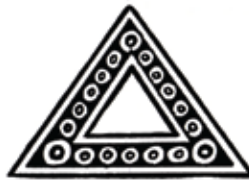


the BOOK OF GLORIOUS joy

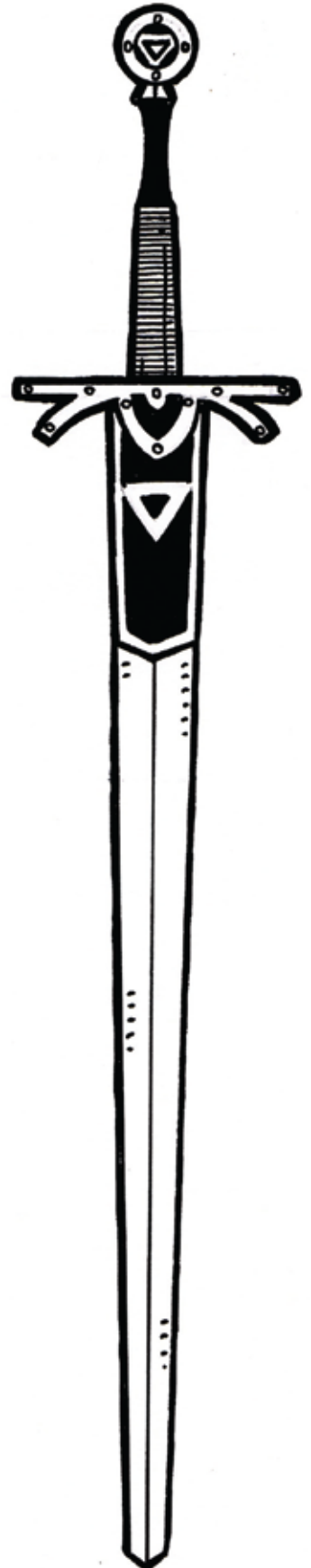
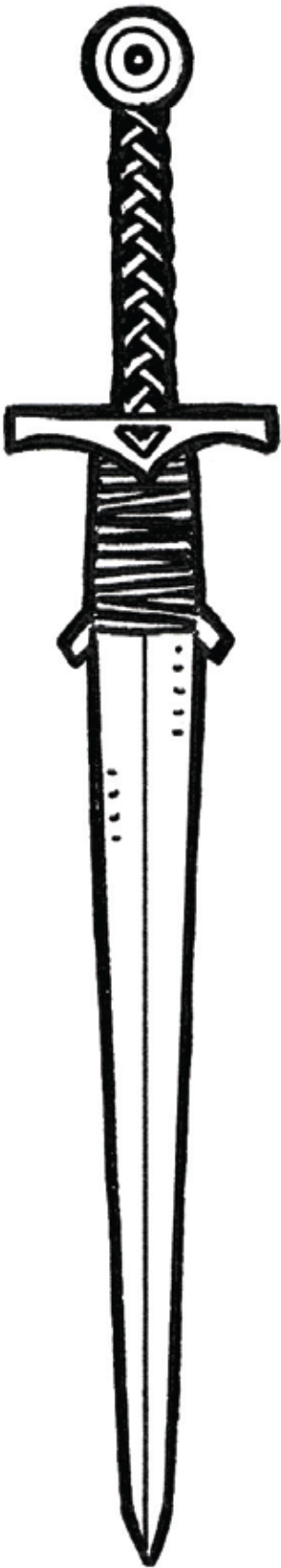
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*May the blessing of Hrestol be upon this book, and his
curse upon those damned souls who would defame it.
May those who read it be lead, through the grace of
the everlasting and Invisible God, into the light of true
wisdom and understanding.*

Amen



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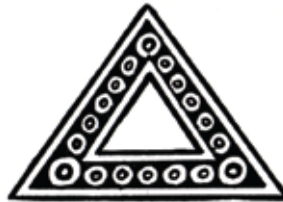
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Editors/Publisher's foreword

What you hold in your hands is the culmination of over ten years of hard work on Jamie's part. While it may not be entirely canonical and some details may get contradicted by the upcoming official "Guide to Glorantha", it's a vision of the Gloranthan West that will appeal to many. A realm of Knights and Wizards, straight out of medieval history, blended with a good dose of Gloranthan weirdness.

I feel immensely proud and honoured to have worked on bringing his work into print. It's at times been difficult both physically, the original documents before layout was a daunting 200+ pages, and emotionally, long did I wrestle my inner critic who argued intensely that I wasn't doing Jamie's Magnum Opus justice and that no one would care anyway. All the people who pestered me about release date proved that last point wrong ☺

My thanks goes to

Peter Town. For singlehandedly egging me on during periods where I just wanted to give up, and producing some truly inspirational pieces. It is you sir that has put the **JOY** in this book ☺

Jon Hodgson. For his amazing evocative cover (this is my idealised Knight of Loskalm) done with such good humour.

Nick Davison & Ben Monroe. For proofing & checking the **BIG BOOK** of Glorious Joy.

Jeff Richard of Moon Design Publishing, for taking the route of bravery and allowing this alternative vision of the West to be published. A lesser man would have just said 'no' and let all of Jamie's hard work go unpublished. You have wisely avoided a route that is far too prevalent in the so called 'RPG industry' and allowed myself and others to enjoy it.

And last but not least....

