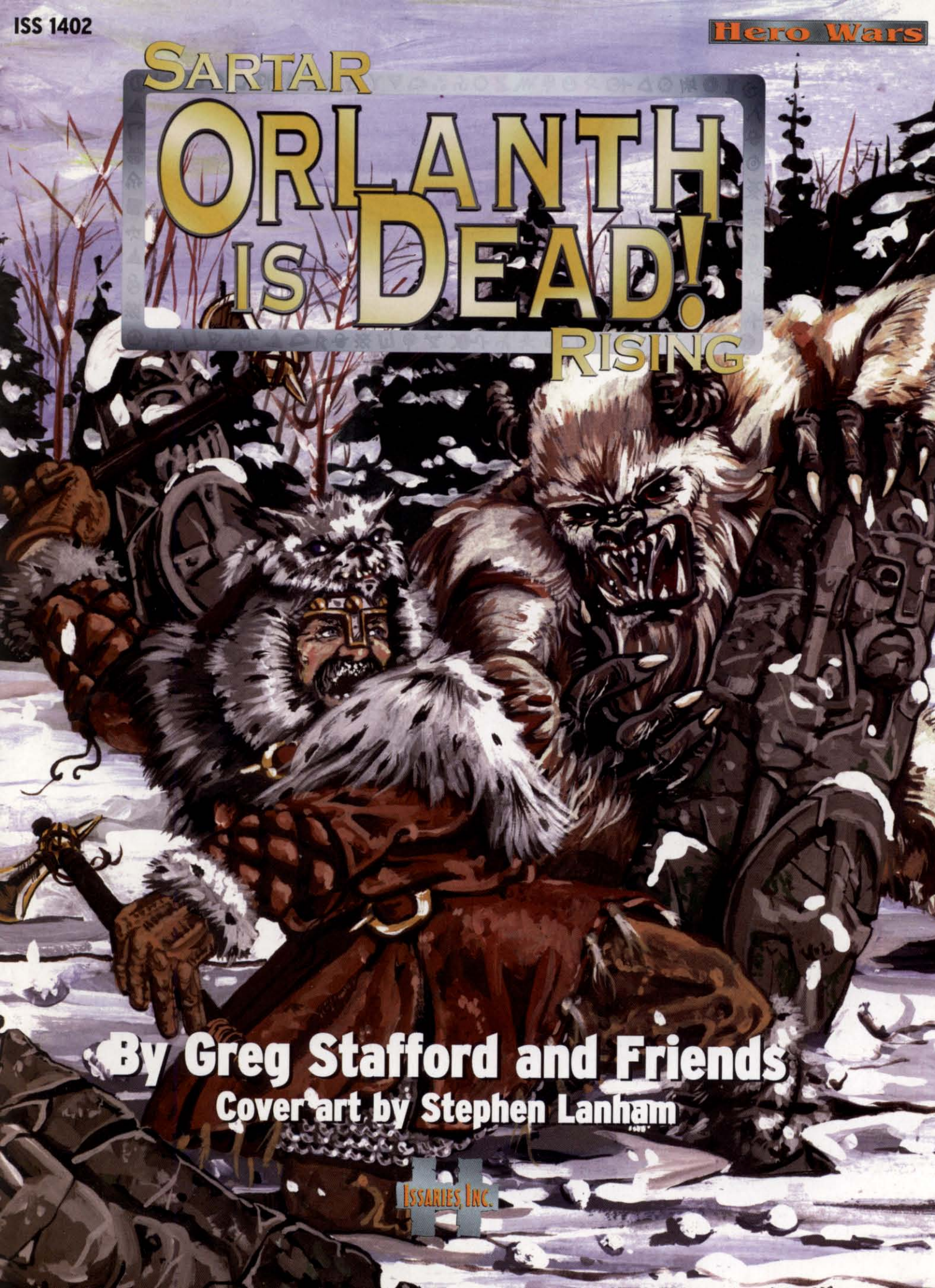


# SARTAR ORLANTH IS DEAD! RISING



**By Greg Stafford and Friends**  
**Cover art by Stephen Lanham**





Hero Wars  
†  
**ORLANTH IS DEAD!**  
*Sartar Rising, volume 2*

By Greg Stafford and Friends.

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*The Gods of War bless the Heortlings.  
Barntar is Strength, we stand against our foes;  
Vingkot is Leadership, we overcome our foes;  
Humakt is Death, we destroy our foes.  
Orlanth is Victory, we are the Storm Tribe.*



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# WELCOME TO THE HERO WARS

**O**rlanth is Dead! is the second book in the *Sartar Rising* campaign series. It is an aid for the narrator that provides the first great *Hero Wars* event in the land of Sartar, the Battle of Iceland. It makes many assumptions about the type of game being played. It also assumes access to *Barbarian Adventures* (ISS 1401), *Thunder Rebels* (ISS 1301) and *Storm Tribe* (ISS 1310). Narrators may find it useful to read *King of Sartar* (ISS 4500), a collection of myths and legends about Dragon Pass and the Hero Wars, many of which relate to the era covered in this series.

*Winds stop. Air thins. Magic fails.*  
Winter begins, out of season. You expect to hear the  
news any time now, but you already know the truth:  
Whitewall has fallen, and the old world is over.  
Where will you be when the Hero Wars begin?

## Orlanth is Dead!

Whereas *Barbarian Adventures* concentrated on the day-to-day life of the Heortling barbarians of Sartar, *Orlanth is Dead!* brings them into the struggle to save their god and free their land from the oppressive Lunar occupation. As such, it introduces powerful characters and larger-scale problems. It is more directed—there is a story being told, and the players at this stage will be in a position to affect but not rewrite it. Make the players feel like they are part of something great, and be careful not to make them feel powerless. Try to generate a sense of collective storytelling and discovery. Help the players become excited by the bigger story. Players should not read much of this book.

While certain events must happen to drive the story forward, in many other places we provide ideas rather than fully detailed episodes, so that the actual flow of events can be made unique and adapted to the needs of the players and their game.

The *Sartar Campaign* describes the plight of the kingdom under Imperial occupation and the main heroes and groups dedicated to freeing it. In addition to details of what has happened in the past, it also offers a quick preview of what is yet to come, a description of the rebel leader Kallyr Starbrow, and a first suggestion of how one of the player heroes might become Argrath, the ultimate liberator of Sartar.

Your *Clan* is unique and special, the best in all Sartar. This chapter provides a detailed mechanic to personalize and individualize the player heroes' clan(s). This questionnaire addressing everything from who they followed in the mythic era before Time to who their present enemies are. The players will participate in the creation of their clan, helping to define the clan's wealth, relationships, and secrets, as well as the powers of its

guardian being, called a wyter.

*Warfare and Battle* explains the Heortling way of war, from Vingkot's Muster to typical battle formations. It provides the narrator with a quick way of resolving battles of every size and gives ideas on how to make the experience of battle exciting and realistic. Players may want to read this section.

Narrator Resources addresses the foes and leaders of the campaign, from epic figures like Kallyr, to the senior 'Army Villain' that will be the heroes' Lunar nemesis throughout the series, to groups and individuals they may fight. These latter include a dogged bounty hunter, a Lunar zealot with a private army, and the mercenary pikemen of the Sun Dome Temple.

*Orlanth is Dead* is a climactic tale of how the wind stops, Orlanthi magic dies, and savage, unnatural winter comes to Dragon Pass. While the Lunars advance their plans to pacify the Sartarites, the heroes must survive, protect their clan and kin, and then play their parts in the magical and military response, which will culminate in a mighty battle.

This clash, *The Battle of Iceland*, is a major turning point in the rebellion. If the heroes survive attacks by dour imperial hoplites, unearthly Lunar magic, and savage Chaos monstrosities, they will have an opportunity to free Orlanth, save Kallyr's life, and be forever respected by their peers. Heroes who can say, "I was at Iceland" will be recognized as among those who changed the history of Sartar.

The *Epilogue* outlines what happens after the battle; after all, this was just a battle, not the war. Orlanth is free, but the Lunar hold on Dragon Pass is not broken, and the Empire is still powerful. There are even greater events ahead, as Sartar awaits its Argrath!

## Your Campaign

The *Sartar Campaign* presumes that time passes in the adventure world, and that player heroes will grow more powerful and important. Early scenarios give ordinary problems that warriors in a Heortling clan need to deal with. These include the everyday actions of cattle raiding and feuding. Occasionally, great events occur that offer the player heroes a chance to participate. Eventually, the players will be powerful and important enough to become close to the leaders of the rebellion.

## The Big Story

We assume that every narrator's campaign will include both "free choice" and designed scenarios.

Free choice scenarios allow the players to do whatever they want. The campaign is set up to allow a lot of that kind of choice. We hope that such stories are enticing enough to interest the players, but they can be ignored if the heroes have more important business. They are not obliged to pursue a clan feud, go cattle raiding, or help the rebels. However, certain events will happen whether or not the heroes participate. The story goes on regardless, and the players will be swept into it.

The designed scenarios that we will present are of two main types, Campaign-motivated and Player-motivated. You, the narrator, will have to find a balance between these events that will satisfy you and your players.

Campaign-motivated scenarios include events like the Battle of Iceland. These are 'The Big Story' that will affect even individuals who try to stay uninvolved.

Player-motivated scenarios include the everyday events of a Heortling warrior's life. In the early days they include the popular pastimes of cattle raiding, fighting Chaos, and other activities described in *Barbarian Adventures*. Future supplements will include such scenarios as well.

Both types of scenarios are needed for maximum challenge and fun. The year after year of dealing with raiders, local threats, and monster incursions is exciting, but it takes on new meaning when players also become engaged in epic events.

### Before the Tempest: the Learning Sessions

Start easy. Narrators have to take the lead in telling the story. Familiarize your players with the rules and lead their heroes through the world gradually. It is not good to throw unknown players and heroes directly into the epic events described in this book. Mention a few seasonal events (see *Thunder Rebels*,

pp. 104-117, and *Barbarian Adventures*, pp. 34), then have the heroes participate in a couple of holy days. Run them through the scenarios in *Hero Wars*, *Barbarian Adventures*, and online at [www.HeroWars.com/hw/scenarios.html](http://www.HeroWars.com/hw/scenarios.html). Get them used to their homeland, the weather, and the way Heortlings do things. It does not matter if no one knows what year it is—the passage of time in the earlier adventures can be vague and indefinite.

## Narrator Tips

Your job is not just to provide entertainment to the players, but to provide it in such a way that they will entertain you in turn. You need to talk a lot, providing both important and irrelevant descriptions and information. However, you do not have to give out everything at once, and you should never be afraid to ask what the motivation for a question is.

In providing answers and information, always give the players options. Let the players choose between good, bad, and risky things to do. Some options may seem silly or even stupid, but just shrug and offer them anyway. "Or you can jump over the cliff." By offering these obvious possibilities all the time, it will not seem strange the one time the "silly" option is important. Do discourage players from being stupid, however.

You should give the appearance of free choice to the players, but present information in a manner that tempts them to participate in your story. If necessary, remind them of the likely consequences of their actions. Players usually consider potential physical consequences as a matter of course, but social consequences are often the unspoken pressure for behavior. Thus, if a player wants his hero to do something rash or with potentially serious consequences, you may need to remind him of what the mob will do, how long the weaponthanes take to get there, what the gods do to people who perform such activities, and so on. But be conservative—coercion is uncomfortable enough when necessary for the plot; it is intolerable when used frequently or in trivial situations.

### "The Cry from the Mishap House"

"Mishap House" refers to clan dependants, particularly those who were permanently disabled or made mentally incompetent while performing a special task for the clan. Since such tasks often entail a dangerous trip to the Otherworld, the Mishap House commonly includes survivors of heroquests who have paid the price but not collected any reward.

Clans rarely have an actual house for these pitiful folks, for who but Chalana Arroy could bear to be among so much misery concentrated into a single place? The term "house" is used in the meaning of "a group of people." People usually tend their own kin in these circumstances.

Nonetheless, in some places groups have assembled actual Mishap Houses for their former friends and companions. Their visible presence, in a relatively comfortable setting, is intended to encourage people to undertake, or at least support, new heroquesting to prepare for the Hero Wars they say are coming.

#### What is Rebellion but "A Cry from the Mishap House?"

Many people fear both the rebellion and talk of the Hero Wars. When they say, "the cry to war comes from the Mishap House," they mean this as a term of scorn, pointing to such places as statements of the costs of supporting the notion of a Hero War.

Narrators should occasionally bring forth authority figures to question the heroes on their actions and motivations. Like most people in entrenched positions of power, they seek calm and the status quo. Indeed, their leadership roles require this—

part of their job is to quell anything that could threaten their communities (or status).

Past rebellions, after all, have simply led to brutal reprisals and, if anything, a strengthening of the Lunar yoke. Although it is possible to oppose the rebellion out of the best motives, most authority figures believe that even successful actions pose too great a risk of consequences. Many remember the crucifixes that lined the roads, each bearing its grisly remnant of a guerrilla or rebel sympathizer. No one has forgotten the Sambari and Dundalos, the first tribe humbled, the second shattered.

The Hero Wars pose an even greater threat to the status quo. Every rumor or threat of it contains tales of destruction and the seeds for social and cosmic upheaval. Many leaders regularly and publicly disavow belief that the Hero Wars are coming, reminding everyone that the prophecies are so vague and general that they are inherently untrue. The Lunar Occupation and incipient rebellion are cause enough for concern and are right here, right now. Diverting attention to the Hero Wars—especially using it as a justification for outrageous actions—is an anti-social action that must be curbed.

Such censure from most authority figures makes leaders who *do* believe in the coming Hero Wars much more significant. Of course, over time more and more of them will recognize the reality of what is going on. The player heroes, in fact, have an opportunity to spread that word and help sensible people to survive the struggle.



## Benchmarks

The scenarios of the *Sartar Campaign* are designed for a group of 4-6 players, each with a single hero of common origin. They often assume that the heroes work in a cooperative hero band. One or two characters may be of leader quality—up to two abilities at 12W2 or three at 5W2, several more at 15W-18W, and with appropriate companions. The other heroes should be beginning characters generated using the rules in *Hero Wars*.

Organizations naturally have leaders and followers. The heroes are welcome to act differently if they wish, working out some special arrangement with their society and/or the narrator. However, they should realize that this is not how the rest of the world works, and there are always costs associated with going against the cultural grain. Chieftains will expect to deal with a leader and will become uncomfortable or suspicious of the group if there does not appear to be one. The Lunars will put out a reward for “so-and-so’s gang,” making their own assumptions as to who is in charge.

We encourage you to have a leader-type character on hand to help the beginning group. If an individual in the group is mature enough to play such a character, you will not need to create this patron. Just have that player use the Advanced Experience options in *Hero Wars* when creating his character.

### What Leaders Do

Leaders command and followers do the job. Even a front-line swordthane or “squad leader” must give orders to his followers and observe what occurs before committing himself to action. He is expected to save himself for the most powerful enemy. If there is no enemy leader, he supports his followers with some healing here, a well placed arrow or augment there, and personal intervention whenever anyone needs rescuing. That is his job, and only in set or desperate situations will he leap into the melee hacking left and right with his sword.

People without this capacity, even extremely powerful and efficient individuals, are not selected as leaders among the Heortlings. They are valued for what they are (perhaps a champion or powerful magician), but they are not leaders. Someone else will give them orders.

### Easy Reasons to Start Together

The game runs more smoothly if you can justify why a group of player heroes are together. This is especially important if they do not seem to have much in common with each other.

**One Clan, One Home:** This one is easy. The player heroes are relatives, living close together. They have known each other for their entire lives, and share communal goals.

**One Clan, Many Homes:** Clans recognize kinship even when members have never seen each other. The players may be related but come from different tribes, perhaps even different kingdoms. If strangers can prove their kinship they are respected and accepted, whether they come from Sartar, Heortland, Esrolia, or even Tarsh.

**One Home, Many Clans:** Despite appearances in previous publications, different kin groups often inhabit a single village. Multiple clans often reside in a single town, and a clan may have members in several villages, perhaps even a group in a nearby city. Even if they do not share kinship, players may very well share some communal goals.

**One Cult:** Many deities are minor or obscure, with only a few hundred worshippers scattered across the land. Members of such cults who discover each other have good reason to remain together to work their god’s magic.

**One Band:** Players might share interests, goals, or ideals even if they have no kinship, communal, or religious ties. Such individuals can join an existing organization, but many form a new group (often called a hero band) that will help them to accomplish tasks more easily. We recommend that the meeting of the players and the formation of the hero band be played out, since that will give players a greater sense of belonging.

The social milieu is critical to the campaign, which presumes that people live in an organized society. Player heroes will be followers until they can prove themselves qualified as leaders. The hero band to which they belong is the organization that they follow. Forming this hero band is a part of the campaign. As the band succeeds, other followers will become attached to it, lending it greater strength and influence.

### Rivals and Enemies

Choose a rivalry early. Use rivals during peaceful lulls in adventure. They can color home life by rubbing shoulders at moots, on market days, and in column marching to battle. Have a race between the player heroes and another band with similar goals, with friendly taunting afterwards by the winners. No weapon-worthy insults, just rivalry (and good-natured brawling if your campaign is so inclined). Is a player courting some woman? Give him an opponent from the rival group. After you figure out which Argrath the players are least likely to follow (see pg. 11), you can have the rivals follow him.

Enemies are more serious. A good narrator will have personal villains as a focus for the players’ (and heroes’) emotions. The game has a different feeling when the fight is not against the vague Lunar Empire, but a personal foe who has spat in your eye, foiled your successes, and otherwise opposed you every step of the way.

The *Sartar Campaign* presents many enemies, but the story should focus on one or two as the player heroes’ personal foes. They will appear repeatedly in the campaign to combat and thwart the player band. Even if the heroes kill most of the band the officers should remain, escape, and reappear later. And not just because the story says so—final defeat of a long-time foe should be a scenario of its own. Later scenarios will use the shorthand “Villain Attacks Here” on the assumption that your campaign will have established these by then.



# The Calm Before The Storm

"Moon, broo, and the ambitions of chieftains are the three great evils."

—Common Sartarite saying

A foul generation has passed since the soldiers of the Red Moon invaded and occupied Sartar, enslaving its inhabitants under the yoke of the Lunar Empire. Although many clans struggle to maintain their worship of Orlanth and the traditions of their ancestors, many Sartarites have betrayed their gods and embraced the Lunar way.

The Lunars are a people of the town and city, and it is in the cities and towns that they have made their nests. They are clever and subtle, and can defeat a clan with gifts as often as with spears. Through the selective seduction and bribery of tribal kings, clan chieftains, city rings, and influential godar, entire tribes have 'turned towards the red' and now join in public sacrifice to the Chaos Moon. And when soft words fail, the Empire is deadly to those who oppose them.

In the four hands of years since the invasion, many things have changed. Sartar is a backward frontier posting far from the rich glow of the *real* Empire (the Lunar Heartlands), and the actions of military officers, tax collectors, sheriffs, and other Lunar functionaries often escape close scrutiny. Many opportunities exist for cruel or unscrupulous officials to do as they choose, with little chance of discovery or rebuke.

Strangers have come into the area, crowding against the fringes of the sacred tulas. Settlements of Lunar veterans, come as conquerors and colonists, push out the clans and take over their lands.

Many traders and opportunists have come as well, and everywhere is seen the magic of counting and coin. The tribes have always known and made use of money, but it was a servant, not a master. Now, the widespread use of coinage weakens the bonds of gift giving and patronage. The sanctity and independence of the clans and the sacred bonds of kinship are spoiled, as folk demand shelter, food, or goods simply by showing silver in their palm. The Empire pays for thralls with silver, sentences "rebels" to slavery, and encourages thrall-taking among all the clans. The freedom wind is threatened.

A generation of noble hostages taken as children has returned from the Heartlands to resume their lives among the clans. They bring with them foreign gods and ways, and a heart-felt devotion to the Lunar Way. They are called *dirt-shines* by those who dislike them. Generous trade concessions and new lands have been granted to compliant clans, while the rebellious face heavy taxes and the loss of territory. The old bonds and loyalties between allies have been weakened, and it is sometimes difficult to tell friend from foe.

In the cities and towns, Lunar courts enforce a new kind of law, with no concern for justice. They deny the sacred right to *wergild*, and no one has a free voice or the consolation of kin! Inter-marriage between troops, colonizers, and Sartarites, especially in the clans of the city rings, has brought new concepts of kinship, ownership, and loyalty, diluting the Custom of Vingkot and the Laws of Heort. New Pelorian has become the language of city and confederacy court. Lunar shrines and altars have been erected in every city's market square, while the temples and holy places of Orlanth are defiled and laid waste.

Lunar missionaries have recruited many clansmen, assisted by Tarshites who claim to follow the Old Ways, but who have turned their backs on Orlanth. Spies, informers, and collaborators are everywhere, and the clans who seek to maintain the

ways of the Storm are wracked by the horror of kinstripe. Sartarites act as intermediaries or guides in the collection of taxes, in hunting and punishing rebels, and in destroying the holy places of Orlanth, Urox, and Babeester Gor. They call themselves the Moon Winds, but we call them *ruptureds*. These traitors use their newfound power to prosecute tribal rivalries and inter-clan feuds with murderous efficiency. So deep is the treachery that Sartar is now the battleground of tribe against tribe, clan against clan, and even sister against brother.

Even those who take the outlaw path bring hardship and danger to all. They neither plow nor herd, but instead must demand food and shelter from kin or from the steeds of strangers. In a time of poor harvests and high taxes, they must live off the labor of others. How strange to see women and men from different clans and even different tribes living and fighting together! Some are truly heroes, but others are little better than bandits.

The armed uprisings against the Lunars include Starbrow's Rebellion, the Righteous Wind, The Season of Five Storms, the Firebull Moot, and the Black Arrow Callings. All have been quickly contained with a mixture of bribery, treachery, threats, and military action. With the exception of Prince Temertain, those of King Sartar's blood are no more, and the heroes who openly opposed the Lunar army are all dead or exiled.

Despite the cowardice and excuses of many leaders, the true Sons of Sartar know that they are locked in a bitter struggle for the very survival of their land and people. It is no longer merely a conflict of battles and blades, raids and rebellion, but of ideas and customs, subtle seductions and great magic.

Large-scale military actions are now rare. The army prefers selective use of terror to demonstrate their mastery, and the rebels wait until the time is right to strike. The decimation of the Sambari Tribe following the Firebull Moot was carefully calculated by the Lunar Command, and Kallyr and the rebel leaders have learned from this and other failed rebellions.

On the Other Side, Lunar heroes and priestesses block and divert the sacred paths of the Heortlings, using foul sorcery to interfere with the Sacred Order. They subvert the true myths, spreading false stories and prohibiting the holy binding ceremonies of Sacred Time. They have even intruded on the Hero Planes, so that questers on the Sacred Way are deceived and misled! No longer do Heortling questers encounter Burning Tongue Beast on the Herd-Making Quest, but rather Red Feather Tongue, who offers a boon of a different kind. There have been many such changes.

The sacred order of the world is threatened. As more Heortling ceremonies fail, as more transformers are killed or lost forever on the Sacred Paths, so the ritual and magical power of the clans falters and dies. Harvests fail, herds sicken and waste, and the great cleansing of Storm Season weakens and is no more. Now the Lunars openly proclaim that the Wind is bound, and that Orlanth will be imprisoned forever.

**It can not be.**

**It must not be.**

**Come the Hurricane.**





# THE SARTAR CAMPAIGN

**T**he *Sartar Campaign* assumes that certain background events occur no matter what the players do. A significant part of the story is how the heroes react to the changing world around them. Their personal actions may have impact, but they cannot decide the fate of the whole world, and are subject to the ebb and flow of history and power.

We assume that most heroes and hero bands are somewhere in between these extremes of power. Their purpose (at least at first) is to figure out how to keep their world safe, get on with daily life, and, when necessary, just how to survive.

## The Rebellion

*Orlanth is Dead!* provides current statistics for the eight most important rebel leaders in Sartar at the time of the Battle of Iceland. This section provides brief overviews of most of them, and many details about Kallyr Starbrow. Narrators should use this section to determine the placement of these leaders in her campaign during the seasons leading up to this battle, to get an idea of their personalities and convictions, and to provide means for her players' heroes to become involved in the campaign. Each of these rebel leaders has a band of close followers.

**High King Broyan:** High King's House. Cannot be joined.

**Dernu and Gernu:** Alynx and human guerilla team, specialists in raiding into enemy holdings.

**Elmalandti, the Wild Wind:** Ultra-holy devotee, he cared little for Sartar but so much for Orlanth that he helped the cause at first just by serving Orlanth as the irrepressible wind. Eventually, he realized that serving the rebellion served Orlanth, and he joined the Iron Ring of Sartar.

**Gyffur Ulfsson:** Chieftain of the Hidden Gale Clan, which exists now only as a band of savage, hard bitten, and relentless commandos. See *Hero Wars* for full details.

**Kallyr Starbrow:** Chief rebel leader. At this time, player heroes cannot join her personal hero band, Sartar's Band.

**Minaryth Purple:** Does not lead his own band, but does occasionally hire bodyguards and assistants. In the *Sartar Campaign*, he serves first Kallyr Starbrow and then, after her death, Argrath.

**Orngerin Thundercape:** Orngerin is a sworn companion of Kallyr. His personal followers are the Silent Wind, a guerilla band that specializes in ambushing caravans.

**Orstalor Spearlord:** The "Riverside Guerilla," whose wife (they say) is a water goddess.

It is possible, of course, to follow one of these leaders without joining their personal band. This is what we expect most player heroes (and hero bands) to do, especially at first.

## The Iron Ring of Sartar

*Other Names:* the Sartar Ring, the Secret Ring of Sartar.

The royal regalia of Sartar was scattered when Boldhome fell. The invaders took some parts, but several pieces were hidden or taken away in secret. Those were brought back together by Ormland Ridgerunner, athane of the Dundalos Tribe. The lost parts were replaced by Dunorl Brandgorsson to reform the kingdom's broken Ring. The artifacts attracted their bearers, who have come slowly to the band. Several years ago Dunorl Brandgorsson gave leadership over to Kallyr Starbrow, and she has continued to lead the band in secret.

The members of the Iron Ring of Sartar hold the regalia. They are the most important rebel leaders, dedicated to the cause and with the support of the desperate outlaws who make up their war band. The narrator should present these leaders as stereotypes at first. Players should choose the gang they like the most and seem to "fit" the best.

The final two pieces of the regalia, the scale and sword, are provided for the narrator to use as she fits. This will allow her to fit her own narrator characters into the larger epic, and may even be a way for the player heroes to become part of the rebellion's leadership if they do not end up following one of the leaders that we provide herein.

### Renowned Members:

Sartar's Torc, Leader: Kallyr Starbrow.

Sartar's Trowel: Orstalor the Spearlord.

Sartar's Chain: Dernu.

Sartar's Basket: Orngerin Thundercape.

Sartar's Pen: Minaryth Purple.

Sartar's Jewel: Elmalandti, the Wild Wind.

Sartar's Scale: No current holder.

Sartar's Sword: No current holder.

### Choose Your Favorite Rebel

Orngerin Thundercape is the default rebel leader used throughout the early stages of the *Sartar Campaign*. As narrator, you are free to substitute a different rebel leader wherever Orngerin appears, if that better fits your campaign. Pages 35-42 of the "Narrator Resources" chapter describe several rebel leaders, but you may of course use one from your own campaign if you would prefer, perhaps even one of the player heroes.

# Timeline of the Sartar Campaign

Although *Orlanth is Dead!* occurs primarily in 1622, this timeline of the campaign covers the most important events from 1613 to 1622. Narrators must be aware of the movement of time. We assume that the heroes will have several adventures each year, some clan-oriented, some otherwise motivated.

Many important events occur that are outside the scope of this book. Some take place nearby, in Prax, Esrolia, and Tarsh. They have long-range consequences, but not immediate ones, though narrators may send their heroes as far afield as they wish. Player heroes might learn of these happenings through the gossip and news that they hear over the winter. That is, the narrator can tell the players what "everyone says" is going on.

Even as narrator, you do not have to know everything. Not even a lot. Just enough to tell the story and entertain your players. Resist the temptation to describe or make up details for everything. You can say, "Those are the red-hatted earth people over there," and do not explain anything more. Just say, "It's not important now."

## 1613-1620: Early Events

Here are some brief notes about what happens each year. Let players read this part of the timeline, or work the events into the game as rumors, to set the background for later entries. The precise year of each event is not as important as maintaining a sense of the story going on "out there" while the player heroes engage in activities at home.

1613. Starbrow's Rebellion. A Lunar attempt to desecrate one of Orlanth's hilltop altars sparks a rebellion, led by Kallyr Starbrow, queen of the Kheldon Tribe. Lunar General Fazzur Wideread quells the uprising, makes scapegoats of the durulz [ducks], and installs Temertain as puppet-prince. Kallyr escapes to Whitewall.

1615. Lunar victories in Sartar. The Colymar Tribe succumbs to Lunar domination. Their king (Blackmor the Rabid) becomes a worshipper of the Red Goddess. The Firebull Clan of the Sambari Tribe rebels, and the Lunar reprisals greatly weaken the tribe. The Dundelos Tribe resist the Aranwyth and Balkoth Tribes over restrictions in Swenstown against the Kheldon Tribe, leading to harsh reprisals by the Lunars.

1616. Kethaela, the kingdom to the south, is destroyed by the Lunar Empire. Its leader, the Pharaoh, usually returns to life after his reign ends, but this time does not! The infamous Wolf Pirates destroy the Holy Country navy and ravage the coasts. Barbarians invade the rich land of Esrolia.

Temertain is a weakling, and seems interested only in his Lunar concubine, Estal Donge.

1617. Kethaela is at war with itself. Malkioni mercenaries seize control of Heortland; only King Broyan holds out.

Temertain is enthralled by the witch Estal Donge, and is useless as a ruler.

1618. The Dundelos Tribe rebels again; the tribe is disbanded, and most members are killed, enslaved, or forced to flee to their kin among the Poljoni.

Kethaela is in anarchy, but King Broyan continues to hold out in Whitewall.

Temertain is a fool.

1619. The Kultain Tribe rises against the Lunars and is crushed. A few clans join other tribes, but most are forced to swear loyalty to the Sylangi Tribe.

The Lunar Empire invades northern Heortland, and the Lunars besiege King Broyan inside Whitewall.

Temertain is an idiot.

1620. The Lunar Empire invades southern Heortland. Whitewall is the only unconquered part of the land.

Temertain is an insult to all Heortlings.





## 1621: The Year of Crisis

1621 is the critical year for this period. Many of its events are described in detail in this book.

1621, early. Giant's Cradle comes down River of Cradles (in Prax) for the first time in hundreds of years.

1621. Great military and magical activity surrounds Whitewall, beginning in early Sea Season. The Lunar Empire commits all of its local resources to besiege the city. The assaults include:

Heler Winds rain acid. (The white hill and walls are scoured clean.)

Huge assault by Imperial troops. (Thousands dead, no entry made.)

Slime ascends the citadel and flows over the walls. (It turns to water and flows away.)

A demigod burrows under the walls. (Another meets it, and they destroy each other after an awesome struggle.)

Huge sorcerous fire falls on the city. (It is extinguished before it can do more than scorch the walls.)

Priests riding on giant eagles fly over the walls and seize the gate. (The besieged eat eagle meat that night.)

The Crimson Bat finally arrives to devour all of the inhabitants. King Broyan and his personal companions teleport onto its back and, incredibly, drive it from the Mortal Plane.

At last, Whitewall falls to the Lunar Empire on the Winds Day of Death Week in Dark Season. The battle would have been heroic if anyone alive had remained in the city to defend it, but all the Lunars found were a few corpses. None of the leaders were found.

### Whitewall Falls

on the Winds Day of Death Week in  
Dark Season, 1621. Orlanth is Dead!

#### ALL WINDS STOP, deadly cold starts.

The Red Emperor declares 1621 the Extra Full Moon Year, and an Empire-wide celebration begins on the Winds Day of Move-

ment Week in Storm Season, Orlanth's high holy day. Tatiush the Bright assumes command of the Lunar Provincial Army in the Sacred Time before 1622. A cold spell begins that quickly intensifies, for no winds come to fight the gods of winter.

## 1622: Orlanth is Dead

For over half a year, the winds stop and most Orlanthi magic does not work. The bitter cold that set in after the fall of Whitewall intensifies until the entire land seems frozen and dead. See pages 43-52 for details of this critical time.

1622. Construction of the Reaching Moon Temple begins in early Fire Season.

The Battle of Iceland occurs on the Earth Day of Disorder Week in Earth Season. This Heortling victory partially frees Orlanth.

**The winds blow. The deadly winter ends.  
Spring finally begins.**

## 1623-1625: What Comes Next?

After the Battle of Iceland, the scattered Heortling attempts at rebellion unite under Kallyr Starbrow, whom some claim will be the next high king of Sartar. Several great events occur over the course of the next five years, and will be detailed in future books of the *Sartar Rising* series.

1624. Kallyr Starbrow aids in the Shipraising, which returns the Boat Planet to the sky.

Continued fighting in Esrolia occupies some Heortlings and many Lunar troops. Lunars decisively defeated by Harrek the Berserk at the Battle of Pennel.

Harrek and the Wolf Pirates plunder the City of Wonders in the Holy Country (Dark Season).

Prince Temertain assassinated by rebel Humakti (Dark Season).

1625. In Prax, Argrath White Bull liberates the city of Pavis from the Lunars (Sea Season).

Kallyr Starbrow leads a great quest and raises the Younger Storm Dragon. This disrupts the ritual to empower the new Reaching Moon Temple, while the dragon devours the Lunar Army in Sartar (Earth Season).

## Dunorl Brandgorsson

Dunorl was a Colymar tribesman dedicated to the House of Sartar. After the fall of Boldhome, he made many attempts and finally founded a secret hero band to struggle for the liberation of Sartar: Sartar's Band. Dunorl was also a member of the Iron Ring of Sartar, and held the iron ring: a torc forged by dwarves for King Sartar himself. After several years of painful struggle, he handed the ring, the hero band, and responsibility for liberating Sartar to Kallyr.

## Kallyr Starbrow

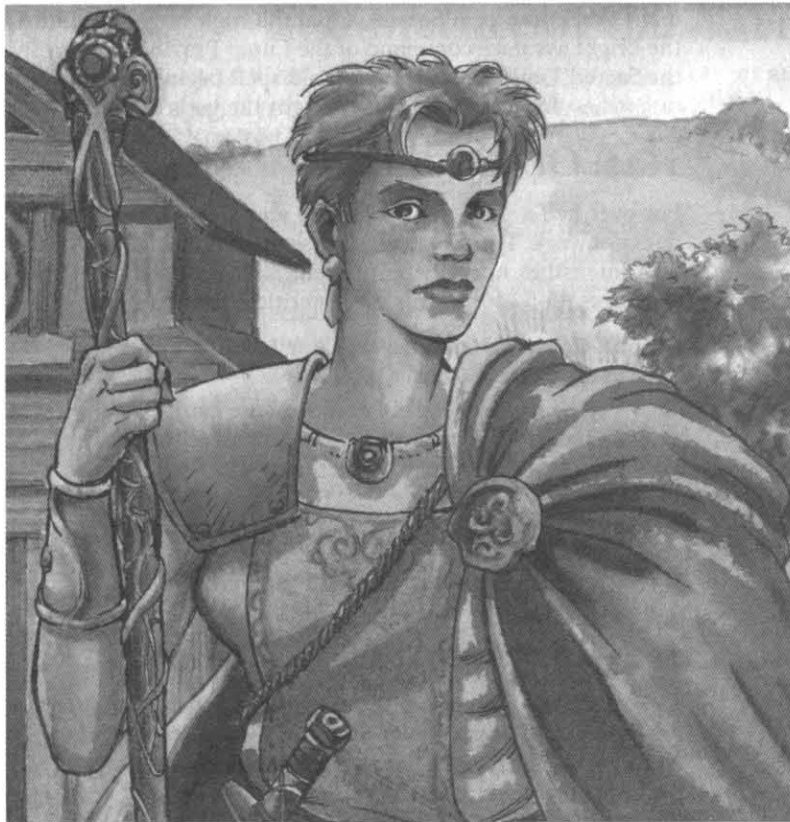
Kallyr Starbrow shapes the early *Sartar Campaign*. She is the visible focus of the rebellion, and the person most responsible for its success. While the players sort out the "many Argraths" (see below), Kallyr will go on to her destiny.

Even before they meet her or realize it, the player heroes will operate within her sphere of influence. If they oppose the

Lunars successfully, especially at the great events, they will plunge deeper into the rebellion, and thus meet Kallyr.

Meeting Kallyr provides the opportunity the players need to become powerful and famous. They will go to the Sky World to sail on a planet. They will help raise a new dragon to devour the Lunars. Eventually, the heroes might be the ones to bring her back to life when she is slain. They will learn of her hidden sorrow, perhaps provide her with her only escape from her destiny, and in any case bear witness to the last years of her fame.

