond doubt Saint Urestes' Theorem – the concept that every living creature is assigned a unique number that, when understood, can be unravelled and rearranged in much the same way as a myth. Proving the Theorem would automatically unlock the Hrelar Amali secret – or vice versa.

- *Interpretative Studies* – Jaldorix Wold. A brilliant, if somewhat insane, theist convert to Malkionism. Jaldorix was a Lhankor Mhy Sage Priest from Pavis who converted to Malkionism following a pilgrimage to Hrelar Amali. He claims he was struck by a vision in which Lhankor Mhy bowed-down before the Invisible God and agreed to help write the Abiding Book. He was duly made apostate by Lhankor Mhy but snapped-up by Bruyant, who makes full use of Jaldorix's knowledge of the Orlanthi and Solar pantheons to interpret the acres of script emanating from the ruins. Jaldorix is viewed with suspicion and contempt by many and his frequent visions of dubious Saints become tiring. In terms of theist interpretation and worshipper behaviour, however; he's without peer.

- *Engineering and Logistics* – Elgasta Ironfoot. Elgasta is the only female Faculty Head in the Revealers and is a Zistorite, being a Spoke in the Cogs of Zistor. Elgasta boasts a pair of mechamagical legs and spends much of her time co-ordinating the efforts of the engineering crews at the ruins. Unknown to Bruyant, Elgasta works to a fully Zistorite agenda: if the riddle of Hrelar Amali is not solved within the next two seasons, the entire complex of ruins is to be moved, wholesale, to Zistorwal. As part of this secret agenda Elgasta has to secretly plant teleport glyphs around the perimeter of the ruins. When activated by an incredibly powerful teleport spell, currently being prepared in Zistorwal, the entire site will come under the control of the Cogs of Zistor where its true nature will be extracted by machine. Needless to say, this would be anathema to Bruyant if he knew.

Market Square

Revealer District might be Dangk's heart but the Market Square is the city's soul. Dangk natives, merchants, pilgrims and even God Learners throng the place, eating

and drinking from the street-food sellers and generally enjoying each other's company. Market Square is the central meeting place in Dangk and most residents visit it at least once a day. News from the different districts is called out by the Dangk Criers and each evening Bruyant Openwing ascends the central stone podium to communicate the latest information, news and breakthroughs at Hrelar Amali. Bruyant's sermons are popular with most God Learners and even some theist pilgrims (who gain some insights into myths relevant to their cults). However, Fluilea Gencourt regularly heckles, supported by a mob of his Flotsam, denouncing Bruyant's findings as heresies against Malkion and asserting loudly that the Revealers are really a sect of the Atroxich Church. It is usual for Fluilea to take the podium himself, spending hours berating the theists' ignorance and declaiming his own brand of Malkionist fundamentalism.

Full markets are held over three days twice each season, beginning on the second and sixth Windsdays, for a total of 10 markets per year. The market is open to all traders who can pay the Pilgrim Gate tax of two silvers, and then the market tax of a further silver per day. The market is still controlled by the Dangk Council and is the one area of power they have been allowed to retain under the Openwing Stewardship.

King Dan's Moot Hall

The moot hall originally built by King Dan during the First Age is one of the few buildings to have survived the razing of Dangk in 854, protected, so the Dangkians believe, by King Dan's immortal spirit. The moot hall has been preserved as a temple to Dangk ever since and is the focus of the native Dangkian's primary faith.

As a City God, Dan has little influence beyond Dangk and exists mainly to reinforce the potency of his

worshippers. Obviously the God Learners scoff at such beliefs but are quite foolish to do so. Every true-born Dangkian maintains an unbreakable bond with Dan, who was a great hero during the First Age. It is Dan's will that has prevented the God Learner Study Group from breaking the code of Hrelar Amali. Dan the God has sent obfuscating dreams to Bruyant Openwing and is behind the mis-categorisation of important references and codes. These small things – all part of a City God's power – have kept the pace of work on Hrelar Amali slow and kept the people of Dangk strong.

Naturally the God Learners could not help tinkering with the Cult of Dan. Serenius Clipfoot broke into one of the Dangan Confederacy myths, altering it to make Dan a late convert to the Invisible God and creating 'Saint Dangan'. The more susceptible and corruptible Dangkians have fallen for this minor God switch but it has done nothing to diminish Dan's power within the city, because, ultimately, Dan does not seek to protect or control any one concept or thing, save his worshippers.

Outside the moot hall, the God Learners have erected a fine-carved statue of St Dangan, hands outstretched to welcome Dangkian and God Learner alike. It is hated by the theist Dan cultists (who occasionally daub it with theist runes and rude inscriptions) and revered by the Saint Dangans. An uneasy compromise exists between the two faiths and this simmering animosity is one of Fluilea's Gencourt's targets.

Uffled's Fence

Uffled the Unshirking was a slacker-king in many ways but did one responsible thing for his citadel before it was sacked: he built the Fence to keep the Sodal Marsh and flood waters at bay. Before the dyke, Dangk was

frequently flooded and houses were built on stilts. The story goes that Uffled only built the Fence because he hated having wet feet – not because he had the good of the populace in mind. Whatever the reason, it worked; Dangk remains (relatively) dry.

Uffled's Fence is a kilometre-long, steeply-banked earth-work some 10 metres high. A deep ditch, three metres wide, creates a natural moat on the western side of the city, and the fence is flattened at the top to allow patrols – although the Rightness Army garrison rarely ventures onto the dyke.

Fluilea's District

The roughly rectangular neighbourhood directly south of the moot hall is Fluilea Gencourt's territory. He occupies a modest little house in the centre of this rather shabby, damp, muddy district and is surrounded by the ramshackle slum residencies of his Flotsam.

The district grows as more and more fall to Fluilea's rhetoric and intimidation. Some are just troublemakers who enjoy the mandate for bullying implied in Fluilea's fundamentalism. Others are genuinely devout, worshipping Fluilea as a living Saint – something Fluilea does not discourage, despite its innate heresy.

Fluilea's name is scratched or painted all over this district, making it clear who rules. The Security Faculty does not patrol here; not because it is scared but because Fluilea has bribed Rodurus Redbeard to keep them out. Most theists give the area a wide berth but occasionally a pilgrim strays into Gencourt Territory unwittingly and receives a beating and a berating. A couple of Ernalda pilgrims (a cult Fluilea hates) disappeared completely in this district three seasons ago. Korlof led an investigation but found nothing

and Fluilea protested loudly and lengthily about being victimised. The Ernardans are still missing.

Pilgrim's District

Separated from Fluilea Gencourt's district by both the Market Square and Revealers Districts, the Pilgrims' District is a sprawling neighbourhood of taverns, inns, flophouses and small theist temples. Pilgrims to Hrelar Amali traditionally use Pilgrims' District as their base and as a result it boasts a cosmopolitan community that has included Uz and Ducks. It is also relatively wealthy: pilgrimages cost money and the money gets spent in Dangk. As a result, some of the best food and drink is found in the Pilgrim District, even though the buildings are nothing much to look at.