Jamie Revell, for writing this inspirational work. It has already which spawned a short campaign for me and my home group (which will be published in the future as Gloranthan Adventures: Lords of the North West). Thank you for bearing with me as I brought this project to fruition. For this you truly deserve the title of **GLORIOUS** Hero of Glorantha.

My last words before you start on your journey through the Gloranthan West to the Kingdom of Wizard-Knights, Loskalm.

*Remember its all about the Swords
(be they physical or spiritual)*

SWORDS FOR MALKION!

;O) Newt
April 2011



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BOOK 1

HEROES OF

MALKION



THE MALKIONI GUIDE

CHAPTER 1. AN INTRODUCTION TO THE WEST

There Is No God But the Invisible God

Malkion is a common name for the Invisible God, the only one True God worthy of worship. As His name implies, the Invisible God cannot be sensed directly, nor does He normally intervene directly into the world. As a result of this apparent distance, many Churches have different interpretations of how to worship Him correctly. Some of these Churches, such as the Rokari, are restrictive, while others, such as the Loskalmi, allow much more freedom to their worshippers. Not all Churches are even necessarily strictly monotheist, and some are surprisingly tolerant of pagans.

The powerful and vibrant Western civilizations are lands of proud people led by courageous knights, holy men and accomplished wizards who struggle against savages, corrupt gods, evil spirits, fell beasts, and wicked sorcerers. This book explores those Malkioni cultures of Western Glorantha.

One Truth

There is no God but the Invisible God. All understanding of the western peoples must start with that simple belief. Other peoples may worship many gods and gain degenerate magic from these beings, but the entities they follow are imposters, not worthy of true worship. The Invisible God is the One Mind, the Supreme Being, the Creator of all that exists in heaven, the underworld, and earth. He is not bounded as the false gods are, associated with some particular fragment of creation such as the storm or the sun. He is the god of Everything.

The One God set the world in motion, created humans, and sent the prophet Malkion to humanity that they might understand His plan for His creation. But many wicked and foolish people refused to heed his message, and so first exiled the prophet, and then tore him asunder. Through this act of supreme redemptive sacrifice, the prophet opened the way for all subsequent humans to enter the eternal blessed realm of Solace when they die. To enter Solace, all that is required is to live a perfect life in harmony with the prophet's teachings.

But many people found that their words of the prophet were different from their neighbors', or perhaps they interpreted them differently. The unity of elder days was no longer present. Furthermore, the perfection in this world was beyond their grasp, and different methods were sought or discovered to reobtain it. Some say that God then sent a second prophet, Hrestol, who showed

a complementary path that still allowed frail mortals to glimpse the reality of their creator. Others say that the prophet Rokar was sent, in part to correct the errors of Hrestol. Many other, smaller religions have their own prophets.

Yet, some things still unite everyone. All of those people who acknowledge the words of Malkion are known as 'Malkioni'. They are a diverse and varied people, but almost all hold certain core beliefs to be true. They agree that no being other than the Invisible God is worthy of worship. They agree that wizardry is the true magic, and all other forms are pale and degenerate shadows of that truth. They agree that the proper form of worship is veneration, and not deluded ecstatic practices nor the making of sacrificial offerings.

From these beliefs, all else in the West flows.

A Faith Divided

The Malkioni were last united in the days of the Danmalastan empire, which ended thousands of years ago. More recently, for several centuries under the Middle Sea Empire (only five centuries gone) nearly all the peoples of the West were united under one ruler and one doctrine. Now many nations and many doctrines vie for supremacy, each convinced that they bear the true interpretation of Malkion's words and hold the true destiny of the world in their hands.

Seshnela is the largest and most powerful kingdom in the south, and getting stronger. The Rokari Church oversees the essences of the people who follow their founder's cry, 'One God, One Church, One King!' Resisting them are the knights of the nearby Castle Coast who see Hrestol as a prophet; and the Doge of Nolos and the cities of the maritime Quinpolic League, with a different prophet and the Navigationalist Church.

Danger lies all around. North are sorcerous Arolanit and the troll kingdom of Guhan. East are the belligerent city-states of Safelster and the elf-woods of Erontree. West are Kanthor's Isles, populated by monsters.

Inland from Seshnela lies the fertile land of Safelster, where rich cities cluster about an inland sea. Here dozens of rival sects contend for the minds and souls of the populace. Each city is the center of its own small nation, contending for dominance against all the others. This is a land of Machiavellian politics and constantly shifting alliances, where anyone who wishes to rise to prominence must always keep their wits about them.

To the north, past the elven forests of Erontree, we come to joyful Loskalm, where any man may become king.

Here all are born equal, and all have the chance to better themselves, experiencing each social class in turn. East of Loskalm lie the windswept plains and dark forests of Jonatela, where tall castles brood over a toiling populace. Here, each rival bishop and lord interprets doctrine as it best suits them, while a weak central authority strives to bring order to the realm. The peasants are downtrodden and oppressed, working only humble magic.

These then, are the human peoples of the West, the many disparate paths of Malkionism. As the Hero Wars approach, each will struggle to maintain the purity of its own vision, against each other and against foreign and inhuman threats both known and, as yet unknown. This is truly a time for heroes.

And, finally, to the north of Jonatela, we come to the valley of the mighty Janube river, beyond which lie only wild heathens and empty wilderness. Many tiny city-states dot the valley, where Loskalmi and Jonating missionaries must contend for the hearts and minds of the populace. Yet many people here still cling to older ways, and all fear the unstoppable rise of the deadly Kingdom of War, a living cancer that seeks to destroy and consume everything in its path.