As a narrator, you should be aware of how you provide information. The sections below outline knowledge that heroes at various distances from Kallyr might have. People talk about things in a different way based upon how close they are to the actual people and events. By revealing this information gradually, you will insinuate the players into the large scale of the campaign, show them how to affect those actions, and even offer them the chance to take pivotal roles in later events.



## Getting Close to Kallyr

Kallyr Starbrow is the foremost leader of the rebellion, leading two secret rings dedicated to freeing the land. She is the most influential and, later, most powerful individual in Sartar. Her story forms most of the background epic of which your campaign will be part. Her actions keep the rebellion alive; she unites the scattered rebels and eventually becomes high king. Player heroes, being unique and active, will gravitate towards her. The books of the *Sartar Campaign* present a story that will allow them to become as close as they wish.

However, at this early stage of the story Kallyr is a distant figure. Many famous people serve her diligently. They are the encircling rings around rings that make bonds strong. They are the ones who speak for her, a very busy person who has the wisdom to delegate. We present two of these followers to show one way that the narrator can introduce player heroes into the action within the context and customs of Heortling society.

Three levels of resistance lie between Kallyr and the players at the start of the campaign. Javern Spithorn is the first link that the players will meet; Orngerin Thundercape (his boss) is the second; and finally is Kallyr herself, the leader of leaders.

### Meeting Javern

Javern is a well-known and easily recognized member of Orngerin Thundercape's band. He has a bull's horn stuck right on top of his helmet with the curve arching backward. If asked about it he says, "It's my ancestors' custom," and then spits upon the ground. He is laconic, but responds to all Orlanthi greeting protocols patiently and carefully, to maintain the ritual's magic (see *Thunder Rebels*, pp. 34-36). He also scrutinizes each player hero quite openly, perhaps even indiscreetly, without shame or embarrassment.

If Javern comes to the player heroes, his message is almost always, "Come with me to speak to Orngerin." Sometimes he delivers the message as an invitation from one generous and

famous man to another. Sometimes he delivers it with humility, perhaps carrying a gift (most often to some woman who has caught Orngerin's eye). Javern often precedes his statement with menace, at first only implying that his lord has made a demand, then escalating his tone if refused or scorned. Most often, he simply presents a business message, without a hint or clue of Orngerin's intent.

If the player heroes come to Javern seeking an audience with Orngerin or Kallyr, he will go through the greeting ritual and listen to the heroes. He does whatever he thinks is necessary to ensure that he clearly understands their message and intent. He will offer them appropriate refreshment from what he has on hand, ask them to wait, and go off to deliver the message (and his opinion) to Orngerin.

### Meeting Orngerin

Orngerin Thundercape is one of Kallyr's most capable and trusted associates. He is powerful, and like Kallyr is surrounded by a circle of protectors and servants. He is a member of the Last Breeze cult, and has proved himself in many fights. When his own chieftain refused to help Kallyr, Orngerin swore to follow her. He fought in the fore at Starbrow's Rebellion, and went into exile with her to Heortland. Whenever possible, he has people brought to him, rather than he going to them.

Orngerin is a giant among people, if you measure this by fame and glory. He has earned the respect and devotion of his loyal companions, who do his bidding without question. They know that Orlanth himself plucks up the souls of men who die defending their lord, and they have sworn to receive this honor in his service.

Like all great Orlanthi warriors, Orngerin is always accompanied by his Four Storms. On his right stands his Sword, Javern Spithorn, a veteran weaponthane. On his left stands his Shield, Sartark Shieldsplitter, a former Lunar slave. Behind him stands his Spear, Bofrost Bounce. Beneath him when he rides to battle is his Backboy, his magical warhorse Brown Rainbow.

### Meeting Kallyr

When Kallyr appears, narrators should portray her as aloof and set upon things that are greater than ordinary people. When the player heroes meet her she is distant, her gaze sweeping them all for a moment, then seeming to fix again on a far object. Right now, player heroes do not have the option to get close to her. Later, they will earn the chance to know her better.

## The Great Rebel

This timeline provides more detail about Kallyr's history and actions than most common folk know. A successful hero band that has met both Javern Spithorn and Orngerin Thundercape is in a position to learn this information.

### Kallyr's Personal Timeline

1586. Kallyr is born.

1600. Initiation to adulthood, after which Kallyr tests in the cult of Vinga (see *Storm Tribe*, pg. 166).

Salinarg becomes Prince (high king) of Sartar.

1601. Tests in the cult of Rigsdal (see *Storm Tribe*, pg. 230).

1602. Initiates to Vinga and Vanganth.

The Battle of Boldhome (Fire Season). Boldhome falls.

Kallyr flies and fights Andrega Silverflame, nearly dies, and is captured.



1604. Dark Season: Kallyr escapes imprisonment and lives among the Culbrea Tribe.

1605. Initiates to Rigsdal.

1607. Joins the Fourstar battle band.

Joins in the Righteous Wind Movement; participates in guerilla and commando activities in the north. Kallyr encourages resistance among the Culbrea Tribe.

c. 1609. Meets Dunorl Brandgorsson, leader of Sartar's Band.

Continues guerilla and commando activities in the north. Organizes resistance among the Quivini tribes.

1611. Righteous Wind Movement defeated by Harvar Ironfist. The Fourstar battle band disbands.

The Kheldon Tribe selects Kallyr to be their queen as an act of defiance against the Lunars. She leaves worship of Vanganth behind for worship of Dar the Leader.

1613. Starbrow's Rebellion. Kallyr captured and taken to Fazzur Wideread at Larnste's Table. She escapes and joins King Broyan at Whitewall. From that base, she continues her guerilla and commando activities.

1615. Active among the Culbrea and Quivini tribes, fostering resistance against the Lunars.

Around this time, becomes the leader of Sartar's Band.

1617. Kallyr leaves Sartar to personally serve King Broyan.

1619. Lunar Empire invades northern Heortland. King Broyan besieged inside Whitewall.

Kallyr returns to the Quivini tribes, continues her guerilla and commando activities.

Winter: In Whitewall with Broyan.

1620. Early, middle: In Whitewall with Broyan.

Winter: Returns to the Quivini.

#### Beginning of the *Sartar Rising* campaign.

1621. Kallyr is among the Quivini when Whitewall falls. Late: *Orlanth is Dead* (see pg. XX).

1622. Early: Among the Quivini, gathering help. Middle: *The Battle of Iceland* (see pg. XX). Late: Returns to the Quivini area.

#### End of *Orlanth is Dead!*

## The Mystery of Argrath

A primary sourcebook for the Hero Wars is *King of Sartar*, which gives several versions of the history of the *Sartar Campaign*. It is an epistolary mystery wherein the reader must figure out "who is the real Argrath?" It is apparent that the legendary Prince Argrath is a composite hero whose saga includes the actions of several individuals, some of them other-

wise unknown to history.

This campaign offers you, the narrator, the chance to resolve the mystery. An essential goal of the campaign is to give your player heroes the chance to fulfill the requirements of the gods and the saga to become The Argrath.

## Who is The Argrath?

"Argrath" is a Sartarite word that means "freedom bringer" or "liberator." It derives from the ancient word "arkat," which has a similar meaning. Several famous and powerful people in this period of the Hero Wars received the title "Argrath." A few of them become particularly powerful and important, and the legends about them become confused. Eventually, many people think that there is a single person (*The Argrath*) who did all of these deeds.

A close reading of the sources finds several distinct individuals as candidates:

Kallyr Starbrow, the Great Liberator. (She has a predefined role in the campaign, and is outside the normal list of narrator pawns.)

Enostar Brennasson, called "bad dream," of Pavis.

Garrath Sharpsword, who travels with the Wolf Pirates.

Maniskison, military tactician. If you like to have a lot of military activity, Maniskison is the man who will be developing special tactics.

Venharlson, the magician, a devotee filled with Orlanthi magic. If you like to have a lot of magical activity, He is the man who will be developing new ways of joining magicians together.

White Bull, a nomad. Sometimes he claims to be Praxian-born, at others a former Sartarite slave of the Praxians.

Your campaign may use these individuals or not, as you wish. They provide story ideas that you can flesh out with your own plot and character development. Ideally, a player hero will fill one or more of these roles by doing the tasks attributed to the individual or something similar.

## You Can Be Argrath

The *Sartar Campaign* will tell the stories of several of the Argraths. We assign important tasks to these heroes based on their specialties, but the important part is the role, not the one who fills it. The ultimate objective of the campaign is to allow the player heroes to help great characters along their paths to greatness, and to achieve their own destinies. These two goals can be the same. Thus, it is possible that one of the player heroes will actually become one of the Argraths, perhaps even The Argrath himself.

### The Food Man

"Kallyr's Companions" in *Jalk's Book* (*King of Sartar*, pg. 235) is one of the mysteries of Argrath. At some point in her career, the people in this list are Kallyr's closest companions, the officers of her camp. Even at the early stage described in *Orlanth is Dead!*, some of them already appear among her followers, such as Orngerin Thundercape, later called Orngerin Holdfast.

Traditionally, the myths of Umath and Orlanth include the leader and ten officers. As such, this later historical record is incomplete, for it lists only nine. A common theory among scholars of the Hero Wars is that the missing companion, the Food Man, is Argrath at an early stage of his career. They assume that Jalk left his name out to avoid embarrassing his legend by making him a follower of Kallyr, whom many of them view as a mere footnote in Argrath's own story.

If one of the player heroes is on the fast track to fame, it would be appropriate for the narrator to (eventually) offer him or her a place in Kallyr's inner circle as the Food Man. Traditionally, the Food Man is a farmer or other person that provides food for the camp. However, this is a magical camp, and the title is largely honorary, so the exact duties that Kallyr assigns to the Food Man are up to her.



# YOUR CLAN

**Y**our clan has secrets that make you better than other people. As a member of the clan, your hero knows these secrets; they are part of him. Your hero would never tell anyone where these powers came from if he used them, although he might say, "That is just the way my clan is." He probably never even thinks about it, but rather knows that it is just a part of him, like seeing and running. Not all of these secrets automatically grant your hero an ability, although you can always choose to give him an appropriate ability if you wish.

## Create a Clan Profile

This chapter provides a Clan Questionnaire that walks players through a *sample* Heortling mythology. Although this questionnaire serves as a model of the mythic history of all Heortling clans, it is not intended to be universal for all Heortlings.

The version presented here is tailored to the story that will appear throughout the *Sartar Rising* series. Thus, a few questions are specific to a few clans in the area, not everyone. For example, #9 (Red Peak Battle) describes an event known only to a few clans. Even some questions common to most clans have limited answers available in this questionnaire. We have marked both types of questions with a Fate rune (✱), so that narrators can expand (or replace) them with their own mythic stories and still remain within the general scheme.

Narrators and players should decide first whether the heroes come from one or several clans. If this is a first-time group of players, we recommend that their heroes come from the same clan. This will explain why they hang out together, where they fit in the big picture, etc. If each hero is from a different clan, the narrator should take the time to go through the questionnaire with each separately, so that they can reveal their own clan's history to each other during the game.

If the heroes *are* from the same clan, we recommend that the players reach a consensus on each answer. If the group has trouble with this method, the narrator can instead select a player at random and ask him the first question, then ask the next player in line the second question, and so on, until all of the questions have been answered. The narrator should mark answers on a photocopy of the questionnaire or Clan Record Sheet (available at [www.glorantha.com/hw/clansheet.pdf](http://www.glorantha.com/hw/clansheet.pdf)). At

the end, she will need to perform a few calculations, record all of the events and attributes, and provide each player with a copy. See pages 65-68 for details.

Sample answers are provided for each question. However, it is always possible that a player will have an entertaining answer that is not on this list. We encourage narrators to allow players to use their own ideas in the story of their clan, but you will need to assign appropriate attributes to any such answers. Additionally, narrators are free to modify the heroes' keywords based on the results of the questionnaire, to reflect the clan's differences from the average that *Hero Wars* normally portrays. Finally, narrators should use their own judgement in allowing players to choose even some of the answers provided here, if they do not seem appropriate to the questionnaire results that far. Thus, a clan whose Storm and Earth totals are 35 and 15, respectively, might not have the option of having an Earth Ring as the ruling body of their clan.

## Results

How you respond to different questions leads to your clan acquiring various abilities, relationships, and attitudes. Results that give your clan a bonus to an ability not in the basic keywords or otherwise possessed by a hero should give a new ability at a rating of 12 + the bonus (so that acquiring Skating +4 would instead indicate an ability of Skating 16). If you gain more

than one similar ability, relationship, or attitude, take the higher value, adding +4 for each duplication.

You will also be tracking your clan's relative balance between the Orlanth and Ernalda powers (indicated by the ☿ and ☐ runes), as well as Wealth and Lunar Friendship ratings.

## Your Wyter

Most of the special magic available to a clan comes through the clan wyter, so it is important to discover its specific powers. This mythic history determines the specific magical abilities available to the clan through the wyter. In fact, the result will probably be a clan deity with significantly more powers than the standard example provided in *Thunder Rebels* (page 102). This is intentional, for the wyter is the repository of the clan's collective magic. In other words, the detailing of the clan's mythology is what allows the full story of the wyter to be told.

Blessings and other wyter functions provided in this questionnaire are often very generic. Players and narrators should work together to make each of these functions more specific.

*This questionnaire is not  
intended to be universal for all Heortlings.  
Although many questions and answers are  
common, some are not.*

## Shaping the World: The Mythic Ages

Here are the actions of Creation that formed your clan. These are generally manifested in the defenses, blessings, and other secret magic that your clan knows.

### Asrelia's Age, The God Time

In Asrelia's Age, the God Time, gods and people walked the world together, and neither could tell which was which. Your ancestor was the First Ancestor, called Grandfather Life. With Grandmother Life he had hundreds of children, who in turn had hundreds of their own.

The cosmos was at peace, but slowly awareness awoke. Your clan's awareness began when they recognized that they were different from other people.

#### The Treasured People

Asrelia's Age is also called the Age of Treasures, for your ancestors were among the Treasured People. They lived in the beautiful, luxurious vaults and rooms of Asrelia. Eventually, they noticed that they were like one of the treasures and not like the others.



#### 1. Which treasure did you grow up with?

- a) Rich Swan.
- b) Full Dish and Spoon.

### The Forces of Earth and Storm

As you answer the questions in the Clan Questionnaire, your narrator will read you an explanation of each question's Mythic Meaning, then tell you the results of your answer. She will take care of writing down those results (or she may delegate that task to a player), but certain attributes require an ongoing tally, which each player should be aware of as they answer later questions.

In this box, you should record the *Earth* and *Storm* totals generated by your answer. As you reach additional questions followed by a Current Totals box, keep in mind that your answer will affect those totals.

Current Totals: ☐ Earth \_\_\_\_  
⚡ Storm \_\_\_\_

#### The First Ceremony

At first, no one was ever hungry, for Asrelia contained enough to feed everyone. But suddenly some people were! Ernalda stopped the hunger by teaching people how to do the right ceremonies. These allowed people to find her sister Esrola, who had been trapped behind a terrible mask by Angdartha. This was the first worship, one of the actions that separated mortals from deities.



#### 2. What ritual did your ancestor lead?

- a) We did the Flax Dance.
- b) We did the Goose Dance.
- c) We did the Sacrifice Dance.
- d) We did not dance, but instead made the vessels in which the flax and geese were sacrificed.

Current Totals: ☐ Earth \_\_\_\_  
⚡ Storm \_\_\_\_

### Age of Stagnation

The Bright Emperor enslaved everyone and demanded an absolute obedience that was little more than death-of-the-soul. But there was one force he could not control, and that was freedom. One little freedom became many, and they began to bring bigger freedoms. Finally, the great sky lay upon the fertile earth and begot Umath Ever-changing, the First Storm, who would bring change to the Bright Emperor's stagnant realm.

#### The Umath Roots

Umath was an upstart god at first, with only a few crazy and dangerous brothers at his side. Gradually he gathered gods and men to his band, and with their help reshaped the world.



#### 3. When did your ancestors help Umath?

- a) Separating the Sky and Earth from each other.
- b) Defying the Bright Emperor.
- c) The first fight.

Current Totals: ☐ Earth \_\_\_\_  
⚡ Storm \_\_\_\_

### The Storm Tribe Age

Umath's youngest and wisest son, Orlanth, made the world as it is today. He married Ernalda, formed the Storm Tribe, and established the first laws and customs that made us what we are today.

#### Orlanth's Army

Orlanth is the king of the gods, whom men follow and women desire, and around whom the winds flock. Where the Bright Emperor sought to control people through fear, force, and hollow laws, Orlanth gathered his people by force of virtue, character, and example.





#### 4. When did you join Orlanth's cause?

- We knew he would be great right from the start.
- When he explored the world of Esjenen below the Great Mountain.
- When he challenged the Bright Emperor to Contests of Dancing, Magic, and Music.
- When he found the new weapon called Death, and used it to kill the Evil Emperor at the Battle of Extinguish Field.
- When he wooed Ernalda, won her heart, and created the Marriage Ring.

#### The Wedding of Orlanth and Ernalda

Orlanth wooed and wed Ernalda. They invited the whole world to attend their nuptials, and since your ancestors were among their friends, they attended. When they entered the sacred space, they were asked which side they wished to stand on: the right (Orlanth) or left (Ernalda) side.

#### 5. Which side did your ancestors stand on?

- Ernalda.
- Orlanth.
- We guarded the sacred circle with Elmal, Orlanth's loyalthane.

**Current Totals:** □ Earth \_\_\_\_  
 ⚡ Storm \_\_\_\_

#### The First Ancestor Clans

At Ernalda's urging Orlanth made the Storm Tribe. He recognized the First Ancestor Clans, from which most modern clans ultimately derive their lineages.

#### 6. What was your First Ancestor Clan?

- Urlanthing, the People of Urlanth, a primal member of the Storm Peoples.
- Urnaiding, the People of Urnalda, the First Woman of the Earth Tribe.
- Dureving, the People of Durev, the Great Farmer; and his wife Orane, the Great Steadwife.
- On Jorri, a collective that includes all the outsiders. In general, hunters are the most prominent among them.

**Current Totals:** □ Earth \_\_\_\_  
 ⚡ Storm \_\_\_\_



#### The Union of Earth and Air



Look at your total □ Earth and ⚡ Storm values. Based on the result, your clan will favor either the Earth or Storm forces:

If your ⚡ value is 40+, your clan is a Storm Clan.

If your □ value is 40+, your clan is an Earth Clan.

If both values are less than 40, your clan is Mixed.

#### Vingkotling Age

Vingkot was the first human to rule over many clans. The Vingkotlings were great, with full baskets and fat herds and always victorious over their foes. The people set up many altars where the gods lived and so established the relations of worship. King Vingkot led and sent many expeditions against the enemies who wanted to take it away. Vingkot is still worshipped for the great deeds he did, and for his leadership of the Storm Tribe when Orlanth went away.

#### Ancient Enemies

The foes of the Vingkotlings were many. As time went on, you found yourself fighting against the same foes over and over again. One enemy in particular plagued your people consistently during the era. Your ancestors fought these foes so often that they developed special magic to combat them. Even today, your clan does not get along with the descendants of the Ancient Enemy, and your wyter is especially effective against them.

#### 7. Who is your clan's Ancient Enemy?

- The Fire Tribe, heirs to the Evil Empire.
- The Dragonewts, the dire dragon people.
- The Stone Tribe, made up of the change-hating dwarves.
- The Plant Tribe, who grew their forests across our plowlands.
- Vadrus, Orlanth's wild brother, who fought his own kin without honor.
- The Sunriders, who rode their horses out of the sky.
- The Beast Riders, who attacked from the east on strange animals.
- The Atheists, who tried to kill Orlanth with sorcery.
- The Wolf Tribe, beast people from the Spirit World.
- The Dark Tribe, the hungry eaters that ate everything in the wilds.

#### The Gods War

The Gods War was long and destructive. When the gods clashed mountain ranges fell, the sky broke, and the earth was torn to shreds like a rabbit in the jaws of a wolf. Your ancestors fought a lot, for those who did not die, and have no descendants.

Legendary heroes fought in those ages. They are many, although some are unknown outside of the clans that tell their deeds. Your clan had a friendship with one of the deities below, and at one time helped the god and got a gift from him. Now that Thunder Brother has at least a shrine on the clan lands.



### 8. Who is your clan's favorite Thunder Brother?

- a) Barntar the Strong, who tamed the bulls to be oxen so that he could plow the fields of stone.
- b) Betimagor Uzbane, who fought against the trolls at the Battle of Drastch to ensure that men kept their shadows.
- c) Daylanus the Conquering Storm, who defeated the Four Champions at the Battle of Kanda Fant.
- d) Destor the Adventurer, who followed where the winds led, and met others in peace or war as was best for the tribe.
- e) Finovan the Raider, who stole cattle from the Fire Tribe, Earth Tribe, Water Tribe, and even the Stone Tribe.
- f) Hedkoranth the Thunder Slinger, who used the Thunderstone to gain victory at the three Battles of Thrinbarri.
- g) Helamakt the Great Defender, victor of the Battle of Ur Ain, where he drove the salty gods of the sea onwards like froth in a storm.
- h) Humakt the Warlord, who led the Storm Tribe to victory and slew all of his foes with the Sword of Death.
- i) Jested, who helped Orlanth and Issaries overcome Lodril and Lokarnos at Kardisti's Contest.
- j) Poverri the Fisherman, who let the waters rush past him, and so survived when others were captured or killed.
- k) Starkval the Weaponthane, who slew every giant that assaulted the Wall of Aedin.
- l) Tatouth the Scout, who searched out the ways to attack the Storm Tribe's enemies and return home safely.
- m) Thoraval the Farmer, who forged his plow into a sword and followed Vingkot to war, but never forgot his roots.
- n) Vinga Orlanthdotter, who refused her mother's shawl and instead took up her father's spear and shield.

### The Three Red Peak Battle

One time among many, Vingkot traveled north to fight Dara Happa. Although he had done this before, this time he took only a few warriors with him, because he wanted to travel secretly. He took the three sons of Orand, and it was good that he did, because each of them saved the warband when they were in danger of failure. Your clan is one of the few whose ancestors participated in this great raid.



### 9. Who is your clan's hero from the Red Peak battle?

- a) Vikar Orandsson was a great weaponthane who fought in Finovan's band. Vikar was an expert in escaping from pursuers because he had many ways to erase or disguise his trail.
- b) Taros the Lucky was a son of Orand, and had one great piece of luck. One day, a black cloud engulfed him and cast him to Three Red Peak. You have been there, and your clan knows the way out.
- c) Umak Redshot was a son of the warrior Orand, who rode in the warband of Kodig Vingkotsson. Umak made a special sacrifice to Orlanth, as shown by the scars cut in the arms of all men in his clan. He used this power when Jagrekriand attacked. He had time for one shot, and it struck the enemy god hard.

### Subject Peoples

When the world fell apart, Vingkot welcomed refugees and reorganized the devastated clans, so that all might survive. He asked you to shelter the people of a ruined clan, but let you choose what status to give them.



#### 10. Who were the refugees?

- a) Buf Gart, the "Hungry Women."
- b) Ched Durkel, the "Strings."
- c) Jars Antanggi, the "People of the Shadows."
- d) Karantuel, the "Cloud Folk."
- e) Korsto Viv, the "People of the Rivers."
- f) Nalda Bin, the "Stick Farmers."
- g) Aranto Viv, the "Axe People."
- h) Eryain Ins, "The Blondes."
- i) Forosto Jann, the "Deadly Archers."

#### 11. What status did you give the refugees?

- a) We made them slaves, and called them thralls.
- b) We made them shepherders, and called them cottars.
- c) We gave them equal rights: the farmers became carls and the warriors became weaponthanes.

### Chaos Age

Eventually, the Great Darkness descended on Glorantha. Many gods died, others slept, and even Orlanth abandoned his people to try to save the world. Everything in the universe seemed hostile, and was at least uncaring.

#### Fighting Monsters

At last, only monsters, demons, formless Chaos, and their victims remained. Many were so terrible that nothing could withstand them. Clans, tribes, kingdoms, and nations disappeared in the terrible time. Some things could be resisted with fire, magic, and spear, and all peoples alive today descend from someone who survived that time. A particular foe pursued your ancestors; although you do not know why, you are still sensitive to that form of Chaos.



#### 12. What was your clan's Chaos Foe?

- a) Broos.
- b) Dragons.
- c) False Friends.
- d) The Hydra.
- e) Ogres.
- f) Scorpion-men.
- g) The Thing with many bodies.

#### Survival

Everyone who survived the Great Darkness did so because of a survival secret they learned. Most were saved by a Living God, who protected them until Orlanth and Ernalda returned.

In this questionnaire, the method your clan used to survive is determined for you based on the results of The Union of Earth and Air (page 14).



#### 13. How did your ancestors survive the Chaos Age?

- a) If you are a Storm Clan, you dug a hole in the ground and huddled inside, kept alive by the warmth of the earth and your sleeping kin.
- b) If you are an Earth Clan, you hid inside Brastalos, the No Wind, and so the monsters could not find you.
- c) If you are a Mixed Clan, you fled your way to survival.

#### I Fought We Won

The entire world was on the brink of destruction, and it came down to one person to resist Wakboth. That person did, and so the world was saved. You learned in the initiation rites of your people that you were that individual. Heort is the one who teaches you this, and so you are called a Heortling.

Heort reorganized the people into new clans. Many peoples came together. Although they became one people, they had different traditions and ways of governing themselves.



#### 14. What form of ring leads your clan?

- a) Traditional Ring, established by Orlanth, Ernalda, and their family of life-supporting deities.
- b) Storm Ring, established by Orlanth when he gave out great God Treasures to his followers.
- c) Hill Ring, established by Orlanth after Ernalda had left, when life was in jeopardy.
- d) Earth Ring, established by Ernalda after Orlanth had left, when life was in jeopardy.
- e) Lightbringer Ring, established by Orlanth after his return from the Lightbringers' Quest.

### The Silver Age

King Heort guided your people out of the Great Darkness. He re-instituted sacrifice to the gods, organized the peoples into clans, gave out the new laws for society, and arranged the first new tribe. In his honor, you became Heortlings. He also arranged alliances with all the nearby Elder Races and formed the Unity Council.

#### The Unity Allies

For the first time ever, humans and the elder races worked cooperatively. During this time of peace and cooperation, your ancestors made many unexpected allies.



#### 15. Which allies were most important to you?

- a) The elves, who taught you to call them Aldryami.
- b) The Mostali, whom you had previously called dwarves.
- c) The trolls, the darkness beings that had ruled everything in the Darkness, but who now wanted you to call them Uz.
- d) The nomads of Prax, who had always raided our lands, but who shared common deities and hatred of Chaos.

#### The Heortlings

Under Heort's leadership the clans prospered, and soon his Heortling Tribe became many tribes.

There are eleven ancestral Heortling Tribes. Everyone knows which one they belonged to during the Dawn Age, even though none of them exists any longer.



#### 16. Which Heortling Tribe did your clan belong to?

See *Storm Tribe*, page 137, for a list of the Heortling Tribes.

### \* The Silver Age \*

The Silver Age is not common to all Orlanthi cultures. It occurred in the Dragon Pass region, and is part of the larger Unity Council epic that includes all of the races of that region that survived the Darkness. Outside of the Dawn Age lands of central Genertela, the Chaos Age ends only when Lightbringer worshippers from the Unity Council bring their light to the beleaguered survivors.



## The Hero Age: History

The unity between peoples established during the Silver Age did not last forever. Terrible things happened, and great wars destroyed whole lands and races. Some peoples remembered the old ways to live in the new world, and so they survived.

### The Lokomo Question

Orlanth always encouraged personal ambition. No one thought there could be too much personal advancement until a priest named Lokamayadon took upon himself the powers of High Storm. He tried to replace Orlanth, peacefully at first and then by killing all who worshipped God. Many people went along with him because he was powerful, but most Heortlings resisted him, although it cost them greatly. Now everyone hates "Lokomo," who is called a Chaos god.



### 17. How did your clan resist Lokamayadon?

- a) Fought ceaselessly, no matter how many of us were killed.
- b) Fought the High Storm people when it was safe to do so.
- c) Pretended to go along with High Storm, and waited for a good time to rebel.
- d) We could not help ourselves; we were forced to follow him.
- e) We followed Lokomo because we did not know it was wrong.

### Arkat

Lokomo helped create a new god called Gbaji, which brought Chaos back. It would have destroyed the world except that the great hero Harmast Barefoot performed the Lightbringers' Quest and brought back the destroyer of Gbaji.

Arkat was the destroyer. He was a man who had lived before, a sorcerous demon in the shape of a man, or maybe just a trickster. Arkat helped everyone, then betrayed them. He deserted his army when it fought Dara Happa; he left behind Durega, his lover; and he finally even left Harmast in the clutches of the She Shadows, his worst foe, so that he could betray the whole human race and become a troll. Everyone hates Arkat, even though he destroyed Gbaji and saved the world. It does not matter what fate your clan suffered at his hands—they suffered, but survived, and that is all anyone needs to remember.



### 18. What did your clan do when Arkat came?

- a) Raised all our forces to fight.
- b) Sent as many men as we could spare, but no more.
- c) Waited to see what would happen, then helped when we were sure he would win.
- d) Fought against him—we had no choice.
- e) Fought against him—we hate trolls!
- f) Neither helped nor hindered.

### The Empire of Wyrms' Friends

During the Imperial Age, a dragon approached you, in either its own form or that of a human with the soul of a dragon. The dragons had always been hostile, or at the very best utterly uncaring, but now it offered to share knowledge with you. Orlanth has always been the dragon-slayer, but many priests of other clans embraced these new ways and formed the EWF. Your clan did not, or you would not be here now.



### 19. What was your clan's attitude towards the dragons?

- a) Hostile—we fought against them.
- b) Negative—we resisted them, for we would never believe a dragon.
- c) Suspicious—we did not go along.

### Can't We Join the Dragons?

Many clans joined with the EWF and learned strange magic. All of those clans were effectively annihilated during the Dragonkill War (see below), so this option is not included in the questionnaire.

### The Dragonkill War

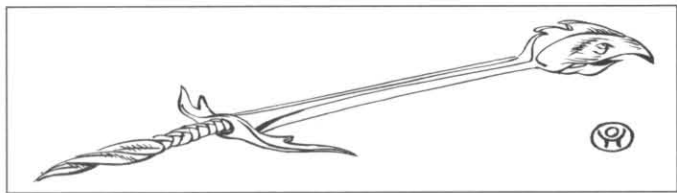
The EWF was corrupted by dragon powers and finally destroyed when the dragonewts killed its leaders. Afterwards, several great armies invaded Dragon Pass from the north, east, and south. After decades of warfare, hundreds of dragons (including the great dragons) appeared, some as big as the sky, and ate every human being they found, hostile or other-



## Name Your Clan

Name your clan. If you cannot think of a name, you can select one of the sample names. Also, many clans have "descriptive" names, such as Bayberry Clan, by which most people know them, and you can make up or choose such a name instead.

Clan Names	Entan	Lanceros	Sidask	Descriptors	Greenwing
Alwari	Farling	Lanthor	Skase	Bayberry	Hillhaven
Anzarni	Gahagar	Lonendi	Starita	Blackrock	Marshedge
Bahend	Halaborn	Muthroldi	Tanzarsk	Blue Jay	Mule Deer
Boskov	Heran	Odonog	Taraling	Blue Spruce	Old Owl
Bostrop	HyalJalasor	Orladnast	Ulandring	Brown Boar	Rain Blossom
Danstarl	Jerending	Orlnick	Undaroli	Eagle	Squat Oak
Ehendor	Jenstali	Pathrand	Vanstali	Elk	Turtle
Elkenval	Kalintor	Peluski	Vanstatch	Eyetooth	White Quartz
Engoli	Kardarv	Poss	Vari	Goodsword	Wildcat
Enhyl	Kevoldor	Rokarth	Wahote	Goodweaver	Wolf
Enjossi	Kurtali	Sarmak	Yestina	Greenhaf	Woodpecker



wise. A few incredibly lucky people survived, said to number only ten humans. Any hatred people felt for the dragons was replaced by unconquerable fear.

#### 20. What lesson did your clan draw from the Dragonkill?

- a) Never try things that go against Orlanth's way.
- b) Kings should rule, because priests make errors when they try to lead people.
- c) New things are usually bad.
- d) Knowledge itself is not harmful, only the way it is used.
- e) Be careful when making friends.
- f) Dragons are bad.
- g) It was lucky that we lived in Heortland at the time.

After the Dragonkill a series of death runes were carved in stone and erected as the Cross Line, beyond which lay a land forever cursed. "Beyond that line is dragon, this side is us. None may cross except to make pain, horror, and terrible death." For centuries, no one even went close to it. Anyone who dared to cross northward was never heard from again.



## Historical Memory

At some point, the actions of ancestors are less "something that they did" and more "something that we did." Here, that point comes now. The actions and consequences of "historical memory" have an effect on the clan that is primarily apparent on the clan's wealth and, later, in their attitude towards the Lunars.

#### Heortland

After the Dragonkill, your ancestors lived in Heortland. High kings ruled Heortland, themselves vassals of Ezkankekko, a troll demigod who lived in a huge volcanic palace on the Shadow Plateau. Ezkankekko ruled with justice and indifference, collected tribute, and kept the peace.



#### Historical Events

In the year 1313 S.T., a man swam ashore and began to cause trouble in the land of Kethaela. He made enemies, found new friends, woke Silver Age heroes, and finally confronted Ezkankekko, a troll demigod called the Only Old One, who had ruled from his Castle of Black Glass since long before the Dawn. Their conflict released cosmic powers, and the Obsidian Castle shattered, covering the verdant plateau with black dust. The usurper killed Ezkankekko, and thereafter called himself Pharaoh.



The Pharaoh went throughout Kethaela and established his rule over the native peoples. When he came to your kingdom, Heortland, he used deceitful magic to overcome your king. Heortland became part of his kingdom. Whoever could not change got their people together and moved.

#### 21. Which part of Heortland did your clan live in?

- a) Esvular (southern). The Esvularing Tribe's troubles always came from the south. You were harassed, raided, robbed, and enslaved by knights from Refuge, a strong city at the mouth of the Bandoni River. They perverted your gods.
- b) Gardufar or Karhend (central). You lived near the Print, a valley stamped into the mountains by an ancient god. The lower half contains a forest of stone trees, animals, and occasional spirits. The upper half is filled with a fetid Chaos forest. Chaos monsters occasionally make it through the Stone Woods and destroy people. Another nearby feature is the equally terrifying Syphon River, a saltwater river that runs backwards from Choralinthor Bay into the terrible wilds of the Print.
- c) Volsaxar (northern). You were part of the Volsaxi Tribe. Its kings had no dynasties and operated in the old way, as rings. The clans were independent, always feuding with the trolls of the Shadow Plateau and Kitori Wilds. Whitewall is a famous resistance stronghold of your land, and Smithstone is the ancient capital.

### Your Clan Wealth

You should now begin to keep track of your clan Wealth. Question 21 establishes your clan's starting Wealth rating, which subsequent entries modify. Although this rating is for an entire clan, it works just like any other ability (although in this case the base rating is modified upwards because of the number of people in the clan). For a clan, a base Wealth rating of 1W is "average."

Starting Wealth: \_\_\_\_\_

#### The Resettlement

By the time the Pharaoh came to Heortland and started a civil war, you had heard that the lands to the north (in forbidden Dragon Pass) were once more open to humans. The movement of clans there is called the Resettlement. Your clan was one of these clans.



#### Can't We Come from Somewhere Else?

Heortling clans did not survive only in Heortland. Some survived in Esrolia (across the bay from Heortland), Saird (in southern Peloria), or even in Far Maniria (to the west of Esrolia). A few samples are given here, though keep in mind that the rest of this questionnaire is not always compatible with these answers.

- d) Esrolia. You served the Matriarchs, the women who ruled this land. Despite ancient animosity between Heortlings and Esrolians, you found more similarities than differences.
- e) Saird. You lived among the Orlanthi of Saird, who hold lands that belonged to the Heortlings before the Gbaji Wars, although they regard Alakoring, not Heort, as their founder. They have strange customs, but worship Orlanth with the same rites that you use, at least most of the time.
- f) Far Maniria. You lived among the wild Orlanthi of the west, who do not know Heort. They have strange customs, but worship Orlanth with the same rites that you use, at least most of the time. They hate the Esrolians, who stole land from them ages ago.

22. Why did you leave your homeland?

- a) We hated the Pharaoh.
- b) Some of us hated the Pharaoh, but others liked him, so our clan split to avoid kinstrife.
- c) We loved the Pharaoh, and wished to make Dragon Pass part of his rule.
- d) We were adventurous and wanted a dangerous new life.
- e) We were poor and wanted to be rich.
- f) It was a new place, and we wanted to explore it.

23. How urgent was your departure?

- a) We went right away, so fast that we left most everything behind. Fortunately, we were fast enough to get some great land, and we got rich quickly.
- b) We planned and went when we were properly equipped and prepared. We found some good land and settled.
- c) We waited and got well prepared to go. However, we did not get the best lands, so we took a lot instead.