Pilgrim District is effectively outside the jurisdiction of the Dangk Council and even the God Learners largely ignore it. The only 'official' involvement is the collection of the market tax for those who want to trade in the Market Square and the purchase of tickets for visiting Hrelar Amali. Tickets are sold from a booth in the centre of the district. A ticket costs 5 silvers and is numbered. Pilgrims are allowed to enter Hrelar Amali only when their number is called. A list of called numbers is displayed on a notice board next to the shack and updated daily. One ticket allows a visit of one day and one night, including travel-time (and it is an eight or nine-hour trip from Dangk to the ruins, if walking).

Volutus the Ass-Man operates a donkey service from Pilgrim Gate down to Hrelar Amali. For a fee of 20 silvers one may hire one of Volutus's assess for a round-trip, which cuts the travel time by a third. It is a popular service and Volutus is a wealthy man in Dangk. He's supported by the Revealers, who want a constant flow of people through Hrelar Amali. The

Revealers' sorcerers keep his fleet of donkeys healthy and Volutus pays them a 10% cut of his profits.

Volutus is a wealthy but *unpopular* man in Dangk.

Although Pilgrim District is not officially controlled, its nominal head is Dhuren Maskalusson. Dhuren runs a large inn (really, an interconnected set of smaller houses) called 'The Storm Spinning Home' and is a Windlord of Orlanth Adventurous. He made Dangk his home 18 years ago after his own pilgrimage to Hrelar Amali and he has taken it upon himself to watch over all the genuine pilgrims who make Dangk their base. Dhuren commands considerable respect throughout Pilgrim District and this extends to both Bruyant and Esclafr, both of whom consult him on theist or civic matters. Fluilea hates him with a passion but is scared of him. Several Flotsam have been sent back to their district with broken bones and missing fingers after daring to make trouble in Dhuren's sight. For Dhuren, the feeling is mutual but he is a patient man (for an Orlanthi) and he is prepared to wait and let Fluilea expose himself before ridding Dangk of this canker for ever.

There are several small shrines to theist gods throughout Pilgrim District. Orlanth, Ernalda, Barntar, Chalana Arroy and Issaries all have shrines close to or within, 'The Storm Spinning Home'. Small temples to Storm Bull, Flamal, Heler and Mastakos are also found close by. A very small shrine to Zorak Zoran (deep underground) is also rumoured to exist, although only trolls are told of its location.

The Church of Malkion

Raised by sorcery, the Church of Malkion is deliberately placed to look down on the moot hall. As God Learner

churches go, it is a modest affair, shaped to celebrate the Four-Fold Way. Inside it contains a central area of worship, with smaller chapels to Saint Serezos, Saint Volanc and Saint Xemela. Whilst small, these chapels maintain at least one Liturgist and a Rune Priest, enabling most cult benefits to be obtained.

The senior priest is Hresnan the Radiant, a devout Malkioni of the Hadmalist tradition and the Abbess of Saint Xemela. She is a good friend of Esclafr but somewhat wary of Bruyant, whom she thinks is too fond of his theist studies and ought to do far more reading of the *Abiding Book*. She considers Fluilea to be a lost sheep but one who will return to more orderly worship when Malkion deems it so. The theists and Dangkists are pagans to be pitied and given charity now and again. The fonts are always open for their conversion to the One True Word and Hresnan waits with open arms and welcoming bosom.

People of Dangk

Bruyant Openwing, Chancellor, Hrelar Amali Revealers

Irritatingly enthusiastic, Bruyant Openwing is a portly, late-middle aged man with a round, ruddy face, wide brown eyes and a frame of unruly white hair that gives him the appearance of a stunned dandelion clock. Bruyant babbles incessantly at high speed, accompanied by blasts of spittle, especially when he is waxing on a particular area of expertise.

He is an astute and faithful servant of the Empire and Malkion. Cracking the secret of Hrelar Amali consumes him and every day he conceives a new theory contradicting those of the day before. He knows he is close to unravelling the secret; he knows that gods were involved before the Great Compromise was forged. He

is certain that the Lightbringers' Quest is central to the entire enigma and he is frustrated that, every time the Revealers get close to striking the truth, some new fact is uncovered putting the truth out of reach.

Theists, he believes, are misguided fools. However their prayers, stories and myths are compelling in their simplicity, hinting at deeper, more potent truths. He admires their singular adherence to the pantheistic, whilst patronisingly certain that, one day, their gods will cease to have relevance and they will unite under the great rightness of the words of the *Abiding Book*.

STR 12
CON 12
DEX 7
SIZ 13
INT 18
POW 16
CHA 17

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	0/5

Combat Actions: 2
Damage Bonus: +1d2
Magic Points: 16
Strike Rank: +12

Basic Skills

Dodge 33%, Evaluate 83%, Influence 80%, Lore (World) 65%, Perception 62%, Persistence 74%, Resilience 51%, Unarmed 21%

Advanced Skills

Administrative Study Group 95%, Courtesy 80%, Engineering 35%, Language (Jrusteli) 99%, Language (Trade Talk) 90%, Lore (Hrelar Amali) 35%*, Lore (Malkion) 95%, Lore (Theist Interaction) 91%, Survival 31%

**During play, Bruyant's Hrelar Amali Lore increases by 1d3 points per week. Once each week a test against the skill is allowed, and if Bruyant achieves a critical success, he is one-step nearer to understanding the true nature of the temple. He requires 4 such critical successes to achieve perfect understanding of Hrelar Amali's true nature..*

Combat

Shortsword* 75%, Damage 1d6+3, 3/8 (**this is a Zistorite-enhanced magical weapon, providing bonuses of 15% and +3 damage*).

Sorcery

Manipulation (Duration) 92%, Manipulation (Magnitude) 43%, Damage Resistance 61%, Fly 28%, Form/Set (Stone) 39%, Mystic Vision 38%

Fluilea Gencourt, Malkioni Zealot

Small head, small face, small body, big mouth. Tufts of hair protrude from an otherwise bald head, and beady, pernicious eyes glare out from beneath a dense, single eyebrow. Fluilea Gencourt is Dangk's resident religious fundamentalist: a Malkioni of such stridency

that you can almost (but not quite) see the halo. His voice is a piercing shriek, punctuated with his favourite aphorism: 'You stinking theist ingrates' and he is accompanied everywhere by a coterie of equally fervent supporters, The Flotsam, who hang on his every word – especially when it comes to haranguing and even bullying theists who have come to Dangk on a pilgrimage to the ruins.

Fluilea carries a great deal of religious power in Dangk. He is not part of the Study Group but his success as a proselytiser is barely matched and he boasts an extraordinary conversion rate. He descended on Dangk three years ago with two aims: turn as many theists into Malkioni as possible and get the blasphemous ruins of Hrelar Amali completely levelled and even thrown into Lake Felster. God Learner tolerance has passed Fluilea by. Theists are worthless and should be forced into accepting the Invisible God and his Holy Saints; the *Abiding Book* should be read to them morning, noon and night until they can recite it as precisely as he can.

Bitter arguments between Fluilea, Esclafr and Bruyant are common. Bruyant's tolerance is diametrically opposed to Fluilea's fervour and the very study of Hrelar Amali is, in Fluilea's eyes, an act of blasphemy against God and Malkion.

Thus it is that Fluilea has sanctioned his Flotsam to disrupt the work at the ruins in whatever ways they can. The tactics they use are underhand and even involve consorting with Wyrmfriends (through intermediaries, but consorting nonetheless) to provide information useful in sabotage. Fluilea also believes that, if the pilgrims are given a hard enough time, they will stop making the journey and eventually render the ruins powerless, so he ensures that the Flotsam make life very hard for the theist pilgrims.

