

Hero Wars

By Greg Stafford and Friends Cover art by Stefano Gaudiano

Issaales, Inc.

# **Hero Wars**

# BARBARIAN ADVENTURES Sartar Rising, volume 1

By Greg Stafford and Friends.

"The Kingdom of Sartar" by Greg Stafford and Robin D. Laws; "Player Resources" and "Narrator Resources" by Greg Stafford, except narrator characters and other Hero Wars statistics by Roderick Robertson; "Cattle Raiding" by Jeff Kyer; "A Year of Chaos" and "These Women Need Help" by David Millians; "Blood Feud" by Ian Cooper; "That's Entertainment" and "A Healer's Campaign" by Bruce Ferrie.

Commentary and additional material by Dave Camoirano, Merlin Cox, David Dunham, Mark Galeotti, John Hughes, Andre Jarosch, Jeff Kyer, Martin Laurie, Robin D. Laws, Stephen Martin, Wesley Quadros, Roderick Robertson, and Bryan Thexton.

Cover art by Stefano Gaudiano; Cover design by Eric Vogt.

Interior illustrations by Bernard Bittler, Simon Bray, Heather Bruton, Stefano Gaudiano, Ossi Hiekkala, and Angelo Montanini; Sartar Tribes map by Wesley Quadros, based on an original by Greg Stafford; Runes by Issaries, Inc.

Content editing: Stephen Martin; Copy editing: Merlin Cox and Stephen Martin.

Layout design: Melanie Haage; Layout: Sam Shirley; Supplemental layout: Stephen Martin Narrator Character diagrams: Stephen Martin, based on a design by Greg Stafford.

Playtesting: Benedict Adamson, Elizabeth Anderson, Andrew Armstrong, Justin Bernstein, Dave Camoirano, Steve Canon, Mike Carr, Mike Connolly, Tracey Connolly, Charles Corrigan, Bryan Davis, Elena Feinstein, Bryan Feir, Bruce Ferrie, Ellen Justus, Brian Kendall, Bryan Laxon, Seth Plockelman, Paul Rocchi, Chris Siebenmann, Andrew Swanson, Kelly Wallace, Steven White.

Thanks to A Sharp, LLC, for providing artwork from the award-winning computer game, King of Dragon Pass. For more information, visit their web site at <u>http://a-sharp.com/kodp/</u>.

Special thanks to Merlin Cox, who stepped in to do copy editing and ended up doing so much more.



Published by Issaries, Inc. 900 Murmansk Street, Suite 5; Oakland, CA 94607

All contents copyright © 2001 by Issaries, Inc. All rights reserved. Similarities between characters in Glorantha and any persons living or dead are strictly coincidental. Cover illustration is copyright © 2000 by Stefano Gaudiano. Interior artwork and graphics are copyright © 2001 by Stefano Gaudiano, Issaries, Inc., or MultiSim. Reproduction of material from this book for the purposes of personal or private profit, by photographic, electronic, or any other means of storage or retrieval, is strictly prohibited. Address questions about this publication to Issaries, Inc. First Printing November 2001.

Issaries Publication ISS 1401.

ISBN #1-929052-05-7

Visit www.HeroWars.com to learn more about Glorantha!

Sartar made the land and people. Sartar's scribe wrote this book. Sartar's power and gods will destroy the eyes of whoever steals from it.

# TABLE OF CONTENTS

The Kingdom of Sartar4
History
The Tribes of Sartar
Free Tribes
Enslaved Tribes
Map of the Tribes of Sartar
Other Tribes and Peoples
Shattered Tribes9
Confederations9
Travel Customs
Inns in Sartar?
Player Resources
Common Resources
Your Family
Your Clan
Leader Template
Clan Councils
Your Cult
Other Resources
Special Resources
Your Tribe
Tribal Councils
Narrator Resources
Neighbors and Enemies
Heortling Warbands
Imperial Enemies
Doburdun, Dara Happan Storm God
The Silverflames
Taral Kuvindas, Orogeria's Falcon
Wanderers and Oddballs 30
Brass Mule Merchant
Bundalini and his All-Skeleton Band
That's Entertainment!
The Puppeteer Troupe
Derkrova
Clan Activities
Seasonal Events
Triggered Events

Everyday Activities
Riding Patrol
Ambushes
The Rebellion
Cattle Raiding
A Year of Chaos
Narrator Information
Player Resources
Blood Feud
Narrator Information
Scene 1: A Horse Fight
Scene 2: An Omen
Interlude: A Funeral
Scene 3: Striking Back
Final Scene: Ending the Feud 55
These Women Need Help
Narrator Information
Scene 1: The Cloud Lions
Scene 2: The Ghost Doe
Scene 3: Lost and Confused
Scene 4: Ambushed!
Scene 5: Sun Dome Diplomacy 59
Scene 6: The Ritual
Getting to Know the Healers
A Healer's Campaign
Come the Hurricane
Index
What Your Grandpa Told You
Narrator Character statistics
Domast Longear, sample Clan Chieftain
Gold-Gotti, sample Merchant
Tosti Runefriend, sample Sage 19
Iskallus Breathes Free, sample Orlanth Priest
Entarios the Supporter, sample Ernalda Priestess
Venharl Stormspear, sample Warband Leader
Andrega Silverflame, sample Lunar Villain
Serarernalda, Ernalda healer
Harernalda, Ernalda healer

# This book made possible by the Glorantha Trading Association

Issaries salutes the volunteers of the Glorantha Trading Association whose contributions made this book possible. For their generosity, we ask that the House of Sartar honor them.

#### Heroes

Rex Andrew Bean, The Book of Drastic Resolutions, The Clan Coriales, Andrew Cowie, Aidan Dixon, David Dunham, David Hall, Hanataka the Stormer, Andre Jarosch, Andrew Joelson, Christopher Johnson, Richard Katsaros, Hiroto Kawakami, Andrew Kelly, Mark Leymaster of Grammarye, Walter Manbeck, Yoko "Anesan" Miyamoto, Hayato Niitsuma, Roderick Robertson, Randy Tomaszewski, Michael Trout, Bob Vesterman, Nils Weinander, Murase Yoshiyuki, Anonymous.

#### Runemasters

John E. Boyle, John M. Gilbert, Takashi "Iincho" Miyamoto, Uncle Ken.

#### Initiates

Sonia Marcia Nils Bird, Camo, Mark Davidson, Oliver Dickinson, Charles Domino, Nick Eden, Maddy Eid, Tim Ellis, David Empey, Red Fish, Glenn and Joanne FitzRoy, Mark Gilles, Jim Gould, Cathy Hamaker, Paul Harmaty, Scott Henry, Bruce Hollebone, IgnatZ, Akinoske Ikeda, Gary James, Hannu Kokko, Masami Kozawa, Angus M. Laidlaw, Larry Lynch-Freshner, Eetu Måkelä, Nicholas Marcelja, Peter McAveney, Ross McPhee, John Murphy, David Perry, Al Petterson, Emmanuel Ponette, Phil Posehn, Lutz Reimers, Mark Rostron, Steve Royle, Patrik Sandberg, Takuya Sato, Shi-Chan, Erik Sieurin, Keith Smith, Fiona Stannett, Ian Thomson, Jaldon Toothmaker, Dom "Thazar" Twist, Peter Wallstrom and Friends, David Weihe, Bill Williams, Marc Willner, George M. Wisz, Anonymous.

Are you interested in learning more about the GTA? Check out the web site at: <u>http://www.HeroWars.com/inc/gta.html</u>

# BARBARIAN LIVING

ARBARIAN ADVENTURES is the first book in the Sartar Rising series. It depicts the ongoing life of the Orlanthand Ernalda-worshipping barbarians of Sartar in terms of their activities. This book does not tell about their culture or religion. (For details of those subjects, see *Thunder Rebels* [ISS 1301] and *Storm Tribe* [ISS 1310].) Instead, it describes what the Sartarites *do*. As such, it is intended as a guide for both narrators and players.

Narrators should use this book as a source of story ideas. We suggest places to use dice to resolve climactic events, but always put the story first. Much of this book is filled with adventure ideas rather than fully detailed

episodes, so that a narrator can use the book as a resource to create her own story. These stories, events, and activities can be presented in any order as parts of the ongoing milieu of Heortling life.

Players can read most of this book to familiarize themselves with the day to day actions of their heroes. Read up on raiding, feuding, and even escorting old women around the countryside. These activities **Barbarian Adventures** is the first book in the Sartar Rising campaign series. It depicts the ongoing life of the Orlanth- and Ernalda-worshipping barbarians of Sartar through their everyday activities.

known quantities during the campaign.

Clan Activities are scripts that describe common adventures and events. Player heroes will experience these in their own homes, and may be on the other side when visiting other clans. These sections describe the procedures usually followed, and give ideas for the narrator to build stories around the events.

Chaos is an ever-present danger, and A Year of Chaos provides ideas for using it to menace the heroes and their clan. No set adventure is provided, but details of each incident allow the narrator to insert it into her campaign to enliven a dull season, provide a break from campaign events,

> or just give the heroes an opportunity to kill something without fear of repercussions or reprisals.

> Blood Feud provides a setting for this acceptable (if not accepted) practice. A simple brawl over a horse fight quickly escalates into a full-blown feud. Even the clan Ancestors appear to take a hand! Eventually, the clan (perhaps influenced by the player heroes) must decide when enough is enough, and seek a way to

are typical, and the heroes would be familiar with them from their childhood.

The Kingdom of Sartar provides a detailed look at the land in which the heroes live. It gives a brief overview of the kingdom's history, details its many tribes, and ends with a brief look at travel customs.

Player Resources tell the heroes how to get aid and information from common sources. Many stories require that the heroes gather information and get help. This chapter tells them the normal places they can go for these things, and provides a few special resources for the times when common resources are not enough.

Every campaign has its wanderers and enemies, and these are detailed in Narrator Resources. Here are neighboring enemies, such as Venharl's Storm Rams; Lunar villains, such as the Silverflames; and wandering oddballs, such as Bundalini and his All-Skeleton Band. The narrator may ask heroes not to read this section, since the characters in this chapter are intended to be opponents or unend the bloodshed before both clans lose everything.

Traditional heroic adventures ignore the ordinary people who struggle every day with plow and cow, for their lives of drudgery are far outside the scope of *Hero Wars*. However, not all episodes need be about mayhem. These **Women Need Help** gives heroes a chance to aid a group of healers in need. Doing this will allow them to see new sights and gain new insights, and could give them powerful allies to call on in times of future need. We also provide ideas to use this chapter as the basis of a campaign structured around the activities of healers.

What Grandpa Told You illustrates how the Sartarites think. This historical perspective is told by a person, and gives the heroes a more personal view of events. Narrators should fill in appropriate dates in the space provided, write in the most significant event that happened last year (perhaps after reading The Kingdom of Sartar and picking a tribe for the player heroes' clan), and then photocopy it for each player.

# THE KINGDOM OF SARTAR

UR ANCESTORS LISTENED TO THE GODS, and they came to exactly the right place. Look now across our tula, the fields and the forests of our clan, and see that everything good is to be found there. Fair children and fat cattle are the promise of this land. The winds are sweeter than beer, the moist earth is dark, and the clear waters flow freely. It is a fitting place for the Sartari.

We are the Sartari. This is our way. We are Sartari because of Sartar. He was a great hero, a mighty gift-friend of men, and our first high king. Sartar brought the warring tribes together in single purpose, and from them forged a great kingdom. Alas, this kingdom is no more, shattered and subverted by the vile followers of the *Shepelkirt*.

Though the tribes that remain are Sartari, we are not all the same. We are better than the other tribes; their ways are sometimes strange, and they cannot be trusted. Their myths are twisted. You must beware of other tribes.

The Lismelder keep far too many dogs to be true Heortlings. The Torkani worship Darkness and rut in the mud with trolls! The Princeros abandon Elmal for foreign gods and practice strange ceremonies in the horse sacrifice. Some of the Balmyr marry their sisters and eat goat meat! Really, it's true! You can only trust your own tribe. Even then, you must watch out for the other clans.

The clan is our strength. Kingdoms fall and tribes separate, but the clan endures. The land of our tula, which we plow and where our herd pastures, belongs to the clan. They are our chieftain's to give or to withhold. With your clansfolk you are safe, for the bonds of kinship and marriage unite us. Just be careful of the other bloodlines.

Your bloodline is your family, and you are always secure amongst kin. Everything we have, we share. The elders and ancestors guide and direct us, and together we prosper and are strong. A man's own herds are his to breed and gift, a woman's wealth is hers alone, but the land and its bounty belong to all.

Kinship links us to our ancestors, heroes who saved the world in the Great Darkness and who journeyed to claim the sacred tulas of our land. Our ancestors were good men and women, and so our clan has prospered. We remember them at the hearth shrines, and we offer sacrifice to sustain them in the land of the dead.

# History

Sartar came to Kerofinela 150 years ago. He organized the quarreling tribes, performed many miracles, and even made peace between humans and inhumans. He married the Feathered Horse Queen and became King of Dragon Pass. The tribes acclaimed him high king on day 88 in the year 1492, thus forming a new kingdom. When he finished his work, Sartar went to live in Orlanth's Hall. He gathered the priests, nobles, and people together and lit the Flame of Sartar in the capital city of Boldhome. He strode into the sacred fire, and it consumed his mortal form.

Sartar and his family worshipped Vingkot, who said kings should be descended from kings. Thus, his lineage became a dynasty. They ruled well and wisely for over 100 years, expanding the kingdom and building cities and roads. Twenty years ago, however, the Lunar Empire conquered the kingdom and extinguished the Flame of Sartar. They were aided by some of the tribes of Sartar, traitors who withheld their fyrds instead of resisting the foreigners.

Under the Lunar governance, the twenty-four tribes of Sartar fell to fighting among themselves. Soon almost every clan was overrun by refugees, crippled by Lunar taxes, or engaged in a new version of an old feud. The Lunars made slavery common, punishing those who opposed them by stealing their freedom. They crushed those who dared to resist.

In 1613 Kallyr Starbrow, a descendant of King Sartar, led a rebellion. She sought aid from many tribes, and with her followers ambushed and killed a Lunar military column. Governor General Fazzur the Cruel fought and defeated Kallyr and the rebels at the place called Larnste's Table. He made scapegoats of the noble durulz so that they were hunted as beasts, and offered the other rebels a choice: obedience, exile, or death. Most chose exile, hoping to strike again when the chance came.

The Lunars continue to oppress the land. They tax the clans into poverty. They have closed all of the temples to Orlanth, and crucify any rebel they can catch. They have destroyed ancient tribes and placed traitors and cowards over the others. Fazzur installed the last pathetic member of the once-noble dynasty as High King Temertain. Temertain claims to be the legendary Philosopher King, but he is weak. He cannot light the sacred Flame of Sartar, and has not performed any deeds to prove himself. Even parts of the regalia are missing.

# The Tribes of Sartar

The Kingdom of Sartar consists of many tribes, but much has changed since the Lunar invasion. The breakdown used to group tribes in this section is not formal, but is agreed upon by most of the rebel leaders.

# **Free Tribes**

The free tribes are those that have not yet succumbed to the oppression of the Lunar Empire. They deal with the Empire out of necessity, but true kings rule them, not Lunar overlords or puppets. They are the last hope for the world against this Chaos foe. Orlanth is still alive, in the air, in the land, and in their hearts.

#### S: The Twenty-four Tribes of Sartar

When Sartar first founded his kingdom it included seventeen tribes. As time passed additional tribes joined, and at the Fall of Boldhome the last Prince mourned the destruction of the "Twenty-four Tribes of Sartar." Since their coming, the Lunars have disbanded several tribes, and new ones have formed or moved into the land. But the "Twenty-four Tribes of Sartar" are remembered by all true Sons of Sartar: Amad, Aranwyth, Bachad, Balkoth, Balmyr, Cinsina, Colymar, Culbrea, Dinacoli, Dundealos, Durulz, Kheldon, Kultain, Lismelder, Locaem, Maboder, Malani, Poljoni, Princeros, Sambari, Telmori, Torkani, Tovtaros, Vantaros.

# Aranwyth

The Aranwyth are called the "Cloud Tribe." They had a large herd of cloud sheep that fled when the Lunars came. The Aranwyth Tribe took a clan from the Culbrea after Starbrow's Rebellion, and another in 1615. They did this with the support of the Lunars, so the Culbrea have not sought justice against them. When Orlanth was outlawed, Ilgalad Trollfriend, a devotee of Elmal Rex, became king. He takes his task of protecting the tribe so seriously that he has struck a balance between Light and Dark.

#### Cinsina

The Cinsina are the "Brave Tribe," but call themselves the Wolfslayers because of their many over against the Telmori. Three clans joined the Cinsina Tribe after Starbrow's Rebellion, so it is now the largest and most powerful tribe near Jonstown. When Orlanth's rule was forbidden the tribal ring elected Ivartha the Skinner, a gruff Vingan warrior, as queen. Her rival is clan chieftain Ivar Quickstep, an Elmal worshipper and Lunar sympathizer.

## Lismelder

The Lismelder are the "Most Clever of the Quivini," and are famous for their great beer. Centuries ago, they broke away from the Malani Tribe, which was killing itself with fights and feuds. The Lismelder forged (and still maintain) an alliance with the durulz and beastfolk. The Lismelder and Jonargin tribes formed an early confederation around the city of Duck Point. Sartar sought in 1490 to convince the Colymar Tribe to join them but they refused, and so the confederation failed. The Lismelder Tribe has long since absorbed the Jonargin. For a long time, the Lismelder paid tribute to the durulz, but the durulz eliminated this requirement when the Lunars came. When the Lunars forbade public worship of Orlanth, the tribal ring selected Harvald the Hairy to be their king.

## Sambari

The Sambari are the "Thrallholders." They have the greatest number of slaves of any Heortling tribe, with ancient rules and myths supporting this practice. They have always been fair in ransoms with other tribes, however, and so are accepted. Like all clans and tribes, the Sambari charge tolls for passage through their land, and their control of the Sambari Pass (through which runs the King's Road) ensures them a good source of income.

The Sambari always try to keep to the "middle road," making good money and peace through trade. Regrettably, due to Lunar provocation, a bloody rebellion begun by the Firebull Clan in 1615 began the decline of the Sambari. Since then, Rog-anvarth Loud-Laugh has been king of the Sambari. He is an initiate of Garzeen famous for his devastating satires of his foes, and for his great leaps on the battlefield.

# Torkani

Most people dislike the Torkani, for they are the "Troll Lovers." They have been chased across Dragon Pass since they entered the land, most lately by the Telmori. The Torkani worship Argan Argar as their main men's god instead of Orlanth, and worship many other troll deities. Although viewed as strange and sometimes even as traitors for this, they actually preserve an ancient Heortling ritual by allying with the Uz.

Since 1613, the Torkani's traditions have attracted the ire and constant raids of the sun-worshipping Aldachuri, to whom trolls and Argan Argar are foes. The Torkani also engage in continual warfare with their southern neighbors, the Telmori. They rarely receive help in battle, skirmish, or ambush from any Uz, despite what most people say about them. Their current queen is Yrsa Nightbeam, a priestess of Deloradella (whom the Uz call Kyger Litor). Her chief husband is Jafoksor the Short, fast-talking devotee of Argan Argar Rex, a god known nowhere but among them.

# **Enslaved Tribes**

Many Sartarite tribes follow Lunar ways, or at least accept Lunar law and rules. Some go so far as to actually worship Lunar gods instead of Orlanth and Ernalda. Although individual clans of these tribes may oppose the Lunars, most seem content with their overlords.

#### Balkoth

5

The Balkoth used to be the best traders, but now they are the "Goatsuckers." Once considered rich despite their marginal



-

6

lands, now they are obviously poor, without cattle, sheep, or horses. The Lunars took all of their livestock and replaced them with goats, which the Balkoth now herd despite the normal hatred Heortlings have for that unclean animal. Their king is Angtyr of the Horn, said to be as randy as the goats his people tend.

# Balmyr

ĊĎ

Ö

Ċ'n

S

ш

~

3

-

Z

ш

>

A D

Z

A

2

4

80

m

4

60

ທີ່

တ်

ற்

The Balmyr used to be the "Poet Tribe." Now they are the "bitches and biters" because the overlords have brought in so many war dogs. King Willandring Clever-Kennings used to be a poetic Orlanth Rex worshipper. Now, however, he worships Doburdun, and his poems are flat, full of funny words, and unpleasant to good Heortlings. Many Lunars go out of their way to listen to him recite, which shows how stupid they are. It is no wonder Lunars and dogs fill his hall. His main rival is Hemrid the Ox, a clan chieftain who cares little for the politics of the kingdom, but who constantly walks the line between tolerance and exile because of his pursuit of the Balmyr's long-standing feud with the Malani Tribe.

#### Colymar

The Colymar are the "Proud Tribe." They are the oldest and most famous Sartari tribe, the "Heart of the Quivini." They were the first clan to move into Dragon Pass after the Dragonkill emptied it, and established themselves before any other people entered. They were also the first tribe of the land, uniting many clans. They have maintained their prestige and power since then, even refusing to join any of the confederations established by Sartar when he was becoming high king.

# The Durulz

The durulz are a race of intelligent, humanoid ducks. They were a loyal part of the kingdom, thanks to a secret they learned from King Sartar. They worship many of the Heortling gods. The durulz have controlled the boat routes from Dragon Pass to Kethaela for a long time. Their many Humakti are the primary defenders against the undead of the Upland Marsh. Duck Point sits in their territory, but the durulz have never lived there. Lunar citizens have since occupied the city, hoping to capitalize on its location when the river traffic begins again. Since the durulz control the river trade and hate the Lunar Empire as much as they love King Sartar, this is indeed a long-term venture.

Lunar overseers treated the durulz as scapegoats after the 1613 rebellion; nearly one in five were killed in exchange for the Lunar bounty of freedom from taxes for a year. Most of the rest fled to Beast Valley (where they are members of the sacred alliance of Ironhoof) or out of Dragon Pass. When Orlanth was banished from public worship, the tribal ring selected Skalfara Wild-Wheat, vivacious worshipper of Orendana and Pelora, to be their queen.

# The Poljoni

The Poljoni are horse-riding nomads who live on the borders of Prax. They have always been associated with the tribes of Sartar due to their common religion and Dundealos ancestry. When the Lunars disbanded the Dundealos, many joined their cousins among the Poljoni, forming the new Potor Clan. The Poljoni clans do not organize as a tribe in the same way as do the Sartari. Instead, each rules itself independently. The Colymar maintained both neutrality and a Heortling king when the Lunars first invaded, but their participation in Kallyr's Rebellion gave the Lunars the excuse they needed to invade. Before they could strike, however, the ring containing the tribal wyter disappeared and the king (Leika "Beti" Orlkensorsdotter) and other leaders fled. A new ring was created, a traitor was crowned, and the Lunars forced the Colymar to relinquish clans to the Malani and Locaem tribes. That king is Kangharl "Blackmor" Kagradusson, a warrior so ambitious he has personally dismissed Doburdun as unworthy of his greatness. He now studies to become an initiate of the Red Moon herself. He has formed a new clan as a reward for his most loyal followers, the Black Oak Clan. Blackmor's people do not always agree with him, and many want their beloved Beti back.

## Culbrea

The Culbrea are the "Foremost Tribe." They have a sterling reputation for their actions in battle. After Starbrow's Rebellion, three clans left the tribe to avoid going to war, going to the Aranwyth and Cinsina. A fourth clan went to the Aranwyth after a short war in 1615. The tribe has thus lost half its land and members in recent years. Nonetheless, they remain proudly belligerent. They cannot escape their reputation, for they have fought in almost every important conflict since the resettlement of Dragon Pass.

The last king, Hofstaring Treeleaper, was a great hero who led the tribe in Kallyr's Rebellion and paid the price. The current king is Ranulf Turn-Tail, a Barntar initiate who fled that battlefield. The Lunars appointed him, and he is the only king

## The Telmori

The Telmori werewolves entered Dragon Pass recently compared to the other tribes, only about 160 years ago. They are neither Orlanthi nor fully human, but were welcomed into the kingdom by its founder. The other tribes tossed aside this promise when the Lunars conquered Sartar. Fighting between humans and Telmori has escalated over the last fifteen years.

Everyone remembers the Telmori as the "Murderers of the Maboder." About fifteen years ago, the wolf people invaded the Maboder lands and exterminated the tribe. Every clan was eaten, killed, sold into slavery, or driven away. Their lands quickly grew wild again, so that the werewolves could hunt better. Duke Jomes Hostralos, a Lunar officer, defeated the Telmori, killed Kostajor's great wolf companion, and claimed the lands for the Empire. From these actions he received the nickname "Wulf," because he out-wolfed the Telmori. Many people say he must be a true Chaos wolf because he was able to defeat the werewolves.

Kostajor Wolf-champion is the most famous king of the Telmori, for he saved two princes of Sartar from the Lunars decades ago. He is ancient now, but still rules the tribe, although no outsider ever sees him. Only Kostajor's fanatic and well-known loyalty to the kingdom keeps the Telmori classed among the free tribes. The best-known Telmori in Sartar is Goram Whitefang, the leader of Temertain's werewolf bodyguard.

★★▼★★☆ 0 CIII CIN ★ CIU>



they will allow to rule the tribe. He seems shamed into obedience, and is scrupulously and shamefully servile to every Lunar. However, insiders all know that Ranulf yearns for another rebellion, so that he can fight bravely and recover his lost honor.

# Enstalos

Good Heortlings call the Enstalos the "Monkey Tribe." They look like people but seem more like monkeys to the Sartari. Most are from Tarsh or even farther away, have strange customs and ways, and worship Doburdun as their native deity. They settled the lands of the Dundealos Tribe, who all fled or were enslaved, and after Starbrow's Rebellion took over several clans of the Kheldon Tribe.

The king of the tribe is Tonaling Hardblow. Although a Heortling, he worships the Seven Mothers of the Lunar religion. He is king in name only, and the Red Moon priestess Karaska Igilithsdotter makes all decisions for the tribe.

# Kheldon

The Kheldon are the "Most Noble Tribe of the Quivini." They know many ways of making peace and keeping people from fighting for foolish reasons, and are famous for the divine aid they receive in battles fought for the good of the tribe. In the hearts of most tribesmen, the great rebel leader Kallyr Starbrow is still the king. After her rebellion, the Lunars severed several clans from the tribe, giving those lands to the new Enstalos Tribe.

Since Kallyr's exile, the people have lost their Motion Powers entirely. They now do everything slowly and inefficiently, even harvesting and hunting. The original Lunar grant holder over the tribe gave it to the Seven Mothers Temple because he could not deal with the clansfolk. Now Ellig Greenlegs, a Seven Mothers missionary, is the titular head of the tribe. He has made Swenstown a pleasure home for his cult, and rarely leaves the city.

# Locaem

The "Spear Tribe" is the common name for the Locaem. Although they have betrayed their god and kingdom, they have not acquired a slurring nickname from the good people. Their weapon of choice is the spear; even the tribe's Humakti prefer spear to sword. The Locaem have served the Empire well, and after Starbrow's Rebellion received the Zethnoring Clan of the Colymar Tribe. Although Blackmor has not sued the Locaem over this, he has stated many times that they will one day pay back the Colymar with the clan and much more. The tribal king is Gavial Brightspear, a handsome warrior who now worships Doburdun.

# **O** Choking Orlanth

"Beware the horns of a bull, the hoofs of a horse, the gifts of a Lunar."—Heortling proverb

When the Lunars came to deal with us, they found that Orlanth could not be integrated into their system. The Shepelkirt's curse is Submission. She preaches that no one is free from the cosmic cycle of life, death, and rebirth, and that spiritual completion can be found only in the acceptance of this fact. But Orlanth's first rule is "No one can make you do anything." His defining gift is freedom. The Lunars cannot assimilate Orlanth into their way; therefore, they try to trap and choke him. This is why they seal off his temples and encourage collaborators in Sartar to abandon his worship.

Among the Sartarites there are converts both willing and unwilling. Willing converts are traitors who embrace the Lunar Way sincerely, because it fulfills their need for hate or personal gain. Unwilling converts submit to the Lunar authorities in order to avoid destruction; rebel clans are sometimes subject to this kind of forced conversion after being crushed by the Lunar invaders. They are slaves, as sure as any thrall, and they must be freed from their chains. (0)

6

6

6

H m K I N

6

0

3

0

71

S

Þ

N

-

Þ

2

6

# FREE THE ENSLAVED TRIBES!

P

Many of the enslaved tribes are traitors only because of their leaders. They see the with the longing to fight back once the flames of rebellion ignite.

The Colymar, Culbrea, Kheldon, and Locaem are particularly eager, as are the angry Sylangi and other recently conquered Volsaxar. The remnants of the Dundealos Tribe, in exile with their Poljoni cousins, are eager to destroy the Monkey Tribe and regain their ancient tulas.

The Aldachuri groan under the oppression of their overlord, Harvar Ironfist. Many of the people hold to the old ways. The Aldachuri offer only weak support, the Alone tribes hate their overlords, and even the king of the Princeros withholds support from the Duke. They await only a hero to liberate them.

Much of Heortland has been only recently conquered, and the people are ready to select their own rightful lords again. Their kinsmen in the south have been under foreign rule for centuries, and are too Aeolized to be considered Orlanthi anymore. They have been oppressed so cruelly that even they are becoming traditional again and seeking freedom.

Tarsh itself has many traditional Heortlings living in the hills or among the oppressed underclass. They have been isolated for a long time, but their ancestors survived the Great Darkness, and many wish to throw off their shackles and live as free men once again. Everywhere men and women are waiting for the lightning to strike and ignite the Hero Wars.

# Malani

Though formally known as the "Sword Tribe," people commonly call the Malani the "Bad Boys." They are rash and touchy. People say that they will fight over anything they do not understand, and the only thing they understand is fighting. The notoriously violent and unpredictable Mad-Blood Malan founded the tribe, and is now its wyter.

When the Lunars outlawed Orlanth and forbade his sacrifices, the tribe selected the first of many Humakti kings, the latest of whom is Amalda Edrufsdotter, daughter of the previous king, Edruf Strongbreath. The tribe has fared well under Humakti rule and Lunar protection.

# **Other Tribes and Peoples**

# The Aldachuri Overtribe

Taros Ridgeleaper and his quarrelsome family established the town of Alda-chur in the settlement period, which grew to be an important Tarsh city. About thirty years ago, as Tarsh shattered under Imperial pressure, the king of the Alda-chur Confederation swore loyalty to Sartar. The tribes remained a loyal part of Sartar until the fall of Boldhome nineteen years ago. Without a high king, the region's tribes fell to fighting among themselves. The Sartar loyalists raised the Righteous Wind to blow against their foes, who called themselves the Moon Storm.

Harvar Ironfist of the Vantaros seized control of the region when the Moon Storm collapsed, throwing most tribes into confusion. Harvar worshipped Yelmalio, and moved to support his friends in the Princeros and Tovtaros tribes. He crushed the Righteous Wind with fire and sword, and the Imperial Overseer named him Duke of Alda-chur. Harvar promised the Tarsh king that he would swear fealty. He has not yet done so, however, and seems much closer to the Empire than to Moirades. Harvar has invited many devilish Lunar cults into his lands.

Originally, the Alda-chur Confederation included the Amad, Bachad, Princeros, Tovtaros, and Vantaros tribes. After Harvar's victory, the Amad and Bachad tribes lost their tribal rings and were forced into servitude. The Dinacoli joined after Kallyr Starbrow's failed rebellion of 1613.

#### Dinacoli

(

The Dinacoli were once the "Wealthy Tribe." They are still the wealthiest tribe in Sartar because of their fertile land and large size, but now they are just called the "Lazy Tribe" by most people. They once belonged to the Jonstown Confederation, and gained a large measure of their wealth from that association, but they betrayed their brother tribes when the Lunars invaded. They left the city ring and joined the Aldachuri Overtribe in 1613, when King Petrad swore fealty to Harvar Ironfist.

#### Princeros

The Princeros are an old tribe famous for their giant fighting. They were defeated by Harvar during the time he was gaining power, and now pay tribute to him.

#### Tovtaros

The Tovtaros used to be called the "Source of Heroes" before being defeated by Harvar. He covertly encouraged many feuds and then stepped in to settle them, all at the expense of this tribe.

#### Vantaros

The Vantaros are the ruling tribe of the Aldachuri now that Harvar has taken over. They worship Yelmalio and have driven all the Elmal worshippers out of the Far Point region. They have become rich at the expense of other tribes, and many tribesmen have converted to Lunar cults.

#### The Alone Undertribe

Alone is tiny, hardly a city at all. It is the center of the recent confederation of the Amad, Bachad, and Tres tribes, all of which are quite small. The Amad and Bachad tribes were previously part of the Alda-chur Confederation, but opposed Harvar Ironfist and suffered greatly when he took power. They lost most of their clans and moved away, past Alone and into the wildlands bordering the troll land of Dagori Inkarth. A new tribe, the Tres, formed out there with them, made up of dissidents from the other Aldachuri tribes. The three tribes pay tribute to maintain their tenuous independence.

# Volsaxiland

Volsaxiland designates the area around Whitewall, whose tribes (the Volsaxi, plus the tiny Bacofi, Curtali, and Sylangi) formed the Volsaxar Confederation. The Lunar Empire has conquered or corrupted all of these tribes. Only Whitewall remains free, as does High King Broyan. The Provincial Governor has appointed Baron Sanuel, a mercenary from among the Trader Princes, to rule Volsaxiland.

#### Bacofi

The Bacofi once ruled wide lands. King Hroar helped the Empire when they invaded because he wished to reclaim lands that the Volsaxi had seized from him. When he adopted worship of the mad goddess Rufelza, however, the new clans and even many of

i

ល់ា

ĊĎ

S

his former followers revolted. He struck them hard and took thousands of slaves, and the survivors fled into the Kitori wilds, undoubtedly devoured by the vengeful trolls there.

## Curtali

Many years ago, refugee bands cooperatively created the Curtali tribe. It has dozens of tiny clans whose intent is survival. They offered tribute to the Governor General, and have suffered silently since. The tribe exists, but has Lunar overlords who have built plantations among them.

## Sylangi

The Sylangi are the "Great Traitors," for they are the most common Heortlings seen helping the Empire. They are not even a Sartari tribe, instead belonging to the Volsaxar Confederation of Whitewall. The tribal ring surrendered without a fight to the Empire, then granted tribal membership to anyone who paid for it. Many Lunar outlaws acquired legitimacy in this way, and now foreigners rule the entire tribe. For their help, the Lunar occupation force appointed many Sylangi to be overlords of former Kultain clans.

The Sylangi used to be the "Bow Tribe," but those weapons were all broken when the traitors took over. Now among the common people are the "hidden strings," who retain the old ways despite their ruthless overlords. The Sylangi king, Bosodos Bowbreaker, will be the first target of the hidden strings when they come out of hiding.

# The Yelmalions

The Sun Dome Templars of Vaantar are the equivalent of a small tribe. They are similar to the Heortlings in many ways, but have also adopted many Dara Happan customs. They worship Yelmalio and Ernalda almost exclusively, and are extremely sensitive to anything that threatens their independence as a city-state. Count Lukus rules them, and is the only one who speaks to foreigners in any official capacity. He hires out his people as mercenaries under strict professional terms, which the Templars always follow to the letter. Since Harvar Ironfist took over the Far Point region, all Yelmalions have become enemies of the free tribes of the land.

