Gloranthan Adventures Deal Beginnings

By Deut Deuport

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Summer 2010



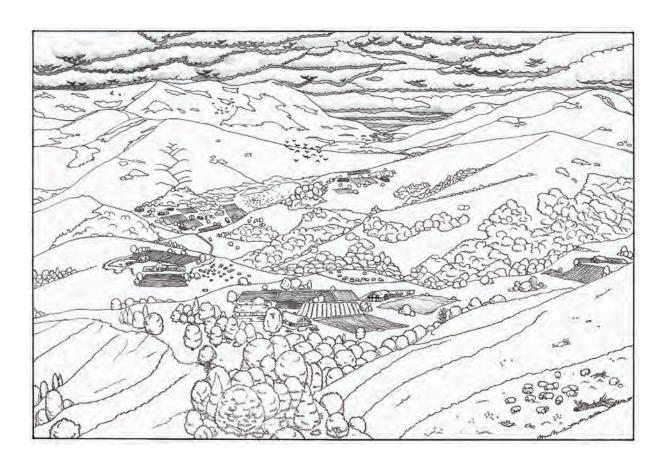
Four Adventures in Sartar

D101 Games

gloranthan adventures neu beginnings

Issue 1 Summer 2010

By Newt Newport



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contents

Editorial	3
Introducton	4
The Story Arc	5
Rules and stats	7
The Fortress of Doors	8
The Black Ziggurat	22
Fixing the Wrong	34
The Hurt of the Land	43
Writing Gloranthan Adventures	55
Six Pre-generated Characters	61



EDITORIAL

Welcome to the first issue of what is intended to be an irregular series of fanzines, focusing on ready-made adventures for you to use in your games.

Back in the early days of my exposure to Glorantha when I was a wee lad, of the RuneQuest fanzines that were available, Tales of the Reaching Moon, Codex and RQ Adventures, it was RQ Adventures that was my favourite. The magazine would have a bit of background info and then the rest of the magazine was dedicated to flavourfilled adventures. Issue 3 which focused on the Block in Prax still haunts me to this day with the central adventure the Devil's Swamp, which had a dungeon which was actually a the skeleton of a buried giant! It was very clear from these magazines that we were no longer in Tolkien-land by any stretch of the imagination. Gloranthan Adventures aims to continue the legacy of that fine publication.

This first installment ties in with one of the most iconic HeroQuest settings: the Kingdom of Sartar, or The Kingdom of Heroes as Moon Design's new supplement calls it, where the Orlanthi Barbarians struggle against the villainous Lunar Empire invaders.

Sartar is where the Gloranthan journey began for many in the classic board game "Dragon Pass" and it's where Gloranthan Adventures starts its voyage of discovery.

Hope you join us for what I hope will be an enjoyable and fun ride.

Newt Newport

May 2010

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What this book is

This book contains a series of four adventures, which can be played as a "story arc", and is intended for new Player Heroes. It is also structured in such a way that new Narrators and Players can easily pick up on the Gloranthan themes without needing to do lots and lots of preparatory reading. Six pre-generated characters are provided with enough detail to just pick up and play.

All the adventures are written with HeroQuest 2nd Edition in mind, but can be run using HeroQuest 1st edition with very little change. Because HeroQuest 2nd edition scenario write-ups focus on the events and framework of the plot, listing only abilities of the non-player characters you can use this book with whatever ruleset you choose with a minimum of work.

A copy of Sartar: Kingdom of Heroes would be advantageous to fill out the detail of the setting.

Where in Sartar?

I've been deliberately vague about where the adventures are set, allowing Narrators to tailor it to their own specific campaigns. If you are using the suggested story arc (see below) I've given a bit more detail, by giving the full name of the Silverwind clan, but otherwise I've used clan nicknames throughout. This allows you and your players to generate your clan as per the Clan Questionnaire in Sartar: Kingdom of Heroes and assign the detail to elements that come to light during that process.



How to use it?

There's two ways of using this book.

1. An uncollected set of adventures to pop in your game

You've either got an ongoing campaign already or you want to try out HeroQuest as a one-off. Just simply pick the adventure that tickles your fancy and prepare for an evening of play.

2. A short story arc

Here you run the adventures back to back, through a series of adventures which drags the peaceful Silverwind clan (see below) through a series of tragic events that tests its mettle and reserve. Will the clan become more aggressive and warlike? Or will it weather the storm with good humoured fortitude and not betray its peaceful traditions?

What is in this book?

The main part of this book is four adventures set in Sartar

- 1. The Black Ziggurat
- 2. The Fortress of Doors
- 3. Fixing the Wrong
- 4. The Hurt of the Land

Further details are given below, but each scenario was originally designed to play in a convention slot of three to four hours.

Writing Gloranthan adventures - this article describes the method I use when I'm writing Gloranthan adventures, and should be of use to new Narrator's scratching their heads on where to begin.

Six Pre-generated Heroes – For HeroQuest 2nd Edition, these six player heroes are designed to be played "straight out of the box". Especially useful if you want to just play the scenarios as a simple one-off, to try out HeroQuest and Glorantha with your group.

The Story Arc:

Weathering the Storm

As explained above, the adventures can be used as a linked set which form a continuous "Story Arc". It is a tumultuous affair where the resolve and mettle of the Silverwind clan is tested to its limits. Will the traditions of the clan make it through the series of tragic events intact, or will the Clan elders be convinced that new ways must be adopted to deal with change that the Hero Wars brings?

The Silverwind Clan

This clan is introduced in the first adventure the Fortress of Doors. The Silverwind is part of the Colymar tribe. They are a well-known peace clan well established on their lands and famous as mediators and negotiators.

The Silverwind Clan or Konthasos clan can trace its history back to mythic times, better known as the God Time, and through the ages through the actions of heroic ancestors. Their actions still have consequences today, the most striking of which is that the Silverwinds are what is known as a Peace Clan - in that they will use mediation and communication to solve problems rather than violence. As a result they have few enemies and a reputation as good honest traders and settlers of disputes. One of the themes of the story arc is how or if the clan can survive, as a Peace Clan, the horrors that are thrown up during the adventures, or whether it has to abandon some of its age-old traditions to survive the changes that the Hero Wars throws up.



Peace Clan – are these guys wimps?

All this talk of Peace, mediation and using communication to solve problems would make you think that the Silverwinds are a bunch of wimps. Nothing could be further from the truth. While other clans have focused their abilities and magic on violence and are known as War Clans, or reacted to circumstance and picked up a useful set of magic and abilities by luck and chance ("riding the Storm" as the Sartarites call it), the Silverwinds have built up strong clan magic based around convincing others that their way is right. There's a saying amongst the Colymar,"make sure in any debate that the Silverwind is blowing your way". Their clan heroes have repeatedly successfully undertaken such HeroQuests as "Issaries convinces the Storm Tribe" and "Ernalda calms the Warriors". These successes give clan members very strong situational modifiers in any contest involving debate or negotiation, and their magic is nearlegendary for stopping enemies in their tracks and having them change their intent mid-charge by the use of a single phrase. So much so that captured Silverwinds are routinely gagged by their captors. The Silverwinds also have a long and honoured warrior tradition of producing steadfast defenders for both their homelands and trading caravans as well as fleet-footed and tough heralds. Finally, the clan is renowned for producing adventurous souls, who take after their clan founder Konthasos the Explorer.

The Clan lands -The Tula

In Sartar the basic settlement is a village which is home to one to five hundred people. Most buildings are long halls made of wattle and daub with a straw thatched roof. The clan moots are held in the Chief's hall. There is a market place with either a temple or shrine to Issaries the Trader next to it. Temples of Orlanth and Ernalda are common, with minor temples to Chalana Arroy the goddess of healing or Humakt the Warrior depending on the disposition of the clan to peace or war. The village may or may not have a wooden or stone stockade, although in this scenario it has the latter due to its long history of suffering periodic attacks from a chaos nest known as the "Hurt of the Land". The local law and order is the Tula's Fyrd, which is made up of parttime fighters from the general farmer stock, and professional Weapon Thanes. The rest of the clan lives in farmsteads, which consist of long halls and farm land in the outlying clan lands which are known as the Tula.

Who are the player characters?

The Player Characters are young and inexperienced members of the clan, who chaff against the traditions of their ancestors. How far they disagree is up to their players, but at the start of the adventure arc (The Fortress of Doors) they have joined the rebellious warband known as the Hidden Gale.



The Story arc

Adventure 1: Fortress of Doors

The Heroes, fresh from the defeat at the hands of a Lunar regiment known as the Silver Shields, return home and look for a place to hide out, until the Silver Shields stop scouring the clan lands for them. An ancient Empire of the Wyrm's Friends fortress seems to be the answer, so the Heroes travel to it to find that a much more ancient horror than the Draconic menace has returned anew.

Adventure 2: The Black Ziggurat.

As a response to the bucket-loads of Undead encountered in the Fortress of Doors, Chief Henth the Steady decides to send the Heroes off to their allies the Black Ravens, a clan famous for its undead-killing Humakti. Ironically the Heroes end up having to help their allies against their own undead problems, as a Great Vampire who the Black Raven clan founder slew in the God Time appears to have risen from the Black Ziggurat.

Adventure 3: Fixing the Wrong

The Silverwinds are called in for their famous mediation powers as are needed by another clan ally, the crafters clan of the Birchshapers. Their problem is that the half-mad daughter of the neighbouring Brown Owl clan has turned up presenting herself as a marriage candidate to the Birchshapers' chief's son. This is a problem that needs solving with tact and diplomacy since the woman is an ally of the Lunar invaders.

Adventure 4: The Hurt of the Land

The farmsteads on the boarders of the Tula are over-run by chaos. The survivors turn up at the Silverwind's village gates. An old Chaos wound from the God time has opened up and it is up to the heroes to seal it.

Aftermath: The rain gently comes down

After the horrors of the four preceding adventures the Heroes are probably in need of some peace, rest, healing. It's also a time to consider the future of the clan given recent events. The clan's chief is dead, beheaded by a chaos worshipper in the final adventure.

The 'Feast of Beasts', a riotous festival dedicated to Ernalda with much wine drinking seems the ideal opportunity for some rest and relaxation for the player heroes and to discuss the changes the clan with the Colymar tribal elders. This festival is described into the beginning of "The Colymar Campaign in Sartar: Kingdom of Heroes", and can lead the player heroes into that story arc.



A note about Rules & Stats

All the scenarios within this book are for use with the current 2nd edition of HeroQuest. It is useable with the first edition, but the following needs to be considered.

On the surface it may look as if the scenarios are stat-less, but they fit within the frame work that HeroQuest 2nd edition provides.

Contest Resistances were given are using the tables given on p 71 of HeroQuest core. Basically Resistances are classed from Very Low (more or less 6 in HQ1 terms), through High, to Nearly Impossible (at least mastery two in HQ1 terms).

Non-player characters and creatures have two sets of abilities. Exceptional abilities are the one or two abilities that the NPC is renowned for, and always are used at a resistance of Very High. Significant abilities are the other abilities that the NPC possesses and may be set at whatever resistance that the Narrator feels appropriate in the story. Flaws are also given which are abilities which act against the character in certain contests. Finally for some NPCs Tactics are given which give example abilities with suggested augmenting abilities, that the NPC will use in common contests, such as combat.

Narrators using HQ1 should be also be aware that Equipment is now used as just another Ability, which measures the character's ability to resolve problems using that equipment rather than a flat bonus.



The fortress OF DOORS

After a recent defeat, a group of warriors from the Hidden Gale heroband needs somewhere to hole up and lick its wounds. The nearby ancient Fortress of Doors seems to be the answer.

Will its inhabitants give over possession without a fight?

The Heroes' involvement

This write up assumes that the player heroes are members of the Heortling Silverwind clan, a peaceful Sartarite clan whose more rebellious and hot-headed members have joined the Hidden Gale, a rebel Heortling Heroband which fights against the Lunar invaders.

It could be that the heroes are from another Sartarite clan who are seeking to draw the neutral Silverwind clan into the conflict after the player heroes' defeat at the hand of the Lunar Silver Shield regiment.

One option which will take a bit of work on the Narrator's part is to run this adventure with a group of Lunar heroes. In this case the heroes are Lunar agents who are tracking down the fleeing Silverwind warriors. In this case use the contest in Scene 1 as a guide (since the Lunars will be asking for aid to find the outlaw warriors) and modify the encounter with One Man and his mouse in scene 3, since the shaman will be bemused that the 'chosen ones' who have arrived at the fort are not Orlanthi. Once inside the fort the heroes will find their quarry dead: ripped apart by Undead Birdmen, the leader of which looks suspiciously like one of their own Magicians from the Lunar College of Magic.



Myth:The Doom of the Fortress of Doors

During the Storm Gods' rebellion in the God Time, Yelm the Emperor of the Universe asked his faithful generals to build a fortress in the lands of the Barbarians and from there put down the rebels.

Zacharilth, the Lord of Sparrows, obeyed immediately and built a sturdy fort in the land of Dragon Pass. This fort had two unique features. Its true entrance was hidden in a wall of false doors and gates. It also had a tall tower, the Light Tower, which Zacharilth used to maintain his link with the spiritually pure sky.

From the Fortress of Doors, Zacharilth brought order to the area, until the rebel Helamakt, one of the Thunder Brothers (Orlanth's Warband), found the true door into the fort with the aid of Brother Mouse.

Helamakt and Zacharilth met in bloody single combat atop the Light Tower, and Helamakt used his winds to blow the Lord of Sparrows to his doom.

Zacharilth fell into the Underworld. In Hell, he found the power of Death that had been passed from god to god and had finally been abandoned for Zacharilth to find. "It is not fair that I should die like this," he said as he greedily handled Death.

Zacharilth smiled cruelly. "This is a gift which will repay those who have done this to me. I must have my revenge, at any cost. Even Yelm has deserted me, and left me in the Darkness. I will pay any price."

So using the power of Death, Zacharilth became a foul creature of unlife, and the Lord of the Sparrows rose to the world of the living as an agent of Living Death.

So it was that he lived in the Fortress of Doors bringing living death to the land around until Helamakt once more ventured there and cast him back into the darkest part of Hell.

What History tells us?

The Fortress of Doors was an outpost of the Empire of Wyrms Friends, who conducted mysterious magical experiments during the Second Age. The fort was deserted and subsequently shunned after its inhabitants were destroyed by the Dragons during the Dragonkill war.

Secret

History does not tell of the Fort's establishment during the God Time.

Because of its association with the Empire of the Wyrms Friends, its earlier history has been forgotten. Everyone wrongly assumes that the Fortress was built by the EWF.

Scenes

The adventure is presented in the form of three scenes. These are like scenes from a movie and represent the main encounters of the adventure. They have the general form of:

- Key points of the scene: a basic description of what happens,
- Setting of the scene, which gives a quick description of the environment at first glance when the heroes first arrive, and what they will encounter as the scene unfolds.
- Action: what happens in the scene and suggested contests to resolve it.
- Aftermath: the possible outcomes of the scene.

Feel free to improvise round the descriptions of the scene. The Action section especially is only one way of resolving the scene. You or your players may feel that you want to do things differently. If so, go for it, it's your story after all!

Scene 1. Muster the band

Key points

Finding the other clan members of the Hidden Gale isn't a problem, for they have all fled home. Boosting their morale is.

Setting the Scene

Read the following to the players.

"You stand in the rolling hills of your Clan's land, the tula. It is the year 1613 and the once-free Kingdom of Sartar strains under the yoke of the Lunar Empire. Its Red Moon Goddess is fighting your Orlanth god of the Storms, for possession of the Middle Air – and although no one wants to admit it, at the moment she seems to be winning.

"Two months ago you joined the Hidden Gale, a war band who fight against the Imperial occupation. The Gale specialise in ambushing Lunar troops, who are more used to the paved roads and friendly faces of their own land of cities far to the north. Then, before the enemy can muster their superior forces, you melt back into the wild hills of your land, like morning mist retreating before Yelm's rays.

"You were so successful, that the Lunar General sent out the Silver Shields, Dogmen of Saird, who are experts in hunting down freedom fighters such as yourselves.

"A few nights ago, the Dog Soldiers cleverly ambushed a group of twenty of the Hidden Gale as you were sneaking back to visit your families. Normally it would have been a fair fight, the two bands evenly matched, but the Lunars employed foul sorcery! The Dog Soldiers were accompanied by an Undead creature, a sorcerer of theirs by his robes and the Sun disc headdress he wore, who had embraced the foul chaos of unlife. The creature tore through your men, ripping their very souls from them with his evil magic. You haven't slept all night, scared that the image of him killing your friends and brothers will invade your dreams.

"The words of your leader, Gyffur Ulfsson, ring in your terrified minds:

"'If caught out, disperse like the wind. Then find your brothers and hole up until the enemy has moved on.'

"You know of a good place to hide out until the Dogmen have moved on. The Fortress of Doors, a hill fort on the edge of your clan's tula. You reckon that its haunted reputation will work in your favour. You know that you weren't the only survivors, and now that the Gale has been scattered in defeat, your less experienced kinsmen would have instinctively gone home. This will put your clan in danger of brutal reprisal from the Lunars. You realise you must gather the survivors and regroup at the Fort.