STR 13
CON 9
DEX 10
SIZ 7
INT 15
POW 14
CHA 11

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	1/5
10-12	Chest	1/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Combat Actions: 2
Damage Bonus: None
Magic Points: 14
Strike Rank: +12

Basic Skills

Dodge 40%, Influence 79%, Perception 55%, Persistence 57%, Resilience 36%, Stealth 39%

Advanced Skills

Command Flotsam 95%, Language (Jrusteli) 95%, Language (Trade Talk) 55%, Lore (Malkion) 115%, Lore (The Abiding Book) 99%, Streetwise 72%, Survival 44%

Combat

Unarmed 60%, 1d3; Dagger 63% 1d4+1, 4/6

Sorcery

Compulsion 67%, Enhance Charisma 39%, Lacerate 17%, Manipulation (Duration) 56%, Spell Resistance 30%, Damage Resistance 25%, Mystic Vision 41%

Esclaf'r Lanp'zh ('The Crumbler'), Dangk Administrator

Esclaf'r maintains a tall and noble bearing with a head tilted at just the right angle to make it seem as though he is squinting down his nose at everyone. He is not; he cricked his neck one morning and it has remained at this angle ever since. His voice is quick but measured and a reassuring smile that just oozes 'leave it with me. It'll be safe in my hands' is never far from his thick, blubbery lips.

He is known as the The Crumbler because he seems to cave-in readily on most points. It is a cunning tactic: Esclaf'r is sharp-witted and devious. Giving-in and backing down from confrontation disarms an opponent to a certain extent. Esclaf'r always pauses for a few moments and then interjects with a casual 'But of course, the repercussions of your action will be...' (and he lists, in agonisingly accurate detail, the precise consequences), followed by a '...but I'm sure you'd already thought of that', which is delivered with the warm aplomb of a true diplomat. The result is usually to make whoever he is arguing with stop, think through what's been said and then mutter something like 'Really? I'll go away and think about it...'

Only Bruyant Openwing and Fluilea Gencourt see through Esclaf'r's guile. Bruyant because his own mind works at twice the speed of most people's and he genuinely has thought his actions through. Twice. Fluilea is simply prepared for any form of

diversionary behaviour and possesses the sheer force of will to simply not care what the results of his tactics are, unless they cross Malkionism, which they rarely do (directly, at least).

Esclaf'r is a highly competent administrator and politician. He knows which palms need greasing, by how much and what other insurances need to be secured to maintain the greasiness. Like most God Learners he's contemptuous of all other religions but canny enough to understand their importance to the prosperity of Dangk

STR 11
CON 10
DEX 10
SIZ 17
INT 17
POW 10
CHA 14

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
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	0/6

Combat Actions: 2
Damage Bonus: +1d2
Magic Points: 10
Strike Rank: +13

Basic Skills

Dodge 40%, Influence 98%, Lore (Animal) 25%, Lore (World) 60% Perception 85%, Persistence 35%, Resilience 31%

Advanced Skills

Courtesy 80%, Language (Jrusteli) 99%, Language (Trade Talk) 85%, Lore (Malkion) 65%, Oratory 80%, Streetwise 48

Sorcery

Enhance Charisma 70%

Korlof Gerios, Head of the Security Faculty

Korlof is every inch the God Learner soldier. Tall, broad-shouldered, forthright and frighteningly good in all matters pertaining to security and killing people.

His entire life has been spent in the Rightness Army and he has seen much of the Middle Sea Empire's territory, including Zistorwal and Slontos. The latter has left him troubled. He was in charge of the great cordon preventing people from learning of the consequences of the Goddess Switch (see *Magic of Glorantha*, p45) and he saw first-hand the misery being suffered by the folk of Slontos. He knows it is right for the Empire to experiment with these upstart pagan gods but he found himself questioning the outcomes. In truth, the plight of both Slontos and Weneria deeply pains him and he longs to see a solution to the suffering. This is why he requested a transfer to the Hrelar Amali Study Group, so that he might try to find, somewhere among the ruins, an answer to alleviate the consequences of the

Goddess Switch.

This is why the overall security of Dangk and the ruins is not quite as it should be. For all his military bearing, Korlof is preoccupied and he thinks more about what secrets Hrelar Amali holds and how they might help the people of Slontos, than of how to keep them secure. He and Bruyant have shared long nights together pouring over the riddles of the stones. Bruyant does not suspect Korlof has an agenda – he is simply thrilled that a serving soldier is as interested in the ruins as he is. But Fluilea Gencourt, who has spies everywhere, knows Korlof hides a serious weakness and is desperate to find out what it is and exploit it somehow. For the good of the Empire.

STR	16
CON	14
DEX	14
SIZ	16
INT	14
POW	13
CHA	9

D20	Hit Location	AP/HP
1–3	Right Leg	1/6
4–6	Left Leg	1/6
7–9	Abdomen	2/7
10–12	Chest	2/8
13–15	Right Arm	6/5
16–18	Left Arm	6/5
19–20	Head	5/6

Combat Actions: 3
Damage Bonus: +1d4
Magic Points: 13
Strike Rank: +14

Basic Skills

Dodge 70%, First Aid 51%, Influence 63%, Lore (World) 62%, Perception 65%, Persistence 48%, Resilience 75%, Stealth 66%, Throw 70%

Advanced Skills

Command Garrison 90%, Language (Jrusteli) 85%, Language (Trade Talk) 45%, Lore (Malkion) 80%, Streetwise 65%, Survival 75%, Throwing 90%, Tracking 30%

Legendary Ability

Heroic Aura

Combat

Bastard Sword* 105%, 1d8+4, 4/12; Kite Shield 85%, 1d6, 10/18, Short Spear 95%, 1d8, 2/5 (*This is a Zistorite-enhanced magical weapon, providing bonuses of +20% and +4 damage).

Sorcery

Firebolt 65%, Lacerate 45%, Telepathy 25%, Treat Wounds 45%

Serenius Clipfoot, Head of the Runic Comprehension Faculty

Serenius is a short, round man who habitually dresses in robes of the brightest blue. He is an expert interpreter of codes, especially those embodied in myth. He is the Revealer responsible for meddling with the myths of the Dangan Confederacy to create Saint Dangan.

STR	7
CON	9
DEX	12
SIZ	13

INT 19
POW 18
CHA 10

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Combat Actions: 2
Damage Bonus: -1d2
Magic Points: 18
Strike Rank: +16

Basic Skills

Dodge 30%, Influence 70%, Lore (Animal) 90%,
Lore (Plant) 85%, Perception 95%, Persistence 60%,
Resilience 35%

Advanced Skills

Craft (Codes) 95%, Language (Jrusteli) 100%,
Language (Trade Talk) 85%, Lore (Theist Myths)
91%, Lore (Malkion) 81%

Combat

Dagger 43% 1d4+1, 4/6

Sorcery

Break HeroQuest 30%, Open HeroQuest Gate 30%,
Sense HeroQuest Gate 45%, Sense Rune 68%, Spell
Sense 41%

Muravius Moravios, Head of the Finance Faculty

A stooped man with failing eyes, perpetually ink-stained fingers, a straggling beard that trails to the floor and nervous cough that punctuates every other sentence. Muravius is a mathematical genius intent on proving Saint Urestes' Theorem, which purports to bind all life and myth into a single, calculable number. He is also good with accounts.