# Shattered Tribes

# Dundealos

In 1618, the Dundealos Tribe rebelled against Lunar rule when a tax collector raped the daughter of the tribal king. The Lunar Army made a brutal example of the tribe, and most were killed, enslaved, or forced to flee to their kin among the Poljoni. Those that remained converted to the Lunar Way rather than die. A new tribe was formed called the Enstalos, but the best lands have been given to Lunar settlers from Tarsh and Aggar.

# Whitewall

Whitewall is an ancient fortress that never became a proper city. It sits atop a high peninsula made of white stone, which the builders used to make the city's walls. The Hendreiki kings lived there, but moved away because of its inaccessibility. High King Hardrard the Green took up residence again to resist the Pharaoh and King of Heortland, and the high kings of the Volsaxar have ruled from there ever since.

Some believe that Whitewall is the last stronghold of Orlanth. When it falls, they say, the Darkness starts again.

# Kultain

When the Lunars invaded occupied Sartar, the Kultain were too far away to take any action. They finally rose en masse in 1619, when the Lunar Empire passed through their lands to conquer Volsaxiland. They even drowned an entire caravan of concubines traveling to the priests around Whitewall. After supernatural efforts, the priests captured the king and drowned him in successively more awful liquids. After his final death, the Lunar authorities broke up the Kultain tribal regalia. A few of its clans were joined to other tribes, but the Lunars forced the majority to swear loyalty to the small Sylangi Tribe. Their Lunarized overlords now call them "the angry people."

# Maboder

The Telmori destroyed the Maboder as a tribe in 1607. They had withheld their fyrd from the army during the invasion, and the Lunars could not let the elimination of one of their supporters go unpunished. Duke Jomes led an army of peltasts and magicians against the Telmori and sent them running with their tails between their legs. He personally received the Maboder lands (which lie northeast of Jonstown) from the Lunar authorities. It is now called Wulfsland, and is settled by Lunar outlaws, farmers from the Lunar Heartlands, veterans of the Lunar Army, and a few former Maboder clansfolk, who live as slaves.

# Confederations

King Sartar established the city confederations to form permanent, stable relationships between the tribes. The confederations are governed by councils in typical Heortling fashion, with the tribes, several temples, and the city itself all guaranteed membership on the city ring. Instead of a king or chieftain, however, each city elects a Mayor, who has many of the same powers and responsibilities.

Boldhome itself was the capital of the nation, and never had a confederation. Each tribe has its own longhouse in the city, and the tribal kings were honorary members of the city ring before the Lunars disbanded it. The Duck Point confederation was never successful. A few tribes never belonged to one of the confederations, notably the Colymar and the inhuman Telmori.

# Jonstown Confederation

The Jonstown Confederation consists of the city of Jonstown and the Cinsina, Culbrea, Malani, and Torkani tribes. (The Maboder was one of the founding tribes of the Confederation, and the Dinacoli joined later.)

Sartar founded the city in 1481 to help settle a feud between these tribes and the Telmori. Its first mayor was Hauberk Jon, a famous warrior from the Malani Tribe. Jon is now the protective wyter of the city, and teaches feats to detect and kill Telmori. Jonstown is the site of the greatest Lhankor Mhy library in Sartar.

# Swenstown Confederation

The city of Swenstown and the Aranwyth, Balkoth, Enstalos, and Kheldon tribes make up the Swenstown Confederation. The Enstalos Tribe replaced the Dundealos on the city ring when they took over the former tribe's lands. The city has a special alliance with the Poljoni, to whom Sartar granted membership in exchange for their aid against the Praxians.

Swen Leapfoot of the Balkoth Tribe helped Sartar found the city in a pass amidst the Guardian Hills. He afterwards went on to other deeds, but a fierce daimon that lives in Swen's Tree serves as the city's protective wyter. ŵ

ŝ

-

AR

ŵ

9

# Roleplaying Hospitality

If the player heroes request hospitality in a dramatic situation, have the leader engage in a contest against the greeter.

# **Contest: Obtain Hospitality**

Appropriate Abilities: Clan relationship, Heortling Customs, Heortling Myths -3, Orate -5.
Typical Modifiers: Relationship with clan or important member of clan +5; seeking hospitality from a rival (-5) or enemy (-10) clan.
Resistance: Greeter's Skeptical ability or relationship to Clan -5.
Complete Victory: Greeter offers "salt" (see Thunder Rebels, pg. 36).
Major Victory: Greeter offers "blanket" (see Thunder Rebels, pg. 36).
Marginal Victory: Greeter offers "water" (see Thunder Rebels, pg. 36).
Marginal Victory: Greeter offers "water" (see Thunder Rebels, pg. 36).
Tie or Marginal Defeat: Hospitality refused with no rancor.
Minor or Major Defeat: Hospitality refused, player heroes are run off.
Complete Defeat: Greeter and supporters attack player heroes.

Once the player heroes have established a good relationship with a clan by their deeds and behavior, they automatically succeed in requesting hospitality from them. However, if they fail to go through the formality of the ritual each time, they will offend their hosts.

# Wilmskirk Confederation

The city of Wilmskirk and the Balmyr, Locaem, and Sambari tribes make up the Wilmskirk Confederation. The Lunars recently dissolved a fourth member tribe, the Kultain. Its lands were redistributed to the Sylangi Tribe of Heortland, but the other members of the ring have not offered them membership.

Wilms was one of the companions who entered Dragon Pass with Sartar. He was a great craftsman and builder, and laid out the city around an open-air temple to Orlanth. The people of the city still worship Wilms as their wyter, and many people throughout Sartar respect him as a patron of artisans.

# **Travel Customs**

When crossing any clan boundary, strangers must petition patrolling weaponthanes for the right to travel through their tula, whether they intend to stay or not. The traveler must indicate the purpose of his visit and the length of his expected stay, and then participate in the Hospitality Greeting, a traditional Orlanthi rite (see *Thunder Rebels*, pg. 34). At this time, he may ask for food and/or temporary shelter, or might just ask for the right to travel across the clan's tula. The patrol leader is unlikely to extend hospitality to travelers from a clan hostile to his, but will look favorably on petitioners from a friendly clan.

When a clan official denies hospitality or the right to pass, he expects the travelers to leave voluntarily, but he might drive them off or even try to kill them. If he grants passage across the tula, part or all of his patrol will accompany the heroes to ensure that they do not linger, steal, or otherwise cause trouble.

If hospitality is offered, the patrol will escort the travelers to the clan chieftain's stead. The law does not require that the chieftain lavishly entertain guests, but custom does. Most hosts are anxious to gain a reputation for generosity, which is one of the central Orlanthi virtues. On the other hand, they expect a reciprocal gesture or acknowledgement of obligation on the part of guests. If the guests come from another Sartarite clan, they are expected to remember that they owe a favor to their hosts, and to offer hospitality in turn to the clan. Non-Sartarite guests cannot provide an implied offer of future hospitality, and must find alternate means of discharging their obligation. Usually this means the giving of gifts to their host. Sometimes the hosts will gift them in return, escalating the generosity contest and forcing the guests to dig deeper into their purses than they might have originally intended.

# **Inns in Sartar?**

Gloranthan maps are notoriously inaccurate. For example, many maps of Sartar circulated outside its borders show a network of inns dotted at convenient intervals across the territories of the tribes. Colorful and inviting names such as "Yellow Bear Inn," "Dancing Apple Inn," and "Wark's Hotel" suggest that modern, comfortable accommodations await visitors to Sartar. However, the reality is somewhat less encouraging. Strangers are never automatically welcome in any Orlanthi community, no matter what any maps says. Certain families or individuals are especially interested in playing host to travelers. They may be traders angling for opportunities and contacts, sages or magicians hoping for information about the outside world, or simply curious folk looking to ease their boredom. Some visitors to clan lands, after being directed to "the place travelers go," falsely conclude that they are staying in a backwoods inn. Some of these habitual hosts find this amusing, and even come up with names for their "inns" when prompted to do so. However, the joke stops being funny when travelers assume too much about their rights as "patrons" of the inn, and find out too late that they have offended an entire clan of well-armed people who have an elaborate and violent code for dealing with insults.

# 

in

ல்

ற்

ஸ்

cin

# PLAYER RESOURCES

ELATIONSHIPS ARE IMPORTANT in *Hero Wars*, and this chapter contains a player-oriented guide to making use of their connections. As the narrator, you should tailor these resources to your campaign. Remember that common resources are usually inexpensive but limited while specialized resources are more expensive. Develop your own favorite narrator characters that you like to play. Your players will probably have their own favorite sources they wish to develop. Your campaign type will shape which resources are more effective for the needs of the game; different adventures have different requirements.

# **Common Resources**

Game mechanics for using these resources are in *Hero Wars*. The actual bonus might come in the form of manpower, special items, or even just a "morale bonus."

# Your Family

Since family is more of an identification than an organization, it has little to offer. In fact, most of the common types of assistance are not available from a family. Legal help, for instance, comes from the clan, who must support an individual before he can bring legal suit against someone in another clan. What families do provide is advice, aid from individuals, and general moral support.

# Household

People usually go to their family for help first. This kind of aid is assumed, and has no meaning in terms of political or spiritual law. It is what we all do with our best friend, wife, brother, etc. However, in Heortling society, whatever happens to one person affects the entire household—"A family has no secrets." If a person has a problem or request, he should bring it to his household. If he does not, it is the same as if he kept a secret from them, which most people view as dishonorable.

The household head usually makes a decision on the issue after discussion among the senior members. His or her decision is generally final, although few household heads will regularly make decisions that are opposed by most of the adults.

A household holds little of anything to call its own. (The clan owns communal property.) Private property is owned by individuals, who may or may not choose to share it. (They are not obligated to do so.) Thus, advice is the best resource a household has to offer.

# Bloodline

A bloodline may have property, advice, or secret knowledge that it can give. However, most people are more closely associated with their household than their bloodline, and so are less likely to have the *personal* relationships needed to get anything special from their bloodline.

# Your Clan

Individuals are expected to go to their clan if they need assistance that their family cannot provide. However, individuals who go to their clan against the wishes of their household are unlikely to receive any aid unless they have some other means of access to the clan officials—if the hero's family will not support him, why should his clan?

The clan is invested with the primary power of interacting with those outside of the clan, usually in the areas of warfare, law, trade, and religion. It is also the source of justice and peace within the clan and of uncommon resources (healing, lore, and other specialties). However, narrators and players alike need to remember that the clan represents and serves all of its members. Clan officials have priorities, and they will rarely if ever support an unproven cause that will not benefit the clan and its members. They usually provide advice and the benefits of **ordinary support** even in such cases, of course, as long as they do not feel it will cause harm to the clan.

# **Contest: Seek Support**

- Appropriate Abilities: Clan relationship, Family or Bloodline relationship -5, Heortling Customs -10, Orate -10.
- *Resistance*: 10**L** to 10**L**3, depending on the petitioner (and his past actions), the official, and the issue. Some requests may simply be dismissed out of hand if the narrator feels that it will conflict with her story.
- Complete Victory: Resource provides benefits of total support, including bonus.
- Major or Minor Victory: Resource provides benefits of ordinary support, possibly including bonus.
- Marginal Victory: Resource provides limited aid, but no bonus.
- *Marginal Defeat:* Resource provides limited resistance to player hero, but not enough to cause a penalty.
- *Minor or Major Defeat*: Resource **objects** to the player hero's actions, which may give a penalty.
- *Complete Defeat:* Resource forbids the player hero's actions, which gives a penalty.

# Sample Resources

The resources listed below use a shorthand format to provide information quickly. The first line gives the official's responsibilities. The second line gives the area in which the official has authority or knowledge (with an appropriate ability rating). The last line indicates where the official will send you if your cause is worthy but he cannot provide the aid requested.

Let the heroes go through their normal channels to get information or aid even if the encounter is simple and passes the heroes right on to another person. ("You go to your clan healer. She can't help, and says the only place to heal that for sure is the Grand Hospital in the Holy Country, or maybe the big temple in Swenstown. But perhaps you can go to Serarernalda and Harernalda, wandering healers who are camped near the clan's tula.")

# Leader Sheet Format

Narrator character leaders use a special format for their presentation. Feel free to let players see the whole page. For the most part, the information here is the kind that everyone knows or can easily discover about the individual.

Note: narrator characters (including these leaders) can have keywords with ability ratings. This shorthand indicates that the character generally uses any ability listed for a keyword at their keyword rating, without taking an improvisational modifier.

# **Center: the Leader**

S

ш

R.

-

-

Z

ш

>

0

A

Z

4

2

4

8

2

4

8

The center of the diagram is the leader. It contains a cameo picture of the person, their name, a brief synopsis of who or what they are, and their important statistics. It may also have one or more "marks" that should be used persistently by the narrator to describe the leader. These may be a spoken phrase, behavior quirk, or costume oddity, for example.

#### **Contest Synopsis**

The box immediately below the leader's statistics provides a synopsis for common contests. These treat the leader and supporters as a single entity. The target numbers are based on the ability rating of the most appropriate person (either the leader or a supporter) with all automatic augmentations and modifiers included, plus AP from the rest of the group.

Note: **automatic augmentations** allow the narrator to give narrator characters augmentations without having to roll a die to determine the result. Simply add a +1 bonus or  $+\Lambda^2$  edge to the ability used for each full 10 points in the augmenting ability or affinity. The narrator may allow players to use this mechanic if she wishes, to help speed up less significant contests.

#### **Above: Supporters**

The leader's most important supporters are presented here. Each has keywords, other significant abilities, and any special items or important equipment they possess. The shaded box behind the supporter indicates their "position" relative to the leader. For most Heortlings, key supporters fill the roles of the Four Storms (see *Thunder Rebels*, pg. 169), indicated by a *sword* for the Swordthane, a *circle* for the Shield-

#### **Clan Champion**

- *Responsibilities*: Act as a champion for clan members in legal disputes. The ring or chieftain can recommend his involvement, but he makes his own decision after investigating the dispute. He might agree to come along to deter or intimidate the other party, but only in extraordinary situations will he fight for a player hero.
- *Typical Abilities*: Close Combat (or other appropriate ability) 10**u**3.

Further Aid: None.

### Clan Chieftain/Clan Ring

Responsibilities: Lead the clan and all its members. Can generally ensure that any other resource is made available to the player hero.

Typical Abilities: Local Politics 1012.

*Further Aid*: Go to appropriate clan member or to the Tribal Ring.

thane, a *triangle* for the Spearthane, and a *square* for the Backboy. However, there are other systems. For example, an important woman instead has an Elder (*triangle*) who advises her, a Sister (*half circle*) as a body servant, a Daughter (*circle*) who guards her, and a Maiden (*square*) as a page or apprentice (or both). Other systems are less common.

# **Below: Commitments**

Commitments include anything that requires about 10% of the individual's personal resources. The central illustration has ten lines that radiate from it, representing 100% of the leader's energy and waking time. Keep in mind, however, that many activities contribute in some way to others. Thus, an Orlanthi farmer might have only 40% (four lines) dedicated to farming, but much of his religious and even some of his clan and family commitments go toward farming as well.

#### **Common Commitments**

- Personal: Everyone spends about 10% of their time eating, grooming, and otherwise taking some personal time.
- *Cultural:* Everyone has a clan, family, or some other kinship group among the Heortlings. Its absence is always significant, and it is normally replaced by some other social connection (such as dedicating to a hero band).
- Occupational: Everyone has a job that they do. For leaders, this is often identical to their religious commitment.
- *Magical*: Everyone has some sort of spiritual connection. For Heortlings, one line equals communal membership, three equals initiation, and six indicates devotion. Devotion in particular requires that the individual have outside support, since his religious commitment is his job. Thus, a broken line indicates that the devotional work doubles as the individual's occupation.
- Followers: The individual's most important Supporters (described above) always rate a commitment, usually as a group, but occasionally as individual friends or part of a hero band.
- Other Relationships: to tribe, to the Rebellion, to a supporting character (such as a lover or child), to a hero band, significant hobbies, wyter connections, etc.

# F -70 b ~ m 77 D m S 0 C R 0 m S -3

# **Clan Dishthane**

Responsibilities: Gather, keep, and distribute resources such as food, weapons, and goods.

Typical Abilities: Evaluate Item 511, Know Clan Inventory 5112. Further Aid: Go to the Tribal Market.

# **Clan's Head Farmer**

Responsibilities: Speak for the farmers, often has a say in distributing plowlands or determining their use.

Typical Abilities: Farming 10<sup>1</sup>/<sub>4</sub>2.

Further Aid: Go to the tribal Earth Temple.

# **Clan Healer**

*Responsibilities*: See to the physical, mental, and spiritual health of the clan. In many clans, she is also the Ernalda priestess.

Typical Abilities: Heal Wounds 10**山**2.

Further Aid: Go to the tribal Healer Temple.

# **Clan Lawspeaker**

- *Responsibilities*: Provide legal advice. In rare situations, might act as a juror or witness for a player hero. The lawspeaker is often also the clan loremaster (see also pg. 44).
- Typical Abilities: Local Area Knowledge 10**u**2, Heortling Law 15**u**.
- *Further Aid*: Enlist the aid of the Clan Champion or go to the Tribal Lawspeaker.

# Clan Warband Leader

Responsibilities: Lead the clan warband, usually makes all tactical decisions. Even if he will not commit the warband to help a player hero, he might allow volunteers to help. *Typical Abilities*: Mass Combat 5lu2, Tactics 5lu2.

Further Aid: Go to the nearest War Temple.

# Domast Longear

# Sample Clan Chieftain

Domast was recently elected chieftain of the Anzarni Clan after the death of his brother. A carpenter by trade and inclination, he is seen as innocuous by the Lunars. His clansmen like him, but see him as perhaps a bit dense. He maintains good relations with his ring, although he is often fazed and frustrated by the inevitable conflicts between ring members.

Some see Domast as a Lunar puppet, but he is simply doing the best for his clan under trying circumstances. He knows that trouble will only bring reprisals. He thus walks a fine line between appeasing the Lunars and staying true to his roots.

Statistics for some of Domast's supporters reflect a change of worship from Orlanth to another god (using the "Shared Subcult" rules on page 16 of *Storm Tribe*), moves made due to the suppression of Orlanth worship by the Lunars. Domast himself continues to worship Orlanth, but when dealing with the Lunars claims that he worships Harst as the son of Issaries. His efforts to keep his clan safe and avoid Lunar reprisals, including his recent initiation to Harst, take up most of his free time.





# **Clan Councils**

*Thunder Rebels* provides basic information on clan councils (pg. 25). Two types of clan council, the Traditional and Lightbringer rings, are common. However, several unusual forms are found in about one in seven clans.

The clan council has two parts. The outer ring is large; while its members have influence in clan affairs, it does not have as much influence in day-to-day activities as does the inner ring. The inner ring usually has seven officers, including the chieftain. Members of the inner ring advise the clan chieftain, lead in peace and war, act as judges, and perform other political functions as needed. The role of the chieftain varies. Sometimes he is merely one among many making decisions. In other clans, the members of the ring advise him but he ultimately makes all decisions.

The positions given here are normal but not universal; some clans may have more or fewer members, or may replace positions with other deities. Members of the inner ring do not have to worship the deity whose role they fill. Clans usually seek to place such a worshipper if they can. However, clans often will not have a single member who worships Chalana Arroy, Lhankor Mhy, or other unusual deities, whose cult attitudes often conflict with the needs of a clan.

# **Traditional Ring**

The Traditional Ring is the most common form of clan council. Members occupy positions that relate to various deities of importance. Orlanth the Chieftain heads the traditional pantheon, supported by other life-providing deities (usually three gods and three goddesses). Frequently, local custom replaces one or more of these positions with Esrola, Humakt, Poverri, Urox, Harst, Yinkin, Heler, or some other deity.

*Orlanth*: Speaks for the warriors, nobles, and god-talkers. *Ernalda the Earth*: Speaks for the women and children. *Uralda the Cow*: Speaks for animals and their tenders. *Esra the Grain Goddess*: Speaks for plants and their tenders. *Durev or Barntar*: Speaks for the farmers and crafters.

- Orolmarn or Voriof: Speaks for the herders.
- Ormalaya or Odayla: Speaks for the hunters.
- *Outer Ring*: Addressed as the Thunder Brothers and the Weaver Women.

# Lightbringer Ring

Many Heortlings use the Lightbringers Ring, where each position corresponds to one of the Lightbringers. The structure is less varied than that of the Traditional Ring, with only one position open to local interpretation.

Orlanth: The chieftain, responsible for making most decisions.

- Lhankor Mhy: Responsible for keeping the verbal traditions of the clan.
- *Chalana Arroy*: Responsible for the health and fertility of the clan (usually filled by a woman).
- Issaries: Responsible for dealing with foreigners and outsiders.
- *Flesh Man*: Responsible for the general community, especially the carls and cottars.
- *Eurmal*: His twisted insights often reveal the root of problems, but can infuriate the other members of the ring.
- *Eighth:* This position varies. The most common deities represented are Vinga, Elmal, Humakt, and Yinkin. The responsibility of this role changes depending on the clan and the deity invoked.
- *Outer Ring*: Addressed as Ginna Jar. The outer ring usually consists of the heads of households.

#### Storm Ring, Staple Ring

The Storm Ring follows the tradition set down when Orlanth divided the six great treasures he had obtained through the Gods War (see "Orlanth's Ring" in *Gloranthan Visions*, pg. 75).

--1 F Þ ~ m 7 2 m S 0 C 30 0 m S --2

#### Orlanth: The Chieftain.

- Lhankor Mhy: Holder of the Marking Bone, keeper of the clan's laws and knowledge.
- *Issaries*: Keeper of the staff called Scorch, translates the words of the gods.
- *Hedkoranth*: Owner of the thunderstone Great Weighty, war leader and weaponthane.
- Esrola: Keeper of the Green Basket, feeds the clan.
- Kero Fin: Holder of the Baby Cauldron, protects mothers and children.
- *Ernalda*: Wife of Orlanth, owner of the Great Loom. She is the head of the Women's Council, and deals with all issues that concern the clan's women.
- *Outer Ring*: Addressed as the Thunder Brothers and the Weaver Women.

# Earth Ring

The Earth Ring is of course popular among the clans that regularly have women chieftains, especially when such women worship Orendana the Queen (see *Thunder Rebels*, pg. 200). It is also popular among peaceful clans, and is the most common form of clan council in Esrolia.

- *Ernalda*: Queen. Unlike Orlanth, she never makes decisions on her own, and always tries to reach a consensus among the goddesses so that all can live in peace with the decision.
- Asrelia: One of the two god-talkers, she is responsible for the clan's economic livelihood and general good fortune.
- *Ty Kora Tek*: The other god-talker, she interprets omens and the will of the Goddesses. She often serves as a "contrary" advisor, bringing up every possible objection so that the discussion covers all eventualities.
- Esrola: Speaks for the Earth, especially animals and plants.
- *Gor*: War leader and defender, she speaks for the warriors. This position is usually filled by Maran among the Heortlings and Babeester Gor among the Esrolians.
- *Voria*: Speaks for the children. She often serves as the voice of hope, bringing up every possible good outcome of an event so that the discussion covers all possibilities.
- Husband: Speaks for the men. This is usually Orlanth, but in some clans is filled by Elmal or Heler. In Esrolia, any of several gods can fill this role, including Argan Argar, Elmal, Flamal, Magasta, Orlanth, Urox, and Vestkarthen.
- *Outer Ring*: Addressed as the Weaver Women or Women's Circle, even if it includes men.

## Hill Ring

The Hill Ring is popular among traditionalist or warlike clans. It is the rarest form of clan council, but often becomes popular during times of invasion. As with the Traditional Ring, there is great variance in the deities represented on the ring. For example, the War Leader position might be filled by Urox among clans that face a constant Chaos threat.

- Orlanth, the Chieftain: Makes all decisions, advised by the council.
- Vingkot, the Champion: Speaks for the nobles.
- Starkval or Humakt, the War Leader: Speaks for the weaponthanes (and by extension, all the thanes).
- *Durev or Barntar, the Provider*: Speaks for the farmers (and by extension, all the carls).

- Orstan, Minlister, or Gustbran, the Maker: Speaks for the crafters (and by extension, all the cottars).
- *Hantrafal, the Godi*: Speaks for the god-talkers and priests, and thus interprets the will of the gods.
- *Ernalda, the Wife and Mother:* Speaks for the wives and mothers (and by extension, all the women).
- *Outer Ring*: Addressed as the Thunder Brothers, even if it includes women.

# Your Cult

An individual is expected to go to his cult for specialized aid. Of course, most deities are specialized, and a worshipper of Chalana Arroy should not expect military or legal assistance from his temple, other than to receive its political support if the priestesses agree with his cause. Even when a cult does specialize in an appropriate area (such as Humakt providing military magic), player heroes are expected to go to their clan first—if the hero's relatives will not support him, why should his godtalker or temple?

Of course, player heroes should not expect their cult to aid them if they have not supported their temple or priests with their time and resources. The greater the hero's spiritual commitment, the greater support he can expect. Thus, a devotee will receive more support than an initiate, given similar circumstances. Players should remember too that cults have resources with which to oppose a member if they disagree with his issue. In extreme circumstances, they might even invoke agents of reprisal (see *Thunder Rebels*, pg. 78) against members whose requests violate Heortling or cult laws.

#### **Clan or Local Priest**

- *Responsibilities*: See to the spiritual well-being of the cult, tend the temple.
- Typical Abilities: Devotee of [Deity] 10u12.
- Further Aid: Go to the nearest Chief Priest.

# Local or Tribal Chief Priest

- *Responsibilities*: See to the spiritual well-being of the cult, tend the temple.
- Typical Abilities: Devotee of [God] 1043.
- *Further Aid*: Make a special sacrifice or seek out a specialist, such as Iskallus Breathes Free (pg. 18).

# Divination

Even if the hero's cult will not directly support him, he can always make a sacrifice to his deity for divination. This follows the procedure outlined in *Thunder Rebels* on pages 74–77.

# Other Resources

Player heroes often have access to other sources of information. Although they may search out things such as storytellers or the "word on the street," we recommend that narrators use such unusual sources as plot points in their story. Thus, a wandering Issaries worshipper may have traveled to far lands. However, their stories and rumors are often more plentiful than their real knowledge, and heroes may need patience and cleverness to gather and discern the information they are seeking. Examples of using such sources can be found in the sample scenarios in *Hero Wars*.

# **Special Resources**

# Your Tribe

# **Tribal Earth Priestess**

- Responsibilities: See to the spiritual well-being of the tribe, tend the Ernalda temple.
- Typical Abilities: Devotee of Ernalda 1043, Know Animals 10H2, Know Plants 10H2.
- Further Aid: Make a special sacrifice or seek out a specialist, such as Entarios the Supporter (pg. 17).

# **Tribal Healer Temple**

- Responsibilities: See to the physical and spiritual health of the tribe. In many tribes, the temple is dedicated to a specialist healing deity rather than to Ernalda.
- Typical Abilities: Heal Wounds 1043.
- Further Aid: Make a special sacrifice or seek out a specialist, such as Serarernalda the Mother (pg. 62).

# **Tribal Lawspeaker**

- Responsibilities: Provide legal advice. In extraordinary situations, might act as a juror or witness for a player hero.
- Typical Abilities: Heortling Law 10113, Local Area Knowledge 10<sup>11</sup>2.

# **Tribal Market**

- Responsibilities: Serve as a safe place for the clans to trade their excess goods with each other and outsiders.
- Typical Abilities: Evaluate Item 1043.
- Further Aid: "Oh, no place, just sell it here, it's worthless." If heroes persist, they may be referred to an independent merchant, such as Gold-Gotti (pg. 17).

# **Tribal Ring**

- Responsibilities: Lead the tribe and ensure peace between the clans. Can generally ensure that any other resource is made available to the player hero.
- Typical Abilities: Tribal Politics 1043.
- Further Aid: None-"We have the answers you should need."

# **Tribal War Temple**

- Responsibilities: Command the tribal warband. Even if the temple will not commit the warband to a player hero, it might allow volunteers to help.
- Typical Abilities: Devotee of [War God] 1043, Tactics 1542.
- Further Aid: None-"We know everything you should need to know about warfare."



# 3 -P -Þ × m R 20 m S 0 C R 0 m S ---

# **Tribal Councils**

Tribes have councils that advise the tribal king and help guide the tribe. Because a tribe's membership is based on agreements rather than kinship, the dynamics and purpose of the tribal council differ greatly from those of the clan council. For example, most tribal councils do not have outer rings.

The tribal council most often takes one of two forms. Because of its larger size, members rarely have specific populations that they speak for, instead concentrating on the area of magical and economic specialty of their clan, as represented by the deity whose position they take. Tribal councils sometime take one of the forms given above for clan councils. This usually occurs only in a very small tribe such as a triaty (a nearextinct arrangement of three clans that rely upon each other for almost all needs).

## High Council (Traditional Council)

The High Council has thirteen members, and is the most common form taken by a tribal ring. It consciously combines the Storm Gods, Earth Goddesses, and Lightbringers, bringing together the three most prominent aspects of the Storm Tribe. Variants are common, but usually minor. Generally, the tribal king presents his candidates, some of whom the clan chieftains approve, and then the chieftains present their own candidates to fill the remaining positions.

Orlanth: Allfather and King.

Ernalda: Allmother and Wife. Humakt: Champion and Weaponthane.

Urox: Chaos-Killer.

Thunder Brothers (2): The Thunder Brothers account for two positions. The most common gods included are Destor, Finovan, Hedkoranth, Helamakt, Ohorlanth, Valind, and Vinga.

Issaries: Speaker and Trader.

Lhankor Mhy: Lawspeaker and Sage.

Chalana Arroy: Healer and Seeker of Peace. Elmal: Hearthguard and Loyal Thane.

Asrelia: Elder and Keeper of Wealth.

Voria: Child and Bringer of Life.

Eurmal: Trickster and Scapegoat. This flaunts the (unlucky) number of thirteen by including the trickster consciously into the membership. Inclusion of this unreliable deity is strictly ceremonial, as can be noted by the regular mistreatment dealt to tricksters at high council meetings.

## Storm Tribe Ring

The Storm Tribe Ring is based upon the story of the First Tribe, which Orlanth created at the urging of Ernalda. Its eighteen positions are set by tradition, although some tribes have different stories about the number and leadership of those original clans. Unlike the High Council, each clan that belongs to the tribe is guaranteed a position, set when they joined. Additional positions are filled as described above for the High Council. As "The Making of the Storm Tribe" shows (see Storm Tribe, pg. 8), many of these deities have opposing interests, and these conflicts often manifest in the council.

Entarios the Supporter is a famous and influential Ernalda priestess, and is one of the most powerful women in Sartar. Every man she has ever backed has

won his battle or quest.

Orlanth: Chieftain of the Big Thunder Clan. Urox: Chieftain of the Bad Wind Clan. Odayla: Chieftain of the Bear Tracking Clan. Yinkin: Chieftain of the Cat Clan. Humakt: Chieftain of the Death-is-Life Clan. Orendana: Chieftain of the Earth Women Clan. Uralda: Chieftain of the Four Legs Clan. Heler: Chieftain of the Great Rain Clan. Esra: Chieftain of the Green Grain Clan. Chalana Arroy: Chieftain of the Help-Everyone Clan. Vadrus: Chieftain of the Hurt-Everything Clan. Gustbran: Chieftain of the Making Clan. Lhankor Mhy: Chieftain of the Marks-on-Bark Clan. Maran: Chieftain of the Rumbling Cliff Clan. Kero Fin: Chieftain of the Snow Top Clan. Barntar: Chieftain of the Straight Furrow Clan. Elmal: Chieftain of the Sun Horse Clan. Issaries: Chieftain of the Traveling Clan.

# **Entarios the Supporter**

Famous and Influential Ernalda Priestess Entarios is one of the most powerful women in Sartar. Every

man she has ever backed has won his battle or quest. Now she is widowed and helps only her clan, the Alanolding. She is a chief priestess of Ernalda, and has connections with most of the Ernalda priestesses of the Malani

> and surrounding tribes. Entarios lives at Greenstone. in Ormthane Vale. A small army of suitors camps outside of her temple and stops all strangers going to see her. She formally receives visitors in her small, very rich temple. However, she knows of her reputation, and is suspicious of men who

come to see her. She may thus talk to visitors without revealing her identity, perhaps while playing with children or weaving. Her Hero Wars statistics are on page 20.

# Gold-Gotti

#### Merchant Prince

Gold-Gotti is known as 'the richest man in Dragon Pass' (or, sometimes, 'the greediest'), although no one knows his original homeland. He is a master trader who started business in Karse with a treasure he brought by ship. He now has an extensive network of warehouses, factors, and clerks. His guards and mercenaries are as numerous as a small army. His contacts are an army of ears, with a few professional spies.

Gold-Gotti lives in Wilmskirk in an elaborate and wellguarded compound of manses and warehouses. Petitioners able to get past his gatekeepers and functionaries (resistance 12<sup>LL</sup>, requiring bribes, fast talk, intimidate, or other appropriate tests, and generally taking several days) are ushered into his Lesser Audience Hall, where they can speak with his personal secretary, Askenadros Silverfingers. Gold Gotti always wears ostentatious clothing, especially outrageously billowing capes and furred hats, and four big jeweled rings on each hand. His Hero Wars statistics are on page 19.

# **Iskallus Breathes Free**

# Wandering Priest of Orlanth Thunderous

Iskallus is a wanderer, always staying out of sight of Lunars and their sympathizers. He visits loyal Heortling clans, staying only a few days to bring the blessing of the Air to them, then passing on to the next clan or warband. He is a minor member of the rebellion, aiding clans and steads harmed by the Lunars rather than actively fighting. He brings Orlanth's words to the downtrodden Heortlings, and reminds those that are wavering of the importance of the Lord of the Air. The Lunars destroyed his clan years ago, and he has dedicated his life to helping the helpless.

Iskallus has no mortal followers, nor needs any, for Six Storms guard him. His *Hero Wars* statistics are on page 20.

# Tosti Runefriend

E

Ξ

E

S

ш

~

3

-

2

ш

>

0

A

2

4

AR

R B

4

E

# Expert on Dragons, Kralorela, and the East

Tosti comes from the Godori Clan of the Torkani Tribe, but lives at the Jonstown Library. He is a well-traveled Knowing Man, who has been to Kralorela and is wise in the ways of dragons and foreign magic. If his expertise is questioned at any time, he sarcastically advises the petitioner to go to the East to get their own answers. He greets supplicants in his private alcove at the temple. He always dresses in gray robes decorated with dark gray runes. He has several dozen robes with different patterns, but no one in the temple has ever noticed they are not the same ones.

Tosti often asks visitors to tell him tales of other lands or strange magic before letting them get onto their own business. He is a great rival of Minaryth Purple, and almost seems to pout if visitors indicate they have worked with or received information from Minaryth in the past.

