

The Old Gods determined that the world they made was in danger from Disorder. They gave to the Emperor: Ernalda, for she is the power to rule. The Emperor made rules and laws and sought to bind the world together so that things would never change for good or ill. The Emperor sent his warrior Jagrekriand to destroy Umath, the stormy god of Change, and scatter his parts to the ends of the world.

One of those parts is called Disruptor. It came to the palace of the Emperor and was dislodged, but always returned. It belonged there, in the center, because it was uniquely qualified for Ernalda's rule. She sanctioned it, encouraged it, and at last empowered it to overthrow the Emperor. Disruptor was Orlanth, and he ended the Emperor's Age.

With her support, Orlanth courted Ernalda and proved he alone was worthy of her. She moved into his house of her own volition. No Council of Old Gods sent her; it was her choice for the two belonged together. They created a home in the Godworld and

had many children together. They attracted many strangers and wandering gods and made them part of their tribe. They called the tribe the Great Free People, and members were no longer just of the Earth, Storm or other tribe, though their kinship with those people were not broken.

Once Ernalda was angry with Orlanth, and she used her prerogative to send him out of her life. She chose new lovers, new mates and new husbands, too. Yet all went poorly, then badly, then disastrously. Orlanth returned, of his own volition, not because he was tempted or asked or required to do so. He did it because it was his nature to return to Ernalda, and he drove out the foes that had claimed her chamber. Ernalda and Orlanth realized it is not possible for them to be truly separated.

The world got worse when the gods of Darkness walked on the surface world, where mortals lived. They were followed by the gods of Disorder. Worst yet was Chaos, which sought to destroy the world and return it to its origins. The Foe of Ernalda came to take her away, but she fooled him by entering the Great Sleep. He didn't recognize the Goddess of Life, and so went away. She went to her mother's house, where she slept until Orlanth came and woke her with a kiss.

When Ernalda and Orlanth were together in the Underworld they made a plan, then Ernalda wove a great net. They called all the gods together and everyone agreed to support the net. They called this the Great Compromise. Orlanth cast it over the world and with much help pulled all the pieces of the world together again. Chaos was cast out of the world, back where it had come from.

Throughout Time, Ernalda has been acknowledged and embraced by all the Theyalan peoples and even many others beyond. Ernalda is the most important goddess in the world. She is revered by Orlanthi, Esrolians, and even those Pelorians who have forsaken Orlanth. People who hate and fear Orlanth, still lovingly offer sacrifices to Ernalda.

Ernalda saw the rise of the Red Goddess and neither acknowledged her nor fought her directly like Orlanth did. Although some Lunars suggest that Ernalda accepts the Red Goddess, the Great Goddess continues to provide strength and resources to Orlanth and his people in their fight against the Empire. In the late Third Age, priestesses of Ernalda throughout Glorantha have been gripped by visions of the coming Hero Wars, a second Great Darkness, and the Good Goddess once again leaving for the Underworld.



Sartar:

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□ The Supporter Feat

Ernalda has limitless Strength and Endurance and can withstand anything. As Enferalda she can provide great support to her lovers and husbands, enabling them to overcome any obstacle. In this guise, Ernalda is flirting and friendly, and will always accept Orlanth's wooing.

Lesser Earth Gods

Ernalda is queen of all Earth gods and can command any lesser Earth god. Fields, valleys, grottos and woodlands usually have their own specific lesser god or gods. Lesser goddesses in the form of cows, pigs, geese, or other livestock are worshiped, as their very presence is a divine blessing. Every Sartarite hearth has its own lesser Earth goddess that is worshiped by the family. Other lesser Earth gods may be dangerous and even malevolent, such as the Gornan shakers. The worshippers of Ernalda can summon other lesser gods:

Esnans

Esnans can travel through any natural earth — soil, sand, rock, even berms, ditches, and plowed fields. They can take and carry any inanimate object in direct contact with the earth. Esnans reclaim items taken from holy places, and punish the thieves by stealing from them in return.

Gornans

Gornans shake the ground or specific objects, and take great joy in knocking things down. They especially enjoy destroying buildings to prove the superiority of nature over man's accomplishments. Many living earthshakers (Gloranthan plant-eating dinosaurs) live in the Dragon Pass area, and their divine kin are much the same in appearance.

Talosi

Talosi appear as serpents when they leave the earth. They swim through the earth as if it were water, and so can move undetected unless specifically looked for. They can open holes and tunnels as they move, or leave the ground intact behind them. They can move through loose soil and sand, but the way behind them becomes filled. Talosi can carry things through the ground and so priestesses often use them as messengers or to safeguard sacred objects. They can even carry living beings in this way. Once it moves into the earth, a talosi (and anything it carries) is essentially immune to physical attacks. The talosi can open its "mouth" directly beneath the feet of a target, and drop them into the hole instantly closing it. The target is carried through the earth (with barely

enough air to breathe if alive), until it arrives at the summoner's location.

Agents of Reprisal

Belnans

Belnans cling like mud to the feet, slowing victims down. Belnans are difficult to dislodge; Ernalda sends them to punish worshippers who profane any Orlanthi holy place, through either action or inaction. They also punish those who neglect the proper sacrifices to the earth.

Driman

Drimans come to inhabit an object possessed by the worshipper. If the worshipper loses or throws away the object, the driman simply leaves it and enters another, thus remaining with the worshipper. The object inhabited becomes heavier and clumsier to

The Household Goddesses

The household goddesses are the daughters and handmaidens of Ernalda. Their shrines range from a small icon of Ernalda or perhaps several clay statues in poorer households, to ornate statues, each one easily identified by its painting, runes, and jewelry. In most cases, these Women's Goddesses receive a part of Ernalda's worship. They serve as the model of not only the household, but also the proper servants of a woman. Generally, only a wealthy woman can afford to have all ten servants attend her. The traditional Orlanthi household goddesses are:

Kesta, who prepares the food.

Istena, who fills the water and wine skins.

Sharla, who spins the wool into thread.

Berlintha, who mends the clothing.

Mahome, who tends the hearth.

Arnna, who holds the key to the treasure box.

Jera, who keeps the healing kit.

Beseta and Besanga, who bear the Goddess' burdens.

Each of these goddesses has their own form and iconography, separate from Ernalda, though often they are subsumed within her images. Thus, Beseta and Besanga are depicted as mares (one red and one gray), and Arnna holds the hummingbird to be sacred. When only Ernalda is pictured, she often has their symbols painted on her as if they were jewelry.

Any adult woman can sacrifice for One-Use Magic from any of the Household Gods. The support of a clan god-talker or priestess is normally required for this.

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