STR 11
CON 11
DEX 14
SIZ 8
INT 17
POW 7
CHA 13

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Combat Actions: 3
Damage Bonus: -1d2
Magic Points: 7
Strike Rank: +16

Basic Skills

Dodge 41%, Influence 94%, Perception 66%,
Persistence 40%, Resilience 75%

Advanced Skills

Administrate Faculty 90%, Language (Jrusteli) 100%,
Language (Trade Talk) 65%, Lore (Accounting) 99%,
Lore (Malkion) 81%, Lore (Mathematics) 103%

Combat

Dagger 23% 1d4+1, 4/6

Jaldorix Wold, Head of Interpretative Studies

An egg-shaped head that is completely bald and covered in unsightly scabs, which he regularly picks and eats, Jaldorix laughs a lot, seems to speak in riddles but knows an awful lot about how to interpret myths, their significance and how all this fits into Malkion's great Plan. Frequently experiences dreams of a divine nature and wants to become a Saint.

STR 12
CON 8
DEX 17
SIZ 15
INT 16
POW 12
CHA 13

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Combat Actions: 3
Damage Bonus: +1d2
Magic Points: 12
Strike Rank: +16

Basic Skills

Dodge 36%, Influence 90%, Perception 95%,
 Persistence 59%, Resilience 65%

Advanced Skills

Administrative Faculty 94%, Language (Jrusteli) 57%,
 Language (Trade Talk) 95%, Lore (Lhankor Mhy)
 95%, Lore (Malkion) 60%, Lore (Orlanthi) 90%

Combat

Shortsword 53% 1d6, 3/8

Rune Magic

Runetouched (Truth) 75%. Countermagic,
 Mindspeech, Second Sight

Elgasta Ironfoot, Head of Engineering, Spoke of the Cogs of Zistor

Elgasta is stern-faced with neatly trimmed copper-coloured hair and the pre-insertion tattoos across her lower face for where her mechamagical jaw will be fitted when she next visits the Clanking City. Her legs are already mechamagical and she can be heard from 50 metres away, whirring and hissing as she walks.

Although she is a highly experienced explorer and a very competent engineer, her full loyalties lie with Zistor and she works to the obscure, secretive motives of the Machine God – none of which coincide with Bruyant Openwing.

Elgasta has a stash of Zistorwal magic items in her private quarters. Ranging from magical weapons (typically enchanted with +15%/+3 damage), through to the teleport glyphs. These last items resemble bronze discs inscribed with both the Movement and Stasis runes – indicating travelling without moving. They are keyed to the Clanking City and transport nowhere else. A single glyph transports up to SIZ 50.

STR 16
 CON 17
 DEX 13
 SIZ 11
 INT 18
 POW 17
 CHA 7

D20	Hit Location	AP/HP
1–3	Right Leg	0/6
4–6	Left Leg	0/6
7–9	Abdomen	0/7
10–12	Chest	0/8
13–15	Right Arm	0/5
16–18	Left Arm	0/5
19–20	Head	0/6

Combat Actions: 3
Damage Bonus: +1d2
Magic Points: 17
Strike Rank: +16

Basic Skills

Athletics 78% (includes mechamagical enhancements), Dodge 55%, Influence 96%,
 Perception 66%, Persistence 57%, Resilience 81%

Advanced Skills

Administrative Faculty 94%, Engineering 91%,
 Language (Jrusteli) 100%, Language (Trade
 Talk) 68%, Lore (Machine God Theology) 90%,
 Lore (Malkion) 85%, Lore (Runecasting) 65%,
 Mechanisms 115%

Combat

Bastard Sword* 92%, 1d8+4, 4/12; Dagger* 73%
 1d4+4, 4/6

Sorcery

Animate (Metal) 55%, Damage Boosting 56%,
 Holdfast 41%, Teleport 54%

Runespells

Detect Machine, Repair

*This is a Zistorite-enhanced magical weapon, providing bonuses of +20% and +4 damage.

Dhuren Maskalusson, Inn Proprietor, Wind Lord

Dhuren's origins are unclear; he claims to hail from northern Ralios but his accent indicates otherwise. Broad and bear-like, with a neatly braided blond beard and deep-set blue eyes, Dhuren wears the marks of Orlanth proudly; the motion rune on both arms and the mastery rune on his temple. He is softly spoken but quick to smile and share a joke and is a genial host at his inn, 'The Storm Spinning Home'. He is married to Yjanis, a beautiful red-haired woman who definitely sounds as though she is from Lankst and who is the Chieftainess of the Ernalda the Queen temple within the tavern.

Dhuren enjoys cordial, if perfunctory, relations with the

God Learners. Bruyant sometimes visits the 'The Storm' and has the good sense to question Dhuren frequently on the pilgrims' mood, and pass-on information that might be of use to them (such as when the ruins are closed for some intensive study). Dhuren does not like the God Learners but he can work with them as long as they maintain reasonable access to Hrelar Amali.

Dhuren cannot work with Fluilea. The two men are the antithesis of each other. Dhuren hates the bully-boy Flotsam and has clashed on several occasions with Flotsam gangs. Dhuren knows that Fluilea is quite prepared to play dirty and so he watches his back when outside the Pilgrims' Quarter but is otherwise quite happy for Fluilea to make the first foolish move.

STR 13
CON 17
DEX 12
SIZ 16
INT 14
POW 17
CHA 17

D20	Hit Location	AP/HP
1-3	Right Leg	1/7
4-6	Left Leg	1/7
7-9	Abdomen	2/8
10-12	Chest	2/9
13-15	Right Arm	1/6
16-18	Left Arm	1/6
19-20	Head	0/7

Combat Actions: 2
Damage Bonus: +1d2
Magic Points: 17
Strike Rank: +15

Basic Skills

Acrobatics 33% Athletics 65% Dodge 50%
Perception 78% Persistence 69% Resilience 30%,
Riding 27% Stealth 58% Survival 73% Tracking 79%, Unarmed 90%

Advanced Skills

Craft (Ale Making) 75%, Craft (Inn keeping) 72%,
Courtesy 55%, Language (Alynx/Fox) 33%, Language (Trade Talk) 80%, Lore (Orlanthi Theology) 75%,
Streetwise 65%

Combat

Bastard Sword 80%, 1d8, 4/12; Long Spear 95%,
1d10, 2/10; Target Shield 76%, 1d6, 8/12; Longbow, 77%, 2d8

Rune Spells

Bladesharp, Cover of Night, Mobility

Divine Spells

Storm Voice

Breaking the Stones Part II - Hrelar Amali

By Lawrence Whitaker

Part I of *Breaking the Stones* examined the city of Dangk. Part II details the temples ruins of Hrelar Amali and provides a number of scenario seeds for adventuring in this region of Ralios.

A temple of some kind has stood at the site of Hrelar Amali since The Green Age: first the Great Tree that was Flamal, then the temple built by Lhankor Mhy and then smaller, more numerous structures of the Dangan Confederacy. The present ruins are a mixture of the remains of Lhankor Mhy's temple and the Dangan temple complex. They stand atop the earlier remains of several much smaller shrines, many of them Hsunchen in origin and even an incredibly ancient temple to Zorak Zoran, gnawed into the long-dead roots of the Great Tree.