Tosti always keeps Harband and Kamil nearby, even in the temple; they serve as assistants as well as bodyguards. Barngradus and Thandrene only accompany him when he goes out. Tosti's *Hero Wars* statistics are on page 19.

# ₮~₱₮₽© \$© ©৵₮₹ ₻≏\$₱₻ ₽□ ₩∽₽⊔₮ ₼₽ ₽\$₽ ₩~₩₽₩₽~

©⊕∞₩Ⅲ⊕∞ ¥⊔⊔ △~∞¾ጷҞ ₢ФጷҞ ~●₱ጷ♥ ©★₱₦⊕∞ ●⊔ጷጷҞ∞

₽□₩ ₽¤★↔ ↔₩∪₽□ ₽□₩ ♥₱∿₽Ⅲ₩ ₩∪₽ጷ≏ ₩↔₽★₩ \$₽₽□

# Y The Jonstown Library Y

The Jonstown Library is one of a kind. When King Sartar founded his cities and made the roads, the Lhankor Mhy sages of the land gathered and combined their resources to build this great temple. It is so large that it supports several hundred sages, researchers, and other staff.

The Jonstown Library provides information to anyone, for a price. Requests for information require:

Submission of request (involves a processing fee)

Agreement to search if necessary (requires a down payment)

Delivery of search results (requires payment in full)

Interpretation of the results, further searches, or use of magic may incur additional fees. If the library cannot provide an answer to a question, they will often refer the petitioner to a known expert in the appropriate subject. These experts have no official association with the temple (even if they reside there), and will charge their own fees.

Typical Sage Abilities: Heortling Law 10**U**3, [Foreign] Law 10**U**2, Local Area Knowledge 10**U**3, [Other Area] Knowledge 10**U**2.





-0 C



# NARRATOR RESOURCES

HIS CHAPTER CONTAINS A VARIETY of resources for the narrator. You should tailor them to your own campaign, using those you wish, modifying them as needed, and ignoring those that do not fit. The Neighbors and Enemies are presented as foes. The Wanderers and Oddballs are unusual and interesting individuals or groups, not necessarily either friend or foe. Each can appear for local color and then move on, or can be the subject of an entire adventure itself.

# **Neighbors and Enemies**

This section contains sample warbands and Lunar units. For each, we present one or more of the following sets of statistics:

- *Warrior*: This is a typical soldier or warrior who makes up the rank and file of the unit. Use these stats as-is against player heroes without followers.
- *Officer*: This is a weaponthane or squad leader, the lowest rank of officer in a formation. He leads a group of warriors, who act as his followers. Use him alone as the leader of a patrol or guard detachment, or use him with followers to oppose a player hero with followers. There may be several ranks of officers between the squad leader and the overall unit commander.
- *Leader*: Use the band's leader alone as an opponent for an experienced hero, or with followers to oppose a player hero with followers.
- *Guardian Being*: When conflict threatens, the unit calls in its detachments and marches to battle. Many units have a guardian being, an Otherworld entity similar to a wyter (see *Thunder Rebels*, pp. 96-103). No normal man can defeat a unit on his own.

# Heortling Warbands

# **Clan Patrol**

This is a typical clan patrol, led by a weaponthane with his four storms and about eight other warriors. When trouble is expected, a patrol might have as many as four or five weaponthanes and twenty other warriors. The patrol is normally mounted on horses of the sered breed (see *Anaxial's Roster*, pg. 49), but will usually dismount to fight. Weaponthanes in charge of patrols tend to be more experienced than those left guarding the stead.

Remember that these narrator characters can use any appropriate ability at their keyword rating. Thus, a Heortling warrior will always have Close Combat and Ranged Combat ratings, even if they are not listed under "Significant Abilities."

# Warrior

This is a typical clan warrior. In battle, he throws his javelin or axe as he charges into close combat.

Keywords: Heortling Warrior 31, Initiate of [God] 19.

- Significant Abilities: Brave 11, Close Combat 61.
- *Equipment*: Bronze and leather armor and shield  $\land$ 3, spear  $\land$ 3, sword or axe or mace  $\land$ 3, 3 javelins or a throwing axe  $\land$ 3, horse.

Personal Augments:

Affinity of [God] (+∧2 armor, +1 movement, or specialized magic)

Brave (+2 Close Combat)

**†** Combat affinity (+1 or  $+\Lambda 2$  Close Combat)

# Personalize These Warriors

Many warbands have a patron deity, with most members worshipping that deity. Some of the most common are:

- Destor: They keep moving, and magic makes them shimmer. Their swords gleam with magic, and cut deeply.
- Elmal: The patrol fights from horseback without penalty, using bows, spears, and light magic.
- ✔ Finovan: A supernatural shout frightens foes and a shower of leaves falls over them, giving the patrol a +10 to escape pursuers. Their swords spit lightning.
- Hedkoranth: They do not close for melee, but stand off and hurl thunderstones that smash their foes with a thunderclap.
- **77** *Helamakt:* They use wind and rain to confuse and blind the enemy, then attack with weapons.
- *Humakt*: They bear only swords, and get an additional
   +5 to Close Combat. They do not taunt or ambush, and their swords gleam dully with magic.
- Maran Gor: These women are armed with clubs and axes, and the ground itself fortifies them and frustrates their foes.
- **th** *Starkval*: Adept at defense and sudden ambush on the tula, these weaponthanes call on the clan's wyter and fyrd to aid them.
- *Vinga*: These women shower the enemy with javelins, augment with movement magic, and attack. Expect the unexpected from them—they rarely stand toe-to-toe with their foes.



## Patrol Leader

- *Keywords*: Devotee of [God] 5**L**, Heortling Warrior 10**L**, Heortling Weaponthane 4**L**.
- Significant Abilities: Brave 1<sup>L</sup>, Close Combat 12<sup>L</sup> (+22 AP when mounted), Ranged Combat 4<sup>L</sup>.
- *Equipment*: Bronze and leather armor and shield  $\land$ 3, heavy spear  $\land$ 4, sword or axe or mace  $\land$ 3, 3 javelins or a throwing axe  $\land$ 3, battle-trained horse as a follower.

Personal Augments:

- Affinity of [God] (+A4 Armor)
- Affinity of [God] (+2 or +∧4 Close Combat or Ranged Combat)
- **†** Combat affinity (+2 or +∧4 Close Combat)

# Venharl's Storm Rams

Heortlings regularly fight each other. The Storm Rams are a powerful warband composed mostly of worshippers of Helamakt, the Fighting Storm, but accept any warrior with stormor wind-related magic. Wherever they go, they bring a constant overcast with them. This is a manifestation of the warband's guardian being, and from it they can call all manner of Storm magic. They paint blue rams on their shields and wear ram's horns on their helmets.

Venharl has heroquested several times. On one, he awakened and befriended the daimon Blackcloud. On another, he obtained Heler's magical helmet Stormbrow, which can fire hailstones the size of hen's eggs at an opponent. Venharl's *Hero Wars* statistics are on page 33.

#### Warrior

*Keywords*: Devotee of Heler Helamakt (Clouds, Combat, Rain) or Helamakt Thunderous (Combat, Storm, Winds) 12L, Heortling Warrior 10L.

Significant Abilities: Close Combat 144.

*Equipment*: Light bronze chain and shield and ram-horned helmet  $\Lambda$ 5, spear  $\Lambda$ 3, sword  $\Lambda$ 3, 3 javelins  $\Lambda$ 3, horse.

#### Personal Augments:

- **†** Cutting Wind Blast feat (+3 Close Combat)
- ↑ Entangling Gust or Entangling Mist feat (+∧6 Close Combat)
- **6** Killer Rain Gale feat (+3 Close Combat)

## Blackcloud (Guardian Being)

Method: Emanation.

- *Form*: A continual overcast, heavier in Storm and Darkness seasons, lightest in Fire Season. It can come down to the ground to hide members of the warband, or stay in the air, ready to use its magic directly or to augment warband members.
- Membership Requirements: Always wear a helmet with ram horns into battle.

Awareness Function: See in Storm and Darkness 10<sup>L</sup>.

Defense Function: Hide Warband 1212.

Blessing Functions: Augment Storm and Rain Magic 10U3, Cast Lightning 10U.

#### **G** Alternatives to Orlanth

Worshippers of Orlanth or Vinga who willingly convert to the Lunar Way may initiate to one of the Seven Mothers; Yanafal Tarnils is popular with warriors. Those who prefer to preserve their status as storm worshippers worship Doburdun. In Lunarized clans, Doburdun is recognized as one of Ernalda's many husbands. He takes over Orlanth's social role, if not his mythic one. Although converts from Orlanth may not take advantage of the rules for "Changing Aspects and Subcults" (see *Thunder Rebels*, pg. 71), they do retain their full ability rating in their **Storm** affinity (only); devotees do not retain their feats.

Forced converts look for alternatives within the Orlanth pantheon. Whenever possible, they transfer worship from Orlanth to another deity through worship of a shared subcult (see *Storm Tribe*, pg. 16). Thus, a worshipper of Orlanth Thunderous might join Helamakt, then use that connection to transfer their worship to Heler. When this is not feasible, some Heortlings abandon Orlanth completely and worship a god who fulfills a different role within the pantheon, such as Lhankor Mhy.

Most Orlanthi do not want to change deities, however. While in the presence of Lunar officials, they claim to be worshippers of Barntar the Plowman or some other innocuous deity. After the Lunars go home, they worship Orlanth at hill shrines and sacred spots as they always have, even though their clan temple may well have been leveled by Imperial troops.

# Z Þ 30 R A -0 R R m in 0 C R 0 m S

# **Imperial Enemies**

# Lunar Native Corps

The Lunar Native Corps is made up of warriors from allied kingdoms, tribes, and clans. In Sartar, units usually consist of Aldachuri or Tarshite tribesmen, or come from Heortling clans who have gone over to the Lunar Way. These warriors are the same as a clan's warband, but do not worship Orlanth. Many worship Solar deities or Pelorian war gods. The rest worship war gods of the Storm Tribe other than Orlanth or Urox; see pg. 21.

# **Tarshite Warband**

This is very similar to a Heortling clan warband. It includes the warband leader and his followers, the clan weaponthanes and their followers, and the remainder of the clan warriors. The warband usually has 6 thanes (5 weaponthanes and the warband leader) and 64 warriors (a total of 70 men). The thanes are mounted, but dismount to fight.

# Warrior

This warrior dresses like a Heortling, but has some indication of his allegiance—a Lunar rune on his armor or some red clothing. He uses the same equipment and tactics as a Heortling warrior.

- Keywords: Initiate of Doburdun 811 (Storm, Thunder Addi), Tarshite Warrior 19.
- Significant Abilities: Brave 11, Close Combat 21, Ranged Combat 81.
- *Equipment*: Leather and bronze armor and shield  $\land$ 3, spear  $\land$ 3, sword or axe or mace  $\land$ 3, javelin or throwing axe  $\land$ 3, knife  $\land$ 1.

Personal Augments:

Brave (+2 Close Combat) **6** Storm affinity (+2 Close Combat)

# Weaponthane

Weaponthanes have four warrior followers (+104 AP during combat) and lead patrols of an additional 5-20 warriors.

- *Keywords*: Devotee of Doburdun 4**山**2 (Storm, Thunder Addi), Tarshite Warrior 2**山**2, Tarshite Weaponthane 5**山**.
- Significant Abilities: Brave 11, Close Combat 171, Ranged Combat 81, Warband Tactics 121.
- *Equipment*: Chain armor and shield ∧5, spear ∧3, sword or axe ∧3, throwing axe ∧3, knife ∧1.

Personal Augments: Brave (+2 Close Combat) M Lashing Winds feat (+4 Close Combat)

# Warband Wyter (Guardian Being)

Method: Emanation.

Form: Varies with each warband.

Membership Requirements: Vary with each warband.

Awareness Function: Sense Ambush 2011.

Defense Function: Guard Against Wind 2014.

Blessing Functions: Jump Obstacle 10<sup>L</sup>, Still Wind 15<sup>L</sup>.

To combat them: These Tarshite traitors fight like you, even though they are so different. You know they are different because they look funny: they wear weird runes and medallions and have shaved their beards. You know they are Tarshite by their accents and the type of armor they wear. But mostly you know they are traitors because they worship the Lunar storm god, Doburdun.

# Doburdun, the Loyal Storm

Pelandan God of Thunder and Storms

Doburdun is worshipped in Pelanda and Dara Happa as the God of Thunder and Storms. He is a servant and protector of Entekos. When the Rebel Gods looted her realm, Entekos grew angry. A black cloud formed over her furrowed brow and stated, "I am Doburdun!" When he was born, he already bore the Thunder Addi, a club of rumbling, grumbling storm. He struck the Rebel Gods with the Thunderstick, and its shattering Thunder frightened them so that they fled.

In Dara Happa, Doburdun is the big but harmless midcontinental summer thunderstorm. He usually receives sacrifice only once each year, before the rains start. He also receives propitiatory worship when too much rain falls, to keep the storms away. When the Lunar Empire began fighting the southern barbarians, they needed people who could tame the Heortling storms, and Doburdun was the perfect choice. His initiates have been welcomed into the Lunar Field Colleges and many Provincial regiments. Missionaries promote the Loyal Storm as an alternative to Orlanth (the Rebel Storm).

Worshippers: Priests fighting the violent storm barbarians in the south. Converted storm barbarians. A very few worshippers in the Heartlands who are dedicated to taming crop-devastating storms.

Membership Requirements: Must be male.



Endure Weather, Ranged Combat (Throw Addi). Mental Abilities: Mythology of Doburdun, Predict Weather. Virtues: Brooding, Combative, Loyal.

Affinities:

- **6** Storm (Call Clouds, Command Air Daimon, Initiate Thunderstorm, Lashing Winds, Shrug Off Storm Magic)
- ∧ Thunder Addi (Booming Voice, Command Thunderstorm, Deafening Blast, Thunder Addi)
- Secret: Ride Thunder Addi (The devotee can throw his Thunder Addi at a foe and ride it to the target. This allows the hero to fly short distances and to add the rating in the secret to his Close Combat ability.)
- *Other Side*: Doburdun's throne is in his glowering black Cloud Castle, which floats in Entekos' Air Realm. From the castle, worshippers may exit to the Green Age, Solar Age, Storm Age, Darkness Age, or directly into the Sky. After death, initiates join Doburdun in hunting sky creatures and fighting the enemies of Entekos.
- Disadvantages: None significant, inside the Empire. However, in Sartar Doburdun is decidedly inferior to Orlanth. Nonetheless, his cult is approved by the Provincial Overseer, and is for many an acceptable alternative to being outlawed or crucified for worshipping Orlanth.

# The Lunar Imperial Army

These are truly foreigners. They speak different languages, wear different clothing, and have attitudes and beliefs that are alien to the Heortlings. They are a victorious army, and act with the presumption of conquerors.

# Arrowstone Cavalry

The Arrowstone regiment is medium cavalry unit that fights in the Kastokus style, as well trained to skirmish with the bow as charge into melee with sword and spear. The 500 men of the unit are divided into four divisions (Right Fore, Left Fore, Right Rear, and Left Rear) of 10 troops each. In Sartar they patrol the roads in groups of 12 men—a troop leader and 11 troopers. The Unit Commander has a special bodyguard division (the Head) of 20 men equivalent to Troop Leaders or better. As cavalry soldiers, members of this unit do not take a penalty to Close Combat for being on horseback.

# Trooper

Keywords: Initiate of Kastok 5<sup>th</sup> (Equestrian, Kastokus Combat, Stone Heart), Lunar Cavalry Soldier 5<sup>th</sup>.

Significant Abilities: Brave 11, Ranged Combat 101.

*Equipment*: Leather and bronze armor  $A_2$ , spear  $A_3$ , sword  $A_3$ , javelin or bow and arrows  $A_3$ , horse.

Personal Augments:

- t Kastokus Combat affinity (+2 Ranged Combat)
- △ Stone Heart affinity (+2 Brave)

#### Troop Leader

The troop leader is a low-ranking officer, responsible for his troop's health. He has one trooper follower who covers his back and a battle-trained horse as a follower, yielding +49 AP.

*Keywords*: Army Officer 17, Initiate of Kastok 18**L** (Equestrian, Kastokus Combat, Stone Heart), Lunar Cavalry Soldier 13**L**.

Significant Abilities: Brave 511, Ranged Combat 1311.

*Equipment:* Leather and bronze armor and shield  $\land$ 3, spear  $\land$ 3, sword  $\land$ 3, javelins  $\land$ 3, battle-trained horse.

Personal Augments:

- $\gamma$  Equestrian affinity (+3 Ride)
- † Kastokus Combat affinity (+3 Ranged Combat)
- △ Stone Heart affinity (+3 Brave)

### Unit Lares (Guardian Being)

Method: Emanation.

Form: Unit battle standard.

Membership Requirements: Never harm a horse, never allow battle standard to fall or be taken.

Awareness Function: Find Hole in Enemy Line 1042.

To combat them: Form up a shield wall and shower them with javelins if they try to close. Rush them to drive them away. Movement magic may allow warriors to close with them, even if they are not hampered by terrain.

# NO The Good Storm God

# What the Seven Mothers Missionary Says

In the Golden Age, Ernalda was an attendant to Yelm the Bright Emperor. At his court she met many beautiful gods, including Entekos, goddess of the air, and her retinue. One member of her entourage was particularly handsome to behold: Doburdun the Thunderer. He wooed Ernalda, and Ernalda tested him by giving him three important tasks to complete. He did them all with honor and dignity, without complaint. He rescued Donandar's harp from the Mostali, and fought their Snake of Long Steel. He flashed his booming light on the In Betweens, who no one else could see, and kept them from looting Yelm's pantry. The last test was the most difficult. When violent Orlanth came to take Ernalda away, Ernalda commanded Doburdun not to fight. "There is always another way," she said. Doburdun suffered without Ernalda, and when the Darkness came he searched the world for her. He found her at her loom, weaving everything back together. He fought off the enemies who tried to stop her, and was woven back into the world as her Thunder Husband, who would command the storms, protect the people, and lead the men with dignity, restraint, and honor.

Defense Function: Defend against Water 10112.

Blessing Functions: Bless Unit 10**L**2 (Gallop over Water, Stone Arrows). (This functions as a wyter ability; see *Thunder Rebels*, pg. 98.)

# **Beryl Phalanx**

The Beryl Phalanx is one of the "Ten Wall Regiments." It consists of heavily armored soldiers that fight in a loose formation. One-fourth of the men are Front Rankers, and the remainder hoplites. Their special foes are the Ram people. They worship Darvesh the Unyielding, a hero cult of the god Urvairinus.

When maneuvering, the phalanx is composed of 8 ranks (lines of men side by side), each of which includes 150 files (lines of men) at six foot intervals. This leaves room for skirmishers to pass through the ranks before contact with the enemy. When the time comes to meet the enemy, the rear 4 ranks come forward into these gaps, presenting a solid wall of shields and weapons. Individual hoplites can fight competently outside of the phalanx, although their equipment is intended for the shield wall.

# Hoplite

Keywords: Initiate of Urvairinus 511 (Beryl Phalanx,

Destroy Dara Happan Foes, Light of Action), Pelorian Infantryman 2**L**.

Significant Abilities: Close Combat 104.

*Equipment*: Leather and bronze armor and large shield ∧4, long spear ∧4, shortsword ∧2.

### Personal Augments:

- O→ Destroy Dara Happan foes affinity (+2 or +∧4 to resisting any Air magic)
- **†** Light of Action affinity (+2 or  $+\Lambda$ 4 to Close Combat)

To combat them: Attack from the sides or back. These units can't be pulled out of position by retreats, but land a unit to their rear and they can be wiped out. Use Storm or Earth magics to disrupt their formation—if you can break the front line the men in the middle can't use their spears.

# 2 Þ R R Þ -0 H N m S 0 C R 0 m S

# Front Ranker

A Front Ranker leads a file of four men, who act as followers in the shield wall (+128 AP). Although only one of them can guard him from multiple enemies, he usually faces no more than two attackers because he is surrounded by his unit.

Keywords: Initiate of Urvairinus 8**L** (Beryl Phalanx, Destroy Dara Happan Foes, Light of Action), Pelorian Infantryman 10**L**.

*Significant Abilities:* Close Combat 18**L**, Hoplite Tactics 5**L**. *Equipment:* Leather and bronze armor and large shield  $\wedge 4$ ,

long spear  $\wedge 4$ , shortsword  $\wedge 2$ .

# Personal Augments:

- O→ Destroy Dara Happan foes affinity (+2 or +∧4 to oppose Air magic)
- † Light of Action affinity (+2 or +∧4 to Close Combat)

#### Hoplite Unit Penates (Guardian Being)

Method: Emanation.

Form: Unit battle standard.

Membership Requirements: Never break shield wall ranks, never allow the standard to fall or be taken.

Awareness Function: Locate Army Commander 15Ш2.

Defense Function: Defend against Ram People 15Ш2.

Bless Unit 15<sup>1</sup>2 (Each Man Knows His Place, Unstoppable Advance). (This functions as a wyter ability; see *Thunder Rebels*, pg. 98.)

# Lasadag Lions

The 1000 members of the Lasadag Lions are medium infantry from Pelanda. They wear lionskins, with the head of the lion used as a helmet. They carry heavy spears, leaf-bladed swords, and shields. As a man rises in rank, his shield design changes to reflect his status. The highest-ranking officers carry no shields at all, and can instead invoke their Lion Self. The unit has an intense rivalry with the Doblian Dogeaters.

#### Lionman

The rank and file are all well-trained stalkers. Their flat shields bear the rune of Karndarsal, their lion god. Lionmen wear boots that grant them the ability to walk without leaving tracks, except on soot or snow.

Keywords: Initiate of Karndarsal 10**LI** (Combat, Leonine, Maneater), Pelandan Scout 10**LI**.

Significant Abilities: Distract Enemy 511, Leave No Tracks 1011.

*Equipment*: Lionskin armor and shield ∧3, heavy spear ∧4, sword ∧3, dagger ∧1, javelin ∧3.

Personal Augments:

- **†** Combat affinity (+3 or  $+\Lambda 6$  to Close Combat)
- ▼ Leonine affinity (+3 to Leave No Tracks)
- ▼ Leonine affinity (+3 or +∧6 Distract Enemy)

### **Pride Leader**

Pride leaders lead prides of about ten lionmen. Each pride is split into two parts—a distraction force that harasses with javelins and lion-like displays (roaring, etc.) and an ambush force that creeps as close as possible to the enemy formation (use the pride leader's *Ambush* ability, +305 AP from the two forces). The distracting force also acts as a reserve, joining in the fighting if it is going well, or covering retreat if the ambush goes poorly. The pride leader's shield is magical and acts as a follower.

Keywords: Devotee of Karndarsal (Combat, Leonine, Maneater) 17**L**, Pelandan Scout 17**L**.

- Significant Abilities: Distract Enemy 5<sup>L</sup>, Leave No Tracks 10<sup>L</sup>, Ranged Combat 14<sup>L</sup>.
- *Equipment/Special Items*: Lionskin armor and magical shield ∧4 (shield acts as a follower, providing +19 AP in combat), heavy spear ∧4, sword ∧3, dagger ∧1, javelin ∧4.

Personal Augments:

- ♥ Black Mane feat (+∧6 armor)
- ▼ Cut Off Escape feat (+3 Ambush)
- **†** Slashing Paw feat (+3 Close Combat)
- ♥ Unsettle Foe feat (+3 any magical combat)

# Unit Lares (Guardian Being)

The unit standard is a golden lion statue on a pole. When the unit is at winter quarters or otherwise not on campaign, the Lion appears at rest. When the unit marches the Lion rises to its feet, and when the unit enters combat the Lion stands rampant. The standard is guarded by 20 Lionmen and 10 male lions (see *Anaxial's Roster*, pg. 86).

To combat them: Beware of these guys, you only ever see about half of them at a time. The other half is hiding and trying to get behind you, attacking when you are already engaged. Fight the Warriors' Battle with them, and keep some men flying to watch out for their ambushers. Method: Emanation.

Form: Unit battle standard.

- Membership Requirements: Kill sakkar on sight, never allow battle standard to fall or be taken.
- Awareness Function: See through Vegetation 10ul2.
- Defense Function: Distract Foe 10<sup>10</sup>2.
- Blessing Functions: Bless Unit 10**L**2 (Hide in Grass, Lion's Roar, Silent Stalking). (This functions as a wyter ability; see *Thunder Rebels*, pg. 98.)

# Natha the Edge Magical School

The Empire trains soldier priests, whose magic is based on the phases of the Red Moon. In the Dragon Pass area, Lunar magic is at its most potent on Wild Day and nearly nonexistent on Water and Clay days (see *Hero Wars*). There are no "squad leaders" in magical regiments, and each priest or priestess reports directly to the unit's chief priest.

Priestesses of Natha may be men or women. They learn the basics of close combat, but are not expected to fight—guards take care of purely mundane attackers. A special ceremony allows them to give benefits to the unit through its lares, avodiding multiple target penalties. They cannot do this with healing. Natha priestesses generally have costumes and uniforms that are red on the right side and white on the left.

## Priestess of Natha the Edge

Keywords: Devotee of Natha the Edge 12**u** (Balancer, Nathic Combat, Otherworld), Imperial Citizen 17, Lunar Priestess 5**u**.

- Significant Abilities: Close Combat 14.
- *Equipment*: Magical robes and shield ∧3, scimitar ∧3, ritual implements.
- Personal Augments:

  - **†** Ruddy Armor feat  $(+\Lambda 6 \text{ armor})$

# Chief Priestess of Natha the Edge

The Natha Field School musters a total of 250 priests and followers when it assembles. It has a further 250 soldiers as guards (use the details for Imperial heavy infantry, above).

Keywords: Devotee of Natha the Edge 11<sup>1</sup><sup>1</sup><sup>2</sup> (Balancer, Nathic Combat, Otherworld), Imperial Citizen 5<sup>1</sup><sup>4</sup><sup>1</sup>, Lunar Chief Priestess 18<sup>1</sup><sup>2</sup><sup>2</sup>.

Secret: Achieve Balance 19.

- Significant Abilities: Close Combat 18, Magical Warfare Tactics 18**u**2.
- *Equipment*: Magical robes and shield ∧3, scimitar ∧3, ritual implements.

#### Personal Augments:

- Achieve Balance secret (+2 to any magical ability used against an enemy)
- ↑ Ruddy Armor feat (+A10 armor)

To combat them: Magical units like these are always deployed far to the rear of the enemy battle line. A flanking move or flying over the battle line is risky, but can do great harm to the enemy: although enemy spearmen are easy to replace, priests take a lot more time and trouble.

# Z Þ T 30 Þ -0 R R m S 0 C 30 0 m S

## Unit Lares (Guardian Being)

Method: Emanation.

Form: Unit standard.

- *Membership Requirements*: Worship Natha the Edge or be bound to a Natha priestess as a bodyguard.
- Awareness Functions: Awareness 10**L**2 (Sense Enemy Spirits, Sense Enemy Gods). (This functions as a wyter ability; see *Thunder Rebels*, pg. 98.)

Defense Function: Defend Against Magic 10u12.

Blessing Functions: Bless Unit 10**L**2 (Bless Bodyguard, Madden Enemy). (This functions as a wyter ability; see *Thunder Rebels*, pg. 98.)

*Notes*: These functions are subject to the Lunar Cycle.

# **Thunder Delta Slingers**

These rugged hunters from the cold, cold north have become warriors. Both men and women

may join the unit, often in mated pairs. The 1000 members of the unit are experts with their slings; to be accepted, applicants must prove their skill by hitting a variety of targets, such as a finch on the wing, a gopher's head, and a silver coin (which is given to the newly hired slinger as his enlistment pay). In battle, they can sling one volley where every missile hurled will strike its target very hard. They avoid melee at all costs.

The Thunder Delta Slingers are animists from Eol, hunting and integrating spirits during their yearly Ghost Hunt. The first spirit integrated is always Sealstalker, who grants a bonus of +15 to Sling skill. Other spirits are related to the hunt, or come from a special family of spirits that can augment slingstones. Most slingers have two integrated spirits, but rarely use fetishes.

# Slinger

Slingers are normally assigned targets by their hunt leader. Multiple slingers are usually assigned the same target, thus giving their target a multiple attacker penalty.

Keywords: Eolian Hunter 10Ll, Member of Eol Tradition 5Ll. Significant Abilities: Ranged Combat 9Ll2, Run Fast 2Ll.

*Equipment:* Furs  $\land$ 1, sling and stones  $\land$ 3, skinning knife  $\land$ 1.

- Personal Augments:
  - ♥ Bear's Gait talent (+2 Run Fast)
  - Sealstalker talent (+15 sling, already included above)

# Hunt Leader

Hunt leaders have mastered many skills of the hunt, and have usually integrated five spirits. They lead "squads" of three to nine slingers. In combat a hunt leader rarely fights; instead, he tells his slingers where to fire and when to run.

Keywords: Eolian Hunter 15<sup>L</sup>, Member of Eol Tradition 17<sup>L</sup>. Significant Abilities: Ranged Combat 15<sup>L</sup>, Run Fast 6<sup>L</sup>, Skirmish Tactics 12<sup>L</sup>.

 $\overset{\circ}{\mathbb{V}}$  To combat them: They normally deploy far away from their target, so you will have to rush them using Movement magic. Take cover in a wood if you can—their slingstones will rattle off the trees like hailstones off a roof.

# Describing Lunar Magic

Part of the narrator's job is to describe events in a way that will motivate the players. The best way to do this is to use details. A little imagination when describing the effects of magic can go a long way.

For example, the Natha the Edge Field School of Magic has a guardian being. Although it cannot act directly, it does use its magic to help all of its members, including the bodyguards of the many priestesses. Instead of saying, "Let's see, the lares is augmenting the bodyguards, so each gains a +5 bonus to their Close Combat ability," describe the magical *effect* to the players. The Bless Bodyguard function could have the following manifest effects, depending on the bonus that the soldiers receive:

# Bonus Effects

- +2 A ringing sound comes from the weapon.
- +5 In addition to ringing, the weapon glows, its color dependent on the phase of the Moon: red (when near Full) or black (when near Black or Dying). After a successful strike, the ringing sound stays in the air for a few seconds.
- +8 The weapon glows alternating black and red, which causes the colors on the fighter's uniform to pulse as well.

*Equipment*: Furs ∧1, sling and slingstones ∧3, skinning knife ∧1.

Personal Augments:

- ♥ Bear's Gait talent (+3 Run Fast)
- △ Endurance talent (+3 Close Combat or Run Fast)
- ⊀ Hit Hard Slingstone talent (+∧6 Ranged Combat)
- Long Sling talent (doubles effective range of sling)
- ≮ Sealstalker talent (+15 sling, already included above)



#### Three Stone Staff (Guardian Being)

Before battle, all members of the unit commune with the totem, temporarily integrating its spirit into their bodies. This allows each member to use its abilities as if it was held in a fetish.

Method: Emanation.

Form: The Three Stone Staff.

*Membership Requirements*: Participate in ecstatic worship of Three Stone Staff on every sacred day, offer own blood to spirit whenever you gain a bloodstone.

Awareness Function: None.

Defense Function: None.

Blessing Functions: Bloodstone Volley 15**L**3, Scatter Warband 12**L**2.

Each slinger carries one special bloodstone. These flints are the lifeblood of gods who died on the Thunder Delta islands. A volley of bloodstones cast by every member of a hunt, at the command of the hunt leader, uses the totem's Bloodstone Volley ability rating. Furthermore, the success level is always bumped up (see *Hero Wars*). Bloodstones are rare and dangerous to collect, and thus are not easily replaced.

# The Silverflames

ES

œ

-

Z

ш

>

0

4

2

4

œ

4

8

œ

4

8

The Silverflames are a private vexilla (mercenary warband) raised and commanded by Andrega Silverflame, daughter of a minor noble house from the Lunar Heartlands. The vexilla is divided into three combat units, a headquarters, and commissary. The units fight separately but cooperatively. Andrega herself is a worshipper of Taral Kuvindas; although she does not require the members of her vexilla to worship as she does, most do.

Members of all three units receive a blessing from the vexilla's guardian being, a lares called Silver Seeker. When a member draws his sword, taps it twice on the edge of his shield, and does a bobbing dance, the weapon bursts into brilliant silver flame. This magical flame produces both a bonus and an edge. The invocation of magic is done by each soldier when he needs to use his sword rather than spear or bow. After each use of the blessing, members must participate in a worship ceremony to Silver Seeker to renew it.

Andrega's Hero Wars statistics are on page 33.

# Headquarters Staff

In addition to Andrega and her supporters (see pg. 33), the headquarters staff is normally defended by ten members each of the Brightspears and Silverbows.

- "The Colonel," Solvanthus Luxenverus, an old Polaris retiree who serves as Advisory Officer. He has one servant.
- The Executive Officer, Erinartha Dax-aru, a vigorous woman who barks orders like a drill instructor. She commands the three messengers (Drellus, Fazendus, and Praddenjus), who carry messages between headquarters and the field commanders. They are trained in riding and evasion.
- The Camp Overseer, Yanvandure Hejiperda. She is in charge of finding appropriate lodging or campsites, providing food and drink, caring for the horses of headquarters staff, and providing transport. She and two assistants oversee the camp servants: two cooks, five servants, and two grooms.

- The Procurement Officer, Pellios Uphada, a crafty negotiator with contacts both inside and outside the Imperial Commissary.
- The Chief Priest, Jennurus Frexandus. This gregarious priestess of Natha the Edge provides magical support for the vexilla and interprets omens.

# The Brightspears

The Brightspears are medium infantry trained to pursue a retreating enemy over hills. They are the lowest-status unit in the vexilla, and resent it. The commander of the 160-member unit is a recently promoted junior officer named Vanthorion (Infantry Tactics  $4\mu$ ). Note that they do not wield scimitars and so do not gain the Silverflame Scimitar blessing of the lares, although they do benefit from its other magic.

# **Brightspear Soldier**

Keywords: Initiate of Taral Kuvindas 19 (Hunting,

Orogeria's Falcon, Survival), Lunar Infantry Soldier 51.

Significant Abilities: Close Combat 121, Hill Running 91.

*Equipment*: Bronze and leather armor and large shield  $\wedge 4$ , long spear  $\wedge 4$ , shortsword  $\wedge 2$ .

Personal Augments:

 $\overline{O}$  Orogeria's Falcon affinity (+1 or + $\Lambda$ 2 Close Combat)

Survival affinity (+1 or +∧2 to detect enemies or ambush)



Taral Kuvindas was a well-born Kalvostosa noblewoman, an avid participant in the murderous inter-house struggles known as Dart Wars. She thought she knew her place in the world until her entire family was eliminated in one such contest and she was forced to flee to the woods. She wandered friendless and hungry for days until Orogeria the Huntress appeared to her and showed her that a blade is no use unless it knows its true target.

Ignoring those who regarded Orogeria as a commoners' goddess, she eagerly learned all her new guide would teach her, earning the title Orogeria's Falcon. Several armed units, both within the army and in private service, follow her, for she teaches Orogerian-style magic and cunning, without limiting her worship to women.

The Silverflames are dedicated to Orogeria's Falcon. Each unit follows a particular hero cult, which provides additional feats to Taral Kuvindas' affinity.

