

GLORANTHA: THE GODS WAR

MYTHIC LORE



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THE CELESTIAL COURT

The Celestial Court was made up of the Council of Pairs, the Elemental Deities, and the Elder Gods.

The gods of the Council of Pairs are called the Deities of Power. Each of the eight gods was associated with one of the ancient Power Runes: Stasis, Movement, Life, Death, Truth, Illusion, Harmony and Disorder.

The Elemental Deities provided the mundane stuff of the universe. The primal Elementals isolated portions of their internalities as recognisably separate beings of Darkness, Water, Earth and Sky. Storm King Umath was the last.

The Elder Gods are entities whose existence is basic to Glorantha, but did not attain any personal status.

The Celestial Court combined their powers and built the centre of the world, called the Spike, a place of harmony, beauty, and singularity.

THE GOLDEN AGE

The Golden Age of the gods was a time when there was nothing but peace and harmony.

When the Elemental Deities and Power Gods grew to their limits of their fulfilment, the Young Gods were born. They were the delight of the Celestial Court, who nurtured their strange powers. The Celestial Court handed rulership of the cosmos over to the Sun God, Yelm, who received the title of Emperor of the Universe.

THE GODS WAR

The birth of Umath started the Gods War. His first activity was to demand a realm of his own. When none was available, Umath made one by ripping asunder his father and mother, separating the sky from the earth forever.

Umath produced a brood of unruly entities bent on taking or making their own realms of influence. They were joined by many other ambitious or frustrated Young Gods. The power of the Storm Gods rose at the expense of other pantheons. The Golden Age eroded. Imperial Yelm contested as an equal with barbarian Orlanth, son of Umath.

The power of Death came first to the hands of Humakt, who used it on Grandfather Mortal, and then to Orlanth, who used it on Yelm.

THE STORM AGE

The Storm Age, or the Lesser Darkness, began when Yelm was killed by Orlanth, and left the world of the living to follow Grandfather Mortal into the land of Death.

Darkness from the Underworld invaded the surface of Glorantha, a huge mass of trolls and other darkness things fleeing the blinding and burning light of dead Yelm. The Sea gods sought to flood earth and heavens, and were defeated in turn by rampaging Storm gods. Without light the earth soon slept, and the world seemed barren.

As the crisis grew, the Celestial Court could not act. The world disintegrated around them, at last straining the strength of the Court beyond endurance. Tremors shook the Spike, and the cosmos weakened.

THE BIRTH OF CHAOS

Gradually there came to be other things in the world. At first these creatures seem to have seeped through cracks in the world's logic, oozing through and infecting the surface and the interior of reality.

One god who lived at this time was called Rashoran. He went about calming the frightened gods, teaching them to be unafraid. Three gods found that they were not afraid, and that they could use the fears of others to their own ends. One of the first things they did was to destroy Rashoran to keep his secret to themselves.

These murderers were the Unholy Trio. The first of the trio was Ragnaglar, a kinsman to Orlanth, driven to hatred by jealousy and dishonourable acts. The second was Thed, wife to Ragnaglar at one time. The third was Mallia, a goddess who had great properties to aid birth and growth.

The Unholy Trio wove a great magical ritual of potency far greater than anything before accomplished, for they had discovered the power of primal Chaos, and used it to magically strengthen themselves. They then engaged in rituals of Chaos-birth. When they were done, the world was changed, and new forces roamed the world.

The result of the ritual was Wakboth the Devil. After that, more deities and spirits of Chaos and destruction were born into the world. The terror spread by such foulness gave the incentive for individuals to fight on and eventually win the I Fought, We Won battle, and helped even gods, like the Lightbringers, to take heart and attempt the impossible, but in the short run Wakboth offered immense advantages to his followers, and in their fear many joined him, swelling the strength of Chaos and bringing all creation to a crisis.

Many gods sought refuge in the Spike, relying upon the Celestial Court for protection. The armies of Chaos were drawn toward the Spike. The gods fought fiercely, but the armies of Chaos soon swept down the corridors and into the chambers. The gods and goddesses were hacked to pieces or otherwise abused by their foes.

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The final struggle unbound anxious energies, and a cosmic explosion vaporised the Spike and its inhabitants. A great vacuum opened in the centre of the world, from which stepped the gods of Chaos. This began the Great Darkness.

THE GREAT DARKNESS

The vacuum at the centre of the world threatened to swallow everything. However, many deities sacrificed themselves by leaping fanatically to combat the void, and their acts filled it. Prominent was Magasta, a sea god who rallied almost all the waters of the world to aid him.

Gods of terror in this age included Kajabor and Wakboth as leaders. The Unholy Trio continued their rampage, so that the names of Ragnaglar, Thed, and Mallia became synonymous with fear.

The I Fought, We Won Battle is said to be responsible for the preservation of the world. Notable among those who claim this are the Orlanthi of Dragon Pass, Kyger Litor and the Darkness deities, and Zzabur the Sorcerer Supreme.

THE LIGHTBRINGERS' QUEST

Orlanth, King of the Storm gods, was the slayer of the Sun. When Yelm fell and went to the Underworld, it cast the world into the Lesser Darkness. After many other acts Orlanth decided to right this wrong he had done.

The Lightbringers' Quest was the single greatest undertaking that managed to unify other cosmic events enough to bring about the resurrection of the dead world. The path of the Quest was long but the seven Lightbringers succeeded, and they entered alive into the Hall of the Dead, and found their way to the Dead Emperor.

Orlanth began with his song of Truth, underwent the Trial by Combat, made his Promise of the Future and underwent the Requirement for Proof. Yelm made his Statement of Recognition, and by this agreed that Orlanth truly deserved a place in the Universe. Each swore great vows of truth and honour to bind himself to the task.

After that, the goddess Arachne Solara laid great schemes and plans, and they swore to those plans also, joined by the other gods in death who yearned to survive. They stood fast as Chaos reached the land of the dead.

Arachne Solara constructed a great and magical web, and when Chaos entered, the gods cast the net upon Kajabor and held him tight while the goddess leapt upon him and at last devoured him whole. All existence swore by to uphold their agreements. This is called the Great Compromise, and it is the oath that recreated the world.