The area has always attracted the devout; from those who worshipped the First Gods, through to the streams of theists who, up until Hrelar Amali's annexation, regularly came here to pray and seek divine enlightenment.

The annexation has angered hundreds of theists who saw Hrelar Amali as their divine locale, even though it has never been owned by any one cult or group. The God Learners have, in their arrogant contempt for theists, seized control of a deeply holy source and tensions run high. Security around the ruins is tight and is managed directly by Korlof Gerios. The area is surrounded by an earth and wood stockade and patrolled by members of the Rightness Army, especially drafted to the Revealers for security purposes.

However the faithful still flock to Hrelar Amali, using Dangk as a base for the pilgrimage. The God Learners tolerate their presence, (regulating it with a ticketing system); since they offer the perfect opportunity for proselytising and conversion to Malkionism and of course, study by the Revealers. Theists, misguided as they are in the God Learners' eyes, have their uses.

Access is strictly controlled using a ticketing system of Esclaf's devising and only those sections not being studied by the God Learners are open to theists. Time spent in the ruins is strictly enforced by Korlof's Security Faculty.

Bruyant believes it is necessary to allow theists access to Hrelar Amali because he is fascinated by the way the worshippers interact with the temple. He hopes that a particular prayer, spell or incantation may offer that vital spark of enlightenment that reveals Hrelar's real nature and he demands constant reports on what theists do, say and receive in return. So far he has been disappointed but as a paid-up optimist, he lives in hope.

Overview of the Complex

Hrelar Amali occupies a broad valley 25km south-east of Dangk. It is reached by a reasonably straight road built by the Seshnegi. The road is cobbled but rutted and thick with weeds at its borders; the feet of tens of thousands of pilgrims have worn the cobbles smooth over the centuries. The movements of the God Learners have added to the sheen on the cobbles and the road is always alive with trundling

carts and chanting Revealers as they file to and from the temple complex.

A small forest marks the start of the holy area and as one descends into the valley, the forest thins. Local Mreli (brown Aldryami) inhabit the forest but only as mourners for the passing of Flamal; they are morose and uncommunicative but watch the comings and goings of the God Learners with a mixture of curiosity and regret.

Outer Stockade

First comes the outer stockade, built by the Study Group. This 8m high palisade is made of stone and wood and protected by Zistorite magical anti-flying mechanisms. Anyone not carrying the appropriate magical ID (and all Study Group members do) who attempt to fly over the palisade, are attacked by 2d10 bolts of magical energy that inflict 2d6 points of damage to a random Hit Location. A Dodge test is permitted and a success reduces the number of missiles by half; a critical success by a quarter.

Getting through the stockade, which is patrolled by at least 15-20 Rightness Army soldiers, is only possible with a ticket that falls in the current ticketing range. Pilgrims who are early or late are turned back. A significant shanty town, consisting of disappointed pilgrims, is always present near the stockade.

Once through, a path winds down towards the valley floor, surrounded by trees on either side. The



full extent of Hrelar Amali is glimpsed through the branches and this trek down into the valley helps build the anticipation. Those who are sensitive to spirits or who have a POW of 16 or higher, can feel the air alive and crackling with holy, magical energy.

Inner Stockade

As the trees thin and the valley floor is neared, Hrelar Amali reveals itself.

First is the inner stockade, a rough circle of petrified wood, 500m in diameter, varying in height but 12m at its highest points and 2 metres at its lowest. This was not built by the God Learners but is the remains of the bole of the Great Tree, killed and partially eaten by Zorak Zoran during the Lesser Darkness. Only this huge, petrified stump remains, hollowed-out by unknown hands. The subsequent temple complexes are built inside the remains of the Great Tree and beneath it.

Rightness Army soldiers patrol the outer perimeter of the inner stockade – at least 20 are on duty at any one time. Scaffolds, platforms, cranes and winches line the ancient tree's remains at irregular intervals, Engineering Faculty members swarming over the structure, securing or dismantling sections as is necessary. Study Group researchers chip at the petrified bark or take readings of the inner structures. Entry to the inner temple complex is only possible from the southern edge of the inner stockade and pilgrims are forced to circumnavigate the remains of the tree under the watchful gaze of the soldiers.

Under the Tree

Dig down beneath the Great Tree, persevering through the remains of ancient stone and wood temples and eventually the enormous roots are found, disconnected from their trunk by time and the violence of Zorak Zoran. The roots are hollow, the result of Zorak Zoran's tireless appetite and this is an entire temple complex to the God of Hate and Vengeance; indeed, it is the *first* temple, created by Zorak Zoran himself. The runes of Darkness, Death and Disorder are available here, as are all cult spells. The root chambers are protected by the slumbering Mistress Race Death Lords who have continued to gorge on the primeval roots, completing Zorak Zoran's work. Only Initiates of Zorak Zoran may enter; the very presence of non-cult members awakens the Death Lords who then stalk the intruders through the fetid maze of tree-roots, eventually killing and eating them

The Temple Complex

Tickets are checked again at the main entrance to the temple complex. Those not entitled to be in Hrelar Amali are escorted, under guard, back to the outer perimeter. Once verified, every pilgrim or group is assigned a Revealer 'watcher' who follows the pilgrim(s) everywhere throughout their visit, listening, watching and making notes. The Watcher announces

when time is up and escorts the pilgrims back to the outer stockade, asking detailed and impertinent questions on the way.

The main entrance is under permanent guard (eight to ten) and these, unlike the Dangk garrison, are watchful and vigilant.

Within the inner stockade the ruins are large and sprawling. Time and thoughtless plunder of the stones has left little more than a shell, with large piles of stone scattered all around. The stones are untouched by moss, lichen or weeds - a combination of Flamal's enduring spirit and Lhankor Mhy's divine touch. Every rock in every wall and every pile is covered in a small, regular, deeply-etched script, a mixture of runes, letters, pictograms and complex, swirling iconography that sometimes seem to shift perspective, fading before returning to crystal clarity. Even the stones themselves exhibit strange, mutable characteristics, sometimes becoming a shadowy, half-real suggestion of rock. Indeed this peculiar nature is the subject of study by an entire Revealer Faculty.

The Revealers' scaffolding and platforms criss-cross the whole site allowing the Revealer Fellows to examine the stones with ease. Platforms support lifting equipment: winches, block-and-tackle and mechanical cranes provided by the good and righteous grace of the Clanking City. Some walls are in the process of being rebuilt, either to aid study or because study on a particular pile is complete. Hrelar Amali is a hive of activity, day and night - both pilgrims and Revealers. It is sometimes difficult for theists to concentrate on their





prayers and rituals, such is the disruption around them but even the noise levels within Hrelar Amali is muted and pilgrims are able to complete their veneration without too much difficulty. Curiously, no-one ever feels like arguing.

Dangan Temples: Solar Pantheon

The smaller, beehive-like temples that ring the main edifice were built by the Dangan Confederacy, using rubble from the Lhankor Mhy temple and petrified wood from the tree. They represent (moving counter-clockwise from the smallest temple), the descent of Yelm into Hell, after he was slain by Orlanth. The huge antechamber that leads up to the main temple represents Hell itself and then the parade of circular temples represents Yelm's re-ascent, arming himself as he grew in strength, eventually returning to his prime position as Emperor and helping to defeat Chaos.