Physical Abilities: Fleet of Foot, Hill Running, Ranged Combat, See in Dark, Track.

Mental Abilities: Animal Lore, Mythology of Orogeria, Track.

# The Shining Scimitars

The 75 members of the Shining Scimitars are the elite unit in the vexilla, veterans who have learned about fighting the hard way. They are the fewest in number of the three units, but the toughest, and fast on their feet. They are commanded by Arlemadrus, a commander with many years of experience in commanding light infantry (Infantry Tactics 10**L**2).

#### **Shining Scimitar Soldier**

Keywords: Initiate of Taral Kuvindas 3<sup>lul</sup> (Hunting, Orogeria's Falcon, Survival), Lunar Soldier 15<sup>lul</sup>.

Significant Abilities: Close Combat 17<sup>L</sup>, Hill Running 9<sup>L</sup>.

*Equipment*: Medallion armor and helmet  $\wedge 4$ , specially blessed Silver Scimitar  $\wedge 7$  (+2 bonus included above).

Personal Augments:

- ⑦ Orogeria's Falcon affinity (+2 or +∧4 Close Combat)

# The Silverbows

The Silverbows support the other two units, either skirmishing in front or showering a rain of arrows from behind the lines. The unit usually has about 110 members. The fastest of the three units, an expert archer named Fusalus commands them (Ranged Combat 12山2, Skirmisher Tactics 5山2).

# **Silverbow Skirmisher**

- Keywords: Initiate of Taral Kuvindas 1<sup>LL</sup> (Hunting, Orogeria's Falcon, Survival), Lunar Skirmisher 5<sup>LL</sup>.
- Significant Abilities: Brave 1<sup>L</sup>, Close Combat 4<sup>L</sup>, Hill Running 10<sup>L</sup>, Ranged Combat 10<sup>L</sup>.
- *Equipment*: Light leather armor and small shield  $\land$ 2, specially blessed Silver Scimitar  $\land$ 7 (+2 bonus included above), bow  $\land$ 3.

Virtues: Alert, Generous, Self-Reliant. Affinities:



Hero Cults:

- Shola Dancing Spear (Brightspears).
- Orogeria's Falcon feats: Flickering Lunge, Move Lightly.

Peruru Cut-in-Three (Shining Scimitars).

 Orogeria's Falcon feats: Cut Deep, Cut First, Cut Through.

Empty-Quiver (Silver Bows).

**O** Orogeria's Falcon feats: Draw and Loose and Draw, Many Arrows as One.

Tanniska the Huntmistress (Andrega, other leaders).

- Orogeria's Falcon feats: Drive Hunters On, Gather Hunters, Know Right Time to Pounce.
- Disadvantages: Taral Kuvindas' magic is subject to the Lunar Cycle.

Personal Augments:

- Hunting affinity (+2 or +∧4 Ranged Combat)
- ⑦ Orogeria's Falcon affinity (+2 or +∧4 Close or Ranged Combat)
- Survival affinity (+2 or +∧4 to detect enemies or ambush)

# Silver Seeker (Unit Lares/Guardian Being)

Method: Emanation.

Form: The Silver Scimitar.

Membership Requirements: Must worship Silver Seeker in a Western-style worship ceremony at least once every four weeks. To gain the Silverflame Scimitar blessing, must use only scimitars in close combat.

Awareness Function: Sense Enemy 51.

Defense Function: Blast Enemy Spirit or God 51.

Blessing Functions: Silverflame Scimitar 5山 (+2 and +∧4 to specially blessed scimitars wielded by all unit members). *Notes*: These functions are not subject to the Lunar Cycle.

# Using the Silverflames

The Silverflames make a good recurring enemy. They are a private unit operating for private aims, and so will go where the army does not care, know, or dare to go. Let them thwart a couple of adventures, threaten a family member off stage, and assist in frustrating the heroes. Every time the heroes escape from normal troops, the Silverflames continue to track them.

If the player heroes defeat them let them escape so that they can return later, usually with more resources. They can keep replacing troops, thanks to the corporation back home that sponsors them. Of course, because of their replacement rates they are not very good. They can be defeated, and even if it does not generate a passion on their character sheets, players can develop a humorous contempt for these persistent foes.

# Wanderers and Oddballs

Some of Sartar's most interesting characters fit into no particular category. They exist outside of Heortling society, but not in opposition to it. They are rarely enemies, but are not automatically friends.

# The Brass Mule Merchant

This itinerant trader (who gives his name variously as Marton, Nakor, Nakalor, or Forlind) is known for the brass mule that pulls his cart. He never lets go of this strange, artificial creature's reins. He seems very nervous about this, and constantly checks to ensure that it has not slipped free of its bridle. Even when he sleeps in his tent, he ties the reins tightly around one hand. He refuses to explain why he holds the mule so steadfastly. On occasion ruffians have tried to separate him from the mule, only to discover its fearsome kick. The Brass Mule Merchant always hawks exotic merchandise, and never seems to carry the same item twice.

The narrator should decide why the Brass Mule Merchant won't let go of the brass mule's reins. Possible reasons include:

• The mule will attack him if he lets go.

S

ш

œ

9

Z

ш

>

0

1

Z

A

BARBAR

- The mule will try to run away when he lets go, and it is too fast to catch. If the mule goes, so does the Merchant's livelihood.
- Sartar fought many enemies when founding his kingdom, and overcame them with transformation magic. One time, he transformed 24 evil sorcerers into brass mules. The Brass Mule Merchant's mule may be one of those enemies. It will regain its original form if someone lets go of its reins. It will be very angry and powerful, and will take its anger out on its keeper. The Merchant could give the reins to someone else, but is very reluctant to trust anyone with the task. (The Merchant might also be a victim of Sartar's magic.)

- The Merchant was a great Issaries hero who failed on an important heroquest and was cursed with the brass mule. If he lets go of the reins, a great disaster will strike all of central Genertela; perhaps all coins will become worthless?
- The Merchant is actually part of the brass mule, connected by the reins.
- The Merchant mistakenly believes one of the above reasons, but nothing will happen if he lets go of the reins.
- The Merchant is seized by an irrational compulsion to hold on to the reins.
- Although it looks as if he won't let go of the reins, in fact he can't let go.

# The Brass Mule Merchant

- Significant Abilities: Bargain 6Ш3, Nervous 16, Recognize Trade Opportunities 5Ш2.
- Supporting Characters: Follower 15<sup>III</sup> (Brass Mule: Fearsome Kick 15<sup>III</sup>2∧4).

# Bundalini and His All-Skeleton Band

The musical act billed as Bundalini and His All-Skeleton Band is famous throughout Sartar. Bundalini is a kind-faced giant who is either mute or remains silent by choice. His back-up musicians are animate skeletons who accompany his booming bass drum by playing horns or percussion on their own bones. Bundalini's equipment is borne by a team of minotaur porters. His manager is always a satyr, who does all the negotiating for his wordless employer. The current holder of this position is Rugo, a bit of a scoundrel who tells insulting jokes about foreigners and makes fun of sages and wise men.

Bundalini is extremely popular among the Heortlings, loved by all but the tone-deaf and the most fervent Humakti. When word spreads that he will perform, a crowd gathers from the



surrounding countryside. Although most clans try to bargain Rugo down from his starting price of 10 cows for a performance, they consider the payment well worth making. The host clan is often able to capitalize on the gathering of neighbors in a festival atmosphere by making new trade or political agreements.

Bundalini and his band have been performing in Quiviniland since a few decades after the resettlement began in the early 14th century. He travels throughout Genertela, and has only recently returned to Sartar after being gone for several decades. He is so old that he has been everywhere in Genertela at some time or another. His memory is terrible, however—he cannot really remember what a given land was like last time he was there, and usually confuses his several trips.

# Bundalini

- Significant Abilities: Friendly 91, Know Popular Songs 18, Large 151, Play Drums 101,
- Supporting Characters: Follower 3L (Rugo the Satyr: Show Manager 19, Bargain 16L, Humorous Insults 18L [+3 vs. sages and authority figures]).

# : That's Entertainment!

Not all adventures involve terrible events. The antics of an entertainment troupe can serve as comic relief from a more serious episode, and can easily become the focus of its own adventure. A narrator could even base an entire series around a group of player entertainers, meeting adventure at every stop. Such a group would most likely consist of low entertainers—the traveling bands of puppeteers, singers, jugglers, and dancers who travel across Sartar bringing news, entertainment, and gossip to the clans. Their shows, often bawdy and irreverent, depict the society in which they live, from the myths of the gods to the deeds of the ancestors and heroes.

All kinds of narrator characters could appear in this series, from stickpickers to kings. Everyone needs to be entertained at some time. This includes the Lunar occupiers who, while they may prefer entertainers from home, are not immune to the lure of the skald and the puppet show. However, the heroes must be careful to tailor their performance to the audience or face the consequences: a show appropriate for Lunar-oppressed Heortlings could get the heroes hanged if performed for a Lunar official!

During their travels, the player heroes could become involved in everything from trade disputes to raids, natural disasters to a full-scale rebellion. As the series develops, they can take part in the intrigues of the Hero Wars. Lowly entertainers are vital tools of the rebel movement. They can spy where no warrior can safely go. They can hide propaganda and other messages, such as the banned teachings of Orlanth, in their shows. They may not be warriors, but their actions can still strike a blow against the Lunars!

# **Entertainers as Heroes**

Some occupations are especially suitable for entertainer heroes:

- Beggar: Beggars (and stickpickers) might follow a troupe of entertainers hoping for handouts from a happy audience.
- Craftsperson: Entertainers always need props and equipment.
- *Entertainer*: Any type of entertainer might join the troupe, from acrobats to musicians, fire-eaters to puppeteers.
- *God-Talker*: Traveling with the entertainers is an excellent way to reach many worshippers inconspicuously.
- *Healer*: Many tricks (such as fire-eating or rope-walking) are dangerous, so it is always helpful for a healer to accompany the troupe.
- *Merchant*: Traveling with entertainers, a merchant can reach new markets. Traveling in a larger party also reduces the danger from bandits and outlaws.
- *Skald*: Despite their higher social status, many skalds travel with a band of "low" entertainers if they cannot support themselves as a wandering bard.

*Warrior*: Entertainers always need guards on the road, and fugitives from Lunars justice might find the troupe a useful place to lie low.

ð

The following Heortling deities are particularly suitable for entertainer heroes:

From *Thunder Rebels*: Ernalda Allmother (Skovara subcult), Ernalda the Queen (Roitina subcult), Orlanth Adventurous (Drogarsi or Niskis subcult).

From Storm Tribe: Donandar, Eurmal.

#### **Episode Seeds**

- The troupe stages a satire that angers a quick-tempered clan chieftain, who sends his weaponthanes to "teach them a lesson."
- One of the performers made a proposal of marriage to one of the locals last time they passed through here. Whether or not the heroes remember the promise, the locals certainly do...
- Rebels want the troupe to carry a message or smuggle arms for them.
- The Lunar garrison hires the troupe. Members of the resistance ask them to spy on the Lunars.
- While entertaining some Lunars, the local official attempts to recruit them as spies.
- A lowly member of the troupe turns out to be a godi or noble traveling incognito because he is wanted by the Lunars.
- Tricksters ask the troupe to help them stage a "special performance" for a Lunar official or local tribal king. What do they have in mind? Will they leave the troupe to take the blame?
- An outsider, perhaps even a non-human like an elf or even a dragonewt, watches every performance the troupe's puppeteer puts on. This bothers the rest of the audience. What can this being possibly want?
- The local Lunar official decides that the troupe's performances contain subversive propaganda and orders the "dangerous rebels" arrested.
- The time for war has come! The clans have risen! The troupe must perform to inspire the warriors the night before the battle.
- A Humakti has decided, "Entertainment be damned, Bundalini's skeletons are undead things," and he is going to take care of them.

# The Puppeteer Troupe

The Puppeteer Troupe is one of the most famous entertainment troupes in Genertela, a wandering variety show big on flash, bang, and enchantment. They are much sought after by nobles, but spend more time among the commoners. Dainty ladies will walk across a pigsty and sit upon a lousy haystack for the chance to enjoy a show. The troupe boasts many popular and famous entertainers, including:

Daligar the Bear Trainer, from Sylila.

Bolobos the Juggler, from Holay.

S

ш

2

-

Z

ш

>

0

A

Z

4

œ

A

8

R

4

8

Tarzack the Prestidigitator, from Vanch.

- Tozbod the Strong Woman, who arm-wrestles anyone for money (Arm-Wrestle 10**u**3).
- Delasta, a shadow dance actress from Dagori Inkarth. She casts her own and other magical forms upon a blank wall and shows "The Ten Lessons of Morality," a very bawdy and funny show.
- "You Do," the puppeteers. They are a husband and wife team, he lying on the floor to use hand puppets, she standing over him with string puppets. They occasionally have assistants on either side with stick puppets.
- Du, the cruel clown. People pay to have him make them laugh at everyone else's faults, then at their own. If someone leaves early, he has to pay again to re-enter, and few people leave the show early who do not eventually return to finish it.

On its surface it is a freak show, a collection of oddballs from around Glorantha who hang together for two reasons. First, no one else will have them. More importantly, they are compelled to entertain others. Ordinary people appreciate this, and pay their hen to gawk, laugh, and be entertained.

The Troupers are a cohesive and loyal group, aloof and contemptuous of "the common folk, the eyeballers, the pincers and droolers who pay their hen and gawk." They know that the morality, mythology, and cosmic secrets the yokels base their life on are different a hundred miles away. Members are secretive about themselves, and shun contact with outsiders. They do not welcome strangers into the group, do not have drinks with outsiders, and do not work for free for the "good of humankind" (or anything else). They just entertain, take their hens and coppers, and pass on.

Members generally come from among the commoners, and most have a special disdain for leaders and authority figures. However, they never express such sentiments in public, and are always absolutely polite and submissive to all authority figures that might hurt them. They never mock authority outright, nor do they pry into secrets or try to rise above their station when they are among aristocracy.

Below the surface, the Puppeteer Troupe is something more. Individual members were inspired to seek something beyond their original homelands, something more than they were taught the world was supposed to be. They have a wonder and wanderlust known to few, and somehow draw power and strength from ephemeral concepts.

Outsiders say that the Puppeteer Troupe is a hotbed of odd gods and spirits, mostly harmless. Troupers generally deny this, often with a joke. Despite their public front, however, the common belief is true. Members of the troupe worship several deities that are only rarely even known elsewhere in Glorantha: Donandar, Entertainment Hahahoho, Laughter De, Imagination Vi, Expression Is, Music

## Fighting Musicians?

Legends persists of the fighting capacity of the Puppeteer Troupe. Dozens of tales are told (some by them!) about run-ins with soldiers, nomads, and barbarians. Their shows on this subject are generally burlesques of the military, authorities, or social mores. They all inevitably end with the Puppeteers crying in alarm, "Troop? We're a troupe!" In fact, the Puppeteers often show a vivid anti-war streak that delights the commoners who are their usual crowd.

# Derkrova

#### Expert in all things of the Spirit World

Derkrova is a powerful shaman of the Far Point region, said to be the leader of a shadowy group of shamans, spirit-talkers, and mind-walkers who are known as the Snakepipe Dancers.

Derkrova roams the New and Lost Man Hills, north and east of Alda-chur. He is difficult to trace, but eventually shows himself to heroes who display persistence in their efforts to locate him. Those whom he approaches hear a drumming, then his dancing, whirling form appears before them. He drums and dances constantly, and the heroes need iron will to avoid being lulled into a trance.

# Contest: Resist Derkrova's Trance

*Appropriate Abilities*: Concentrate, Strong Will, Stay Awake (-5). *Typical Modifiers*: Hero is a dancer (+3) or shaman (+5). *Resistance*: 17.

When Derkrova talks, it is to the beat of his drum. Like most Kolatings, he regards gambling as a ritual act. If the heroes seek his aid for a greater cause, such as supporting Kallyr, they must be prepared to risk some great service or magic in return, and must defeat him in a gambling contest.

# Contest: Get Derkrova's Aid

- Appropriate Abilities: Gambling, Lucky, Clever (-3), Kolat Tradition Knowledge (-3), Intimidate (-5), Orate (-5), Worship Storm Pantheon (-10).
- Typical Modifiers: Leader joins the dance (Dance ability versus resistance 5**L**) (+5) or speaks to the beat of Derkrova's drum (+3), leader wears blue (+1), anyone offers Derkrova alcohol (-3), leader lulled into trance by dance or becomes exasperated with Derkrova's dancing (-6), anyone asks Derkrova to stop dancing or drumming (-10).

Resistance: 7Ш.

#### Derkrova, the Dancer who Never Stops

Keywords: Kolating Shaman 18<sup>1</sup>

- Significant Abilities: Drum Constantly 10<sup>L</sup>, Dance Constantly 10<sup>L</sup>, Gambling 10<sup>L</sup>, Impressive 1<sup>L</sup>.
- *Further Aid*: "No one knows more than I about the Spirit World," he says. "I can recommend no one else about this matter."



# CLAN ACTIVITIES

LAN ACTIVITIES are tools for narrators to construct episodes from the everyday activities of their campaign. Special events do occur, but normal life continues, and for Heortlings, normal life is anything but boring. Clan-related events will probably be the most common in the personal story of the player heroes, at least at first.

The Clan Activities include four types of events:

- Seasonal Events
- Triggered Episodes
- The Rebellion
- Everyday Activities

# **Seasonal Events**

The Heortling Sacred Calendar (see *Thunder Rebels*, pp. 103-117) is a frame to hang a Heortling campaign on. Sometimes you can be casual about time and season, but at other times it will be critical to how things are done, or

even to what is done.

Narrators can use the seasonal events to determine the time and place for player heroes to meet. Even if a structured scenario is planned, preceding the action with a clan event helps the player heroes forge stronger bonds with their community. This will help them later when they need support.

For example, a scenario might require that the player heroes speak to the chieftain. However, the chieftain is a busy and important man; he rarely just hangs out at his stead, and the heroes could easily spend a long time wandering around, always a day behind. "See him next holy day," they are told. Everyone knows he will be there because it is part of his job. Naturally, many people gather to speak to him at that time, further complicating the heroes' efforts to see him.

Once the players are together on the holy day, the narrator should run them through the normal religious observances as well (see *Thunder Rebels*, pp. 131-140, 183-185, and 212-215). The ceremony does not have to be a major event, but be sure to describe the flight to Kero Fin, Orlanth's mead hall, etc. It is important that the player heroes become familiar with their religion's ceremonies and the Otherworld. In *Orlanth is Dead!* (the next book in the *Sartar Rising* series) these are interrupted, and the impact will be more dramatic if the players have become used to the normal procedures.

# Clan Moot

The clan moot is a formal meeting of all adult members of the clan. This happens three times per year, in Sea Season, Earth Season, and Storm Season. (A tribal moot is held in Fire Season, attended by the chieftain and other representatives) The date listed is the ceremonial day that opens the meeting, but it commonly goes on for days. Other events, such as the seasonal market, happen nearby in time and space. Four types of business occur at the moot.

*Ritual business* is described in *Thunder Rebels*. Shortly after nightfall the good gods and goddesses are invoked, sacrifices are made, entrails are read, and the offal so loved by the gods is burned. Wyters are fed, protectors summoned, and other magical tasks are performed to protect the people, place, and peace.

Official business begins at dawn with a law recitation by the lawspeakers. Court begins at noon on the first day. Anything that needs legal sanction comes to court—transfers of land or responsibilities, sale or transfer of property, petitions for aid, complaints against other clan members or lawsuits against mem-

bers of other clans, etc. Everything is done in public. The clan ring and chieftain listen, then make decisions (or put them off). This can take anywhere from half a day to two or more days.

Unofficial business includes meeting friends, making wedding deals for children, trading, gawking at the big shots,

looking for opportunity, recruiting for warbands or hero bands, and listening to news and gossip.

*Emergency business* is usually the subject of special moots called by the chieftain as needed. The usual sacrifices are offered and the usual protections gained, but the business is held to the one cause that summoned the meeting, whether it is to deal with strangers or decide what to do about ghosts in the carrots.

# **Triggered Episodes**

As described in the *Hero Wars* rules, these episodes are crises that strike the heroes' community. The narrator should work to integrate them into the long-term story. Flesh out these sample ideas and cameos so that each episode feels new and original. Try to put a new spin on each one—although the occasional head-on assault against enemies can be fun, having foes strike in a surprising way helps to enliven the campaign.

The clan moot

is a formal meeting of all adult members of

the clan. They are usually held three times

per year, in Sea, Earth, and Storm seasons.
# CLAN ACTIVITIES

ሩ

ሩ

 $\leq$ 

**ሩ** 

#### Repeating Events

We recommend that narrators play through each of these events several times to familiarize themselves and the players with the game system and Heortling life. Start simple; as the story progresses and players become more familiar with the game, the same event can be presented again with a different focus.

The cattle-raiding sequence (pg. 40) is a good example. Have the players raid some sheep the first time. Since they will likely face only a herd boy or two, they are sure to get away with it. Go through all of the steps in the episode, but only make the players roll at the climax. The next time, have the player heroes assist a narrator character stage a cattle raid against a nearby clan. Allow each player a chance to take an important action. The third time, have the player heroes conduct their own raid, with the band responsible for all details. This time, the kid gloves are off, and you should present more difficulties and more challenging opponents. (Later on, these same tactics will be used in heroquesting to the Otherworld.) Vary the challenges to show how different such activities can be.

Visiting leaders or special places that change very little is another great way for player bands to measure themselves. The important narrator characters will treat the heroes differently each visit according to their status and fame.

Problems from one list can involve elements from others. Food being stolen from a granary would normally be a wealth failure. If a disgruntled clansman is the one stealing the food, however, the episode takes on elements of a morale crisis. A magic failure that results in the ancestors demanding a huge sacrifice can endanger the clan's survival over the winter, and so could become a wealth failure as well.

#### Wealth Failure

- Clan's economic specialty is threatened by the actions of an enemy or rival.
- Disease strikes the clan's cattle.
- Food is surreptitiously stolen from a granary.
- A person with irreplaceable skills dies, leaves the clan, or simply vanishes.
- Supply of game animals diminishes.
- Competition threatens a crucial trade relationship.
- Crops fail or are threatened by disease, pests, storms, or drought.
- Buildings destroyed by wandering quakebeasts or an unseasonable Valind storm.
- Neighbors claim land, either in moot or simply by taking it.
- Another clan makes a serious legal claim against yours.
- Valuable goods missing.
- A neighboring clan demands tribute. They have many more warriors than you do.
- Lunar tax collectors demand extra payments.
- An important ally asks for more aid than you can afford.

#### Gored

Your most fertile bull gores a visiting thane of a friendly clan. The thane demands the bull as compensation for the injury. You must either convince his chieftain to accept a lesser payment or accept the loss of the bull as the price of your alliance. (Seeking to have the thane's chieftain drop the claim would be dishonor-able.) The carls will be angry if you relinquish the bull, but the weaponthanes will protest if you lose this important war ally.

#### **Crafty Rivals**

A rival clan competes with your clan's best craft item in the tribal market. Your artisans want to slow production to make better items. The clan trader wants them to work faster to decrease the items' value so that they will trade faster. Perhaps the heroes can do something to discourage the competitors?

#### Morale Crisis

Members of the clan come into conflict either with the clan's leadership or with one another. Often the player heroes' recent activities will suggest a complaint.

- The carls feel slighted by the weaponthanes.
- The weaponthanes feel that the ring is favoring the carls.
- The women are angry with the men/the men are angry with the women.
- A priest complains that [leader] has offended the gods.
- A prominent person is accused of betraying clan virtues.
- The chieftain is blamed for being stingy/too generous.
- The clan is poor.
- The clan is too vulnerable to enemies.
- The clan is not acting as its ancestors did.
- Insults from rivals are being ignored.
- Troublemakers (player heroes?) are offending neighboring clans unnecessarily.
- Dispute between adherents of different Heortling gods.
- The tribal king is favoring other clans.
- The elders are not finding good mates for the young people.
- Traditionalists get even more traditional and try to resist the influx of new ways, first creatively (which eventually fails), then by being more traditional yet. Their efforts lead to friction when they appeal to the clan ancestors to support them.
- Dissenters (perhaps the local Humakt or Urox cult) seek resistance to the Lunars at any cost, and work to convince the clan to oust the Lunar sympathizers. Everyone is angry or unhappy.
- Do-gooders (perhaps the local Chalana Arroy cult) seek peace with the Lunars at any cost, and work to reconcile clan members and calm the dissenters. Everyone is peaceful, but no one is happy.
- Weak-willed or dissatisfied members of the clan give in to outside pressure and adopt some Lunar ways. When the Lunars impose a new tax, these people pay less. This leads to accusations of collaboration and treachery.
- Kinstrife—a clan member has killed a kinsman, the worst thing that can happen in Heortling society. No amount of mourning can fix this, but the player heroes can prepare for likely eruptions of Chaos or reprisals from the gods.

#### **Stolen Kisses**

A cousin of one of the heroes needs help. He has found the perfect mate, but the marriage is forbidden. Perhaps the woman is from a clan or tribe off-limits for religious or historical reasons, or her clan might be feuding with the player heroes' clan. Maybe she wants nothing to do with him.

Persuading the cousin to forget her is impossible. In fact, he wants the heroes to help him kidnap his lover so the two can marry! Such an act will surely cause a feud between the clans. The clan will probably have to pay a hefty fine to the affronted family, and the player heroes will be blamed. Can they afford to pay 25 cows?

#### **Sheepless Nights**

S

ш

Ľ

0

1

z

ш

>

0

A

Z

A

AR

8

K

4

Someone is stealing sheep. The herd boys never see anything, and the warriors find no trace of the villains. When the herds travel through the woods between pastures a few sheep disappear each time. Surely powerful magic is at work; perhaps the thieves are broo or wind children?

The sheep are actually being stolen by the head shepherd, who is in league with a band of outlaws. He trades the sheep to a clan that the player heroes are feuding with. The shepherd (a grizzled old veteran) is a god-talker of Voriof, which makes it easy for him to quietly lead the sheep away.

Skillful tracking (resistance 15**U**) or the right magic will show which way the most recent group of sheep went. The shepherd will accompany the heroes, but the clan warriors and shepherds will stay behind in case the signs are a ruse. Of course, outlaws ambush the trackers deep in the woods. The shepherd takes cover at first, but turns on the heroes (probably with complete surprise) if the outlaws are losing.

If the shepherd is brought to justice, the clan will outlaw him and reward the player heroes with his possessions. These include a small herd of sheep, some silver, and his family's tradition pasturage (he is the last member of his bloodline living with the clan).

#### Threats

- Neighboring clan (see "Neighbors and Enemies," pg. 21).
- Clan's traditional enemies.
- Raiders (Grazers, Black Horse Troop, Servants of the Cleansing; see *Deluxe Hero Wars*).
- Lunars (see "Neighbors and Enemies," pg. 23).
- Monsters (undead, Uz, dragonewts; see *Anaxial's Roster*).
- Chaos (see "A Year of Chaos," pg. 44).

#### **Food Thief**

Food is being stolen from a stead on the edge of the tula. Over six bushels of barley have disappeared over the last several weeks from Robsart's silos. His wife Astrid, tired of her husband's inability to end the problem, finally contacts the heroes. Robsart will not welcome seeing his family prerogatives usurped ... but he is starting to get desperate.

Robsart is embarrassed because he never repaired the silos, and also because he has tried to hide the thefts from the clan. He will do his best to convince the heroes that the problem is either thieving neighbors or a curse brought down by another, jealous, farmer. In fact, the thieves are a band of trollkin. They have been slipping into the silo through broken floorboards—when the heroes pull up the boards, they find a small tunnel dug from the cow byre into the silo. (Running this event after "Krarshtkids in the Cellar," pg. 49, will add menace to this discovery.)

Tracking the trollkin should be easy—a close examination of the barn shows tracks vaguely like those of barefoot children. The tracks lead into the trollkin's lair in the woods nearby. Robsart will resist the efforts of the heroes to help once he finds he is mistaken about the thief. However, if they solve the problem *and* agree to keep it quiet, he will grudgingly offer them half the value of the goods recovered.

#### Hurry, Go Get Them!

As you ride into the clan chieftain's stead, you find out that enemy raiders are on your tula. They have already gotten some sheep (or cattle) and are heading for the border. The chieftain has sent the warband in pursuit, and they will need your help.

You ride off at once. However, the raiders must have doubled back, because you run into them before the warband shows up. They outnumber you, and might have strong magic. What will you do? One hero could ride out in search of the warband, but you probably need every man to defend yourselves as the enemy warriors yell their battle cries and attack.

#### Magic Failure

The clan suffers a crisis brought about by its weak community magic. (Once the immediate adventure is over, the player heroes may need to discover what action or curse has weakened the community defenses.)

- The ancestors appear and demand a large sacrifice.
- Bad spirits or ghosts are haunting [place].
- Part of the clan regalia vanishes.
- Tricksters! (Their mere presence indicates problems.)
- Bad dreams and omens afflict one of the godar.
- A hidden Chaos shrine is discovered.
- A hexed object is found.
- An angry shaman enters the tula and begins making threats.
- Foreign magic seems to be at work.
- Missionaries of a foreign god seek permission to talk to members of the clan.
- One of the clan leaders (or a player hero) is drawn into someone else's heroquest.

#### Dry Spell

One morning, the harthmistress of the hero's stead discovers that all of the cows have gone dry! After divinations reveal no divine wrath, the godi state that an enemy must have cast a curse against the stead. No strangers have been seen, but a successful Track contest will reveal that someone has been around the cow byres the last few nights.

*Secret:* An enemy has cursed the herd by hiding an evil charm in the muck of the cowshed. Until it is removed, the curse will remain. Once the charm is removed, appropriate magic can end the curse. The enemy could be a Lunar priest, a hostile clan, an evil shaman, a rival bloodline (kinstrife!), someone the player heroes have offended or defeated in the past, or perhaps an alliance between two or more of the above.

# LAN ACTIVITIES

## **Everyday Activities**

#### **Riding Patrol**

Riding patrol of the clan tula is a primary duty of the clan's warriors. Their job is to look for things that are dangerous or unusual. Anything hostile should be killed or, if it is too strong, watched while a messenger warns the chieftain and gets more help. Strangers such as unknown peddlers or wandering entertainers should be brought to the clan chieftain for evaluation.

Patrols often go to specific places (such as to investigate something that a wyter has sensed) or take regular routes, but just as often they go "hither and yon," as the winds lead them. Outriders discover most threats before they can cause harm.

#### Ambushes

Except for members of a few marginal cults, such as Humakti and Uroxi, most Heortlings prefer to attack their enemies from ambush. The element of surprise gives them an advantage, especially on their own tula.

Most ambushes are simple. The narrator might say, "Last week you raided a caravan. How'd you do?" Players choose a leader, who uses one ability (modified by the support of the other heroes) to overcome the resistance. Depending on the needs of the story, a separate melee contest may or may not follow the ambush.

#### Contest: Stage an Ambush

- *Appropriate Abilities*: Ambush, Stealth abilities (-3), appropriate Tactics abilities (-5), Know Local Area (-5), Scouting (-5), Know [Enemy] (-10), Hunting (-10).
- *Typical Modifiers*: Greatly superior numbers +5; greatly inferior numbers -5; late getting into position -10.
- *Resistance*: Opponent's best Sense Ambush, Scouting, Good Hearing (-5), Keen Vision (-5), Know Local Area (-5), or appropriate Tactics ability (-10). Typical values for common targets are provided below.

Complete Victory: As major victory, for three rounds.

- *Major Victory*: As minor victory, plus losers must spend the first round withdrawing or in shock (which takes an unrelated action).
- Minor Victory: Winners attack losers at close range, allowing no ranged attacks. Winners may augment their melee ability with Ambush.
  - Marginal Victory: Winners surprise the losers, allowing the losers only one round of ranged attacks or magic before close combat.
  - *Tie*: Ambush is unsuccessful, with no side having an advantage.

#### **Typical Resistances**

- Women and children picking berries: 14.
- Herders moving sheep or cattle: 17.
- Farmers on their way to market: 17.
- Caravan of peddlers in home territory: 18.
- Caravan of peddlers in unknown territory or otherwise on alert: 5**L**.
- Local merchant moving goods between his clan and a local town: 5<sup>lul</sup>.

Issaries merchant carrying goods between cities: 10<sup>1</sup>.

Scouts on the alert: 154.

Clan warband on patrol: 154.

Tribal elite warband searching for enemies: 5Ш2.

#### Complications

Sometimes the unexpected disrupts even the best plans. How the heroes react is what makes them part of the story.

- A wild animal (bear, boar, cougar, etc.) attacks the ambushers. The fighting alerts the target, who sends someone to investigate.
- The road is crowded: several caravans, traders, and travelers pass by. Each has a chance to notice the ambushers. They might sound an alarm, alert the intended target, or even attack the ambushers themselves.

#### The Rebellion

The Sartar rebellion is a fertile source of adventure. The Lunar presence is bankrupting most clans and tribes. Since Starbrow's Rebellion, the resistance has gone underground, but everyone knows that they will surface again. This gives hope to some people and fear to others, and motivates the Lunars to tighten their grip on the land.

Narrators can use these trends to drive the plot. The Empire's insistence on peace often leads to strict laws, excessive taxation, and harsh reprisals. These actions can harm or destroy a clan, so narrators should plan Rebellion events carefully.

#### Sword, Claw, and Bread

Sartar hosts an active resistance against the Lunar occupiers, which takes three main forms. Player heroes could be drawn into greater events by becoming involved with one of these groups.

- *Bread Rebels*: Most members of the resistance stay home and offer deep support to active rebels, but even they occasionally strike out quietly. Bread is Ernalda's weapon, and for the enemy it is made with dirt in it, delivered late, burnt, or undercooked, or "stolen" by rebels. People engage in a passive struggle, throwing sand in the grain tax or passing information to active rebels, but never do anything risky.
- *Claw Rebels*: Most of the time, these guerillas put up everyday resistance. However, they occasionally act when the opportunity presents itself. They might attack easy targets, hide refugees and outlaws, or take small risks to assist sword rebels. They emulate Yinkin, the wilderness god who is never in one place, chooses his prey carefully, and slinks back into the woods instead of confronting his foes. They dare not endanger their families, livelihoods, or lives with reckless acts.
- *Sword Rebels*: These commandos have left behind their normal lives to oppose the Lunars directly. They destroy key targets, harass troops, and kill Lunars whenever they can get away with it. It is an aggressive and dangerous life, and most do not survive for long, but this is a way of life in occupied Sartar.

#### Taxation and Robbery

If the Empire wants something, they may ask or bargain for it. If they cannot obtain what they want in that way, however, they just take it, calling it a tax, reparation, or fine. Some Lunars use their positions and citizenship as a justification for theft, but in the eyes of the Empire it does not matter—resisting a Lunar request is the same as rebellion.

• An explorer with a Tarshite accent seeks hospitality. He relates his tribe and clan, and insists that he worships Elmal, not any Lunar god. "Ask your gods, they will tell you." He is an employee of Gordius Silverus, a Tarshite who is a Lunar. He shrugs if accused of being a traitor. "I do what I can," he says. He warns of some Lunars who are coming, and tells the clan not to fight them. "The old world is over," he says philosophically.