"You've been moving all morning, using the rain and the mist to avoiding the Dog Soldiers, whose barks fill the hills and valleys of your homeland.

"Now the comforting sight of your tula, its long hall steads and temples to your gods, lies before you in the valley below. "



Fear the wrath of the Lunar Empire!

Action

The heroes' fellow surviving band members are hiding in their steads. Finding the fighters will simply require talking to those locals who are friendly to the heroes.

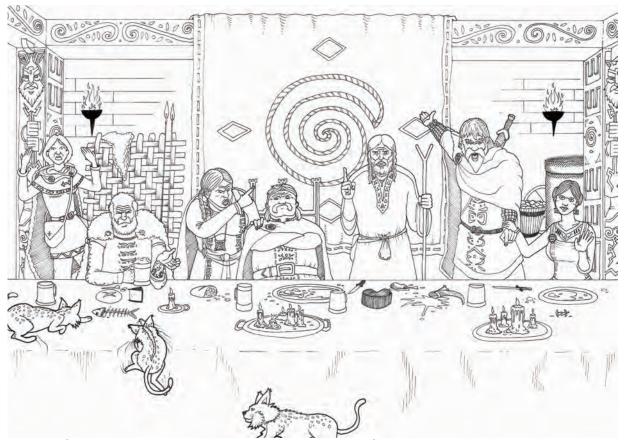
The spirit of the fighters and the clan has been crushed. Lunar soldiers have been here just after dawn. They woke everyone and dragged them out of bed. Their priests, red-robed Seven Mothers missionaries patiently and gently explained that it was necessary to strike back at the Hidden Gale because their hands had killed so many civilised soldiers. How can there be peace when the killing goes on? The locals reckon they knew that the survivors had made it back to their homes, since they said out loud that the Rebellion was over, and any young and foolish men in the Tula should settle down and become old and wise under the gaze of the Red Moon. The pervading feeling in the Tula is that next time the Gale causes any trouble, instead of peaceful priests it will be soldiers with murder in mind.

The chieftain, Henth the Steady, calls a moot of the clan immediately to discuss what is to be done.

In the great hall sit the members of clan ring, the clan's council of leaders, at a high table. Below them on tables that make a 'u' shape with the head table, are the rest of the clan, the thanes nearest the high table as is their right.



GLORANTHAN ADVENTURES 1 ~++ @ 2+ * LI + .: 2.: 1 ALY ~ A



From Left to Right: Freyda the Wanderer, Bathar Sheepfriend, Salla the Breadmaker, Henth the Steady, Ranulf the Beady, Garmast the Fierce, and Vestala the Gentle.

One by one the members of the ring say their piece:

Chief Henth the Steady, follower of Barntar the Farmer, argues that he can't let any more of the clan be lost on the wind and that the heroes should lay down their weapons.

Significant Abilities: Sure and steady demeanour, Know what's right for the Earth, A farmer first and foremost, Keep people fed and clothed, Wield a hoe and pitchfork, Encourage beast of burden, Care for Animals, Understand the needs of the clan, Devotee of Barntar

The Lawspeaker, Ranulf the Beady, a sage of Lhankor Mhy the wise, argues that the Lunars violate the laws laid down in ancient times by great King Heort and their promises are not to be trusted.

Significant Abilities: Know the Ancient Laws of King Heort by heart, Find the best argument to put forward, Listen and appreciate the other side's point of view, Fixed stare of authority, Devotee of Lhankor Mhy.

The farmers' representative, **Salla the Breadmaker**, argues that all the men should return to the fields and pay heed to the warning that Ernalda the Earth Mother gave this year, that there will be famine if the fields are not replanted.

Significant Abilities: Mother knows best!, At one with the Earth, Breadmaker, Patient listener, Communicate Clearly, Increase Fertility, Devotee of Ernalda

Freyda the Wanderer, argues that the activities of the Gale disrupt the trade routes on which the clan relies, by stirring up trouble with the Lunars who stop, search and steal in retaliation.

Significant Abilities: Devotee of Issaries, Wander the wilderness safely, Tradetalk, Speak Lunar, Become friends with anyone, Know the safe routes, Gain the advantage in any trade deal.

Garmast the Fierce, weaponthane of Destor (the Adventurous, a subcult of Orlanth), grumbles that there aren't enough warriors to protect the tula.

Significant Abilities: Fight the enemies of the Clan!, Fierce and uncompromising, Grumble in public, Rally the troops, Restless when not fighting, Devotee of Destor.

Vestala the Gentle, Garmast's wife and Healer of Chalana Arroy, says that all storms must stop and peace must be returned.

Significant Abilities: Devotee of Chalana Arroy, Calm tempers, Avoid conflict, Cheer people up, Gentle and peaceful, Heal wounds, First aid, Herbalist.

Bathar Sheepfriend complains that the Lunars are not the only wolves who stalk the edges of the tula.

Significant Abilities: Convince Sheep to go where he wants, At home in the fields, See for long distances, Patient with the hasty, Always considers the long-term view.

The seat of **Rastos the Godtalker** on the council table remains empty, as the Orlanth Priest is absent on an extended pilgrimage to the holy mountain of Kero Fin, to avoid any Lunar interest in his proscribed religious activities.

The Chief then looks to the heroes to introduce themselves and then argue their case. In Heortling society, in which freedom of speech and eloquence are valued, everyone is encouraged to put his or her case in front of the clan.

Use this point in the action to deliberately go round the table and have the players introduce their characters. The Heortlings are a proud people and are not shy about boasting about who they are. Encourage even the timid players, by pointing out that they can read out their hundred-word narrative as an introduction.

Then each player puts forward their arguments why they clan should still support the Hidden Gale, and perhaps even help them with their quest for the fortress of doors.

Once this has been done, resolve the action by running the following contest.

Simple group contest: Gaining the Clan's Support

Opponents: The seven clan ring members, who will argue that the clan should not support the Hidden Gale. They use appropriate significant abilities at Very High resistance.

Appropriate Abilities: Boasting, Raise morale, Orate to crowd.

Modifiers. +5 to +10 for good role-playing.

Complete victory: The clan's spirits are sky high again; in defeat there will be victory! The five Hidden Gale survivors join the heroes in their adventure:

Minor or Major victory: The heroes have the clan's support again. However, the chief insists that the other surviving Hidden Gale warriors rejoin the tula's fyrd to protect the steeds if the Lunars return.

Minor or Major defeat: The clan wishes the heroes well, but makes it clear that it can no longer afford to support the Hidden Gale.

Complete defeat: The heroes must leave quickly least they put all the clan at risk from the Lunars' wrath.



The debate could be simply role-played out, and in most games this would be the case. No one likes to give the performance of a lifetime only to have it declared a failure because of a die roll. However, by using the simple group contest, the players get to see how the contest system works, in advance of the battle, which is a slightly more complex extended contest. The healthy positive modifier for good role-playing means that any good performance is rewarded with success.

If the heroes take the decidedly un-heroic move of laying down their weapons and returning to normal life, then a couple of days later Gyffur Ulfsson, the fearsome and ferocious leader of the Hidden Gale sneaks into the tula. Gyffur reminds them of their oaths of loyalty and commands them to seek out the Fortress of Doors as a refuge for the band.

For those of you that are interested Gyffur Ulfsson's stats are in the supplement Orlanth is Dead p38 and the Hidden Gale is detailed in the Masters of Luck and Death supplement.

Hidden Gale Warrior

These warriors are primarily skirmishers armed with spears and shield, who emerge out of the heather and mist, quickly engage the enemy before escaping through secret pathways back to their homes.

Significant Abilities: Skirmisher, Sword and Spear fighting, Throw spear and run out of range, Sneak through Undergrowth, Know Secret Ways around Clan lands.

Aftermath

The location of the Fortress of Doors is common knowledge amongst the clan, and lies half a day's journey south, beyond the rough wooded land that only the clan's hunters visit. After the moot, the heroes set off.

Scene 2. Mouse run

Key points

The heroes travel through an ancient wood to the south of the Tula. They become aware of eyes following their every move.

Setting the Scene

After a couple of hours of travelling through hilly scrubland the heroes find themselves travelling into wooded uplands. The wood they find themselves in is ancient and overgrown. As they pass through a disused path peering through the gloom and pushing aside overhanging branches, there is no sight of any large animals or birds.

Action

Play up any feelings of unease that the heroes may be feeling about this ancient rarely visited wood. Gradually build up a feeling of gloom and approaching danger. What lives in this ancient wood? Outlaws or monsters? Perhaps it even hides pursing Lunars? When the players' paranoia is at its peak say that they feel hidden eyes watching them, and ask them to roll for this simple contest (see opposite).

Note: This is an individual simple contest, so the narrator can have great fun as the players get different results.

For Example

Hargeg the Wild a rather oblivious and frequently intoxicated warrior is completely defeated.

Morgath Silvermane a wily hunter spots the mice easily. Heck with a Complete victory he probably smells them on the wind.

Trenoth Oddowl a bookish sage is too busy thinking about how all this crashing through the undergrowth is spoiling his robes to notice anything and scores a minor defeat.

Resulting conversation

Hargeg "Can you hear those dogs, quick run the Lunars are coming!"

Morgath "Look at those mice in the bushes, why are they sitting there watching us?"

Trenoth "I don't see anything"

Hargeg "Shut up and run you fool the Lunars are coming"

Morgath "I think that big grey mouse wants us to come with it"

Trenoth "Have you been eating those mushrooms again?"

Secret

This forgotten and ancient wood is known as "Mouse wood" and was gifted to Brother Mouse and his children by Orlanth (see scene 3). It lies just outside the boundaries of the tula and its people have quite rightly assumed that it is taboo. A successful Orlanthi Customs versus a resistance of 1w will remind the hero that this is Mouse Wood, taboo to the Orlanthi lest a plague of vermin descend upon their homes. The mice are particularly interested in observing the heroes since the Old man and his Mouse (see scene 3) has told them to look out for the "chosen ones". If any of the heroes have a way of communicating with the mice they may learn this.

Aftermath.

Whatever the outcome of the contest, the heroes find themselves at the edge of the wood looking out over scrubland towards a hill.



Resistance: Very High, the mice's 'Stay hidden from predators' ability.

Modifiers -5 to -10 if the heroes have been stomping around and talking loudly as they have been moving though the wood.

Appropriate Abilities: listen, track prey, see very small things...

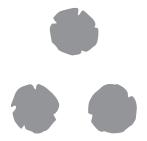
Complete victory: The hero spots the large group of mice in the surrounding bushes. A large grey mouse hops forward and sniffs the air in the heroes direction inquisitively, It then stands on its hind legs and gestures with its forepaws for the heroes to follow it. If they do it leads them directly to "Old man with his Mouse" who friendly greets them (see scene 4 below).

Minor or Major victory: The hero sees the mice, but they run off en masse into the undergrowth. If the players immediately set off after them the chase leads them into scene 4 and a very bewildered and confused "Old Man with his Mouse".

Minor defeat: The hero sees and hears nothing.

Major defeat: Was that a dog I hear barking?

Complete defeat: The hero is convinced he hears the barks of the Lunar soldiers' dogs coming crashing through the woods





Behold the Fortress of Doors!

Scene 3. Too Many Doors. Key points

The heroes arrive at the Fortress of Doors, so called because it has a multitude of false doors/gates in its high stonewalls. The fort is a magic fort from the God Time and entrance seems impossible. However, a local mad man holds the key to entry.

Setting the Scene

The Fortress of Doors is on a high hill that dominates the landscape. The surrounding woodlands retreated during the God Time, when the Fort was built, and has never grown back. This is because the local tree spirits formed a pact with Yelm, as the Lord of Flowers, so that no enemy could use them as cover to attack the fort. This pact still holds today.

The fort itself is built to an ancient Dara Happan style. The yellow sandstone of the fort was flown in from Dara Happa Empire far to the north by teams of Giant Cranes, and to the heroes looks totally alien. The fort is circular in shape, exactly a hundred metres in diameter, and there are no towers except a fifty-metre tall lighthouse at its centre, with windows made of clear crystal. In the twenty-metre high walls are a myriad doors and gates of all shapes and sizes, some on the base of the fort, some higher up the walls.

Action

When the heroes reach the walls of the fort, they face the confusing array of gates and doors, all of which upon inspection turn out to be false.

Eventually alerted by the noise, a scruffy-looking man in his forties, with long black hair and a great bush of a beard, comes round the corner. He hails the heroes and asks them what they are doing. He seems peaceful enough, and as he gets closer the heroes see a small brown mouse pop out of his beard.

The man, who calls himself "Old man and his mouse" is a local shaman who has been camping by the walls. Like most shamans who spend long hours communing with the spirit world, and who live outside mainstream Heortling society, he is by normal standards quite mad, in a nice sort of way. If asked what he is doing, he says he is looking for food, which you can quite often find in the fort from "secret places".

Old man with his Mouse

Exceptional abilities: Shaman of the Mouse Child Tradition

Significant Abilities: Run Away Quickly while Cackling Madly, Jump up into trees, Smell hunters, Happily Mad

Fetishes: Carries Ten Fetishes, made out of mouse droppings shaped into a ball.

Six, when eaten, cast the magic Become Small as a Mouse.

Two, when thrown at enemies, makes them Visible to Hungry Predators.

Two, when eaten make him Scamper Very Fast

If the heroes are nice to him and give him and Little Mouse some food, he will tell them a myth of the fort, "Brother Mouse finds the Door," which gives clues not only to the way into the fort, but also the nature of the fortress's inhabitants.

If the heroes are rude, he will run off, saying, "You try and find the way in." He will come back later when he has calmed down and offer to help.

If they are especially rude or threatening, he will throw his "Make Visible to Predators" fetish at them. He will return after the heroes have been harassed by Hungry Wolves and again in a calm mood offer to help.



Brother Mouse finds the Door

"Once day the Bad Emperor sent a cruel Warlord to the lands where Brother Mouse and his family lived. He was the lord of the Sparrow people whose people ate the grain that Brother Mouse and his family relied upon. Their appetite was so big that they came to Brother Mouse's house and demanded that they give their stored grain to them to eat. Because the Sparrows were accompanied by their friends the big bad Dogs, the little mouse had no option but to pay their 'Grain tax', even though it would leave him and his family without.

"Seeking justice Brother Mouse went to the camp of the Storm Tribe, to seek audience with Orlanth the King of the Gods. Even though he was not best liked in that camp, and Yinkin the Cat was a special foe of his, he was received since the Bad Emperor was causing Orlanth all sorts of trouble. Even Yinkin the Cat pitied the small mouse after he finished his tale of the grain theft upon hearing of the bully dogs' part in it.

"Orlanth, being a wise king, made his proclamation:

"Even though you have been a nuisance in the past, sneaking into our grain houses and running wild like a plague when you have too many children, you have never done any of this out of malice. You have only taken what you need to survive, and Yinkin has killed your children when they become too numerous and greedy. But the Bad Emperor brings rules that would starve us all, and tyrants to rule and oppress us. I know the Lord of the Sparrows lives in a Fort of Doors, and it is there that this tyrant hoards all our grain. Since you are such a little mouse, I will send brave Helamakt with you, for he has a talent for scaring Dogs and blowing troublesome Birds all the way back to the Bad Emperors' land.'

"Perching on the shoulder of Helamakt, little mouse travelled to the Fort of Doors. There they were presented with a quandary that even blustery Helamakt with all his wind and rain could not solve. The walls of the fort were covered with an infinite number of doors, so many that it was impossible to know which was the true entrance.

"'This is no good, the Sparrows have no need for doors, and they will simply fly over the walls to enter. These doors are all false, like the Bad Emperor's laws, designed to befuddle and confuse us and keep us in our place outside the fort,' said a disappointed Helamakt.

"But Brother Mouse was not concerned, because he knew that amongst all this falsehood there would be a small truth. An entrance that would be small and discreet.

"So Brother Mouse looked long and hard for a small way in, and was eventually rewarded finding the smallest door in the wall, which instead of being false turned out to be a quiet way in.

"Once in, Helamakt dealt with the Lord of the Sparrows, using his mighty winds to blow him off the top of the Light Tower all the way to Hell. Meanwhile Brother Mouse returned the Storm Tribe's grain. Of course he kept some for himself, but not too much for he had learnt that it didn't pay to be greedy with such powerful friends."

Myth and the way that it interacts with the world is one of the important features of HeroQuest that prevents it from becoming just another Fantasy game. Take time to tell the myth in this section. You will be rewarded with players whose eyes light up with the wonder of it all

After telling the myth of Old Man and his Mouse ask the heroes: "do you now know where the door is?"

If any of the heroes answer "a mouse hole," he smiles and gives them a "Scamper Very Fast" fetish.

If the heroes are none the wiser, he shrugs and says "Oh well, you are the muscles on this job" and then explains.

Aftermath

Old man and his mouse, shows the heroes the "Smallest Door in the Wall," which is a small mouse hole. He hands them each one of the "Become Small as a Mouse" fetishes made out of mouse droppings shaped into a ball, and tells them to eat them.

Once the fetish has been eaten, the magic takes effect, and the heroes shrink down to a size that will allow them to go through the mouse tunnel and into the fort.