It is unusual to see sun-dome inspired temples side-by-side with Orlanthi-influenced structures but the Dangans were a progressive people. King Dan understood that the main temple represented the Lightbringers' Quest but had no idea of its true architect, merely assuming it was some long-forgotten First Age Orlanthi king.

Most of the sun temples are ruined but their beehive nature is obvious and members of the Solar pantheon have no trouble recognising their nature. God Learners swarm, bee-like around these ruined hives, still documenting the God Script etched deep into every surface. None are scaffolded but some have been roped-off for reasons best known to the Revealers.

Hsunchen Totems

Scattered liberally around the inner complex are the remains of Telmori totems left by the Telmori Hsunchen before the Dangan Confederacy and Seshnegi came to the area. The totems, despite having been strewn around the complex, tell the story of how Telmor, leading his pack, came across a Great Tree. As the pack were new to the area, Telmor duly marked it in the way wolves do and his urine was so strong that it caused the bark of the tree to turn to stone and the tree itself withered and died. Telmor took this as a sign that all these lands (Ralios) belonged to the Telmori pack and that is why they settled here.

The God Learners have little time for the Hsunchen totems, which are carved from chunks of petrified bark. Yet to Telmori, there is potency in these stones. Urinating upon them, in either human or beast form reactivates some of the magic inherent in Telmor's own urine.

Lightbringers' Temple

The central part of the complex is the huge Lightbringers' Temple. It is built on the point where the Lightbringers entered Hell in search of Yelm and where Yelm re-emerged. The Great Compromise was forged here and so this is the place where both life and Time, began.

The temple is built to a design unique to Lhankor Mhy's whim and it exhibits a certain rugged symmetry. Within are separate shrines to each of the Lightbringers and at the apex of the main causeway running through the temple, a shrine to Yelm (added as part of the Great Compromise). The many rooms and chambers of the temple were built to accommodate the priests

and sages of those early days after the Compromise was forged but time and events caused the caretakers of the temple to leave and eventually it fell into disrepair and ruin: such is the erosive nature of Time.

The temple is divided into four main sections, representing Orlanth, Chalana Arroy, Issaries and Eurmial (Lhankor Mhy being represented by the walls of the structure). Two small shrines on either side of the main causeway recognise Fleshman and Ginna Jar, although neither is given any particular veneration.

All the temple areas are open to the sky and all are in comprehensive disarray, despite the God Learners' best efforts to reconstruct parts of the structure. However, the nature of each section is evident to anyone with any knowledge of Orlanthi theology and elements found in other Orlanthi holy places are easily identified.

The great entrance hall and causeway leading up to the shrine was built by the Dangan Confederacy and is free from the God Script. The God Learners use the main hall (which is, ironically, a representation of Hell) as their study area, with dozens of study areas, desks, lecterns and so on and swarm backwards and forwards through the temple complex.

There are no catacombs beneath the temple. As the temple marks a return to light, the structure has no areas of importance below ground.

The Magic of Hrelar Amali

Hrelar Amali offers many forms of magic. For convenience these are summarised as follows:

Entry to the Hero Plane. This is a function of the place, rather than the Lhankor Mhy temple. Hrelar Amali is an entry point for Aldryami, Hsunchen



Orlanthi, Solar and Uz HeroQuesters. Anyone using Hrelar Amali to access the Hero Plane arrives in the midst of a most grievous funeral. Aldryami and Ernalda cultists earn 1d3 Hero Points by pausing to take part in the funeral (which is for Flamal, the Seed Father) and Uz must pass-by quickly or risk the wrath of the nature gods (represented by the loss of 1d3 Hero Points).

Source of Life. Flamal's spirit is still strong here. Fruits and vegetables never go rotten when within the petrified bole of the Great Tree. Healing, too, is enhanced: all Healing skills and magic work at *double* their normal levels. If the healer is a Chalana Arroy Healer or High Healer, then the effects are *tripled*.

Defence against Chaos and Darkness. Chaos creatures and worshippers cannot pass beyond the perimeter of the Great Tree. Those that try suffer an immediate 2d6 points of damage to a random Hit Location for every round they remain within the temple complex. Darkness, also, cannot penetrate, for the stones of Hrelar Amali glow at light, providing a constant, comforting (if eerie) light that is strong enough to read by.

Power of Compromise. In forging the Great Compromise, the gods sat down in negotiation and reached a lasting agreement. Mortals can do the same. Any arguments or disagreements suddenly seem meaningless within Hrelar Amali, with each person finding an innate understanding and inner peace. Religions can co-exist – although this is anathema to the God Learners and they are desperate to break this particular ability of the ruins.

Runes. Runes can and do, manifest here. Anyone making a successful Perception test has a POW x1 chance of finding a randomly-determined rune. A rune can only be found once per visit. Integrating a rune is also easier: increase the Persistence success by +20% and by +30% if the rune is associated with a Lightbringer cult.

Divine Magic. Divine spells can be renewed at Hrelar Amali, irrespective of the cult that provides it. Lightbringer cults may pray for and received (on a successful Lore (Specific Theology) test), ONE cult Divine magic spell at no cost in POW (one use only). Divine spells attained in this way still count towards the standard Divine magic limitations.

Sorcery. Sorcery can be worked inside the temple complex but it takes twice as long and is twice as hard. This is the reason why all sorceries are carried out in Dank rather than on-site.

Lightbringers' Learning. Members of Lightbringer Cults can pray for and receive, an additional 1d10 points for any Cult skill they already know. This increase is achieved in the same way as praying for Divine Magic (see above).

Telmori Learning. Urinating on one of the Telmor totems grants the Hsunchen the ability to attempt to integrate a spirit at one level less than that described on page 32 of *Cults of Glorantha vol.2*; thus, a minor integration is free, whilst a Major integration is at the cost of a Minor and a Greater at the cost of a Major. Hsunchen can also pray for and gain, a related cult skill using the same method as Lightbringers' Learning (urination is mandatory).