- A Tarsh merchant is looking for anyone with extra grain or meat to sell in the city. He worships Issaries, and works for one of the trade rings. He is an honest merchant. He is also a Lunar spy.
- An Imperial patrol crosses the tula. "Nothing hostile, just trying to go on through." Right before they leave, the commander asks for food. If he is refused, he orders his men to kill a cow or three sheep. He clearly is not afraid of the clan warband.
- A well-dressed messenger arrives with an escort and says she is from Ariva Nuva, the new landlord. She asks for a gift. You have never heard of this "landlord." The messenger is impatient, and if allowed inside the stead will demand something of value (that tapestry, those carved chairs around the hearth, the chieftain's best cloak hanging behind his chair, etc.). Perhaps the clan lawspeaker points out that "Ariva Nuva" is Dara Happan slang for "Newcomer." The messenger does not flinch or blush, but actually looks down her nose and says, "Thank you. The gift?" The sarcasm is apparent.
- Some Imperial soldiers come to the clan. "The holy day of the Goddess is approaching," says the leader. "Give us a gift of ten cows and a wagonload of grain, or we will burn your stead and ship you off to slavery."
- Several sheep are found slaughtered in the fields. It was not outlaws or fugitives, because they are butchered the wrong way. It was not Telmori, because knives were used. It was not trolls, because there is some left. It must have been Lunars. They killed more than they needed, and a lot was left behind to feed foxes and flies. A waste.
- A strong force of Imperial soldiers comes to the clan. "We are looking for a thief. Bring all the men out into the square." The soldiers go house to house and drag everyone out. They kick and throw all the men into a rough line while the women watch in fear and the children cry. The commander walks down the line and peers into the face of every man. "Who here has heard of the thief Java Spithead?" he asks. "Tell him Kinsion the Silver Sword is looking for him again." The soldiers leave after doing minor vandalism to the houses.
- Several prize cattle are found slaughtered. No meat was taken, just the horns. A terrible waste.



- A strong force of Imperial soldiers comes to the clan. "We are looking for a thief. Bring all the men out into the square." The soldiers go house to house and drag everyone out. They kick and throw all the men into a rough line while the women watch in fear and the children cry. The commander walks down the line and peers into the face of every man. "You!" she shouts, and grabs one of the farmers by the hair and drags him out of line. A couple of soldiers rush up and drag him away. The player heroes know exactly who he is. The farmer is taken away and never seen again. He leaves behind a sick wife and several young children.
- An Imperial patrol crosses the tula. The herd boy comes running into the stead to report it. He says that they are killing sheep just a mile away.

#### Retaliation

Resisting the Empire has one outcome: trouble. If you try to keep what the Lunars want, they will come back with more men and magic to get it. It might take them some time, but they will succeed. They always have. In this way, they have been wearing down the clans one at a time, first near the cities, then in the open lands. Now they even go into the hills sometimes.

- An Imperial officer, heavily escorted by soldiers, arrives to declare a lawsuit against the clan. It is brought by a clan of a neighboring tribe, and follows the correct procedures. After the clan travels to the other tribe they discover that new laws are being used, and they do not know the proper procedure. The tribal king ejects them from court and settles the case against them, ordering them to pay a huge fine. Of course, another tribe does not have authority to do this, but the clan's own tribal king does nothing.
- An Imperial army unit burns down a stead, steals the livestock, and imprisons the inhabitants. When the warband arrives the Lunars stand and fight, obviously unafraid.
- A priest in a funny costume arrives, heavily guarded, and pronounces a curse upon one stead. The cows go dry, the children grow beards, the geese molt, the leaves fall off the trees, the sheep get hoof rot, the hearth fires go out, the men get rashes on their faces, or vermin infest the granary. If the curse is defeated, the priest returns and curses the entire clan.
- An armed party shows up to collect for offenses done to them. They are willing to accept a Heortling wergild and be done with it. They want horses, cattle, or cash; immediate payment will get a discount. Of course, no moot has declared this and no lawspeaker says it is a legal action. It is just another form of extortion.
- A large armed patrol arrives and takes a quarter of all the livestock. This is not a raid, more like an invasion, and will permanently affect the clan's wealth.
- A large armed patrol arrives, declares the clan to be rebels, and burns the chieftain's stead and surrounding town to the ground. They capture as many people as they can for slavery, and slaughter or drive off all the livestock.
- A Lunar offers to stop these problems if he is made the clan's official Representative. He will speak for the clan to the Empire or its agents, stop them from being exploited, and protect the clan's property and rights. All he



wants is to collect rent and herds equivalent to a thane's income, and to have a little house built for him on the land. Although this is yet another form of extortion, the stranger will do as good a job as he can to protect the clan. Þ

Z

A

0

<

-

m

S

ሩ

٩

#### Lunar Influence

The Lunar Empire often seeks to influence its subjects peacefully. Many truly believe that their way of life is better, and if the Heortlings would only accept the Goddess, their lives would improve. Even casual exposure to Lunar ways and goods can change the way a clan does things.

- "That stranger's clothes are much nicer than homespun. Did you see the colors? Will you ask the trader to get some of this good stuff for us too?"
- "That pottery is very fine, look at those unusual decorations. Can the potters change their work to look like this, do you think?"
- "Have you heard that foreign music? Some of it is just terrible, isn't it? Just noise. But I have to admit, that one style—you know, the one that's so pretty. Do you think the chieftain would invite a musician to play it?"

- The ambushers are not the only ones who intend to attack the target: someone else is already in place in the perfect ambush spot. The heroes must decide if they want to join the other warband, attack them, or wait to see what happens.
- The intended target has more guards and magic than the ambushers expected.
- The weather is uncooperative despite any magic used to predict or change it. If the ambushers want rain, it is cloudy but dry; if they want sunshine, it is stormy; etc.
- The intended target never arrives—they may have passed by earlier, been delayed, or taken another route. Perhaps they found out about the ambush and have set one of their own down the road.
- A local spirit or daimon takes umbrage at the heroes moving through its land without proper sacrifice or courtesy, and aids the target with magic.
- A force inimical to both sides intervenes. This could be a sudden downpour or thunderstorm, panicked deer chased by a predator, a forest fire, or a warband of Chaos creatures attacking everyone.

#### **Cattle Raiding**

Raiding your neighbors for cattle is a great Heortling pastime. In some warlike clans, raids are a rite of passage as well as a sacred duty. Even in a peaceful clan, raiding may be the only way a young cottar or carl can gain wealth and glory.

Cattle raids usually occur in Fire Season. During Sea and Earth seasons, the cottars and carls are too busy with the crops to engage in raiding. During Darkness Season, most Heortlings stay close to their steads, warming themselves by the hearth. A few brave clansfolk will raid during Storm Season, risking the weather to find a lax foe.

Most cattle raids are carried out against nearby, unfriendly clans . Even friendly or allied clans might be raided, however, especially if they are complacent or weak. Feuding clans raid each other often. Such raids often turn into deadly skirmishes, although even the most sedate raid can erupt into pitched battle.

The traditional Heortling cattle raid has several steps. All young Orlanthi are familiar with this process, and most have gone on at least one raid by the time they reach adulthood, accompanying more experienced relatives. Narrators can run the entire raid as a single contest if it is incidental to the scenario, or can run each phase as a different contest.

#### 1. Gathering the Band (Finovan's Muster)

Warriors in youth, brothers in battle, Learning raid-craft to earn the ring-gift. —from Finovan's Words

The first thing a raiding band needs is a leader, usually an aspiring warrior. A typical raiding party is about a dozen men, never more than a score. Too large a band can be easily discovered before it can strike. Too few raiders may be unable to escape with the cattle. Even worse, the herders may beat up a weak band!

Most parties consist of the family and friends of the leader. More spears can be recruited through good words, old friendships, and the promise of loot. Herders are as important as warriors, for someone must be able to control the stolen cattle. Powerful clansmen will usually not participate except as leaders. Player heroes can join the raids of patrons and important relatives until they earn their own reputation.

#### **Contest: Recruit More Spears**

Appropriate Abilities: Family or Bloodline relationship (+3), Clan relationship, Orate, Leadership (-2).

*Typical Modifiers*: Rival clan +5, enemy clan +10, friendly/allied clan -10; more powerful clan -5, weaker clan +5.

Resistance: 20.

Complete Victory: Weaponthane joins the raid (Heortling Weaponthane 5Ш).

Major Victory: Warrior joins the raid (Heortling Warrior 17).

Minor or Marginal Victory: Herder (Heortling Herder 17) or Farmer (Heortling Farmer 17) joins the raid.

Marginal or Minor Defeat: Subtract one non-player participant. Major Defeat: No non-player heroes or followers join. Complete Defeat: See Complications, below.

#### Complications

- Another warrior is recruiting for a raid on a different clan (or even the same one), possibly requiring an opposed contest.
- Rivals join the band, then contest the leadership.
- Someone in the raiders' clan warns the target.
- Family/bloodline/clan forbids the raid due to harvest, ceremony, or other need.
- Obviously unfit persons (little sister, wounded warrior, etc.) insist on joining the band based on claims of kinship, debt, or honor.

#### 2. Getting Permission

Cattle have no provenance, tulas no boundary, Each stead looks the same when leaving. —from Finovan's Words

Once the band is gathered, it is traditional to seek permission to go a-raiding from the chieftain. Such leave is not strictly required, but any responsible clansman tries to get approval. It is always wise to let the chieftain know in case the target clan stages a reprisal raid. Otherwise, if things go terribly wrong the raiders might find themselves outlawed. Many otherwise brave Orlanthi are uncomfortable going on an unsanctioned raid, and might abandon their leader if they learn he has failed to get permission.

The leader petitions the chieftain, naming the target and detailing his band of raiders. It is expected that the leader will have a band ready to go. Less experienced raiders may find themselves being questioned on how they intend to conduct the raid. Having a well-thought-out plan demonstrates worthiness far more than does a glib tongue.

Since raiding is expected of young Orlanthi, seeking permission is usually a formality (resistance 14). A pacifistic chieftain or a weakened clan may be harder to convince. Overly ambitious or dangerous raids may be forbidden, especially if the chieftain has not been impressed with the raiders' abilities. Also, there may be political reasons (such as rivalries or nego-

#### Sample Resistances

Throughout this section, basic resistances are given, but the narrator should adjust these based on the opposing clan's strength and the ambition of the raiders. Seizing sheep from a poor outlying stead is far easier than trying to make off with the chieftain's prize bull.



tiations) for the chieftain to forbid the raid. Raiding without permission may force loyalty checks for followers to continue with the raid.

Sometimes, if the chieftain does not wish to *know* the band is going raiding (but approves of the raid), he may give the leader permission to "visit a cousin who lives a few days away" or "travel to market to purchase a new horse." At this point, the rest of the raiding band should ask for leave to travel also (citing various important reasons—see a sick grandmother, seek a wife, etc.), which the chieftain will happily grant. (Note that gaining permission for the raid does not automatically mean that the chieftain or clan provide direct support to the raiders.)

#### Contest: Get Permission for Raid

- Appropriate Abilities: Clan relationship, Raiding affinity, Loyalty to Chieftain, Raiding Tactics, Orate (-5).
- *Typical Modifiers*: Defenses of target clan; inter-clan rivalries or alliances; reputation of leader.
- Resistance: 14 to 10**u**2, depending on chieftain's resistance to the raid.

Complete Victory: Clan gives total support to the raid.

Major Victory: Clan gives ordinary support to the raid. Minor or Marginal Victory: Clan chieftain approves the raid. Marginal or Minor Defeat: Clan chieftain objects to the raid. Major or Complete Defeat: Clan chieftain forbids the raid.

#### Complications

- A clan rival advises the chieftain to appoint him the leader or forbid the raid.
- Traders from the target clan are guests of the chieftain.
- Chief priest or priestess opposes the raid.

#### 3. Preparations and Sacrifice

Wise clan raiders, seeking god blessing, Raise sweet smoke, sacred to gods. —from Finovan's Words

Anything worthwhile requires the blessings of the gods. Since Finovan is the best cattle raider among the Thunder Brothers, all cattle raiders seek his favor. At the very least, the leader should sacrifice a cow or sheep to Finovan before the raid; animals taken on previous raids are best. Often the leader will perform a ritual such as The Girding of Finovan. Only those raiders who risk displeasing the gods omit this step altogether.

#### Complications

- Rivals condemn the ritual, jeopardizing its success.
- Traditional sacrifices are not available, so substitutes must be improvised.
- Priest requires an excessive fee before he will perform the ritual.
- Bad omens—the ritual is cancelled, which endangers the raid's success.

#### 4. The Stealthy Approach

Soft and silent, cunning raid-men

Slip through forest to gain the beast-prize.

-from Finovan's Words

Once the decision to raid is made, the band journeys to the target clan's tula. If the raiders do not use appropriate stealth, they might be discovered. On the journey, many things can be encountered or perhaps just imagined. A grove of trees could conceal a patrol. Tree stumps may look like crouching trolls. Anything might be met—local nature spirits, wandering ghosts, or raiding parties from other clans. No matter how stealthy their approach, the instant the raiding party enters the target clan's tula the wyter will warn its clan. Time is of the essence! Once the defenders become aware of the raid, warriors and weaponthanes will gather and start searching for the intruders, guided by the wyter. Despite traveling through rough terrain, the band could be discovered by a patrol, hunter, or herder when they get near the targeted herd. While running into a clan's warband is the worst thing that could happen, encountering a patrol is more likely (see pp. 21-22 for a sample patrol and warband). Thus, most raids make their final approach under the cover of night and strike just as Elmal's glow rises in the east.

#### Contest: Slip across Enemy Clan's Tula

- Appropriate Abilities: Raiding affinity, Local Geography, any Stealth ability (-3), Tribal Geography (-5).
- *Typical Modifiers*: Size of party provides a negative modifier; wyter *Awareness* ability provides a negative modifier; raiding at night +5.
- *Resistance*: 14 to 20**u**, depending on how deep into the tula and how well guarded the target is.
- Any Victory: The raiders encounter nothing along the way to the pastures. Each level of victory gives a cumulative +1 bonus to all raiders in the next phase of the raid.
- Marginal Defeat: Raiders encounter a farmer or hunter, who must be dealt with before he sounds the alarm.

Minor Defeat: Patrol encountered.

Major Defeat: Warband encountered.

Complete Defeat: Raiders get lost or stumble into an ambush.

#### **Complications/Encounters**

- Raiders come across wild animals—bears, boars, alynxes, or perhaps something unusual like Brass Lions or a nakasa (*Anaxial's Roster*, pg. 89).
- Herd of deer spotted, hunters in raiding band may leave to pursue them.
- Lunar patrol camped for the night on the chosen route.
- Clever talking animals offer assistance in exchange for a favor (such as gifts of food or a promise that the clan will not hunt their kin for a year).
- Strange forest spirits bar the way, perhaps sprites or an alluring dryad.
- Raiders are found sneaking up on the heroes' clan.

#### 5. Stealing the Herd

#### Canny cattle men, ride with warriors, Strike the herd-guards, take their charges. —from Finovan's Words

Most of a clan's cattle are scattered in small herds grazing in pastureland throughout the tula. A typical herd is about twenty cows, calves, and yearling bulls mixed with about twice as many sheep. Only the best cattle can be supported by the wellwatered (and defended) meadows near the steads—most good land is for farming, not pasturage. One or two adult herders and a handful of youths (usually boys) tend each herd, moving them frequently between pastures and bringing them back to the safety of the stead, cattle barn, or herding camp each night.

#### dP The Girding of Finovan

#### A Heortling Ritual

This specialized version of The Arming of Orlanth takes about an hour to perform. The ritual requires real arms and armor, and a target for raiding which is named during the ceremony. The ritual also allows the raiding band to provide **extraordinary support** to the leader—traditionally filling the bag of wind with their collective breath.

#### **Ritual Elements**

- Soft-soled boots
- A chain shirt called Breakblade (+1)
- A sword called Searing Bolt (+1)
- A cattle goad
- A leather rope
- A horse called Rolling Thunder (+1)
- A bag of wind (+1)
- A vow by the leader of the raid to bring back the prize\* (+1)
- The cheers of a loyal warband
- One black bullock sacrificed to Finovan (+2, +5 if the animal was taken in a previous raid)

The mundane items collectively provide a +1 bonus. Thus, if the celebrant succeeds with *Orlanthi Mythology* or another appropriate ability and all ritual components are present, it provides a +8 or +11 bonus. This is usually applied to the leader's *Raiding* affinity, if he has one.

\*Failure to fulfill the vow incurs divine wrath (see *Thunder Rebels*, pg. 78).

Herders usually flee when confronted by raiders, blowing horns to warn nearby steads and summon help. Running off the herders is expected—killing them is not. Slaying herdsmen will result in lawsuits and paying of wergilds, and could even lead to a blood feud. However, if a feud is already raging between the clans, few raiders will worry about further consequences from killing a few cottars.

Gathering the beasts is the true test of the raiders' skill; we recommend running the contest below concurrently for each hero. Speed is crucial, since Heortling cattle scatter as soon as they sense a threat. The skittish animals must be caught and taken away before the enemy can rally and attack. No band of raiders can hope to defeat a clan's fyrd. If they can, why are they out just stealing cows?

If the narrator wishes to keep things simple, she can assume that each raider can gather one (farmer or hunter) or two (herder) animals; warriors will be too busy defending the band. Clever raiders might bring along a few herd alynxes (who function as herders). Otherwise, each engages in a separate contest. If more animals are gathered than available cattle, the excess taken are sheep. (Sheep thieves are not held in high regard among the Heortlings. Most are bandits, stickpickers, and other ne'er-do-wells more interested in eating than prestige.) A truly heroic raider might sneak into the herd to seize the lead cow. Following her lead, the entire herd can be taken away with a single contest. However, if the herders sound an alarm, the cattle will scatter anyway.

#### Contest: Gather the Cattle

Appropriate Abilities: Herding, Know Domestic Animals (-3), Raiding affinity (-3), Run Fast (-6).

*Resistance*: 14. Some cattle (magical cows or prize bulls) may be more stubborn (resistance 1**u**), but sheep are more easily captured (resistance 6).

Each Level of Victory: Gains one cow or yearling bull. Each Level of Defeat: Cattle scatter, gather -1 per level. Complete Defeat: Herd scatters to the four winds, none gathered.

#### Complications

- A group of warriors are practicing nearby.
- Ornery bull charges raiders, scattering the cows.
- Winsome meadow nymph tries to distract raiders.
- Herders put up an uncharacteristically strong fight.
- Fog enshrouds the meadows, making it easy to sneak up on the herds. If they could only be found!

#### 6. Retreat and Ambush

Brave Finovani withdraw from foe-land, Take their prizes and leave their laughter. —from Finovan's Words

Having gathered their prizes, the raiders must escape. Burdened by slow-moving cattle and sheep, they will probably want to take a more direct route back. Since the wyter always alerts the raided clan, pursuit is inevitable. If the raiders are clever, the pursuing forces can be ambushed or eluded and the cattle brought back to their new home. When this happens, the raiders gain much glory.

It is never quite that simple, of course. Should an ambush fail or pursuers outflank the raiders, they will have to fight for their spoils. If they move too slowly or spent too long gathering the cattle, they may face overwhelming odds. Sometimes the only thing to do is to leave some or all of the cattle behind as a distraction and escape to raid another day.

#### **Contest: Outrun Pursuers**

- Appropriate Abilities: Herding, Know Local Terrain (-10). Magic used to help outrun the pursuit must cover the entire band and all the animals to be effective, although targeting just the slow animals may help, at the narrator's discretion.
- Typical Modifiers: -1 for every two animals taken.
- Resistance: Pursuers' best Run Fast ability rating.
- Any Victory: Heroes escape the pursuing warriors and make it back to their tula unscathed.
- Any Defeat: Pursuing warriors catch up with the raiders. Greater levels of failure indicate more pursuers.

#### Complications

- Clan champion or some other powerful individual joins the pursuit.
- Lunar patrol or missionaries in line of retreat.
- Merchant caravan blocking road or path.
- Bandits or members of another clan try to take cattle, or may offer to help raiders escape for a price.

ሩ

0

-

Þ

z

A

0

-

- ~

-

-

-

m

S

ς

ፍ

- On the way back, the band must cross the tula of another clan, which wants a 'gift.'
- Praxian or Grazer raiders attack both sides.
- Cattle raid triggers reprisal raid by the victim's warband, which mounts an immediate counterattack.
- The raiders are confronted by a one-legged duck bandit with a crossbow, who demands a toll. Are those other bandits in the bushes behind him?
- No pursuit. How very strange ...

#### 7. A Hero's Reward

Generous chieftain hails widefarers, Gifts the warriors with his bounty. —from Finovan's Words

Once the raiders reach the safety of their tula, they present the chieftain with their prizes. Traditionally, all plunder and spoils are turned over to him to be used for the good of the clan. Since generosity is an Orlanthi virtue, the chieftain should return much of the cattle and loot to the band—favoring the brave and bold first. Even the youngest raiders should receive something if they acquitted themselves well.

A feast in honor of the raiders is essential! Beasts taken in the raid are roasted and offered to the gods in thanks. The leader will be awarded one of the portions of honor, possibly even the Champion's Portion. All the raiders are encouraged to drink deeply, boast, mock their foes, and praise their chieftain's generosity long into the night. Ah, the meat of victory is surely the sweetest.

If the raid is a failure, slinking back to one's stead to raid another day is recommended. If the heroes are lucky, their next raid will be more successful and erase the sting of failure.

#### Complications

- The chieftain fails to reward the heroes properly.
- Another warrior claims their glory.
- Lunar officials arrive to investigate the raid.
- The feast is cancelled due to counter-raids.
- Some of the cattle turn out to be diseased, and sickness begins spreading to the rest of the herds.



# A YEAR OF CHAOS

HAOS IS A PART OF LIFE in Dragon Pass. Monsters and terrors crawl from the ravaged ground of Ginijji [Snakepipe Hollow]. The gruesome undead of Delecti the Necromancer wander the land. Broo and other vile spawn come from known Chaos nests, from the Wastes, or seem to appear at random. Everyone says that the Lunars are chaotic, for they have proven it over and over again. However, some say that the worst source of Chaos is the evil that lurks in the hearts of some men, the evil that festers until the opportunity comes along to release it.

#### Narrator Information

This adventure is not formally structured, since its scenes are intended to be woven into the narrator's campaign over the course of a year. Narrators should select and order the elements

as necessary to challenge the heroes and advance the story. Narrators can spread them out over the course of an entire year, as we have done here, or have them occur rapidly and intensely. Depending upon the pacing and goals of the narrator's story. Chaos might over-

whelm and scatter or destroy the clan, leaving the heroes to the mercy of the winds and their own abilities.

- *Premise*: Without any explanation, the clan and its lands are beset by Chaos. Although one or two attacks could happen to anyone, as the year goes by and incidences of Chaos increase, everyone knows that something is terribly wrong. Divinations to the gods and ancestors reveal no clear crime, so obviously something else is causing this. The clan's neighbors are not afflicted by Chaos, however, so it is certain that something local is causing the problem.
- Secret: A member of the clan, Gudalulf the Grasping, has made a pact with the Chaos demon called Krarsht. His greed and machinations summoned one of her demonic servants, and Gudalulf gained her support. He seeks fame, wealth, and a seat on the clan ring, but without the virtues and true effort by which such titles and rewards should be earned. Although Gudalulf knows he does evil and meddles with dangerous and mysterious powers, he has deluded himself into thinking that he is the master in the relationship. He wears a copper amulet depicting a three-jawed mouth surrounded by six claws.

Krarsht, whom he knows only as Hungry Claws, aids him outside the story during the year, cursing legal opponents with illness and giving him information with which to blackmail others. She demands the blood of livestock in return, and he makes these sacrifices covertly in a brambly woodland near his home. Each time he does this, a new Chaos outbreak occurs within a week or two. Gudalulf ought to realize that he consorts with Chaos, but he refuses to recognize the signs. He eventually discovers his error, but it is the clan and the player heroes that must combat the Chaos he has unleashed in their midst.

The narrator should introduce Gudalulf gradually to the player heroes, principally at clan moots and other legal events, where he is a common plaintiff. The narrator should use this information and the Heortling Sacred Calendar detailed in *Thunder Rebels* to determine the placement of the Chaos episodes.

The clan chieftain, ring members, and other elders will become aware of many menaces as they enter the tula. This information comes to them through the clan wyter, ancestors, gods, and perhaps other local daimones or spirits. Such "First Clues"

First Clues: "Chaos dwells among us already. Not all signs are true." are listed at the beginning of each scene. Rarely will these sources know the nature, location, or degree of a threat, and more subtle infestations (like the ogres or the Riddler) may evade almost any detection, hence the nature of their "First Clues" entries.

#### **Player Resources**

Player heroes may seek information to understand or defeat these opponents. They may go to more experienced warriors to learn to destroy gorp with fire, and may not have a name for the krarshtkids until they speak to the clan loremaster. Only Lhankor Mhy sages specializing in Chaos or experienced Uroxi berserks are likely to have information on unique chaotic entities.

#### **Clan Loremaster**

The clan loremaster knows something about everything within and around the clan lands, but detailed information on Chaos lies outside his experience and wisdom. Initially, heroes may come to him with questions no more than once a season, for he is a busy man, but as their fame as Chaos-foes grows they may be able to gain additional meetings. The loremaster's base ability rating for background questions about Chaos is 1<sup>lu</sup>; the narrator should set the resistance based on how common or obscure the entity is.



T

0

I

Þ

0

S

Φ

Ф

Φ

Φ

#### **Contest: Get Information About Chaos**

- Appropriate Abilities: Family or Bloodline relationship (+3), Clan relationship, Orate, Leadership (-2).
- Sample Resistances: Broo 14, Chaos Bee 21, Chaos Maw 51, Illumination 51, Krarshtkid 51.
- *Complete Victory*: Provides detailed or insightful information like "Gorp can burn," or "Ogres are known to easily disguise themselves as humans and can even pass as initiates."
- *Any Other Victory*: Provides solid, basic information like "Those are gorp, they can't be harmed by mundane weapons," or "You can tell an ogre by his sharp teeth; they are also known for their strength."
- Marginal, Minor, or Major Defeat: The loremaster has too little information from the heroes, or just does not know the answer. He may refer the heroes to the tribal loremaster or a special resource, such as Orgulf Horntwist.
- *Complete Defeat*: Provides erroneous or meaningless information like "A walktapus is easy to kill if you have enough skilled warriors," or "It looks as if the dragonewts are troubling us again."

#### **Orgulf Horntwist**

Orgulf Horntwist is an expert at fighting Chaos. He and his hero band, the Bulls of Heaven, have a permanent camp in the Lost Man Hills (near the city of Alda-chur). Heroes may be sent to Orgulf by the clan loremaster to get information on Chaos, or by the clan chieftain to seek aid later in the year. Alternatively, the narrator may decide to have Orgulf and his doughty followers show up if the player heroes are clearly overmatched. The Bulls of Heaven frequently travel throughout Sartar following up on rumors of Chaos, and he might come after hearing of the clan's problems.

If heroes travel to speak to Orgulf, locals will tell them the

way to his camp even as they call them crazy for dealing with the unruly berserkers. Horntwist meets petitioners in his great tent, a stinking pavilion of bull skin festooned with the trophies of a lifetime of killing. He does not stand on ceremony: a drinking horn full of powerful mead is thrust into the hand of the heroes' leader, who is then invited to speak. Although he is usually willing to investigate and kill Chaos, he is under no obligation to do so—"Chaos is Everywhere" is one of the tenets of his cult. Petitioners will be advised to bring a gift of cattle and to avoid trying to impress or intimidate the Uroxi with their martial prowess unless they are willing to prove their worth in contest with him or his men.

#### Contest: Get Orgulf's Aid

- Appropriate Abilities: Boast, relationship to Clan, Worship Urox, Orate (-3), Intimidate (-20).
- Typical Modifiers: Leader personally challenges Orgulf to a manly contest (+4 if hero loses, +8 if Orgulf loses), leader or champion is a noted Chaos-fighter +4, heroes bring great gifts +2, leader fails to quaff the mead in one gulp (resistance 20) -3, heroes offer poor gifts -5, leader or champion is a woman -8.

Resistance: 511.

#### Orgulf Horntwist

- Keywords: Uroxi Jarl (Warband Leader) 10**L**2, Devotee of Urox 16**L** (Anti-Chaos, Berserk Combat, Wild Wind).
- Significant Abilities: Boast 411, Bully 2011, Chaos Lore 711, True to His Word 111.
- *Followers*: The Bulls of Heaven hero band, about 20 styrmen (devotees) of Urox.

#### Sea Season

The first Chaos incursions appear slowly, almost casually, so that no one suspects that anything unusual is happening. The Chaos Bees can appear after the first thaw or wander onto clan lands at various times during the spring. Acerimus, the Lunar illuminate, should be introduced early, and can even help combat some of the later entities to prove his worth.

#### The Chaos Bees

First Clues: "The sweetest nature becomes corrupted."

Several Chaos Bees are sighted on the tula, although it may take two or three sightings for people to realize that they are chaotic, and not simply giant bees strayed far from their normal lands. Initially, the bees are only interested in livestock, but this will of course put them in conflict with their owners. Even a single bee is an unpleasant encounter for a small band of heroes whose highest abilities are  $5 \mu$ . A larger number can swarm across the tula, terrorizing man and beast until destroyed or driven away. If the Chaos Bees actually build a hive on the tula, it could take more than the clan's resources to destroy it. For additional complications, the narrator can have a chaotic shaman come to collect the tainted honey from the hive, which might be used to taint any number of creatures that eat it.

If they can be contacted, the Wasp Riders of the Storm Mountains will be more than happy to pursue and destroy the

#### **Chaos Bee**

Ages: Darkness, Historical (rare). Distribution: Maniria. Habitat: Any.

Chaos Bees are foul corruptions of giant bees, presumably resulting from a broo attack on one of the giant bee hives in the Vale of Flowers, northeast of Alone. Whatever their origin, they are unpleasant and dangerous creatures, larger than wolves and lions. Their huge bee-like bodies are splotched with vivid stripes of red, orange, and yellow, alternating with stripes of black. Some are heavy and ponderous in appearance, others more attenuated, like wasps. Thick, spiky hairs sprout from their abdomens; their stingers vary wildly, with most thorny, serrated, or wickedly curled. Their legs (as many as twenty) end in cloven hooves, and their heads sport curling horns. Foul honey dribbles from their mandibles and many teeth, and they can spit this sticky substance up to ten feet.

Weapons and Armor: Head Butt 17A1, Sting 5UA4, Chitin A4.

- Significant Abilities: Aerobatics 8<sup>L</sup>J, Ambush 15, Fly Fast 5<sup>L</sup>J, Large 18, Spot Prey 5<sup>L</sup>J, Ravenous 18, Strong 8<sup>L</sup>J, Tough 2<sup>L</sup>J, Track by Scent 17.
- Poison: Debilitating, Lethal, Potency 21.
- *Typical Chaos Features*: Spit Honey 5**L** (success entangles the target in sticky, Chaos-tainted honey).
- *Tactics*: Though apparently ponderous in flight, Chaos Bees can fly quickly and perform rapid changes in direction. If they cannot quickly take their prey animal away with them, or face strong odds, they will fly

Chaos Bees. The (troll) Bee Tribe of Dagori Inkarth is also a source of aid, and warriors eager to crush these malformations of their sacred animal will respond for all but traditional enemies. (Getting rid of them afterward may be more difficult if the clan does not have a history of friendship with their race.)

#### The Riddler

Φ

O

Φ

S

ш

œ

F

Z

ш

>

0

4

2

4

RI

4

8

2

4

8

O

 $\odot$ 

Φ

First Clues: "My name is Acerimus. May I pray at your shrine?" A genuine scholar arrives in the area. Acerimus is a pleasant fellow, intent on increasing his knowledge of religious lore. It was through this study that he came into contact with mysteries of Rashorana and Nysalor and became illuminated. He has found his revelations give him the freedom to explore his studies better than ever, and he now seeks greater knowledge of religious mysteries, perhaps hoping for wisdom or some deep truth that might defy his illumination. Eventually he may sour into cynical relativism, but for now he revels in his liberated studies.

Acerimus travels volatile Dragon Pass, intent on documenting its traditions before they are altered or destroyed in the growing conflicts. He has little fear of danger and makes friends easily, and many people find themselves quickly revealing traditions and even secrets to this humble young man. Acerimus has gone through dozens of cult initiations, and his former friends and gods are unaware of his nature, for such is the way of illumination. More dangerous yet, Acerimus raises numerous questions as he travels and discusses religion. More than one of his sources has become illuminated as well.

The heroes' clan naturally distrusts Acerimus at first. He is a stranger and a Lunar, and most assume he is a sorcerer. While no one attacks him immediately, he finds little welcome. He lends a hand to a few cottars, and word soon spreads that he has publicly and harshly criticized Lunar rule of Sartar. He displays some real knowledge of Heortling ways and is soon summoned before the chieftain to explain his presence.

Acerimus declares that he is from Holay (a lie) and that he has repudiated the Lunar Empire. He demonstrates his initiation to Lhankor Mhy and Orlanth. He hints that he seeks to settle where he is beyond its reach, implying that he wishes Dragon Pass could be such a place. His engaging manner wins some to his cause. Later, he shares with the chieftain some information about the Lunar authorities that helps him lessen the clan's annual tribute.

Sensing an ally, the chieftain and other members of the ring allow Acerimus to remain in the area, where he increases his contact with the religious leaders of the clan. Before long, he saves a child from drowning and helps recover cattle taken by another clan. He clearly wishes to make a good impression, and tries to be in the right place at the right time. This draws some suspicion, but no one can see any motive other than those he has stated. Any wealth that comes his way, he is quick to donate to a shrine or temple, usually the next one that he wants to investigate.

Acerimus should prove helpful to the player heroes when possible, though not excessively. He might even accompany them on some of their expeditions. If they engage in extended conversation with him, they risk illumination themselves. If his illuminated nature is discovered, the clan will wrongly blame him for the Chaos outbreaks; perhaps Gudalulf even makes the first accusation against him.

#### Acerimus the Scholar

Keywords: Scholar 10<sup>L</sup>, Illuminated 5<sup>L</sup>.

Significant Abilities: Curious 17, Dragon Pass Geography 17, Friendly 15, Hearty 15, Heortling Customs 15, Heortling Mythology 19, Herd Cattle 14, Ingratiating 2lul, Lunar Customs 18, Lunar Politics 15, Lunar Religious Lore 5lul.

Rather than defining Acerimus' many magical options, narrators should feel free to improvise a variety of magical abilities. He knows the affinities of many gods, and has studied spirits and sorcery as well. None of his magical knowledge has any great depth, so while Acerimus can summon most kinds of elemental entities, for example, none will be very powerful.

#### Fire Season

As the weather warms, new monstrosities endanger the clan. The insect plague and memovore are relatively intangible opponents, and the player heroes are likely to seek aid to combat one or both of them.