**Current Wealth** \_\_\_\_\_

**The New Tribes**

As clans settled, they began to fight one another. Some were conquered, some received tribute from dozens of others, and some formed alliances. These were the early tribes.

24. When did you join a tribe?

- a) We joined early and got prestige in the tribe.
- b) We joined later.
- c) We never joined, but were conquered.

25. Which tribe and confederation did your clan join?

A map of the modern tribes of Sartar appears on page 5 of *Barbarian Adventures*. Ask your narrator which tribe and confederation your clan belongs to now.

**Current Wealth** \_\_\_\_\_

**King Sartar**

About a hundred and fifty years ago, a man named Sartar came to your land of warring tribes. His ways were new and strange, but his magic was powerful. He made this place into the kingdom that now bears his name.

26. Which of Sartar's accomplishments do you most admire?

- a) He performed many miracles, and never lifted weapons against his foes.
- b) He made peace with the Telmori wolfmen.
- c) He united the tribal kings.
- d) He built cities and roads.
- e) He sponsored temples and libraries.
- f) He married the Horse-Spawn Queen and became King of Dragon Pass.
- g) He immolated himself and rose into the sky, leaving behind the Flame of Sartar, which continued burning (without fuel) until the Lunars extinguished it.

**Current Wealth** \_\_\_\_\_

**Recent Times: The Lunar War**

Recent times include everything within the memory of people now in the clan. These events are part of living memory, not ceremonial memory.

**Lunar Missionaries**

High King Sartar exchanged ambassadors with the King of Tarsh to promote peace and trade. Men and women in red robes came after his apotheosis, and for the first time people in Sartar learned about the Lunar Goddess. The Red Moon had risen in 1247, a bad omen that surprised and frightened the Heortlings. Everyone became uncomfortable when they learned that the red missionaries worshipped the red thing in the sky, for all the Sartarite prophecies warned that the Red Moon was a foe. Nonetheless, the Red Goddess' missionaries came through Sartar, seeking converts to her way.

27. How did you react when their missionaries came to your clan?

- a) We killed them.
- b) We took them as thralls.
- c) We drove them off, or at least refused to let them enter our steads.
- d) We gave them hospitality.
- e) We welcomed them, and listened carefully to their interesting new doctrines.







## Relations with the Lunars



You need to keep track of your friendship or hostility to the Lunars from this point forward. Question 27 establishes your clan's starting Lunar Friendship rating, which subsequent entries modify. A running tally is maintained, as is done with Wealth.

The *Sartar Rising* campaign is written with the Lunars as enemies, so you want your clan's Lunar Friendship total to end as a negative number, with -1 the optimal result (because this indicates resistance to the Lunars without excessive losses to the clan and its population).

**Starting Lunar Friendship:** \_\_\_\_\_

### Tarkalor's War

The Lunar Empire conquered Tarsh many years ago. They tried to conquer Sartar as well. The great High King Tarkalor led everyone to years of victory, then to the terrible defeat of Grizzly Peak.



#### 28. How did you participate in this war?

- a) We gave no quarter, and expected none.
- b) We fought honorably, but not insanely.
- c) We sent as few warriors as we could get away with.
- d) We argued for peace.
- e) We would not fight our Lunar friends.
- f) We joined the Lunars, and fought our neighbors.

**Current Wealth** \_\_\_\_\_

**Current Lunar Friendship** \_\_\_\_\_

### Occupation

20 years ago, the Lunars won the war and occupied Sartar. They closed down the city temples of Orlanth, levied taxes, and enslaved those they deemed criminals or rebels. They imposed many laws that were impossible to obey, just so they had excuses to tax the clans and arrest anyone.



#### 29. How did your clan react to the new Lunar overlords?

- a) Many of our people abandoned their land and took to the hills as rebels.
- b) We spat in their faces.
- c) We chose to bide our time until a good day for rebellion came.
- d) We accepted their rule, but did not love them.
- e) We pledged our loyalty to them.

**Current Wealth** \_\_\_\_\_

**Current Lunar Friendship** \_\_\_\_\_

### Infighting

With no Orlanthi king on the throne of Sartar, many of your countrymen took advantage of the opportunity to settle old grudges or steal land from neighbors. The tribes fell to fighting with one another. Clans from several tribes attacked the Telmori Tribe of wolf-men, for example. The Imperial troops mostly kept to their cities and roads.



#### 30. What was your role in this infighting?

- a) Our chieftain stepped in and settled disputes, giving away cattle when necessary. This earned us the respect of the other clans and tribes, but cost us greatly.
- b) We argued that the mere absence of a king should not suspend Heort's laws.
- c) We struck against those who had offended us in the past.
- d) We lamented this dishonorable violence.
- e) We attacked the Telmori, a werewolf race that eats people and has never worshipped our gods. Cattle were given and taxes lifted to those who lent aid.
- f) We fought to expand our clan boundaries, at the expense of weak neighbors.
- g) We tended to our crops, and everyone else was too busy fighting each other to bother us.

**Current Wealth** \_\_\_\_\_

### Starbrow's Rebellion

Seven years ago, many clan chieftains and tribal kings, led by the Vingan warrior Kallyr Starbrow, took part in an uprising against the Lunars. Perhaps your chieftain knew, from experience in previous wars, what might occur here.



*Note:* This is the players' last chance to influence Wealth and Lunar Friendship and get their clan into shape!

#### 31. What did you do when Kallyr's emissaries came to you

- a) We sent some warriors to fight.
- b) Some warriors fought even though we forbade them to.
- c) We said it was not the time for rebellion.
- d) We did not help, and afterwards criticized Kallyr for her reckless actions, which caused so much harm.
- e) We warned the Lunars of Kallyr's plans, to avoid reprisals.
- f) We warned our Lunar allies and fought against Kallyr.

**Current Wealth** \_\_\_\_\_

**Final Lunar Friendship** \_\_\_\_\_

### Prince Temertain

When the Lunars conquered Sartar, they sent assassins, demons, and gods to kill all heirs of the House of Sartar. However, during Starbrow's Rebellion an heir was found in the south, a scholar named Temertain. He is now prepared to be the legendary "Philosopher King." His dynastic blood has been proven, but he could not light the Flame of Sartar that the Lunars extinguished in 1602. So far, his philosophy seems to primarily involve close collaboration with the Lunars. However, even Lunar supporters know that he is weak, just a Lunar puppet.



#### 32. What does your clan think about the presumed king?

- a) They hate him, but there is nothing to be done.
- b) They dislike him, but he could be worse.
- c) They think he is an idiot, but tolerable.

**Final Wealth** \_\_\_\_\_

# HEORTLING WARFARE

War is not raiding or feuding. Raiding provides cattle and sheep for our herds. The best raids are those where we never see the other stead's herders. Feuds are between individuals and bloodlines. Paying the appropriate body price can stop feuds. War is a more serious matter.

The ring must declare war, for war involves everyone, not just the warriors. Although the primary duty of warriors is to protect the clan, warbands often leave the tula. That is their job—to take battle to the enemy. When war comes to their homes, however, people suffer. If the warband needs help defending the tula, it calls upon the fyrd, which fights only when enemies come to kill, destroy, and enslave. If necessary, rituals can make them part of the warband so that they can leave the tula to take the battle to the enemy. The fyrd leaves the tula only in war.

War is an act of destruction and seizure. With war we eliminate our enemies and take their land.

## Warfare and Battle

Most of a war is spent marching around, waiting, building things and burning down other things, being hungry, and rushing without warning to a new place for no reason whatsoever.

A Heortling army on the march covers its flanks and vanguard with warbands that have movement and perception magic. Accomplished ambushers, Heortlings take every possible precaution to avoid this surprise. Scouts, raiders, and marauders

all contribute their information to the leaders who engage in a cautious game of alynx and mouse with each other. Sometimes, if the gods and the commanders decide, a fight occurs.

### Vingkot's Muster

*Look there! Lord Vingkot stands tall.*

*He hurls the Black Arrow, he dons the Four Winds.*

*He calls the warriors to war.*

*Look there, Lord Vingkot stands tall.*

*He lights the Blue Fire, our foe is the Sea Tribe.*

*He calls the people to war.*

*Look there, Lord Vingkot stands tall.*

*He lights the Black Fire, our foe is the Darkness Tribe.*

*He calls the people to war.*

*Look there, Lord Vingkot stands tall.*

*He lights the Yellow Fire, our foe is the Fire Tribe.*

*He calls the people to war.*

*Look there, Lord Vingkot stands tall.*

*He lights the Red Fire, our foe is the Other Tribe.*

*He calls the people to war.*

—From Vingkot's Muster

Heortlings declare war using magic, and so gain benefits for the combatants.

The Black Arrow summons the warriors and fighting thanes. The chieftain may do this at any time. It is part of his everyday job to protect the clan. The chieftain's deputy in war is the Warthane, who commonly leads the troops while the chieftain sees to the defense of the tula.

Only the clan ring can summon the fyrd. Once the clan ring has agreed to make war they light the Four Torches and send them to the steads to call the farmers and crafters, the fishers and hunters, the herdsmen and healing women. All able-bodied Orlanthi men (and all warrior women) belong, though followers of Lhankor Mhy, Barntar, or similar cults may be exempt.

The Four Torches are normal torches magically enhanced so that they burn Blue, Yellow, Black, and Red (the colors of the four enemy elements). The torches deliver the chieftain's Leadership magic, making it difficult to ignore their summons. (A man may defy it, but he will be aware of it all the same.) The torches need only go close to or past a stead to deliver their message to the men there. The torchbearers inform the clan folk where the fyrd will muster, usually at one of the several places well known to all, but sometimes in secret at an out-of-the-way location.

Once the fyrd and warriors muster, the chieftain enacts *Vingkot's Muster*. The clan sacrifices bulls, rams, and other fierce animals painted with runes to bring skill and glory to the warband, disaster to their foes, and peace to the undefended tula.



All present at the muster swear to follow the commands of the warthane. The ritual binds them to the warband, which allows the clan to support the warband wyter even while it is gone.

Total war is possible, but avoided because of its potential cost. In extreme circumstances, the clan chieftain can transfer the clan wyter to an object that can go into battle, such as a standard, horn, or the chieftain's sword. This is an act of desperation; although the clan's wyter is usually more powerful than the warband's, the clan will be destroyed if the warband loses the standard.

Each clan Warthane leads his own warband. Each clan fights and marches on its own—some stick with their tribal neighbors, others seek out friends from other tribes, and others simply try to stay away from their enemies. If fights occur between members of the same clan, their Warthane is responsible for settling the matter. The tribal war chieftain settles fights between clans. The clan warthane assigns positions to his men, while the disposition of the clans is the responsibility of the war chieftain.

When tribes muster, the army leader is called the War Chieftain. The commander has to contend with a myriad of petty feuds, ancient rights, and perceived slights. A clan might refuse to stand next to a certain other one, and another might claim the right to a particular place in the battle line. If two or more tribes join in one army, then an overall leader (sometimes called the War King) must be chosen who can settle inter-tribal disputes, assign positions on the field, and so on.

## Battle Line Formations

A Heortling battle line traditionally consists of five or six components, based on the thane's Four Winds (see *Thunder Rebels*, pg. 169). A line this complex is usually possible only when two or more clans band together, but large clans may organize in this manner.

The Sword, traditionally located to the right in the line.

This is the "offensive" formation, composed of clans with movement and combat magic.

The Shield, to the left, is the "defensive" formation. It is composed of spearmen, slower warriors, and the most "steady" clans.

The Byrnie, in the center. From here, the commander leads the battle and provides courage and inspiration with his example. Sometimes he keeps a small unit of warriors in reserve, available to strike, shield, or pursue as needed.

The Spear, usually missile troops. They often skirmish before the battle line, and then assemble to the rear, firing over the heads of the front ranks. Magicians are also part of this nit, supporting the front line or attacking from a distance with magic.

The Backboy—supporters such as healers, horse-holders, women, and so on—remain in the camp. They should never be exposed to the enemy.





The Javelin is sometimes included as a separate force. It includes the berserks and other warriors who cannot retreat (due to geas, boasts, or simple thick-headedness). The Javelin attacks ahead of the Sword, trying to break the enemy's battle line. If it breaks through the Sword follows, but if the Javelin is overwhelmed the Sword does not follow them to oblivion, for it is not expendable (as many Heortlings consider the Javelin to be). "Don't throw a good sword after a poor javelin."

Heortling war chieftains know many variations of these basic formation. Some prefer to have the Shield in front, only letting the Sword out when the Shield has engaged the enemy. Others like to have the Spear forward of the Sword and Shield in the early part of the battle, or even have a flying Sword land behind the enemy's front line.

The war chieftain places individual clans in the battle line. Apart from the Backboy supporters, who gather at the rear, a clan usually fights as a unit in one of the formations. Only rarely will a clan allow itself to be split up, with its warriors in the Sword or Javelin, the fyrd in the Shield, and hunters and slingers in the Spear.

## Battle Magic

Heortlings fight battles as much with magic as with spears and javelins. Although most soldiers and units know some magic, it rarely has any effect on the overall success of a unit. However, some kinds of powerful magic can influence a battle. Such magic is either Tactical, Operational, or Strategic, with some of the latter involving very powerful effects.

Tactical Magic affects individual units and their members. Organized groups of magicians and especially powerful individuals can bring such magic to bear. Gods and guardian beings grant their divine might to units under their protection. The effects of tactical magic are most relevant to individuals.

"Higher" levels of magic are concerned not with helping a soldier or unit fight, but with organizing and maneuvering units, support, and tactics so that they are in the right place at the right time; with the overall theatre of battle; with winning the war. They bring units together, organize the chain of command, get troops to many battlefields, maintain sieges, plan for future battles, provide bonuses to all troops at a given battle, and so on. This type of magic is one of the Lunar Empire's great strengths, but in 1622 is virtually unknown among the Sartarites. After 1630, however, the Sartarites will use it extensively under the leadership of the Argrath(s) (see pg. 11).

Large or important battles might be affected by even more powerful magic, the kind capable of raising mountains, shattering cities, and laying waste to whole forests. The construction of the Temple of the Reaching Moon and the Lunar attempt to kill Orlanth are examples of such mighty magical endeavors. Few battles are large and important enough for such large scale magic. Narrators should only use it in battles where each side has several thousand participants or powerful magical assets (such as the Lunar Colleges of Magic) and the player heroes are in a position to see or direct its effects. Narrators can apply it to any size battle, but here is our rule: if it is boring to the players, skip it.

## Tactical Magic

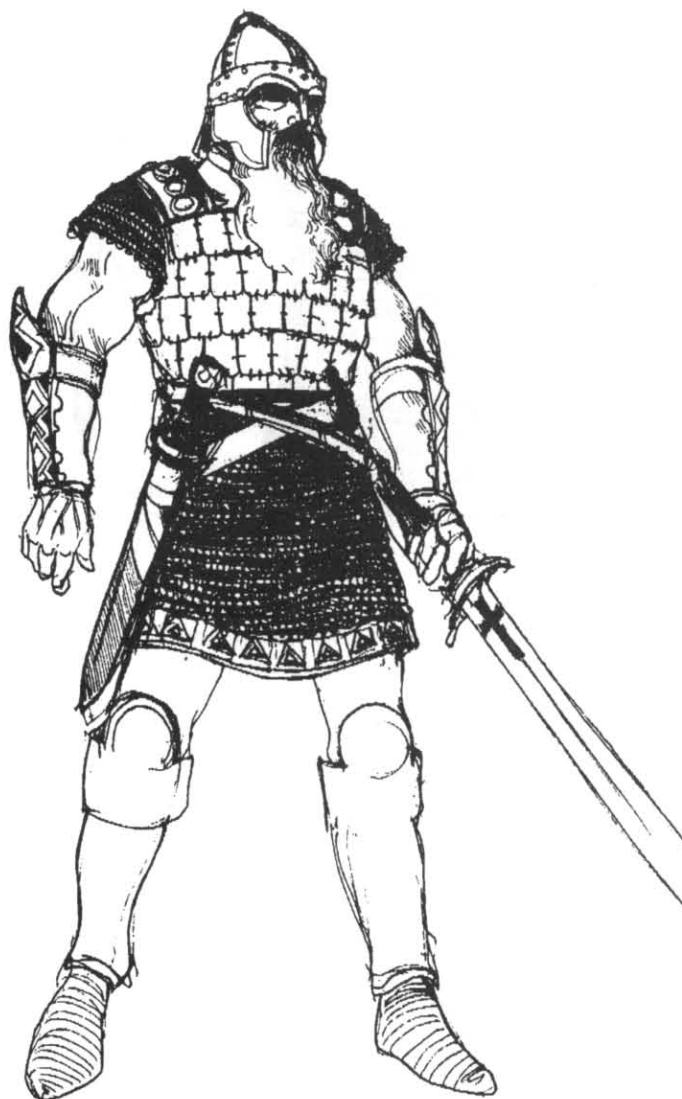
Units can activate their tactical magic before melee or hold it in reserve. Armies and warbands often have rituals accumulated through tradition and history to combat known and special foes. These require special sacrifices and preparations, often

performed in the hours before battle. Each may also have prohibitions. Thus, the Colymar Tribe of Sartar may never use an Iphara Fog on the battlefield, lest they suffer a foggy curse back home on their tula.

Combat units and hero bands often have magic that affects the entire unit. These abilities never give individual bonuses in melee outside of battle. All such units have guardian beings, such as lares among the Lunars and wyters among the Heortlings. Units not connected through a guardian being do not have this advantage, nor can the magic affect someone not connected to the guardian being. Certain rituals and guardian beings allow a higher-level commander (like a war chieftain) to use the magic on subordinate units (such as the clan warbands).

Most units with a guardian being have "general" magic that they invoke before battle: Morale, Combat Help, and so on. A typical professional warband or Imperial hoplite unit gets about a +4 bonus from this magic. With enough time to prepare, the unit can gain a higher bonus, although this carries greater penalties for failure.

A unit whose guardian being has a special power may use it instead of the generalized power. For example, an Orlanthi clan might use its Devastating Archery or Double Thrust Against Imperial Soldiers powers. However, the enemy will also make such preparations, and a hoplite phalanx that has invoked its Unstoppable Advance magic is a terrible thing to face.



Some gods grant magic that commanders can use to affect the entire unit. These abilities usually allow the unit to do one of its tasks better. A skirmishing unit, for instance, might have feats such as Sureshot Volley and Run Away.

Units may withhold their magic until after the battle starts. Although this gives the unit greater flexibility, it has several disadvantages. The short time available to prepare give the magic a lesser effect or chance of success. Additionally, the time and concentration needed to work the magic usually renders the unit vulnerable for a short time.

## Two-Roll Contests

Some engagements, such as the epic Battle of Iceland (see pg. 53), are worthy of occupying a whole session of play. Often, however, it is more important to resolve the outcome of a battle quickly. This moves the story forward and allows play to concentrate on more important questions: how the player heroes and their warband acquit themselves, and who risks life and limb to rescue their kin.

For skirmishes, ambushes, and individual combats in a large-scale battle (especially if the player heroes are under the command of a nar-

rator character), the whole engagement can be re-solved with two die rolls. The heroes face appropriate foes in a regular contest, while a second contest determines the success of the battle or ambush as a whole. The narrator may apply a modifier to the leader's roll based on the heroes' result if their success or failure was important to the success of the battle. Alternately, if the leader's roll is more important, it can be made first, and its results serve as a modifier to the players' rolls.

### Before the Action

The narrator describes the situation and sets the story. The key decision is whether the engagement will be hero-driven or leader-driven. The former generally applies in ambushes or when the player heroes are more powerful than most other combatants. Either way, the heroes' own conduct will play a significant part in whether the battle is lost or won. Leader-driven battles are generally larger: the heroes play only a minor role, and the most important factor is the leader's own participation (in the form of tactics, leadership, etc.).

Narrators must judge the heroes' relative importance in the battle. If they are five individuals in an army of a hundred, even a complete victory or defeat in their personal combat will not affect the overall battle. On the other hand, if these five are with a clan warband, numbering perhaps 15 combatants, the results might be significant.

#### Hero-Driven

In these situations, roll first for the heroes' personal contest(s). The narrator then applies a bonus or penalty to the commander's ability rating, depending on the heroes' levels of victory. (If each hero has a separate contest, the narrator should take the "average" victory level to determine the bonus.)

Note that the heroes' specific actions might affect the battle in other ways. The players must decide how fully they will support the leader's plan. If a player decides that his hero hangs back or disobeys orders to meet some objective of his own, this undermines the overall performance of the unit. The hero himself might be less affected by the outcome of the battle, but the bonus he gives for success might be lessened, or might even become a penalty to the leader's roll.

In an ambush or a battle in which the heroes have a clear advantage in range or mobility, they may disengage if the action goes poorly. At the narrator's option, the normal consequences of such a contest (see below) may be applied against an ability such as a relationship rather than being physical.

#### Leader-Driven

In these engagements, roll first for the overall success of the battle. The narrator then applies a bonus or penalty to each hero's ability rating, depending on the level of victory the commander achieves.

Note that the commander's specific action might affect the heroes in other ways. The commander decides how far he will commit himself to the action, whether leading from the front, engaging in a magical duel, challenging his counterpart, or simply staking his future career on the outcome. He might, for example, be a coward (or saving himself for some other, more important task), in which case he will minimize his level of support. This lessens the unit's overall success, but also reduces the demands placed on him. If he receives a defeat, it might indicate that he orders a retreat rather than risk a massacre of his men. Player heroes might then receive a lesser penalty, or even a bonus, if they obey the retreat rather than try to fight their foes anyway.



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## Contest: Command Battle

*Appropriate Abilities:* Warband Tactics, etc.

*Resistance:* Warband Tactics, etc.

*Complete Victory:* The foes are likely to flee rather than fight, but even so might fall to the last man. The troops suffer minor wounds at worst. +20 to appropriate rolls.

*Major Victory:* The foes fall almost to the last man, although the troops can capture them instead. The troops suffer minor wounds at worst, although a few followers may be more seriously injured. +10 to appropriate rolls.

*Minor Victory:* The foes fight back, but are overwhelmed. The troops suffer some wounds, a few possibly serious. +5 to appropriate rolls.

*Marginal Victory:* It is a close contest, but the troops are ultimately successful. A few die or take serious injury, and many troops have at least a minor wound. +1 to appropriate rolls.

*Marginal Defeat:* The troops either retreat before attacking or are defeated after hard fighting. Nearly everyone has at least minor injuries. -1 to appropriate rolls.

*Minor Defeat:* The troops are defeated, and some suffer serious wounds or death before retreating. Nearly everyone has at least minor injuries. -5 to appropriate rolls.

*Major Defeat:* The troops are ignominiously defeated after hard fighting. Many die, and all suffer moderate wounds unless they fled the battle early. -10 to appropriate rolls.

*Complete Defeat:* The commander makes a grave mistake or is greatly outmatched. Many of the troops die, and the rest are captured or retreat with serious wounds. -20 to appropriate rolls.

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## Overall Results

The attackers' leader generally determines the ultimate outcome of the conflict. He chooses the objective, the time and place, the timing of the attack, and the placement of the troops. The combatants engage in combat. Then the attackers' leader rolls against that of the defenders' and the success or failure of the whole plan is decided. The abilities used are usually military ones, but need not be—while storming a bridge the attackers might use their Terrifying Appearance to rout their foes, and defenders might foil an ambush because of their Vigilance.

## Narrator Preparations

Remember the context in which the battle is fought, the plot and subplot that can color the story, and the expectations and desires of the players and their heroes. Do not be afraid to surprise the heroes (or players). You do not have to explain how mammoths got there, what god made a sandstorm, or how the enemy got a battalion of trollkin to work for them. Mammoths and trollkin might indicate that the enemy is more powerful than thought. Maybe the variety of monsters in the battle indicates that the evil god Deshkorgos is behind the attack. Be imaginative, but remember: the purpose of the battle is to fight, not explain background.

Narrators have four critical factors to decide beforehand when constructing a battle episode: the heroes' place in the battle line, the nature of the opposition, the outcome of the battle, and the death of heroes.

## Battle Line

Are the player heroes leaders or simple warriors? If they are a warband or hero band, the warthane (i.e., the narrator) will assign them to the formation that he deems most appropriate. This might not be where the players think they should be! This may in itself be an opportunity for politicking, calling in favors, and other kinds of role-playing.

If a player hero has a high rating in Warband Tactics or a similar ability, he may end up leading several bands or even commanding one of the formations. He and his fellows may get orders from the war chieftain, but will really be in charge of the overall tactics of his formation. He is responsible for calling for an advance or retreat, and can engage in a contest with his counterpart in the enemy ranks.

If all the players are in similar positions, they can run the battle using their clans and warbands as if they were abilities. Instead of bidding AP based on their own ratings, they "bid" men's lives using an appropriate ability (Fyrd Combat, Shield-wall Combat, etc.) of their troops. Players can use *Close Combat* if leading untrained troops, but this takes a penalty of -10 or more.

If a hero is the war chieftain, he appoints the men in charge of each formation. More importantly, he must direct the battle, and so is expected to hold himself back from the actual fighting. His close companions will probably be either his bodyguard or the leaders of the formations.

Clan chieftains, warband leaders, and heroes often clamor to take position in a particular formation—the Sword is seen as the most prestigious by young warriors eager to show their prowess. The player heroes may ask for a particular location on the battle line, but the war chieftain decides. Their placement (and the war chieftain's tactics) determines what they see of the battle.

*The Sword:* Heroes in the Sword expect to advance on the enemy. Heroes in the Sword should have good movement and combat magic, as well as melee skills. War chieftains expect the Sword to move forward and back several times during the fighting, taking refuge behind the Shield when it needs to rest or re-arm, then sallying forth to hit the enemy in the flank or rear.

*The Shield:* The Shield takes the brunt of the enemy attack, holding the enemies in place for the Sword and Spear to batter. The warriors of the Shield should be steadier than their hot-blooded colleagues in the Sword. Cool heads must command the shield, for they must hold their position when the Sword retreats. Player heroes in the Shield can expect to face charges from the enemy. "As the shield goes, so goes the battle."

*The Byrnie:* The Byrnie must be ready for anything. Since the war chieftain is here, he has the chance to exercise his tactical skills and charge, support, or retreat as needed for the ever-changing conditions of battle. If there is terrible fighting, desperate odds, or supernatural foes, this unit will engage them. Its members bear the most danger and often the glory or shame derived from the critical moment of battle.

*The Spear:* The Spear provides long-distance magic and missiles. They are also the final reserve in case a breakthrough of the Shield occurs. The clans assigned to the Spear are those with good missile and ranged magic abilities. They will probably not face enemy warriors unless the battle line is broken.





*The Backboy:* The Backboy includes the support elements of the battle line. Here the healers work to repair wounds from sword and spell, women scream encouragement to the men, and priests and godar pray for magical aid or strength. If the Backboy formation ever faces enemy warriors, the battle is probably lost. A few warriors are assigned to the Backboy to guard against enemies who outflank the main lines, but they are never enough to hold the army from routing if the battle is lost.

## Opposition

The narrator determines the nature of the opposition that the player heroes face. A simple tribe-versus-tribe battle generally consists of Heortling warbands and fyrds opposing each other. Yet there are many other foes in Dragon Pass whom the heroes could face: Grazer cavalry, Lunar heavy infantry, Cragspider's trolls, Praxian nomads, broos, beastmen, or even Ethilrist's demon horsemen. (For more information on fighting these foes, see *Thunder Rebels*, pg. 47, and *Barbarian Adventures*, pp. 23-27.)

Heroes in the battle line can expect to fight the rank-and-

file opponents in the enemy army. They usually have one or two rounds of augmentation before they are in combat, and will use abilities such as Close Combat.

Hero band leaders can expect to face enemy officers, and can an appropriate ability to augment the men under their command. This is usually a tactics ability (such as *Warband Tactics* or *Shieldwall Tactics*) or morale-boosting ability (such as *Oratory* or *Boasting*). This represents the leader setting up the battle line, giving heroic speeches, or simply patting his men on the shoulder and letting them know that they have support and fellowship.

The statistics used to describe the opposition depends on the role the player heroes have in the battle. If they are warriors fighting in the front lines, their foes should be defined in the same way they are: Close Combat and Ranged Combat ability ratings, weapons and armor, and any augmentations they are likely to use.

## Outcome

If a scenario (or the narrator) has predetermined the outcome of the battle, nothing the heroes do can change it. Even if the players roll complete victories in their individual contests, the enemy will still overwhelm their army. However, the heroes may be able to salvage part of the army through their heroism, or be the sole survivors to return from the field.

If the outcome is not predetermined, the actions of the heroes (and their opponents) should serve as an indicator of the tenor of the battle. If the heroes do well, then so does their army. If they fare poorly, then the enemy is in the ascendant.

## Death of Heroes

The narrator must determine if the player heroes are meant to survive, if they will have to take their chances with the dice, or if one or more will die in the battle. Some battles or some attacks are simply not survivable by normal people—the contest then is not if they will die, but what they will accomplish before they do. Generally, the losers of a battle are not able to recover bodies for resurrection or healing, so defeated player heroes may well end up killed or permanently injured and captured. Of course, the narrator should provide a means of recovery or escape for player heroes if her campaign requires it.

## Hero Characters in Battle

Unless your players are commanders on both sides of the battle, the larger-scale events are not important during the session except insofar as they affect the heroes. Huge battles may reduce the player heroes' influence to insignificance, but for individuals, every minute is precious and personal. Your job is to present those minutes as entertainment as well.

## Narrating the Battle

When running more extensive or important engagements, your job as narrator is to keep the players entertained and focused on their part of the battle. Use the fog of war as a plot device, describing only impressions of distant events, feeding rumors, hopeful reports, and useless gossip as if all have equal veracity. Make a distinction between "You hear about..." and "You see..." Be sure to use plenty of the latter, often outrageous and most often doom-laden. Officers and veterans will naturally scoff at every rumor and keep saying things like, "Look in front of you men, don't believe a thing those guys say."

## Before the Battle

Describe the opening of the battle for the players. Tell them only what they can see. Sketch a map that shows what they know of the battlefield, with estimated distances. They may have scouted it and hence know the general layout. Nevertheless, they cannot see everything or know where everyone is. Show them where they are on the map. Tell them if any friends are in sight.

When the enemy comes into sight, show their location on the map. Describe what they look like in a manner appropriate to the distance:

At a mile or more, a mass of armed men is visible. Large creatures like giants and mammoths are easily visible.

At a half-mile, warriors can discern the enemy troop type. Nonhumans are usually discernable as such. Mounted and foot troops are easily distinguished from each other.

At a quarter-mile (440 yards, called Ready Range), details of uniforms, banners, and mounts are discernable, perhaps allowing identification. Their chanting is audible, but it will take special skills or magic to make out what they are saying. At this distance, units often pause to prepare themselves with last-minute magic, inspirational words, commands, and dressing of shieldwalls.

This is generally out of the normal range of missile weapons and magic. Warriors can cover this distance in about three minutes at a run (half that time with mobility magic). Nonetheless, a minute is enough time for defenders to cast last-minute magic, dress the line, throw javelins, and brace for the shock or countercharge.

At an eighth-mile (220 yards, called the Danger Range), the enemy is threateningly close. Superior bows (and many crossbows) can cover this distance at long range, and magicians can often attack individuals with magic.

At 100 yards (Combat Range), warriors using magic can strike in less than 20 seconds. Men this close to combat must stand tense to hear their commander's orders to stand or charge. Few dare to back up, even cautiously, at this distance. Men can look each other in the eye at this distance. They are seconds away from death. Arrows drop among the formations. Cowards shrink away, ordinary men find bravery, and brave men seek to frighten their foes across the way.

## Melee

Describe the events that occur to the player heroes. It is not all combat, and victory can come without melee if the enemy breaks and runs before fighting starts. Snippets follow to give narrators and players an idea of how a battle narrative might go.

"Steady, boys." At the Combat Range, the troops may have to check their courage to see if they stay. Before rolling for the unit as a whole, give the commander and/or the player heroes a chance to encourage their men using magic or inspirational techniques. Fyrdmen may require this even at Danger Range. Commanders commonly start their men battle chanting at this stage, clashing weapons to shield, and so on.

Skirmish. Some enemies run up close and hurl javelins or shoot arrows at the formation, then run back. Others pop up from cover and shoot, then run away. Your heroes have three options: stand and take it (and possibly be wounded), move out of range (only called 'retreating' if a command was issued), or sally forth and attack them (they often do not have armor or swords).

Melee. As much as possible, describe the fight *before* rolling dice: this time, perhaps, the unit commander orders everyone to stand and receive the charge on the shieldwall.

Rest. No one can rest within Danger Range, so the unit may have to retreat or move. Maybe someone comes with bread and water for everyone if the battle has been going on a long while.

Wait. Nothing is happening nearby, but perhaps men can hear sounds of distant fights: the clash of bronze, the sizzle of battle magic, or the screams of wounded horses and dying men.

Melee. Again, possibly against a different unit. Maybe this time, at the Combat Range, your commander orders a charge first.

Missile fire. The unit is the target of massed arrow fire. The common tactic is to get down under shields. Of course, that makes it impossible to make a shieldwall, but *surely* those Lunar archers wouldn't fire into their own troops. (Of course some would. Are they here?)

Wait. Perhaps the battlefield seems ominously quiet—is everything over? Did we win or lose?

Magical side effects are visible: screaming bolts of fire shoot from the sky; strange colored lights illuminate the distance; a cloud of unusual smoke drifts across the field—is it poison? Smoke? Choking gas spirits?



Magical attacks. Everyone becomes afraid. A burning starts in your hand and moves up your arm. A little jabbering thing bounces around spitting poison. Several ghosts appear; their touch is icy cold even beneath those warm furs. Your spear is stuck to your hand, and your sword in its scabbard. A cloud of biting insects descends upon the men. The earth shakes. Clouds come, darkness fills the sky, lightning strikes.

Strange foes. Minotaurs with huge axes accompanied by centaurs using big logs as clubs. Black Horse troopers on demon steeds. Pygmy skirmishers upon their impalas.

Disengagement. It is often difficult and dangerous to disengage from melee or Combat Range without suffering some parting casualties or otherwise being significantly handicapped, unless both sides are rattled, demoralized, or eager to rest. Inexperienced and undisciplined units, for example, will probably lose their formation.

Retreat. Retreat is possible as long as the nearest enemy is out of Danger Range (preferably even farther away). Units should keep themselves intact and retreat in an orderly manner. Failure to do so results in a rout. It is impossible to retreat while in melee, but a rout can happen at any time.

## The End

Rout. In a rout, everyone panics and runs. Smart enemies pursue and kill everyone from behind. Only great luck or falling night lets anyone survive a rout.

Pursuit. When an enemy turns and runs away the usual tactic is to pursue. This is a chance to kill them easily while they flee. What if it is a trap, though?

Surrender. An outnumbered but undefeated unit may surrender as long as it has already accounted itself honorably and is not the bodyguard of a dead king. If possible, it should surrender only to a respected, honorable leader trained in the art of war. If not, it may surrender to the highest available authority. Most people respect ransoms and pay promptly. Lunars, of course, do not, at least not always. They have been known, for example, to sell all captive foes as slaves, or to execute them as rebels. Do you know which Lunars are honorable and which are not?

Accepting surrender. Tribes generally accept surrendering foes. Heortlings commonly pay ransoms for captives, but those without such means become slaves, perhaps sold to another clan.



## The Ethics of War

—From *Andrin's Words*

We know three rules of fighting.

Barntar's is the first. Everyone knows him. He is the god of brawling. When we fight against each other, we follow the rules of Barntar. We don't kill each other in an everyday brawl. "Today we fight, tomorrow we share mead."

Orlanth's is next, who we follow when fighting other Orlanths. They are like us; they know the good rules for honorable combat, for clan raiding and rivalry without destroying each other.

Humakt's is third. Even Orlanth follows Humakt in war, for Humakt is War. You must not confuse everyday life with war. Humakt directs us, and we act.

We follow Humakt's laws in war against other Orlanths. We still honor the Hero's Battle, so that the fyrd need not be slain. Even kings obey that sacred fight. We spare the innocent women and children from death, and recognize ransom and slave price. We never use sorcery against each other.

We follow Humakt's laws in war against outsiders. They are not like us, do not understand our ways, and are not worthy of our honor, customary rights, or mercy. We may make false oaths with them, use poison or send diseases against them, or betray them without fear of our own gods' reprisals. We know from experience that they swear false oaths, use poison and send disease against us, and betray us at the worst times. That is simply the way of the world since the Dawn of Time.

We must not confuse war with everyday life. War is a sacred task where we ordinary people submit to the laws of a terrible god so that we can make the world better. War

starts with sacrifices so that the gods of death and destruction can empower us. We do not war as people but simply as vehicles of the terrible gods. We submit to its powers so that they can work.

We know the War Magic. We know how to make men into a warband. We know how to bless them against enemies. We know how to find our foes, how to fight and kill them. We know how to send away their ghosts. We know how to return home and be purified of all the taint and power of war. We know how to leave that with terrible Humakt, who glories in such horror like men enjoy mead. We are again fit for society, fit to go home where women and children live, and fit to rise and enjoy life again.