Secret

Old Man and his Mouse is the latest of a long line of local shamans who have safeguarded this area since the God Time. He has a special association with mouse spirits, and is able to contact Brother Mouse, which is a powerful local spirit. He became aware that the fort had been disturbed by a group of Lunar Sorcerers (see Scene 3) and that Zacharilth had been incarnated by one of their number. He asked Brother Mouse what to do and was told to go to the Fort and "wait for Helamakt." Knowing the myth of Brother Mouse, he knew that to play his part he would have to show a group of Orlanthi, since Helamakt is one of their gods, the way into the fort. Then they would complete the Myth by destroying Zacharilth. That is why even if the heroes are rude, he will still return to help them after regaining his calm.



Scene 4. Victory in the Winds.

Key points

The heroes encounter the inhabitants of the fort: an Undead Magician and the Undead Sparrow People. They find that they are not willing to leave, and wish to do them a great deal of harm.

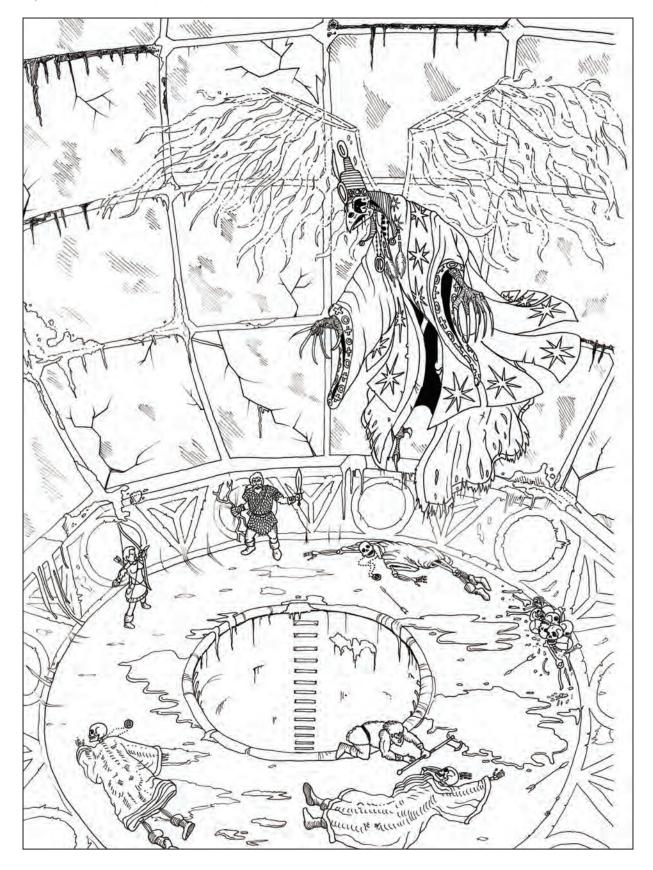
Setting

This scene takes place in the interior of the Fort. This is a vast hall, one hundred metres across, with a fifteen-metre high ceiling. The room is decorated with gold sun emblems, torches and lanterns and large fire pits. Anyone expecting evidence of the Empire of the Wyrms Friends with their predominately draconic imagery should be getting the idea that the Fort is not their handiwork by now. Also set in the walls, five and ten metres up are stone perches. These are the nesting quarters for the Sparrow People. One-metre wide trapdoors pepper the ceiling, and these lead to the roof above; through these, the Sparrow People enter the Fort.

In the centre of this vast hall is a ten-metre radius hole in the floor beneath a similarly sized hole in the ceiling. The hole in the ceiling leads up in to the Light Tower and the crystal chamber at its top. The hole in the floor is a bottomless pit, which ultimately leads down into the Underworld and Hell.

The chamber is totally dark

GLORANTHAN ADVENTURES 1 ~++ 0.2+ *L+ 1.2.1 + 1.4 Y~ A



Lord Zacharilth and the Star Chamber

Secret: Frazen's Tale

Frazen Lord of the Nine Stars was a Comet Seer of the Middle Sky (see Masters of Luck and Death p52). Two weeks ago, he received delivery of an old document dating from the time of the EWF that detailed the Fortress of Doors, and revealed its origins in the God Time. More importantly, it detailed the ritual for activating the Star Chamber, the crystal room at the top of the Light Tower. In the God Time, the Star Chamber was used to restore the magical energies of Zacharilth, by allowing him to absorb lifegiving Star energies while he sat within it.

As the Comet Seers, being part of the military Lunar College of Magic, had been ordered to magically support the Silver Shields in their attack on the Hidden Gale, Frazen decided to use the Star Chamber to boost his energy so he could strike a decisive blow against the rebels.

However with Zacharilth's descent into Hell and his subsequent return as a creature of the undead, the magic of the Star Chamber had been drastically altered. Now instead of absorbing life energy benevolently from the Stars, it leaches it vampirically. Since the Star Chamber is attuned to Zacharilth alone, anyone using it summons this Undead Demon back from Hell into the mundane world.

Frazen, in his arrogance, realised none of these crucial facts, and as his Lower Sky followers enacted the ritual, Lord Zacharilth immediately and horrifically possessed him. The other Comet Seers fled before the Undead Commander, dissolving the magical Starlight Bridge they had previously constructed to come and go from the Fort. Although momentarily left stranded in the Fort, Zacharilth had the power of flight and using Frazen's memories of his original mission, to assist in the Silver Shield's ambush on the Hidden Gale, flew off to participate and feed. Zacharilth, therefore was the undead horror at the battle.

Action

As the heroes' eyes accustom to the dark, there is a loud shrill shriek, and a fluttering of wings.

Standing over the hole in the floor, dressed in red robes with a sun disc headdress, is the Undead creature who slew the heroes' fellow warriors. He is casually tearing strips of flesh from a human corpse dressed in red robes with embroidered stars and casting them into the hole in the floor, incanting;

"Come, my Sparrow People, rise up from the Hell where Yelm has forgotten you. I, your lord Zacharilth, command it."

Six humanoid undead creatures with wings and bird skulls for heads, answer his call and hover, flapping, over the pit.

The Undead creature looks towards you, fire in the lifeless globes of his eye, and points.

"Look there, my hungry birds, dinner!"

And with this the Sparrow People launch forward to attack.

Make sure you are familiar on how the Group Extended Contest rules works. Take time and care to show the players how the rules work, since although they are not intrinsically difficult they include some key concepts that are very different to those which the players are probably used to.

Zacharilth, Lord of the Sparrow People

Exceptional Abilities: Undead Demon

Significant Abilities: Fly through Air, Command Underlings, Claw and Beak attack, Howl of Hell, Swoop down and Rend Flesh from Bones, Steal Soul after Death. Regenerate using Crystal Chamber

Tactics: Zacharilth prefers not to fight himself if at all possible. He guides the efforts of the Sparrow people, who gain a augment from his Command Underlings. If attacked he will use his Howl of Hell to disorientate his attackers, before Swooping down and Rending Flesh from Bones.

Undead Sparrow People

Significant Abilities: Fly through Air, Mob Attack, Fight with Claw and Peck, Hideous stench, Hungry for Living Flesh

Tactics: The Sparrow people attack as a group gaining an augment either from their Mob attack or Their Hunger for Living Flesh. However this is a weakness for as soon as they down an opponent they stop to gorge themselves, returning to the combat only if attacked while feeding.

Defeating Zacharilth.

The key to victory is in re-enacting the myth they learnt earlier, where the God Helamakt used his magic winds to throw the Undead Demon from the highest tower of the fort into hell.

Zacharilth initially hangs back from combat using his Undead Sparrow people to fight the heroes.

Each Undead Sparrow attacks using its Fight with Claw and Peck augmented by either Hungry for Living Flesh or Mob attack or Zacharilth's Command Underling if he is commanding them.

Zacharilth can also summon additional Sparrow People at the rate of two per round. He can not perform any other action while doing this. They come up from the Hellhole in the floor.

If Zacharilth is takes any Resolution Points against him, he flies up to the Light Tower and into the Crystal Chamber. While he is there, the sky darkens and the stars seem to fade as he absorbs their energy, losing 2 points a turn.

If any of the heroes use wind magic in the small confines of the Crystal Chamber, it will in the first round distract Zacharilth so much that he can no longer regenerate, or summon additional Sparrow People.

Then, all the hero needs to do is blow open the windows of the Crystal Chamber (a High resistance) and blow Zacharilth out by using wind-related magic. Other methods to damage the Crystal Chamber are Very High. If the hero succeeds Zacharilth then plunges back down to the Hell.

Aftermath

Either the Undead Magician is in little pieces or the heroes are.

Conclusion

After defeating Zacharilth, the heroes must decide what to do about occupying the Fortress of Doors.

They may decide to have another clan moot, at which the Silverwind Clan council argues that the Fortress is cursed and should be left well enough alone.

Gyffur Ulfsson agrees with the Clan Council, saying that the Gale needs less dangerous hiding places.

Rewards

Each player receives a basic three hero points for the adventure, and one to three points for each scene, depending on how active a part they take.



the Black ziggurat

This scenario is written as a fairly straightforward introductory scenario for HeroQuest. Aimed at beginners to Glorantha, perhaps more used to war gaming style, it introduces the players to the importance of myth in Glorantha through investigative scenes that see the player characters investigate not only the current situation but also the mythic reasoning behind it. However, players who enjoy combat will be more than satisfied as there several scenes that emphasise the heroic path of the Warrior.

Introduction

The Long Ravens is a friendly clan, renowned as excellent fighters against the undead. The player heroes' clan chief decides to send the heroes to the remote Long Raven tula to ask a favour, that their warriors help against an ongoing undead

problem. The Long Ravens gain their undead fighting abilities by worshiping the Hero Lerin, a son of the unlikely union of Humakt the Heortling war god and Ernalda the Earth Mother, during the God Time.

Unknown to the outside world a Vampire has overcome the Long Ravens' main town. This undead creature is a follower of the foul Chaos God of Vampirism, Nontraya. A few pitiful survivors huddle in the local temple to the Ernalda, while outside the shadows lengthen.

The Vampire was defeated in the Godswar by the town's founder, Lerin (who lends his name to the town).

However the defeat was not complete and the Vampire has spent the time since the Dawn (over 1600 years) regaining his strength. It is served by a group of locals seeking to become immortal, who capture sacrifices to their master and bring them to its base, the fearsome Black Ziggurat.



Myth

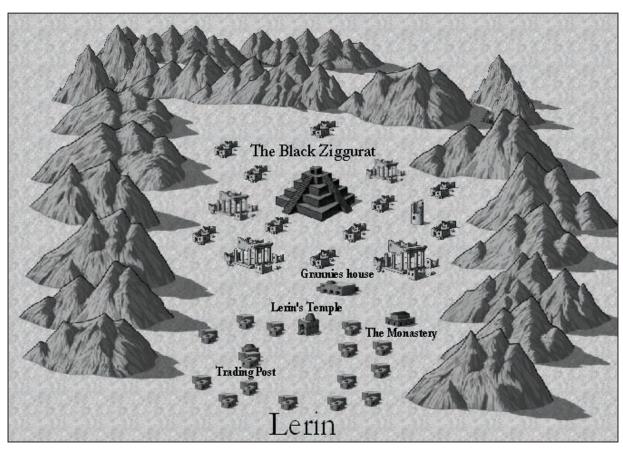
During the Gods' time, the valley was a tranquil and fertile place, where the people lived in peace and harmony. Then Yelm the Celestial Emperor was slain by rebel gods. His body, the Sun, fell from the sky and plunged the world into Darkness. There was fighting everywhere as the people fought the hungry Men of the Night.

Lerin, a son of the Warrior, left his mother the Earth and the fertile valley to go fight in the cold north.

Taking advantage of his absence, Nontraya the Unlife slid out of the darkness and into the fertile valley. The valley was terrorised by Nontraya's reign: he forced the people to build a city of Undeath and preyed upon the living enslaved in that place. As for the Earth Mother, he imprisoned her in a Black Ziggurat, draining the life from her as he held her prisoner. As the Goddess died, so did the people.

Lerin returned home from fighting abroad to find his homeland passing into undeath. Unsheathing his sword, he fought his way through the City of the Dead, until he faced Nontraya himself. Plunging the sword through his black heart, he destroyed him and rescued his mother. His mother restored life to the land, and her son restored freedom to his people.

However, Lerin was grievously wounded in the fight with Nontraya, and gave up his immortality as part of the Great Compromise to bring the world out of darkness and back to life. So, as radiant Yelm rose again in the Sky and his people rebuilt the valley according to his wise laws, he died. Lerin the Vampire-Slayer was buried in the valley in the temple of his mother.



Contradictions

Is the Vampire currently on the loose, Nontraya?

It depends on your viewpoint. To the superstitious locals he is. In reality, he is a weaker follower whose physical form was destroyed in the Godswar and has used the locals' belief in the myth of Lerin to come to power.

If Lerin gave up his life at the end of the Godswar, why are the locals able to worship him and the heroes heroform him?

This is an example of myth being vague and not exactly conforming to what mortals trapped within time expect. To stop Chaos overwhelming Glorantha its Deities made a pact with a deity known as Arachne Solara. This spider-like being rewove the cosmos in the form of the Great Compromise. The major points of this Compromise are that Time began, people became mortal and the Gods withdrew from the world. So to Lerin's local worshippers it may seem that the grievously wounded Lerin died, while in fact he was merely complying with the Great Compromise. Are the iron bones in the crypt really those of the demi-god? They may be, or they may be part of an elaborate hoax.

Who is the Nontraya god anyway?

If you are a long time fan of Glorantha, Nontraya is the name by which the Heortlings know the vampire god, Vivamort.



Scene 1. Granny bit me!

Key points

The heroes arrive in the remote town after a long journey from civilisation/known lands.

Setting

As the heroes near the town, at a distance of about four miles away, the land becomes more and more parched as if it was an exceptionally strong Fire Season (Gloranthan summer). This is odd, since Yelm is no stronger in the sky than expected at this time of year, and the land is at the height of its fertility. The nearer the town, the worse it gets, until the land is bleak, with dead livestock and lifeless trees.

The town is typical of the region. Around a main square is a temple to the Earth Goddess, an inn, a general store and some stables. In the centre of the square is a very old statue of a warrior holding a great sword (Lerin). The only other building of any note is a square, four-storey building with a wall around its courtyard (the military school/monastery of Lerin's warrior cult).

Buildings in the town

Long halls made of wattle and daub with straw thatched roofs are the predominant building. They house an entire family (immediate plus grandparents, aunts and uncles) with their livestock in a single living area, which as well as sleeping areas, animal pens has a large central fire pit for cooking and heating which gives out its smoke via a hole in the roof. The other buildings in the town follow this design, with adaptation for their purpose and extra decoration in the form of wooden carvings to announce their purpose.

Action

Suddenly a young girl of about five runs up to them screaming, "Granny bit me, Granny bit me!" She is clutching her wrist, which is bleeding profusely from two canine teeth puncture wounds. Once calmed down, the girl, whose name is Tanath, can tell the heroes that she went to live with her Granny Idith after Mummy and Daddy disappeared. She points accusingly at the dark shape of Granny's house, which stands alone at the edge of town.

Secret

The girl's mother was the local Earth Goddess priestess and her father the Priest of Lerin. Careful questioning of the girl by the heroes may reveal this.

Aftermath

The heroes either go directly to Granny's house (scene 2) or decide to poke round the town (go to scene 3).

Scene 2. Granny's Gang

Key points

Guided by the girl, the heroes go to Granny's home. It was once a grand town house but is now a run-down affair at the edge of town.

Setting

The house has links to the past, with the ruins of the Nontrayai city in the backyard and a tunnel to the Ziggurat in the cellar. In this house Granny was seduced by the whispering of the Vampire from the Otherworld into performing a blood sacrifice of the girl's parents at the Black Ziggurat. This murder allowed the Vampire to manifest itself in the physical world. The house echoes with the dark horror of this act.

Action

Granny and her cultist cronies inhabit the house. All are Thralls, demi-vampires, able

to drain blood on behalf of their master but able to be killed. They inhabit the darkness of the house in a primitive half-life, waiting for darkness to come to prey on the remaining townspeople.

Thralls

Keyword: Demi-Vampire Initiate of Nontraya

Significant Abilities: Very Strong, Bite and Claw attack, Thirst for Blood, Animal Cunning

Aftermath

Granny and her cronies may or may not have been dealt with. If they are defeated completely, then all that will remain is the dust of their undead bodies. If they are only partially defeated, the survivors will flee through the tunnel to the Ziggurat. If the Thralls are victorious then the hapless heroes will find themselves bound in the Ziggurat, awaiting the Master's return at dusk.

The Black Ziggurat of Nontraya looms in the distance amongst the ruins of the city against the mountains. The heroes may go there, but without the Sword and blessing of Lerin, they are powerless against the Vampire.

Scene 3. This Town is going to Hell

Key points

The heroes explore the town, and find out more about the present situation and the myth of Lerin.

If this is run after Scene Two it is now dark and they find the town overrun with Thralls rounding people up. Also the dead in the temple graveyard have risen as zombies and skeletons. The surviving townsfolk will have fled the streets as night falls and have barricaded themselves in their homes to wait for dawn.

If this is run directly after Scene One, then

they have until the rapidly approaching dusk to poke around. After Yelm sinks below the horizon into the Underworld, Granny and her gang turn up and the dead rise from their graves.

