



HEROQUEST



HeroQuest Voices *Peoples of Glorantha*

*Legion are the peoples of the world, many and varied are their ways.
All are connected by the cosmic webs of Arachne Solara
Who brings and binds all together, in life as in this book,
Who takes and rends apart those who would tear her webs.*



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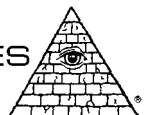
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A Personal View of Ludoch Life
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Inner Knowledge of the Sea Gods
Stephen Martin, based on material by Greg Stafford and Sandy Petersen



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Glorantha Voices

The rich cultural backdrop of the world of Glorantha has always been one of its greatest strengths, keeping gamers fascinated for over twenty-five years. One of the many ways in which this was explored in the former *RuneQuest* game was through short narratives for major cultures and races detailing “What the Priest Says” and “What My Father Told Me.” Pithy, often witty, and always insightful, these narratives were a popular feature of the game and were a quick, easy way to introduce new players to peoples and beliefs of this game world.

Now Glorantha is coming to a new generation of players with the release of *HeroQuest*, the game of epic roleplaying. This book is one of a range of game aids. It contains these introductory narratives for all ten homelands described in those rules, as well as for seven other peoples and races. Furthermore, as a sample for those who do not yet own *HeroQuest*, *HeroQuest Voices* contains one of those homelands (Teshnos)

at the end as an example of how the cultures are presented in the game in an easy-to-use format.

Although some of these narratives have appeared before, they have been updated to reflect development of the world since their original publication. Additionally, project manager Nick Brooke has assembled several new pieces written by many of today’s key Gloranthan authors, including David Dunham (co-creator of the *King of Dragon Pass* computer game), Mark Galeotti, and Greg Stafford himself. Illustrations by Gloranthan artists old and new show sample members of these peoples.

We hope you enjoy these narratives. From the brutal directness of the nomadic Bison Rider to the elegant mysteries of the Kralori, from the uplifting hymns of the Esvulari clergyman to the deep—in every sense—wisdom of the merman priest, thirty-four voices from Glorantha speak to you of their ways and their dreams, their lives and their hopes.

Homeland: Teshnos

Sun shine upon you, here is my hand, there is my life flame. It would transform my dull and unproductive day if you would take dates and water with me, however meager and stolid the fare.

Teshnos basks in tropical listlessness. It is an ancient civilization half lost in its jungle and dreams. Cities languish happily, surrounded by natural orchards and forest plots that practically farm themselves. Castes dominate society, but life is so easy no one cares. Temples, however, are meticulously kept by busy priests and priestesses, and when they conduct their ancient rites the ceremonies are attended by humans and several other races. Slaves are forbidden.

The Foot Soldier occupation indicates employment as a private guard. Petty nobles often learn “the ancient arts of violence” along with their guards.

Teshnos Homeland Keyword

Occupations Available: Entertainer (Dancer, Drummer, Flautist, Singer, Sitarist, Snake-Piper), Farmer, Foot Soldier (Regular, Skirmisher), Healer, Hunter, Merchant, Petty Noble, Scholar, Thief.

Native Abilities: Chalite Teachings, Dancing (socially), Enjoy Food, Know Jungle Ways or Urban Survival, Sit Quietly, Speak Teshnan, Teshnos Customs, Teshnos Geography.

Typical Personality Traits: Clean, Fear Dragons, Open-Minded and Accepting of All Peoples, Peaceful and Unexcitable, Pious towards All Forms of Worship, Suspicious of Kralori.

Typical Relationships: to Ancestors; to Family; to Temple.

Magic: Common magic, Teshnos Pantheon (common and specialized magic).

Common Names:

Men—Amadhara, Bhindish, Ganeshi, Garusharp, Kamakshi, Kshatralal, Pubnashap, Sandhya, Sudevi, Vasu, Vasudev.

Women—Aichit, Bhirapati, Chanaya, Lishina, Madhuri, Nirupama, Nita, Primiralna, Taravati, Uma, Vishakhri.

Origin

First was Endi Varo, the Great Emperor and Father Sun, the self-contained Creator who made the universe out of mystical origins. Primeval powers lived here first, and a hundred dynasties of gods after them. The latest dynasty began with Chal the Wise who instructed the king, who ordered the people and made sacrifices to Somash.

Common Religions

The Book of Well-Being

Most people in Teshnos know and use this little volume, a synopsis of the *Works of Chal*. Only a few can read it, but almost everyone follows its regimen of exercises, dietary restrictions, prayers and meditation exercises, and virtues, represented in *HeroQuest* by the *Chalite Teachings* ability. As a result, almost everyone can perform the *Spell of Health*.

✞ *Spell:* Spell of Health.