#### Plague Swarm

First Clues: "Terror rules the high pastures, and its warriors are innumerable."

A Malia shaman has summoned swarms of vicious, biting insects and sent clouds of them across the clan's tula to terrorize man and beast. A swarm stings and bites  $(2\mathbf{u})$ , unleashing diseased venom into the victims. Unless specially designed, even magical armor and heavy clothing at best provide a  $\Lambda 1$  weapon rank, for the insects can crawl through almost any gap.

If a target suffers a defeat, he suffers an **illness penalty** (see *Anaxial's Roster*, pg. 225) based on the swarm's "Might" (as determined by the narrator depending on her story's needs). The exact illness carried by each swarm is up to the narrator. If the victim suffers a complete defeat, the swarm of insects has physically entered his body through his mouth, and he will suffer an attack by the disease spirit that possesses the entire swarm; see *Anaxial's Roster* for details on disease spirits.

The insects, although tainted with disease, are normal in size and behavior. Some magic may be used to drive them off, as will a few mundane actions (such as using insect-repelling herbs or making smoky fires). The clan probably does not have enough healers to simply wait out the summer, so the player heroes will be needed to somehow drive the insects away.

#### **Contest: Drive off Insects**

Appropriate Abilities: Wilderness Survival, Plant Lore (-3), Insect Lore (-8), First Aid (-10).

Resistance: 17.

Complete Victory: Insects are driven off and do not return. Major, Minor or Marginal Victory: Insects driven off for several days, hours, or minutes, respectively.

The swarms will depart the area completely after a few weeks, as soon as the weather starts to cool down.

#### The Memory Thief

#### First Clues: "We are menaced in mind and thought, breath and wisdom."

A Thanatar priest has summoned an Otherworld entity called a memovore (*Anaxial's Roster*, pg. 207). The "memory thief" might attack a worshipper of Lhankor Mhy (perhaps a player hero), or the heroes might uncover an attack on the clan lawspeaker.

### Earth Season

As the hot weather dries out the land, the walktapus is forced to leave its hidden lair in a riverbank or swamp. It will initially attack a cattle herd, but it may take several attacks before its marks are recognized or it is sighted. The Chaos Maw is frightening, and player heroes may be intimidated by its appearance before they realize that it is unlikely to cause them direct harm.

#### The Swamp Thing

#### First Clues: "A calf lies dead and torn beside the river. Its killer wears a shifting crown."

The walktapus is a very dangerous Chaos foe. Though none have been seen in this area for many years, a large and hungry one emerges to menace the entire region. The heroes may be the first to encounter it, or it may destroy one or more isolated steads before the danger is realized and local warriors respond. The walktapus will destroy or kill everything it meets until it is itself destroyed. However, its ability to regenerate from even a small fragment makes it a potentially recurring foe, especially if the heroes are also challenged by other Chaos foes or are engaged by issues in the wider world.

#### Into the Mouth of Chaos

#### First Clues: "We spirits cannot know this doom."

The Chaos Maw is eternal and hungry. It is a unique entity, but this is not the first time it has menaced the world. It appears as a floating mouth more than ten feet across, within which observers can see only darkness. It drools blood, and jagged teeth jut at all angles from between its deep purple lips.

The Chaos Maw seeks Otherworld entities to consume. It cannot devour integrated spirits, but disembodied spirits and spirits in fetishes are vulnerable. If undisturbed, it will spend several minutes rubbing its lips against tattoos or other marks of an integrated ability before it gives up. Naturally embodied spirits and daimones are safe, but entities bound into an object or place, or which inhabit a temporary body, are easy prey.

The Chaos Maw is most threatening to a clan's temple or during a ceremony involving the summoning or participation of disembodied beings, such as the clan's Ancestors. It chews heartily on binding objects, and snaps at disembodied entities. Any entity consumed is forever lost to the world. The Chaos Maw could in theory free a being from possession in this manner.

#### Chaos Maw

Typical Weapons and Armor: Bite Otherworld Entity 154.

Significant Abilities: Large and Fleshy 101, Sense

Otherworld Entity 5112, Terrifying Appearance 1811.

*Chaos Features*: Usually between one and three random features from the Chaos Features chart (see *Anaxial's Roster* or *Hero Wars*). These usually affect only Otherworld entities.



## Darkness Season

Dark Season is very quiet. Some people breathe a sigh of relief, assuming that the worst is over, but a few cynical elders worry that this is just the last light before the dark. They are proven right near the end of the season, only a week before the clan moot held during the first week of Storm Season.

#### Abomination

47

#### First Clues: "The touch of Evil brings more Evil, and the innocent suffer, like calves to the slaughter."

A two-headed calf is born out of season to a cow that no one knew was pregnant. The clan is horrified, and even though the mother seems free of Chaos taint, it is killed along with the abomination. The clan priests and priestesses spend the next few days in cleansing rituals and inspecting all of the clan's herds. Meanwhile, the clan warband is especially alert for signs of Chaos, particularly any indication of the presence of broo.

It is unlikely that anyone will investigate where the cow originally came from. If the player heroes think to do this, it will be easy to discover that Gudalulf traded the cow to its owner in Sea Season in exchange for several geese, ducks, and sheep. (Gudalulf has been sacrificing those birds to his demon.) n

Ð

ъ

7

Φ

#### Foul Murder

First Clues: "Chaos seeps in where Evil bursts out."

Gudalulf is currently challenging the location of several field markers, claiming that they were moved during his father's lifetime and that several hides of land now worked by his neighbors are rightfully his. The case is complex, but if it goes in Gudalulf's favor, he will become very wealthy, and many would expect him to seek one of the positions on the clan ring. His neighbors naturally resist his suit. They have found an important witness in Vokord, an elderly man now living with his granddaughter in another clan. He will testify that he farmed hides near Gudalulf's current lands and that the marker stones have always been where they are now.

#### Contest: Assess Gudalulf's Case

Appropriate Abilities: Heortling Law, Clan Politics (-5), Know Clan Lands (-10).

#### Resistance: 14.

- *Complete Victory*: Gudalulf's case is weak even without Vokord's testimony, for he has allowed years to pass without challenging the marker stones. Additionally, he has no witnesses to support his claim.
- Any Other Victory: Gudalulf's case is complex, involving several aspects of law and clan tradition. Vokord's testimony, though but one part of the opposition, is definitive.
- *Any Level of Defeat*: Gudalulf has an organized and well-supported case, and is likely to carry the day.

The clan elders are nervous about the coming moot. Some note the power shift it may cause. Others are troubled by an uncomfortable feeling they cannot place, but none suspect the evil already corrupting the clan. It is thus a complete shock to everyone when a young boy discovers Vokord's body a week before the moot, his neck torn open raggedly. Curving score lines surround the body, and the wound is encrusted with an unknown bilious substance.

#### **Contest: Identify the Wound**

Appropriate Abilities: Worship Krarsht, First Aid (-3), Chaos Lore (-3), Animal Lore (-5).

*Typical Modifiers*: Previous knowledge of krarshtkids +5. *Resistance*: 1**u**.

*Complete Victory*: This is the work of a rare Chaos monster called a krarshtkid.

*Any Other Victory*: The encrusting material is poisonous, and the bite wound was made from several directions.

Any Level of Defeat: It is not the bite of any local animal.

Any messenger sent to Gudalulf's stead finds the man haggard, his eyes haunted by deeper concerns than marker stones. He denies any accusation that he killed Vokord, and expresses horror at the murder. After this first denial, he rebuffs any other request or statement and says that he will attend the moot and answer any challenges there.

#### **Contest: Evaluate Gudalulf**

- Appropriate Abilities: Empathetic, Observant, Sense Emotions, relationship to Clan (-5).
- *Typical Modifiers*: Relationship to Gudalulf +10, any previous contact with Gudalulf +3.

Resistance: 17.

*Complete Victory:* Gudalulf is greatly troubled by guilt. His right hand often worries a small, round copper amulet.

*Any Other Victory*: Gudalulf is distracted and hostile, difficult to approach. His shock at hearing about the murder seems genuine. *Any Level of Defeat*: Gudalulf is distracted, busy with his case.

Any number of clan warriors and hunters will begin to track the creature that killed Vokord, reasoning that it is too dangerous to leave loose. The tracks are easy to follow (resistance 17) once their unusual nature is taken into account, and any level of victory eventually brings the tracker to a collapsed burrow. Only days of digging will open the hillside, uncovering the torn body of the badger whose lair provided egress for the krarshtkid (*Anaxial's Roster*, pg. 180) that killed Vokord. A tunnel descends deep into the earth, but the krarshtkids can collapse it much faster than anyone can dig.

Secret: Gudalulf called on his demon for aid,

suggesting that Vokord fall ill. This time Hungry Claws demanded the bones of his father, and after much agonizing Gudalulf succumbed to his greed, disinterred his progenitor's ashes and bones, and cast them into the triple-jawed maw of the demon. Unbeknownst to Gudalulf, she sent a krarshtkid to kill Vokord, rather than just making him ill.



¢

 $(\mathbf{0})$ 

 $(\mathbf{0})$ 

 $\odot$ 

A

00

# O O A YEAR OF CHAO

S

Φ

٥

Φ

Ó

### Storm Season

Everything comes to a head on the Winds Day of Disorder Week, the day of the clan moot. Gudalulf's actions reap their final harvest, and it is certain that many people will suffer for his deeds. Depending on the needs of the series, the narrator can kill and destroy as much or as little of the clan as she desires.

#### Krarshtkids in the Cellar

#### First Clues: "The ways of our clan are on trial. Who will stand for what is right?"

The day of the moot, Gudalulf's neighbors gather to plead their side of the lawsuit. Gudalulf never shows, and after only a few minutes of waiting the jurors complain to the chieftain, who sends a warrior to bring Gudalulf to argue as he has been waiting to do for so long. The warrior returns quickly, with a tale of dread. Gudalulf's stead and lands have collapsed into the earth. Many animals are dead, and he did not wait around to search

for Gudalulf after the farmer failed to answer his shouts.

Secret: Gudalulf spent several days in horror and dread, and realized that his demon was testing him. He confronted her the night before the moot and she mocked him, demanding that he now disinter all of his kin. Gudalulf finally admitted to himself his true crime of consorting with Chaos. He tore off

the copper amulet and turned his back on the demon. Emerging from the trees, he saw his family burial ground and stead hall collapse into the earth. Hungry Claw sent her servants to drag him back to her again, driving home that she and her burrowing servants could take from him whatever she wished. Gudalulf saw no means of salvation, and drew his blade across his own throat and fell into the pit of his ancestors' remains.

Those exploring the devastation of Gudalulf's stead discover that in fact most of the animals are unharmed and are wandering. The stead hall and the grave ground are all that collapsed. Gudalulf's body is easily found. His tracks can be followed back with a successful *Tracking* contest (resistance 14 while dew is still on the ground, 20 otherwise). They lead to his simple stone altar. A few of his father's ashes and bone fragments still litter the bloodstained altar.

Krarsht has left several of the tunnels open under the collapsed area. These passages snake and split all under Gudalulf's steadlands. They are narrow, rarely more than a few feet wide, and penalize (-10) most physical abilities. This maze loops in all directions, frustrating explorers and allowing the krarshtkids to confine, trap, and ambush them. If needed, the narrator can have several krarshtkids emerge to reveal Gudalulf's crime of consorting with Chaos and to lure heroes into her tunnels.

Krarsht is willing to expend a dozen krarshtkids to injure Gudalulf's clan and give it a sense that she and her minions could strike again at any time. If heroes defeat a dozen krarshtkids, or if more than a few weeks pass without anyone entering them, other krarshtkids will collapse most of the tunnels completely.

When deeds divide a bloodline, this is the greatest evil of all: kinstrife. Kinstrife corrupts the Sacred Order. Neither Orlanth in his glory nor Ernalda in her compassion can fix it. It is the hand of hurt, a pain without relief, a wound without healing.

#### Gorp Bones

*First Clues: "Beware foul water and burning bone."* Gorp infest a nearby well or spring. The first gorp is discovered by a child sent to draw water and burnt by the creature's acid. He spills the bucket in surprise and runs for help, and heroes must destroy the creature before it harms anyone else.

*Secret:* Deep within the well lies a Gorp Bone, a rare scrap of cursed cartilaginous tissue. Left here by an evil sorcerer, broo shaman, or ignorant Eurmali, it contaminates the water welling around it, oozing a fresh gorp every night.

While a single gorp should not present a great challenge, the contamination of the well is more serious. Followers of Chalana Arroy, Urox, and other gods with affinities for fighting Chaos can confirm that the well is still tainted, regardless of how many gorp are destroyed. Gorp will continue to appear each day, and while some will venture from the water to menace the area, most will accumulate around the Gorp Bone at the bottom of the well.

> Someone must enter the well and remove the Gorp Bone. Under normal circumstances, only a single person can enter such a confined area, and even they will have trouble moving freely (-3 to -8 penalty to most actions). Gorp are the greatest danger, especially since an attack by more than one gorp will likely prevent a hero from surfacing to breathe, forcing him to hold his breath while he fights them and searches for their source.

#### **Contest: Hold Breath**

Appropriate Abilities: Hold Breath, Swim (-3), Healthy (-5), Long-winded (-5).

*Typical Modifiers*: The narrator should apply a penalty equal to twice the number of gorp attacking the hero.

Resistance: 14.

*Any Victory*: The hero can hold his breath without problem. *Any Defeat*: Treat as if the hero lost a contest involving combat.

Touching the Gorp Bone is not dangerous, although player heroes should not know this. Once the Gorp Bone is removed, the well will require appropriate blessing or purifying magic to remove the Chaos taint. The Gorp Bone itself should be given to worshippers of Urox or appropriate subcults of Ernalda or Chalana Arroy for destruction.



#### Sacred Time

Although Krarsht is no longer active in the area, these ogres have heard about all the fun, and they want in on it, too. After clearing out the dangerous krarshtkids and the much less dangerous gorp, the ogres should surprise complacent heroes.

#### Ogres of Fun

Φ

 $\odot$ 

œ

3

2

ш

>

0

A

2

4

¥

đ

8

œ

4

8

0

#### First Clues: "I am Bivin the Juggler, and we are here to share our tricks with you!"

A small band of entertainers visits the clan. Bivin the Juggler is their leader, and he is accompanied by Shimina Silvertoes, his beautiful wife; Zirin, their son, a sword-swallower; and Ektor, Soq, and Tz'delmo, all expert acrobats. They claim to be Pelorian entertainers, and seek and receive permission to set up their small carnival on the clan's tula. Over the course of several days most of the clan comes to see their show.

Secret: The entertainers are ogres, and while they are truly jolly, entertaining people, they are also bloodthirsty killers preparing to conduct a most heinous ritual. Bivin and his troupe are prepared to perform for up to a week as they gather sacrifices for their ceremony, Zirin's initiation into the deeper secrets and magics of Cacodemon. For this they need children, preferably at least three. Narrators are encouraged to introduce the players to Bundalini and his All-Skeleton Band (pg. 30) and/or the Puppeteer Troupe (pg. 32) before the ogres, to allay suspicions.

Bivin considers himself a clever man, a much more advanced being than the humans on whom he and his fellows feed. The ogres enjoy their shows, much as a Heortling child might delight in playing with livestock. They remind themselves not to get too attached to humans, for just like a cute piglet or nimble lamb, they are just livestock in the end. As a matter of course, they will avoid any Uroxi or other Chaos-foes.

For the first several days, the entertainers scope out the clan. They may entice older children to accompany them in the freedom-loving life of the wandering performer, hinting at secret magics of luck, skill, and dazzlement. Later they will resort to seduction and even ambush to gain victims. Even a baby will do, so on the last night they may well slip into a home to kidnap a sacrifice. After completing their harvest they will slip out of town, with Soq driving their colorful wagon in another direction to foil pursuit.

#### **Contest: Track the Ogres**

- Appropriate Abilities: Tracking, Sense Chaos (-5), Know Local Area (-20).
- Resistance: 7<sup>LL</sup> (Bivin's Obscure Tracks ability with a bonus because of the wagon tracks).

Complete Victory: The pursuers catch the ogres on the trail.

- Major or Minor Victory: The ogres are camped at their hidden altar when pursuers locate them.
- *Marginal Victory*: The ogres are beginning their ceremony as the pursuers arrive.
- Marginal Defeat: The ogres have begun their ritual (and so have magical defenses up).
- *Each Additional Level of Defeat:* The ogres have already sacrificed one of the children.

#### The Ogres

#### Bivin the Juggler

*Keywords*: Devotee of Cacodemon 5**L** (Anarchy, Deception 10**L**), Entertainer 5**L**.

- Relationships: Love Family 17, Loyal to Troupe 15.
- Significant Abilities: Clever 5<sup>IJI</sup>, Close Combat (Sword) 10<sup>IJI</sup>∧3, Crave Human Flesh 12, Disguise 5<sup>IJI</sup>, Handsome 17, Initiate Person to Cacodemon 18, Jolly 18, Juggle 10<sup>IJI</sup>, Obscure Tracks 2<sup>IJI</sup>, Proud 2<sup>IJI</sup>, Seduce 15, Storytelling 5<sup>IJI</sup>, Strong 18, Tough 15.

#### 15, 0007 tenning 5**-**, 000

#### Shimina Silvertoes

- Keywords: Dancer 511, Initiate of Cacodemon 18 (Anarchy, Deception).
- Relationships: Love Family 17, Loyal to Troupe 14.
- Significant Abilities: Beautiful 18, Close Combat (improvised weapons only) 12, Crave Human Flesh 12, Proud 15, Seduce 5<sup>L</sup>, Strong 18, Tough 12, Vivacious 17.

#### Zirin

*Keywords*: Entertainer 17, Worship Primal Chaos 15. *Relationships*: Love Family 18.

Significant Abilities: Acrobatics 17, Close Combat (Sword) 1 L, Crave Human Flesh 15, Friendly 15, Handsome 15, Juggling 17, Proud 15, Strong 15, Sword-Swallowing 2 L, Tough 12.

#### Ektor, Soq, and Tz'delmo

*Keywords*: Entertainer 17, Initiate of Cacodemon 15 (Anarchy, Deception).

Relationships: Loyal to Bivin 15.

Significant Abilities: Acrobatics 5Ld, Close Combat (Sword) 15, Crave Human Flesh 15, Friendly 15, Handsome 14, Proud 15, Strong 18, Tough 12.



# Brood Lend

BLOOD FEUD IS AN ACT OF JUSTICE upheld by the laws and action of Orlanth. If a clan is hurt by another they must exact the same price to maintain cosmic order and balance. Regrettably, the opponents usually differ on the value of their dead kinsmen. As they become more enraged by the deaths of their friends and relatives, violence becomes ever greater and harder to escape.

Some social restraints exist, for kings, wise men, and priestesses have ways of bringing people to their senses. The wergild system is common to all clans, and arbitration can end the cycle. No one is required to follow those rules, however, for "Violence is always an option."

Reasons for starting a formal feud depend upon each clan's concept of honor. Some are touchy, and anything that offends them offends their honor. Other clans care only about a few important issues, things that wound their Orlanthi virtues. However, a crime that goes unpunished by the perpetrator's clan is always grounds for a blood feud, especially when it is serious.

#### Narrator Information

*Premise*: A seemingly simple event (a horse fight) erupts into a blood feud that involves even the clan ancestors. The player heroes are key to the events, and will have the opportunity to help their clan decide how to conduct and then end the feud.

#### Scene 1: A Horse Fight

- Key Points: At a fair, a horse fight between champion stallions turns into a brawl, resulting in one or more deaths.
- *Relationships*: Tonalang, one of the horse owners, is one of the player heroes' cousins.

Cousin Tonalang is famous for his powerful horses. Branbrig of the Hostile Clan has challenged Tonalang to a horse fight to prove that his stud horse is stronger. Tonalang has never refused a challenge, and so the two arranged a fight between their most prized stallions. Branbrig has a violent temper and a reputation for drawing his sword when events displease him, and Tonalang has asked the heroes to travel with him, just in case.

#### 🖋 The Hostile Clan

"Hostile Clan" is a term for the enemy clan used by the narrator. All campaigns should have one. If imagination fails you, pick the Orleving Clan or Black Oak Clan. Everyone hates them. Setting: Some neutral ground away from both clan's lands. It might be in a field they share, in a nearby town, on another clan's tula, or on tribal lands. Before the fight, give the heroes a chance to wander the fair and explore the market. If the players want some early action, drinking contests and arm-wrestling are popular. Perhaps a bully from the Hostile Clan provokes a fight to distract the heroes?

#### Action

The fight begins two hours before dusk. Tonalang is waiting with his gray stallion Wind Rider when Branbrig leads a great chestnut stallion forward. This is Prince, his best stud. Both horses are prize galana horses (see *Anaxial's Roster*, pg. 51), but Prince is much larger than Wind Rider.

Wind Rider: Kick and Bite 9山∧1, Large 3山. Prince: Kick and Bite 4山∧1, Large 7山.

A field has been marked out for the fight. The crowd is excited; Heortlings from many clans have come to watch. People are laying bets. Many are impressed with Prince's size or because he is reddish. "Red's a lucky color now," some say. They look over their shoulder at the Moon when they say it.

The trainers guide and goad their horses using only a single halter and voice commands. Describe the fight briefly; you can roll the die occasionally, but it does not affect the results of the contest. As a narrator, do not let random results determine important events that do not involve player heroes. Describe the events to the *heroes*, not the players:

- "When the fight begins, the horses watch each other. You know how a horse's eyes get white around the edges when it's scared? These are like that, but they have their lips drawn back, and their ears are down."
- "They snap at each other, both are bleeding!"
- "Prince dodges and stumbles, and Wind Rider rises and lands upon him with both forehooves. Prince twitches and lies still, breathing heavily. Bloody saliva bubbles from his nose and mouth. The crowd cheers or groans. The losers are already paying off."

When Prince goes down, ask the players what their heroes do. Most likely they will cheer, finish their beer, and perhaps collect a couple of coppers. Unless they said otherwise earlier, they are in the crowd, too far away to affect what follows:

- "Branbrig swears loudly, 'Damn horse!' He swings at Wind Rider with his goad and gouges a deep cut from its ear to its shoulder."
- "Tonalang tries to protect Wind Rider, but he dashes away, which causes Tonalang to stagger. Before he can move, Branbrig crashes his bloody goad onto Tonalang's head; he drops, bleeding."

Again, the narrator should ask the players what they are doing; they can reach Branbrig now. A brawl will probably ensue, nasty and disorganized. If a hero defeats his first opponent, assign him new ones. Most of the fighters improvise non-lethal weapons, but some of the Hostile Clan grab their spears. A tough hero can face Branbrig, fresh from knocking Tonalang unconscious and with a spear and shield taken from one of the fallen.

- Six drunks with chairs: Close Combat 6A1 (because they are drunk), each fighting separately.
- *Three cautious farmers with hoes:* Close Combat 12**A**1, each fighting separately.
- *Three frenzied farmers with hoes:* Close Combat 12**A**1 (+34 AP), fight as if berserk.

*Fyrdmen with spears and shields*: Close Combat 211/A3 (+23 AP). *Branbrig*: Close Combat 1211/A3 (includes augmentations).

Unless the heroes specified that they were preparing for trouble beforehand, they will need to wait out the first round of an extended contest if they want to use magic. If they do, they will notice some opponents doing so as well.

If a hero defeats two sets of opponents, no one else challenges him and he can assist other heroes. After a few rounds, or once all the heroes have defeated two sets of opponents, the women move in. They throw rugs over weapons, a customary way to break up a fight. Ernaldans may also use Heal Relationships, Find Another Way, or similar magic to stop the fighting.

#### Aftermath

S

ш

œ

Z

ш

>

0

A

2

4

BARBAR

Weeping alerts everyone that there are dead on both sides. Everyone looks angry, and several men vow that they will avenge the deaths of their kin. The fair breaks up in grim silence. A farmer, Jonrik, approaches the heroes with a grave look on his face. "They won't forget this," he warns. "The whole clan better be on guard. Mark my words, before this season is out, there will be more deaths over this."

After the heroes return home and take Tonalang to the heal-

ers, the local juror asks them to state what happened, what they did, who they hurt, and so on. It is normal for them to swear an oath that they are speaking the truth.

#### Scene 2: An Omen

*Key Points*: The clan Ancestors appear to the heroes and call for blood vengeance against the Hostile Clan.

Setting: Late at night in the chieftain's longhouse.

#### Action

Weeks pass. The clan elders are not eager to get into a feud with the Hostile Clan. They hope that their offers of wergild will be met with similar offers, which will probably balance out.

This is not to be. Late one night, as the heroes are speaking with the chieftain, the hearth fire fades to glowing embers and a chill fills the hall. The door bursts open and a cold wind blows through. Outside is gathered a host of translucent, ghostly figures who shine with divine glory. One of them steps forward and strikes his spear against his shield three times. The figures vanish, the door blows shut, and the fire leaps back to life.

The heroes should know that these were the clan Ancestors. "It's not the first such omen; the milk has soured and the children have rashes. The Ancestors must be angry and want blood vengeance for the recent killings. The chieftain will need to declare a feud to appease them."

#### Aftermath

Because the Ancestors have appeared, there is no need for the normal rituals and divinations regarding the feud. The next clan holy day, the chieftain offers the proper sacrifices and declares a feud against the Hostile Clan, reciting the offenses against them, beginning with Branbrig's unwarranted attack on Wind Rider and Tonalang. After the chieftain and Tonalang, several other people put on the red collar and make their vows, perhaps including the player heroes. Everyone braces themselves for the right opportunity to act.



# BLOOD FEUD

×

×

×

Þ

#### Interlude: A Funeral

Setting: A week ago, raiders from the Hostile Clan raided and killed a man. The heroes attend the funeral.

#### Action

Narrators should use the information in *Thunder Rebels* (pg. 87) to describe the funeral. At the feast afterwards, people discuss the feud, and gradually two main views emerge. One says, "Let's end this now before it gets worse. Stop fighting and go to moot." The other says, "We have been wronged, and even Orlanth would agree with us."

The narrator should ask the player heroes which side they are on, and tailor the next event accordingly.

#### Scene 3: Striking Back

Violence is Always an Option

#### -common Orlanthi saying

When two clans are feuding, raiding and ambush are the preferred tactics. Such strikes and counterstrikes usually go on (often escalating) for some time. Three kinds of actions are common, differing in scale:

- Quick Strike, to deliver immediate but minor revenge, injuring or killing a few people.
- When our ancestors died, some of their breath remained with us, to guide us. They are always at our side. If you are suffering from bad wyrd or ill fortune it is a sign that your ancestors are displeased with you.
- Raid, to damage the enemy by killing targets of opportunity and hurting the clan's ability to fight.
- Warband Attack, to destroy as much as possible, taking great risk with many weaponthanes and warriors leaving the tula.

Player heroes may join in. Depending on their status in the clan, they may initiate a quick strike or raid or influence the target of an attack. If the feud drags on, the narrator can "promote" the player heroes within the clan, as thanes die during the fighting.

#### **Option 1: Quick Strike**

Early in the feud, raiders do not attack steads. Instead, they exact vengeance on herders, hunters, or other targets of opportunity. These people generally flee, blowing horns to warn nearby steads and summon help. However, the clan wyter becomes aware when enemies enter the tula unless powerful magic protects them, so the attackers may have to avoid an ambush by clan patrols (see pg. 21).

#### Complications

- Hunters with alynxes enter the ambush site.
- Lunar missionaries visiting the enemy clan enter the ambush site.
- An umbroli wind (10**u**2) friendly to the enemy clan attacks the ambushers.
- A raiding band of the enemy clan's ancient enemies enters the ambush site.
- The clan champion or warband leader is leading the enemy patrol.

#### **Option 2: Raid**

A feud raid is very like a cattle raid (pp. 40-43), but may happen at any time of the year. Although the aim is to kill people instead of taking cattle, the latter often happens too. Some of the phases have significant differences, as detailed below.

#### **Getting Permission**

Most warriors seek permission to mount a raid before they gather their band. If the chieftain waits too long before calling a raid, he risks raids taking place without permission or the clan feeling the wrath of its Ancestors.

#### Gathering the Band

The warband leader usually leads the raid. He gives one raider the honor of carrying and defending the warband's wyter. Raiding is a job for the warriors of the clan warband, not the fyrd, although fyrdmen wishing to make a name for themselves as warriors often join. Healers and other auxiliaries usually

accompany the party.

Early raids target vulnerable herders away from the protection of the steads; later raids ambush enemy patrols or target the steads themselves. Raiding a stead takes more warriors, from one to three dozen. The leader must weigh the increased risk of discovery of the larger band against the size of the target stead. Raiders gain greater glory when they do not outnumber their enemies too much.

#### **Preparations and Sacrifice** A feud raid is not dedicated specifically to Finovan, and so sacrifices are often made to several gods:

- to Humakt or the clan war god, for help in killing.
- to Finovan, for help in staying hidden.
- to the Ancestors, for luck.

Some clans have rituals for raiding certain enemies, which may give them specific bonuses.

#### Declaring a Feud

When people seek a feud against another clan, they first take their complaints to the chieftain, who decides if it warrants clan consideration. If so, he sets a date for the clan ring and bloodline elders to meet, typically the next clan holy day. The clan leaders make sacrifices to seek ancestral approval and divine outlooks. Plaintiffs state their case before the chieftain and ring. Discussions are held, and the chieftain decides.

If a feud is declared, the clan performs a short ritual called "Passing the Red Collar." The elders, warriors, and other interested parties wear the collar to make their vows. The chief priest sacrifices immature cocks to alert the wyter, Orlanth, and Ernalda. The clan then sends a messenger to tell the tribal king(s), another to Issaries (whose herald bears word to the enemy), and others to warn all clan members.

The clan and ring decide what to do next. Although they can make a quick strike or a raid, most commonly they "wait for the chance" before sending the warband off the tula. If the clan feels slighted, if their honor has been attacked or diminished, then they have a great reason to redress the balance immediately.

#### The Feud Cycle

Feuds tend to go on for a long time, as each clan views the retaliations of their enemy as justification for more attacks. Thus, the events described here can occur and reoccur over many weeks of game time. Narrators may run them consecutively or use them to separate or complicate other episodes. Sometimes the events will occur offstage; the heroes may hear of another dead kinsman, or the clan warband might return from a raid. Sometimes the heroes will participate by taking part in a raid, waking to enemies raiding their stead, or hunting down invaders on the tula. The narrator can also make a hero's supporting characters targets of a raid or ambush, thus testing relationships.

#### **Option 3: Warband Attack**

S

ш

œ

Z

ш

>

0

A

Z

4

œ

4

8

¥

4

60

An average Heortling stead has about 70 adults, of which about 18 are fyrdmen and another 20 are healers, old, or otherwise do not fight. The stead may have its own wyter that can augment the defenders. Most steads do not house professional warriors; the weaponthanes and their followers gather at the chieftain's and thanes' steads.

Raiders must exact their vengeance quickly, for the enemy clan's wyter alerts its chieftain and the clan warband will be searching for intruders. If they spend too long at the stead, they will have to fight reinforcements.

Heortling raiders gain the most honor by calling on their opponents to meet them in battle outside the longhouses, taunting their enemies with boasts and insults. If fyrdmen alone defend the stead, they rarely answer the challenge, hoping that help will arrive before the raiders can force their way in. Defenders who choose to fight from inside make their stand at the door. Defending a doorway gives  $+\Lambda 3$  armor rank and allows only one raider to attack at a time.

If the enemy warriors muster, the two sides fight the Champion's Battle and Warriors' Battle (see *Thunder Rebels*, pp. 44-45). If the raiders win, their vengeance may be satisfied (though their opponents gain new reasons to continue the feud). If not, they will attack the enemy fyrd. If the raiders force the fyrd to flee, they can pursue to take captives or exact vengeance, plunder the stead, or, as an insult, burn it.

#### **Contest: Surprise a Hearth**

Appropriate Abilities: Ambush, Sneak.

Typical Modifiers: Attacking at night +5.

- *Resistance*: Best *Spot Ambush* or similar ability (by human or alynx).
- *Complete Victory:* Stead is completely surprised, inhabitants can take no effective actions for three rounds.
- Major Victory: Inhabitants can take no effective actions for one round.
- Minor or Marginal Victory: Stead inhabitants must take an unrelated action to grab weapons.

Honorable raiders do not kill children, the old, or the infirm. As hatred grows in a feud, however, so do dishonorable acts. Raiders may burst through the longhouse doors without a warning challenge, or may slay non-combatants. Most dishonorably, raiders may fire the longhouse to burn the inhabitants alive. This is an infamous act, and all honorable Orlanthi shun stead-burners. Stead-burning is dangerous, because killing a married woman often draws her birth clan into the feud.

The stead's wyter and inhabitants will use magic to resist burning attempts. Women might instead use Ernalda Allmother's **Bless Family** affinity to aid escape or Ernalda the Queen's affinities to bring rampaging foes to their senses.

#### Complications

- Lunar tax collectors, missionaries, or soldiers are at the stead.
- A noble or thane (with weaponthanes) is a guest at the stead.
- Chalana Arroy healers are visiting the sick at the stead.

#### Other Opportunities

Sometimes player heroes will have unexpected opportunities off the tula or otherwise far from the advice of the chieftain or clan ring. How will they act?

- While visiting town, the heroes spot some of their enemies through the crowd.
- A trading caravan from the Hostile Clan passes nearby.
- A small group of enemy clansmen are spied camping or traveling nearby.
- The daughter of the hostile chieftain is seen traveling with a small escort. Players may know that she is betrothed or married to a powerful thane of a neutral (or even friendly) clan.
- An Imperial officer asks for advice about attacking the Hostile Clan.
- A neutral trading caravan passes nearby carrying supplies to the Hostile Clan.

#### / The Home Tula Advantage

Meeting enemies on their home territory gives them several bonuses. We provide "automatic augments" for faster play, but narrators (and players, if they are the ones being attacked) are free to roll for bonuses as described in *Hero Wars*.

- Local Area Knowledge: A +20 bonus to Know Local Area for knowledge of the clan tula is normal (giving the average clansman a rating of 13<sup>III</sup>), which can then augment any attempts to set an ambush or evade pursuit. (+3)
- Wyter Awareness: The wyter can detect invasions, with an average clan wyter having an Awareness function rating of 15**u**2. (This can also give a +5 bonus to individuals.)
- Wyter Blessings: Wyters may have useful blessings. (+5)
- *Wyter Defense*: The wyter can usually aid defenders with its Defense function. (+5)
- Other Local Daimones: May give bonuses in specific locations or to certain people.

# 1 BL00

71

m

C

#### There is Always Another Way

#### -common Ernaldan saying

When clans tire of the burden and cost of feuding, the time has come to seek another way. Depending on the player heroes' status in the clan, they may be able to initiate peacemaking, help choose which option the clan takes, or help convince the clan to accept or reject similar offers from the Hostile Clan.

#### Complications

- A supporting clan switches sides at the last moment.
- Bloodlines in one or both clans continue the feud, despite any judgement, pleas, or commands.
- Individuals in one or both clans refuse to recognize the settlement, and work to disrupt it by any honorable (and possibly dishonorable) means.