Setting

There are three main buildings that the heroes can visit.

School / Monastery of Lerin. A large fourstorey building, it has training rooms, dining facilities and dormitories for 50 warrior priests. In the large courtyard surrounded by a wall is the graveyard of the Order, whose last members died ten years ago. Inside the main building is a shrine to Lerin. This consists of a small altar before a statue of the hero. Inside a secret compartment in the statue is a book that contains the myth of Lerin.

The Trader's Post. Now deserted, this building was once the centre of trade and communication with the outside world.. Questioning the locals reveals that the trader is now one of the vampire's Thralls. The heroes can use the trader's stock to equip themselves.

The townspeople's homes. Typical of the homeland in which the adventure is set, except that the doors and windows are barricaded. Some have been broken into and show signs of a great struggle. Others look as if their occupants mysteriously disappeared while in the middle of some everyday activity, such as a meal. The surviving townspeople are huddled in their barricaded homes, waiting for the vampires to come.

Action

The heroes will have a hard time convincing the townspeople to let them in and will have to suffer all sorts of indignities to prove they are not vampires. Having 'holy' water thrown over them, for example, or having to hold a death rune (a cross), which may bring a touch of comedy to an

otherwise grim situation. The townspeople can fill the heroes in on the current situation, but this is flavoured heavily with "Lerin has failed us, Nontraya has returned!" Finally they believe that they will be safer in the Temple, "where Lerin can watch over us" and ask the heroes to escort them.

Once dusk falls the undead make their final assault upon the town. The Thralls (a new group if the heroes have destroyed Granny and her gang), backed up by Warrior Skeletons from the School of Lerin and Zombies from the town's Graveyard (situated behind the temple), start rounding up the surviving locals and taking them to the Ziggurat.

Warrior Skeletons

Significant abilities: Fight with Rusty Sword and Shield, Agile, Brittle,

Zombie Townspeople.

Two types.

Half-rotten human zombies raised by the Thralls from the town graveyard.

Significant abilities: Fight with tooth and nail, Loathsome and Repugnant Smell, Strong, Rotting and falling apart, halo of flies, Slow and shambling

Brand-New human zombies, raised by the Thralls from the freshly drained townspeople

Significant abilities: Fight with tooth and nail, Loathsome and Repugnant Smell, Fast and agile

Aftermath

It should soon become apparent to the heroes that the numbers of undead are too great to fight. Their safest bet is take refuge in the temple.

They should have a better idea of what exactly is going on in the town and that the answers that they seek lie in the very bones of Lerin, within the temple.

Scene 4. By the Bones of the Founder!

Keypoints

Within the Temple of Lerin the heroes find not only safety from the undead outside, but the mythic answers to the situation.

Setting

The temple is a large, barn-sized, square wattle and daub hall with a straw thatched roof. The main entrance is barn-like double doors, guarded by fierce looking wooden statues of Lerin and his father Humakt. There is a large communal worshiping area, around which all the worshippers gather around a wooden statue of the Goddess. In this temple the entrance to the crypt is via a trapdoor near the far wall. The library is a small hut directly behind the temple, joined by a covered walkway, which houses amongst the dusty velum scrolls a small wooden statue of an elderly man with long beard, this is Lhankor Mhy, the Heortling god of knowledge.

Down a set of steps at the far end of the hall is the Crypt of Lerin. In the adjacent small library there are sacred books and scrolls and the more mundane histories and records of the town. The temple's caretaker, Michos, lives here and also looks after the books, the contents of which he has intimate knowledge.

The crypt is ancient and dusty and decorated with painted murals that tell the Story of Lerin and his battle against Nontraya. In the centre of the crypt is a stone table with the iron bones of Lerin. His black iron two-handed great sword lies on his chest, its hilt held there by bony hands.

Action

Powerful blessings on the temple keep the undead outside. However, since this magic relies on the strength of the community, as the Thralls round up the surviving townspeople and take them to the Ziggurat, the pounding on the temple's door becomes greater as more and more are drained of life and added to the zombie horde. This gives the heroes six hours to prepare before confronting the Vampire, before the temple's magical defences fail. The heroes may feel the need to strengthen the temple's magical defences with their own magic. Roll this as a simple group contest against a High resistance. For every level of success add one hour to the time before the zombies come crashing through the door and for every failure take away one hour.

The temple's only inhabitant is Michos, its caretaker. He can recount the sorry tale of how the grandmother of the Priestess and Priest betrayed them to raise the Vampire, and how the Thralls are now strengthening their master's rule over the town and surrounding area.

From the murals in the crypt and scraps of written scroll in the temple's library the heroes can piece together the Myth of the Founder, Lerin.

From either their own dedications or by consulting the books in the library, the heroes should be able to realise that one of them can Heroform Lerin.



Heroforming Lerin

This is a process that involves ritually invoking the sprit of the hero and incarnating him in the body of the chosen person. Any abilities that the incarnated hero possesses in common with the player character are then increased, dependant on how successful the invocation was. Ideally the person chosen to incarnate Lerin should be an initiate/devotee of a Warrior cult, preferably that of Lerin's father.

Prerequisites for the ritual;

- It must take place in the Crypt
- The person, who incarnates
 Lerin must be one of the player
 characters. The townspeople are
 all too weak to hold the sprit of the
 hero.
- Any person who has been bitten by either the Thralls or the Vampire cannot incarnate or take part in the ritual.
- The person who incarnates Lerin must wield his Black Iron Sword (an evil-looking rune blade that inflicts magical damage on Vampires and has the ability of Detect Vampires) while co-possessed by the hero.
- The incarnator plus the ritualists must be dedicated to banishing the Vampire from the Town.

Lerin's abilities are appropriate to a devotee of the appropriate local Warrior God, with the significant abilities of Fight Undead and Resist Undead. The hero who successfully incarnates him glows brightly, as if the sun shines from him.

Other results of the Ritual: the Blessing of Lerin.

The ritualists gain +5 vs. the Vampire and his Thrall followers while on the quest to rid the town of them. They too glow brightly as if radiating sunlight, to a slightly lesser degree than the incarnating hero.

Other possibilities

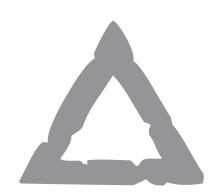
Enterprising heroes may fashion improvised weapons from the iron bones of Lerin's skeleton, using relevant abilities. Such weapons are effective against Vampire and his Thralls and, as the scrolls held in the temple suggest, "even his bones were poison to the Vampire Lord".

Aftermath

The heroes should be now be prepared for their final showdown with the Vampire.

At the far end of the crypt is a secret passageway, which leads to a tunnel that emerges outside the town limits. Michos can show the heroes this, and they can use it to avoid the army of undead now outside the Temple's doors.

The other alternative, if the heroes are feeling especially empowered by the hero forming ritual, is to come bursting out of the temple and fight their way through the horde of Undead.



5. The Black Ziggurat

Key points

This is the final showdown between the Heroes and the Master Vampire and his Thrall servants. This is a tough fight that should press the heroes to the utmost of their abilities.

Setting

This scene takes place in the interior of the Black Ziggurat itself, in the dead of night.

From the outside, the Ziggurat is a large stepped pyramid, made of baked mud bricks, blackened with the blood of Nontraya's victims, who were sacrificed

to sate his hunger in the Godtime. Although ruined by Lerin, it is still an impressive structure.

The main entrance is a large tunnel in the base of the ziggurat, which although dark and heavily cobwebbed, leads directly to the main chamber. If the heroes search for a less obvious entrance, then they will find a small cramped tunnel, hacked into the structure by tomb robbers many hundred of years ago, which leads out to the third balcony in the main chamber.

The main chamber is fourstoreys high, with balconies on the second and third floor. In it are two sacrificial pillars three meters high and one meter wide, chained to which are the slain Earth Priestess and the Priest of Lerin. Both have had their blood drained from puncture wounds in their jugulars.

Action

The Vampire will be sound asleep in his heavy stone coffin in the darkened main chamber of the Ziggurat. Thralls guard him, two for each hero. They will try to hold the heroes at bay as he awakens.

Once awoken, he looks at the hero who has incarnated Lerin and in a deep rattle sends out the challenge

"Ah Lerin, my old nemesis, through the ages I have slept, I have always known you would be here upon my awakening, to provide me with breakfast!"

With this he unsheathes his bone-hilted greatsword and jumps towards the hero.



The Vampire

Exceptional Abilities: Devotee of Nontraya

Significant abilities: Fight with Bone-Hilted Greatsword of the Vampire Lord,

Enslave Human Population, Superhumanly strong, Superhumanly Fast, Become incorporeal mist, Cold, Merciless, Arrogant, Deploy the Black Shroud of Nontraya.

Drained Magic (one-use magic from victims) Summon Gnome, True Greatsword

IMPORTANT NOTE: If the Heroes have not Heroformed Lerin, then the Vampire is totally immune to their attacks. The best they can do is kill/immobilise the Thralls and make best their escape. Make this clear to the players and then run the extended contest as the heroes making their escape from the Vampire and his followers.

Running the Combat

This is the big finale to the adventure. It is the dramatic fight between the heroes on one side, and the Vampire lord and his thralls on the other.

Make sure that you are familiar with the Extended Contest rules on page XX of the HeroQuest Core rulebook.

Run the combat between the Vampire and the heroes as a group extended contest. The Thralls attack independently. This makes them easy to defeat singularly, but their purpose is to act like cannon fodder keeping the heroes away from their master. As a thrall is defeated another rushes out of the shadows to take his place.

Aftermath

Either the Vampire is dead, or the Heroes are. If the heroes lost the Vampire and the Thralls hunt down and destroy any heroes who try to escape. At best the survivors crawl out of the icy grip of the Vampire Lord's new land of the undead.

A HeroQuest Combat Primer

(Or Its not just "In My turn I hit him, he tries to parry" anymore)

HeroQuest is a game of story telling which places great emphasis on description and narrative rather than number crunching. Where numbers and rules come into play it is to support and enhance the story rather than detract from it. Nowhere is this more evident than during Extended Contests.

Get the players into the descriptive nature of this fast moving and dramatic combat, by describing the opposition's attacks in an interesting way. Here are some examples.

A group of Thralls get together and use their Very Strong ability to pick up a shattered stone coffin that is leant against the wall of a forgotten corner with the intention of pining some of the heroes under it. One of the Thrall's uses his Very Strong with a +4 automatic augment for each Thrall, the heroes avoiding the hurled coffin by using dodge and movement skills or perhaps even teaming up to catch or smash the coffin!

Remember there are three dimensions in the interior chamber of the pyramid. You can have the Vampire lord and the Thralls use their Very Strong skill to improvise great leaps across the chamber. The Thralls especially will use the space against the heroes to keep them away from their master as he fights the fights the character Heroforming Lerin. If any of the other heroes apart from 'Lerin' attacks the Vampire Lord, he will leap away. Heroes with movement magic may decide to follow their targets, finding themselves tumbling into darkness on a failed roll.

The Vampire lord swirls his Black Shroud of Nontraya in a grandiose sweep, stirring up the dust on the floor into the air in attempt to blind the heroes who are rushing towards them. To see if he blinds them he uses his "Deploy the Black Shroud of Nontraya" ability for the cloak itself versus what ever skill the affected heroes' use, such as magic winds to blow away the dust, or quick reactions to cover their eyes in time.

The heroes' best chance of success is to aid the hero who has heroformed Lerin, augmenting his attacks against the Vampire Lord.

Conclusion

With the Vampire defeated, his life-draining effect on the land is removed. Grass becomes green, animals quickly return to full health.

Any dead heroes stay dead, but their sacrifice is remembered in song and memorial.

The locals thank the heroes with a large feast. Here a local storyteller, or the heroes' boasting, may sum up the adventure. Any outstanding business the heroes may have is settled here.

Hero Points

A basic five for the whole adventure. Add one to two for each scene in which the hero actively participates. Add one to three for final scene.

Other Benefits

If the object of the heroes' mission was to gain aid from the town, they now have it.

Although the townspeople refuse to let the Iron Bones of Lerin leave the Crypt, since they are central to their veneration of him, the hero who incarnated Lerin in the final battle against the Vampire may keep the Black Sword of Lerin. This is on the condition that he/she remains the Champion of the Town. Also they will need to spend the usual hero point to cement the gain. The sword also has a mind of its own when seeking out vampires, which may lead the hero into further unwanted vampire-slaying adventures.

If the heroes seek financial gain from the adventure, they find a selection of gold items from before the Dawn in the Ziggurat. Using a hero point cements the heroes' wealth to Rich. Possible complications include the horde proving to be of cursed vampire gold or that news of the heroes' enrichment travels fast and attracts the attention of the local taxmen, worthy causes, gangs of organised conmen

and thieves, and a host of other unwelcome opportunists.

Further Adventure

"You've not seen the last of me...." Either the Vampire or one of his more depraved Thralls returns to haunt the heroes in the future. This may be in locales new, or it may be a return battle in the Town of Lerin, but against stronger adversaries.

"Are these the bones of Lerin?" As pointed out in the contradictions section, it is possible that they bones lying in the crypt may not be those of the dead demigod. Either the heroes or a patron want to know why, and although the adventure that it leads them on may initially be academic in nature, it soon turns action-packed as the investigation leads them into the ancient pre-Dawn ruins.

"Fearless Vampire Killers" The heroes are asked to help in re-establishing the Warrior School of Lerin. As well as the challenge of running the school day-to-day, dealing with the students, the heroes will face human and supernatural enemies who don't want the school regaining its former strength.



Cult Appendix:

Nontraya Lord of Vampires

In the Godtime, Nontraya was a powerful darkness spirit who guarded the Greatest Secret in Hell. Curious to see what the secret was, he let Eurmal the Trickster steal it. The secret was, of course, the Sword Death, and those slain by it came to Nontraya's area of Hell where he learnt how to steal their very souls. This earned him the hatred of all living things and various Gods and Goddess responsible for the care of the dead after life. He became allied with Chaos after being grievously wounded by The Devil, a wound that never healed and resulted with him being cut off from the flow of power. Not living and not dead, he became a force of unlife, needing to feed off the power of the living to survive.

Nontraya's cult is comprised of arrogant individuals who take the fate of their god as their own to gain his power. Nontraya's priests are Vampires who head a hierarchy of lesser vampires and mortal followers who provide the priests with food and service in return for the promise of making them a vampire one day.

Keyword: Nontraya Vampire

Hypnotise, Very Strong, Assume Smoke Form, Turn into Bat, Turn into Wolf, Vampiric Touch Through Armour,

Species Abilities: Immune to Disease, Immune to Poison, Dark Sense 5w

Nontraya Magic Keyword

Magic type: Theist

Death (Savage fury, Absorb Damage, Bite Blade)

Darkness (Summon Shade, Command Shade)

Unlife (Create Zombie, Create Skeleton, Create Ghost, Raise Ghoul, Command [Undead])

Lay membership: Servant

Servants are the mortal members of the cult, who attend to the needs of the Thralls and the vampires. Often they are unwilling members of the cult, who have been pressed into the service when their homeland has been overrun by the vampires. Often they prove their loyalty to Nontraya by providing sustenance to their masters when all other sources dry up.

Initiate Membership:

Thrall (Demi-Vampire)

Particularly devoted Servants may be promoted to the rank of Thrall by a vampire who knows the cult secret. They have all the abilities and weaknesses of a vampire, however unlike true vampires they have not completely severed their link with the cycle of life and death, and therefore can be physically killed by normal means. They also lack the ability to drain magic from their victims.

Devotee Membership: Vampire

Devotees are true vampires. A stake through the heart, which physically immobilises them, followed by beheading, kills them.

Stolen Magic

As well as Nontraya theist magic, the Vampire is able to use magics drained from victims, on a one-use basis.

Secret: Create Vampire. This allows the vampire through a ritual of blood sharing to create either a vampire or thrall dependant on the status of the worshipper that the vampire is introducing to the inner secrets and power of Nontraya. A vampire who knows the secret can promote a thrall to the status of vampire at a later date. Good manners and protocol dictate that this should be the same vampire that introduced the Thrall to the pleasures of unlife, but due to Nontraya's association with chaos, mistakes have been known to happen. There are also tales of Thralls who have learnt the secret themselves and turned against their former mentor as part of completing the ritual.

Vampires and the Elements

Since Nontraya is so abhorrent to the forces of nature, he and his followers are especially vulnerable to the elemental forces of Air, Fire, Earth and Water.

Nontraya triumphed over the grave, so as long as his followers have some of their homeland's soil in them, they are not affected by the curse of the Earth powers. However, should he lose all his funeral dirt, he loses his powers at a rate of one a day, as the Earth powers take their revenge.

Fire badly affects Vampires, since Yelm burnt Nontraya when that god fell into hell during the Gods War. Double any modifier/ augment caused by fire when used against vampires. Although not burnt by the sun, they lose all their magic when exposed to sunlight. Thralls do not suffer this limitation.

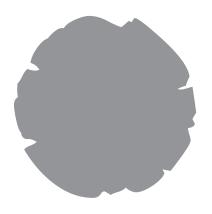
No vampire may cross running water, except by being carried across by boat. Holy water ritually blessed by a devotee harms the Vampire, as does immersion in running water, which quickly destroys them.