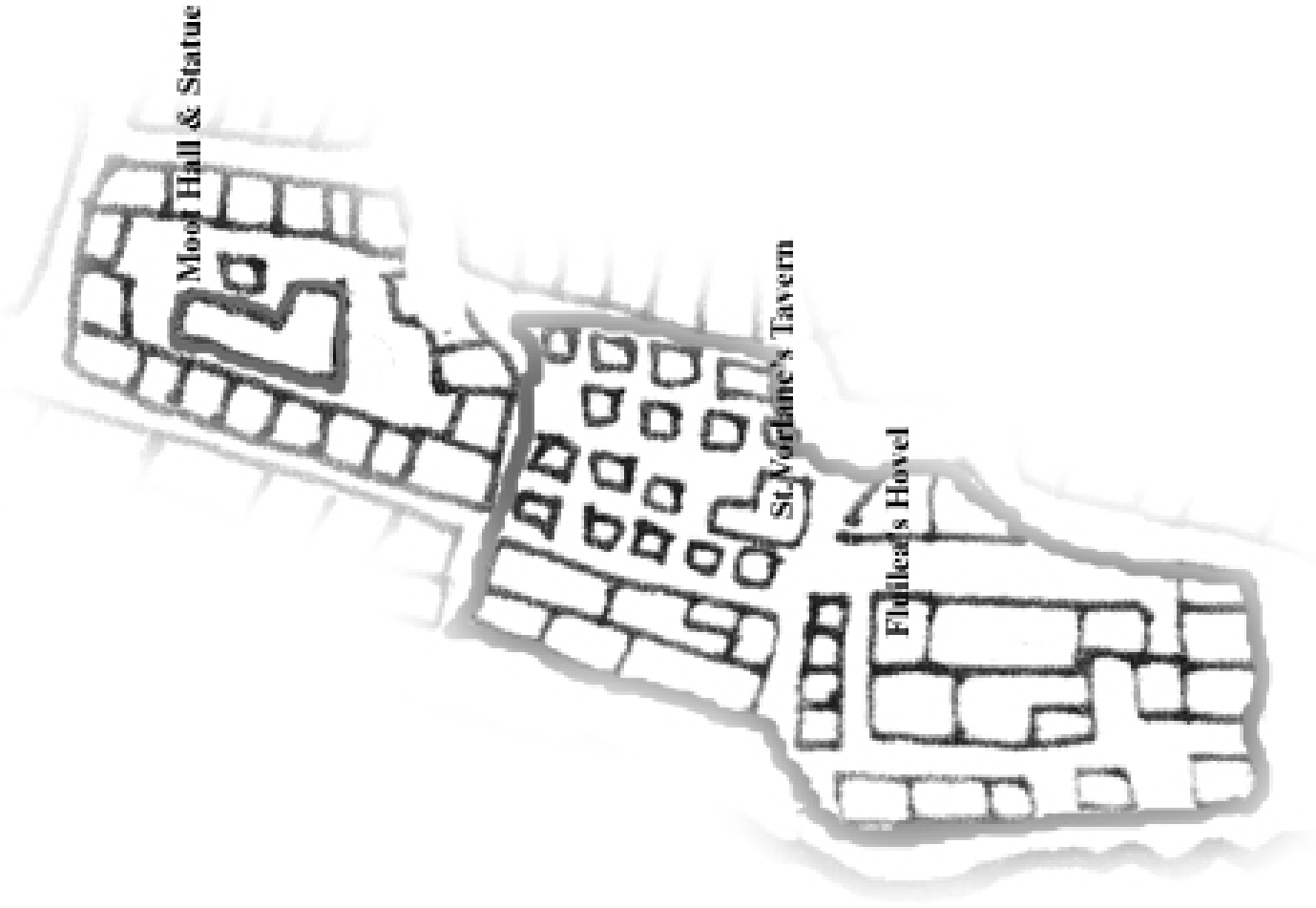
Maps to go with the Breaking the Stones Scenario

The following pages contain six maps for use with the Breaking The Stones Campaign. Feel free to print out these individual pages for use in your own games.