We know the War Magic. We know how to make an oath to bind our foes, so that if they break it they will suffer. We know how to make a peace treaty, and how to make powers to enforce it. We know how to speak these things to our neighbors, who can sometimes be bound this way to be like us.

War is uncommon between us Heortlings and our neighbors: the Horse-spawn, the Beast Riders, and the Uz. They understand our ways, and have enacted ancient bonds with us. We have lived with them for centuries. They share some of our War Magic, and when we work it together with them we call it the War and Peace Magic.

We can know no peace with the Evil Empire. None has ever been. The Lunars envy us and have outlawed our ancient ways. Their goddess hates Orlanth and has declared eternal war on him. She communes with Chaos, no more need be said.



# NARRATOR RESOURCES

This chapter describes some of the villains in the Hero Wars epic. Three levels of enemies will plague the player heroes. At the lowest level are the individual Lunar Units against the heroes will face in ambushes and battles. More challenging are the Individual Foes, narrator characters with the personality, followers, and resources to plague the heroes as they work within the rebellion. Above all these is the Army Villain, who masterminds the actions of the units and individuals to try to defeat the heroes.

## The Army Villain

In the course of adventuring, the player heroes will probably face members of many different military units. Additionally, the narrator should choose one or two particular army units or individual foes to test the player band time after time. But the Army Villain, ranking over those front-line grunts, is a true individual. This villain personalizes the conflict by coordinating and motivating the heroes' foes.

At first, they should act from behind the scenes; it should take some time before the heroes even learn of their existence. Demonize them at a distance, then have them foil the heroes' plans. Once the heroes have attracted the Villain's attention, have him plot against them and cause worry even at the last hand-to-hand battle. Try to ensure that they play some role in each session, even if just in the form of gossip and rumor. "You're who? We would grant you hospitality, but we heard what happens to people who help you. Ernalda's mercy, please take this food and move on!"

Part of your job is to build them up so that their final defeat is meaningful to the player heroes. No one cares much if a defeated foe is just another sub-lieutenant. However, if the commander lying dead at your feet or recalled by the Emperor in disgrace is the one who commanded the troops to burn your village, then the victory is more momentous.

We provide two Army Villains here, both of similar rank, equivalent to a colonel in our terms. Rather than regular army regiments, both command units called vexillae, the innovative and flexible task force instituted by the Lunar war god Yanafal

### Other Army Villains

Both Vatheria Scorchsword (pg. 34) and Andrega Silverflame (*Barbarian Adventures*, pg. 33) are comparable in rank to Diotatus Greatson and Vellius Legillus, although they have fewer resources at their command. The regular army naturally scorns those puffed-up private vexillae (although, as shown here, they are certainly not above hiring them). The commanders of the vexillae in return have nothing but contempt for those pea-brained, unimaginative tough guys.

Tarnils. These two have only minimal statistics; the narrator should develop their personality, resources, and capabilities as their importance in the campaign increases.

Polemarch Diotatus Greatson. Once a commoner, this brilliant army commander has aspirations to a lifetime of successful service. He has no political connections but is very ambitious. He is an infantry commander, and his plans are usually slow, subtle, and meticulously planned.

*Significant Abilities:* Close Combat 10WΛ3, Tactical Command (Phalanx Command +5) 18W, Yanafal Tarnils Battle Magic 5W.



Legate Vellius Legillus. A younger son from a prominent noble family of Oronin, Vellius is practical and experienced. He is a cavalry officer, striking with speed, surprise, and savagery, but sometimes uses foot troops ineffectively.

*Significant Abilities:* Close Combat 8WΛ3, Kastok Battle Magic 10W, Tactical Battle Command (Cavalry Command +10) 13W.



## Individual Foes

In addition to the command-level foe that plagues the heroes, narrators should develop a more personal foe for the player heroes. This foe should show up regularly, and each time the



## Presenting Lunar Units

The Lunars mix a range of magical and military assets for maximum effectiveness. If, for example, Diotatus Greatson is the heroes' main Army Villain, he will be predisposed to use heavy infantry. In battle, however, he will deploy cavalry and skirmishers to support them. Off the battlefield, he will also employ other forces and strategies, whether hiring a bounty hunter such as Buthur Dog-nose or even trying to turn other Sartarites against the rebels. As soon as the players think they have identified the tactics of their nemesis, be sure to throw something different and unexpected at them!

Regardless of other concerns or knowledge, however, the narrator should always use the type of unit that best suits the needs of the story. If the heroes attach themselves to Orstalar (see pg. 42), it might be time to introduce a unit of stealthy river-marines from Darjiin, with shamans raising poison-frog and river-snake spirits. Alternatively, warriors accustomed to ambushing hoplites might find a new challenge in a band of shaggy, claymore-wielding Aggari highlanders.

heroes develop new methods to combat them, they in turn should have new abilities and resources to plague them. We provide two examples: Buthur Dog-nose (pg. 32) and Vatheria Scorchsword (pg. 33). Vatheria commands a vexilla known as the Scorching Swords, described below.

Kallyr Starbrow has a similar personal foe named Harthdaran Thunderhunter, who leads a band called the Silver Spears. "Those damned Silver Spears," she calls them. "Someone's got to put out their light." She has never done it, however, and they challenge her again and again. Harthdaran is, in fact, Kallyr's principal heroquesting enemy. Both suspect it, but at this stage neither is certain.

## Lunar Units

The Lunar Empire is a vast realm, embracing many and different peoples and traditions. The Lunar Army reflects this diversity, and contains units of every imaginable kind. Narrators must take care not to present the Lunar Army as some standardized force.

The Lunar Empire rests upon the foundation of Dara Happa, and the Army reflects this solar origin. Many units come from Dara Happa and other regions dominated by the solar religion. Their colors are often yellow, brown, and gold, and their watchwords are tradition, hierarchy, and discipline. In conventional battle on open terrain, a solar phalanx is formidable, too physically and magically powerful for most Heortling units to face.

The Army also includes modern, Lunar units, which draw their recruits from across the Empire. Their common colors are crimson and silver, although they by no means wear a single uniform. They tend to be less conventional, and provide a degree of flexibility and unpredictability the solars lack.

Finally, the Army contains units in both the Regular and Provincial Army that come from other cultures. Many units in Dragon Pass are Tarshite, for example. Although they share a common cultural origin with the Heortlings, they are heir to a distinct, martial tradition of their own, subtly different. The Sun Dome Templars look and fight much like traditional Dara Happan troops. They are mercenaries, not part of the Lunar Army, but are often found working for them because of their solar religion and common traditions.

**Barbarian Adventures** (pp. 23-29), providd statistics for a variety of units of all three types. Statistics for additional units important in this book appear below.

## The Scorching Swords

The Scorching Swords are a private vexilla commanded by Vatheria Scorchsword, a religious fanatic dedicated to advancing the bird cults of Rinliddi. She is an experienced heroquester of the type commonly known within Lunar circles as a 'Hunter Killer Holy Woman.' Her powerful religious and political connections in Rinliddi allow her great autonomy, though her relations with the Imperial military hierarchy are often difficult. This bothers her not at all, for her confidence is boundless.

Vatheria believes in striking from an unexpected direction; "the early bird kills the storm," is her motto. She and her followers wear uniforms with feathered crests and capes, wing designs stitched on their breasts, and silver signal horns that sound like bird calls. The three units fight separately but cooperatively.

### Headquarters Staff

In addition to Vatheria and her supporters (see pg. 33), the headquarters staff is normally defended by three archers and three spearmen of the Diavizzi Guards.

Tribune Oltholongos. Vatheria's mentor and military advisor, a retired Lunar army officer. Devotee of Kestinoros 10 $\blacksquare$  (Fight Imperial Foes, Grand Strategy, Organize Armies), Help in Combat 12 $\blacksquare$ 2.

Teeleranar, Clerk. Initiate of Irippi Ontor 4 $\blacksquare$  (Identification, Literacy, Otherworld).

Lelera the Bow-Healer. Initiate of Orungaya 2 $\blacksquare$  (Archer, Combat Medic).

Orpo, the cook. Initiate of the Obevu-in-the-Mire subcult of Teelo Norri 20 (Charity, Innocence, Succor).

### Diavizzi Guards

The Diavizzi Guards are medium infantry and skirmishers. They look cool in their elaborate armor of bronze scale mail with high sweeping shoulder pads that look like furled wings. They have great battlefield magic, but it is most effective in major battles, not the skirmishes they will probably fight with the heroes. Thus, they are "just soldiers." They are a line unit—two ranks of spearmen backed by three ranks of bowmen. The 80 spearmen and 120 archers of the unit are led by Guard-Captain Yandaral (Line Infantry Tactics 16 $\blacksquare$ 2).

#### Bowman

**Keywords:** Initiate of Diavizzi 18 (Combat), Soldier (Line Bowman) 4 $\blacksquare$ .

**Significant Abilities:** Close Combat 4 $\blacksquare$ , Proud 20, Ranged Combat 10 $\blacksquare$ .

**Equipment:** Bow and arrows  $\blacktriangle$ 3, shortsword  $\blacktriangle$ 2.

**Personal Augments:**

† Combat affinity (+1 Close Combat)  
Proud (+2 to resist magical or natural fear)

#### Spearman

**Keywords:** Initiate of Diavizzi 18 (Combat), Soldier (Medium Infantry) 4 $\blacksquare$ .

**Significant Abilities:** Close Combat 5 $\blacksquare$ , Proud 20.

**Equipment:** Leather armor and shield  $\blacktriangle$ 2, spear  $\blacktriangle$ 3, short-sword  $\blacktriangle$ 2.

**Personal Augments:**

† Combat affinity (+1 Ranged Combat)  
Proud (+2 to resist magical or natural fear)

## Benyafil's Birds

The 150 women of the unit wear bird-headed helms, feathers on their clothing, and connective "half wings" from elbows to hips. They carry long light spears with wicked hooks on the end. They can make gliding leaps of 100 yards' distance or 20' in height. Scouts and messengers ride the rare veng birds that the cult has bred using magical means. They are skirmishers, led by Benyafil the High-Soarer (Initiate of Tholm 5 $\mathbb{W}$ 2, Skirmish and Light Infantry Tactics 15 $\mathbb{W}$ 2).

**Keywords:** Initiate of Tholm 5 $\mathbb{W}$  (Heat, Hunt, Tame Bird), Soldier (Light Infantry) 5 $\mathbb{W}$ .

**Significant Abilities:** Close Combat (Hooked Spear and Shield, Scimitar and Shield) 10 $\mathbb{W}$ , Glide 13 $\mathbb{W}$ .

**Equipment:** Leather armor and bird-head helm and shield  $\mathbb{A}$ 4, hooked spear  $\mathbb{A}$ 4, scimitar  $\mathbb{A}$ 3.

**Personal Augments:**

Heat affinity (+2 Close Combat)

Hunt affinity (+2 in ambush or pursuit attack)

Tame Bird (+2 in gliding leap attack)

## Lightning Flyers

The 25 members of the Lightning Flyers are elite magical troops led by Nest-Captain Arvolina Thundertongue (Magic Tactics 12 $\mathbb{W}$ 2). Their god, the Rinliddi Lightning Eagle, grants them great powers. They can shoot bolts of lightning out of their mouths when they make the "eagle noise." They can fly and hover by flapping their feathered cloaks, and are quite agile. They wear only enchanted silver bracers on their wrists as armor.

**Keywords:** Devotee of Lightning Eagle 5 $\mathbb{W}$  (Flight 12 $\mathbb{W}$ , Eagle Noise Lightning), Priest 8 $\mathbb{W}$ .

**Equipment:** Silver armbands  $\mathbb{A}$ 1.

## Emerald Hawk (Guardian Being)

**Method:** Archetype.

**Form:** A faint, glittering green bird that envelops the member of the vexilla when its powers are at work.

**Membership Requirements:** Be a member of the Scorching Swords; swear an oath to the Avian Return Movement.

**Awareness Function:** Sense Enemy 18.


**Defense Function:** Chop Missiles Out of the Air 1 $\mathbb{W}$ .

**Blessing Functions:** Rapid Movement 10 $\mathbb{W}$  (members of the vexilla may use this function one time per engagement, either as a feat or to give a combat or other augment of +15 in one attack).

## Yelmalo Mercenaries

The mercenaries of the Sun Dome Temples have a natural attraction to the Sun-worshipping Dara Happans. However, they do not let this get in the way of their own religious beliefs (or a lucrative contract). They cover the flanks with javelineers, or take a position that protects one or both flanks.

A phalanx is composed of blocks of 10 lines of 10 men each. A typical phalanx has 10 such units, for a total of 1,000 men and officers. The polemarch (commander) leads from the rear of the

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

## The Avian Return Movement

First Blessed is the native land of Teelo Estara, who became the Red Goddess. When She ruled the Empire personally, She liberated practices that Dara Happa had suppressed in her homeland for centuries. Consequently, there is an increasingly powerful movement in Rinliddi that wishes to revive old rituals and traditions.

formation, passing commands forward by means of trumpet calls. His staff remains behind the lines as well, serving to pass on commands and harry stragglers back into line.

### Javelineer

The Sun Dome Temple of Sartar maintains two troops of javelineers, the Right Flank and Left Flank. Right Flankers are senior to Left Flankers, as they must guard the more vulnerable weapon-side of the phalanx. Each Flank consists of 200 javelineers and a handful of officers. Javelineers are not expected to engage in hand-to-hand combat, and are armed only with a small knife.

**Keywords:** Initiate of Yelmalo 20 (Combat, Light), Soldier (Skirmisher) 5 $\mathbb{W}$ .

**Significant Abilities:** Close Combat 12, Ranged Combat 3 $\mathbb{W}$ .

**Equipment:** Small knife  $\mathbb{A}$ 1, javelins  $\mathbb{A}$ 3.

**Personal Augments:**

† Combat affinity (+2 Ranged Combat)

○ Light affinity (+ $\mathbb{A}$ 4 armor)

### Pikeman

The long weapons of the pikemen allow them to push through the opposition. However, it reduces their frontage, exposing their vulnerable flanks. When used as guards or in other situations where they must be able to fight individually, pikemen carry long spears ( $\mathbb{A}$ 4) instead of pikes. Pikemen are not equipped for one-on-one combat, carrying only a shortsword as their secondary weapon.

**Keywords:** Initiate of Yelmalo 20 (Combat, Light), Soldier (Hoplite) 5 $\mathbb{W}$ .


**Significant Abilities:** Close Combat (Pike and Shield +8) 19.

**Equipment:** Heavy leather and bronze armor and large shield  $\mathbb{A}$ 6, pike  $\mathbb{A}$ 5, shortsword  $\mathbb{A}$ 2.

**Personal Augments:**

† Combat affinity (+2 Close Combat)

○ Light affinity (+2 Close Combat)

 **To combat them:** Their formation relies on every man following his leader precisely. Use terrain to outflank them—rugged terrain will cause the formation to fragment. Earth magic that raises or lowers the ground or shakes the earth can easily discomfit them. Once the front rank of pikes is disrupted, the individual warrior is no more skilled than a Heortling. The sides and rear of the phalanx are extremely vulnerable, as the men cannot easily turn to bring their pikes to bear. You need to sweep away the javelin men. This is easy for warriors, and even a fyrdman is more than a match for a javelineer. But don't attack from the air, for the rear rank of pikes can easily form a roof of spearheads.



## ☐ Yelmalio, The Brightness of Yelm

*Mercenary God of Light and War*

Yelmalio is the Brightness of Yelm, often known as the Son of Yelm. He was a son of the Great Ruler, Yelm, and one of the gods of the many suns of the Golden Age. One by one they all fell in the Gods War, until only Yelmalio remained. Then even he fell to Zorak Zoran, who stole his fire. But Yelmalio rose again when his foes were gone, and He kept his people safe thereafter.

**Worshippers:** Members of the Sun Dome Templars.

**Membership Requirements:** Must be a male citizen of Sun County.

**Physical Abilities:** Ranged Combat (Javelin), See Far.

**Mental Abilities:** Mythology of Yelmalio, Phalanx Tactics.

**Virtues:** Disciplined, Loyal.

**Affinities:**

† **Combat** (Brace Spear, Brighten Morale, Locked Shields, March in Step, Spear of Accuracy)

○ **Light** (Dispel Clouds, See in Darkness, Shield of Brilliance, Smite Darkness, Sunbright Corona)

**Secret: Survive Defeat** (When critically wounded during righteous combat in which he has successfully used the Light affinity, the devotee can use this secret to change his condition from Dying to merely Injured. The secret must overcome the standard resistance for healing injuries or the rating of the magical ability that rendered the warrior Dying, whichever is higher. If successful, the devotee appears to be dead to all forms of physical or magical injury, but awakens from this false death when immediate enemies are gone.)

**Other Side:** Yelmalio's Fort is at the edge of the Solar realm, warding it against invaders. From the Fort, worshippers may exit to the Storm or Darkness ages.

**Disadvantages:** The Yelmalio cult is a minority everywhere except within their own temple-centered regions.



### Troop Leader

File leaders promote based on skills and piety. Each leads a file of 9 pikemen, three of whom act directly as followers (giving him +57 AP). However, he does not lose the benefit of negating multiple attacker penalties when a follower is eliminated by AP loss, as the men behind move forward to close any gaps caused by casualties.

**Keywords:** Devotee of Yelmalio 4W (Light, Combat), Soldier (Hoplite) 10W.

**Significant Abilities:** Close Combat (Pike and Shield +9) 3W, Lead File 5W.

**Equipment:** Heavy leather and bronze armor and large shield A6, pike A5, shortsword A2.

**Personal Augments:**

† Spear of Accuracy feat (+2 Close Combat)

† Shield of Brilliance feat (+2 Close Combat)

○ Brighten Morale feat (+2 Lead File)

### Six-Fold Magnificence of the Dawning Sun (Guardian Being)

**Method:** Identity.

**Form:** The guardian entity manifests as the standard of the phalanx. Its emblem is a golden sunburst suspended between two stout pinewood staves.



**Membership Requirements:** Never break ranks, say a prayer to the rising Sun each morning.

**Awareness Function:** Sense Chaos 20W.

**Defense Function:** Guard against Disorder 20W.

**Blessing Functions:** Formation-keeping 20W, Gleaming Pike 20W, Heal Templar 20W.

## Rebel Leaders

The next two pages contain statistics for Buthur Dog-nose and Vatheria Scorchsword, the two Lunar foes mentioned earlier in this chapter. They are followed by eight pages detailing the most important rebel leaders at this time. Narrators should refer to pages 7-10 and *Barbarian Adventures*, pages 38-39, for more information on the rebellion.

### Using Buthur Dog-nose

Buthur is a hunter but not necessarily a killer, and does not seek combat or confrontation. He just wants to get paid his extravagant fee, do his tracking job, turn over the quarry to his employer, and go home. Even with his impressive bodyguard he will always run instead of fight.

Whenever the player heroes think they are well hidden or have escaped, Buthur can find them. He travels on foot with his bodyguard, sniffing the ground and air and twigs. He can be ambushed, and any fight with this colorful group is entertaining, but he always tries to escape. And usually succeeds, always returning to lead the enemy to the heroes.

### The Bull

Keywords: Carmanian Warrior 15W, Initiate of Bisos 12W (Berserker Combat, Bull, Hazar)

Significant Abilities: Close Combat 10W2, Endurance 15W.

Equipment: Metal and leather armor and shield A4, axe A3.

Hazars are the fierce and proud knights of Carmania. Although he has berserker magic, the Bull knows his duty to Buthur, and will not invoke the battle-thirst unless ordered to do so or the situation seems desperate.



### The Hunter

Keywords: Initiate of Kenstrata 5W (Discern, Hunter, Prey), Hunter 1W2.

Significant Abilities: Ambush 15W, Close Combat 2W, Escape 18W2, Flash Escape 10W (daimon attacks everyone with a blinding flash of light and sound; if this overcomes their foe, it lets all his band break off combat and try to escape), Ranged Combat 18W.

Equipment: Javelins A3 (A4 when thrown with atlatl), short spears A3.



### Contest Synopsis

Ambush (Buthur): 5W2 (+69 AP)

Close Combat (The Lion): 8W3A3 (+168 AP)

Escape Combat (The Hunter): 10W (+38 AP)

Ranged Combat (Buthur): 2W3A4 (+40 AP)



### The Lion

Keywords: Initiate of Durbadath 15W (Combat, Hunting, Radiance), Scout 8W2.

Significant Abilities: Close Combat 5W3, Escape Combat 18.

Equipment: Shield A1, longsword A3.



### The Shaman

The Bald Pig Tradition is a petty animist tradition of Durnvok, a barren land south of Pelanda. The shaman wears a ritual pig's skin as a cape and grunts and snorts as he invokes his spirits.

Keywords: Shaman of the Bald Pig Tradition 18W (Foraging Spirits, Healing Spirits 15W, Survival Spirits).

Significant Abilities: Close Combat 18 (+30 AP from spirit assistance), Drive Away Hostile Spirits 20W, Escape Combat 20, Forage for Food 1W2.

Equipment: Staff A2.



### Buthur Dog-nose

Other Significant Abilities: Close Combat 3W2, Hunter 15W2, Just Doing My Job 15W, Ranged Combat 17W2, Sniff Out Tracks 10W3.

Equipment: Shield A1, spear A3, heavy bow and arrows A4.

Marks: He is unmistakable, for he has a dog's nose. He never refers to his bodyguards by name, only by title.

Personal Augments:

W Chieftain affinity (+5 to leadership abilities or +52 AP to help the "Cheap Six Pack" escape danger)

W Hunter affinity (+5 to ambushes, hunting, or Sniff Out Tracks)



#### Personal Time

Fulfill contracts, look for additional work.

Initiate of ViSarta 12W2

Affinities: W Chieftain, W Hunter, X Lover

Relationship to Family 5W (back in Ajaak, Worian)

#### The "Little Vizier"

Buthur has a complex relationship with this Pelandan sorcerer, the details of which are not relevant here. He does not generally go into the field, but regularly invokes two blessings upon him and his bodyguard every morning. Buthur and his bodyguard can use these as magical abilities once per day at the ability rating listed below.

W Black Magic blessing: Reflect Hostile Magic 18.

W White Magic blessing: Quick Healing 20.

## Buthur Dog-nose

### Pelandan Bounty Hunter

When on a mission, he is accompanied only by his four bodyguards and his non-combatant servants. The servants keep camp, forage and hunt for food, and generally do all the mundane tasks so that Buthur and his men can track their quarry. Buthur is unusually attached to his servants, and will break off pursuit or combat if they are in danger: he worships ViSarta, an ancient Pelandan hunter and chieftain, and may use his Chieftain affinity to support them or lead them away.

Buthur is not interested in fighting as much as he is in getting his quarry. He will avoid conflict with other parties, and will often use ambush tactics to take out his target, then rush forward to secure the body. He and his men are also experienced in non-lethal combat for those contracts where the fugitive must be returned alive.

### Diavizzi Guard Spearman

Keywords: Initiate of Diavizzi 18 (Combat), Soldier Soldier (Medium Infantryman) 7W.

Significant Abilities: Close Combat 10W, Proud 20.

Equipment: Leather armor and shield A2, spear A3, shortsword A2.



### Benyafils' Birds Archer Woman

Keywords: Initiate of Tholm (Heat, Hunt, Tame Bird) 8W, Soldier (Skirmisher) 8W.

Significant Abilities: Close Combat 17, Ranged Combat 10W.

Equipment: Scimitar A3, bow and arrows A3.



### Contest Synopsis

Close Combat (Vatheria): 7W2A3 (+79 AP)  
Ranged Combat (Archer Woman): 10W A3



### Diavizzi Guard Spearman

Keywords: Initiate of Diavizzi 18 (Combat), Soldier (Medium Infantryman) 7W.

Significant Abilities: Close Combat 10W, Proud 20.

Equipment: Leather armor and shield A2, spear A3, shortsword A2.



### Lunar Priestess

Keywords: Initiate of Deezola 8W (Heal Body, Heal Mind, Heal Soul), Lunar Priestess 8W.

Significant Abilities: Healing 10W.

Equipment: Many-layered robes (A1 armor).



Relationship to Family 12W (back in Rinliddi)

### Initiate of Tholm 20W

Affinities: ☉ Heat, ☾ Hunt, W Tame Bird



### Initiate of Natha 4W2

Affinities: ♂ Balancer, † Nathic Combat, R Otherworld

## Vatheria Scorchsword

Other Significant Abilities: Close Combat 20W, Command Vexilla 1W2, Improve Unexpected Tactic 15W, Lunar Officer 15W, Self-Confident 1W2.

Equipment: Shield and magical silver scale mail A11, scimitar A3.

Marks: Despite being only five feet tall, she calls everyone "Shortie."

Personal Augments:

Improve Unexpected Tactic (+3 Close Combat or Command Vexilla)

† Nathic Combat affinity (+4 Close Combat)

R Otherworld affinity (+4 when facing enemy magic)



Personal Time

Leader of the Scorching Swords 5W

### Using Vatheria and the Scorching Swords

Vatheria and her followers are a band of heroes comparable to the player heroes. She is a killer—merciless, dedicated to the point of fanatical. She sees her task as identifying particular threats to the Lunar conquest of Sartar, then eliminating them.

Each unit of the Scorching Swords is interesting enough to appear independently, so feed them into the campaign slowly. Later, a mixed group of two units can show up, possibly surprising the player heroes, who may not have known that they were associated with each other. Vatheria can show up first with her bodyguards, each in their distinctive uniforms, some with a single follower. Perhaps the third troop shows up with Vatheria herself.

At first, player heroes are unlikely to be Vatheria's targets—perhaps they are just unlucky enough to be in the wrong place at the wrong time, or else Vatheria is trying to use them to trace a senior rebel commander. Vatheria is unaccustomed to showing mercy, but neither does she have the time or inclination to pursue targets she thinks of as "sparrows."

Later, the player heroes may find that they have been "promoted" to targets in their own right. At this point, they can expect regular attacks. Even when not actively being hunted, they should be made to feel the pursuit. Perhaps when they visit their home village they hear that "there were some Lunars

here asking questions about you, and they didn't bother doing it nicely." Eventually, the heroes should get the chance to take Vatheria on directly. However, two things will favor Vatheria:


The Army Villain, in the background. He can use his magic or his other forces to help the band, and to help them escape (automatically, if you feel it serves the plot—never engage in dice rolling against yourself). He may even save the player heroes if they are beaten, for whatever dramatic reason he has (he will not tell, so neither should you. If your players ask, "Why'd he do that?" just reply, "Hope that you never find out."). However, the player heroes' own patron, elder, or leader (narrator character) should be able to "cancel out" this character.

The Emerald Hawk. This being grants powerful movement magic to the Scorching Swords. Make it dramatic: the heroes believe they have the time to fall back from an ambush when their enemies suddenly leap forward in a magical dash, or the archers become a blur of motion, knocking and loosing three volleys in the time it takes their enemies to fire one. (This will impress upon the heroes that their band needs a guardian being, if it does not already have one.)



### Lyzal Beater

Keywords: Heortling Warrior 7 $\mathbb{W}$ , Initiate of Maran Gor 5 $\mathbb{W}$  (Earth Making, Earth Shaker, Quakebeast).

Significant Abilities: Close Combat 10 $\mathbb{W}$ , Ranged Combat 10 $\mathbb{W}$ . 

Equipment: Bronze chain armor and shield  $\mathbb{A}5$ , club  $\mathbb{A}2$ , spear  $\mathbb{A}3$ , thrown club  $\mathbb{A}2$ .

### Graywind

Gale-force Umbroli

Significant Abilities: Strong 8 $\mathbb{W}3$ , Thrown Debris 10 $\mathbb{W}2$ . 

### Leader of the Larnsti 5 $\mathbb{W}2$

#### Typical Larnsti Warrior

Keywords: Warrior 7 $\mathbb{W}2$ .

Significant Abilities: Escape 19 $\mathbb{W}2$ .

Equipment: Spear  $\mathbb{A}3$ , javelins  $\mathbb{A}3$ .

#### Personal Time

### Contest Synopsis

Close Combat (Broyan): 9 $\mathbb{W}2\mathbb{A}5$  (+270 AP)

Inspire Orlanthi (Broyan): 6 $\mathbb{W}3$  (+68 AP)

Ranged Combat (Ingard): 2 $\mathbb{W}2\mathbb{A}3$  (+136 AP)

### Contest Synopsis— No Orlanth Magic

Close Combat (Broyan): 7 $\mathbb{W}2\mathbb{A}5$  (+199 AP)

Inspire Orlanthi (Broyan): 4 $\mathbb{W}3$  (+68 AP)


Ranged Combat (Ingard): 19 $\mathbb{W}\mathbb{A}3$  (+84 AP)

### Ingard Rabbitbane

Keywords: Devotee of Tatouth 12 $\mathbb{W}$  (Combat, Movement, Scouting), Heortling Weaponthane 18 $\mathbb{W}$ .

Significant Abilities: Close Combat 2 $\mathbb{W}2$ , Ranged Combat 19 $\mathbb{W}$ .


Followers: 4 Storms (Close Combat 10 $\mathbb{W}$ , Heortling Warrior 6 $\mathbb{W}$ ).

Equipment: Iron chain armor and shield  $\mathbb{A}7$ , axe  $\mathbb{A}3$ , spear  $\mathbb{A}3$ , thrown axe  $\mathbb{A}3$ . 

### Iskalla Kingsguard

Keywords: Devotee of Bevara 2 $\mathbb{W}$  (Heal People, Heal Relationships, Self Defense), Heortling Healer 5 $\mathbb{W}$ .

Significant Abilities: Close Combat 19.

Equipment: Leather armor and shield  $\mathbb{A}2$ , spear  $\mathbb{A}3$ . 

## Broyan

Keywords: Heortling Warrior 4 $\mathbb{W}2$ .

Other Significant Abilities: Close Combat 7 $\mathbb{W}2$ , Heroic Escape 12 $\mathbb{W}2$ , Inspire Orlanthi 4 $\mathbb{W}3$ , Loyal to Followers 14 $\mathbb{W}$ , Ranged Combat 16 $\mathbb{W}2$ .

Special Items: Enchanted iron chain armor and enchanted shield  $\mathbb{A}15$ , iron spear  $\mathbb{A}5$ , iron sword  $\mathbb{A}5$ , javelins  $\mathbb{A}3$ , several Wind Daimon servants (not present while Orlanth magic is ineffective).

Marks: When excited or surprised, he often exclaims, "Kot's Balls!" His clothes flutter about him even when there is no wind, because of his personal daimon servants. (This effect does not occur while Orlanth magic is ineffective; see pg. 43)

Personal Augments:

★ Fight Dara Happans affinity (+2 Close Combat or Inspire Orlanthi when facing Dara Happans)

$\mathbb{W}$  Lead Warriors feat (+2 Inspire Orlanthi)

$\mathbb{W}$  Storm Voice feat (+2 Close Combat)



High King of the Volsaxi 17 $\mathbb{W}2$

The Rebellion



Initiate of Vingkot Orlanthsson 8 $\mathbb{W}$

Affinities: ★ Fight Dara Happans, ○ Fight Trolls,  $\mathbb{W}$  Rule Kingdom

## Broyan, "The Last Free King"

Rebel King of the Volsaxi

Mighty warrior, clever leader, powerful heroquester, and charismatic king, Broyan, the "Last Free King," is a true follower of Vingkot, worshipping him as a god in his own right rather than as a subcult of Orlanth. He has won wars with words, battles with winds, and de-bates with swords. His leadership has been one of the few obstacles to the Lunar army march into Kethaela. Only such a man, whose personal winds appear around him and for whom humble cottars will fight hoplites, could have held Whitewall for so long.

Broyan is Fated to be the Last High King of Heortland. He will die in 1625, so we recommend that the narrator reserve his personal hero band (the 25 members of the Larnsti) as an exemplar rather than as an option for player heroes to join. Even if the narrator does allow player heroes to join, attaining this high honor is very difficult, and any player hero will have to work up to joining the household of the High King.



### Gernu the Mask

Keywords: Heortling Warrior 17W, Initiate of Finovan 12W (Combat, Movement, Raiding).

Significant Abilities: Close Combat 2W2, Escape Magic 14W, Partnership with Dernu 17W2, Ranged Combat 5W2, Quiet 12W.

Equipment: Leather and bronze armor and shield A3, spear A3, sword A3, javelins A3.



### Kangharl Redface

Keywords: Heortling Warrior 7W, Initiate of Mastakos 14 (Combat, Movement, Westfaring Movement).

Significant Abilities: Close Combat 10W, Magically Flee From Foes 4W, Ranged Combat 7W.

Equipment: Shield A1, spear A3, sword A3, javelins A3.



### Contest Synopsis

Ambush Foes (Dernu): 4W3 (+32 AP)

Close Combat (Gernu): 15W2A3 (+108 AP)

Escape Foes (Dernu): 5W3 (+65 AP)

Ranged Combat (Gernu): 8W2A3 (+61 AP)

### Contest Synopsis— No Orlanth/Ernalda Magic

Ambush Foes (Dernu): 4W3 (+29 AP)

Close Combat (Gernu): 12W2A3 (+103 AP)

Escape Foes (Dernu): 5W3 (+61 AP)

Ranged Combat (Gernu): 5W2A3 (+60 AP)

### Silent Bundruss

Keywords: Heortling Warrior 10W, Initiate of Humakt Makla Mann 4W (Death, Honor, Loyalty).

Significant Abilities: Close Combat 15W, Ranged Combat 11W.

Equipment: Leather and iron armor and shield A5, sword A3, javelins A3.



### Niquena Cow-eyes

Keywords: Heortling Steadwife 17W, Initiate of Enferalda 2W2 (Endurance, Heal People, Heal Relationships).

Significant Abilities: Close Combat 10.

Equipment: Two-handed spear A4.



## Dernu

### Intelligent Alynx

Other Significant Abilities: Alynx 15W, Close Combat 17A1 (Claws and Bite), Guerilla Warfare 12W2, Hunting 9W2, Smell Avian 18W.

Personal Augments:

◀ Hunting affinity (+3 to Close Combat or Guerilla Warfare)

Partnership with Gernu (+5 when fighting alongside him)

‡ Sense Enemies feat (+3 to Close Combat or Guerilla Warfare)



Personal Time

Partnership with Gernu 17W2

The Rebellion  
Member of the Iron  
Ring of Sartar 18W



Leader of the Eaglebrown hero band 16W  
(includes his personal followers)

### Typical Eaglebrown Warrior

Keywords: Scout 19.

Significant Abilities: Ranged Combat 2W.

Equipment: Shortsword A3, sling A3.

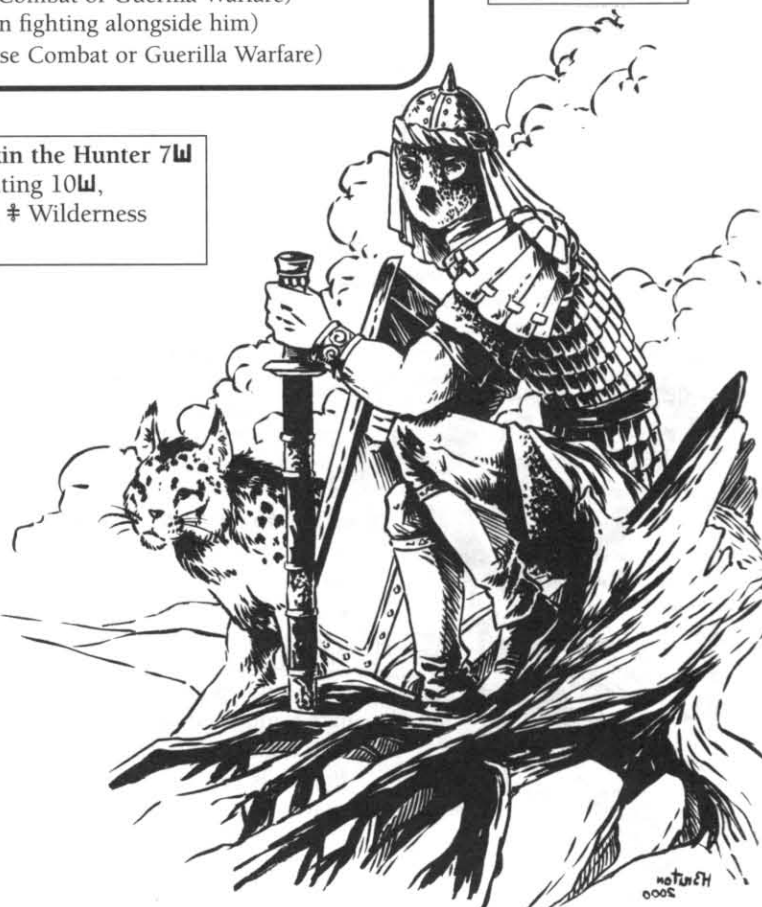
### Devotee of Yinkin the Hunter 7W

Affinities: ◀ Hunting 10W,  
▲ Sensuality 14, ‡ Wilderness  
Survival 18W

## Dernu and Gernu

Dernu and Gernu are inseparable and distinctive, but those who see Dernu the alynx as the pet, familiar, or companion of Gernu the human warrior are grossly mistaken. Dernu, an intelligent alynx of no identifiable breed (see *Anaxial's Roster*, pg. 36), is a devotee of Yinkin the Hunter and the brains of the team. Together they are a formidable combination, masters of the sudden raid and the equally sudden and successful withdrawal. They have often raided deep into Imperial territory, even sacking supply convoys in Tarsh, where an ox's hide full of silver coins has been offered for Gernu's head and Dernu's pelt.