Air weakens a Vampire the least of the four elements, Air magic or Air elementals have the ability to disperse a Vampire in its smoke form, and the vampire is unable to reform for a time dependant on the strength of the magic.

The Death Rune

Also the followers of the gods of Death, such as Humakt, are dedicated to his destruction, so that a Death rune presented by an initiate or Devotee can repel or even damage a Vampire that views it.







Fixing the wrong

The situation that is presented to the players is a tragedy, where they can either intensify the resurfacing of old hatreds and hurts or find some sort of peaceful and happy ending. How they deal with the adventure is up to them and if the Narrator comes across a situation not covered by this framework they are encouraged to be flexible and go with the direction the players suggest. The scene structure provided is just a suggestion.

The adventure write-up assumes that the player heroes are Heortlings. If Heortlings, they are members of the Silverwind clan, who are an allied clan to the Birch Shaper Clan, sent to help deal with the sensitive problem that Jelhena's marriage proposal brings.

An alternative is that they areare Lunars attached to the Bleak House mission, who as part of their Imperial service are charged with the conversion of the Birch Shaper Clan.

The Situation

Read or paraphrase the following to the players.

"Ten years ago the Hazel Owl clan was destroyed by the Lunar College of Magic for insurrection against the Lunar Empire. Scarlet-robed Comet Seers brought down meteors from the sky dome, devastating the clan's land, the tula, shattering their clan spirit, the Wyter, and killing their chief Vargast the Pure and over two thirds of the people living there. An eighteen-year-old Crontas Milkfed survived this holocaust by cowering under the skirts of his lover in the tula of the neighbouring Birch Shapers clan. His fifteen-year-old sister, Jelhena the Gentle, was driven insane by Lunes that rode down from the Dark Side of the Red Moon on the meteors and fled into the wilderness.

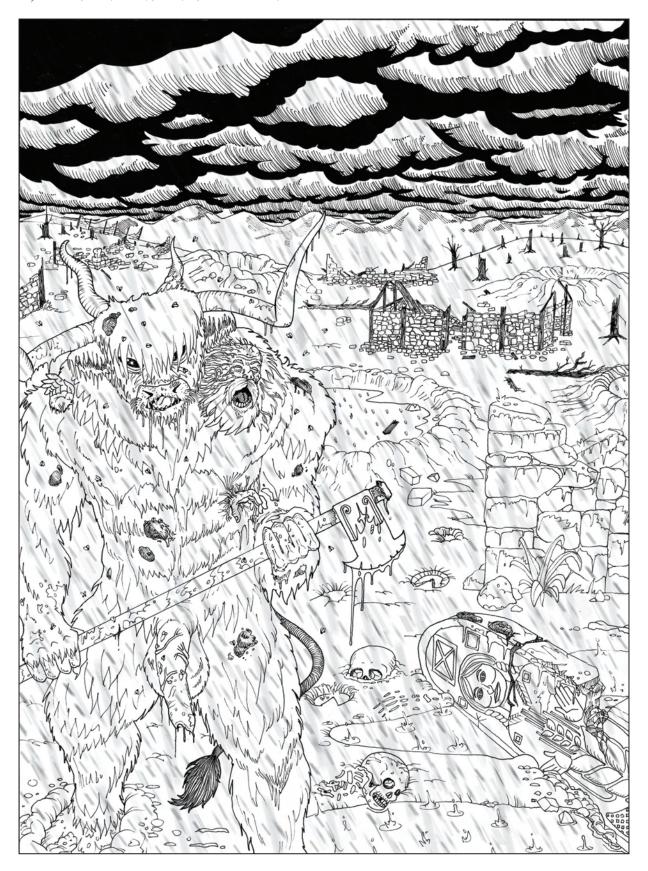
Now the pitiful survivors of the 'StarFall' huddle round Bleak House, a Seven Mothers missionary House on the edge of their old Tula. The missionaries, charged with their care and conversion, are a staff of six priests and priestesses under the Priest Juhan the

Kind. Also, when opportunity arises, the missionaries try to convert the Birch Shapers to the Lunar Way.

The Birch Shapers are undecided about the Lunar philosophy of 'We are all Us' no matter how kindly and gently Juhan and his staff present the universality of the Red Goddess. They do, however, in the name of peace, obey the Orlanth ban and pay tribute to the Lunar occupiers. The example of the Hazel Owl clan is still a daily reminder, as clan hunters report that, even twenty years on, their old Tula is still desolate and lifeless. The Birch Shapers, being a clan of artisans and crafters, sit on the fence and behave themselves hoping the Lunar war machine leaves them alone. All except Crontas, who has matured and hardened into the leader of the clan Fyrd and weapon thanes. A grim devotee of Humakt, he dedicates his life to death, especially the death of the Lunar Missionaries.

His sister in her madness has found enlightenment in the Lunar Way. Although now known as Jelhena the Hag, she thinks a match between her and the eighteen-yearold son of the Birch Shaper's chief will unite the two clans, bringing the Hazel Owl clan back from the dead and with it all the people she loved who died in the StarFall. The desperate Hazel Owl survivors support her as do the Lunar Missionaries, although their aim is a conversion.

Chief Selema Henwife of the Birch Shapers has called upon her allies the Silverwind clan to act as mediators in this matter. Chief Henth has sent you to act as your clan's representatives and resolve the matter according to Heort's Laws."



The horror of the razed Hazel Owl Tula, Vargast the Unclean in the foreground.

Narrator's overview

The Wrong that must be fixed

By invoking destructive magic to punish the Hazel Owls the Lunars have damaged the world and let Chaos into it. The focus of this Chaos is a reborn Vargast, who is the warped and twisted leader of a gang of savage Broo who now reside in the Hazel Owl Tula. No one knows this yet and it is likely to be the subject of much woe and upset once it is revealed.

Jelhena in her own mad misguided way seeks to heal the hurt by marrying the young son of the chief of the Birch Shapers. In her eyes this would unite the clans, bring back the Hazel Owl Wyter and life back to the old tula. Because Jelhena has been converted to the Lunar Way in a drastic and life saving way, she of course expects that the Birch Shapers would also convert en masse as part of the healing process.

Her brother seeks to burn out the wound by eliminating the Lunar Mission and, when he learns of it, the Broo in the old Tula. He has very little support amongst the peaceful Birch Shapers and, if the heroes are Heortling, will try to enlist their aid. With or without them Crontas and the clan weapon thanes will eventually go on the attack, bringing bloody violence. As a Humakti he long ago severed the ties between him and family, so to him Jelhena is not his sister but rather a Lunar traitor who must die in the 'cleansing'.

The Birch Shapers are sitting on the fence. As a clan of crafters lead by an Issaries devotee, they are not a warrior clan (which is the reason why, if Heortling, the heroes have been called in) and are weighing up the best option. On the one hand they respect their Orlanthi traditions, whilst on the other they have a sneaking admiration for the Lunar Way.

The missionaries of Bleak House would of course like to show everyone that the Lunar Way fixes all wrongs.

Enter the Players. As representatives of the Silverwind clan, with its reknownrenowned reputation for settling disputes, the Birch Shapers default to their judgementjudgment on the matter.

Cast List

This list of non-player characters is divided into two.

Main characters: these play a significant role in the adventure. The player heroes may be the 'stars' of the show, but these are the supporting actors. They are described very simply with a one or two line description, occupation, homeland and magic keywords and any significant equipment they may have.

Extras: these are the faceless and nameless characters who are overshadowed by the heroes and the main characters. They are given a one line description. Although all their professional abilities are not noted they can be assumed to be at High with non-professional abilities at Moderate.

Main Characters

Jelhena the Hag

Once pretty and gentle, her harsh life scavenging to survive post-StarFall has made her tough and hag-like. Driven insane during the attack, she has used it to her advantage and has 'seen' the light of the Lunar Way.

Exceptional Abilities: Heortling Beggar, Shaman of Five Moon Spirits tradition.

Significant Abilities: Save the Hazel Owl clan at all costs, Crone-like, Noble of the Hazel Owl Clan.

Crontas the Milkfed

In his youth he was an indulgent playboy. Now he is a hard-bitten warrior who embraces death and vengeance.

Exceptional Abilities: Heortling Warrior, Devotee of Humakt.

Significant Abilities: Hate Lunars, Driven to avenge the Hazel Owls, Wield the Sword of Vargast the Pure.

Vargast the Unclean

A tall and muscular bull headed broo, with a head whose facial features resemble those of Vargast when he was human. When the StarFall hit the Hazel Owl village, Vargast was trapped beneath his prize bull. After the attack he awoke merged with the beast. Bitter and twisted, he hates all life.

Exceptional Abilities: Broo Warlord

Significant Abilities: Initiate of Thed, Former Orlanthi, Foul and smelly, Vicious

Juhan the Kind

A kind hearted soul from Glamour who wants to spread the wonder and comfort of his home city to the rough backwaters of the empire. Despite the hardships he still stays wonderfully jolly and optimistic about bringing the word to the barbarians.

Priest of the Seven Mothers

Significant Abilities: Caring, Optimistic

Lord Borg Goldsmile

A pompous Dara Happan lord, exiled to the smelly bogs of Sartar for some imagined slight against a social superior. Suffice to say he hates it here and takes every opportunity to take it out on the locals. Especially dislikes Crontas, and would love to defeat him in battle or in hand to hand combat.

Exceptional Abilities: Dara Happan Noble, Devotee of Yanafal Tarnils

Significant Abilities: Pompous, Dislike Heortlings, Dislike Rainy weather

Selema Henwife

Popular chief of the Birch Shapers, she is a jolly sort with a will of iron. The clan's main god talker.

Exceptional Abilities: Devotee of Issaries, Chief of Birch Shaper Clan

Significant Abilities: Abilities: Merchant, Iron will, Jolly

Sunbeam, Elf leader, Keeper of the First Picture Book

A happy sunny elf whose bubbly disposition makes her the ideal candidate to deal with outsiders. But don't let her personality fool you as she knows how to wield magic and an elf bow to make sure that outsiders who violate the forest never leave.

Exceptional Abilities: Devotee of Aldrya, Elf Warrior Priestess

Significant Abilities: Happy and outgoing

Extras

Juhan's staff, six Seven Mothers initiates. Man the twice daily soup kitchen, tend the sick in the hospital, assist Juhan in magical rituals and wield a mean scimitar when needed.

The Hazel Owl refuges

Down-trodden and pitiful, they are forgetting their Orlanthi heritage and gradually embracing the Lunar Way.

1st Iron Stone Phalanx

A battalion of twenty five men who followed their lord into exile.

Crontas's Weapon Thanes

Twenty five warriors dressed in chainmail and armed with longswords and round shield. Proud, haughty, consider themselves part of an elite few and better than the soft crafters and farmers. Totally loyal to Crontas.

Birch Clan

Mainly crafters and sheep farmers. The men can be mustered into a two hundred man fyrd, armed with slings, swords and shields.

Birch Clan Ring

Seven clan elders who assist and advice Selema.

Jempa the Young

Selema's bright, sparky and sarcastic eighteen-year-old son. He hunts, he plays with his friends, he hasn't taken on the responsibilities of manhood. He is so pleased that some old hag wants to marry him - NOT!

Vargast's Broo Gang

Fifty members strong, dressed in dirty rags and wielding diseased weapons, mainly axes and swords, scrounged from the wreckage of the village.

Sunbeam's elf helpers

Initially these number about twenty but more come running quickly if needed. Super-elves from before time, these have 5w2 in their abilities.

Locations

Here are the locations that play a significant part in the adventure. An overview and feel is given for each, with it left up to the Narrator to provide specific details.

Bleak House

This solid timber fort sits on a hill at the very edge of the Hazel Oak Tula overlooking the Oxbow Ford. It is defended by a stockade and mud ditch filled with poisoned stakes. In the main building live Juhan and his staff. As well as their quarters there is a hospital and a temple to the Seven Mothers. An adjoining one-storey building houses the Iron Side Phalanx. Beside this is a parade ground which they endlessly drill on.

Outside the stockade, huddled around the fort, is a community of about 50 tents

which house around 200 men, women and children of the Hazel Owl clan. These survivors are fed by regular supplies of grain from the Empires' "Hearts and Minds" effort. Many are firmly on the way to becoming Lunarised.

Oxbow Ford

The river Oxbow divides the two tula and this ford is the natural place to cross the river. On the Hazel Owl side there is no vegetation or cover, except for a few boulders, fragments of the meteors that fell to earth during the Star Fall. Bleak House looms in the distance on its hill, a kilometre from the ford. On the Birch Shapers' side, the landscape is dominated by dense bushes that reach up to head height. A dirt track goes through the ford and continues to the villages at the heart of each Tula in each direction.

The Hazel Owl Tula

This place feels wrong. Any hunters will immediately be on edge. The bleak muddy and misty landscape is dotted with craters and the stumps of burnt trees. Nothing grows here and it frequently rains "Orlanth's Tears" as the god weeps over the lost land. At the heart of this ruin is the Hazel Owl village itself, guarded grimly by human heads on spikes. The stockade is broken and most of the long houses are burnt to their foundations, but the Chief's round house still stands with half its roof intact. This is where Vargast and his broo gang make their home. Outside the Chief's round house is a three metre tall statue made of hazel wood in the shape of an owl, the head cracked and splintered. This was the home of the clan's Wyter.

The Birch Shapers Tula

The mirror image of its neighbour. Lush verdantly vegetated hills, blessed with Orlanth's sweat rains and Ernalda's beauty the tula is a peaceful place full of sheep and happy people protected by the Lunars. The only challenge travellers are likely to get is

from Crontas and his guards who patrol the land looking for strangers and picking fights with Lunars and their sympathizers.

The village is a collection of about one hundred long houses gathered round a large temple to Issaries, where the Chief and her family make their home. In the surrounding fields there is a small temple to Ernalda, which includes a shrine to Barntar the Farmer. At the very edge of the cultivated fields, where they give way to woodlands, is an overgrown and weed filled field in which is the locked and closed temple to Orlanth.

Still Green

This is part of the Otherworld, which the heroes can travel to using a HeroQuest to find the lost 'First Picture Book' in Scene 3. It exists in the Vingkotling Age, a time of strife, when Orlanth was exiled from the Storm Tribe and his son King Vingkot struggled to have him restored. It is an Aldryami (Elf) wood that grows on the slope of the Spike, so is full of strong trees, vibrant flowers and pungent herbs. The Children of Aldrya live here in large numbers - so as well as Elves there are dryads and runners. The heroes are at -6 to their magic here since it is such an alien place, while the Aldryami get a +6 bonus to their magic and physical abilities because they are attuned to the forest and know how to draw on its vibrant energy and make best use of its undergrowth and tangled branches.

Scenes

The adventure is organised into scenes. These are merely suggestions to the give the Narrator the idea of how to structure the story. In actual play the players can and will come up with ideas that require the quick thinking Narrator to create new scenes or amend the ones presented here.

Scene 1 A Poor Woman's Way

Jelhena arrives at the door of the heroes (Bleak House if the group are Lunars, the Chief's Hall if the group are Heortlings). She outlines her plan to unite the two clans through marriage to Jempa the Young. If the players are Heortlings this triggers much debate, with Crontas opposing the match outright and accusing his sister of being a Lunar traitor. Heortling Heroes must decide who they want to support in the matter, since both Crontas and Jelhena ask for their aid. Meanwhile in the Lunar camp, Juhan sees this as an ideal opportunity to bring the two clans together under the Red Moon and involves the heroes by asking them to escort her to the Birch Shapers clan – where the rest of the scene plays out pretty much the same.

Scene 2 The Marriage Tests

Selema is no fool. On the one hand she doesn't want to unnecessarily anger Jelhena's Lunar backers. On the other hand she realises that Jempa isn't exactly thrilled about the match, so she proposes a series of 'Marriage Tests'.

At first these are pretty harmless physical competitions that the heroes get involved in on behalf of either Jelhena or as the opposition. Mud wrestling, running to Oxbow Ford and back and tree jumping competitions are all laid on. The heroes may suspect that Selema is playing for time, which she is.

Then for the final test, Selema boldly proclaims before the whole village: "There is an evil in the heart of the old Hazel Owl village. The gods will favour those who drive it out and that will be the final say on the matter. Gather up ten warriors and make your way to that desolate place."

Two groups of warriors will assemble: one led by Jelhena, made up of Iron Side Phalanx soldiers and Lord Goldsmile, and another made up of Crontas and his weapon thanes. The heroes join whichever team they are supporting and the race to cleanse the blasted Hazel Owl tula is on.

This leads to a confrontation between the groups and Vargast's Broo. The actual confrontation of Vargast should be full of drama and tension, as his offspring work out that it is their father warped by chaos that they face.

Scene 3 Into the Still Green

The ever-crafty Selema, although swayed by the results of the fight against Vargast, has yet another test.

"Before the Hazel Owl clan was disbanded they would lend us a magical treasure once a year. Called the 'First Picture Book', it would inspire our artisans to make some of their finest work. Those that bring me this lost magical treasure will surely have the favour of the gods and the hand of my son!"

The book itself was destroyed in the attack on the Hazel Owl Tula, but fortunately some of the Hazel Owl clan survivors, who include Crontas, can remember how the book was initially gained by the clan.