#### **Option 1: The Tribal Moot**

The tribal moot is a combination of judicial court, fair, and public entertainment. This open-air assembly is usually held near the tribal king's stead, but sometimes is at a traditional site. A clan can win vengeance by a sentence of outlawry against the Hostile Clan, or peace through wergild for dead kinsmen. Although the process is summarized here, narrators and players should refer to *King of Sartar* (pp. 257-260) and *Thunder Rebels* (pp. 36-38) for more details.

The first step in pursuing justice is to convince a juror, who takes sworn oaths from witnesses. If the juror supports the case, the next step is to convince the chieftain. A juror can provide a bonus in this attempt based on the number of oaths he has received. Once the chieftain agrees, the case will be brought to the next tribal moot for adjudication.

Despite Orlanth's myths and Heortling customs, justice does not always prevail at moot. Politics often decide a case. Those who bring the most warriors to clash their shields and spears may intimidate their way to victory. Gathering the support of other clans can help win a case. The lawthane represents the clan; behind him stand the jurors and the litigants or their close kin. He argues the case with the lawthane of the defendant's clan, and the tribal king then decides justice.

#### Contest: Win a Legal Case

- Appropriate Abilities: Heortling Law, Heortling Customs (-10), Orate (-15).
- *Typical Modifiers*: The plaintiff and defendant's close kin provide **total support**, others can give **ordinary support**. The narrator may apply other bonuses and penalties based on known honorable and dishonorable acts and the relationship of each clan to the tribe or its king.
- Resistance: Opponent's Heortling Law or other appropriate ability.
- *Complete Victory*: Case is settled clearly in one side's favor, tribe assesses fines only against loser.
- *Major, Minor, or Marginal Victory:* Case is settled in one side's favor, tribe assesses fines against both clans, favoring the winner more or less depending on victory level.

Violence is always an option, and if a clan feels that lies or injustice prevail at the moot, they can drop legal argument in favor of the Champion's Battle. (Continue the contest with the same AP.) The narrator may wish to apply divine wrath penalties to the champion if his challenge is false (see *Thunder Rebels*, pg. 78).

#### Complications

- The tribal lawthane plans to invoke his Use Lawstaff secret to settle the dispute.
- The tribal king is a Lunar sympathizer who favors pro-Lunar clans.
- The Hostile Clan ignores the judgement; the heroes must enforce it. Such effrontery is often cause for another round of strikes and raids.

#### Option 2: Bring it to the Women

Women assess the chances of peace with the rituals of Kev the Visionary (*Thunder Rebels*, pg. 199). If they believe there is another way, they will retell the story of "How Peace Was Made." If the chieftain gives permission or the clan seeks the women's help, they will contact the Women's Circle of the Hostile Clan, often through direct or indirect kinship ties. The women then call the chieftains to Orventili's peace rug (see *Thunder Rebels*, pp. 196-197).



Along with gifts and reparations, a marriage between the clans or an exchange of hostages can seal the peace.

#### Complications

S

113

2

2

ш

>

0

A

2

BARBARIA

- The Hostile Clan's marriage prospect sets complex tasks for her suitor.
- The Ancestors must be appeased before the women can bring peace; the clan prepares The Summons of Evil ritual to call and defeat their ancient enemies.

#### **Option 3: Self-Judgement**

Heortlings recognize self-judgement as an honorable and generous act, a sign that the person is taking responsibility for his actions, as Orlanth did when he sought peace with the Evil Emperor. Self-judgement involves giving your enemy the right to set the terms of peace. Offering or paying a fair settlement bring honor to the individual and his clan. On the other hand,



When an Orlanthi warrior is charged up with his magic, he is said to be in his "hero light." The magic has visual effects that can be of many types: light, flames, winds, size increase, etc. Weapons and armor may even take on an Otherworldly appearance.

refusing to grant self-judgement makes it clear that the clan has no intention of settling the feud. Offering self-judgement and then not honoring it brings terrible dishonor on the person and his clan.

#### Complications

- The settlement offered includes a number of heroic labors. Can the heroes perform them?
- Rumors indicate that Branbrig has offered self-judgement dishonorably, and means not to honor the heroes' clan's fair terms. Can the heroes find proof?
- The price is huge (hundreds of cattle, etc.), way out of proportion to the crimes.
- The price is mythical—green cows, a herd of pumas, or short-faced bears and tigers. Perhaps the heroes can go on a heroquest to locate it?

#### A Final Option: Arbitration

When clans cannot resolve their dispute, they may seek the help of an outside arbitrator. The royal house of Sartar traditionally performed this role, both because of their kingship and because they were famous for their ability to negotiate peace between warring clans, tribes, and peoples. Few tribes trust the current prince, Temertain, and only truly Lunarized clans tout the Lunars as a source of justice. Now, tribal kings try to negotiate a settlement in the normal course of the legal system if clans from dif-

ferent tribes are feuding. Leaders can gain great honor by aiding two feuding clans to reach terms, especially if the leader is generous with his wealth (on both sides) and helps with the payment of compensation.

#### Complications

- A local Lunar official offers to act as an arbitrator.
- A rebel leader offers to act as arbitrator.

# T}{ESE WOMEN NEED }{ELP

EALERS AND THEIR ASSISTANTS see the worst side of war. They work on the fringes and occasionally in the thick of battle itself, but are often overlooked in sagas and role-playing games. Healing is a stressful life, working with limited supplies and magic to save lives, all the while in genuine danger of attack from the enemy. Healers do not win battles, they just deal with their cost.

Healers are the focus of this episode. Action does form part of the story, as the healers are caught in an ambush or have their camp attacked. The focus is on the healers' actions, however, not their reactions. These actions consist of more than just a series of healing rolls. The human relationships between the healers and their associates provide the real drama—the friendships, hatreds, rivalries, and loves that emerge in these tense conditions.

As a narrator, you might not want an entire campaign based upon this premise. The scenes provided below are structured as a single episode. If you wish, these scenes can form the whole of the episode, wherein the player heroes accompany a band of healers as they travel to perform a ritual in an isolated location. Alternatively, you can use them as events that involve the heroes' band, since any warlike group is likely to attract a following of healers over time. Ideally, however, they form a small portion of a larger campaign that features healers in a prominent role. Ideas for expanding upon these scenes are given at the end of the chapter.

#### Narrator Information

*Premise*: A group of female healers (two leaders plus followers) needs a reliable escort. The chieftain tells the player heroes (who are assumed to be all or mostly men) to stay with the women until dismissed, or until the end of next Dark Season at the latest. Although time will be spent in camp, most of the time will be spent traveling.

The women move from village to village, healing wounds and curing illness, visiting holy places, and speaking with female elders. Even in villages, the heroes will have few opportunities for socializing, for they must remain near the healers at all times. Thus, most interactions will be with the healers.

The narrator is free to determine the healers' itinerary. We provide some specific encounters, with most set when the healers are off the main roads, traveling through the wilds. Events at other times, when they are among the clans, can be improvised using the Player Resources and Clan Activities chapters of this book.

Secret: The women are carrying messages for the Sartar underground about "something big." As they do this, they are soliciting support from the various Ernalda groups loyal to the cause. Harernalda, Serarernalda, and Erenala represent the Crone, Mother, and Maid, and this gives them both ritual and diplomatic power.

This episode presents few real conflicts, for its true potential lies in the interactions between the heroes and the women. In the long term, its purpose is to give the heroes a relationship with the healers as contacts, allies, followers, or even friends or family members.

Because the heroes are assisting the women on orders from their clan, there is no direct reward beyond friendship with the healers. However, upon completion of the mission the heroes' chieftain will reward them, and if they do particularly well the healers will feel obligated to aid them at a future time of need. Of course, individual healers may have their own personal debts, rewards, regrets, or even claims against the heroes when they return home.

Hero Wars statistics for the healers are on page 64.

#### Scene 1: The Cloud Lions

#### Setting

A misty upland moor on a dark, cloudy day.

#### Action

A pride of cloud lions pursues the travelers, driving them into an ambush. The main body of the pack (three to five females) will menace and chase the travelers from above, roaring as they do, while two lions wait in ambush to seize a slow or weak victim. If the lions fail on the first attempt, they will not continue their pursuit.

The lions are likely to try to seize one of the slower women of the group, for they are smart enough to realize that the guards are all dangerous opponents.

*Secret*: Even if someone is killed by the cloud lions, Serarernalda interprets their appearance as a good omen, for they are all female.

#### Aftermath

The women will remember who was most loyal or clever during this frightening encounter. However, even if a hero individually saves the life of a healer, he will receive no specific reward at this early stage in his relationship with the women. Protecting them is his job, after all.



#### Scene 2: The Ghost Doe

#### Setting

A dark forest path at dusk.

#### Action

A shimmering white ghost doe flits across the travelers' path. Any hunter or kolating will be tempted to pursue (possibly requiring a contest against the doe's *Might 10* (*u*), but Harernalda forbids harming it. Pursuing or tracking the ghost doe is a lengthy task, probably lasting a night and a day. Only a master hunter or skilled shaman can hope to catch this fleeting creature (her spirit can be captured, but not integrated, by an animist).

The ghost doe is a relic of the ancient beasts of the land. Anyone able to track and slay or capture it will win great renown. Anyone that harms it gains the enmity of Harernalda and her followers. The other healers will be suspicious of such people, not least because they disobeyed their leader. Of course, there is also the issue of leaving the women for a day or more in the pursuit, something they will neither wait for nor easily forgive.

*Secret*: If the doe is slain or captured with proper rites, and the corpse or spirit is then offered to Harernalda, she will accept its corpse (and spirit) and forgive those involved. Among other secrets, the ghost doe knows the way to Ty Kora Tek's realm in the Otherworld.

#### Aftermath

S

ш

2

0

-

Z

ш

>

0

4

AN

AR

8

m

A

8

If slain, the ghost doe leaves behind a shimmering white pelt and silver bones which would be worth much to any Heortling priest or shaman. A shaman who masters her can use her Might to augment his *Spirit World Travel*.

#### Scene 3: Lost and Confused

#### Setting

A heavily wooded wilderness area.

#### Action

While cutting across an unfamiliar region and under a dark, heavy fog, the travelers somehow lose the path and become hopelessly lost. After several hours, the women finally stop and make camp. Harernalda charges the heroes with finding a route back to the trail. Even carefully organized searches become con-

#### **Cloud Lions**

Ages: Storm, Historical (rare). Distribution: Ralios, Fronela, Peloria, Maniria. Habitat: Middle Air, Storm Realm (God World).

Cloud lions are predators that once stalked cloud rams and other airy prey. Their variable and changing gray and white fur makes them difficult to spot in a cloudy sky. They still hunt among the clouds (and occasionally harass land-bound targets), but are rare in the Inner World.

- Weapons and Armor: Claw and Bite  $2 \text{Im} \wedge 3$  (+40 AP/companion), Mane and Thick Skin  $\wedge 2$ .
- Significant Abilities: Ambush 18<sup>L</sup>, Cunning 17, Fierce 8<sup>L</sup>, Large 8<sup>L</sup>, Strong 5<sup>L</sup>, Tough 2<sup>L</sup>.
- Innate Magical Abilities: Cloud Walk 5lu12, Restore Own Vitality 5lu12, See through Clouds 5lu12, Terrifying Roar 5lu12.
- Tactics: Cloud lions employ similar tactics to normal lions (see *Anaxial's Roster*, pg. 87), modified for their aerial habits.

fused and seem to simply wander the area, and the seekers eventually find themselves back at the camp.

- Secret: This small area causes confusion due to the convergence of numerous magical events and forces:
  - Enigmatic dragon magic is naturally strong throughout the area, centered on a broken and hidden dragonewt plinth (5山2).
  - Iphara once hid herself from an ancient foe in these woods, hence the fog (15**u**).
  - Trolls once summoned powerful darkness spirits here, and they still haunt the area (10**L**).
  - During the Great Darkness, local nymphs and goddesses concealed themselves within the earth, finding safety from stalking death and murderous Chaos (5lul2).

The heroes may discover one or several of these forces. If they defeat or bargain successfully with any one, they can lead the group to freedom. If more than two days pass without success, Serarernalda will order the men back into camp and go searching herself. Within an hour she will discover and converse with the nymphs, who will free the travelers on their sworn oath to never speak of this lost land.

#### Aftermath

The women will note any clever actions on the part of a hero, and treat him accordingly. If the group escapes because of a bargain with the nymphs, then breaks the bargain, there is no direct effect unless the heroes return, since the nymphs have no power outside of their protected land. If the heroes do return after breaking their oath, they will suffer a -20 penalty to any attempt to leave, even against the other forces.

#### Scene 4: Ambushed!

#### Setting

A deserted stretch of road, probably far from any habitation.

#### Action

Old enemies learn of the travelers' passage and lie in wait for them. The narrator should select a recurring foe of the player heroes, perhaps the Silverflames (see pg. 28). The foe wishes to disrupt the women's mission or just kill or capture the player heroes, depending on the foe's own campaign goals.

The opponents should be challenging but not overwhelming—the narrator may want to have only a few followers, rather than the heroes' true nemesis (who may be watching from afar, sending minions in to test the strength of the heroes).

Secret: Early on in the journey, Arra passed information to one of the heroes' opponents in return for baubles. The narrator can best decide her beau: a Lunar official, a rival clansman, or even one of the attackers. However, she is not malicious, just shallow. She will probably come to like several of the heroes and may eventually confess her role with regret, but otherwise she will conceal it.

#### Aftermath

Even victory over these foes has its cost, for the women will be displeased to learn that their guards can be a dangerous liability. In addition to discovering they are being watched, the heroes should learn that their entanglements can harm those around them.



Eventually, the heroes will probably discover that Arra tipped off their foe. They may notice that she has new jewelry, or perhaps she suddenly breaks off a liaison with one of the player heroes and becomes nervous around all of them. What the players and the women do at that point will depend on how long it has been since the ambush, and what relationship Arra has forged with the heroes since then.

#### Scene 5: Sun Dome Diplomacy

#### Setting

A small village in Sun Dome County, in southern Sartar.

#### Action

While visiting several small communities in Sun Dome County, the women have offended a local Yelmalion leader, probably by being too independent. He reports them to the temple leaders, who consider the healers' work seditious rabble-rousing. They fear that their own women may become more aggressively active, and worry that the Lunar forces may take offense.

While the women are visiting a new village (and the heroes are setting up camp a ways away), a group of warriors arrest Harernalda. She orders Onsara not to fight them, and both women are taken to a small guesthouse in the main temple complex. Another patrol remains and keeps a watch on the rest of the group.

Although Onsara is eager to liberate herself and Harernalda violently, she will not act without Harernalda's consent, which is not forthcoming. It would be extremely unwise for the heroes to raid the guesthouse: they are likely to fail, for the sun worshippers are skilled warriors and vastly outnumber them. Realizing her dilemma, and knowing the regard in which the Yelmalions hold women, Serarernalda asks the most noteworthy of the male heroes to speak with them on her behalf.

Peaceful negotiations should free the two women, as long as the heroes do not do anything rash.

*Secret*: Serarernalda needs to hold several more meetings in the area. The Yelmalions will agree to let the travelers leave, but convincing them to let the women continue their work will be a great challenge. The Yelmalions respect combat and oratory, so the guards may be able to shame them into further concessions.

#### Aftermath

The women will be very grateful if the heroes can liberate them by peaceful means, and will value any hero who can get them continued passage through Sun Dome lands. The Yelmalions will remember the heroes and how they conducted themselves, which could have an effect if the heroes meet them in the future.



#### Scene 6: The Ritual

#### Setting

A hidden cave in a remote district on a Chalana Arroy holy day.

#### Action

S

ш

¥

5

z

ш

>

0

A

Z

4

2

4

8

œ

4

8

Early in Dark Season, the women stop in a local village so that they can join in the Ernalda the Healer rites on Loom Blessing Day (Clay Day, Fertility Week). They have been carrying special thread to offer as their part of the rites; the heroes are left with the men of the village during the ceremony. Partway through the rites, the men hear a great wailing go up from the Loom House. No woman comes out, however, so the men simply wait until the end of the rite.

At dusk, when normally the entire community would enjoy the feast, the women come out wearing black robes and crying. They say that the gods are dying, and there can be no feast, but will not explain. Harernalda takes the food that had been prepared for the feast and leaves the village, saying that she will save it against future need. (When she returns a few minutes later all of the food is gone, and no one can find it.)

Serarernalda and the other healers immediately pack up camp. Accompanied by a woman and man from the village, they travel most of the night before Serarernalda will tell the heroes anything. Even then, all she says is that the omens at the rite were very bad. "Endless Winter is coming, and we must be ready." She says that they must reach a certain holy place within two days, or all will be lost. She then tells them to ask no more questions. For the next two days, the group travels without sleep, stopping only when Chara demands that they allow the horses to rest.

Just after dusk on the appointed day, the party reaches the holy place. As the other women unpack their ritual items and take them up to a small cave in the side of a hill, Serarernalda calls for the heroes to come with her. She takes them up to the cave, and explains that this coming day is holy to Chalana Arroy. "Ernalda will sleep, and her family with her. Only the White Lady can help us." She explains that they will be performing a special rite, and that one of the heroes must participate, or it will fail. "And if we fail here, so too does Orlanth." She makes it clear that the rites are serious, and any man who participates will lose something that will affect him for the rest of his life.

As many men can participate as wish to, but one of them must. If any say that they are willing, she explains the ritual to them, taking care to point out the severity and permanence of the sacrifice the man must make (see "The Ritual," below). It is obvious to all of the men that the women are desperate; they must have seen something truly terrifying in the Loom House. (If none of the player heroes is willing to undergo the rite, the man that accompanied the party from the village will reluctantly volunteer, despite the fact that he is his clan's champion and the priestess is his wife. The narrator should emphasize how the sacrifice will affect him, for it is obvious that he is a Man of War. Participation in the ritual will destroy all that he holds dear in his life, except for his relationship to his clan.)

Once one or more of the men have agreed to participate, Serarernalda will take all of the women and participating men into the cave. Onsara and Vara will remain outside the cave along with any men who do not participate; Vara tells them that they must prevent anything from entering the cave. This is a ritual requirement, and in any case, nothing will try to enter the cave. If cries of pain or shock from inside the cave compel one of the men to try to enter, they will find the Vingans' spears barring their way.

#### The Ritual

After setting out their implements, the women chant and drum long into the night. The participating men should be completely out of their element, since the inner portions of Ernalda rites are not usually open to men. However, despite Serarernalda's earlier statements about Chalana Arroy, the men are all quickly convinced that the healers are performing Ernalda's rites, not Chalana Arroy's.

By dawn, any worshipper of any Storm Pantheon deity will begin to perceive the flow of power in the walls of the chamber. Exactly at dawn, Harernalda approaches the men, who see her as Ty Kora Tek. She carries a sharp copper sickle, and calls on the first man to declare himself a "Man of War" or a "Man of Peace." She then hands him the sickle. If he is a Man of War, he must castrate himself. Bargaeta and Chara will take him to Serarernalda, who stops his bleeding but does not otherwise heal his wound. If he is a Man of Peace, he must take the sickle and cut off his left hand, after which the women will take him to Erenala for similar treatment. In either case, the narrator might require a contest involving Brave, Tough, or a similar trait to avoid crying out or fainting.

Harernalda will offer the sickle to each man in turn. If any man fails to complete the ritual after agreeing to help, she will curse him with the voice of the Goddess. He receives one of the geases described below without the appropriate blessing. The only way to remove this curse is to appease the goddess in some manner. The man will also be attacked by several hedkorings (see *Thunder Rebels*, pg. 83) for breaking his vow.

#### Aftermath

The ritual continues for several hours, and ends about noon. Afterwards, the women will favor any men who participated in the ritual, spending the next several days tending to their needs to speed the healing of their wounds. They will not treat the other heroes badly, as long as at least one of them volunteered.

- A Man of War learns the feat of *Ignore Pain* with a 1<sup>lu</sup> rating. He can only use this feat while in direct contact with bare earth. He also gains the geas *Defend Earth*, with a rating that is always the same as that of the feat.
- A Man of Peace learns the feat of *Survive Battle* with a 1 **u** rating. He can only use this feat while in direct contact with bare earth. He gains the geas *Never Carry a Weapon*, with a rating that is always the same as that of the feat.

After the men are well enough to travel, the women return to their starting point, at which time the heroes are freed of their obligation. Any man who volunteered for the ritual is promised aid from the healers when they need it in the future. If the heroes later participate in The Battle of Iceland (in *Orlanth is Dead!*), they will be in a position to call on this favor. This is also when the purpose of the ritual will become known, as the gifts granted to the men give them an advantage over others at the battle.

#### Getting to Know the Healers

The healers are a fairly ordinary group of women. They are dedicated to their cause, but not radically so.

#### Arra

Arra is very interested in men; as the story unfolds, the players may eventually find out that she is *too* interested in men, at least in some men.

#### Reactions to:

Conversation: Comfortable, friendly.

Flirting: Yes!

Sexual Advances: Yes!

Pleasure (sing and dance): Yes!

- *The War*: "If we all concerned ourselves with our own village, there wouldn't be wars. Why are you so interested in such things?"
- *Emergencies:* Runs randomly until she remembers Erenala and returns to her.

#### Bargaeta

"I am blessed to be Serarernalda's servant. She sends me with her messages and confides her thoughts to me."

#### Reactions to:

*Conversation*: Won't say anything to embarrass Serarernalda. *Flirting*: Tempted, but her pride limits her.

*Sexual Advances*: Almost certain to develop a strong attraction to a capable guard, but any dalliances must remain secret until she knows Serarernalda's will.

*Pleasure (sing and dance)*: Delighted if given the opportunity. *The War*: "Ernalda will protect us, but so many will suffer!" *Emergencies*: Stays close by Serarernalda.

#### Chara

"I was taken as an infant from my people, the Grazelanders. I've just always been good with horses and ponies. I love them. I'd like to see some of those great steeds someday."

#### Reactions to:

- *Conversation*: Somewhat laconic, she can be drawn out by discussions of horses, logistics, terrain, and the like.
- *Flirting*: Plays along laughingly, but only those who share her interests and skills interest her at all.
- Sexual Advances: Only receptive if someone has already established a rapport with her and her beasts.
- Pleasure (sing and dance): Often sings with the animals.
- The War: "The beasts are the first to suffer."

Emergencies: Sees to the well-being of the animals.

#### Erenala

"I think Grandma [*a term of affection, not blood*] brought me along because she thought I had to get out and see the world. Oh, and the scandal." This refers to people in her town being angry with her because she would not marry any of the eligible men, even after a series of night-marriages 'to test the boys.' "Uleria lived here in those days," she says. "I won't be that stupid again, though."

#### **Reactions to:**

- *Conversation*: She speaks to most people in a kindly way. She knows little outside her own clan, and is curious about and afraid of the larger world she has seen. Although she worships an anti-Chaos subcult, she is not comfortable with conflict.
- *Flirting*: Responds aggressively. Can recite the Twelve Erotic Positions from memory, complete with body movements if she wants to be overt.
- *Sexual Advances*: Stops them cold. "Only my husband," she says. She makes it clear. "I'm great at sex and love it, but only with a husband who is in it for good."



Pleasure (sing and dance): She loves it, just for its own sake. The War: It is terrible. So many people killed. Not just men either. It is a good thing that it's so far away most of the time. "If everyone just did what we are doing," she insists, "then the whole world would be more peaceful." Emergencies: Responds poorly, usually just freezing.

#### Harernalda

"The goddess has shown me my death. I have nothing to fear."

#### Reactions to:

Conversation: Enjoys socializing and stories.

- Flirting: Playful and flirts back, if given the chance.
- Sexual Advances: Amused but scornful: "You wouldn't want to chew on this old meat: your teeth aren't tough enough."
- *Pleasure (sing and dance)*: Can't dance well due to old age but always enjoys the music and encourages others to indulge.
- *The War*: Pragmatic. "When I was young they came, and now we throw them out."
- *Emergencies*: Prone to fits and visions when under great stress. Her shrieks can unnerve her companions, though her rantings may sometimes hold clues from the goddess.

#### Irinalda

"I've outlived three husbands. One died raiding the neighboring clan and one died raiding the Lunars. The third fell off a roof. Men just seem accident prone."

#### Reactions to:

Conversation: Friendly, practical.

Flirting: Responds in kind.

Sexual Advances: Responds in kind.

Pleasure (sing and dance): Eagerly once her work is done.

The War: "I hope it won't trouble us."

Emergencies: Moves to safety, grabbing the camp essentials.

#### Onsara

Hates men. "As long as you stay out of my way and do what Vara says, we'll get along fine." She and Vara are naturally very loyal to each other.

#### **Reactions to:**

Conversation: Hates men.

Flirting: Hates men.

Sexual Advances: Hates men.

Pleasure (sing and dance): Never with men.

- *The War*: "I'm ready for this. I'll prove it again soon. Killing men is my job."
- *Emergencies*: Responds quickly to defend whomever she is guarding. She always stays near Harernalda whenever strangers are nearby, and even at other times rarely goes far from her.

#### Serarernalda

"I was found as an infant on the steps of the deep temple, and I was raised by the priestesses. I have had my time in the world, but the Earth holds all secrets, and I now return to my duties, serving the goddess and her age-old wisdom."

#### Reactions to:

- *Conversation*: Is well-informed, and always interested in intelligent conversation. Tends to be short with stupidity.
- *Flirting*: Unreceptive. "Serious business is afoot. Perhaps when I have less to do."

Sexual Advances: Not at all interested.

- Pleasure (sing and dance): For ritual purposes only. "I must focus on the tasks at hand and conserve my sacred energy."
- *The War*: "Men make war. We women must heal the wounds and bring renewed life."
- *Emergencies*: Level-headed and deliberate, she sometimes takes longer than others would prefer to reach a conclusion or take action, so her companions have learned to take their own initiative.

#### Vara

"I've been north to Holay and south to the sea, east to Pavis and west to the lands of the Solanthi, but it's here, right here, in our lands, lands of hill chieftains and dragon ghosts, where the gods themselves will collide and shape the next age to come. I can feel it. I can almost see it..." She and Onsara are naturally very loyal to each other.

#### Reactions to:

- *Conversation*: Vara sizes up the male guards, expecting them to be boorish and semi-competent warriors at best. Any who rise above this assessment will find her friendly.
- Flirting: Disapproval. "No time for that now."
- Sexual Advances: Scorn. "With you? Ha!"

Pleasure (sing and dance): "Not for me."

- *The War*: "The Hero Wars are here, now. No one believes it, but I do. And I'm going to be a great hero. Bigger than Tarkalor, bigger than Aringoth."
- *Emergencies*: Vara senses emergencies before they occur and is rarely surprised.

#### A Healer's Campaign

The fortunes of healers mirror the success of those they heal. Thus, there are many opportunities for a band of player healers to have adventure. Healers accompanying a warband or hero band move with it. This allows them to travel to interesting new places, meet interesting new people, and get into interesting trouble all over Sartar.

Stationary healing camps are unusual, usually found only at temples. Still, people of all classes and occupations may come to such a hospital, asking for or demanding aid. Most of the recurring narrator characters will be workers at the hospital. Patients and visitors to the camp can provide a constant stream of additional characters, providing many plots, and allowing the narrator to throw in all her favorite stock types from war movies and hospital dramas.

Finally, active struggles exist. Healing bands work to ensure that there is always another way. Just as warbands and tribal armies pursue their agendas, so too do healer bands, inter-clan sisterhoods, and trans-tribal associations. Even if the player heroes are not healers, the episode above shows that they can have plenty of adventures just by working for such a group.

#### Getting the Heroes Involved

There are many ways to involve player heroes of all occupations in such a campaign. Healers are the focus of the campaign, of course, and warriors are always needed as guards. However, there are other suitable roles players can take. A crafter might be hired to provide goods and equipment, or a merchant to trade for supplies. If the healers set up camp for a long time in one place, gardeners might be needed to help grow healing herbs.

#### **Extended** Campaign Elements

The healers described above can easily form the basis for an ongoing campaign involving the player heroes who traveled with them. The women have secrets that the heroes will only discover after they have earned their trust. These secrets (and the ideas that follow) can be used to generate further episodes.

#### **Healer Plots**

#### Serarernalda

Serarernalda's greatest mystery is not the secret of her mission but her desire to discover her own origins. She is circumspect in her investigations, but intends to take whatever advantage she can of her travels and contacts with leaders in southern Sartar.

Should any of the guards gain her trust, she may ask them to help her. She may simply have them speak to local elders to learn the clan's gossip of the last forty years, or she may have them engage in more stealthy attempts to gain information.

It is difficult to discover, but Serarernalda is the long-lost daughter of a daughter of a junior branch of the House of Sartar. She was orphaned not by gritty political intrigue but by her family's embarrassment, because her father was a passing trickster. The Lunars will naturally find this information of great value (since most of the heirs of the kingdom are dead, controlled by the Lunars, or part of the rebellion) and will pursue Serarernalda should they become aware of it. This may be when the heroes will most need to prove their dedication to her.

#### I m S m 5 0 ₹ m z Z m m D I m E D

#### **Contest: Gather Information Casually**

*Appropriate Abilities*: Carouse, Gossip, Heortling Customs (-5). *Typical Modifiers*: Relationship to person or group +5.

Resistances: 14 or as determined by narrator.

Complete Victory: Provides detailed or insightful information.

- Any Other Victory: Provides solid, basic information, though often of no clear or immediate use.
- Marginal, Minor, or Major Defeat: Provides erroneous information or none at all. May trigger appropriate negative personality traits or relationships.
- *Complete Defeat:* Provides erroneous information. Source will have a negative reaction to player of some kind, even without pre-existing personality traits or relationships.

#### Harernalda

Harernalda wishes to retire quietly to some secluded place. The coming wars threaten such plans, and she will be very interested to learn more of any possibilities during her journeys. She may ask the heroes, all more nimble than her, to gather information. It is likely that she will eventually select the most loyal to help her reach her own final destination, which may be an obscure mountain valley, the Shaker Temple, or some other place that will further the narrator's long-range plots.

#### Erenala

Erenala is one of many links to *Orlanth is Dead!* Players who form a relationship to her might stay with her after "The Ritual," remaining with her when she separates from the healers a few weeks later. Even if they do not, any such relationship will affect player hero actions at the Battle of Iceland.

#### Bargaeta

Bargaeta is very curious, and this combined with her naivete is likely to result in times when the heroes must rescue her. If the party hears of any local interesting sites, she will be bound and determined to see them, even if it means riding off alone.

Bargaeta will explore towns and tulas during journeys. Unless someone keeps an eye on her, she will often be the first to encounter people and hazards. In some cases this will only be surprising, but in others it could be dangerous. Her wanderings alone will require the guards to be vigilant, for she has her freedom and will not listen readily to any pleas or commands.

#### Contest: Keep an Eye on Bargaeta

Appropriate Abilities: Observant, relationship to Bargaeta, Good Eyesight -5, Listen -5.

*Typical Modifiers*: Assigned to guard Serarernalda or Bargaeta +5. *Resistance*: Bargaeta's *Curious* or *Naïve* rating, as appropriate.

#### Chara

Chara wants her freedom. Through service and deeds, she may eventually win it, but she is likely to seek a way to return to her people sooner. If the opportunity presents itself she will flee, but only if she can take something of value such as one of the ritual implements. She fears (perhaps rightly) that her kin will not give her a warm welcome without an offer of something valuable. Thus, if she does leave, the heroes will have to pursue her to recover whatever she has stolen.

#### Arra

Arra will make life complicated for the heroes because of her reckless romantic relations. However, she should generally be a sympathetic character so that her treachery, when it is eventually revealed, is dramatic.

#### **Episode Seeds**

- One of the helpers or healers is a spy for the Lunars.
- An important patient (perhaps a rebel leader) comes to the healers in great secrecy. The Lunars discover they are there and send an assassin to kill him or her.
- A choice must be made: help a friend or help someone important.
- A choice must be made: help an annoying, unimportant friend or help an enemy with a ransom.
- A choice must be made: help an officer who has made life difficult or help a commoner who is nice.
- The healers' camp is overrun by Lunars after a battle goes disastrously wrong.
- The leader of the army is dead! To save the day, the healers must rescue the body so that the leader can be resurrected.
- Bandits or traitors are stealing supplies.
- A sudden outbreak of disease is more than the healers can handle. Are worshippers of Malia at work?
- Patients come in who are on opposite sides of a blood feud. Can the healers keep the two sides apart and prevent more bloodshed while treating both patients?
- A troupe of entertainers camps near the hospital. Their lure is so magnetic that the helpers (and even some junior healers) begin to neglect their duties.
- Lunar troops arrive to requisition the healers' services, by force if necessary.
- At a desperate moment, when it seems that all is lost, an offer of help comes from an enigmatic or dangerous source: a trickster, dragonewts, trolls, or even a known enemy. The help seems genuine, but what price will they ask for it, and when?





S

UR

ADVE

z

œ

#### O Shepelkirt, the New Evil O

Shepelkirt the Red Goddess is the arch foe of Orlanth. She was defeated in the Gods Ages, but returned as a wound in the sky after making an alliance with Chaos. Now she is like a new Unholy Trio unto herself. Like them, she can only bring Chaos back into the world.

Shepelkirt has corrupted the government and religion of her homeland and all of the lands she has conquered. She sends her legions to conquer Dragon Pass, for the prophecies tell everyone that as long as there are free Orlanthi in Dragon Pass, the wound in the world will one day be healed.

Her legions are the Lunar Empire. They have killed our fathers and grandfathers. They reward those who kill their brothers to please her. They seek now to destroy Orlanth, for Shepelkirt knows that only he can stop her, as he stopped Chaos before. It is the Hero Wars now, and time to strike back.

0

8

Θ

HE

RIUM

I

0

HE

MOON

-



# COME T}{E }{URRICANE

#### AYETH THE PRIESTESSES OF KEV

Each of these are sparks, borne upon a changing wind.

- From a secret hearth on the north-western borderlands of the Cinsina, forty-nine Vingans are dispatched to the clans of Sartar, each to seek men and women of courage. Commanded by an exiled queen, they draw strength from the new secrets of an old myth.
- In the hills above Whitewall, three exhausted men and a maid of spears together swear an oath to avenge their slain companions. The vow they make is terrible, and it will endure beyond death. They will go north, but first they journey south, to seek the counsel of one who worships a foreign god.
- Behind the markets of Swenstown, a Lunar sorcerer finds a new truth in the body of slain woman.
- In the eastern grasslands of the Balkoth and the Kheldon, small bands of Praxians, Sable and Bison and Antelope together, come in peace to the tulas, each wearing the badge of a white bull.
- Within an ancient Youf ruin hidden amidst the Wildlands of the Tovtaros, an imprisoned spirit chants to a solitary hunter. The hunter listens for three full days, crouching beneath a carved wall on which Orlanth rides a dragon.

"Even Fazzur walks in the wind." —recent Heortling saying.

From a distant eastern land, a caravan of silken priests arrives

at the high gates of Boldhome. They bring a new color and a new way of listening that even the most sophisticated Lunars have never seen.