Dernu does all the talking, usually to the great surprise of those the team meets. He usually addresses humans by saying, "Hey, big guys."



### Contest Synopsis

Close Combat (Vastyr): 15 $\mathbb{W}$ Λ3 (+97 AP)  
 Ranged Combat (Aski): 19 $\mathbb{W}$ Λ3 (+68 AP)  
 Thunderbolt (Elmalandti): 6 $\mathbb{W}$ 2 (+69 AP)

### Contest Synopsis— No Orlanth Magic

Close Combat (Vastyr): 12 $\mathbb{W}$ Λ3 (+84 AP)  
 Ranged Combat (Aski): 17 $\mathbb{W}$ Λ3 (+57 AP)

#### Aski Flash

Keywords: Heortling Warrior 6 $\mathbb{W}$ , Initiate of Yavor 6 $\mathbb{W}$  (Lightning 10 $\mathbb{W}$ , Storm, Wind).

Significant Abilities: Close Combat 10 $\mathbb{W}$ , Fly 19, Ranged Combat 17 $\mathbb{W}$ .

Equipment: Heavy bronze scale armor and shield Λ6, spear Λ3, sword Λ3, javelins Λ3.

#### Sparrow Vastyr

Keywords: Heortling Warrior 8 $\mathbb{W}$ , Initiate of Vanganth 12 $\mathbb{W}$  (Combat, Flight, Movement).

Significant Abilities: Close Combat 12 $\mathbb{W}$ , Fly 17 $\mathbb{W}$ , Ranged Combat 10 $\mathbb{W}$ .

Equipment: Bronze chain armor and shield Λ5, spear Λ3, sword Λ3, javelins Λ3.

#### Byrgara Yellowrain

Keywords: Heortling Warrior 15, Initiate of Heler Helamakt 17 (Combat), Initiate of Heler Yuhurul 2 $\mathbb{W}$  (Clouds, Healing Rain, Rain).

Significant Abilities: Close Combat 18, Fly 12, Ranged Combat 15.

Equipment: Leather and bronze armor and shield Λ3, spear Λ3, sword Λ3, javelins Λ3.

#### Haldelos Orlgardsson

Keywords: Heortling Warrior 14, Initiate of Heler Uroth 17 (Clouds, Rain 1 $\mathbb{W}$ , Ram).

Significant Abilities: Camp Comfort 18 $\mathbb{W}$ , Close Combat 14, Fly 13, Ranged Combat 15.

Equipment: Leather and bronze armor and shield Λ3, spear Λ3, sword Λ3, javelins Λ3.

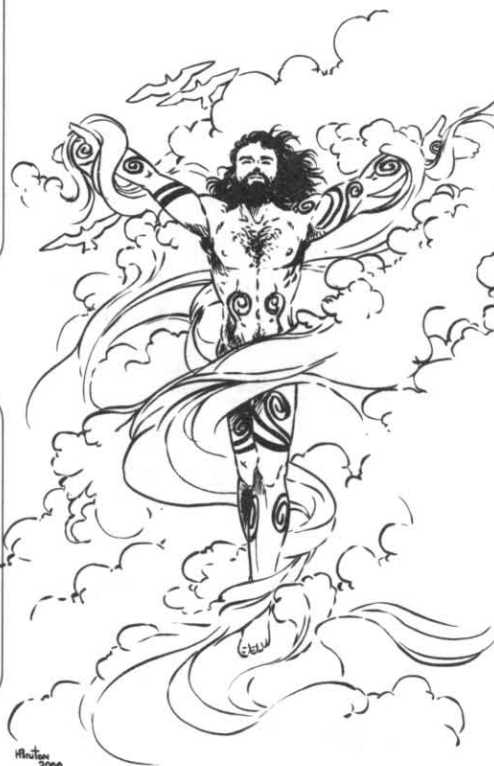


Illustration  
2000

### Elmalandti Bluespruce

Other Significant Abilities: Close Combat 18, Fly 17 $\mathbb{W}$ 2, Heortling God-talker 16 $\mathbb{W}$ 2, Heortling Priest 5 $\mathbb{W}$ , Ignore Wind 7 $\mathbb{W}$ , Loyal to Companions 6 $\mathbb{W}$ , Ranged Combat 14 $\mathbb{W}$ 2, Thunderbolt secret 1 $\mathbb{W}$ 2.

Special Items: Shield Λ1, spear Λ3, sword Λ3.

Marks: Always goes storm-clad (naked) when in flight or worship.

Personal Augments:

- ☉ Snatch Breath feat (+5 Close Combat or Ranged Combat)
- ☉ Storm Voice feat (+5 Close Combat)
- ☉ Thunderstorm affinity (+5 to Thunderbolt secret)
- ☉ Wind affinity (+5 to Fly)



Personal Time

The Rebellion  
Member of the  
Iron Ring of  
Sartar 12 $\mathbb{W}$



Leader of the Stormwalkers sacred band  
(includes his Four Storm followers)

Devotee of Ohorlanth 18 $\mathbb{W}$ 2

Affinities: ☉ Storm, ☉ Thunderstorm, ☉ Wind

## Elmalandti Bluespruce, "Wildstorm"

Some choose rebellion; others cannot avoid it. Elmalandti is a devotee of Ohorlanth, the Great Storm. He is a peaceable and home-loving man, but when the Empire outlawed and tried to choke Orlanth, Elmalandti could do nothing less than join the rebellion. Now he and his personal band of followers, the Stormwalkers (all Orlanthi godi), fly ceaselessly across Sartar as both a military threat to the Lunars and an endless, wandering worship service to Orlanth.



### Contest Synopsis

Ambush (Gyffur): 15W2 (+34 AP)

Close Combat (Gyffur): 8W3A6 (+156 AP)

Ranged Combat (Pola): 7W2A3 (+75 AP)

### Contest Synopsis— No Orlanth Magic

Ambush (Gyffur): 15W2 (+34 AP)

Close Combat (Gyffur): 18W2^6 (+145 AP)

Ranged Combat (Pola): 4W2^3 (+73 AP)

#### Pola Scarmaker

Keywords: Heortling Warrior 17W,  
Initiate of Barantaros 5W  
(Whirlwind Combat feat), Initiate  
of Vinga 14W (Combat, De-  
fender Storm, Movement).

Significant Abilities: Close  
Combat 18W, Ranged  
Combat 4W2.

Equipment: Bronze chain armor and  
shield A5, spear A3, sword A3,  
javelins A3.

#### Vandolan Graybeard

Keywords: Heortling Merchant 17W,  
Initiate of Barantaros 14 (Whirlwind  
Combat feat), Initiate of Issaries 14W  
(Communication, Merchant, Travel).

Significant Abilities: Close Combat  
16W, Ranged Combat 16.

Equipment: Concealed leather  
armor A1, spear A3, sword A3,  
javelins A3.

#### Butaros Painmad

Keywords: Devotee of Urox 18W  
(Anti-Chaos, Berserk Combat,  
Wild Wind), Heortling Warrior  
14W, Initiate of Barantaros 3W  
(Whirlwind Combat feat).

Significant Abilities: Close Combat 9W2,  
Ranged Combat 19W.

Equipment: Enchanted Woad Tattoos A7,  
axes A3, thrown axe A3.

#### Orstalar Sweetsong

Keywords: Devotee of Drogarsi 7W  
(Combat, High Entertainment,  
Movement), Heortling Skald 5W,  
Initiate of Barantaros 14 (Whirl-  
wind Combat feat).

Significant Abilities: Close Combat 19,  
Improvise Scandalous Verses 9W,  
Ranged Combat 15, Write Songs of the  
Rebellion 12W.

Equipment: Shield A1, spear A3, sword A3,  
javelins A3.



### Gyffur Ulfsson

Other Significant Abilities: Ambush Tactics 15W2, Attacking Death Gasp secret 16W, Close  
Combat 18W2, Hate Lunars 12W2, Heortling Warband Leader 18W, Heortling Warrior  
15W2, Inspire Followers 17W, No Nonsense Attitude 19, Ranged Combat 15.

Special Items: Iron breastplate and greaves A6, great axe A6, mace A3, thrown axe A3.

Marks: Gyffur has a wild look in his eyes, especially when facing Lunars in combat. When-  
ever any doubt is raised against attacking the enemy, he shouts, "Death to All Lunars!"

Personal Augments:

† Combat affinity (+5 Close Combat or Ranged Combat)

Hate Lunars (+5 Close Combat when fighting Lunars)

☞ Whirlwind Combat feat (+5 Close Combat)



Personal Time

The Rebellion  
Leader of the Hidden  
Gale Warband  
(includes his Four  
Storm followers)



#### Typical Hidden Gale Warrior

Keywords: Warrior 4W.

Significant Abilities:  
Ambush 17W.

Equipment: Spear A3,  
javelins A3.

Devotee of Barantaros Adventurous 16W2

Affinities: † Combat, ☞ Movement,  
☞ Whirlwind Combat feat

Initiate of Daylanus  
Adventurous 8W  
Affinity: ☞ Fight  
Elements



## Gyffur Ulfsson, "Hidden Gyffur, Hidden Gale"

When Gyffur Ulfsson led his men into battle with the Empire, he knew he might face death. but he was not ready for the retribution which fell on his family, village, and clan, burned and scattered by a Lunar cavalry raid. Since that time he has taken to the mountains, leading guerrilla raids against the occupiers. He brought the remnants of his clan and the clan wyter with him, and has attracted followers from among those Heortlings who hate the Lunars. He is a stern traditionalist and an inspiring war leader, but is uncompromising and unsubtle even when off the battlefield.

Gyffur bears the physical manifestation of the Hidden Gale wyter with him, but none except clan members know what form it takes. The equipment he and his Hidden Gale warriors use is obviously taken as the spoils of battle from many combats.

### Insterid Fire Eyes

Keywords: Heortling Warrior 4 $\mathbb{W}$ 2,  
Initiate of Vinga the Avenger  
12 $\mathbb{W}$  (Combat, Inspire Non-  
Combatants, Movement).



Significant Abilities: Close Combat 7 $\mathbb{W}$ 2.

Equipment: Bronze scale and shield  $\mathbb{A}$ 5,  
spear  $\mathbb{A}$ 3, sword  $\mathbb{A}$ 3, javelins  $\mathbb{A}$ 3.

### Contest Synopsis

Ambush (Kallyr): 12 $\mathbb{W}$

Close Combat (Offir): 11 $\mathbb{W}$ 2 $\mathbb{A}$ 3 (+96 AP)

Ranged Combat (Offir): 8 $\mathbb{W}$ 2 $\mathbb{A}$ 3 (+92 AP)

### Contest Synopsis— No Orlanth Magic

Ambush (Kallyr): 8 $\mathbb{W}$

Close Combat (Offir): 8 $\mathbb{W}$ 2 $\mathbb{A}$ 3 (+86 AP)

Ranged Combat (Offir): 5 $\mathbb{W}$ 2 $\mathbb{A}$ 3 (+86 AP)

### Offir Swiftsword

Keywords: Heortling Warrior 5 $\mathbb{W}$ 2,  
Initiate of Destor Adventurous 15 $\mathbb{W}$   
(Combat, Movement, Wind).

Significant Abilities: Close Combat 8 $\mathbb{W}$ 2.

Equipment: Enchanted leather armor and  
shield  $\mathbb{A}$ 6, spear  $\mathbb{A}$ 3, iron  
sword  $\mathbb{A}$ 5, javelins  $\mathbb{A}$ 3.



### Ernaldesta the Vigorous

Kallyr protects Ernaldesta whenever she  
accompanies the band into combat.

Keywords: Heortling Steadwife 10 $\mathbb{W}$ 2, Ini-  
tiate of Enferalda 8 $\mathbb{W}$ 2 (Endurance,  
Heal People, Heal Relationships).

Significant Abilities: Close Combat  
12, Make Camp 15 $\mathbb{W}$ 2, Ranged  
Combat 15.



Equipment: Kitchen cleaver  $\mathbb{A}$ 2, bow and  
arrows  $\mathbb{A}$ 3.

### Elusu Sit Here

Keywords: Bonded Eurmalk Trickster 4 $\mathbb{W}$ ,  
Heortling Stickpicker 5 $\mathbb{W}$ .

Significant Abilities: Ambush -14 to Kal-  
lyr (noisy), Close Combat -14 to Kal-  
lyr (clinging and underfoot), Escape  
Pursuit 10 $\mathbb{W}$ , Trickster Magic 4 $\mathbb{W}$ .



## Kallyr Starbrow

Other Significant Abilities: Brilliant Inspiration 1 $\mathbb{W}$ 3, Close Combat 5 $\mathbb{W}$ 2, Guerilla Warfare 2 $\mathbb{W}$ 2, Heortling Warrior 7 $\mathbb{W}$ , Loyal to Followers 15 $\mathbb{W}$ 2, Loyal to Kingdom of Sartar 10 $\mathbb{W}$ 2, Queen of the Kheldon Tribe 12 $\mathbb{W}$  (exiled by Lunars), Stern 15 $\mathbb{W}$ .

Special Items: Iron scale armor and shield  $\mathbb{A}$ 7, spear  $\mathbb{A}$ 3, sword  $\mathbb{A}$ 3, javelins  $\mathbb{A}$ 3, Starbrow 1 $\mathbb{W}$ 2.

Marks: Kallyr's red hair and stern demeanor would make her noticeable, but the bright star-like gem that blazes in her forehead immediately captures the attention of all who see her. She inspires fanatical loyalty from her followers, especially Vingans. She seems distant to most people, and always speaks in the definite: not "I hope..." or "try to..." but "this will happen..." and "you will..."

Personal Augments:

† Combat affinity (+4 to Close Combat or Ranged Combat)

$\mathbb{W}$  Lead Tribe affinity (+3 to Inspire Followers)

$\mathbb{W}$  Vigilance affinity (+4 to Guerilla Warfare)



Personal Time

Queen of the  
Kheldon Tribe 8 $\mathbb{W}$

Initiate of  
Rigsdal 4 $\mathbb{W}$ 2

Affinities:  $\mathbb{W}$   
Vigilance



The Rebellion  
Member of the  
Iron Ring of  
Sartar 17 $\mathbb{W}$ 2



Initiate of Vinga Dar the Queen 15 $\mathbb{W}$

Affinities: † Combat,  $\mathbb{W}$  Lead Tribe,  
 $\mathbb{W}$  Movement

## Kallyr Starbrow

Queen of the Kheldon Tribe, Leader of the Rebellion.

Kallyr is the queen of the Kheldon Tribe, and the greatest Orlanthi hero since Sartar and Harmast. She is as powerful as a minor god—once she alone exterminated a tornado that was tearing up her home. She is a Vingana, never wedded nor bedded since she took her oath to free Sartar from the Lunars. She has had special powers since she went to the Sky World and conquered a star god. Now she bears its power in a jewel set in her forehead. There is much speculation as to what magical abilities, if any, this obviously magical jewel grants to her.

The Lunars have caught Kallyr, but never kept her. Her followers dragged her, near dead, off the field at Boldhome, but she escaped. She was captured by Lunar sorcery at Larnste's Table, but she escaped. She was in Whitewall when it fell to the Lunars, but she escaped. She wears the regalia of the Iron Band of Sartar. She heads an army of holy fighters called Sartar's Band who can run on air or water, and which includes ten heroes from old times come back to help her.



### Orkolovus of Balazar

Keywords: Heortling Warrior 5W, Initiate of Hevduran the Sword Sage 10W (Combat 2W2, Knowledge, Literacy).

Significant Abilities: Close Combat 10W.

Equipment: Chain armor and shield A5, sword A3, spear A3.



### Borman Holvirson

Keywords: Devotee of Jarani 10W (Allfather, Making, Tribal Law), Heortling Godi 10W.

Significant Abilities: Close Combat 14.

Equipment: Leather armor and shield A2, spear A3, sword A3.



### Contest Synopsis

Close Combat (Orkolovus): 14W A3 (+51 AP)

Find Information (Minaryth): 15W2 (+88 AP)

Ranged Combat (Orkolovus): 9W A3

### Contest Synopsis— No Orlanth/Enralda Magic

Close Combat (Orkolovus): 14W A3 (+49 AP)

Find Information (Minaryth): 15W2 (+88 AP)

Ranged Combat (Orkolovus): 9W A3

### Eye Man

Keywords: Devotee of the Gray Ones 20W (Copying, Knowledge, Literacy).

Significant Abilities: Crippled 20 (flaw), Library Research 10W2, Read/Write Pelorian 10W2.



### Kerelenye from Distant Places

Keywords: Esrolian Healer 18, Initiate of Enferalda 2W (Endurance, Heal People, Heal Relationships).

Significant Abilities: Close Combat 14, Cook 10W, Hustle Food 10W.

Equipment: Leather armor and shield A2, sword A3, spear A3.



## Minaryth Purple

Member of  
Jonstown  
Temple 18W

Other Significant Abilities: Animals of the World 10W, Close Combat 18, Find it Out 10W2, Guess Outcomes 10W2, Heortling Sage 5W2, Loyal to Followers 8W, Sorcery Sources and Cures 18, Uz (Troll) Lore 10W.

Special Items: Two-Feathered Lawstaff 20W2 (used to augment an attack or any assertion of authority; also as a weapon A3)

Marks: Minaryth Purple always wears flamboyant purple clothing. If asked a question to which he does not know the answer, he does not make excuses or get embarrassed; he simply says, "I'll find it out."

Personal Augments:

Two-Feathered Lawstaff (+4 Close Combat)



Personal  
Time

Seek Knowledge

Initiate of Lhankor Knowing 16W2

Affinities: Y Knowledge,  
Y Literacy 2W, A Law 14.

The Rebellion  
Member of the  
Iron Ring of  
Sartar 15W



## Minaryth Purple

### Famous and Influential Sage

Minaryth Purple is a worshipper of Lhankor Mhy. Some mistakenly believe him no warrior, but they fail to realize that the sage and librarian fights a war of magic and diplomacy, knowledge and organization. Without him, the rebellion would be immeasurably weaker and less effective.

Minaryth always dresses in purple (hence his name), and bears the Two-Feathered Lawstaff that commands the respect of the scattered remnants of all Sartarites, especially members of the Dundalos Tribe. He has heard the whispered voice of Sartar himself, and knows that a war is won with hearts, tongues, stomachs, and heads as well as swords, staves, arms, and fists.





### Sartark Shieldsplitter

Keywords: Devotee of Ohorlanth Thunderous 7W (Storm, Thunderstorm, Wind), Heortling Warrior 10W.

Significant Abilities: Close Combat 10W, Ranged Combat 7W.

Equipment: Bronze chain armor and shield A5, spear A3, sword A3, javelins A3.



### Bofrost Bounce

Keywords: Devotee of Hedkorianth Thunderous 7W (Storm, Thunderstone, Wind), Heortling Warrior 9W.

Significant Abilities: Close Combat 12W, Ranged Combat 18W.

Equipment: Bronze scale byrnie and shield A4, spear A3, sword A3, thunderstones A3.



### Javern Spithorn

Keywords: Devotee of Tatouth Adventurous 18W (Combat, Movement, Scouting), Heortling Warband Leader 15W, Heortling Warrior 4W2.

Significant Abilities: Close Combat 10W2, Ranged Combat 4W2, Sunset Leap feat 10W3.

Equipment: Iron chainmail and shield A7, iron sword A5, spear A3, javelins A3.



### Contest Synopsis

Ambush (Orngerin): 10W (+38 AP)

Close Combat (Orngerin): 18W2A10 (+157 AP)

Ranged Combat (Javern): 7W2A3 (+115 AP)

### Contest Synopsis— No Orlanth Magic

Ambush (Orngerin): 2W (+38 AP)

Close Combat (Orngerin): 18W2A10 (+150 AP)

Ranged Combat (Javern): 4W2A3 (+107 AP)

### Brown Rainbow

Keywords: War-trained sered horse.

Significant Abilities: Close Combat (Rear and Plunge) 18W1.

Equipment: Hide plus leather armor A2.

## Orngerin Thundercape

Significant Abilities: Close Combat 10W2, Contacts Among Resistance 2W3, Guerilla Warfare 10W, Heortling Warband Leader 12W, Heortling Warrior 4W2, Lead Fyrd secret 10W, Ranged Combat 18W.

Special Items: Enchanted iron armor and Wind Shield A9, Lightning Spear A10, Thunder Axe A5 (Close or Ranged combat).

Marks: Always says, "Aye, yes" when he begins speaking.

Personal Augments:

- ⊗ Combat affinity (+4 Close Combat or Ranged Combat)
- ⊗ Lead Fyrd secret (+30 AP to warband in combat)
- ⊗ Storm Voice feat (+4 Close Combat)
- ⊗ Wind affinity (+4 Ranged Combat)



Personal  
Time

Relationship  
to Clan 10W2

Leader of the Silent Wind  
hero band 15W.

Typical Silent Wind Warrior  
Keywords: Warrior 10W.

Significant Abilities: Initiate of  
the Last Breeze 1W.

Equipment: Spear A3, axe A3,  
javelins A3.

The Rebellion  
Member of the Iron  
Ring of Sartar 1W



Devotee of Starkval Thunderous 6W2  
Affinities: † Combat, ⊗ Storm, ⊗ Wind



## Orngerin Thundercape

"Constant as the rain in Sea Season, deadly as the lightning in Fire" is what the common people say about Orngerin Thundercape. A seasoned weaponthane from the Aranwyth Tribe and devotee of Starkval Thunderous, his competence, loyalty, and leadership have won him renown and a place as one of Kallyr's most trusted associates. When his own chieftain refused to help Kallyr, Orngerin left to follow her, taking many members of the Last Breeze cult with him. They became the core of his Silent Wind hero band, which fought alongside him in Starbrow's Rebellion and went into exile with Kallyr to Heortland.

### Jonrik Dryfield

Keywords: Heortling Warrior 5W2,  
Initiate of Destor Adventurous 18W  
(Combat, Movement, Wind).

Significant Abilities: Close Combat 14W2,  
Ranged Combat 7W2.

Equipment: Chain and leather  
armor and shield A4, spear A3, sword  
A3, javelins A3.



### Rollo Wrapstone

Keywords: Devotee of Hedkoranth Thun-  
derous 10W (Storm, Thunderstone,  
Wind), Heortling Warrior 2W.

Significant Abilities: Close Combat  
2W, Ranged Combat 17W.

Equipment: Chain armor A5, spear A3,  
sword A3, thunderstones A3.



### Contest Synopsis

Ambush (Orstalar): 8\_2

Close Combat (Orstalar): 3\_3\_4 (+120  
AP)

Ranged Combat (Orstalar): 20\_2\_3  
(+118 AP)

### Contest Synopsis— No Orlanth Magic

Ambush (Orstalar): 3\_2

Close Combat (Orstalar): 18\_2\_4 (+114  
AP)

Ranged Combat (Orstalar): 15\_2\_3  
(+112 AP)

### Ivarne Iron tongue

Keywords: Devotee of Hu the Sword 10W  
(Death, Honor, Sword Combat),  
Heortling Warrior 8W.

Significant Abilities: Close Combat  
12W.

Equipment: Chain and leather armor A3,  
two-handed sword A5, throwing  
knives A1.



### Joratora Frycake

Keywords: Heortling Craftswoman (Cook)  
15W2, Initiate of Mahome 10W2 (Bless  
Families, Bless Hearth, Bless Mothers).

Significant Abilities: Cook 4W3,  
Make Camp 14.



## Orstalar the Spearlord

Personal  
Time

Other Significant Abilities: Close Combat 18W2, Eat 3W, Guerilla Warfare 3W2, Heortling  
Warband Leader 18W, Heortling Warrior 15W2, Throw Spear 12W.

Special Items: Leather armor and large shield A3, long spears A4.

Marks: Orstalar is a huge man, but no one calls him "fat" without suffering his wrath.  
His followers call him "bear bellied" when describing him or talking about his size.

Personal Augments:

- W Engizi affinity (+4 to ambushing, fighting, or escaping foes in or near Engizi River)
- W Raiding affinity (+5 Guerilla Warfare)
- W Storm Voice feat (+5 Close Combat)
- W Wind affinity (+5 Ranged Combat)



Initiate of  
Engizi 8W2  
Affinities:  
W Engizi,  
W River

The Rebellion  
Member of the  
Iron Ring of  
Sartar 10W2



Leader of Miki's Mudhens  
hero band 15W2

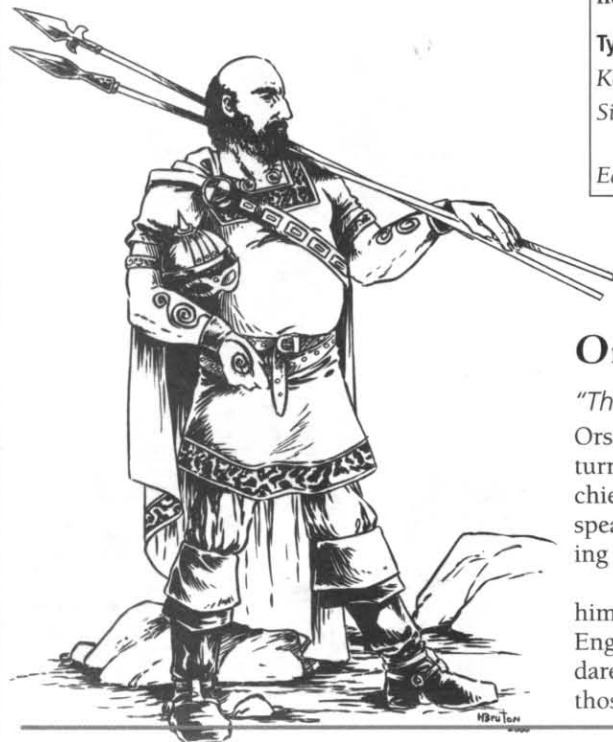
Typical Miki's Mudhens Warrior

Keywords: Warrior 10W.

Significant Abilities: Initiate of  
Engizi 18.

Equipment: Spear A3.

Initiate of Finovan Thunderous 15W2  
Affinities: W Raiding, W Storm, W Wind



## Orstalar the Spearlord

"The Riverside Guerilla"

Orstalar is a worshipper of Finovan from the Locaem Tribe. When that tribe turned to the Lunars (see *Barbarian Adventures*, pg. 7) he walked from the chieftain's hall, and none dared stop him. He uses no weapons except his long spears, which he can throw like javelins or wield with the delicacy of a flensing knife.

Once he raided cattle, now Orstalar is a master of the ambush. People call him the "Riverside Guerrilla" because he has a special relationship with the Engizi River, some say because he married a water goddess. No Lunar soldier dares pursue him within a quarter mile of the Creek, Stream, or River, for those that do are never seen again.

# ORLANTH IS DEAD

In the next chapter, "The Battle of Iceland," the player heroes will participate in an epic event. Orlanth is Dead provides narrators with a timeline of the events leading up to that battle. It does not provide detailed scenes or scenarios, but provides a backdrop for narrators to use before running "The Battle of Iceland."

## The End of the World

This is how the world ends—and then takes a fresh breath.

The sacred calendar (see *Thunder Rebels*, pp. 104-117) is used to pace the crisis. Narrators should have already run their group through the annual cycle of holy days at least once so the heroes can participate in it with some familiarity.

### Events Elsewhere

Events are bigger than the player heroes, and some happen offstage. These boxed items describe things that the player heroes will probably NOT encounter. We include them to help you, the narrator, to understand the big picture. You do not need to tell these things to the heroes, except in the context of what their characters might know.

## The Wind Stops

*Dark 18 (Winds Day/Death Week/Dark Season 1621)*

Dark Season is winter and so it is cold to begin with. A low and steady wind blows from the northwest. People have been preparing and traveling to the places where they will worship their ancestors in a couple of days. It is dismal weather for traveling, and the elderly, sick, and those with infants generally elect to stay home.

It is morning. Suddenly, the wind stops. Everyone in Sartar freezes with surprise, indecision, fear, and then horror. No wind blows, and the few clouds in the sky stand absolutely still and do not move or change shape.

No magic works if it comes from Orlanth, Ernalda, or their subculs. None: no feats or affinities work, no wyter speaks, no umbroli wind blows. Kolat's shamans still can use the spirits they have already bound, but when they try to contact others, they find nothing, not even spirit-air, a very absence of presence. (Later, people discover that Valind's magic also does not work.)

Today, and over the next few days, everyone notices that it is harder for them to do anything without being winded. This affects all the worshippers of the Orlanth and Ernalda pantheon. Most people in and around Sartar, Heortland, Esrolia, and Wenelia are affected. (Even those foreign lands where Orlanth receives sacrifice, such as Prax, Ralios, Fronela, and Umathela,

are touched, but those lands are outside the scope of this book.) However, this does not affect everyone equally: worshippers of foreign deities are completely unaffected.

"Broyan is dead," people say. It seems true. Those with weak religious experience begin to quit their ancestral worship and embrace any new religion that offers protection. The first to benefit is the Lunar cult of the Seven Mothers.

No contact with Orlanth or Ernalda or their subculs succeeds. Divination receives no answers except death, doom, and absence of the deities.

### Deities With Magic

See *Hero Wars* and *Storm Tribe* for details of these deities.

*Major Deities:* Chalana Arroy, Elmal, Eurmal, Heler, Humakt, Issaries, Kolat (to an extent), Lhankor Mhy, Odayla, Urox, Yinkin.

*Minor Deities:* Ana Gor, Barntar, Brastalos, Donandar (except Drogarsi and Skovara subculs), Engizi, Gustbran, Kero Fin, Maran, Pelaskos, Redalda, Rigsdal.

## Ancestor Day

*Two days later*

This is the most important holy day of the year for worshipping ancestors. Its rites are critical, because if the ancestors are unhappy, so will their living relatives be. Meetings are generally small, restricted to families or households.





## The Binding of the Wind

*Elmal will not shine before he rises.*

—Heortling proverb

What hope in the darkness? What solace in prophecy or stories of Black Thunderbird, in rumors of the Starbrow or of rebels in Prax, when all around you bleeds in hunger and disarray? What hope in heroes?

The winds have failed. After long travail, it seems the last faint breezes of hope have been stilled. From distant Whitewall comes news that the last rebels have fallen. And now, this season of no wind.

Ohorlanth is still. There are no storms, just still air and strange rain. The great rituals are failing, and even God's breath magic is still. Among the tribes gathering to worship in secret places, most of the senior godar and rune masters are dead. Many no longer worship the Storm, but have turned to the blessings of an alien goddess. Even those still loyal in their hearts often fear to attend the ceremonies, and the great rituals of Sacred Time have been systematically disrupted by Lunar spies and apostates. And the Empire brags that the Great Lord is bound and imprisoned.

Is the Father of Winds truly chained? Is the Chaos Moon triumphant at last? No one can say.

Perhaps Orlanth truly has been imprisoned by Nysalora and her sorceries. If so, he is weakened, wounded, and soon to be torn asunder. Perhaps the lack of winds is punishment from Orlanth to the clans who have abandoned his ways. Perhaps Orlanth is strengthening and testing his tribe before the Great Storm.

Around the bloodline hearths of the clans and the lonely campfires of the exile bands, those loyal to the Lord of Middle Air share a simple tale. "The Wind is always changing," they begin. "If you are about to blow hard, you breathe in deep. You hold your breath for a heartbeat. You focus all your breath, all your soul, into what you are about to do. Then you *blow*! Orlanth is merely drawing in breath, holding it, waiting to unleash the Hurricane of Change. Do not be deceived. It is the Calm Before The Storm."

Such is their hope. Come the Hurricane.

Everything seems to go normally, which these days means gloomy; people are relieved that it is not disastrous. The Ancestors arrive and, as they have in recent years, speak only of troubles and dark times ahead. They know nothing of why the wind stopped. Depending on whether they lived through it, the Ancestors might state that they experienced something similar during the Great Darkness, Gbaji Wars, or Dragonbreath.

People want to know more about what the Ancestors were talking about. Heroes who probe can learn more from the lore-masters. (See relevant sections of the "Your Clan" chapter for more information.)

**Great Darkness:** This is the period when no deities were worshipped, when Orlanth was questing and Ernalda was asleep. One by one, almost every other deity went away. It ended when Heort performed I Fought We Won. Then the Sun rose.

**Gbaji War:** The period at the end of the Dawn Age when the Heortling people were conquered by Gbaji the Deceiver. The Evil Wind, named Loko Moko, made the wind stop. He then replaced Orlanth as the god of air for a short time (until Vargast Redhand killed him), after which Harmast performed the Lightbringers' Quest and returned Orlanth to life.

**Dragonbreath:** The span of time in the Imperial Age when Orlanth was not worshipped, or was worshipped only in dragon form. No people got any magic from him then but they were happy, at least until they learned they were being prepared to be dragon food. Alakoring Dragon-breaker freed the people that time.

The Ancestors' advice is vague or conflicting. Narrators should ask the players how their heroes feel about this news, and what they plan to do. Let their actions help to steer their families, with the families in turn influencing the clan's decisions.

The families agree that they will get together in a few days with everyone to decide what to do.

## Loom Blessing Day

*Four days later*

All of the clan's women meet to celebrate Loom Blessing Day. In secret, they make a shroud for the goddess. They have done this before; now, no goddess underlies their divine work. It is a piece of cloth, nothing more. They speak afterwards and are worried. The men, outside the house in support ceremonies, do the same. The word goes around. People have come from nearby clans. All agree, it is the same everywhere.

Everyone agrees to awaken the deities on Protection Day, the next Orlanth holy day, just over two weeks hence. That day's purpose is precisely to deal with this kind of emergency. They will all perform the greatest, most lavish ceremony exactly three weeks after the wind stopped.

Clan leaders decide to send messengers to tribal leaders, cult leaders, and the old and wise. They tell their plans, and ask for advice. There are three weeks until the rites, plenty of time to get things right.

The weather does not help. No wind blows, but it is very cold. The motionless clouds in the sky are still there, and in some places the people have given them names. Some offer special sacrifices to these clouds, though without any result.

## Protection Day

*Two weeks later—Winds Day/Mobility Week/Dark Season*

Preparations are long and difficult, not least thanks to Imperial interference. Nonetheless, four of everything is sent where three are needed, and the rites are lavishly staged. The ceremonies are performed perfectly, the sacrifices are of the highest quality, and no outsiders or observers are nearby. But nothing happens. No man rises into the air to fly, no woman sees infinity, and no one travels to the Storm Realm for mead and pleasure. The night passes, then the day, and although the prayers and songs are offered again and with more effort, nothing happens.

The godar and priests agree that they will have to work harder and do better next season, on One Day, Orlanth's high holy day. The barrier between worlds is easier to broach then, and everyone will have time to get even more ready. They encourage everyone to practice their prayers daily.

Not everyone is as devout and committed. People whisper: "Orlanth is dead." Many who are not initiates abandon the religion. These are mostly the poor that work on steads, the kinless folk who have little cottages or live in the collectives in the cities. They go to the cities where the Lunar missionaries live, and the poor houses of the Lunar Seven Mothers are filled.

## Shroud Day, Sorrow Day

*Four days later*

Everyone attends Ty Kora Tek's rites, and the grief and fear are limitless. Outside, the men standing guard weep to make the rains fall, to bring the women back home. But the skies, like their tears, are dry.

## Events Elsewhere: the Whole World?

This scenario describes this catastrophe as being worldwide. As far as anyone nearby (and in your scenario) is concerned, it is. The highest spiritual authorities know this because everything they can do in this world or out says so. In fact, it is not universal, but do not confuse the players with the truth. When you play this scenario, just say "everywhere in the world." As a narrator, however, you may want to know about the actual physical effects that this huge magical event causes.

A major ritual has been completed, and has triggered this huge effect. It is part of building the Reaching Moon Temple.

The Reaching Moon Temple (near the Old Wind Temple) is being built upon a new design. The whole Empire is solidly defended by a series of Yara Aranis temples that are strictly regulated in design, personnel, and calendar. The Sartar temple is an experiment. The designers have calculated that its effective radius will be close to 250 miles (instead of the mere 45 of the customary temples). The site was carefully chosen because a tremendous amount of unquantifiable energy lay beneath it (believed by dominating Lunar thinkers to be a form of raw Essence). The designers first proved that it would work to many priests and bureaucrats; then to high priests and administrators; and finally to the Emperor himself, who in 1580 S.T. ordered the plan funded and implemented. Worship groups were seeded and linked to the process, and it has continued since then, stalled more often by politics than by enemy action, but

never stopped.

The Assiday Family has its entire fortune riding on this, and it looks like it will prove a worthy gamble. Tatius has the resources and now the command to complete it. This success will prove them to be superior to all the rival families in Dara Happa and will catapult them to importance in the Empire. They will get power from the Moon and wealth from Imperial coffers to do this job. They are banking to dominate the Empire's future magical works.

