

# Regions - Balazar and the Elder Wilds - An Overview of the Balazarings

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## Mythology

The Creator, also known as Earthmaker created the world with the help of the First Four Companions, Loon, Sea Eagle, Turtle and Otter. He (or she) then lost interest in the world and turned his (or her) attentions elsewhere. This left the world without leadership.

A god named Cold Wind slew the Sun plunging the world into Darkness. People would have starved had not the Hearthmother gathered them to her, feeding them as best she could. Even then they would have all starved had she not discovered the Foundchild who taught the people how to hunt. He fathered a son on Hearthmother who was named Votank. Votank had ten sons who he taught how to be men. These ten founded the clans of the region now called Balazar.

## History

Years ago the hero known as Balazar came to the region then known as Votankiland. He introduced the worship of the god Yemalio and managed to unite the region as one kingdom named after himself. He had three sons one of which he intended to make his heir but he died in the Dragonkill War before he could name an heir so instead the kingdom was divided into three parts.

The three kingdoms or tribes often squabbled during the years that followed but were usually ignored by the outside world. This all changed in 1564 when Tarshite irritation over raids from the citadel of Elkoi finally reached the boiling point. A small Lunar force attacked the citadel and quickly conquered it. The ruling family was wiped out and a puppet regime put into place.

Recently, 1616, the other two citadels, Trilus and Dykene have been fighting over ownership of two magical boars that were discovered in 1615.

## Land

Balazar is a rugged land bordered on the south and east by mountains on the north by the Elf Sea and on the west by lesser mountains in Immther. The Balazarings dwell for the most part on the flat plains and rolling hills of their land. Dakori Ingarth lies to the east, the Lunar Empire to the west and south and Pent to the far north.

## People

The Balazarings share a common culture based on their ancestral worship of Votank. They also hold worship of Foundchild and Hearthmother in common. Balazar attempted to introduce worship of Yemalio as a unifying force but this experiment failed for the most part.

The Balazarings live by hunting and collecting. The citadels rely more heavily on harvested wild grains and also raise swine something Balazar taught them.

Families live in extended family units known as hearths. The size of the hearths vary depending on the time of year, growing and shrinking depending on the availability of food. Each hearth belongs to one of ten clans. These clans average roughly 400 members of which just under two thirds are adults. Each of these clans is usually allied or aligned with one of another of the three citadels each of which heads one of the three tribes founded by Balazar's children.

They are a semi-nomadic people who live in hide tents year round. During the winter months the hearths gather at their sacred winter hearths for mutual protection. These hearths all communally belong to one of the ten clans that Votank's sons founded. The citadels belong to the tribe that lives there. Other than these areas no one owns any land.

The only rankings are due to personal ability. There are no hereditary rulers other than at the Lunar citadel of Elkoi. The other citadel kings have to possess actual ability to retain their rule. Descent is important but most Balazarings can trace their descent back to some important ancestor.

Both men and women are passionate and unpredictable. Gender roles exist but there are no firm rules, and women can become hunters of citadel guards and men can become gatherers.

Marriage is not as strong an institution as it is in other lands. Marriages last as long as both partners desire it to. Children are considered to be descended from both parents. Initiation rites for adulthood exist and are very important.

## Religion

An overview of the original religion write-up from Griffin Mountain was once available on the Glorantha web-site. It had been subjected to some modern revisions so Yemalio is now known as Tharkantus and Mralota (which is apparently now the Orlanthe sow goddess) has been renamed Entra.

Balazarings believe that the spirits (especially their ancestors) and the gods guide everything. Events are interpreted as being of divine origin. People gain protection from the supernatural by respecting taboos and following the rules established by their ancestors.

The major deities worshipped are:

Votank: Sacred Ancestor, rulegiver, men's god.

Hearthmother: The Gatherer, women's goddess.

Foundchild: The Huntsman, god of hunting

Yemalio: The Light in the Hills, god of warriors and rulers

The Wild Mother, Goddess of the Land, provider of plants and animals

Minor deities include:

Dog Brother: Friend and Helper to Foundchild

Rigtaina: The Huntress, Daughter of Foundchild and Mother of the Three Tribes

Balazar: The Founder, sub-cult of Yemalio

Mralota, the Sow Goddess is worshipped in the Citadels.

## Law and War

Disputes are settled by custom. There is a common body of law and custom that determines what is proper and improper. Societal displeasure is usually sufficient to prevent misdeeds. In the case of more serious transgressions exile is practiced. In very serious cases misdoers may be ostracized. This is for life and cuts the ties between clan and misdoer.

Most adult males are hunters, not warriors. Each citadel king has a guards made up of full time fighters who (usually) worship Yemalio. Favoured weapons are spears and swords. Armour, especially metal armour is rare and prized by the warriors, if not the hunters.

Battles tend to be small, and are always preceded by boasting, threats, and challenges.

Trolls, dragonewts, elves and dwarves all live in the region and each race is avoided as much as possible. The Balazarings have a history of setting their non-human neighbors against each other to suit their own ends so the non-humans tend to distrust them.