- In the night sky over Alda-chur, balls of blue fire flay the sky a full season long, and the stars are rocked by a dark wind.
- Midst the hidden heights of the Storm Mountains, in an ancient wind-stead made of lightning, six jars are broken, and new winds spiral and pern across the land in a long-forgotten gyre.
- In a castle made of lead by a lake fed from a hole in the sky, a dark priestess is driven mad by visions of what is to come.
- In a vineyard stead of the Colymar, a young Earth Priestess gives birth to three tattooed girl children, though one is taken in the night.
- By the mystic road to the east of the Dragon's Eye, nine full priest dragonewts light seven pyres of green flame that shriek in darkness and do not fade. Two creatures are left afterwards.
- In Heortland, a young king receives answers to three questions he has not asked from a stranger who does not speak.

Each of these are these sparks to light the inferno. It is the time of the Hero Wars, the time of the Thunder Rebels. The wind has been sown, and the storm will be harvested.

#### Come the Hurricane!

# **MDEX**

a,

#### Illustrations

The Ancestors	52
Andrega Silverflame	33
Bivin	50
Bundalini and His All-Skeleton	
Band	50
Cattle Raid4	1
Clan Chieftain	.7
Clan Council	.7

#### Contests

Assess Gudalulf's Case	Get Information About Chaos45
Drive off Insects	Get Orgulf's Aid
Evaluate Gudalulf	Get Permission for Raid 41
Gather Information Casually63	Hold Breath
Gather the Cattle	Identify the Wound
Get Derkrova's Aid	Keep an Eye on Bargaeta63

#### **Keywords**

1 6 1 1

Doburdun		Taral Kuvindas	
----------	--	----------------	--

#### **Hero Wars Statistics**

Acerimus the Scholar
Andrega Silverflame
Arrowstone Troop Leader 24
Arrowstone Trooper
Beryl Phalanx Front Ranker 25
Beryl Phalanx Hoplite24
Bivin the Juggler
Brass Mule Merchant
Brightspear Soldier
Bundalini

#### **Support Summaries**

Clan Champion	Clan Priest
Clan Chieftain	Clan Ring12
Clan Dishthane	Clan Warband Leader13
Clan Healer	Clan's Head Farmer
Clan Lawspeaker	Local Chief Priest

#### **Rules and Narrator Resources**

Alternatives to Orlanth22 Automatic Augmentation12 Choking Orlanth7	Describing Lunar Magic 27 Episode Seeds	
Contest Synopsis	The Home Tula Advantage 54	Repeating Events

"Hero Light"			4		÷	Ŷ	2	-	4	.56
Iskallus Breat	hes	i I	Fre	ee						.20
Lunar Mercha	int									.39
Lunar Soldier	1	2						.2	25	5,65
Map of Sartar										
Panicked Heo										
Pig										
Serarernalda .										64

Shining Scimitar soldier			,	.28
Skyline		ç	ų	.55
Sword, Claw, and Bread				
Thunder Delta Slinger .				.27
Tosti Runefriend	4	,		.19
Venharl Stormbrow				
Walktapus			,	.47
Wounded man	3	•	4	.18

Obtain Hospitality	Stage an Ambush
Outrun Pursuers	Surprise a Hearth
Recruit More Spears	Track the Ogres
Resist Derkrova's Trance	Win a Legal Case
Seek Support	
Slip across Enemy Clan's Tula42	

Harernalda	Shining Scimitar Soldier29
Heortling Warbands	Thunder Delta Slinger
Iskallus Breathes Free	Thunder Delta Slingers Hunt
Lasadag Lionman	Leader
Lasadag Lions Pride Leader 26	Tosti Runefriend19
Orgulf Horntwist45	Venharl Stormbrow
Patrol Leader, Heortling 22	Warrior, Heortling
Priestess of Natha the Edge26	Warrior, Tarshite
Serarernalda	
Shimina Silvertoes	Warrior. Storm Rams.22Zirin.50
Local Priest	Tribal Ring16
Tribal Earth Priestess16	Tribal War Temple
Tribal Healer Temple	
Tribal Lawspeaker	
Tribal Market	
Keyword Rating12	Sample Resistances

14	Sample Resistances
12	Sample Resources
rriors21	Using the Silverflames
35	

#### Listing

≻

S

ш

H

NIC

ш

>

۵

A

z

A I

R

4

8

\*

A

8

 $\succ$ 

Abomination
Acerimus
Aggar
Alanolding Clan
Alda-chur
Duke of See Harvar Ironfist
Aldachuri, the5,8,23,71
Aldachuri Overtribe8
Alone
Alone Undertribe
Amad Tribe
Amalda Edrufsdotter8
Ancestors, the36,44,47,52,53,56
Andrega Silverflame
Aneragal Faithful
Angtyr of the Horn
Antelope PeopleSee Impala People
Anzarni Clan
Aranwyth Tribe
Argan Argar
Rex
Aringoth
"Ariva Nuva"
Arlemadrus
The Arming of Orlanth42
Arra Greengrass58-59,63-64
Arrowstone Cavalry24
Askenadros Silverfingers 17, 19
Asrelia
Astrid
Babeester Gor15
Baby Cauldron, the15
Bachad Tribe
Backboy (supporter)12-13,19,33
Bacofi Tribe
"Bad Boys" See Malani Tribe
Bad Wind Clan17
Bag of wind
Balkoth Tribe
Balmyr Tribe
Bargaeta
Barngradus Blackeye 18-19
Barntar
Baron Sanuel
Battle of Grizzly Peak
Battle of Iceland
Bear Tracking Clan
Beast Valley
Beastfolk
Bee Tribe
Beryl Phalanx
Beti Ballista
See Leika Orlkensorsdotter
Big Thunder Clan
Bison People
Bivin the Juggler
Black Oak Clan
Blackcloud
Blackmor
See Kangharl Kagradusson
Bloodstone
Boldhome
Bolobos the Juggler
Bosodos Bowbreaker9
"Bow Tribe"See Sylangi Tribe

Branbrig
Brass Mule Merchant, the 30
Brass Mule(s)
"Brave Tribe"See Cinsina Tribe
Bread Rebels
Bread War
Breakblade
Brightspears
Broo
Broyan, High King
Bulls of Heaven, the45
Bundalini
Cacodemon
Cat Clan
Chalana Arroy14-15,17,35,49,60 See also White Lady
Chaos4,15,35-36,40,44-50,58,65
Chaos demon
Chaos Features
Chaos nests
Chaos taint
Chaos Bees
Chaos Maw
Chaos Wolf
Chara the Ponygirl60-61,63-64
Chasuble of Jarrath Weavemaker19
Chernan
Cinsina Tribe5,9,66
City ring
Clan Councils
See also Earth Ring, Hill Ring,
Lightbringer Ring, Storm Ring,
Traditional Ring
Clan Moot
Claw Rebels
Cloud Lions
Cloud Sheep See Urothtrorol
"Cloud Tribe"See Aranwyth Tribe
Colymar Tribe
Black Oak Clan
Zethnoring Clan
Common Resources11
Confederations See Aldachuri
Overtribe, Alone Undertribe,
Duck Point Confederation, Jons-
town Confederation, Swenstown
Confederation, Volsaxar Confed-
eration, Wilmskirk Confederation
Crafty Rivals
Crafty Rivals
Crafty Rivals  .35    Crimson Bat  .71    Crone, the  .57    Culbrea Tribe  .5-6,8-9    Curtali Tribe  .8-9    Dagori Inkarth  .8,32,46    Daimon(es)  .9,40,44,47    Bear Daimon  .20
Crafty Rivals
Crafty Rivals.35Crimson Bat.71Crone, the.57Culbrea Tribe.5-6,8-9Curtali Tribe.8-9Dagori Inkarth.8,32,46Daimon(es).9,40,44,47Bear Daimon.20Daligar the Bear Trainer.32"Dancing Apple Inn".10
Crafty Rivals.35Crimson Bat.71Crone, the.57Culbrea Tribe.5-6,8-9Curtali Tribe.8-9Dagori Inkarth.8,32,46Daimon(es).9,40,44,47Bear Daimon.20Daligar the Bear Trainer.32"Dancing Apple Inn".10Dancing Insterid.19
Crafty Rivals
Crafty Rivals.35Crimson Bat.71Crone, the.57Culbrea Tribe.5-6,8-9Curtali Tribe.8-9Dagori Inkarth.8,32,46Daimon(es).9,40,44,47Bear Daimon.20Daligar the Bear Trainer.32"Dancing Apple Inn".10Dancing Insterid.19Dar the Chieftain.13Dara Happa.23
Crafty Rivals
Crafty Rivals
Crafty Rivals
Crafty Rivals

Darkwind Maul
Dart Wars
Darvesh the Unyielding24
Daughter (supporter)12,20
Day 88
De
Death-is-Life Clan
Delasta
Delecti the Necromancer44
Deloradella
See also Kyger Litor
Demon
Chaos demon
Derkrova
Desi Axe-of-the-Goddess20
Destor
Dinacoli Tribe
Disaster Year, the
Divination
Divine Companion
Divine Wrath
Doblian Dogeaters
Doburdun
Doburdun's Cloud Castle23
the Loyal Storm
the Thunderer
Domast Longear
Donandar
Donandar's harp
Dragon Pass
46,65,71 Governor General of4,9
Dragon's Eye
Dragonewt plinth
Dragonewts
Full priest dragonewts
Dragonkill War
Drellus
Drogarsi
Dry Spell
Du, the cruel clown
Duck Point
Duck Point Confederation 5,9
Dundealos Tribe
Durev
Durulz, Durulz Tribe4-6
Earth Goddesses
Earth Ring15
Earth Temple
Earth Women Clan17
Edruf Strongbreath
Eighth
Ektor
Elder (supporter)12,20
Ellig Greenlegs
Elmal
Endless Winter
Enferalda
Enslaved Tribes
Enstalos Tribe
Entarios the Supporter16-17
Entekos
Entekos' Air Realm23

Eol Tradition
Erantha Gor
Ereltharol
Erenala
Erinartha Dax-aru
Ernalda9,15,17,24,49,53,60-61
Allmother
the Earth
the Healer
the Queen
Ernaldans
Esra
Esrola
Esrolia
Eurmal
Eurmali
Evil Emperor
Far Point (region)
Fazendus
Fazzur
Feathered Horse Queen 4,71
Felkeve Two-Arrow
Finovan
Finovan's Muster
Finovan's Words 40-43
Firebull Clan
First Clues
First Tribe, the
Flamal
Flame of Sartar4
Flesh Man14
Food Thief
Food Thief
See Culbrea Tribe
Food Thief
See Culbrea Tribe Foremouth Offir19 Forlind30
See Culbrea Tribe Foremouth Offir
See Culbrea Tribe Foremouth Offir19 Forlind30 Foul Murder48 Four Legs Clan17
See Culbrea Tribe Foremouth Offir

Goram Whitefang
Gordius Silverus
Gored
Gorp
Gorp Bone
Grazelanders
Great Darkness
See also the Darkness, Endless
Winter
Great Loom, the
Great Rain Clan17
"Great Traitors"See Sylangi Tribe
Great Weighty
Green Basket, the
Green Grain Clan
Greenstone
Greenstone Temple
Grizzly Peak, Battle of71
Grizzly Peak, battle of
Guardian Being
Penates, Silver Seeker, Three Stone Staff, Wyter
Guardian Hills
Gudalulf
Gultha Goldtongue
Gustbran
Hahahoho
Hahlgrim Two Strike
Hantrafal
Hara
Harband Mighty Pen 18-19
Hardrard the Green9
Harernalda
Harsaltar Black Ram
Harst
Harvald the Hairy
Harvar Ironfist
Hauberk Jon
Healer Temple
Hedkoranth
Hedkoring

Hospitality Greeting	K
Hroar, King	K
Hu the Sword	K
Humakt	K
Humakti	K
Malani kings	K
Hungry ClawsSee Krarsht	K
Hurry, Go Get Them	K
Husband	K
Hwasorl	K
Ilgalad Trollfriend	L
Illumination	L
Impala People	Ĺ
Imperial Commissary	"]
Imperial Enemies	L
Imperial General	L
Imperial Overseer	L
In Betweens, the	L
Into the Mouth of Chaos47	L
Iphara	
Irinalda	
Ironhoof	÷
Sacred alliance of6	L
ls	L
Iskalla Peaceweaver	L
Iskallus Breathes Free15,18	L
Issaries	1
Ivar Quickstep	L
Jafoksor the Short	L
Jar-Eel	L
Java Spithead	L
Jenest Faradsson	L
Jenesta Rib-sticker	L
Jennurus Frexandus	L
Jera	L
Jomes Hostralos	
Jonargin Tribe	L
Jonrik	L
Jonstown	L
Jonstown Confederation8-9	L
Jonstown Library9,16,18	M
Kadone	M
Kallyr Starbrow4,7,71	M
Kallyr's Rebellion See Starbrow's Rebellion	M
Kalvostosa	M
Kamil Sharpwit	M
Kangharl Kagradusson	Μ
Karaska Igilithsdotter	Μ
Karndarsal	M
Kastok	
Kastokus combat style24	Μ
Keening of the Widow's Heart .20	"1
Kero Fin	"1
Kero Fin Mountain	М
Kerofinela4	Μ
Kethaela6	
Kev the Visionary	M
Kheldon Tribe	M
King of Dragon Pass4	M
King's Road, the	Т
Kinsion the Silver Sword	M
Kinstrife	М
KirvelikurEru	Μ

Kitori	Mi
Kitori wilds9	Mo
Kostajor Wolf-Champion 6	"M
Kralorela	Mo
Krarsht	Mo
Krarshtkid	Mo
Krarshtkids in the Cellar49	Mc
Krogar Yellowtooth	Mo
Kultain Tribe	Mc
Kyger Litor	Na Na
Lares	Na
Larnste's Table	INA
Lasadag Lions	Na
"Lazy Tribe"See Dinacoli Tribe	
Leika Orlkensorsdotter6	Na
Levru Once Around	Na
Lhankor Mhy14-15,17,22	Ne
Lightbringer Ring14	Ne
Lightbringers	Nis
See also Chalana Arroy, Eighth,	Ny
Eurmal, Flesh Man, Ginna Jar, Issaries, Lhankor Mhy, Orlanth	Ny
Lightning Javelin	Od
Lion Self	Og
Lismelder Tribe	Og Oh
Beer	Old
Locaem Tribe	On
Zethnoring Clan	Ora
Loom Blessing Day	Ore
Loom House	Org
Lord of the Air See Orlanth	Orl
Lost Man Hills	
Lukus, Count	
Lunar Army	
Lunar Cycle	
Lunar Empire4,6,8,39,65,71 Lunars4-7,10,35,38,44,62	
Lunar Field Colleges	
Lunar Heartlands9,23,28	
Lunar Native Corps23	
Lunar Way, the	Orl
Lunar Influence	Orl
Maboder Tribe	Orl
Mad-Blood Malan8	Ori
Magasta	Ori
Magic Failure	Ord
Mahome	
Maiden, the	
Maiden (supporter)	Ore
Malani Tribe	Ors
Humakti kings of	Orv
Malia	Oth
"Man of Peace"60	Ou
"Man of War"	Ou
Mankiller Onsara	2
Maran	Dal
Maran Gor	Pel Pel
Marking Bone15	Pel
Marks-on-Bark Clan17	Per
Marton	Pet
Mayor	Pha
Memovore	Pha
Minaryth Purple	Phi
Minlister	Pla

Minotaurs
Moirades
"Monkey Tribe"See Enstalos Tribe
Monro
Moon Storm
Morale Crisis
Mostali
Mother, the
Motion Powers
Nakor
Natha
the Edge
Natha the Edge Magical
School
Nature Spirits41
Natyrsa
New Hills
New Winds
Niskis
Nymphs
Odayla
Ogres
Ogres of Fun
Ohorlanth
Old Goat Breath
Omen(s) 15,28,36,41,52,57,60
Orane
Orendana
Orgulf Horntwist45
Orlanth
24,49,51,53,56,60,65-66 Adventurous
Allfather
the Chieftain14-15
Lord of the Air
the Rebel Storm23
Rex
Temples of
Orlanth's Hall
Orlanthi
Orldag Five-step
Ormalaya
Ormthane Vale
Orogeria
the Huntress
Orogeria's Falcon
See Taral Kuvindas
Orolmarn
Orstan
Other Resources
Ouranekki
Outer Ring
See also Ginna Jar, Thunder
Brothers, Weaver Women
Pelanda
Pellios Uphada
Pelora
Penates
Petrad, King
Pharaoh, the
Dhangantaa
Phargentes
Phargentes

z m ×

	Potor Clan
	Praddenjus
	Prax
	Praxians
	Primal Chaos
	Princeros Tribe
	"Proud Tribe" .See Colymar Tribe
	Provincial Overseer
	Puppeteer Troupe, the 32,50
	Quiviniland
	Rana the Puppetress
	Ranulf Turn-Tail6
	Rashorana
	Rebel Gods
-	The Rebellion
	Combat Tactics23-24,26-27
	Red Moon
	Red (Moon) Goddess 6-7,65
	Redalda64
	Resistance, the
	See also The Rebellion
	The Riddler46
	Righteous Wind
	Righteous Wind Rebellion71
	Rigsdal
	Robsart
	Roganvarth Loud-Laugh5
UI,	Roitina
	Rolling Thunder42
	Rufelza
	Rugo
	Rumbling Cliff Clan17
	Sable People
	Sacred Calendar
	Sacred Order
W	Sambari Pass
	Sambari Tribe5,10 Firebull Clan5
	Sartar 1,4-6,9-10,18,30,71
	High King
	House of
	Sartar's scribe
	Sartar, Kingdom4,6-8,10, 31,45,71
-	High King of4
	Tribes of
	Twenty-four Tribes of 4-5
	Sartar's Flame
	Sartari4,7
	Sartarites
	Scorch
	Sealstalker
	Searing Bolt
	Self-judgement
	Sense Chaos
	Serarernalda16,57-58,60-62
	Seven Mothers, the
	Shaker Temple
	Shattered Tribes
	Sheepless Nights
1	Shepelkirt
-	Shieldthane (supporter)
	Shimina Silvertoes
	Shining Scimitars
3	Silver Scimitar, the

S

ш

2

9

2

ш

>

0

đ

2

4

R

4

8

2

d

8

"Poet Tribe" . . . .See Balmyr Tribe

Silver Seeker
Silverbows
Silverflame Scimitar blessing28-29
Silverflames, the 28,-29,33,58
Sister (supporter)
Six Storms
Skalfara Wild-Wheat
Skovara
SkybullSee Zarur
Slaves
Sleepy Petrad
Smashshield Randan
Snake of Long Steel
Snake-pipe Hollow
Snakepipe Dancers
Snow Top Clan
Solvanthus Luxenverus
Soq
Spear of the Winds
"Spear Tribe"See Locaem Tribe
Spearthane (supporter)
Special Resources
Spirit World
Staple Ring See Storm Ring
Star Grizzly
Starbrow's Rebellion5-6,8,38,71
Starkval
Stolen Kisses
Storm Mountains
Storm RamsSee Venharl's Storm
Rams
Storm Ring14
Storm Tribe
Storm Tribe Ring
Stormbrow
See also Venharl Stormbrow
Straight Furrow Clan17
The Summons of Evil
Sun Dome County
Sun Dome Templars
Sun Horse Clan

"The Ten Lessons of Morality" .32
Thanatar
Thandrene the Dour
Threats
Three Stone Staff
Three-eyes Amulet
Thunder Addi
Thunder Brothers17,41
Outer Ring
Thunder Delta islands
Thunder Delta Slingers27
Thunder Hoof
Thunderstick
Thunderstone
Tonalang
Tonaling Hardblow
Torkani Tribe
Godori Clan
Tosti Runefriend
Totem
Tovtaros Tribe
Tozbod the Strong Woman 32
Trader Princes
Traditional Council See High
Council
Traditional Ring14
Traveling Clan
Tres Tribe
Tribal Councils
See also High Council, Storm
Tribe Ring
Tribal Market
Tribal Moot
Trickstor 17
111CKStel
Trickster
Trollfriend
Trollfriend
Trollfriend
Trollfriend
Trollfriend    .5      Trolls    .4-5, 38,41,58,63      Bee Tribe    .46      Trollkin    .36
Trollfriend

Vexilla
Vi
Vinga
the Defender Storm 19,33
the Spearwoman64
Vingkot4
Vingkot the Champion15
Vingkot Thunderous20
Virtues, Orlanthi10,43,51
Vokord
Volsaxi Tribe
Voria
Voriof
Walktapus
War Temple
"Wark's Hotel"
Wasp Riders
Wastes, the
Wealth Failure
"Wealthy Tribe"See Dinacoli Tribe
Weaver Women (Outer Ring) .14
Werewolves
See also Telmori
White Bull
White Lady
See also Chalana Arroy
Whitewall
Willandring Clever-Kennings6
Willandring the Blue19
Wilms
Wilmskirk
Wilmskirk Confederation10
Wilmskirk Confederation10 Wind Children
Wilmskirk Confederation  .10    Wind Children  .36    Wind Ram  .5ee Urothtrorol    Wolf Men/People  .5ee Telmori    Wolfslayers  .5ee Cinsina Tribe    Women's Circle  .55    Outer Ring  .15    Women's Council, the  .15
Wilmskirk Confederation10    Wind Children
Wilmskirk Confederation10    Wind Children
Wilmskirk Confederation  .10    Wind Children  .36    Wind Ram  .See Urothtrorol    Wolf Men/People  .See Telmori    Wolfslayers  .See Cinsina Tribe    Women's Circle  .55    Outer Ring  .15    Women's Council, the  .15    Woundbind  .64    Wulfsland  .9
Wilmskirk Confederation10Wind Children
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal Tarnils.22Yanvandure Hejiperda.28
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYanvandure Hejiperda.28Yavor.19
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalio.8-9,71
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalio.8-9,71Yelmalions.9,59
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanvandure Hejiperda.28Yavor.19"Yellow Bear Inn".10Yelm.24Yelmalio.8-9,71Yelmalions.9,59Yinkin.14,17,38
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalio.9,59Yinkin.14,17,38"You Do," the puppeteers.32
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanvandure Hejiperda.28Yavor.19"Yellow Bear Inn".10Yelm.24Yelmalio.9,59Yinkin.14,17,38"You Do," the puppeteers.32Youf.66
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalions.9,59Yinkin.14,17,38"You Do," the puppeteers.32Youf.66Your Bloodline.11
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalions.9,59Yinkin.14,17,38"You Do," the puppeteers.32Your Clan.11Your Clan.11
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalions.9,59Yinkin.14,17,38"You Do," the puppeteers.32Youf.66Your Bloodline.11Your Cult.15
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalions.9,59Yinkin.14,17,38"You Do," the puppeteers.32Youf.66Your Bloodline.11Your Cult.15Your Family.11
Wilmskirk Confederation  .10    Wind Children  .36    Wind Ram  .See Urothtrorol    Wolf Men/People  .See Telmori    Wolfslayers  .See Cinsina Tribe    Women's Circle  .55    Outer Ring  .15    Women's Council, the  .15    Woundbind  .64    Wulfsland  .9    Wyter  .6,9-10,12,23,34,37,43-44,53-54    Yanafal Tarnils  .22    Yanvandure Hejiperda  .28    Yavor  .19    "Yellow Bear Inn"  .10    Yelm  .24    Yelmalions  .9,59    Yinkin  .14,17,38    "You Do," the puppeteers  .32    Youf
Wilmskirk Confederation  .10    Wind Children  .36    Wind Ram  .See Urothtrorol    Wolf Men/People  .See Telmori    Wolfslayers  .See Cinsina Tribe    Women's Circle  .55    Outer Ring  .15    Women's Council, the  .15    Woundbind  .64    Wulfsland  .9    Wyter  .6,9-10,12,23,34,37,43-44,53-54    Yanafal Tarnils  .22    Yanvandure Hejiperda  .28    Yavor  .19    "Yellow Bear Inn"  .10    Yelm  .24    Yelmalions  .9,59    Yinkin  .14,17,38    "You Do," the puppeteers  .32    Youf  .66    Your Bloodline  .11    Your Cult  .15    Your Family  .11    Your Household  .11    Your Tribe  .16
Wilmskirk Confederation  .10    Wind Children  .36    Wind Ram  .See Urothtrorol    Wolf Men/People  .See Telmori    Wolfslayers  .See Cinsina Tribe    Women's Circle  .55    Outer Ring  .15    Women's Council, the  .15    Woundbind  .64    Wulfsland  .9    Wyter  .6,9-10,12,23,34,37,43-44,53-54    Yanafal Tarnils  .22    Yanvandure Hejiperda  .28    Yavor  .19    "Yellow Bear Inn"  .10    Yelm  .42    Yelmalions  .9,59    Yinkin  .14,17,38    "You Do," the puppeteers  .32    Youf
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYanvandure Hejiperda.28Yavor.19"Yellow Bear Inn".10Yelm.24Yelmalions.9,59Yinkin.14,17,38"You Do," the puppeteers.32Youf.66Your Bloodline.11Your Cult.15Your Family.11Your Tribe.61Yozarian.43Yrsa Nightbeam.5
Wilmskirk Confederation  .10    Wind Children  .36    Wind Ram  .See Urothtrorol    Wolf Men/People  .See Telmori    Wolfslayers  .See Cinsina Tribe    Women's Circle  .55    Outer Ring  .15    Women's Council, the  .15    Woundbind  .64    Wulfsland  .9    Wyter  .6,9-10,12,23,34,37,    43-44,53-54  Yanafal Tarnils    Yavor  .19    "Yellow Bear Inn"  .10    Yelm  .24    Yelmalion  .8-9,71    Yelmalions  .9,59    Yinkin  .14,17,38    "You Do," the puppeteers  .32    Youf  .66    Your Bloodline  .11    Your Cult  .15    Your Family  .11    Your Household  .11    Your Tribe  .16    Yozarian  .43    Yrsa Nightbeam  .5
Wilmskirk Confederation.10Wind Children.36Wind Ram.See UrothtrorolWolf Men/People.See TelmoriWolfslayers.See Cinsina TribeWomen's Circle.55Outer Ring.15Women's Council, the.15Woundbind.64Wulfsland.9Wyter.6,9-10,12,23,34,37,43-44,53-54Yanafal TarnilsYavor.19"Yellow Bear Inn".10Yelm.24Yelmalions.9,59Yinkin.14,17,38"You Do," the puppeteers.32Youf.66Your Bloodline.11Your Cult.15Your Family.11Your Tribe.16Yozarian.43Yrsa Nightbeam.5Yuhurol.20

## WHAT GRANDPA TOLD YOU

You were raised by elders, who you called your grandparents. When you asked what your father did or where your mother went, this is what they told you. No one ever told it to you this way—you have sorted this information out into this chronology.

Feel free to make any additional notes you wish about what your ancestors did at these times. This sheet gives you the history, but actions and feelings are your story.

About 120 Years Ago "The old days, the founding days, your grandpa's grandpa's time." King Sartar founded a great land of peace, plenty, and happiness.

**About 60 Years Ago** Grandpa was born. He lived under the reign of King Tarkalor, the greatest king since Sartar. Tarkalor killed the Lunar Emperor Phargentes. Tarkalor defeated the Kitori, who had kept trade from coming into Sartar from Heortland. Tarkalor made peace between clans by helping Monro discover his new god, Yelmalio, and move out of the kingdom. Tarkalor married the Feathered Horse Queen, and so ruled all of Dragon Pass. The wolf men were peaceful, the Praxians traded instead of raiding, and the Empire was defeated. Tarkalor had fine strong children. Everything was perfect.

**About 40 Years Ago** Dad was born. The evil king of Tarsh got magicians from the distant Empire, and they killed Tarkalor at the Battle of Grizzly Peak. This was the beginning of the end.

\_ Years Ago (1590) The Lunar Empire invaded, but was driven off.

\_ Years Ago (1600) You were born. The Empire invaded, but was driven off again.

Years Ago (1602) The Disaster Year. Dad and grandpa and every else went away to war. The Empire used an army of zombies, the monster Crimson Bat, an army of dragonewts, and the avatar goddess Jar-Eel to take Boldhome. They have occupied Sartar since then. Your father was killed in one of the bloody battles, and no one knows where his bones lie.

You were a small child. Do you remember that sad farewell? Even if not, you surely remember the great period of mourning afterwards.

Years Ago (1605) Your mother died of sickness during one of the many food shortages. She was ill with a new disease. You know where her bones are buried in the urnfield.

Raiding, feuding, and banditry became commonplace. Many caravans were raided and lots of steads were burned, but your clan was not troubled more than usual. You have even heard the names of many local success stories, where people kept what was theirs.

Years Ago (1611) The Righteous Wind Rebellion defeated a Lunar army, but was crushed by the traitorous Harvar Ironfist. He is an Aldachuri and an initiate of Yelmalio; he used imperial magicians and the terrible Gagarthi to destroy the rebels. He is a king now, perhaps a high king as he says. We are lucky that the King of Tarsh seems as unhappy about Harvar as we are.

Did your clan support the Righteous Wind Movement? Yes, and a bunch more people died.

\_\_\_\_ Years Ago (1613) Starbrow's Rebellion defeated a Lunar army, but was trapped by the Imperial General named Fazzur Wideread. Most sword rebels (anti-Lunar commandos) and claw rebels (guerillas) in Sartar ended when Kallyr was exiled. Only the bread war (resistance activity) seems to be going on now.

*Did your clan support Kallyr?* Yes, and a bunch more people died.

No.

120

-60

1590

1600

1610

1615

Years Ago (1614) Some hearty adventurers discovered Temertain, a great scholar who was a descendant of King Sartar himself! Temertain came home and the Imperial General agreed to install him as ruler of Sartar. Even the Wolf People agreed to follow him, which they do only for the rightful rulers. However, he has not lit Sartar's Flame, so he is not the real king yet. You don't know whether you think it will help if he does, since most people say he is just a puppet for the Lunars.

#### Last Year

Copyright © 2001 Issaries, Inc. Permission granted to photocopy for personal game use only.

# Be sure to see these other great products from Issaries!

#### 9901. Deluxe Hero Wars, Roleplaying in Glorantha

ISBN 1-929052-06-5.

\$44.95

Complete game in a handy box. Contains *Hero Wars*, *Narrator's Book*, short fiction, maps, and character sheets. Illustrated, with maps.

#### 1102. Glorantha, Introduction to the Hero Wars

ISBN 1-929052-02-2.

\$19.95

\$12.95

Glorantha is a mythic world of gods and goddesses, fabulous races, and widespread magic. *Glorantha* contains the background to bring *Hero Wars* to life. 256 page trade paperback, illustrated, with maps.

#### **1103.** *Anaxial's Roster, Creatures of the Hero Wars* ISBN 1-929052-07-3.

ISBN 1-929052-07-3. \$19.95 Anaxial's Roster contains over 150 creatures for narrators to use in the Hero Wars. Each description includes origin myths and full *Hero Wars* statistics. Some are friends, many are foes, a few are magical harbingers, and others are just food. 256 page trade paperback, illustrated.

#### 1002. Hero's Book, Playing in the Hero Wars

ISBN 1-929052-13-8.

Everything you need to know to play *Hero Wars*. Contains all of the game's key rules, two hero bands and twelve sample characters, and tips for creating effective heroes, using the rules to your advantage, and role-playing in Glorantha. 64 pages, standard format, illustrated.

#### **1301.** *Thunder Rebels,* Player's Book for Orlanthi Barbarians ISBN 1-929052-03-0 \$19.95

Information for players who want to exploit their Heortling heroes strong points. Includes cultural information, occupations, and complete cult write-ups for Orlanth and Ernalda (including almost 50 subcults). 256 page trade paperback, illustrated, with maps.

#### 1310. Storm Tribe, The Cults of Sartar

ISBN 1-929052-10-3

\$19.9

*Storm Tribe* details the unusual gods of the Storm Tribe, including popular cults for player heroes. Contains 11 long cults and magic keywords for 24 other deities. 256 page trade paperback, illustrated.

#### 1402. Orlanth is Dead! Sartar Rising, part 2

ISBN 1-929052-15-4

The Hero Wars ignite. This book contains a timeline of the end of the world, background on the Sartar Campaign, and the epic Battle of Iceland, which begins the rebellion. 72 pages, standard format, illustrated

#### 4502. The Complete Griselda

ISBN 1-929052-11-1

\$17.95

\$14 9

These twenty-eight short stories about Griselda, famous adventurer of the city of Pavis, provide an entertaining look at life in Glorantha Listen as her friend Olaf Dickin's-son tells of her quick wits, decisive action, and apparent invincibility. 224 page trade paperback.

#### What came before the Hero Wars?



# KING OF DRAGON PASS

#### Adventure and Heroism on a Magical Frontier

King of Dragon Pass puts you in charge of a small clan which colonizes the haunted lands of Dragon Pass. Hundreds of interactive short stories combine with the resource management of a turn-based strategy game to create a grand saga: the unification of Dragon Pass under its first king.

Greg Stafford says, "This is a great story-telling game that really captures the long-term clan life of Sartarites."

#### You Are Not Alone

Your clan's leaders, each with their own personality and point of view, will advise you as you make essential decisions about your clan's magic, resources, tribal politics, and relationships. Characters age and mature as the multi-generational story line develops.

#### What's in Dragon Pass?

The computer game features over 500 full-color illustrations and 20 detailed myths.

"It accurately shows what Glorantha looks like, and illustrates the way its people use myths to help them in the world. If you like Glorantha you will love this game."

King of Dragon Pass won three "Best of Glorantha" awards. It runs on almost all Windows or Macintosh computers. It's the perfect accompaniment to your Hero Wars series.

#### www.a-sharp.com/kb

To order King of Dragon Pass, visit our web site today.





# Barbarian Adventures

# Sartar Rising, part 1

Every day, danger and opportunity confront the Orlanthi barbarians of Sartar. Those heroes who step out in front of their communities to face these challenges take the first step on the long, hazardous road to the Hero Wars. Everyday activities such as cattle raids, blood feuds, and riding patrol teach players what it means to be a Heortling. Introductory adventures familiarize players with the everyday risks of life in the hills. Are your heroes brave enough to defy their Imperial oppressors? Will they cast themselves into the conflagration of the Hero Wars?

#### Selected Contents The Kingdom of Sartar — Information on the History, Tribes, Councils, and Travel Customs of the Kingdom of Sartar.

- Player Resources Seek the advice of the Clan Lawspeaker or consult a specialist with powerful magic.
- Narrator Resources Neighbors, Imperial Enemies, Wanderers, and Oddballs to enliven any campaign. Includes the magic keyword for Doburdun, the Dara Happan God of Thunder.
- Clan Activities Seasonal Events, Triggered Episodes, and Everyday Activities to challenge player heroes.

A Year of Chaos — Fight Chaos monstrosities as you uncover an evil buried deep within the clan. Blood Feud — Become embroiled in a deadly feud because of a horse.

These Women Need Help — Escort a group of friendly (perhaps more than friendly) healers around the countryside.

# **Barbarian Adventures** is the first volume of the Sartar Rising series. It is intended for both players and narrators, who must own *Hero Wars* to use it fully.





Issaries, Inc. Hero Wars and Issaries, Inc. are trademaks of Issaries, Inc. All rights reserved. Discover more at **WWW.herowars.com**