



HEROQUEST



HeroQuest Voices *Peoples of Glorantha*

Concept: Nick Brooke. § *Project Manager:* Nick Brooke.

Edited by: Mark Galeotti and Nick Brooke, with Chris Gidlow and Stephen Martin.

Illustrations: Heather Bruton, Tom Sullivan.

Layout: Stephen Martin. § *Runes:* Issaries, Inc.

An Impersonal View of Mostali Life, Instructions to New Workers
Greg Stafford and Sandy Petersen; additional material by Peter Nordstrand



*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.*

All contents copyright © 2003 by Issaries, Inc., all rights reserved. Similarities between characters in Glorantha and any persons living or dead are coincidental. This work and its contents may be freely copied or printed for personal or game use as long as it is not altered. Reproduction or distribution of it or its contents for any commercial purpose, by photographic, electronic, or any other means of storage, retrieval, or distribution, is strictly prohibited.

Published by Issaries, Inc. P.O. Box 272914 Concord, CA 94527

Issaries Publication ISS3001

Second Publication December 2003

Would you like to know more about *HeroQuest*?
See the extensive Issaries website at www.HeroQuest-rpg.com.

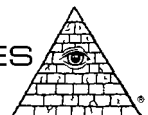
HeroQuest and its supplements are created and owned by Issaries, Inc.

The Glorantha game setting is created by Greg Stafford and owned by Issaries, Inc.

HeroQuest products are published in cooperation by Issaries, Inc. and Steve Jackson Games Incorporated.

To buy *HeroQuest* products, start with your local game retailer.
If you can't find what you want locally, you can buy them
online from Steve Jackson Games at www.warehouse23.com.

STEVE JACKSON GAMES
www.sjgames.com





This page left intentionally blank.

An Impersonal View of Mostali Life

What the Foreman Told Me

Tell me who you are

I am Captain Iraskalobbi, commander of the Second Expeditionary Force of the Nidan Decamony.

Tell me who we are.

We are the Second Expeditionary Force of the Nidan Decamony. We are the military force of dwarfdom. We are the workers in iron, the fighters and defenders who enter the dangerous above to kill for the betterment of the Machine.

Tell me what makes us great.

We are Iron Dwarves, the most powerful of all dwarves. We are the moving parts of the Doomsday Machine. Our task is to kill. We are the best killers in the world.

Tell me where we live.

Between work periods, we live in the Second Barracks, located in Level 1, section 24020-12 of Upper Mount Nida.

Tell me how we live.

Perfectly, or not at all.

Tell me what is important in my life.

Follow orders. Work without mercy or fault. Perfect yourself so that by eliminating impurities and factory-flaws within yourself you can become an iron diamondwarf.

Tell me who rules us.

You shall obey me. I obey the Control Officer, who gets his orders from Iron Diamond Nine, who follows the directives of the Decamony. The Decamony are the operators of the Cosmic Machine and they govern us all according to Plan.

Tell me what makes a dwarf great.

To follow orders without question, to perfect his skills, and to live forever in the greater glory of the Machine.

Tell me what is evil.

All that is not part of the Plan is evil.

Tell me what my lot in life is.

You were cast in iron to serve the Machine. Your fate is to use weapons to execute the will of the Maker. Nothing else matters.

Tell me how we deal with others.

We are Iron Dwarves. With sword and spear, with missiles and bombs—that is how we deal with others.