"The Bright Woman travelled to the Elf Wood of Stillgreen. Ignoring all physical threats to her person she employed her intellect and impressed the Elves of that place. They presented her with the First Picture Book. She returned to her people and shared this treasure, teaching them to express themselves through pictures where before they only had spoken words."

To the Hazel Owls the Bright Woman is a semi-divine clan ancestor and Crontas' supporters know the HeroQuest rituals to travel to the Still Green to acquire the book. In fact it is a clan secret that this ritual was enacted once a year. After the book had been loaned to the Birch Shapers, as a gesture of friendship, and returned to the clan it always faded from the mundane world and had to be regained the next year.

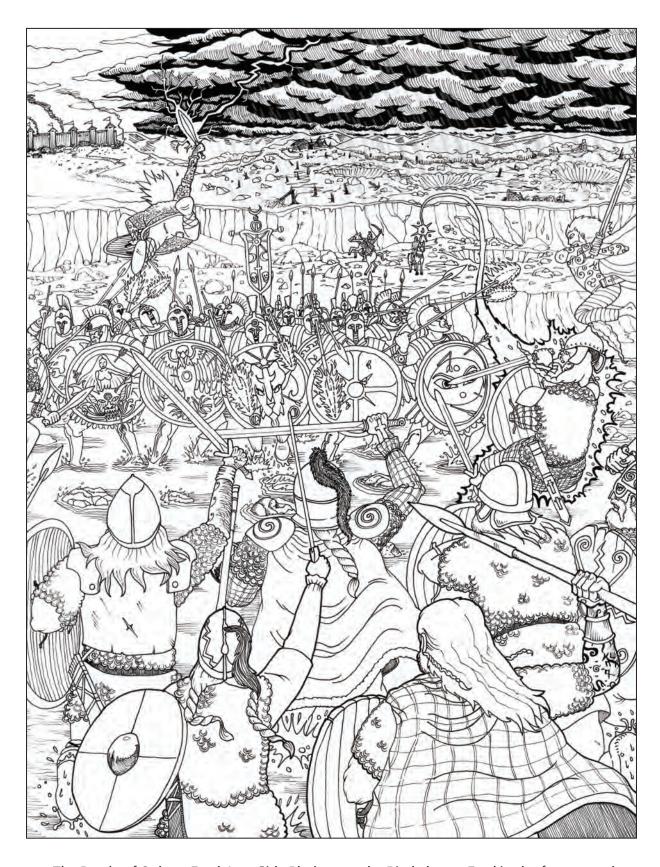
Juhan, being a student of a school of Lunar philosophy that studies other cultures' myths and tries to find representations of the Lunar Goddess in them, knows this local myth. He is convinced that the Bright Woman is Sedenya herself! This knowledge, right or wrong, gives him and the Lunar heroes access to the HeroQuest itself.

After enacting the ritual to cross over to the Hero Plane, the HeroQuest comprises of two stations.

- Ignoring all the physical threats
 of Still Green: the giant animals,
 the man-eating plants and the Elf
 Warbands. There is actual danger
 involved, but heroes who react
 with violence will be immediately
 attacked with the full wrath of the
 forest and ultimately ejected from
 the Hero Plane. Heroes who shrug
 off the attacks move successfully to
 the next station.
- 2. Impressing the Elves. In a sunny glade the heroes encounter the personable Sunbeam. She encourages some display of intellect or artistry from the heroes. If successfully impressed, a hard task against a resistance of 5w2, she gifts them with the "First Picture Book". If unimpressed she shakes her head in disappointment and the Heroes are escorted from the forest and the Hero Plane.

Scene 4 Gather your forces

Either way the last scene determines the outcome of the Jelhena's marriage proposal. The side that has lost immediately denounces the decision and vows to eliminate their opponents. This leads to a gathering of forces, which the heroes are charged with completing. Not only are the heroes preparing their immediate allies, but also convincing sympathizers within the other side's camp that it is time to stop sitting on the fence and throw their lot in with the heroes.



The Battle of Oxbow Ford, Iron Side Phalanx vs the Birchshaper Fyrd in the foreground

Scene 5 The Battle of Oxbow Ford

Oxbow Ford is the obvious place for a battle, and both sides magically and physically prepare for it.

The rocky terrain on the Lunar side of the river does not favour the Iron Side Phalanx, so Juhan proposes a 'Spirit Hunt' where the heroes magically target and take out the principal leaders of the enemy, such as Crontas. Besides, Juhan thinks that proving Lunar magical superiority, rather than a display of bloodshed, will be more effective in converting the Birch Shapers.

The bushes on the Heortling side of the river really favour the skirmishing tactics of the Birch Shaper Fyrd. Once the Phalanx and any other troops the Lunars have mustered have been dealt with the Clan Heroes move in to take out the leaders in single combat. Depending on how much support Crontas has gathered amongst the clan he may be victorious at the battle, leading to the destruction of Bleak House and the liberation of the Hazel Owl refugees. If moderates like Selema are still running the show, the aftermath of the battle is a quick diplomatic visit to Bleak House to smooth things over.

Conclusion

Depending on the player characters' actions this adventure can end in a number of ways. The most obvious one is a strengthening of the Hazel Owls' commitment to the Heortling traditions and a rejection of the Lunar Way, after the Heroes have bested every test and champion the Lunars have thrown at them (or vice versa if the player characters are Lunars). However there is lots of room for things to go disastrously wrong, and the Chief of the Hazel Owls may decide it's safer for her to marry off her son and make the alliance with the Lunars.

Hero Points

- 1 for simply living through such epic times
- 1-2 for actively participating and winning any of the Marriage Contests
- 1-2 for participating in the Still Green HeroQuest
- 1-2 for actively participating in the Battle of Oxbow Ford.



the hurt of the Land

Chaos is a primordial force that surrounds the bubble of order that is Glorantha, threatening to break in and destroy it. Only the cosmic order keeps it out. This barrier broke down during the Godswar, when a group of Deities known as the Unholy Trio forced a breach in a cosmos already weakened by the infighting of the gods. Chaos flooded in, and all creation was soon at war with the gibbering hordes that threatened all life in Glorantha. Only through the intervention of Arachne Solara, a mysterious spider-like being was the cosmic fabric rewoven. This Goddess convinced the other deities to agree to the Great Compromise, which saw the end of the age of mythology in Glorantha, the withdrawal of the gods from the world, and the coming of time and death to those left behind.

However, pockets of Chaos remain in the world. Periodically they gain enough strength and numbers and pour out from their Chaos nests bringing death and destruction to whomever they encounter.

This adventure deals with such an outburst of Chaos near the Heroes' home.

At the edge of the Silverwind tula, in a desolate part of the wilderness, is a chasm in the land. This chasm, known to the Silverwinds as "the Hurt of the Land", is an old Chaos Nest, where chaos erupted into the surrounding lands during the Godswar. The Chaos horde was defeated by but the chasm periodically erupts with monstrous things every five hundred years or so. Now is the time of the peak of that deadly cycle and Chaos once again swarms across the lands of the Silverwinds.

The Lunar view of Chaos

The Red Goddess' creed of inclusion "We are all us" treats Chaos as just another part of the world, which needs accepting and integrating into the Lunar Way. The Red Goddess herself demonstrated this by conquering a Chaos Demon called the Crimson Bat, and finding it a place in the Lunar Pathenon as an agent of terror that suppresses the unthinking and savage barbarians who revolt against Lunar rule.

Thus in the Lunar way chaos, when controlled, has a place in the world.

This makes the Lunars no friends amongst those who hate chaos and see no place for it in the world, such as the people of Sartar. To them the Lunar Empire is just another form of chaos they must fight to survive.

This scenario is designed to introduce your players to the classic foe of Glorantha, Chaos.

Do not be afraid to run this adventure harshly. Beat, bruise, infect with disease, and kill off loyal and loved followers as the Heroes confront the hated chaos foe. Quite often the Heroes will succeed in a contest, and their only measure of success is that they get off slightly better off than if they had failed. The majority of Gloranthan residents hate chaos so much because it is such a deadly foe to life.

The Heroes' involvement

The text assumes that the adventure is set in the lands of the community that regularly supports them. So in keeping with the rest of the story arc this adventure happens on the return of the Heroes from the Birch Shaper's clan to their homesteads in the Silverwind clan. Either through birth or adoption, this community has the Heroes' family and friends living in it. Therefore the involvement of the Heroes should be highly personal. For example in Scene Two a farm has been over run by Broo and its inhabitants, who are relatives to one or more of the Heroes, held captive awaiting a grisly fate.

Mythic Information

"In the Gods War our people already weary of fighting the Trolls, and the enemy gods of our people, were suddenly faced with a new foe.

This new enemy came out of nowhere killing all in its path. This enemy was not one individual monster or deity, but a horde of perverse gods, demons and monsters. It writhed in sickening madness, identity given only at the passing whim of the strongest, able to impose its will upon its fellow horde members.

This enemy is called Chaos.

In the Darkness of the Godswar our ancestors fought Chaos.

First they fought Mallia, the Mother of Disease, who found nourishment in the death and destruction of the Godswar. She afflicts us with fatal diseases and rots that which is healthy. Foolish people sometimes worship her in a misguided attempt to keep her at bay.

Second they fought Thed, Mother of the Devil and the foul Broos, goat headed humans who propagate through the rape of other living things.

Third they fought Krasht, the Waiting

Mouth, who erupted from the earth and nearly swallowed many of us. However the Devouring Mother was driven deep into the earth far beyond the edges of our Land. Beware the Waiting Mouth and her limitless children the Krashtkids, for they would eat the world if we let them.

Fourth they faced the foul son of the Devil, Tien, commander of a large chaos army. Tien was defeated after a long hunt though Hell by beheading. After his beheading Tien became Thanatar, the Severed God.

Finally they fought the Primal Chaos. It engulfed and surrounded us. At the point where all creation nearly was lost in its entropic folds, the Spider Goddess Arachne Solara appeared. Dangling from the last thread of creation that had not been torn apart by the monster-god's thrashing she asked "Who are you?"

Those answered this question and by establishing his sense of identity as a thing made of the hardest true stone were able to overcome Primal Chaos. These where the trials our esteemed ancestors faced in the Godswar, and the lessons they have learnt for when Chaos erupts like a blister on the face of our lands."



Scene 1. An old foe returns a new

Key points

The heroes are in the main settlement of the Silverwind clan, when a group of disease-ridden refugees from a farm on the edge of clan lands arrives.

Setting

The heroes are in the Silverwinds' major settlement, a village which has a meeting hall, temples to the main deities worshipped by the community, a market place and a heavily fortified stonewall. In some places the stone is melted and warped, so bad have been the tides of chaos in the past.

Action

It is market day and the settlement goes about its daily routine, there is a great commotion at the main gate. People are demanding to be let in and the warriors at the gates are refusing. This is highly unusual since the gates would have been thrown open at the crack of dawn to invite people into the settlement to trade. Upon investigation there is a pathetic group of women and children who are coughing and huddling outside the gate. A large burly warrior, who displays evidence of a recent battle, torn tunic, bloodied weapons and minor cuts, stands at the head of the group, banging on the gate demanding to be let in. The warriors at the gate refuse. If asked why by the heroes, they will point to the women and children and say, "they bear the mark of Mallia".

Upon either physical or magical inspection the heroes will discover that Creeping Shakes disease spirits infects the group. The shakes have flu like symptoms and the afflicted person shakes as if with cold. This causes an initial –1 modifier on all physical agility contests, which gradually increases as the disease takes hold at a rate of –1 per hour. If questioned how they got the

disease, they will answer that their farm, situated at the edge of the community's lands, was over run by Broo. The Broo at the farm still hold some of their clansmen captive. The warrior tells the heroes "The Hurt of the Land has erupted again, and chaos will swamp this land".

After this exchange at the gate, the heroes must decide what to do with the refugees.

If they choose to let them in, the local healer can tend to them, but she is severely stretched and there is a strong possibility that the disease spirits will multiply and spread, unless some form of help is offered. This can be got from neighbouring communities or the heroes themselves may help. If the heroes decide to help, they either become the main healer or augment the healer (who is a devotee of the local healer god 5w), if their skills are not as good.

If the heroes choose to turn away the refugees on the grounds that they cannot be healed, the warrior curses them as "ungrateful dogs that do not value kinship. When your hour of need comes, may you be alone and unwanted". Attempts to detect whether his words have any magic behind them reveals that they do not. However if the heroes consult the gods using divination, they will get the rather cryptic message "His words will have significance at the end of your journey". This is of course a reference to penalty the heroes will suffer for not defeating Mallia in the Contest of Wills in Scene 6.

Aftermath

Just as the heroes are busy finishing dealing with the refugees, a cry of alarm comes up from the Cheif's Hall.

Simple group Contest: Cast out **Disease spirits**

Resistance Moderate

Appropriate skills: any cure disease magic or skill.

Complete Victory. The refugees are healed completely. A miracle, the heroes and the gods are thanked!! The warrior can help guide the heroes to the farm and the chasm.

Minor victory. The disease spirits are cast out, but the ordeal has drained the refugees who will take several day's bed rest to recover.

Minor defeat. The disease spirits are cast out, but a couple of the children and a woman die painfully in the exorcism. The rest are bed ridden, and the clan moans and wails. It is not seen as a good omen.

Major defeat. The disease spirits hold onto their victims, who die one or two days later, and start to spread. The clan healer and assistants resources are stretched isolating the disease. The clan's spirit and strength is sapped as a result.



Scene 2. Don't lose your head

Key points

The ravages of Chaos have come to the settlement before the refugees touched by Mallia. Unbeknown to anyone Cheif Henth the Steady has lost his head to the garrotte of a Thanatar cultist in the dead of the night.

Setting

The Chief's Hall the initial setting for this scene. It is a large dwelling, which houses not only the leader but also his extended family and his servants. Also unknown to him or any of the present occupants there is a series of secret tunnels underneath it, which date from the period of the last chaos eruptions five hundred years ago.

Action

If the heroes rush to the residence, they will find the pale spouse of the chief, pointing aghast to the chief's bed. Where lying peacefully without a head is Henth's body. Examining the body shows that the head has been cleanly cut off at the neck. A success in a Simple contest using Mythology Knowledge vs. a resistance of Easy, should bring the name of the accursed god Thanatar, whose assassin worshippers mode of killing is the garrotte with the view of the taking the head to magically preserve it. A complete success gives the above information plus the fact that the often Thanatar's followers are blind from years of living in the darkness.

The assassin is Plagar the Wretched, a blind beggar who arrived in the settlement a season ago. He became a favourite of all the locals due to his intelligence and gentle humour. He claims his background is that of a scholar from a foreign land whose rivals, jealous of his academic achievements, had him blinded on a trumped-up charge and banished from his homeland, where they treat blind men less kindly than in these

GLORANTHAN ADVENTURES 1 ~#•2+****************

parts. He is actually a hermit who lives in the chasm, following the foul ways of Thanatar. By stealing the head of the leader he is not only grabbing the magics of one of the most powerful individuals in the community, but also fundamentally making it unstable. He plans to rule what is left of the community after the tide of chaos has washed over it, becoming its Blind King, ruling the people who once cared for him, who he secretly despises.

Plagar the Wretched

Exceptional abilities: Devotee of Thanatar the Severed God.

Significant
Abilities; Beggar
Disguise, Use
Charm to get
own way, See
in Dark, Attack
from behind
with Garrotte,
Summon &
command
shadow, Fight
with short
sword.

Flaw: Blind in Daylight.

Followers

Darkness Spirit (Engulf In darkness, Extinguish fires, Kill by Fearshock)

Broo Warrior head (Impaling swift sword, Defy forces of Law)

Equipment

Carries a fifthly short sword hidden under his rags. He carries a walking stick to guide him during the day and a cloth shoulder bag, contains scraps from begging and the Broo head.

Tactics

Plagar will attempt to use his magic and silver tongue rather than fight. If forced

to fight, he will use darkness magic to disorientate or blind the heroes, before using the darkness to his advantage to use his garrotte. He has a bound darkness spirit of 2m volume, which hides in the shadows until called to perform this purpose. This is particularly effective if he is in the tunnels, in which he gets a +10 bonus. However above ground he is at -10 due to it being midday. Failing all of this he will use the his magic shrunken Broo head's warrior magic, which is an absolute last resort since the magic is one use and the head crumbles to

dust when both spells have been used.

Plagar knows of a secret network of tunnels beneath the settlement, made by chaos creatures called Krashtkids (see scene 4), and once the body is discovered starts moving towards the concealed entrance at the other side of the Market, just by the main gates. He moves stealthily, using the shadows thrown by the buildings so not to

be detected. It takes him about twenty minutes to patiently creep around the market in this way, without being detected by the gate guards.

If the players call for a search for the assassin immediately they have a chance to catch Plagar before he reaches the tunnel entrance. If the heroes make the connection between the blind followers of Thanatar and mention it, something along the lines of "are there any blind people here", then they will be told about Plagar, and the whole settlement put on full alert. In this case Plagar is quickly cornered and the heroes called into deal with this potentially powerful foe.



If the players hesitate, then Plagar makes it to the tunnels and makes good his escape.