The Service and Comfort Society

An organization of service employees who serve whomever can pay them.

✞ *Charms:* Five Special Wine Spirits, Grow Food on Trees, Grow Ten Noble Spice Plants, Nap Pillow Spirit, Self-Moving Fan.

We All Know This

Teshnos has been home to a vast collection of cults, spirits, and churches, which have left behind some common magic. They say they know a million magic, but here are just a few of the popular ones that make Teshnos life so pleasant.

✞ *Talents:* Brewing, Clean Clothes, Cook Better, Drop Food from Trees, Grow Food on Trees, Look Great, Make Tasty Drink, Nurture Banana, Nurture Breadfruit, Nurture Coconut, Nurture Plantain, Talk Smooth.

Common Religion—Teshnos Pantheon

Five hundred religions are practiced in Teshnos. These all hold loosely together by a casual mystical overview of the esoteric Chalite Practices. For most people the important god is Somash, the sun with many faces. He is worshipped at sunrise as Creator, at mid-morning as Healer, at noon as Great Emperor and Father, at mid-afternoon as Merchant, and at sunset as Scholar. His consort and rival is Kab Vanarana Sa, whose nine hundred daughters are the local goddesses of farming, food, and family.

Unusually among major religions, the Teshnos “pantheon” does not specialize in one form of magic, and is separated from the common religions above only for convenience. Your hero is probably a communal worshipper of the religion, and thus gains the benefit of the Teshnos Pantheon keyword, below. Some Teshnans initiate or devote themselves to a specific deity; see the listing below for sample cults, some of which are actually common religions (using mixed magic) rather than pure theist cults.

Teshnos Pantheon Keyword

Abilities: Know Teshnos Pantheon Myths, Worship Teshnos Pantheon.

Virtues: Eclectic, Enjoy Life.

Magic: *The Book of Well-Being*.

Other Side: The Fire Realms are vivid and blazing lands in which golden palaces look down from mountains of light.

Sample Cults of the Teshnos Pantheon

Any: Calyz Mandar, the Ancestor God

Affinity—Talk to Ancestors.

Entertainer: Somash Veren, the Beauty Sun

Affinity—Entertainment.

Farmer: Kab Vanarana Sa and her Nine Hundred Daughters

Affinity—Farm.



Foot Soldier or Petty Noble: Alen Somash Sa, the Warrior Sun, one of the Moving Gods
Affinity—Horsemanship.
Spells—*Chal's Rules, Part 3* (Deity Detection, Fight Theistic Beings, Heal Before Combat, Magic Protection, Spirit Combat, Spirit Detection).

Foot Soldier or Petty Noble: Kab Tolat Solf, the Great Destroying Warrior Planet, one of the Moving Gods
Worshippers of Kab Tolat Solf do not use *The Book of Well-Being*.
Affinity—Combat, Fight Against Gods or Spirits.

Foot Soldier or Petty Noble: Vai Madar Sa, the Great Star Archer, one of the Moving Gods
Common Magic—"The Bow of the Heavens Chants":
feat: Sacred Archery.
charm: Hand-Archery.
spell: Farshooting Multiarrow.

Want to Discover More? See "Vai Madar Sa" in the Basic Magic chapter, page 113.

Healer: Mairnali Har, Mother of Mankind and Source of Compassion
Affinities—Healing, Meditation.
Talents—Calm Madness, Comfort Song, Sleep, Soothe Invisible Parts.

Hunter: Velit Maniz, the Invisible Leopard
Affinity—Hunting.
Talents—Leap into Treetop, Motionlessness, Quick Kill, Scentlessness, Send away Ghost, Soundlessness, Stalk, Trueshot.

Merchant: Somash Mimi, Who Makes Us All Rich
Affinity—Trade.

Petty Noble: Somash Edi Varo the Judge, and a Moving Deity (see "Reasons to Have Left Home," below)
Affinity—Adjudication.

Scholar: Somash Hero Madoro, the Dutiful Archivist
Affinity—Preserve Manuscripts.

Thief: Besdi Solf Du, the Seventh Little Destroyer, the "Taker of Things"
Affinities—Excess, Stealth.

Talents—Conceal Item, Leap into Treetop, Leap onto Roof, Motionlessness, Scentlessness, Send away Guard, Soundlessness.

Reasons to Have Left Home

Many people have the chance to leave their sleepy jungle or city homes in Teshnos. In particular, the Three Moving Gods (Alen Somash Sa, Kab Tolat Solf, and Vai Madar Sa) allow people from any caste to join in them and leave home. These deities are known to outsiders because their worshippers often depart from their own homeland. They are all associated with celestial bodies, hence "moving deities." All are worshipped both inside and outside of Teshnos in different ways.