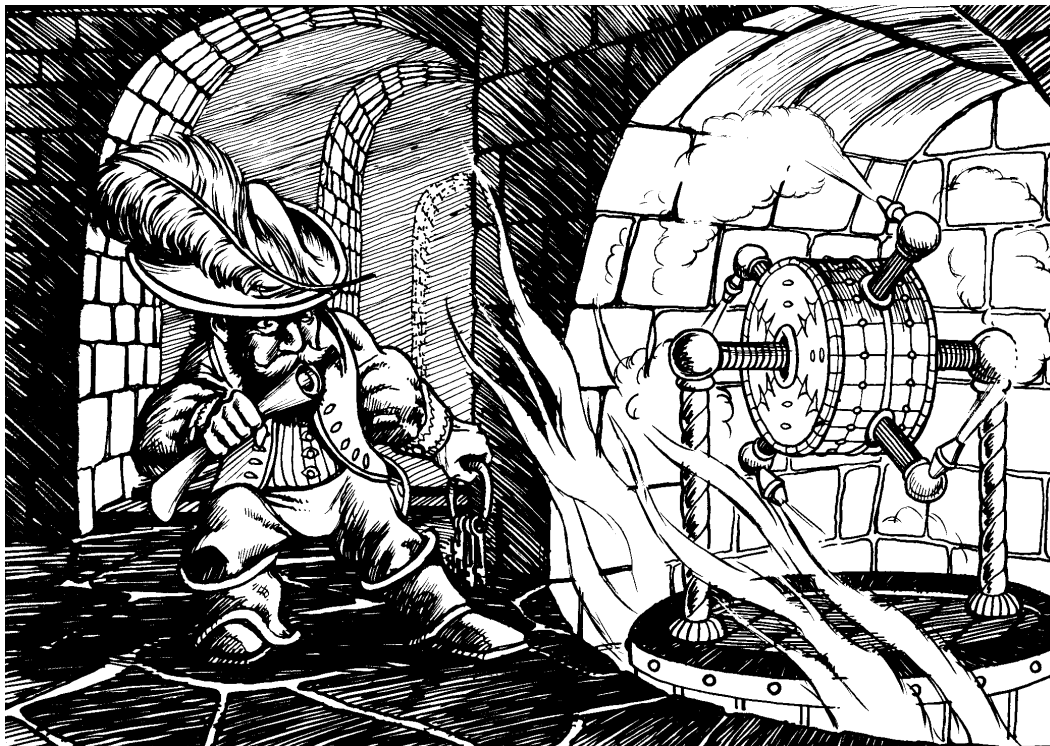
Tell me who our enemies are.

Everyone is our enemy who is not a dwarf, or who is not dwarf-made, or who is not a slave of the dwarves and the Machine. There are many.

Tell me what there is to do around here.

You will stand guard with vigilance, charge into the fray, and take the lives of our enemies. On your off time we care not what you do, as long as you wander not from the sound of the alarm and report any infraction of regulations to me.

However, many of us see no virtue in this “wasted time” and we use it to develop our skills. Rock Dwarves might carve their personal niches into decorative patterns, for example, but I spend this time training. I once spent more than 800 time-units perfecting ricochet shots with my crossbow.



Instructions to New Workers

The Gold Dwarf's Words

Tell me where the world came from.

In the beginning was the Machine, and the Machine was in accordance with the Plan. The Machine built everything. Trolls, elves, and winds created entropy and broke the Machine. We must work until the Machine is repaired. Then the old world shall be restored. This is all you need to know.

Tell me where we came from.

You were made like other tools. Like the World Machine itself. All true life comes thus.

Tell me about entropy.

Entropy causes death. Death is abnormal. Dwarves in working order are immune to entropy and do not die. While you and I fulfill our appointed tasks, we shall live. Only non-dwarves and broken dwarves die. Their bodies recycle in the cosmic currents of the World Machine. Their personalities disintegrate. Their essences dissolve into energy fields.

Tell me why we are here.

We repair the World Machine. All our work, all our spells, all our tools, are for this task.

Tell me how we do magic.

Our magic follows the laws of the old world. Our labor fuels it. Our bodies are its focus. We learn the spells we need. You shall learn the spells you need. They are enumerated in your operating instructions.

I have heard of other powers. Tell me the truth about...

...Chaos.

Chaos is a force of cosmic destruction. It comes from outside the Machine. So we must defend against it, not attempt to repair it.

...the Moon.

The rise of the Red Moon was scheduled long ago. It proves that the World Machine is being repaired according to the Plan.

...Orlanth.

This bad wind and its minions led the attack on the Machine. They broke it once. They would break it again. We shall never give them that chance. When the Machine is finished, Orlanth shall be kept firmly under control.

...Pamalt.

Pamalt is a being of the southern continent. It does not interfere in our affairs. Ignore it.

...Spirits.

There are many fragments of the old world left behind. Most are broken pieces of the World Machine, still mindlessly trying to fulfill their purpose. They are best ignored. When the Machine is completed, they shall be recycled.

...the Sun.

The Sun's rise at the Dawn proves that the World Machine is coming together. The Sun is one part of the world that still works properly and obediently.

...Wizards.