Aftermath

The heroes are summoned to the house of the clan's lawspeaker, Ranulf the Beady. Here the local priest of Lhynkor Mhy tells the myth of the Chaos in the Godtime (see Mythic Information at the start of the adventure). A divination to Lhynkor Mhy is conducted and confirms that the Hurt of the Land is once again active. Ranulf asks the heroes to go deal with it, with the promises of riches untold and increased social standing if they do. He also tells them that this happens every five hundred years or so. The previous response has been to send out great heroes who have successfully dealt with the chasm, often at great personal cost.

If Plagar has not been dealt with, the heroes are also charged with returning the head of Henth, since Thanatar worshippers know a hideous ritual to keep the soul trapped in the head and make use of the magic it used in life. Since the chief was also a powerful magician who led many of the rituals vital to the community's survival. In the wrong hands this magic could be used against the community. The priest's divinations have determined that "Plagar is part of the Hurt of the land" and therefore that will be where he is headed.



Scene 3. Broo!

Key points

Heading towards the farm that the refugees came from, which is directly on the way the chasm, the heroes come across a band of Savage Broos. Finally they arrive at the farm and find more broo and a mighty horned broo leader. Also there are the captured farmers to rescue, in the farm itself.

Setting

The heroes travel away from the main settlement through surrounding farmland. The farm that was attacked is at the very borders of the Silverwind Tula, nearly half a day travel through roughly farmed land.

In the distance, over the next rise, they can clearly see the farm, a collection of buildings typical to the heroes' homeland, a barn, a couple of animal houses and a large farm house. In the barn are the remaining clan members who did not escape. Two men and five women are held prisoner by the broo.

Suddenly they see a swarm of what they initially think is a herd of the local animals come screaming towards them. As they get closer it is a mad collection of animalheaded, primitive-looking humans, armed crudely with bones and clubs. This terrifying sight is the Broo of so many local horror tales.

Action

The heroes are presented with the initial choice of fight or flight.

If they chose to run conduct a simple group contest.

(See Simple Group Contest: Out run Broo horde on the following page for details)

If the heroes choose to fight they must fight not only the first wave of savage broo, but also then a group of intelligent broo and their fearsome horned leader, who are

currently at the farm.

Since the savage broo are nothing more than mooks, who charge at the heroes run the combat as a Simple Group contest. The battle is very much a skirmish with the heroes chopping down the enemy, to get to the Farm, where the tougher broo are.

(See Simple Group Contest: Fight the Savage Broo for details)

Once the savage broos are dealt with, or not as the case may be, the Horned Broo and his Warrior Broo need dealing with. If the Heroes are rescue the captives still held in the barn. Of course more cunning heroes may decide to sneak past the farm, and travel on their way. Either way fight or flight run it as an Extended Contest since the Horn Broo is a major villain destined to bring tension and terror into the Heroes' lives.



Simple Group Contest: Out run Broo horde

Resistance: Moderate

Appropriate skills: Run very fast, hunt

prey ,Tactics

Complete success: They have out manoeuvred the broo who go back to the farm. The heroes can now clearly plan next move from a sheltered copse of woods or rocky outcrop with the broo being completely unaware of their presence.

Success: Have escaped the broo by the skin of their teeth. Must stop rest and deal with any nicks and scratches that the broo inflicted on their close shave. Heroes that fall to do so suffer –5 from fatigue, rising to –10 from an infective Fever in two scenes time.

Failure: The heroes are forced to fight the Broo, at −5.

Complete Failure: The broos completely surround the heroes, and force them to fight. –10 for the whole combat as the Broos have them completely surrounded.

Simple Group Contest: Fight the Savage Broo

Resistance: Moderate

Appropriate Skills: Combat skills and Magics, tactics and movement skills.

Complete Victory: The heroes fight though the broo with ease, wiping the blood off their swords, they can move into the farm without the Horned Broo and warrior Broo being alerted, thus potentially gaining the advantage or being able to sneak past.

Victory: The heroes prevail against the savage broo, but the noise of the battle alerts the Horned Broo who with savage howls heads towards the heroes

Failure: The fight drags on and the Warrior broo and Horned Broo, turn up to reinforce the Savage Broo. The fight against the Horned Broo (see below) starts with an additional+5 bonus, as he has the additional help of the surviving Savage Broo.

Complete Failure: The Heroes are completely disarmed and captured by the Broos, and tied up in the barn. The Heroes followers are either run away or slain. The heroes now face the interesting prospect of escaping the barn, and the unpleasant fate the broos have in mind.

The Horned Broo

Exceptional abilities: Devotee of Thed ,Warrior

Significant Abilities. Wield Two Handed Great sword of Disease. Very Strong, High animal cunning, Dominate follower, Chase prey, Cruel, Calculating

Chaos Ability: Howl of Terror

The Horned Broo is the pinnacle of his species. A large and muscle bound specimen with large elk like antlers, wearing rough chain mail and wielding a cruel fifthly great sword. He is Intelligent and savage enough to dominate his weaker and dumber siblings. He waits for the time to bring pain and terror to gentler beings. Now that time is here, he has travelled from the Chasm to wreak havoc on the Heroes' home.

Warrior Broo

Significant Abilities:. Fight with sword, Hideous Stench, Carry Disease Hunt

More intelligent than the Savage Broo, a group of twenty of these rag wearing, filthy, goat headed humanoids fight with their leader. They assist the Horned Broo in any contest involving combat, terror or destruction.

Aftermath

If the heroes have defeated the Broo, they have the opportunity to rescue the prisoners in the barn. The rescued prisoners will then quickly make their way back to the settlement on their own.

If the heroes avoid the fight with the Horned Broo, they will find the Broo have melted into the wilderness after the Primal Chaos is overcome in Scene 5 when they next return this way. Upon their return to the farm however they will find that the broo have slain all the male prisoners and taken the females away with them for breeding purposes.



Scene 4. Opening the Way **Key points**

As the Heroes are searching thought the wreckage of the settlement or heading out on the road to the Chasm, the earth below them opens up. They are swamped by a swarm of krashtkids. It soon becomes clear that the best idea is to run away, quickly.

Setting

As the heroes are searching a room at the

farm, or travelling across the rough landscape towards the chasm, the earth below them collapses, in a ten-metre diameter. The heroes fall amidst earth and rock, into what initially looks like a five metre deep pit. Then as they dust themselves down, come to a bit, and adjust to the pitch darkness they realise they are in a tunnel, three metre high by three metre wide cylindrical tunnel, who's walls are made of smooth rock. One end heads back towards

the farm and the settlement. The other end heads towards the Chasm. Also in the darkness, scuttling down from the edge of the hole that they have just made, and the heroes have just fallen through, are two very strange crab-like beings. These hexagon shaped creatures are one metre in diameter and have six legs at regular intervals.

Action

These creatures are Krashtkids, spawn of Krasht the Devouring Mother a foul Chaos Deity intent on devouring the world! Her spawn live deep under the earth where the Urox the Stormbull drove them in the God

Time and all right thinking peoples have kept them there ever since. Krashtkids have a triangular mouth full of teeth, can spit a substance called Pratzim or shout out an acidic fifteen foot long acidic tongue.

Krashtkid

Spawn of Krasht the Devouring Mother Significant Abilities: Agile, Ambush, Burrow, Climb, Know tunnel system, Sense life

Pratzim spit. Lash with Acidic Tongue, Hideous Bite, Rake with Claws, Protect self with Chitinous shell

If at twenty foot the Krashtkids will spit Pratzim, a sticky substance that on a complete victory immobilises its target, on a minor victory it immobilise the targets weapons/spell casting abilities. They also have fifteen-foot acidic tongues that they use to remove the troublesome ranged weapons from the hands of their users. Finally they have a paralysing bite, which on a complete victory paralyses its victim for 5-15

days and on a minor victory hampers the victims movement and attacks.

The Krashtkids will attack the heroes, the two that burrowed through the earth at close range, and another one for each of the Heroes will attack from range either with Pratzim or their tongues. Run the scene as a group extended contest, but with an additional twist. As soon as a Krashtkid is put out of the contest, another scuttles up for the depths to replace. This happens until obviously the Heroes stop attacking the Krashtkids, and start trying to run away from them. Then the contest becomes one of the Heroes running away from the Krashtkids who can sense them

and know the tunnels almost instinctively. As the heroes leave the initial point where they fell into the tunnel system, they will find that there are many one-metre cylindrical side tunnels, leading off from this main tunnel. Therefore the heroes may use skills such as Run away skill augmented by Be clever and duck in side passage skill to use the pursuers vs. the Krashtkid 's Agile augmented by know tunnel system. What you roll against is all down to how creative the players are. This is a very tight situation and you should reward creativity.

Aftermath

The heroes panting and pumped up from the chase come back into the light at the end of the tunnel, only to find that they look out over a pulsating flesh like chasm, which continually warps and twists. The have reached their destination, The Hurt of the Land.

Option

Are the Heroes hunting Plagar? If so after escaping the Krashtkids, he sneaks up behind the stragglers of the party (preferably a follower) and attempts to strangle them (automatic success if the target is a retainer). He then runs off into the dark tunnels, and the heroes have the unenviable task of hunting him down on his own turf. They may be soon asking the question, who is the hunter and who is the prey?

Scene 5. When traditional means fail

Key points

The heroes finally arrive at the Chasm to find it spewing chaos material into the air, and spawning foul gibbering things. Here they face their biggest challenge yet.

Setting

The Hurt of the Land is a large gapping hole in the ground, around 20 metres long, by 10 metres wide, and seemingly bottomless.

Its dimensions warp and twist, and the material of its manufacture also shift from solid, through fluid and sometimes briefly gaseous. Rock, flesh, dirt, plant material, animal furs, crystal, mist all these forms the chasm takes briefly.

One of the only permanent structures built into the side of the chasm is Plaglar's shrine to Thanatar, which is a collection twenty or so heads of various creatures hung on the walls of a cave, whose teeth chatter and grind incessantly.

Action

If the Heroes have yet to deal with Plaglar, now is the time to do it, as he stands laughing homicidally in the shrine opposite the tunnel the heroes emerge into the chasm. He has the advantage of his heads, which thankfully have no magic, except the ability to be thrown through the air and land biting their target.

Thrown biting heads

Significant Abilities: Fly straight through air and bite target

Once Plaglar has been dealt with the Heroes attention should turn to the Chasm. itself.

They will probably be wandering what to do next. Encourage creative plans as well obvious attacks using weapons on the flesh of the Chasm, which appears as a huge living creature. If the heroes hesitate, then the Chasm attacks them.

The Hurt of the Land

Exceptional Abilities: Devotee of Primal Chaos

Significant Abilities: Envelop attackers, Destroy Identity.

Chaos Abilities: Produce Spawn (1d20 per round), Change form.

Special Abilities: Immune to Physical attacks, Immune to mindcontrol attacks (effectively mindless)

GLORANTHAN ADVENTURES 1 ~#• 20 \$ LID .: 2.: 1 ALY ~ A

The Spawn erupts from the chasm and appears as small one metre tall fleshy faceless humanoids who mimic the heroes shape.

Spawn of the Hurt of the Land

Significant Abilities: Overcome using numbers, Detect Life

Flaw: Mindless

Tactics

The Chasm, quickly produces creates a multitude of Spawn, which attacks the heroes overcoming them in shear weight of numbers. Meanwhile the Chasm tries to envelop the Heroes. The Chasm can attack any hero that is in physical contact, sending out tendrils to grasp any hero within ten metres of it.

Aftermath

Eventually the heroes will be encased in entropy, either by the Chasm or by the Spawn. They will then feel their own sense of self being eroded by the Chaos of the Chasm.

Scene 6 A question of Identity

Key points

The heroes encased in living chaos, must assert their free willed identify against the mindless mass of the chasm, or become absorbed into it.

Setting

The entopic folds of the chasm.

Action

Gradually the players feel their sense of personality being painfully eroded away in a mass of chaotic hateful feelings. Describe how they are swamped by hate and fear and pain. How a deep sense of the very world around them is poison of the most insidious corrosive variety.

Traditional methods to fight back are ineffective. How can you hit it with weapons, when you have no sense of your arms? You are unable to cast that powerful magic, words fall to form on lips twisted in agony, and your mind is unable to focus through the chaos that assaults it.

Only by each hero asserting their own sense of individuality against the Chasm, can they hope to break free. The key to this is from the Myth told by the priest at the end of scene 2(see Mythic information), and the final conflict with Primal Chaos. Of course unlike the Myth, Archane Solara won't pop up to give the heroes a hint on what to do. They will have to realise that for themselves. If the players fail to realise, ask them to make a Mythology roll vs. a resistance of Moderate to remember the myth.

Extended Group Contest:

Individual Order vs. Collective Chaos

Resistance: the Chasm's Destroy Identity Very High

Appropriate Skills: Personality traits representing the sense of self. Failing that highest personality trait –5.

Modifiers:+2 for each scene successfully resolved, i.e. the Heroes successfully confront and triumph over the chaos threat they face in scenes 1 to 5.

Conclusion

The heroes that win the battle of individuality emerge some 20 metres away from the Chasm, which has now contracted to a size of one mete cubed, and only fills a small depression in the ground. However the remaining spot of chaos is highly concentrated, and oozes highly corrosive acid to prevent the heroes attacking it any further. If the heroes are persistent, it will appear to vaporise in a puff of smoke, but will merely condense on the ground again when the heroes are gone.

The heroes' return to the main settlement will be one of victory, although this may be tinged with sadness on the death of colleagues and followers. The community is truly grateful of being spared the horrors of the chaos flood.

Dependent on how badly the main settlement was effected by the ravages of Mallia in scene 1, there is a feast in the heroes' honour.

Rewards

Immediately increase the heroes' relationship with the Silverwind Clan by ten as a sign of their gratitude of being spared the Chaos incursion.

Replacement followers eagerly join the heroes, if they wish, from the Clan, and heroes need only pay the story related cost to keep them.

Each Hero also gains +5 to any Chaos Mythos or Know Chaos ability, or automatically gains such ability at 18. Such is the knowledge that they have gained through surviving this.

Each Hero gains 5 hero points for surviving the adventure, with an extra 1-3 for each scene dependant on their level of participation.

Reference and further information

To see what each homeland in the main HeroQuest rulebook thinks about chaos, look up its section in HeroQuest voices;

http://www.glorantha.com/products/ hqvoices/index.html

For an overview of Chaos, from a Broo warriors point of view

http://www.glorantha.com/library/priests/ chaos.html

Mallia

Mythological writeup http://www. glorantha.com/library/religions/cult-malia.

Cult prosopedia http://www.glorantha.com/ library/prosopaedia/m.html#malia

Thanatar

Cult prosopedia entry http://www. glorantha.com/library/prosopaedia/t. html#thanatar

Fan Write up http://www.glorantha.com/ hw/fan/cultshort thanatar.html

Thed

Mythological information http://www. glorantha.com/library/religions/cult-thed. html

Cult prosopedia entry http://www. glorantha.com/library/prosopaedia/t. html#thed

Krarsht

Cult prosopedia entry http://www. glorantha.com/library/prosopaedia/k. html#krarsht

Primal Chaos

Cult prosopedia entry http://www. glorantha.com/library/prosopaedia/p. html#primal-chaos

URITING GLORANTHAN ADVENTURES

This is not a written in stone method, only my personal way of designing Gloranthan adventures. It incorporates my answers to a lot of questions people have asked me over the years.

Getting over the Learning Curve

I remember clearly when I first got hooked

on Glorantha the steep learning curve that I perceived at first. I was fortunate that I had had an excellent and intelligent games master explain the nuts and bolts of the setting. My friend more importantly explained some of the strategies that I describe below, which meant that I wasn't starting from standing. The rest I've accumulated over 15 years of running games in Glorantha.

The first thing that a beginning narrator asks after

reading the rulebook, with perhaps one of the setting books and some of the many web pages produced by the fan community, is "What I'm I going to do with all of this?"

This confusion seems to stem from three

Glorantha's charm and sometimes problem is that it is not your typical swords and sorcery setting. It will usually use a recognisable fantasy stereotype, but very quickly give it its own twist, usually based upon the myths attached to the idea. This provides a quick entry into the world,

> but the Narrator must quickly start explaining how a familiar concept works in Glorantha, based upon its mythology.

Glorantha is a very deep world. Consistent development over the last thirty years has produced a large body of it is published in tucked away on lists. This wealth of sometimesconflicting information sometimes has

information. Some book form, some in out-of-print books/ fanzines and some the Internet on fan sites or old mailing a beginning Narrator at a loss at where

to begin when designing adventures in Glorantha.

Glorantha sometimes appears contradictory. Most Gloranthan background



is written in the first person perspective. Different people from different cultures will see the same issue in a different light. For example Chaos. The Sartarite Storm Barbarians from Dragon Pass hate chaos and kill it at every opportunity. Meanwhile the civilised Lunar Empire sees Chaos as part of the world and uses "tame" chaos in its conquests.

Here's five points I always keep in mind while approaching Glorantha, to avoid frustration.

1. While there is a learning curve it should invigorate you not defeat you

Glorantha has lots of detail which can be daunting, so aim small and simple. Don't try to cover the whole Lunar Empire. Start with a single city or town. Then build up as your players outgrow your initial setting. Remember as well, the detail can be your friend. Even the smallest cult write-up tends to have lots of adventure hooks by default.