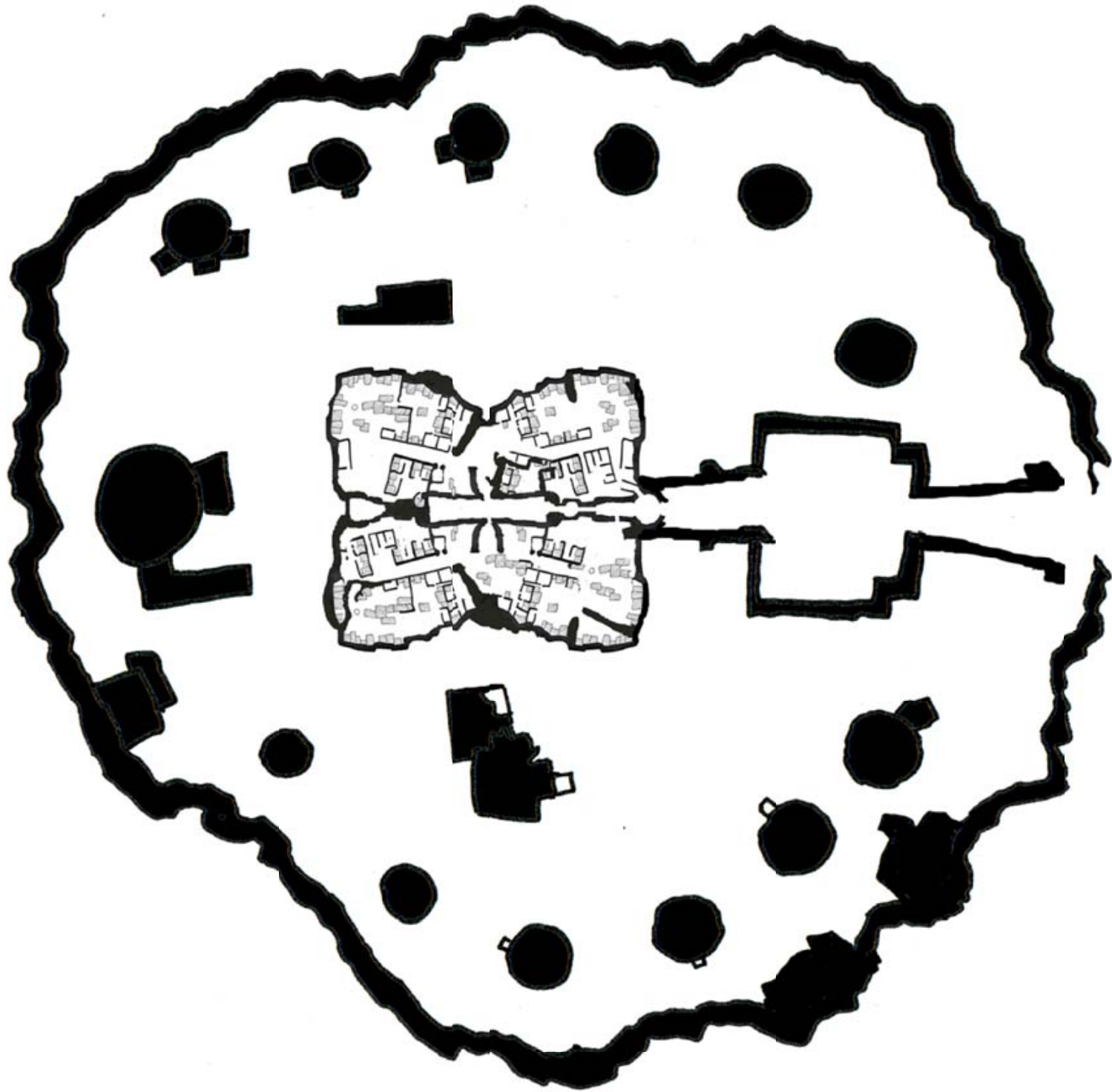
THE CITY OF DANGK



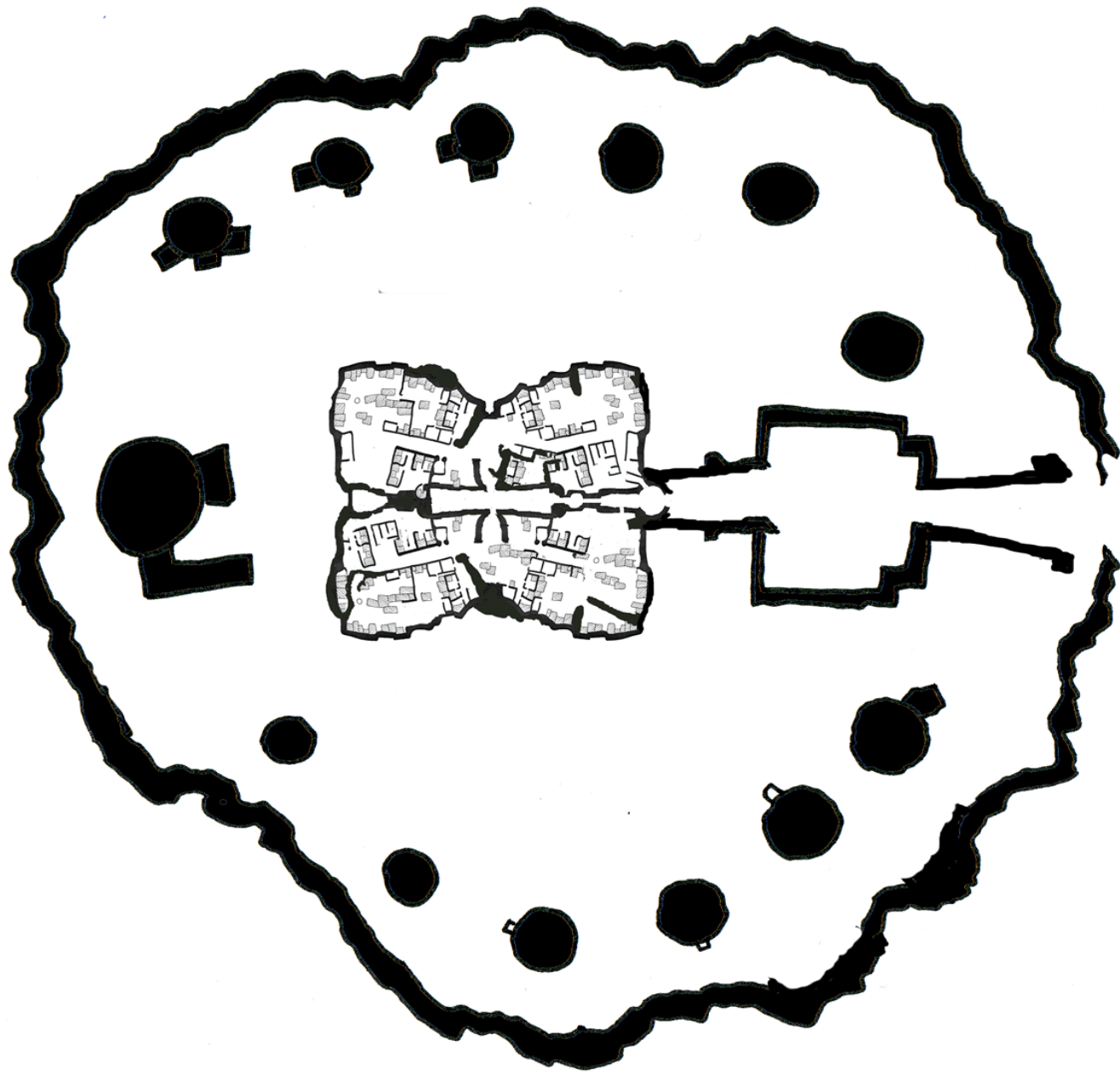
MOOT HALL & FLUILEA'S DISTRICT



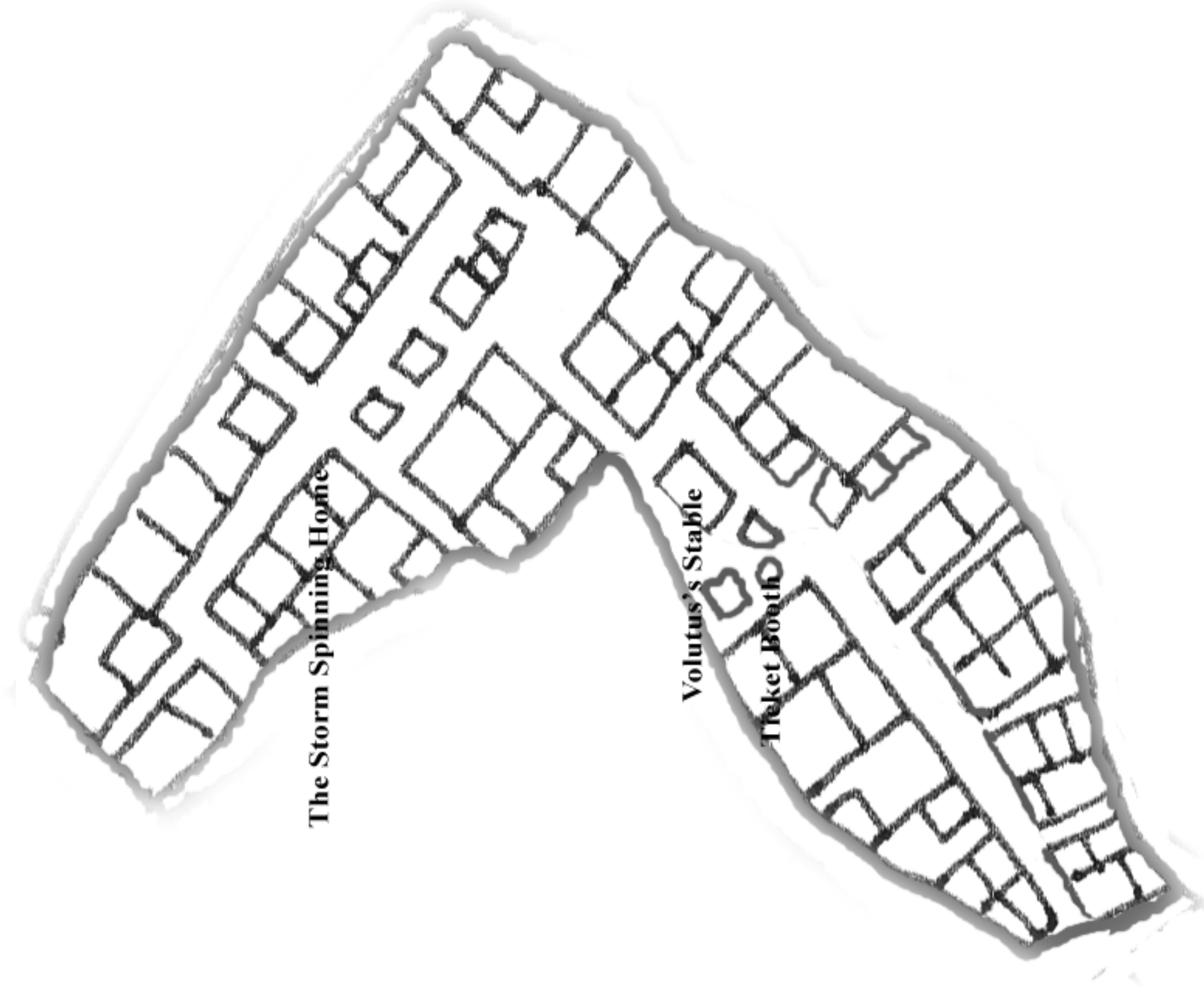
THE RUINS OF HRELAR AMALI



THE RUINS OF HRELAR AMALI



PILGRIMS' DISTRICT



The Storm Spinning Home

Volutus's Stable

Ticket Booth

REVEALER DISTRICT