The Lunar magic requires many large tasks to be finished, all of which have their own esoteric requirements too complex to explain here. However, when Whitewall fell, they met the conditions for "killing Orlanth." Everywhere within a radius of 250 miles went to dead air, the area that the completed temple will defend. This area includes Pavis, most of Esrolia and Heortland, and would cover Tarsh except that the kingdom is protected by its own Temple. In the Lunar grounds, priests cheered when the winds failed.

Outside of that circle, however, a secondary effect occurs. All of Dragon Pass has become an "air hole," and all the nearby air is moving in to fill it. That rushing air just "piff" disappears at the edge of this magical effect. Within a couple of weeks, most of the winds in Glorantha are affected and blow steadily (more or less) toward it. Many contemporary chronicles record the event.

At the edge of that area, the wind simply fades into nothing, coming in from the outside and just quickly but gently disappearing. It goes away. It goes nowhere, just away.

### *Another Four Days Later*

The weather gets steadily colder. The winter solstice comes, and it gets colder than it has been before. The Sun seems even dimmer than normal. No clouds keep it from being seen.

## Storm Season

Storm Season starts, but still no winds blow from the north or anywhere else, and no snow clouds gather overhead. It is clear that even Valind, the rival of Orlanth himself, is too close to the Storm to have survived this destruction.

## Good Winds Day

### *Five days later*

No one offers a sacrifice, but everyone brings their valuables. The gods are gone, but the spirits survive. Kolat, Orlanth's loyal ally, has sent his shamans to help. Dozens of them prowl the countryside, selling their rapidly diminishing stock of hard-won charms and fetishes. No one refuses a chance to buy, and people learn that other shamans are here, too. Even their strange spirits are welcome to desperate folk.

The prices are steep, but it is the end of the world, and no one will need property if they die. Some bring cattle, bundled in the wool of twelve sheep to stay warm. Some bring precious metal, gold and silver rings, and coins from distant lands. Some have heirlooms, others bring slaves. Most have nothing but desperate promises and frantic sureties.

Huge numbers attend, so the kolatins are able to perform the so-called "21

charm." During the rites the shamans reach into bags and pull out special fetishes, which even initiates and devotees can use once without penalty. Everyone who can takes one, which has some kind of non-wind spirit stashed inside in case they need a last choke of luck. The charms are relatively weak, however, since the best kolatins are at their own private rites, busy defending the mobs from invisible assaults.

### Cold Snap

By this time, all the Lunar troops have been withdrawn into the cities. Their buildings are boarded up, with guards inside. The priestesses and sorcerers have been working magic. It is

### What Can We Do?

The heroes are likely to volunteer or be asked to play a role in these preparations, especially as the Lunar authorities will try to intercept and seize sacrifices and goods, imprison holy people, and otherwise interfere in any way they can. However, troops will stay out of the tribal territories because it is clear that the clans are angry. Here are some ideas as to what the player heroes can do:

**Escort.** Sacrificial goods and cattle need to be brought to the tribal king and holy people. Lunars might try to seize them by force of arms or citing obscure taxes and regulations, so a strong sword arm and a cunning mind might both be useful. Of course, they might simply tip off local bandits.

**Distant Cousins.** The Tarshites as a people may have abandoned Orlanth, but there are still distant kin among them, many of whom secretly hold to the old ways. They are also relatively rich. Perhaps this is a time to call in old favors or simply assert kin-right?

**Even More Distant Cousins.** Feuds bind Sartarites and Tarshites. Seeing their old enemies weakened and deprived of their magic, Tarshite raiders may see this as a time to avenge old slights.

**Hold the Line.** Many clan tulas have been protected for generations not just by their wyters, but also by magic, regularly re-energized at the great festivals of Orlanth and Ernalda. These have now failed, perhaps allowing ancient enemies to begin to encroach, perhaps zombies from the Upland Marsh or Chaos from Snakepipe Hollow.

almost possible for normal people to see their protective spells and feats glowing at night. Strange noises are heard inside.

The cold worsens. All water freezes, even inside houses with hearth fires. Huge amounts of wood are needed to make any warmth, and logging parties go out in the cold to collect more.

## Queen Day

*Eighteen days later*

By sleds and skis, the women gather to celebrate their goddess. The leaders lead, the followers follow, and all the beauty natural to the world shines forth. Ernalda is gone, but the women all perform their parts. Each shares whatever tiny power she has that might help in this work. They prepare to be One at the Orlanth day. Each of the women knows, after this, that Ernalda only sleeps.

The men standing guard outside learn only that it is now darker and colder than it has ever been before, but their wives' confidence brings hope. They prepare for another great Orlanth holy day.

## One Day

*Fifteen days later—eleven weeks after the Winds stop*

Wherever possible clans attend the larger tribal rites on Orlanth's high holy day. Hecatombs are sacrificed, huge crowds work in perfect unison. Night and day are filled with the thunder of drums, of great voices, and of wapentake. Everyone knows that their personal commitment and intensity determines success, and nobody holds back from giving their all. The night passes and the pale sun rises like a wounded old man. The ceremony

builds up and up in intensity and power, reaching high into the air to touch the infinite Storm. The moment comes to see the gods and goddesses. Everyone looks, strains. Nothing happens. The rite fails. The sacrificial fires abruptly go out; they are stone cold, and cannot be relit. The meat is all burnt or like jelly, smashed by cold. Runes are cast, and the sticks break when they hit the floor. Priests read the livers of the beasts, and they are diseased. People who normally hear the gods go deaf. A dead animal, gutted and spitted over the cold fire, bleats and staggers off the spit before men hack it to bits. Its blood flows and sizzles upon the group and the smell of rotten flesh fills

the sacred grounds. Men weep, women fall senseless, and old people fall dead to the ground.

That night the dark gets darker, like the stars are being pinched out. The cold grows hard and thick, so that all the earth freezes solid and more than solid, so heavy that a sheen of ice coats everything. Folk stumble home numb, afraid, and

exhausted. Those who did not admit it before hear it again, and cannot deny it: "Orlanth is dead." Even the women who told of the success of Queen Day go silent.

Everyone now knows a great and terrible fear. Emptiness occupies the place that once was filled by their experience of faith, spirituality, or religion. Clans meet for long hours and angry days to speak and to act. Many give up their temples, some burn their sacred items and move to the cities to beg help from foreign gods.

Treasures are buried; buried weapons are uncovered. All work is simply dropped, left in place as whole clans abandon their steeds and heads for the hills. Some leave slowly, gather-

***Times are hard.***  
**Temples have been destroyed, worshippers**  
**chased away, and sacred items destroyed.**  
**Invisible in this world, destruction has**  
**been wrought on the Other Side.**

### Involving the Imperial Foes

It is important for the narrator to introduce the army villains chosen as the heroes' nemesis, even if at first they may not recognize them as such.

One approach would be for the heroes to meet a young Imperial nobleman hunting sacred deer, seemingly as a passing encounter. He is arrogant and rude, and accompanied only by a few bearers and slave beaters. Whether started by the heroes or the Imperial, a fight ensues that leaves him dead.

Good riddance. But what if young Savith in-Kirithes was actually the fiance of Polemarch Greatson's beloved daughter? Or, as is rumored by some people, the bed-partner of Legate Legillus? It would be easy for the heroes to regard this as no more than a minor incident and not connect it at first with the troubles that begin to afflict them. Maybe this is when Buthur is engaged, to prosecute a private vendetta. Perhaps Vatheria is asked to nail these particular Orlanthi to a tree both "as a personal favor" and in return for the command turning a blind eye to some of her excesses?

Of course, as the heroes become more significant within the rebellion, they also become more worthy targets for political as well as personal reasons.

### Grisly Landmarks

If the player heroes travel during this unnatural time, be sure to give them some examples of how harsh the winter has been.

#### A Mound of Corpses

The travelers come across a frozen mound of corpses—men and women, children and kittens, cattle and pigs. Some have been killed with blades, others savaged by fangs, a few died with no obvious marks. None has been eaten. Someone killed them and stacked up their bodies. Who? Why? Where are they from? Suddenly, once-familiar Dragon Pass has become a place of unexpected and inexplicable horror.

#### The Wolf Food

Wolves have become the lords of the frozen wilderness of Sartar. People blame the Telmori, of course. Seeing angry gods and hostile spirits everywhere, some desperate villages take to leaving some of their sickest or least liked members out at night as wolf food. Though none say so, this means that in a few places people are sacrificing their own kin in the hopes that it will buy them safety. Players may come across one of these poor souls sleeping, unconscious, or tied near a village on a night alive with the howls of the packs.

#### The Frozen Blood

The heroes find the decapitated corpse of a man. His body is sprawled where it fell, his head apparently rolled away somewhere. His blood, frozen in mid-gush, juts from his carotid arteries like a pair of crimson cauliflowers on stalks that are much too long.



### Events Elsewhere: Bullflood

At an isolated clan rite high in the Storm Mountains, King Broyan and his closest companions appear upon ice-covered ponies and ask to participate as foreigners in the rite. The Bullflood Clan agrees to let them, and the rites conclude exactly as they do elsewhere. Until the end. Broyan adds one line, which he has brought forth from the Old Wind Prophet:

*"This is the Great Darkness, prepare for the fight."*

His words cause a chill breath to shiver from everyone's wracked body. Though no one realizes it at first, those chilly breaths

ing herds and blankets. Others just go.

The Wind Temple at Old Top was especially hurt. Only the greatest Orlanthe tried to get there for the sacred day, but it was too close to the place where the Lunars are building the new temple. Doburduni warriors occupied the hilltop and brought down cloudbursts of rain, which burned upon the skin of the Orlanthe. A desperate fight was fought. An Orlanthe tragedy was made. The great ones who tried the hardest were killed there.

Everywhere in Sartar they call this the One Day Disaster. Even the sky weeps, and Sartar is pelted with a rain of hail from the windless sky.

### A Cold Word of Encouragement

#### *The next seventeen days*

The day after One Day, messengers set off over the hard, cold ground upon their bone skates. That was how the Heortlings had gotten around during the Great Winter, and now the skaters remember how their ancestor Heort had skated. They radiate out from Bullflood, stopping only to tell people:

*"This is the Great Darkness, prepare for the fight."*

The men stop panicking, for they have prepared for this. "Fight on." All women have waited for this moment. "She sleeps." For everyone, the unuttered secret: "You are the Power."

The skaters collapse and sleep, then beg food to go, bearing the word to each group. Others strap on their own bone skates and go off too. In places where no one can visit, Heortling Deer appear (see *Thunder Rebels*, pp. 194-195). They speak of Broyan

hale together to the clan healer, who is suddenly well. Magic works! She has a choice: heal all her people a little, her chieftain completely, or the visitor? She heals the many people. They then heal everyone else a little bit. That pleases Broyan.

"We have fooled the Red Goddess again. No one was in Whitewall for all those months. We lived in Ice Refuge, a stead hall atop Stormwalk. The Old Wind Prophet spoke to us. there We all remember this message." (For more information on Ice Refuge, see *Storm Tribe*, pg. 129.)

The clan swears total loyalty to Broyan, to live or die at his word. He says, "Get your ice skates."

and his message, then disappear again.

Sacred Time is coming, the time when there is no time, only the mythic time out of time. People prepare each in their own way. They gather at sacred sites.

## Sacred Time

*"This is the Great Darkness, prepare for the fight."*

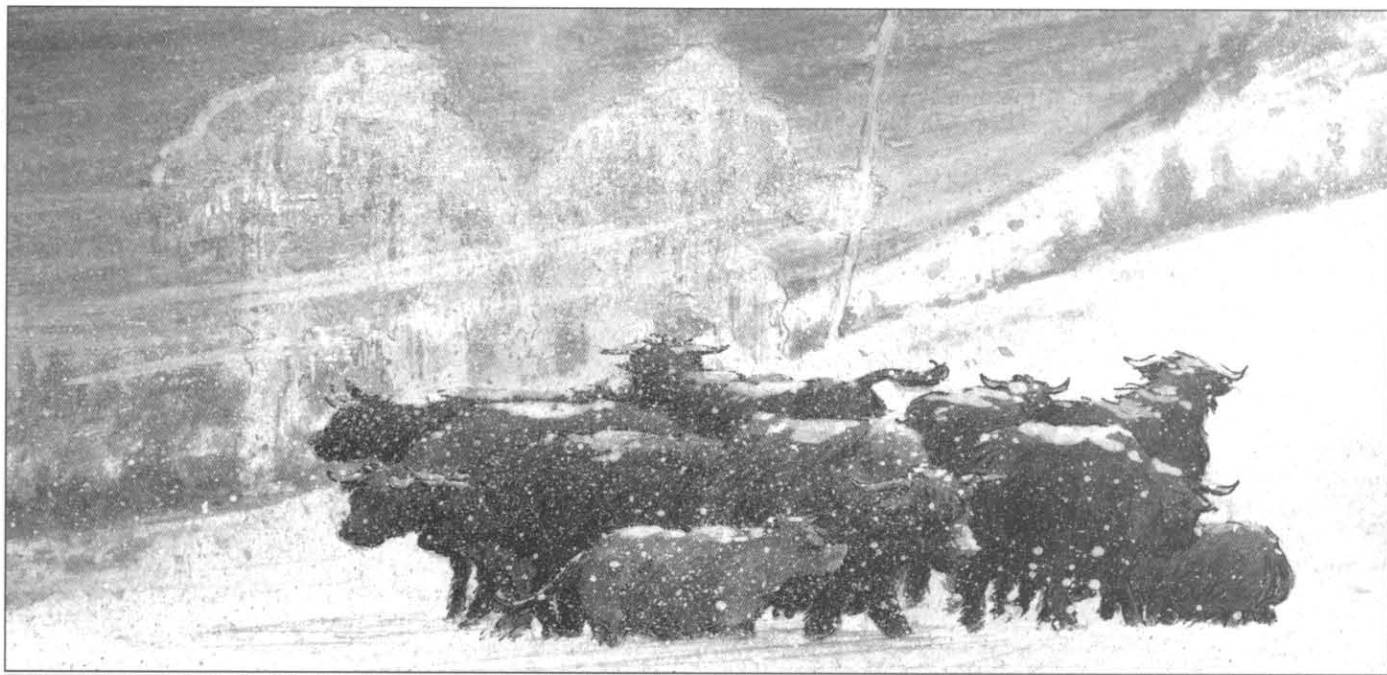
No normal rites are used. No one bothers sacrificing to any god or goddess. It would be useless. Instead, every clan remembers their Ancestors, and everyone takes part in their own I Fought We Won. For fourteen days it goes on in every holy place. On Prophecy Day, no lawspeaker or loremaster speaks. They are silenced, and instead the chieftains and godar take oaths of what they will do.

*"This is the Great Darkness, prepare for the fight."*

People traditionally gather during this time. Their travels are troubled by shadows in the daytime, and their animals' hooves sometimes shatter upon the deadly cold earth. Most people come upon skates now, which they call Heort's Messengers.

*"This is the Great Darkness, prepare for the fight."*

At key sacred sites, the rebel leaders meet, too. They have a word, "Aurochs," and they tell what it means. "The Last Battle will be fought in the Aurochs Hills. The Prophet said so." The place is set. They are looking for people in the resistance to stand ready to get word around fast when they learn the time.



## ☛ Stay at Home

Not everyone wants to become involved in desperate events. Here are some scenario ideas for heroes that stay at home.

*Clan folk arrive, begging for help.* Mobs of ragged, dying people become common as the terrible winter continues. Of course, kinsmen will always be accepted, but how about their friends? Count those food supplies.

*Hollri raid.* Ice demons come to take away anything that is warm. They throw everything onto a pile and collectively form into an ice dome to encompass it and absorb the warmth. They will settle for livestock the first time, or will happily take fire or burning brands away into the cold with them. How many times will they come before the clan fights back? Did you beat them? They'll be back. *Several hollri, Fight with Ice Weapons 9W2* (collective rating). (See *Anaxial's Roster* pp. 194-195.)

*Animals seeking shelter.* Wildlife starts to crowd the steads, sensing that being close to humans is actually safer than out in the cold wilds. Some seek to stay in barns, houses, etc. It is possible a speaking beast will offer some arrangement, as long as they are not eaten or slain by their hosts.

*Firewood running low.* Chopping wood in the winter is usual, but now the trees are frozen so that hitting one with an axe shatters trunk and branches into chips. Can the clan figure out a way to thaw the trees to chop them into firewood?

*No drinking water.* It is so cold that even water set near to a fire has ice on it. It is getting hard to get things to drink. Can the clan figure out how to thaw water?

*Uz raids.* Trolls love this weather. Each night more of them, with larger bands of trollkin, swarm between steads, eating every warm thing they can find. After a season, they are testing steads, and after two, they may raid. Is your stead strong enough to beat them? They'll be back.

*Lunar raids.* After a time, Governor General Tattius the Bright orders his Hunt-and-Kill bands to destroy every Orlanthi thing and person they find. Is your stead unlucky enough for that? Use one of the Lunar bands from the "Narrator Resources" chapter—perhaps even the heroes' special foe. Maybe it would be best for the clan if the heroes just left.

*Strangers arrive, begging for help.* Look for anyone you know among the sorry wretches, bitten by frost, blue-lipped and -eared, numb with cold. Tally your food supplies, remember that conditions have only grown worse, and then decide whether to send them away or let them stay somewhere.

*Valindig survivors need help.* The cult of Valind has about 1000 members scattered throughout Heortling lands. As detailed in *Storm Tribe* (pp. 234-235), they have excellent winter survival skills and could take care of people in this crisis. However, the Empire knows this and has targeted them in particular. What will the clan do when one of them arrives on their doorstep, shattered and bleeding, near dead? A Hunt-and-Kill group is surely on his trail.

*Ice monsters attack.* The unnatural cold brings out unusual monsters that normally cannot survive this low, this far south, or even in this world. Even the clan graybeards and loremasters have no knowledge of creatures like ice crawlers (next page) or nur-san (*Anaxial's Roster*, pg. 90).

## Sea Season

*"This is the Great Darkness, prepare for the fight."*

The weather does not change. Winter food stores are nearly gone. Everyone is hungry.

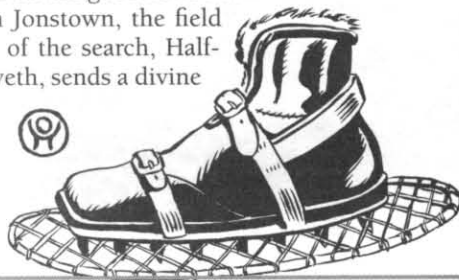
Worse is that the air is suffering further degradation. Old people and children are having trouble breathing. Sounds start to be heard more slowly; if the trend continues, within a year even normal speech will take so long that it will be impractical.

Warriors depart their homes and go to the hills. Many adults go, leaving behind only the old and young hidden in the highlands. They go right to the best hiding places, the deepest, since these desperate people have no one to defend them.

The Empire has learned of the message now. They send bands of soldiers and magicians and spies into the hills to disrupt the bold and the desperate.

The Lunar Army combs the hills but can find no one. On occasion rebel bandits ambush and destroy some of the patrols, so they join into units and go slower but still find no one. It is so cold that even their magicians who search without bodies are chilled. They find empty towns. They find abandoned villages. They find steads left open, their insides coated with ice. They discover animals standing frozen in their stalls, covered with frost. Messengers bear the good news back

to headquarters. From Jonstown, the field commander in charge of the search, Half-moon General Tashkeveth, sends a divine eagle home with the good news: the barbarians of southern Dragon Pass have vanished, along with their gods.



## Fire Season

*Day 88, Founder's Day*

Fire breaks out in two of the Lunar settlements in Boldhome. The Orlanthi section is burned in retaliation; when mobs try to defend their homes, the army falls on them. The troops start to roust out the people, and finally just burn the whole pocket. Thousands flee into the deadly cold and are forced out of the city. Many scatter, but a mob sets off en masse upon Sartar's Road south towards the Aurochs Hills. At Wilmskirk, the Lunar army turns out to destroy them, but when they march out of the gates mobs inside the city set their own houses afire and flee into the countryside. Another mass of desperate people begins moving south. Everyone bears the same message:

*"We have the time and place. Aurochs Hills and Earth Three."*

Rebel bands concentrate on gathering warriors. They move constantly, giving out instructions on places and times to muster. The inspired, desperate, and fatalistic converge on the area.

## ☛ Where is Everyone?

Many people are hidden, dead, or in small groups evading the patrols. Many have gone to the Aurochs Hills to sleep until Spring comes, if it ever does. Eventually your player heroes should go there, too, for it is there that the Battle of Iceland will be fought.

Throughout Sea and Fire seasons, Kallyr Starbrow and other members of the Iron Ring of Sartar travel among the clans that live in the Quivin Hills, finding help and making agreements. If the player heroes are active in the resistance, they will hear of her presence. They may meet Javern Spit-horn or Orngerin Thundercape if they have not already done so, but Kallyr is too busy to be found.

## ☉ Dying Mobs

Player heroes and their clans may become refugees, along with thousands of other wretches huddling in the ice. Thousands die from the cold, and narrators should mention the growing number of frozen corpses lying everywhere. Survival is the only objective in this terrible time. Here are some options.

*Go to your clan.* They will always take you in. If they are short of supplies, you can make them get rid of non-clan members for you.

*Go to a friend's stead.* Personal relationships may be strong enough to make this imposition. If they have room.

*Go to someone who owes you a debt of honor or life.* They have an obligation to help you, and this is the time to ask. If they deny the debt, they are dishonored. Unless they simply do not have any room.

*Go to the king.* Your tribal king has obligations to help his people, and maybe this is one of those times. When you get there, you find that it is one of those times, but the food was gone a long time ago. Whatever obligations once linked subject to king are discharged by this failure.

*Ambush a caravan.* Maybe you can kill a donkey and eat it. If you can find a caravan in this winter wasteland.

*Assault a stead.* They may be weaker than you, and you probably have nothing to lose. Is your frozen mob big enough to take that warm, fat stead full of ungenerous enemies? If you fail, at least you will be dead.

*Go to a city.* Cities have granaries, and they import things, including food. Once you get there, you see that you are not the first. A crowd has gathered, but most of them are frozen solid in place. The city will not open the gates.

*Go to an Ernalda temple.* These are mobbed early, then abandoned and empty after One Day. They have no magic. Even the Ernalda and Esrola temples that had magical feeding devices have failed, and the items have been taken into hiding. The Orlanth temples are just as dead, even the ones that had been kept open despite the Lunar ban.

*Go to a temple of another friendly deity.* Their temples are scattered about, often at the fringes of settled lands or even (for Yinkin and Odayla) in the wilds. These temples accept any refugees, and organize guard and starvation schedules so everyone shares equally. More important, they hold mass conversion rites for the many refugees.

*Go to a foreign temple.* These are shut up and armed, all with soldiers keeping the ground around them clear. The guards all say the same thing: "See the Seven Mothers."

*Leave.* Just start walking, skiing, or skating in any direction you wish. The weather and conditions restrict travel to about five miles per day. If the clan can survive up to fifty days of travel (depending on its location), it will reach the edge of the evil winter. See "Events Elsewhere" on pg. 45.

## The Seven Mothers Temple

The Seven Mothers temple is mobbed, but everyone gets a handful of food and some shelter, huddled in tents sharing blankets with others like them. All they have to do is renounce Orlanth and join the Seven Mothers. Since Orlanth is dead and Ernalda is sleeping, their agents of reprisal are helpless, so there is no divine risk in doing this.

"Look around you. Those people are not weighted down or breathing heavily. They have a rosy look, but you are blue like a corpse. We're not bad people. Has anyone else fed you?"

## The Lunar Response

Tatius moves most of the army to protect his newly laid temple foundation. He sends small bands of his best warriors into the icy lands to wreak as much havoc as possible. This includes elite raiders from the Black Leopard Mandate, dedicated killers from the north who worship the Dark Moon. They work in squads of eleven soldiers, some of whom specialize in stealth and ambushes, others in screaming charges in the middle of the night.

## Ice Crawler

*Reperus gelidosus*

An ice crawler is a large arthropod adapted to life in cold conditions and high altitudes. It stands about three feet high and has a body about six feet in diameter. Covered with coarse white hair, these predators are fearless in pursuit of prey. They stand on eight stout, powerful legs and are equipped with fearsome mandibles. Each leg ends in a series of hooks that allow it great traction on ice and snow. Its head is shaped like a small round pillow ringed with eyes, which allow it a full 360° panoramic view of its surroundings at all times. Its vision extends into the infrared spectrum, allowing it to pick out living things against mountain glaciers or snow-covered hills.

**Armor and Weapons:** Tough Hide  $\wedge 3$ , Bite  $18\text{W}\wedge 5$ .

**Significant Abilities:** Climb 18, Close Combat  $18\text{W}$ , Spot Prey  $3\text{W}$ , Walk on Ice  $2\text{W}$ .

**Tactics:** Ice Crawlers are chasers, accustomed to following their prey across ice sheets and snowy wastes, in which they have a clear mobility advantage.

## Warrior of the Black Leopard Mandate

**Significant Abilities:** Close Combat (Ripping Blades)  $1\text{W}2\wedge 3$ , Initiate of the Black Leopard of the Dead Moon (Night Attack, Savage Killer)  $15\text{W}$ , Terror Tactics  $20\text{W}$ .

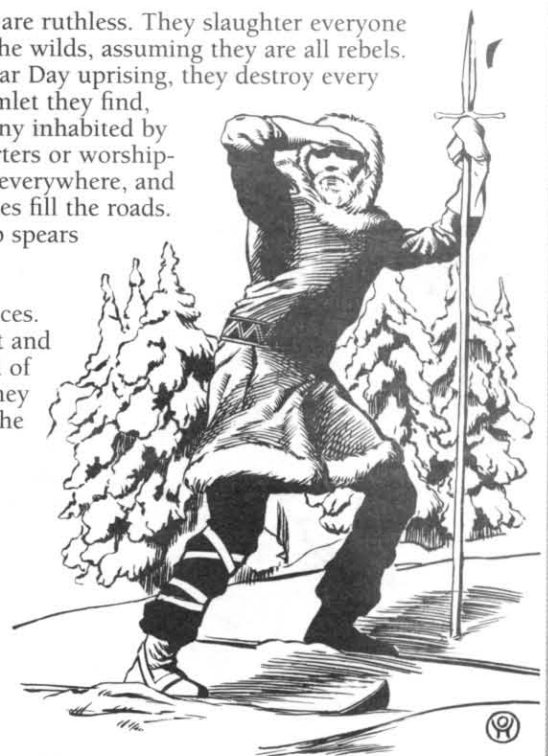
These troops are ruthless. They slaughter everyone they find in the wilds, assuming they are all rebels. After the Sartar Day uprising, they destroy every Heortling hamlet they find,

including many inhabited by Lunar supporters or worshippers. Ruin is everywhere, and fleeing refugees fill the roads.

Many pick up spears and shields

and gather at unburned places.

"We will fight and die at the end of the world," they say, "We are the Immolation."





## ☉ How Do You Save Your Clan?

No one can be more heroic than to save his own clan from death and disaster. Certainly, narrators ought to give the player heroes the opportunity. Afterwards, of course, they should leave their protected clan behind and re-enter the frozen world. Weapon-thanes, leaders, and priests are all likely to remain with the people and guard them, ensuring their safety while the heroes go on to whatever destiny they may have.

We provide you with two ways for the heroes to save their clans. Decide which is most appropriate for your campaign. The first is more practical and mundane, the second includes a walloping dose of Divine Resurrection. Such intervention may not be to your campaign's liking, but future supplements will assume that these events have occurred. Other events may be suggested by sections of the Clan Questionnaire (pp. 12-17).

Note that this type of event is very unusual and has not occurred in Dragon Pass since Harmast's time.



## The Two Sisters and the Other One

To seek help, the clan ring will hold a sacrifice to the clan's most popular deity that is not of Orlanth or Ernalda. They ask for advice on what to do. Signs all say to send the player heroes out to find succor. The deity says, "Go to the Red and the Black and the other one."

These are subcults of Maran, as most holy people will know. The nearest altar is the tiny Maranstone, a dozen miles away in a nearby clan area. (Unless, of course, the clan itself worships Maran.) However, the divination says to go the opposite way, to Daisyfield, a meadow where your sheep graze.

### Daisyfield

The heroes see nothing at first. If they wait or scout around, they will soon see a band of desperate people fleeing across the ice, a couple of Imperial soldiers in pursuit. What do the heroes do? They outnumber the soldiers, but the Lunars still have their magic.

If a fight occurs and someone is killed (whether Lunar or Heortling), two of the refugee women rush to the corpse. The women put their hands in its blood while they chant, perhaps dodging Lunar blows as they do. When they clap each other's hands together, the sound is unnaturally loud. The ghost of the dead person appears between them, but it is a translucent red. The shape howls, then grabs the nearest enemy and begins to throttle it.

The two women turn to the heroes. Their faces are painted, one red, the other black. They say, as one, "Cut them. Make them bleed when they die."

If the heroes do this, the women turn the victims into similar ghosts. However, mere corpses do not work: they must be bleeding when they die. The Imperial soldiers do not put up with much of this. They will flee as soon as the ghosts start to attack. They are not heroes, and will leave their companions to die alone.

If asked what they did (or how they did it), the women say, "It is our other sister." That should explain it, and they will not say more; later, almost any Ernalda initiate can explain that the "other sister" is Sorana Tor, the goddess of human sacrifice. This is blood magic. It is not for men, but it is not from Ernalda. It is older.

The refugees are obviously in desperate need of help. They are frostbitten, exhausted, and lost. After the excitement of the fight, the two priestesses remain coherent for a little while. They get right to the point: "You saved us. Build us a fire, help us now." The right thing to do is take them to the clan ring, of course. The ring will welcome them quickly once they learn that these are the two sisters and the other one.

They will *never* allow the phrase "the three sisters" to be said without a quick response. "We are *not* three sisters," they say, and will insist on that statement from anyone who transgresses their identification. Only a known Eormal disciple could say it, in which case the two women would laugh.

The sisters claim to be able to go to a place that is warm and safe. For saving their lives, they are willing to bring the clan to it as well, along with their own people. Let any dissenters among the player heroes speak against this if they wish, but no one else will. Most people are anxious, in fact, to get going. The ring votes unanimously to do so, and the order is given. Everyone can carry one load, half of food and half of their own possessions. Many people carry almost all food and warm clothing.

Choose one of the two places of succor described below, whichever is most appropriate to your story and campaign.

### The Maran Cleft

In nearby wilds or hills is a cleft in the rocks, large enough to hide a steadholding. It is misty when the party enters with the two priestesses in the lead. The clan lives here, sightless and nearly hopeless, for an unknowable period of time. Periodically, distant footsteps of giants are heard. The heroes have one chance to leave before entering the cave. If they enter, they will miss the great events that they must know are brewing.

After several weeks, the mist freezes from the air. The people find out what they had sensed only by touch before. Some barely edible plants grow along the warmer side of the cleft. The warmth comes from a Maran current (lava) that flows near the surface along the whole of one side of the valley. The other side is bare rock carved with huge pictoglyphs of gigantic extinct animals. The two sisters say it is their distant dancing the clan heard.

Time passes as if in a daze for everyone. Perhaps it is the trance state of malnutrition. Maybe it is the presence of the Goddess' Power. Possibly it is a brain-addled hallucination from the strange plants.

Then, one day, the ordeal is over. The mist surrounding the valley clears. While everyone is still struck by wonder, the two priestesses cry out. "We must leave now! Now!" They practically push everyone out of the cleft and up the trail to the hill above. If anyone looks back, they see the valley filling with mist. If this area is ever sought afterwards by anyone who is not a

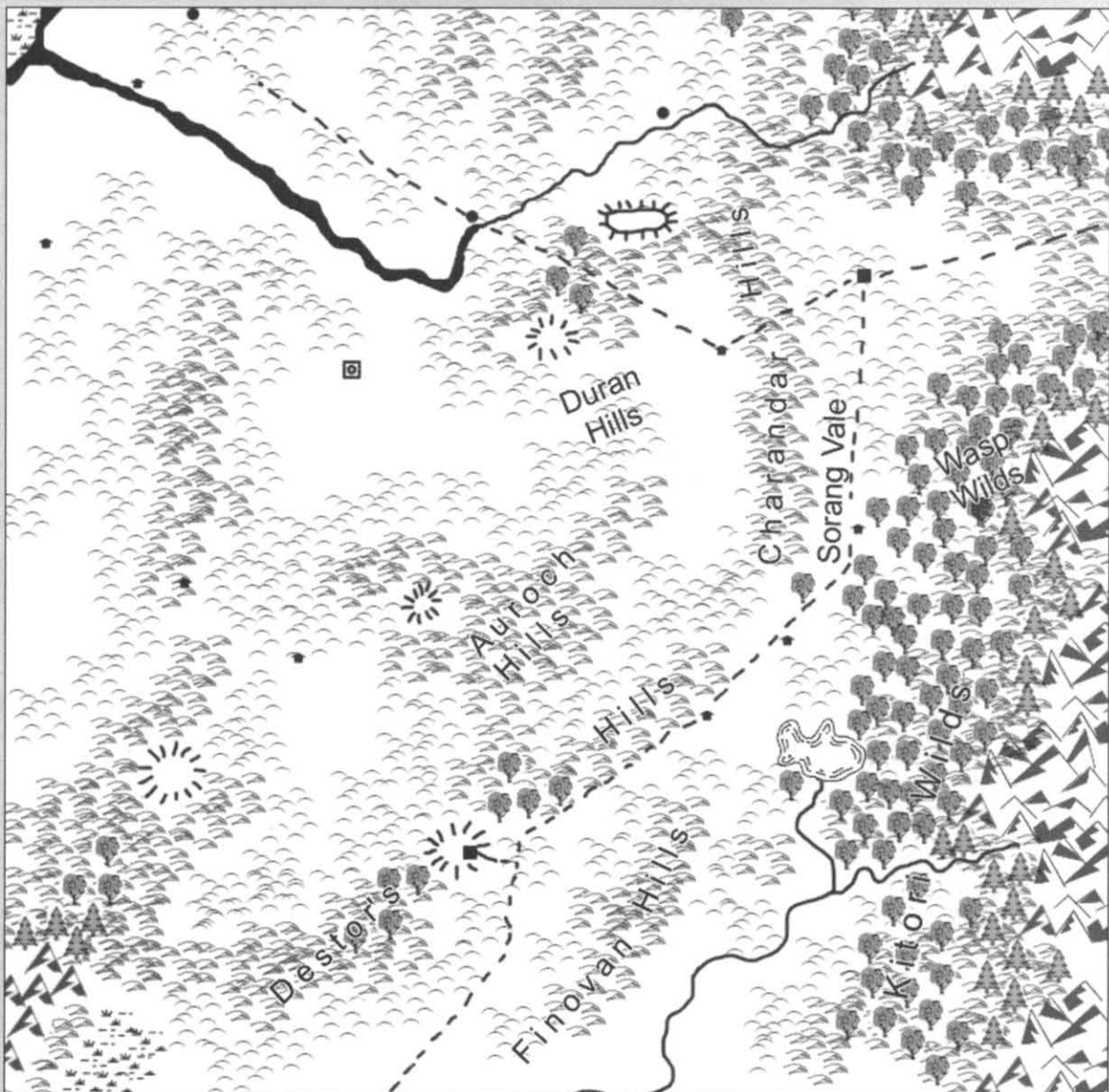
Maran initiate, they will find the whole region filled with the mist, all landmarks obscured and no secret valley anywhere.

### The Aurochs Hills

The Aurochs Hills stand between Sartar and Volsaxiland. This peculiar formation of rocks, about five miles wide and fifteen long, is all that remains of a huge ridge where Orlanth and Urox fought against Dared, a chieftain of the Fire Tribe called the Red Fireman. Urox sent his aurochs against Dared, and they ran around and around so fast that the enemy became dizzy and helpless. The aurochs continued until they scoured away the ground, isolating each enemy. The bulls stood guard below so long that the Red Firemen atop the pillars died. They are still visible as the red tops of the cones.

Broyan hid here once among a hidden clan that had carved caves in one of the cones. More recently, with their permission, large numbers of people have been making similar refuges. They are nourished by tree bark, and generally manage to dig a hole and just go to sleep. If Orlanth wins, then magic in the Spring may rouse them; if Orlanth fails, who among them would want to awaken?

The hills are also the focus of the rebel leaders. They have sent warriors to prepare several sites for hiding and ambush. When the heroes arrive with their clan, they can go to sleep with them, or they can make contact with the rebels and help them to plan for the coming battle.







### The Rising of the Culbrea Tribe

An important element of the rebellion, albeit one outside the main events of this book, is the decision by the king of the Culbrea Tribe to rise against Imperial rule. This is something in which the heroes may be involved, especially if they have a relationship with the tribe or a reputation for diplomacy. After all, these are such times that “an alynx may find itself yoked to a plow.” The heroes might also be looking for an excuse to move on for a while, if their Imperial nemesis is proving a little too dangerous, persistent, or effective.