These humans work magic based on the old laws. But they delude themselves with lies about an afterlife. Like all beings, they find only oblivion after death.

I have heard of other races. Tell me the truth about...

...Aldrya.

Aldrya is a mutation, a travesty of true life. It is the principle of bad growth. In the old world, growth provided raw material for the Machine to refine. Now growth is evil. Would a tin of food be improved if something grew in it? When the Machine is repaired, the now-cancerous principle of growth shall be restored to its original purpose.

...Kyger Litor.

Kyger Litor is the source of trolls, foul monsters from the Dustbin. They kill our laborers. They spill vats of potions. They shatter our Machines. They destroy creations that took eons of toil to make. One day the Machine shall be repaired. Then trolls shall be imprisoned in the Dustbin or made extinct.

...Magasta.

The deep water has little to do with us. Its mermen do not assist us. Neither are they important. Magasta's purpose is to maintain the great ocean currents of the Machine. It does this admirably.

Dwarf Models

There are nine distinct dwarf models, each named after a particular mineral, one of the Nine Ancient Minerals. Above these nine are the diamondwarves, who rule dwarfdom.

Rock Dwarves

They mine, quarry, dress, and build with stone. They are the architects and sculptors of dwarf society and build cities and laboratories. They work in cement as well as stone.

Lead Dwarves

They invented plumbing, and later glassblowing. They work closely with the quicksilver dwarves. Lead dwarves also specialize in making seals and wards to prevent entrance or to block off forbidden areas.

Quicksilver Dwarves

They know the art of transmutation and the science of alchemy. They brew terrible compounds in their fuming laboratories, and know the secrets of gunpowder, medicine, and all forms of vitriol and potions. They also make dwarf food. Although they use magic, they specialize in manipulating physical elements.

Copper Dwarves

They make tools, containers, and some weapons. The original copper mostali created the world's first coinage—clacks. One of their tasks is to manufacture special magical conduits, which purvey energy to all the parts of a dwarf factory.

Tin Dwarves

They make tools and containers, and summon those most useful creatures, gnomes. They create semi-living constructs such as jolanti and nilmergs, which work for us in specialized tasks, hard labor, or harsh environments. Tin dwarves also manufacture replacement limbs and organs for crippled dwarves, and the cans that store our food.

Brass Dwarves

They are alloyists and metallurgists, creating new metals from the combination of old ones. They are also in charge of heating the forges and keeping the necessary heat channeled to appropriate spots and at the correct temperature for the job at hand.

Silver Dwarves

They are enchanters and sorcerers. All dwarves learn sorcery appropriate to their model, but the silver dwarves specialize in working with magic power. Some construct great enchantments taking centuries to complete, such as the Red Moon that so recently rose into the sky.

Gold Dwarves

They are teachers, and maintain the continuity of dwarf society through correct education and indoctrination. They keep the lore of the dwarves, and represent the mind of the Machine.

Iron Dwarves

The blacksmiths of dwarfdom, devoted to the art and science of war. They forge weapons and armor, and learn how to use the tools of war.

Diamondwarves

Diamond is the tenth mineral. The diamondwarves have reached perfection in their craft. They are the pinnacle of dwarfdom. Each model has its own diamondwarves, thus there are iron diamondwarves, gold diamondwarves, and so forth.

Malfunctions

We must work hard and obey orders or we risk contamination by alien ideas and customs. Most contaminated dwarves have fractured essences and must be recycled. Some are allowed to continue to operate so long as they do not spread the taint. This is according to Plan.

Individualism

The oldest of the malfunctions. Some dwarves say that each must seek his own path. They are wrong. Would a hammer be useful if it changed itself, if it grew a pulsating brain? These broken dwarves destroy their own usefulness. They harm the Plan thereby.

Octamonism

Some conservatives believe the invention of Iron and Diamond was evil. They deny their own creation. They seek to halt our progress on the World Machine.

Openhandism

This malfunction is one of the most dangerous. These dwarves claim that outsiders can and should be allowed access to our secret treasures. They say the benefit of such dealing outweighs the danger. They are fools. What can the surface world offer to surpass our secrets?

Vegetarianism

This belief is so far confined to Pamaltela. These dwarves are infected by the cancerous principle of Growth. They actually produce food by breeding plants. This vile malfunction brings its own destruction upon itself.