This can be resolved quickly, as brief interludes, or can be developed into several fully-fledged mini-adventures, and the following list gives some idea of the different challenges the heroes are likely to face. Broadly speaking, two issues are key: approaches and relationships. The heroes must decide how to approach the various members of the tribe, who will speak for the heroes, and what arguments to present. Boasting, for example, is a usual way to establish your credentials, and appropriate gifts are a must, but a lawspeaker is more likely to listen to precedent and reason, while a warrior may respond better to emotional appeals. The heroes will do best if they build on an existing relationship, if not to one of the Culbrea clans, perhaps to a cult or an individual, even Kallyr herself, who has spent much time among the Culbrea. However, they will have little patience for those trying to pass themselves off as closer to her than they really are.

**Entering Culbrea lands.** This is relatively straightforward, although the better the heroes impress the warriors who initially greet them, the easier will be the task of seeking an audience with King Ranulf.

**Audience with King Ranulf.** He is widely known—although not to his face—as Turn-Tail, for he fled from the field when Fazzur Wideread defeated Kallyr in 1613 (see *Barbarian Adventures*, pg. 6). He is kept in power by the Empire, who believes him cowed. Local leaders are satisfied with his scrupulous and even servile obedience to their every demand, however humiliating. His hall is rich and his hospitality substantial, even if a melancholy suffuses the

tribe. Ranulf is cautious, and will not show any favor to the rebels, at least at first. Emissaries who seem sensible and show him honor will receive hospitality and a hearing. If they impress him, he will secretly instruct his closest allies to carry out further inquiries and negotiations on his behalf.

The first is Ironfisted Erngular, the tribal champion. He is deadly with the sword (despite missing an arm) but deadlier as a tactician. He is unlikely to be impressed with boasts and posturing, but relishes a discreet conversation over a few rounds of Swords and Shields (a board game). Ranulf has told him to “find out if these little rebels know what they face.”

The second is Angortyr, the tribal lawthane. He talks much but discloses little. Ranulf has told him to “find out if these little rebels know what they offer us.”

The third is Ranulf’s wife, Ingralda. She is dignified and shrewd, still stiffly in mourning for her last son, dead this last season. Ranulf has asked her to “find out if these little rebels know what they want from us.”

If a hero has any first-hand knowledge of trolls, the shieldthane of an influential Culbrea thane will contact him. His lord Harshax is off on some mysterious errand, but Mikhiling will courteously seek to hear all the heroes can tell him about the Uz, their ways, and their magic. If satisfied, he will simply say that his lord “has ears on the wind and friends in the shadows.” However, from that point the heroes will find their day-to-day dealings with the Culbrea perceptibly warmer. Depending on circumstances, Mikhiling may refer the players to Minaryth Purple (see pg. 40), who is also an ally of Harshax.

Unless they are outstandingly successful, the heroes will receive only ambiguous good wishes to convey to Kallyr, “whom we still remember.” Ranulf, who plans for war with the same workmanlike thoroughness with which Barntar tills his fields, would not be so indiscreet as to give an open declaration of support except directly to Kallyr herself, and then only if he feels that she is certain to win. However, the heroes will have sown a seed in that field, one that may later bear fruit (see pg. 60).





# THE BATTLE OF ICELAND

As the brave and desperate gather in the Aurochs Hills, several Lunar vexilla track them, killing as they pursue. Troops gather under the command of Halfmoon General Urtherion Tashkeveth, Victor of the Three Battles of Stone Men, Master of the Bronze Horses of Melsokorth, and field commander of Tatius' expeditionary force in the Sartar region.

His aim is clear—to take this opportunity to crush the Rebellion once and for all. Its leaders must fall in battle or be crucified as warnings for the future. Its warriors must bend their necks to Imperial justice, forswear their dead god, and accept slave's brands, the due of all rebels. Those who fled to the hills must affirm their loyalty to the Empire, return to their villages, and gather the tribute due, or else be treated in the same manner.

King Broyan has summoned the Lunar forces here in a gamble born of desperation. Orlanth, Ernalda, and their children cannot long survive this terrible ordeal. There is just this chance for one last cast of the rune-sticks, one final gamble. A victory here will free the Wind, at least in part. A failure will doom the Heortlings forever.

## The Summons of Evil

*Earth 1 (Dark Day/Disorder Week/Earth Season 1622)*

On this day, King Broyan starts his Summons of Evil at Twotop in the Aurochs Hills. This is a powerful, fearful ritual that attracts the celebrants' worst enemies. Broyan knows that if Orlanth and Ernalda and their people are to be saved, it has to be soon. Thus, he has opted to force the Lunars to come to him at a time and place of his choosing, to increase the odds of victory.

As soon as Broyan begins his ritual, the Lunar commander, General Tashkeveth, loses contact with Tatius and the rest of the military leadership. This disturbs him, but he has orders to fight, and feels he can end this whole damned mess once and for all. He calls his troops together, keeping scouts out who consistently report that these foes have no magic. He learns that Broyan is at the Aurochs Hills, and he grows determined.

Lunar combat groups start to converge, cautiously, since they are few and the Moon is in its Black phase.

## Still Wind Day

*Earth 3 (Earthday/Disorder Week/Earth Season 1622)*

Tashkeveth launches his attack on Still Wind Day. Although this is the Black Moon day, when many Lunar magics are weak or even unusable, he knows it is Brastalos' day, when Orlanth

has no wind. He feels safe and even more determined—now is the time to end this rebellion. He prepares his army, and they march forward cautiously to the engagement later to be known as the Battle of Iceland.

*You don't have to know everything. Not even a lot. Just enough to tell the story and entertain your players.*

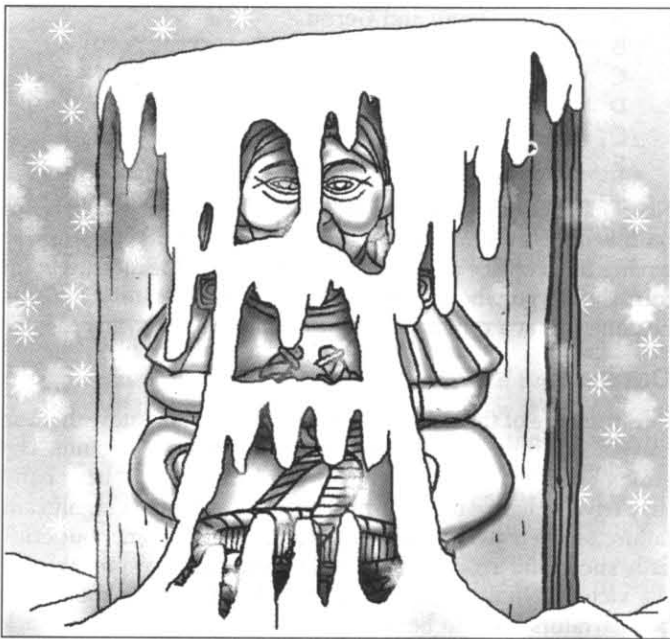
## Narrator Information

The Battle of Iceland is an apocalyptic climax to this first stage of the *Sartar Rising* campaign. It is an episode of grim, dramatic combat, an opportunity

for desperate courage and unstinting bravery. There will be ambushes and pitched battles, sudden reversals and a chance to settle old scores, unexpected alliances and otherworld magic. This is the kind of event in which player heroes may be killed, but they will at least have died in a great cause.

This episode is one long series of combats. Be sensitive to the fact that the player heroes are the keys to some of these events; give them enough time and attention to fulfill their destiny. Miraculous events need not be the focus of attention, but can be backdrops to the hero actions.

This chapter assumes that the player heroes are loyal to (or at least under the command of) one of the rebel leaders described in "Narrator Resources." If they are not, perhaps acting independently, you will need to make some adjustments.





## The Battle

### Command Structure

Determine the player heroes' place in the battle. They should already be loyal to a rebel commander, other than Kallyr. (She is not present. You should not mention this fact unless a player asks about her or tries to seek her out. The Iron Ring leaders know where she is, but they will not say. "You have almost a thousand Lunars to kill here. Keep your priorities focused or your weapons will fail.")

A qualified player hero may command one of a battle unit. Choose which position in the line they have been assigned. If no player heroes command units then the predictable organization and leadership is:

- A Sword: Dernu and Gernu
- B Spear: Elmalandti Wild Wind
- C Javelin: Gyffur Ulfsson, the Barantaros Wind
- D Byrnie: King Broyan, War Chief
- E Shield: Orstalar Spearlord
- F Backboy: Minaryth Purple

Note that Orngerin Thundercape, the default rebel leader, is not on this list. Put him in whatever position best fits the story by having him replace any one of the above rebel leaders, who in turn should go wherever he will best move the story. Perhaps he comes in at a critical time with reinforcements?

### Outcome

The outcome of this battle is predetermined. We know that the players' side is going to win, but remember that they do not. The scale of the fight is relatively small, so the players' hero band may have a chance to perform significant actions. A significant failure on their part should not change the outcome, but critically successful actions might make them partly responsible for the victory. No one will be able to tell this during the battle, but narrators have to be aware of it beforehand to keep track

of such opportunities.

This is also a convenient way to get rid of narrator characters, or to use them for dramatic purpose.

### Death of Heroes?

Decide beforehand whether this *can* occur. Killing a character during play is a very serious event that may stop your game entirely. However, it also punctuates how important the episode is. Afterwards when heroes say, "I fought at Iceland," everyone will be impressed. If one of their number died there, the players will be as well. But do not kill one of the heroes just because you want to shock the players. Just decide whether the dice will be hard or soft on this important point.

### Battle Magic

The warband unit to which the heroes belong probably has tactical magic under normal circumstances. However, since Orlanth bestows most battle magic to his warriors, it probably has none at the moment.

Warbands with wyters that are not from Orlanth, Ernalda, or their kin (see "Orlanth is Dead," pg. 43) probably do have tactical battle magic. They are warned to be ready for a long struggle. The unit commander decides which sacrifices to make (see pg. 23). Player heroes can counsel him, but if no discussion or argument is forthcoming he opts for the normal sacrifice.

### One Long Melee

The entire battle can be treated as a single extended contest. The heroes may face new foes at each stage, but should not get new AP by starting a new fight as long as any enemy remains within ready range (see pg. 27). No one is stupid enough to relax their guard that close to death; such is the drain of battle, the stress of death, the cost of unrelenting fear. This will be brutal, as the story and game system can run the heroes into the ground. With the luck (and bumps) of player heroes, however, they should be able to make it.

The narrator or story may dictate other events. There may be

situations that grant the heroes AP—when they are reinforced by new allies, for example. The unit or an enemy might withdraw, giving the players time to rest, perhaps be healed by outsiders. Any new battle would thus begin a new contest. Broyan has positioned his troops so that they all have a place to withdraw to, but some events do not quite go according to plan.

## The Setting

Lay down the deployment map on the table and point to where the characters are to assemble and where visible units are standing. Describe the battlefield, then read “The Evening Before” and “King Broyan’s Words” (below) to the players.

Tell the players where their heroes will be in the battle line. We recommend that they be placed with either the Sword [A] or Spear [B], as this will allow them to participate in the initial actions of the battle. Placement in the Javelin [C] brings them into the action later. Placement with any of the other units [D, E, or F] will cause them to miss the first half of the battle.

## Describe the Battlefield

It is night. The sky is nearly cloudless. The stars are very visible, except where the dark body of the Red Moon obscures them. The Aurochs Cones stand up, some of them thirty and forty yards. Trees gather in stands all about. Many are broken, snapped off as branches or even whole trunks, all of them shattered when their icy limbs struck the unyielding frozen ground. In the moonlight, thick blue-gray ice covers everything, frozen into a motionless tableau. Sounds are muffled in defiance of all normal winter effects. Everything that does not move is covered with ice.

## The Evening Before

First, messengers come and make the sign to keep silent. Then King Broyan and his bodyguards come among the group. (He is visiting each group of warriors.) He keeps his voice low, but it is as if he addresses everyone individually. His words inspire everyone. (His *Inspire Orlanthi* 4W3 ability grants a bonus of +2 to everyone who is a willing listener. The effect lasts throughout the entire battle.)

After Broyan leaves, everyone disperses to his or her hiding place, any of various caves, trenches, and camouflaged gullies.

### King Broyan’s Words

General Tatius has almost a thousand soldiers out here in the field against us. They are experienced, have magic, and have good leaders. But they are also as miserable as we are, overconfident and angry, but not desperate like us. It is a Black Moon, so their best magicians will be helpless.

We think they have detected the people sleeping in the hills. We believe that they will start at the Triplets, where the largest number lies. But we have to assume that they will go for everyone if they have the chance.

This is to our advantage, since the concentration of people at the Triplets should make the rest of us seem insignificant. We will break up into groups, scatter, and follow opportunity.

They approach from the north, as evil always does. They are not in a single group but are not dispersed either. They do not know we are here.

Your orders are to go to your ambush places and hide until you can attack. Once exposed, protect the sleepers at all costs. If you lose your leaders, go to the Triplets. Stay out of the forests towards the end of the battle—the kolatings are in there, and have offered half the trees to Dag-aralobran, the Oakfed Spirit. We plan to chase the Lunars into the woods and burn it quickly.

Strike hard, move quick, strike again if you can.

We are brothers in Heort today, at the end of the world.

We are the Hurricane!

# The Course of Battle

## Before Dawn

Humakt is still alive. Men pray to him now. In the trenches, under the camouflage, and inside the caves they hide now, without magic. It is certainly like the land of the dead, and most of them will be there soon. Perhaps today. So they pray to Humakt. Sacrifices are made. Swords are sharpened.

Another sacrifice is made. This is to “All the good gods and goddesses who can hear this, who would come at this time to lend aid to their desperate worshippers.” Surely, everyone participates in this, but players who ask should be told that their heroes get no bonus for it. “When the gods fail, men must succeed. This is the Great Darkness, prepare for the fight.”

## I. The First Ambush

The advance force is a column of Tarshites, tough soldiers from the Provincial Army. Under the banners of two cities they advance in march order, spearheads glittering, axes swinging at their belts. Imperial forces usually march in well-drilled formation, with scouts and outriders. However, they have been pushed to engage the Orlanthi rabble, and have had to divide their line. This is not the first time a Dara Happan general, certain of the victorious destiny of Yelm’s chosen Empire and used to fighting on the broad plains of Peloria, has proven over-confident and unused to the realities of war in Dragon Pass.

*Tarshite Shieldwall:* Close Combat (Spear and Shield, Axe and Shield) 18A3.

The Sword [A] is in position to spring the ambush Broyan has set for the Imperial troops as they part around the Weeper. Heroes with the Spear [B] see the action, but cannot influence it.

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### Contest: Ambushing the Tarshites—Melee

*Appropriate Abilities:* Ambush, Stealth abilities (-3), Know Local Area (-5), appropriate Tactics abilities (-5), Scouting (-5), Know Tarshites (-10), Hunting (-10).

*Additional Modifiers:* Well hidden, attack from surprise (+20).

*Resistance:* Regular Lunar Army on alert, [ability] 5W2.

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### Contest: Ambushing the Tarshites—Commander

*Appropriate Abilities:* King Broyan’s Guerilla Tactics 2W2.

*Modifiers:* Well hidden and attacking from surprise (+20); Accidental fortune (+10): a band of starving farmers staggers close to the path of the Lunars, triggering much of their magic and causing a false alarm.

*Resistance:* Detect Ambush 5W2.

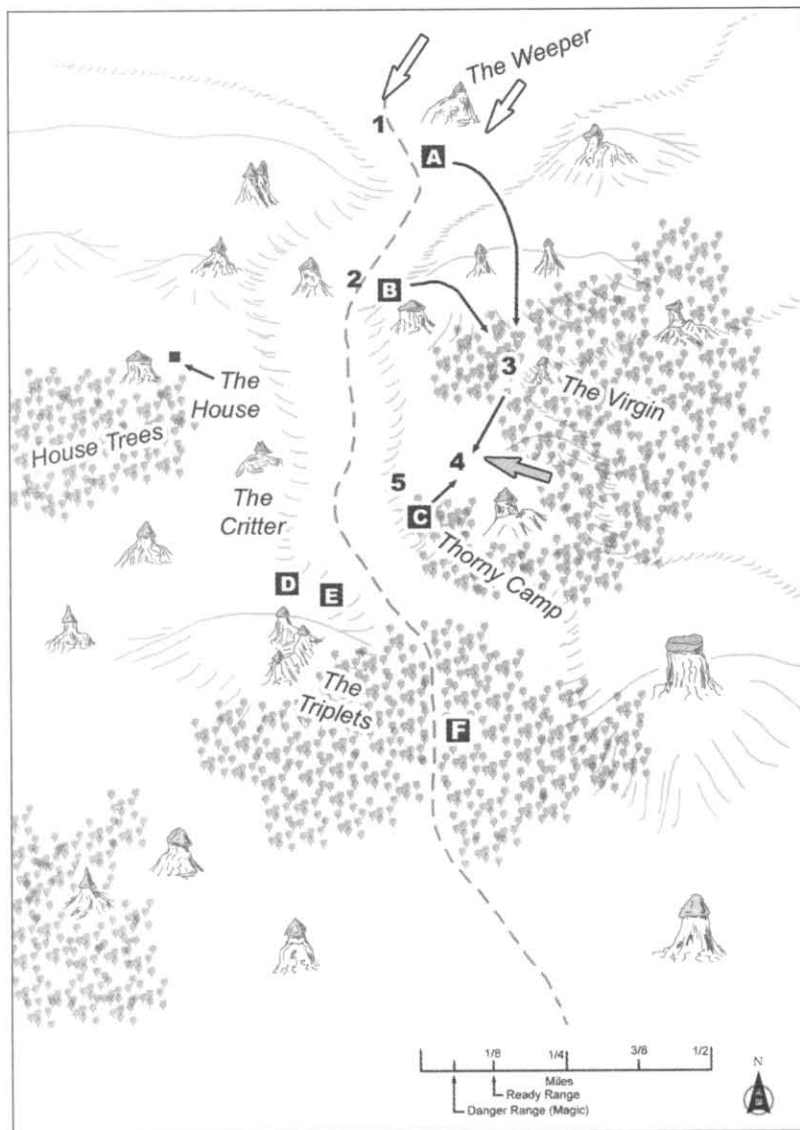
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Whatever the result, the rebels quickly fall back. They will probably be victorious, but even if Broyan fails his roll it only determines how hard it is for them to escape.

Describe the scene left behind as the heroes withdraw: carnage of many dead Lunar soldiers, some small groups still standing, disorganized. Farther back, a half-mile away, other troops are now visible hurrying forward. The heroes should easily slip away.

Narrators may choose to send the heroes to Site 2 (where the Spear awaits) or Site 3.





## 2. Ambushed by Lasadag Lions

Javelins hit your unit with magical speed, then men dressed in furs and claws strike with their spears and leaf-bladed swords. See *Barbarian Adventures* page 26 for details of these troops.

### Contest: Ambushed by Lasadag Lions—Melee

**Appropriate Abilities:** Ranged Combat (Javelin) 10WΛ3.

**Additional Modifiers:** Attacking from surprise (+10).

**Resistance:** Player heroes' Quick Reactions, Vigilance.

### Contest: Ambushed by Lasadag Lions—Commander

**Appropriate Abilities:** Buthur Dog-nose's Sniff Out Tracks 1W3 (improvisational penalty applied because a tracking ability is being used to set an ambush, but augmented by the great pride leader's Cut Off Escape feat).

**Resistance:** Rebel commander's Guerilla Tactics 2W2 (or player hero's appropriate ability, if leading the warband).

Whether victorious or defeated, the rebels are ordered to retreat to Site 3. The heroes will probably fail to shake off pursuit unless they do something special, as Buthur and the Lasadag Lions make a formidable combination.

## 3. Caught!

The enemy troops close the heroes' unit. They leap and slash, hot with a smell of musk on the snow. The heroes must fight at least one round of melee, more if they

### Divine Intervention

When all is lost for a hero, he has the chance to get help from deities in the pantheon if he prayed and sacrificed properly earlier. Here are several suggested manifestations of the power if the hero succeeds. These usually appear after a hero's defeat—the attacker will usually attempt a coup de grâce, and this manifestation intervenes. It is not a simple act, of course, and you should describe it with drama. Note that the gods are closer to the world than normal during this battle, so the narrator may, if she wishes, give the hero a bonus to his divine aid roll.

**Secret Wind.** The cult of the Cloaked Wind is present. Many join it for this battle, and during the fighting the rebel warband's leader stands in his stirrups atop a knoll, everyone around him chanting. His cape rises slightly, then flutters out behind him! From the little breeze made by that snap a wind begins to whip up. Lunar magicians try to stop it, and many warriors are killed defending the wind as it grows. For a short while, all Orlanthe who can feel that breeze have their magic back. They can use it, but then it disappears as the wind becomes, on this holy day, the No Wind again.

**Ancestors.** The circumstances of this desperate fight are enough to invoke an appearance by the Ancestors. Ancestors who survived any of the previous similar events (Great Dark-

ness, Gbaji Wars, Dragonbreath; see "Your Clan") appear to lend support to the living. They fight until blasted to bits by Lunar war magic.

**Heort's Deer.** This species normally lives in the God World (see *Thunder Rebels*, pg. 195). The current event is of such magnitude that they can appear to help their relatives. They might fight alongside a warrior, draw off enemy hunters, or pass by like a phantom wind, leaving behind devastated foes. Many are cut down and die upon the icy ground.

**Giant Alynx.** Obviously most appropriate for Yinkin worshippers, this divine animal is eventually slain by a trio of wolf spirits that materialize and tear it to bits.

**Nar Sylla.** These "wind children" worship Kolat and Orlanth (see *Anaxial's Roster*, pg. 28). They swoop down to shoot arrows from a distance and drop rocks until the Imperial forces react, sheltering beneath interlocked shields while their magic and missiles drive them away.

**Heroquest Friends.** Have the heroes ever helped someone on a heroquest who lives on the Other Side? This battle may not be major in terms of the numbers involved, but it is mythically momentous, so the Other Side is close. These friends may hear the call of desperate need and show up to help those who helped them.



choose to stay and fight. Because the retreat was orderly, however, the player heroes' unit initiates the contest.

#### Contest: Caught!—Melee

*Appropriate Abilities:* appropriate Combat ability.

*Resistance:* Lions' Close Combat (Heavy Spear) 10W/A4.

If a hero wins his contest quickly, let him run and aid someone else. Are other troops hidden in caves at the Virgin? If so, they can aid the heroes.

The fight ends quickly. Corpses lie about, their blood freezing where it runs. Some of the Lions run, and the warriors are ordered not to follow. Do they hate the Lions enough to disobey?

### 4. Ambushed by Scorching Swords

The Diavizzi Guards (see pg. 30), are hidden near the Virgin. They use the rebels' fight with the Lasadag Lions as cover to set their own ambush. As the rebels fall back towards the Thorny Camp, the woods suddenly come alive with over a hundred spearmen and archers.

#### Desperate Intervention

You should not be afraid to roll right over the player heroes and their fellow warriors. Heroes should have plenty of hero points to burn to increase their chance of survival. However, they might use up all of their resources and still be defeated.

After they have failed, but before they can come up with a plan, tell them, "You have a final chance. You have a moment in which you are aware of your sleeping clanmates and friends, and you realize that they are dreaming of your band. You understand what this means—they are 100% behind you in support. Whatever you do, they do. Whatever you suffer, they

#### Contest: Ambushed by Scorching Swords

*Appropriate Abilities:* Diavizzi Guards' Hide in Cover 18.

*Additional Modifiers:* Attacking from surprise (+10) against disorganized troops (+5); if the heroes pursue the Lions, giving the Guards more time to set the ambush (+10).

*Resistance:* Appropriate Perception ability.

Each player should roll to see how surprised their hero is. This contest will generate a bonus or penalty to their Close Combat (or other ability used in the melee), as described on page 24.

#### Contest: Melee with Scorching Swords

*Appropriate Abilities:* appropriate Combat ability.

*Additional Modifiers:* Secondary Roll Modifier from Ambush contest.

*Resistance:* Close Combat 6W or Ranged Combat 11W.

#### Contest: Withdraw from Ambush—Commander

*Appropriate Abilities:* Rebel commander's Guerilla Tactics 2W2 (or player hero leader's appropriate ability).

*Additional Modifiers:* Troops disorganized and moving very quickly (-10).

*Resistance:* Vatheria's Improvise Unexpected Tactic 15W.

This site is most likely to result in disaster for the rebels. If the rebel commander is victorious the warband withdraws after one round of combat with a spearman or of arrow fire from a bowman. If he fails, the rebels must fight the battle until they can escape to the Thorny Camp (site 5).

### 5. Counterstrike!

The Javelin [C], waiting at the Thorny Camp, heard the fight and rushes to help. If the heroes are among those fleeing, they can join this band if they want. If not, they can go to Thorny Camp and rest, listening to the battle behind them.

#### Contest: Counterstrike!—Melee

*Appropriate Abilities:* appropriate Combat ability.

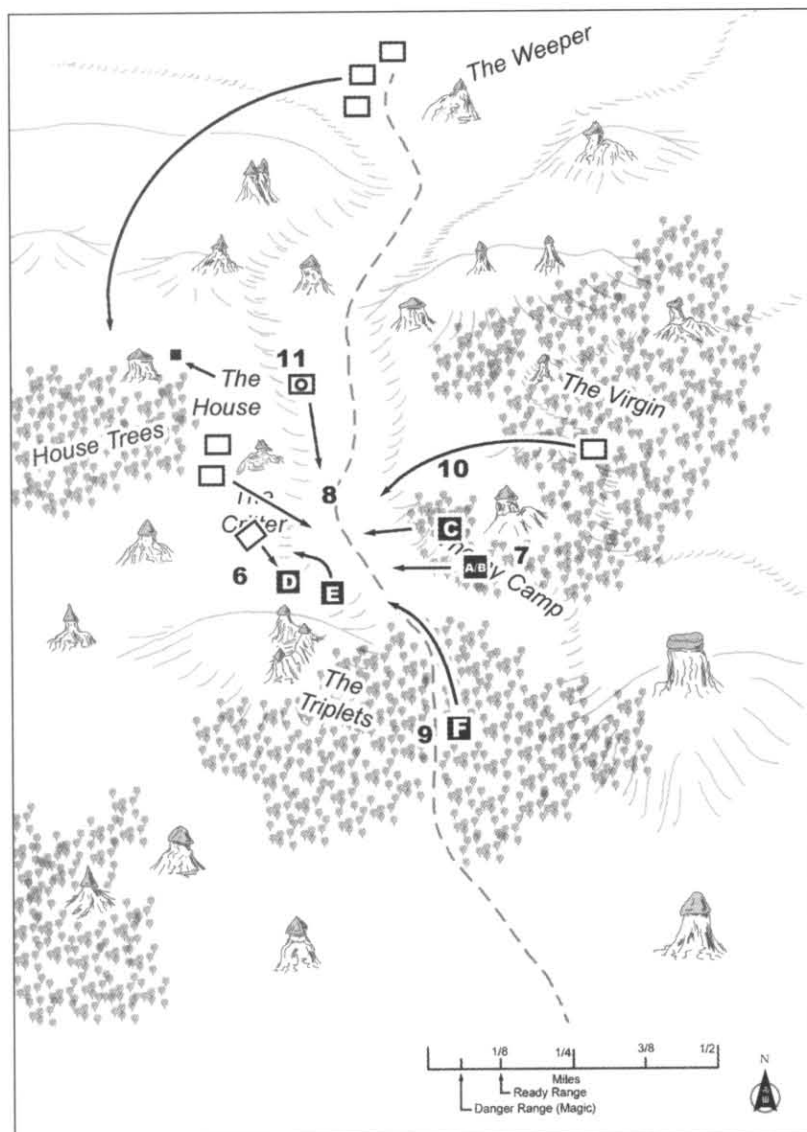
*Additional Modifiers:* Disorganized (-5; applies only to heroes retreating from site 4).

*Resistance:* Close Combat 6W.

suffer. You have a choice, though. Will you accept this or not?"

Of course, they can refuse this aid and remain defeated. If they accept it and are defeated again, their entire clan will suffer the same result, which could destroy the clan. Make sure that the heroes understand the consequences to their clan(s).

If they accept the aid, tell them, "They dream that they are on a feather, and it drifts down and lands on your face. You blink, and you get right back up, just moments after being defeated. You are not wounded or hurt, you have full AP, and you have a bonus of +20 to your attack this round against the enemy that just defeated you."



### Contest: Counterstrike!—Commander

*Appropriate Abilities:* Rebel commander's Guerilla Tactics 2W2 (or player hero leader's appropriate ability).

*Additional Modifiers:* Troops disorganized and moving very quickly (-10).

*Resistance:* Vatheria's Command Vexilla 1W2.

Whether the counter-strike defeats the Scorching Swords or just distracts them, it allows the rebels from site 4 to escape. After this clash, Vatheria withdraws as the rebels form up between the Crater, the Triplets, and the Thorny Camp.

## 6. Tarsh Lightning

A band of Tarshite warriors comes forward on skis. They wear decorated robes over their thick furs. "They're wearing dresses," says someone. There is a sudden burst of laughter as warriors on either side vent some of their tension.

"They're Doburdun wimps," says someone else. Despite this assessment, they come forward confidently, many of them with long spears unlike any Sartarite weapon.

"Almost like the Sun Domers," says someone.

The Tarshites come within danger range. Broyan orders his warband to battle readiness. "What are they doing now?" asks

the blabbermouth. They have lowered their spears at Broyan's group.

"Kot's Balls," swears Broyan. "Charge! Charge now!" The drummer bangs out only a few beats: no one gets more than a few steps before a lightning blast crackles from the lowered lances. A furious surge of lighting (*Thunder Addi* affinity 15W) burns the ranks of the warband.

"Charge!" King Broyan has obviously survived the blast. He whisks on his skis towards the Tarshites. Will the heroes go? Many others do, following the king and his bodyguard.

Another blast scorches the king and his personal band. Three of those great fighters fall, their bodies smoking furiously. The others reach the enemy, but Broyan hesitated when the second blast struck, and he and his bodyguard are trying to pick up their fallen comrades.

Narrators note: player heroes in this group do not have to be struck by both blasts. One will do. Remember that some of these assaults can be used as stage effects rather than direct attacks.

"For Tarsh! For Hon-Eel!" A shout goes up from the Tarshites. They have begun to charge! Broyan shouts a quick order and the remnants of his band form a ragged shieldwall, joined by whoever else is close by.

## 7. Choices

At Thorny Camp, the survivors of the various rebel units sort themselves out. Are any of the leaders dead or dying? Are there healers around to try to heal them quickly?

Anyone who is leaderless should join another leader, or become a leader themselves. Narrators need to consider the results of previous contests to decide whether there are one, two, or three intact units. Fragments of hard-hit units can join under one leader. Of course, that again raises the question of whether the

heroes will follow a stranger, even in this time of desperation. While discussing this, the leader of the Javelin cries out.





His own warband has not lost many warriors, and he is eager for Lunar blood. "Look ho! The King is attacked!" Anyone who looks sees the Tarshites zap King Broyan's warband. Many men fall. They see the band surge forward again, striking Broyan and his bodyguard again.

"Javelins!" shouts Gyffur Ulfsson, "Follow me," and with drawn sword he dashes off towards the melee.

Player heroes must instantly choose what they are going to do. Who is leader, who are they following?

If they hesitate, give the heroes a final choice. A woman comes dashing up, then comes straight to them. She says, "There are still some Lunars in the woods. Should we burn them?"

If the heroes agree, she nods and runs away back into the woods. Don't even mention it again: more important concerns are coming to the fore.

## 8. The Great Melee

The Tarshites have engaged Broyan and the Byrnie [D]. Orstalar has moved the Shield [E] beside Broyan, but more Lunar warriors are rushing forward. Lots of them. The Javelin is rushing to help, and will be in the melee in no time. An order arrives for the rest of the warriors to come immediately.

This is no longer a battle, just a confused melee. Tell the heroes they can fight as long as they wish to. Use a d20 to determine the seemingly random AP opponents bid each round.

Player heroes who gained the *Survive Battle* feat in "These Women Need Help" (*Barbarian Adventures*, pg. 60) find that it does work, despite being Ernalda magic. They can use it to augment any ability during this battle.

A unit of hoplites moves to ready range, their shields glowing and merging into a solid wall. They shout, strike spears to shields, and jog forward in cadence. Veterans among the rebels identify them as the Beryl Phalanx.

The hoplites move to danger range. They stop and crash weapons again. This is a test of courage, moment after moment of threat and test. The Heortlings start their own version of the same tactic. If they have no special chant they shout, "Hu-MAKT! Hu-MAKT! Hu-MAKT!" and strike weapons to shield. Will your leader make it more tense and move forward? Will they?

"Warriors! For Humakt! Forward!!" And marching, perhaps not in step like the Lunars, the band moves forward.

You advance but they withdraw, marching backward slowly and keeping their distance. "Halt!" Everyone stops. It is still danger range.

The hoplites advance! Their feet glow and, still chanting, they tramp three times in place and then rush forward again, this time much faster. They march up to combat range and do not stop. Fight one or more rounds of melee against the Beryl Phalanx hoplites.

*Significant Abilities:* Close Combat 14W4.

Here are more suggested opponents. Sometimes more than one enemy group may wade in, or may stand at Danger Range, ready to charge in any direction, as needed.

A squad of ten Black Horse Troop knights. The terrible demons they ride are unaffected by the terrain or cold.

*Significant Abilities:* Close Combat 12W2A6 +22 AP.

Huscarls from the Tarshite Heavy Foot. Their spears and cloaks are green, and they wield axes at their belts.

*Significant Abilities:* Close Combat 10W4.

Spirit Warriors, insubstantial and floating in the air. They

have long fingernails and teeth that drip blood. They cannot be cut by swords, only dispelled with bravery or magic.

*Significant Abilities:* Fear 6W2.

Benyafil's Birds (see pg 31) attack from surprise, leaping overhead into melee from far away.

Lightning Flyers (see pg. 31) rise and hover overhead.

## Pause

Are the heroes still up? They get a moment of rest! All their foes have withdrawn from around them, giving them a moment to look around. (They will not lose AP with this pause.)

All around, warriors and soldiers splinter spear on shield, crash sword on helm, slam point to byrnie. Men strain thews, hack limbs, scowl with brave words or curse with pain, and lose fingers, ears, and legs. So many bodies lie around that the ice is no longer slippery. Instead, the danger has become falling on a body part or slipping on steaming hot blood.

Up on a rise around the foot of Critter Cone stands a band of Imperial magicians. Blue and gray smoke rises around them and is settling down in a wall in front of them. No, not a wall, a door, for out of it comes something. It shambles; it rolls on its feet slightly as it shakes itself into shape, a shape like nothing you have ever seen. Is there an Uroxi nearby? He is shouting, he must know what it is. Another thing comes out, different from the first. The third is not the same either, nor the fourth. They are gathering into a knot of smoking creatures there, things without the right body parts. No Uroxi is needed now: these are Chaos things. (Some heroes may recognize this Thing with many bodies; see pg. 16.)

Farther away, coming up the trail is yet another unit. They wear yellow cloaks, with yellow plumes on their helms and gold points on their spears. They are clearly Solar: more Lunar troops. Those using magical or special abilities identify them as Sun Dome Templars.

"Here they come again," says someone nearby. The enemy soldiers charge forward, but someone behind them catches the player heroes' eyes. It is one of the leaders. It is the Army Villain! He looks a bit beat up. Does he recognize the heroes?

Even though he only has a couple of poor followers (+20 AP), the Army Villain is well-prepared, and his augmentations give him a +20 to his ability rating. The player heroes can fight him for a couple of rounds, but other troops surge to the fore and cut him off from the heroes if they do not slay him quickly. The fight is on again.

The Army Villain leads a band of elite troops (hoplites for Greatson, heavy cavalry for Legillus). He is close enough for one strike only, then he moves away and leaves someone to cover his withdrawal.

*Significant Abilities:* Close Combat 3W2A5.

Lightning Flyers rise and hover overhead. They are at danger range. They scream the "eagle noise," but have no bonus from others' magic this time.

Granite Phalanx hoplite. Close Combat 15W4.

## 9. More and More

While the fighting goes on, several events occur in rapid succession. No player hero can be near all of them, so each has two descriptions: *Appearance at a Distance* and *Event*. Without slavishly alternating the two, narrators should mix good and bad events to maintain the drama.

## Talons of the Sun

### Appearance at a Distance

From a group of magicians clustered around General Tashkeveth erupts a cloud of golden hawks. These solar daimones wheel above the battlefield (to the cheers of those Imperial troops hailing from Dara Happa) before arrowing down onto nearby rebels, pecking eyes and tearing flesh.

### Event

Each of the heroes suffers attacks for one round from a sun hawk (Pecking and Tearing 1W). Anyone suffering a loss acquires a scar that cannot be healed except by magic.

## The Culbrea Arise!

### Appearance at a Distance

A handful of Heortlings burst from the south woods, ducking arrows and javelins, a small force of Lunar cavalry in pursuit.

### Event

Some of the runners fall, but at least one makes it to the player heroes. The fleeing warriors are messengers from King Ranulf, sent to tell Broyan that the Culbrea have risen at last. Word soon spreads among the rebels, raising battered spirits.

If the heroes played a role in cultivating the Culbrea (see pg. 52), they may get an acknowledgement from Broyan. If they played a major role, the messengers will attach themselves to the heroes as followers after delivering the message (+20 AP). But first the players have to defeat the pursuing Imperial soldiers (Close Combat 20A3, Ranged Combat 1WΛ3, Ride Fast 15W).

## Chaos

### Appearance at a Distance

The air above the Critter Cone looks dirty; a cloud seems to roll towards the army. Shambling figures move amidst the smoke.

### Event

If player heroes are alive, by this time they are likely to have a large number of AP. This is a measure of their success, and certainly their exploits have been noted around the battlefield. The overall course of the battle is hard to tell from where the player heroes are, of course, but their overall success makes them the target of this attack. The Chaos things shamble forward.

Player heroes who gained the *Ignore Pain* feat in "These Women Need Help" (*Barbarian Adventures*, pg. 60) find that it does work, despite being Ernalda magic, and that furthermore they gain a +10 bonus if they use it to resist the Chaos Thing's pain ability during this battle.

### The Chaos Thing

*Significant Abilities:* Cause Pain 10W, a multitude of Slashing and Whipping Tentacles 5W2Λ10.

*Tactics:* The Chaos Thing's presence causes immense pain, which makes it difficult for any person near it to concentrate or attack effectively, unless they have an appropriate magical defense.

## No Wind

### Appearance at a Distance

A dozen or more Storm worshippers atop one of the Triplets sound off loud and clear. After a moment, a wind is visible swirling around. A wind! "Look!" cries someone.

The wind seems to swirl around and around in an expanding spiral and then, slowly, thins out and disappears. A groan roams over the field. "No!" shouts someone. "It is Brastalos."

And every Orlanthi in the field has an odd thought. Everyone, for the first time in seasons, takes a deep breath. The assault of the Chaos thing relents.

### The Chaos Thing

*Significant Abilities:* Cause Pain 1W, a few Whipping and Slashing Tentacles 17Λ10.

*Tactics:* The Chaos Thing's presence causes immense pain, which makes it difficult for any person near it to concentrate or attack effectively, unless they have an appropriate magical defense.

Tell the players they can at last breathe again, properly. Do *not* tell them that they can use their Orlanth magic again unless they specifically state that they are using their magic.

### Event

Orlanthi warriors rely on wind magic, but on this day in particular some of them can use the magic of "No Wind," the secret of this goddess of storm. The keepers of that secret join during the fight with a single great magical surprise attack. Minaryth Purple leads the other servants and supporters who have performed ceremonies to support them.

Tell the players, "You realize Orlanth has been turned inside out by the Lunars. They grabbed and yanked so violently that his insides came out. This would be frightening, but you now remember you have been without air before. Instead of breathing by inhaling and exhaling, you know to start exhaling and then inhaling. The Brastalos Secret, some call it."

Heroes from a clan that survived the Darkness by hiding inside Brastalos (see pg. 16) regain 10 AP with their first breath.

## Natyrsa

### Appearance at a Distance

From the woods at the base of the Triplets a body of Sartarites appears. They are all aglow with their hero light. Bulbous lights with hanging streamers rise slowly out of the glow around them. Can the heroes see? There is the sage Minaryth, distinctive as always in his purple clothing. But it is not he who is working the magic; it is a priestess.

Player heroes who have been through "These Women Need Help" in *Barbarian Adventures* recognize her as Erenala Baking-bread, with whom they traveled for many weeks. They have a single opportunity to go to help her. If they do it now, they can make it to her side without any obstacles or attacks, because of the surprise that the Chaos Thing, the No Wind, and her presence have elicited.

### The Chaos Thing

The monster has changed forms in the last few moments.

*Significant Abilities:* one huge, log-like Whipping and Slashing Tentacle 14Λ25.

Remind the players they can breathe again, but do *not* tell them that they can use their magic.

### Event

Minaryth Purple has brought the Backboy forward to help. They have been waiting in the woods to see what magic will be most needed. Minaryth has decided. A priestess of Natyrsa is the focus of this feat. She is the Healer of Chaos and, with the support of the rest of the band, sends wavering, glowing spheres of magic over the battlefield to negate the Chaos things.

## The Red Tribe

### Appearance at a Distance

On top of every cone, a figure rises from the stone. It is as if they have been lying down, hidden from view. They are eight feet tall, glowing red: Fire, or Moon? It is hard to tell from this distance. The one standing behind the Brastalos cultists draws an eight foot longbow from its body. It holds it with both hands and rushes forward at the unsuspecting warriors. They are surprised, and it shoves them right off the precarious top to fall, screaming, to the ground.

### Event

These are fiery warriors of the Red Tribe, put to sleep in the Gods Age but wakened by Imperial magic. They draw bows and arrows from within their bodies. At once, they loose volley after volley of fiery shafts into the ranks of Minaryth's band. The priests and priestesses there scream as they burst into flame. The Natsyrsa priestess is struck by so many that the flames leave a glowing afterimage in everyone's eyes who watched. If player heroes are assisting her they can try to protect her from this fate, but if they do not, no one can.

### Red Tribe Warrior

*Significant Abilities:* Close Combat  
(Spear) 10W/A10, Ranged Combat  
(Red Bow) 10W/A10.

## Uz!

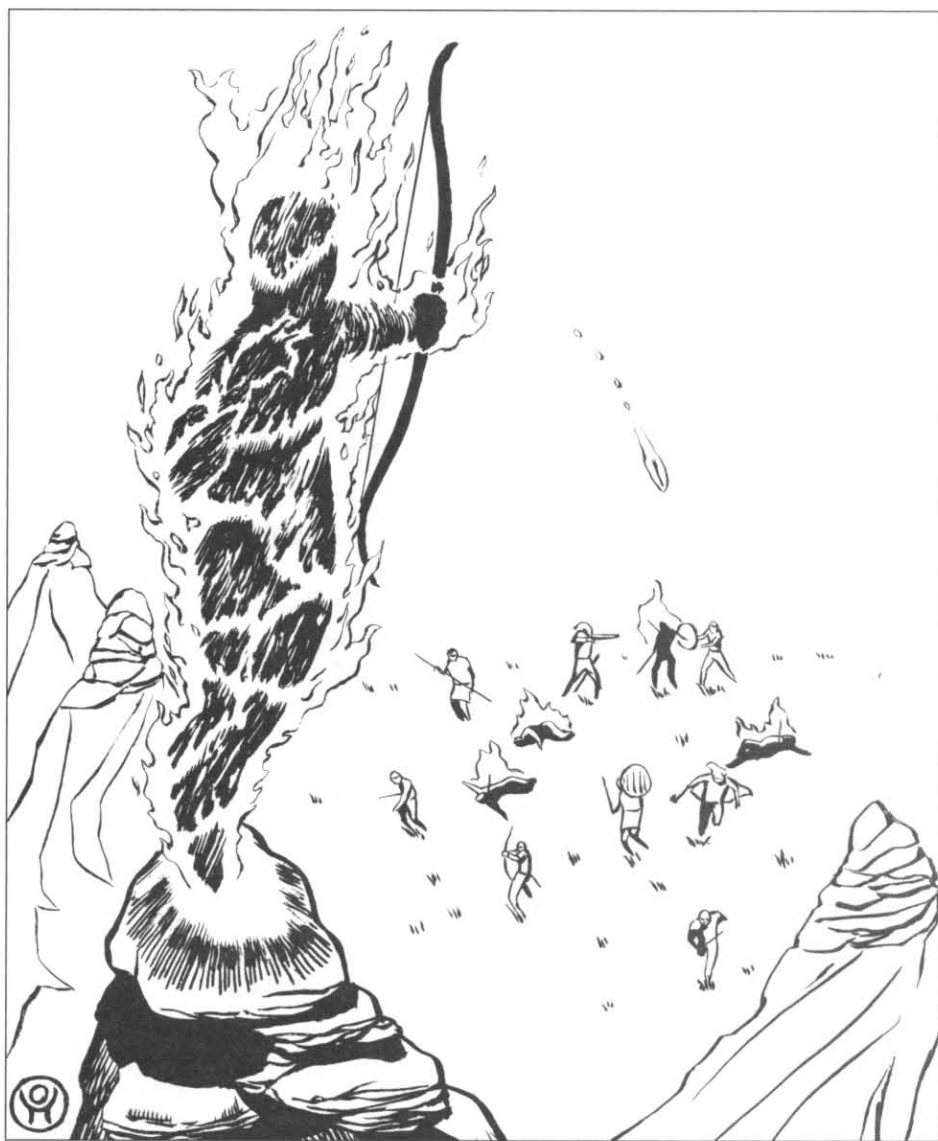
### Appearance at a Distance

The ground begins to shift and groan, and suddenly a dozen huge blunt snouts push their way through the frozen soil. The worms twist and coil, expanding their bore holes until they have created a tunnel fifteen feet in diameter. With a howling, barking battle cry, troll warriors, hunters, and shamans erupt from the hole. Above them flit the fanged shadows of their spirit allies, and among them are the hulking, armored bulks of their battle-beetles, whose mandibles snip spearmen in two.

### Event

These trolls have come to aid the rebels, thanks to the mysterious links forged between them and Harshax by Minaryth. None of them are 'normal' trolls as the heroes may have encountered before. Instead, this relatively small group is entirely made up of magical specialists—a hunter-shaman of Zong, whose sling-stones moan and grumble in looping, unerring flight; a beetle-shaman of Gorakiki, who unleashes swarms of biting, stinging insects; one of the warriors known as Karrg's Sons, whose mace smashes light magics out of the air; and other, equally unusual figures.

Their appearance dismays the Lunars. Describe a sudden reversal: perhaps a cavalry charge that was about to invest one of the warbands is suddenly thrown into disorder by this unexpected attack.



### Counterattack

A howl sounds from the main battle site, and rises higher and louder. A handful of warriors rise swiftly into the air, their cloaks wildly flapping about them in the wind that carries them. Swords drawn and curses spitting, they land atop a cone and engage the red demon there.

Now that they have seen the flying warriors, tell the heroes again, "You can breathe. *Do you understand?*" Surely by this time someone will figure out that their magic works. You can tell them, "You know that Brastalos, the no breath, is present."

## 10. The Tables Turned

Magic works. People can breathe. Orlanth lives. He is free.

Now is the chance for great action, for the surprise is total. The heroes' next action of any kind, aided by magic, gets a +40 bonus. Afterwards normal abilities, magical augmentations, and so on act normally.

Look around the field. All the Heortlings have been seized by breath, and their magic is apparent everywhere. Loud voices are louder. Hail falls from the clear sky, and lightning flickers. In many places, breezes blow in every direction.

This disheartens many Imperial soldiers. They have been fighting all day, and now magic starts against them, when they were promised easy targets. Most of the surviving commanders





are not stupid, and order a withdrawal. Units not engaged withdraw in good order—this is a retreat, not a rout. Units in combat may retreat or rout, depending on how they are doing.

## II. The Sun Dome Templars

Remember the woman from site 7 who asked about burning the woods? If you did not tell her to, someone else eventually did. Now, a miserable handful of men come out of the woods near Critter Cone, their clothing smoking, their plumes burnt, their weapons bent from the heat. Among them are the remaining elements of the Scorching Swords: Vatheria and the Diavizzi Guards. At the same time, the Sun Dome Templars approach the heroes from another direction, marching in close order despite the turmoil around them.

This is a chance for a final confrontation between the

heroes and an enemy. The heroes have a choice of who to attack: the sorcerers who summoned the Chaos thing, the oncoming Sun Dome Templars, or their old foes.

If the heroes attack the sorcerers, the Templars move in to help them fight the magicians, who are surprised and offer little resistance. If necessary to ensure cooperation, the narrator can have an officer dash up with a peace flag and a message. "My commander, Lord Bradangus, sends his promise of peace and help in destroying these Chaos priests. His word, given by the bright Sun, pledges friendship from him and his men on this battlefield, and alliance if you wish it."

If the heroes move to attack the Templars they find that they are too slow, for the hoplites have already leveled spears and charged ... at the sorcerers. If the heroes attack their old foes, they may or may not realize that the Templars have attacked the sorcerers until later. If the heroes do not specifically attack Vatheria, the vexilla escapes to plague them another day.

If the heroes participated in "These Women Need Help" (in *Barbarian Adventures*), their actions there will affect the way the Yelmations react to them here, for better or worse. The Yelmations will not approach dishonorable heroes peacefully, will be wary of those they had to fight before, and will be respectful of heroes who skillfully negotiated a settlement in that episode.

### Mop Up

Plenty remains to be done, and if the heroes still have AP then let them do it. You need to judge the entertainment value of these unfinished fights against the value of a rapid wrap-up performed by all the victors. Possible actions at this stage include:

Wounded heroes should lie there. They can note that their blood is melting the ice where it runs.

Fighting the Red Tribe on the cone tops. The powerful magicians move to engage them. Do not endanger the heroes unless they are very strong at this point.

The Sun Dome Templars. Their commander will explain that their contract with Tatius specifically forbade him to use Chaos magic. He is glad to have been helpful in destroying Chaos, but is embarrassed at having forfeited his payment from the Lunars.

Healing people. Certainly, plenty of Heortlings need it, but how about the Lunars—are they to be healed too? Some deities, such as Chalana Arroy, expect it of their followers. Also, Orlanthi prejudices notwithstanding, many Imperial soldiers are honorable, and although surprised will be grateful to be healed by "barbarians." Many

of the soldiers are Tarshites, so some may even be distant kin.

Looting. Enough dead Lunars lie about to provide much wealth and property.

## Kallyr Again

The battle is over. Characters are tired. Exhausted. At least they are breathing easier. Ask the players how their heroes feel as they overlook the carnage. All around the field lie the dead, the maimed, and the many who are just too hurt and tired to get up. Look there, once again—your blood is melting the ice.

Who has the best hearing? Have all the heroes make an ability test against an appropriate ability, and whoever gets the best result is the one who locates the sound. It comes from a few hundred yards away, a rapping sound like a small bird tapping on

the ice. Who will investigate? If the heroes do not, a narrator character reaches the spot first and shouts, "Look at this!"

From a short distance away, everyone can see a vague form standing alone. It could be a ghost, from this distance. Looking closer, it seems to be a person barely visible behind a pane of frosted ice. Will you look more closely, peer though the ice like a frosty window?

It is Kallyr, covered with frost and ice. She stands inside a box of ice, nearly frozen. Her exhaled breath freezes before her and drops as hail to the ground. She is blue, and only her finger twitches, slowly. Tap, tap, tap. Except that her finger moves, it would seem she was inside a solid block of ice.

Someone will say, "Let's get her out of there." If the players do not have the desire or inspiration, others do. Let everyone try what he wishes to break the ice; nothing works. Weapons make no dent, fires do not melt the wall, and even feats cannot get through unless they overcome a resistance of 10W4.

Is there someone out there still healing others, a healer you can call? Is there someone nearby who just needs a moment to pause and think? Someone says, "You know, blood is melting the ice everywhere."

Give the player heroes a chance to move first. Will they take the opportunity to bleed upon the frozen box? Again, if they do not, someone else will, probably one of the other rebel leaders. Perhaps they will rip off a bandage, maybe tear open a freshly stitched or magically healed wound, even draw a weapon and bring forth new blood.

Upon the ice, the blood hisses and smokes. This task does not need buckets to work, and soon the thick smoke roils and pours all about, blocking all visibility. Only for a moment, though, and then it starts to move away quickly under the caresses of some eager wind daimones excited to be free. The fog clears, and the box is gone.

Kallyr lies unconscious upon the ground, some of her guard lying still around her. Minaryth Purple kneels next to her, seemingly in shock. Will the heroes help the queen? Whoever helps her discovers that she has someone's booted foot imbedded in her guts. It bears a silver spur, and is cut off at the ankle.

Standing on Kallyr's other side is a small girl dressed in a spring frock. She looks around, ignoring Kallyr. She stands among flowers, has no shadow, and her presence transfixes whoever looks at her. Do you want to move? Resist a rating of 10W6, for this is a goddess: Voria, the Eternal Child. Most Orlanthi recognize her, for they have seen her during the first moment of every new year. Spring is here at last!

Voria approaches whoever opened the ice block with their blood. She speaks, and her voice is like the voice of a little girl, but so large it fills the entire world. Though she speaks to the liberators, everyone hears her speaking directly to them, asking questions. No one, high or low, can lie or refuse to answer. She is Voria, the Breath of Spring.

*Did you give your treasure to your kin?  
Did you cheat your kinfolk, ever?  
Did you attack your clan enemies?  
Did you properly care for the healers?  
Did you ...*

The point here is to go through the deeds of the heroes and recollect times when they were victorious. Voria wishes to see if they have helped others.

As the players answer, they can watch the power of Voria radiate outward, borne by breezes. Voria flows through them first, and through their personal connections. This is a morality test, and whatever they did that was good (for themselves, their

clan, or Orlanth and Ernalda) is where Voria's energy flows to revitalize the world.

No one remembers when Voria departs. Only for a moment, really, can anyone remember seeing the goddess at all. Afterward, they can only describe what they remember, which is only a bit of what a goddess is like. The heroes look around, over the battlefield of the Aurochs Hills. No ice remains; grass and flowers now cover the ground. Where corpses lay before men now rise, shaking their heads with bemusement and wonder.

Kallyr stands now among some of her household. She wants to speak to those who released her. She is brief; clearly, she must get to a healer quickly. Some of her men look even worse than she does. But she insists on speaking.

"You freed me for the last step of my heroquest. I departed seven...it was seven, was it not?" she asks, and Minaryth Purple nods in agreement. "Seven days ago, with only a few companions to find help. I tried the Lightbringers' Quest, seeing through ritual the true vision. I thought that Orlanth's enemies would be weak if he was. Perhaps it was so. I have lost much, my dear Dalbryth and Avarna. But at the end it was you, friends, who got me through." She takes a moment to gaze at each person.

"I will remember you," she says, and then lies back onto a stretcher without even looking. "Take me to the healers," she says. "I have work to finish." Blood drips from the stretcher as she is borne away, and in every place it drops a purple Grief Flower blooms. Soon, however, those sad blooms are lost amid the gleeful daisies and poppies in the grass.

The heroes should be dazed with wonder. Let them rest. This story is nearly over.

## Afterwards

Participants in this battle have freed Orlanth for their personal use. They may be unaware of exactly what they have done, and the narrator can play out some everyday events to let them discover that their magic remains with them, and that they can give it for a few moments to others by giving them some of their breath. After sufficient story and trials, the heroes of Iceland discover that they have their Orlanthi or Ernaldan magic. No one who was not at the battle does, however.

Afterwards, people view this battle as the place where Orlanth was freed. It comes to be called the Battle of Iceland. Heroes who say, "I was at Iceland" will be recognized and respected for their participation.



If the heroes have been true to the laws of Orlanth, worked for the good of their clan, and generally been virtuous, their clan will be in good shape. Nearby clans who have proved to be unvirtuous thorough game play ought to show ravages from the terrible winter. (Remember: being warlike is not unvirtuous, and being peaceful is not automatically being virtuous.) However, clans and people that converted to the



***This is the Great Darkness. Prepare to fight!***





# YOUR CLAN—RESULTS

As the players go through the Clan Questionnaire, you, as narrator, should record each answer, then read the texts below (if any) to the players. Finally, complete the calculations at the end and provide the players with a copy of their clan mythos, perhaps recorded on the Clan Record Sheet available at [www.glorantha.com/hw/clansheet.pdf](http://www.glorantha.com/hw/clansheet.pdf).

## Clan Questionnaire Results

### 1. Which treasure did you grow up with?

The first memory of any being is the awakening moment when they recognized, named, or identified with something specific instead of with all creation. This is the end of the Green Age.

This event affects your clan's Earth-Storm balance:

- a) Awareness began among the emerging Feminine Universe. Go to question 2. *Earth: 10, Storm: 5*
- b) Awareness began among the emerging Masculine Universe. Go to question 3. *Earth: 5, Storm: 10.*

### 2. What ritual did your ancestor lead?

Your ancestor was instrumental in this first act of compassion and renewal, which shows inherent Ernalda characteristics. Every Orlanthi woman performs this dance every year, and your ancestor was the first.

*Earth: 10.*

This event gives your wyter a Blessing function and provides a bonus to Heortling women during character creation:

- a) Your clan makes very nice clothes. *Blessing function: Flax Dance +5, Character Creation (women): +4 Weaving.*
- b) Your clan makes very nice household utensils. *Blessing function: Goose Dance +5, Character Creation (women): +4 Domestic Chores.*
- c) Your clan has many great cooks. *Blessing function: Sacrifice Dance +5, Character Creation (women): +4 Cooking.*
- d) Your clan makes very nice pots. *Blessing function: Bless Pottery +5, Character Creation (women): +4 Make Pots.*

### 3. When did your ancestors help Umath?

Your ancestor was instrumental in this early act of violence and rapid change, which shows inherent Orlanth characteristics. In addition to modifying your clan's Storm total, this event gives your wyter a Defense function:

- a) Your clan slogan is "Violence is always an option." *Defense function: Ignore Restraints; Storm: 15.*
- b) Your clan slogan is "No one can make you do anything." *Defense function: Defy Authority; Storm: 10.*
- c) Your clan slogan is "If you'll hit him, I'll help you." *Defense function: Help Leader in Combat; Storm: 5.*

### 4. When did you join Orlanth's cause?

Your ancestor was instrumental in this early act of change, which shows inherent Orlanth characteristics.

This event provides a bonus during character creation:

- a) *Character Creation (men only): +3 to Initiate of Orlanth or Devotee of Orlanth relationship, if you have it.*
- b) *Character Creation: +5 to Running.*
- c) *Character Creation: +3 to Worship Storm Pantheon.*
- d) *Character Creation: +5 to one Close Combat weapon.*
- e) *Character Creation (women only): +3 to Initiate of Ernalda or Devotee of Ernalda relationship, if you have it.*

### 5. Which side did your ancestors stand on?

This action shows the joining of opposites that is so important to surviving in the world.

This event affects your clan's Earth-Storm balance:

- a) *Earth: 10, Storm: 5.*
- b) *Earth: 5, Storm: 10.*
- c) *Earth: 5, Storm: 5.*

### 6. What was your First Ancestor Clan?

Grandfather Life was killed, so all of his descendants are doomed to die as well. The First Ancestor Clans recognize the ultimate distinction between gods and humans.

This event gives your wyter a Blessing function and affects your clan's Earth-Storm balance:

- a) *Blessing function: Thunder Blessing; Storm: 10.*
- b) *Blessing function: Healing Blessing; Earth: 10.*
- c) *Blessing function: Grain Blessing; Earth: 5, Storm: 5.*
- d) *Blessing function: Beast Blessing; Earth: 5, Storm: 5.*

### 7. Who is your clan's Ancient Enemy?

This event gives your clan an attitude and your wyter one Awareness and one Defense function.

- a) *Attitudes: Hate Dara Happans 1L, Awareness function: Sense Dara Happans, Defense function: Defend Against Dara Happans.*
- b) *Attitudes: Hate Dragonewts 1L, Awareness function: Sense Dragonewts, Defense function: Defend Against Dragonewts.*
- c) *Attitudes: Hate Dwarves 1L, Awareness function: Sense Dwarves, Defense function: Defend Against Dwarves.*
- d) *Attitudes: Hate Elves 1L, Awareness function: Sense Elves, Defense function: Defend Against Elves.*
- e) *Attitudes: Hate Gagarthi 1L, Awareness function: Sense Gagarthi, Defense function: Defend Against Gagarthi.*
- f) *Attitudes: Hate Grazers 1L, Awareness function: Sense Grazers, Defense function: Defend Against Grazers.*

- g) Attitudes: Hate Praxians 1W, Awareness function: Sense Praxians, Defense function: Defend Against Praxians.
- h) Attitudes: Hate Sorcerers 1W, Awareness function: Sense Sorcerers, Defense function: Defend Against Sorcerers.
- i) Attitudes: Hate Telmori 1W, Awareness function: Sense Telmori, Defense function: Defend Against Telmori.
- j) Attitudes: Hate Trolls 1W, Awareness function: Sense Trolls, Defense function: Defend Against Trolls.

#### 8. Who is your clan's favorite Thunder Brother?

This event gives your clan an attitude and your wyter a function. A shrine on the clan territory indicates that the clan warband leans towards worship of Orlanth through this subcult. Any feat provided by that Thunder Brother might be known to the wyter; see *Thunder Rebels* and *Storm Tribe* for details, or use the suggested feat listed below:

- a) Blessing function: Tame Bull.
- b) Awareness function: See in Dark.
- c) Defense function: Fight [Element] (select only one).
- d) Awareness function: Hear Words on the Wind.
- e) Blessing function: Camouflage Animal.
- f) Awareness function: Detect Enemies.
- g) Blessing function: Blow Down Foe.
- h) Blessing function: Swordhelp.
- i) Blessing function: Settle Dispute.
- j) Blessing function: Attract Fish.
- k) Defense function: Fight Giants.
- l) Awareness function: See Nature Spirits.
- m) Defense function: Tool as Weapon.
- n) Blessing function: Mile Throw Javelin.

#### 9. Who is your clan's hero from the Red Peak battle?

This event gives your clan secret, the knowledge or magic that distinguishes it from all other clans, even those with similar mythic histories. Your hero has this ability as a feat

- a) Clan Secret: Disguise Trail of Herd 17.
- b) Clan Secret: Return from Three Red Peak 17.
- c) Clan Secret: Hit Jagrekriand with Missile (+10 to any Ranged Combat skill when appropriate, useable only once per contest).

#### 11. What status did you give the refugees?

- a) Your clan keeps thralls.
- b, c) Your clan does not keep thralls.

#### 12. What was your clan's Chaos Foe?

This event gives your clan an attitude and your wyter an Awareness function:

Attitudes: Fear Chaos 17.

- a) Awareness function: Sense Broos.
- b) Awareness function: Sense Dragons.
- c) Awareness function: Sense False Friends.
- d) Awareness function: Sense Hydra.
- e) Awareness function: Sense Ogres.
- f) Awareness function: Sense Scorpion-men.
- g) Awareness function: Sense The Thing with many bodies.

#### 13. How did your ancestors survive the Chaos Age?

This event gives your wyter an Blessing function and may provide a bonus during character creation:

- a) Blessing function: Abysmal Warmth (this lets you stay warm, and even warm those about you, but only when the personal, social, and cosmic conditions are abysmal).
- b) Blessing function: Make No Wind (this lets the clan create a wind where there is none, but only when the clan is threatened with destruction).
- c) Blessing function: Skate Marvels, Character Creation: Skating +4.

#### 14. What form of ring leads your clan?

The council that governs your clan takes this form, although it may have variations. See *Barbarian Adventures*, pp. 14–15, for a full explanation.

#### 15. Which allies were most important to you?

The Unity Council of Silver Age Dragon Pass was a unique and extraordinary event. Many ancient feuds and hostilities were set aside for the sake of harmony. The unity allowed the peoples to cast off Chaos and to thrive in comparison with the rest of the miserable Darkness-plagued world.

Compare this with the answer to #7 above, the Ancient Enemy. If your clan has the same Ancient Enemy and Unity Ally, a peace treaty was made and the two factors cancel out. You no longer have a set relationship with the race, and any special functions or abilities should be removed from the wyter.

- a) You know how to speak and gesture correctly to make an Aldryami greeting, so that they will show themselves to you if it seems safe.
- b) You know how to speak and gesture correctly to make a Mostali greeting, so that they will meet with you if it seems profitable or harmless.
- c) You know a ritual greeting that tells trolls that a peaceful meeting is intended and you have strong friends and gods.
- d) You know the peaceful greeting sign of their great spirits, which tells them to stop and talk to you, for they are kin.

#### 17. How did your clan resist Lokamayadon?

All living Heortlings hate Lokamayadon and what he did. When his name is mentioned, you automatically, even instinctively, respond in a certain manner:

- a) Spit on the ground and mutter, "Lokomo ko."
- b) Make the hand sign of protection from evil gods using your right hand.
- c) Spit to the left side and say, "Dead now," and clench both fists before you.
- d) Spit on the ground and say, "Curse to the High Wind."
- e) Make the hand sign of protection from evil gods using your left hand.

#### 18. What did your clan do when Arkat came?

All living Heortlings hate Arkat for what he did. This gives the clan an Attitude:

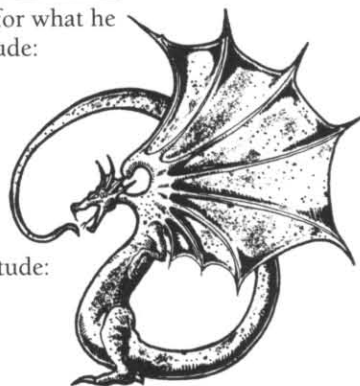
Attitudes: Hate Arkat 1W.

- e) Attitudes: Hate Trolls 17.

#### 19. What was your clan's attitude towards the dragons?

This event gives the clan an Attitude:

- a) Attitudes: Hate Dragons 17.
- b) Attitudes: Fear Dragons 15.
- c) Attitudes: Fear Dragons 13.



20. What lesson did your clan draw from the Dragonkill?

Any clan with a *Hate Dragons* attitude must change it to *Fear Dragons* (with the same rating). Yes, this makes the clan afraid of dragons, but most clans are. This will contribute to their future survival, although it will also provide some challenges.

- a) Attitudes: Fear Dragons +4.
- f) Attitudes: Fear Dragons +8.

21. Which part of Heortland did your clan live in?

This event determines your clan's Starting Wealth and may also give them Attitudes:

- a) Attitudes: Hate Aeolings 17, Hate Sorcerers 13; Wealth (initial value): 17.
- b) Attitudes: Fear Chaos becomes Hate Chaos; Wealth (initial value): 10.
- c) Attitudes: Friendly to Vol-saxings 17, Hate Trolls 13; Wealth (initial value): 13.
- d) Attitudes: Friendly to Esrolians 17; Wealth (initial value): 17.
- e) Wealth (initial value): 10.
- f) Attitudes: Hate Esrolians 17; Wealth (initial value): 10.

22. Why did you leave your homeland?

This event determines the clan's Attitude towards the Pharaoh:

- a) Attitudes: Hate Pharaoh 17.
- b) Attitudes: Hate Pharaoh 13.
- c) Attitudes: Loyal to Pharaoh 13.

23. How urgent was your departure?

- a) Wealth: +1.
- c) Wealth: +1.

24. When did you join a tribe?

- a) Wealth: +5.
- b) Wealth: +1.
- c) Wealth: -5.

**What is Your Wyter?**

As described in *Thunder Rebels* (pg. 97), a wyter takes a form in the Inner World. It also communicates, both directly with the chieftain and also in a more general way that all clan members can sense, if not understand. The players should select physical and communication manifestations for their clan's wyter; we provide some sample ideas below.

**Sample Physical Manifestations**

Alynx  
Armband  
Crown  
Hearth  
Helmet  
Oak tree  
Sacred rock formation  
Statue of clan founder  
Sword (or other weapon)  
Throne

**Sample Communication Manifestations**

Bronze on tula grows warm.  
The earth trembles.  
A feeling of peace descends.  
The physical manifestation speaks in an unknown language.  
Rain falls lightly on tula.  
Flames in the clan's hearts suddenly flare up.  
Clan members hear whispers on the wind.

*You know the stories  
of your clan. Your ancestral myths made  
you what you are and give you secret  
powers. These are your defining myths.*

26. Which of Sartar's accomplishments do you most admire?

Everyone benefits from having a High King.

Wealth: +1.

27. How did you react when their missionaries came to your clan?

This event determines your clan's initial Lunar Friendship value:

- a) Lunar Friendship (initial value): -3.
- b) Lunar Friendship (initial value): -2.
- c) Lunar Friendship (initial value): -1.
- d) Lunar Friendship (initial value): +1.
- e) Lunar Friendship (initial value): +2.

28. How did you participate in this war?

- a) Lunar Friendship: -2, Wealth: -2.
- b) Lunar Friendship: -1, Wealth: -1.
- c) Wealth: -1.
- d) Wealth: -1.
- e) Lunar Friendship: +1.
- f) Lunar Friendship: +2, Wealth: +1.

29. How did your clan react to the new Lunar overlords?

- a) Lunar Friendship: -2; Wealth: -2.
- b) Lunar Friendship: -1; Wealth: -1.
- e) Lunar Friendship: +1; Wealth: +1.

30. What was your role in this infighting?

- a) Wealth: -1.
- e) Wealth: +1.
- f) Wealth: +1.
- g) Wealth: +1.

31. What did you do when Kallyr's emissaries came to you?

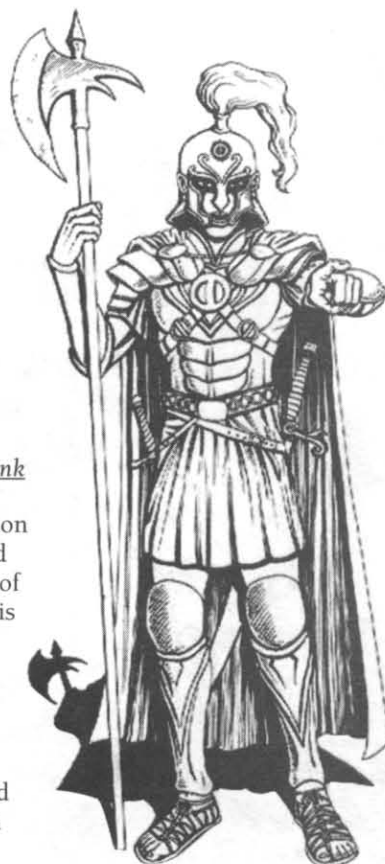
- a) Lunar Friendship: -1; Wealth: -1.
- b) Wealth: -1.
- d) Lunar Friendship: +1.
- e) Lunar Friendship: +1.
- f) Lunar Friendship: +2; Wealth: +1.

32. What does your clan think about the presumed king?

Regardless of a clan's opinion of Temertain, he interceded with the Lunars on behalf of the people of Sartar, and his presence has benefitted everyone.

Wealth: +1.

Note: Questions 10, 16, and 25 have no results listed in this section.





# Calculations

## Attitudes

Narrators should record the clan's attitudes. If the same attitude is indicated on the worksheet twice, add +4 to the larger rating.

## Lunar Friendship

All modern clans in Sartar have either *Hate Lunars* or *Friendly to Lunars* as an attitude. If the Lunar Friendship rating is negative or zero, the clan has a *Hate Lunars* attitude with a base rating of 12. For every negative number of the Lunar Friendship tally, add 2 to this rating.

---

☞ Your clan always resisted the Empire, but never insanely. At the end of the questionnaire, your Lunar Friendship rating is -4. This gives your clan a *Hate Lunars* rating of  $12+8=20$ . If your Lunar Friendship rating was -8 (the maximum possible), your clan's *Hate Lunars* rating would be  $12+16=28$ .

---

If Lunar Friendship is positive, the same calculation determines the clan's Friendly to Lunars attitude. However, most of the people in the clan are Lunar collaborators. The player heroes do not have to be collaborators, but either way there will be problems. If one or more heroes are collaborators, it will be difficult for the narrator to run the scenarios in the *Sartar Rising* campaign. If a hero is not a Lunar collaborator, but his clan is, it will eventually be impossible for him to remain a full member of his clan, unless he can convince them to change their attitude.

## Hero Abilities

Individual players should decide whether to take none, some, or all of their clan's attitudes as abilities. If they do not, or especially if they have conflicting attitude abilities, they should keep in mind that they are going against their clan's traditions, which may cause them problems if they seek support from their clan.

## Wealth

The narrator should modify the base Wealth rating obtained from the Clan Questionnaire using the Community Participation rules in *Hero Wars*. Count only adults in the total, using the Extraordinary Support column to find the bonus in the same way that wyter abilities are calculated (see *Thunder Rebels*, pg. 101).

Heortling clans vary greatly in size, from a couple hundred to several thousand members. Pro-Lunar clans are likely to have higher populations, since "rebel clans" have lost many adults in battle or exile. More information on Heortling clans is available in *King of Sartar* (pp. 250-251) and *Thunder Rebels* (pp. 22-29).

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☞ The clan has a final Wealth rating of 15 and a population of 1,190, of whom 595 are adults. The clan's Wealth rating is  $15+20=35$ .

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## Wyter Abilities

Finally, list statistics for the clan wyter. Determine the ratings of the wyter's Awareness, Defense, and Blessing functions as detailed in *Thunder Rebels* (pg. 101). Then, list the appropriate functions next to each rating. In some cases, specific functions may have bonuses above the base level. As indicated at the beginning of the Questionnaire, players and narrators are encouraged to take the generic functions listed in this section and make them more specific to the clan.

Finally, players should determine the physical manifestation of the wyter—the form it takes in the Inner World. The players also need to determine how the wyter communicates with the clan chieftain and the clan as a whole. We provide samples on page 67 to help generate ideas.

For an example of a completed clan wyter and its mythic history, see *Thunder Rebels*, pg. 102.





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