I think that people in the past have made the mistake in describing learning about Glorantha, that it is an exponential learning curve. That you have to have a certain level of knowledge before you get it. Which has created this perception that the world while rich and rewarding is somehow hard to get into.

In reality, a much better way of looking at learning about or rather exploring Glorantha is to use the old "Layers of an Onion" analogy. Where the players and Narrator gradually add to what they know, a layer at a time. You can see this directly in the magic sections.

Take Theism for example. It all starts very simple with characters being Communal Members "I worship Orlanth and the other Storm gods, in a big circular worship hall on Storm Day, and in return occasionally the gods help me". At this level the worshiper only has access to the simple Divine Aid magic. So the whole set-up is very simple.

Next layer of knowledge is Initiate. "I am an Initiate of Lhankor Mhy, the Storm Tribes' Lawspeaker and Sage, I can cast spells to do with his knowledge, law and literacy affinities." The worshiper is tied to a specific god who he knows about his place in the Panthenon, he knows about the specific areas of the god's influence (affinities) and can improvise magic from them.

The next layer in the Theism onion is Devotee, where the worshipper spends so much time learning about the God and trying to recreate his deeds, that he can use Feats (specific instances of the god's magic directly relating to actions performed by the god in mythology). She has probably amassed so much knowledge about the God's myths that she is probably becoming an accomplished HeroQuester. Since this layer of the Onion is pretty deep down, the player will have amassed quite a staggering amount of knowledge. However since this was done one small step at a time in game, it would have been a stress-free and enjoyable experience driven by the player who wants to know more about the setting so that they can advance their character.

Start simple, ration information and dish it out as you and your players explore and expand your knowledge of the setting. This is much more rewarding and stress free than trying to know everything at once. This is how even the most knowable Gloranthaphile has built up their knowledge.

2. Glorantha is designed to be a fun magical place

Each aspect of Glorantha has a depth and wonder to it. You don't have to play fantasy stereotypes. Although many themes may at first glance be stock fantasy, upon closer inspection everything has a subtle twist that lends a fascinating detail to it. Dwarfs are made of rock and make magical machines, believing that the world is in fact a machine. Elves are living plants out to reforest the once green world. Trolls are

savage monsters to their enemies, but on their own territory have their own customs and form of civilisation. Magic of course is the biggest twist of all, is in every thing you see, is used by Glorantha's inhabitants in one form or another, and no matter what source is deeply tied into the mythological tales

There are silly aspects of the World. Ducks are an infamous example. These are the result of a certain light-heartedness that arises in what is sometimes a rather grim game. Hordes of Chaos creatures that want to kill you on sight, internal bickering in what you thought was a friendly temple, monstrous magical schemes that will uproot and kill thousands in the course of the Hero Wars. If you are truly dead set against the 'silliness' in the setting, don't include it. It's always the case that such outbreaks of mirth are off the beaten track small incidences.

3. Don't be intimidated by the size and depth of detail of the setting

If you get it "wrong" it won't matter. Greg Stafford is not an evil Santa Claus who will magically appear at your gaming table and 'Greg' you if your version disagrees with his. He implicitly states "Your Glorantha will vary". There is no evil Inner Cabal of Glorantha protecting the sanctity of the "one true way" on the forums and mailing lists. Don't trust everything you read on the HQ digests/Forums. Unless it's in cold hard print it's merely someone's opinion. Even if it's in cold hard print, feel free to change details you don't like to make your game more fun. Enjoy it and don't get hung up on details.

4. Don't be afraid to explore areas that haven't been published

The players have fun exploring the setting in play. Why shouldn't you when you are doing the preparation?

5. It's only a game. Have fun!!!

Choosing a setting

The first part of designing an adventure for me is always choosing a setting. Or the "where shall I go today?" phase as I call it. One of the things I like about Glorantha as a setting is the sheer diversity of it. The core setting guide, Glorantha: Introduction to the HeroWars reads like a large holiday guide, albeit one that tells you where you get eaten alive by chaos monstrosities or be taken in by religious zealots. It's also not solidly based on idyllic fantasies of white middle class medieval period lovers.

Choosing a setting, as well also gives you some default themes to work with. For example:

- In Dragon Pass, home of the Sartarite Barbarians you have their struggle against the invading Civilised Lunar Empire.
- In the Lunar Empire itself, you have the tensions of the ruling Lunar religion with the ancient native traditions which it claims to include.

One practicality of choosing a setting that often puts people off Glorantha is there are two paths each with their own pros and cons.

Choose an established published setting

E.g. Dragon Pass, Lunar Empire, Prax (covered in old RuneQuest source books from 1980s-90s).

The advantage is that a lot of the work is done for you, yet there are still areas for exploration. Even in Prax and Sartar, which have been well trodden over the last twenty years, you can still find plenty of niches to call your own. You'll also find that even the most comprehensive write-ups are merely broad-brush strokes.

However there is less freedom for creating the whole setting, unless you don't mind rewriting whole chunks. People often start to feel paranoid at this stage, that they shouldn't change details of the setting (see point 3 above)

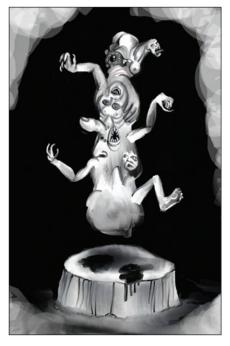
Choose an un-established setting

For example Ralios or Kralorelea.

Using the bare information in Glorantha: Introduction to the HeroWars about a country or region, fill in the details yourself.

The advantage is that you'll have freedom to do what you want. Apart from the Great Deities, such as Orlanth, Yelm, the Invisible God, which exist in pretty much some form or another across Glorantha, you get to create your regions' myths, creatures, and cultures from scratch. While this may sound daunting, you will find that others have often been there before, (see Research below). Remember to start small and build up.

The downside is that you'll have to do a lot of the legwork yourself. The good news with HeroQuest's rules-light approach is that you won't have to be writing up the game effects of all those new spells/Cults you create. In fact the stats can easily be drawn from the narrative descriptions, in a way similar to the 100 word character generation system, if you choose to write it up.



Methods of Scenario design

After I've chosen a setting, I use one of two methods to create my scenario, each of which builds in Glorantha from a different perspective and has its own pros and cons.

The top to bottom method

Start with the Big Gloranthan concept that you want to demonstrate and explore. Work down to the nuts and bolts of the scenes/task resolution etc.

For example. Big Theme: "How the Lunar way differs from the Heortling traditions". List virtues, design encounters/scenes that bring these virtues into conflict e.g. Lunar acceptance of Chaos, do the players bargain with the intelligent Broo healer/merchant or do they charge it!!

Pros: You create an adventure firmly Gloranthan in flavour to start with.

Cons: The grand design can become allimportant and swamp the players in a sea of Gloranthan esoteric background. If you as a Narrator find in-game that your throat gets sore from explaining the background then you have probably gone down this route. The players also tend to end up dead from boredom.

The bottom to top method

Start with a typical or Sword and Sorcery idea/film plot. For example the heroes are hired to find the missing son of a powerful nobleman. Work up adding Gloranthan elements, usually cult associations (e.g. son is secretly a member of the chaos cult of Gbaji the deceiver) and consider the implications on your basic plot. In this case the son doesn't want to be found by his family who are firmly anti-chaos. Once enough minor Gloranthan details and plot twists have been added, a single unifying Gloranthan theme tends to emerge.

Pros: Adventure firmly rooted in good basic game play, e.g. Combats balanced, mix of investigation/action balanced for tastes of

particular group.

Cons: Adventure can seem like any other S&S adventure with Gloranthan window-dressing. This is to be avoided since one of the things players like about Glorantha is its uniqueness.

In reality I work with both approaches. Starting with one and switching to the other when the creative flow runs out or at the end of the process to ensure a balance between Gloranthan Novelty and practical game play.

Putting the 'Hero' and the 'Quest' together.

The main defining thing about Glorantha that makes it vastly different than other sword and sorcery settings is its emphasis on Magic and Mythology.

Q. Why is Magic important in Glorantha?

A. Because everything in Glorantha is based upon it!

I think the only rule that I always bear in mind when designing Gloranthan adventures is the "everything is done with magic". If I start using real scientific or sociological reasoning in my games I suddenly find it robs the game of its Gloranthan feel. Even if it looks technological, like some of the Dwarven constructs, look beneath the surface and you will find it's powered by magic. And of course if it's all done with magic, you don't have to explain it all at once, since magic is a vague and mysterious thing

This is one of the reasons why Heroes join cults, to gain a greater knowledge of how the world works through learning magic. However the cult teachings usually give a particularly focused/biased viewpoint. Since Gloranthan write-ups are usually done from first hand as a person from a particular in game culture, this can lead to the idea that something in Glorantha is done in one particular way. Then it is confusing when you first come across a conflicting account

of the same thing written by a different cultural perspective. This is a great strength of the setting if seen the right way. Then you can have endless fun playing off these different perspectives against one another. The truth is only what your heroes or who they are talking to believe.

This means that as the Narrator you can continually recreate the world as the players discover these new perspectives. One of the key themes of the Hero Wars is that old traditions are crumbling and the Heroes are the pioneers in looking for new ways.

Also it has the advantage that as you get more knowledgeable about Glorantha, this expanded knowledge can be gently worked in via NPCs, old musty tomes, divinations and surprises in HeroQuests. If you feel it necessary you can quietly alter things that you felt you presented in a wrong way in the past, by showing people doing things in a different way because they follow a slightly different version of a myth or tradition.

Q. Why is Mythology important in Glorantha?

A. Because this is the vehicle through which the PC's (& NPCs) develop, in much the way that characters in D&D gather XP and Call of Cthulhu characters lose sanity.

I.e. it is the central game mechanic/plot device.

As a game mechanic it shows itself in that all characters use magic of some sort, depending on which strand of mythological belief they follow. Animist, Theist, Sorcery and Wizardry, all very different approaches rooted in the myths that form their belief system.

Also it is vital to understand that in Glorantha what is good for the player heroes is good for the non-player characters as well. I.e. NPCs are striving to understand the myths and rituals that affect their lives as well. For example a farmer learns the myths and rituals of the God

Barntar, so that he can learn fertility magic, to increase the yield of his crops.

Myth literally shapes the world of Glorantha. It is the myths that were established by the actions of the Gods in the Godtime, and have been altered by Hero Questing since Time began which establish how magic, tradition and even the physical nature of the world works. For example the Wastes of Prax, a harsh desert east of Dragon Pass, exists because it was once the Garden of Genert, the deity who was the embodiment of the northern continent of Glorantha, Genertela. In the Gods War he was slain by Chaos, his garden laid waste. As a consequence of this mythic event, the whole of Genertela experiences unpredictable weather. Each region is often governed by the myths of the belief system that holds sway there. If one could find away of 'changing' the myth of Genert's death and restoring the Garden of Genert, you could potentially solve the problem of Genertela's weather and bring prosperity back to Prax. Some would say that this is what the hero Pavis and followers were trying to achieve in the Second Age.

Once you understand this you have a clear understanding of the importance of myths in Glorantha you have a ready made pile of plots and motivations for your PCs and NPCs.

I often include a Mythic Background with my adventures. This is a simple myth that underlies the adventure. Usually the adversary of the adventure is aware or semi-aware of the myth and is acting it out to bring it into mundane reality. For example in the Black Ziggurat the Master Vampire knows the myth of Lerin and Vivamort. He is acting out the role of Vivamort, hoping that no-one will take up the role of Lerin and oppose him. Therefore the myth will end with Vivamort's control of the area. This results with the area becoming a city of the Undead. Only with the player heroes discovering the Myth

of Lerin and Vivamort and taking on the role of Lerin, the slayer of Vivamort, can this awful reality be averted. You can also have the possibility where the 'adversary' of the adventure is unaware that they are acting out a myth and bringing it into reality. They may be a dupe, controlled by a higher power, or their actions motivated by sincerely held passions may be accidentally powering the realisation of the myth.

Myths can be used as portable player driven plot devices. This came up in running Convention games. Each hero is given a mini-myth on their character sheet, such as the Arming of Orlanth ritual. This myth tells of sacred weapons of kingship that Orlanth, King of the Storm gods, uses to give an advantage when attacking an adversary. This is an excellent and uniquely Gloranthan way of getting beginning players to use myth in play without them having to know piles of Gloranthan knowledge. In the case of the player with the Arming of Orlanth ritual, he watched what was going on until he found a point in the story where the ritual was appropriate. Suddenly his hero was the focus of the story as he organised the clan to gather the necessary weapons and then performed the ritual before leading them in a successful attack against an enemy that had previously been getting the better of the clan.

In an ongoing campaign you can have these mini-myths prepared to give as handouts as they find out the knowledge in-game. Then watch as they try to use myth to further their own goals or provide the appropriate resistance to an adversary. Using mythology in this way gives your game more depth and the heroes and their adversary's pressing reasons for their actions. It's fun and puts your players at the centre of the game's focus. It basically puts the 'Hero' and the 'Quest' together.

six heroes

Warriors of the Silverwind

In the following pages there are six pre-generated characters, ready to play.

Created with the prose method, they are heroes at the beginning of their adventuring career.

Each hero also comes with a short description of the deity they follow, to make the character easy to pick up and play for players and narrators new to Glorantha.

OLORA RAIDWARRIOR

A dispossessed sheep farmer who has taken up the warrior way.

yousnaf coloson

Adopted into the clan this noble defender follows Elmal the Warrior Sun.

Losmath youngwind

Vain, rebellious, and adventurous he embodies all the virtues of a young Orlanth.

canulf the untamed

A fierce berserker who follows the bull headed Urox.

sherin Fiercewulf

A warrior woman who takes no nonsense from her male counterparts.

yarlna catuhiskers

Agile and cunning like the Alynx of the Storm Tribe, Yinkin.



OLORA RAIDULARRIOR

Character Narrative

Oldra runs with the winds away from his home, a wind-ravaged shack at the edge of the Village. Once a peaceful farmer, who brought down the rains in Heler's name, he took on the **Helamakt warrior** aspect when Lunars burnt his stead to the ground. Now in hit and run attacks his rains put out their fires, and his light drizzles and fogs leave him laughing in the face of the Lunar foe. He seeks his lost sheep in the forests around the Tula, and is optimistic that he will find them. In place of his lost flock, Sheriak the Small Wind follows him around.

Your God: Helamakt

This god is the warrior form of Heler the Rain God. His followers prefer to fight with to fight with their wind and rain magic instead of normal weapons, summoning blustering gales to blow away missile fire, and calling down lightning to smite foes.

Keywords

Culture: Heortling (Silverwind clan) 13

Occupation: Warrior 5w

Magic: Initiate of Helamakt (Water) 5w

Other Rune affinities: Movement 13, Beast 13

- 1. Run with the wind 13
- 2. Laugh in the face of the Lunar Foe 18
- 3. Seek lost Sheep 13
- 4. Optimistic 13
- 5. Follower: Sheriak the Small Wind 13
- 6. Once a peaceful farmer 13
- 7. Know forests around the Tula 15
- 8. Home: a wind ravaged shack at the edge of the Village 13
- 9. Hate Lunars 13
- 10. Hit and run attack 13

yousnaf coldson

Character Narrative

Adopted into the Silverwind Clan, from a clan that was destroyed by the Lunars. He gratefully follows the way of Elmal the Protector, defending his new clan to the death. He knows how to **organise people during times of crisis**. He faithfully **guards the edge** of the village, and is able to **tell friend from foe** even in the dark. He **impresses women with his common sense** and **practicality**. However he does have a **reckless streak** that he is driven to **climb ever-higher mountains**. On one of these climbs he met **Skylar, a young hawk** who is his companion.

Your God: Elmal the Warrior Sun

Originally a member of the Fire Tribe, Elmal left when he saw how it enslaved all that it ruled.

"Light is important, but not the only important thing. I must find and learn these other things now."

Orlanth allowed him to join the Storm tribe, and he is the faithful protector of Orlanth's Stead while he is away.

Elmal is the Heortling God of the Sun.

Keywords

Culture: Heortling (Silverwind) 13

Occupaton: Warrior 5w

Magic: Initiate of Elmal 5w (Fire)

Other Rune affinities: Movement 13, Law 13

- 1. Adopted into clan 13
- 2. Shoot with long bow 15
- 3. Organise people during times of crisis 13
- 4. Guard the edge 18
- 5. Tell Friend from foe 13
- 6. Impress women with his common sense 13
- 7. Practical 13
- 8. Reckless 13
- 9. Climb ever-higher mountains 13
- 10. Follower: Skylar (Young hawk) 13

Losmath youngwind

Character narrative

Losmath is full of youthful curiosity and a Warrior of Orlanth Adventurous. Seeking acceptance in the adult world, he is a pathfinder leading others from the front. He has taken well to the craft of the **sword** and the **bow**, but also expresses the nobility of his soul with heartfelt poems. His boyish good looks make him a favourite with the ladies. He is wary of tradition, and often rebels against the advice of his elders. His saving grace in their eyes is his ability to quickly think his way out of the trouble he causes himself.

Your God: Orlanth Adventurous

Orlanth is the King of the God and Chief of the Storm tribe. He is the main deity of the Heortling people of Dragon Pass, who are often called the Orlanthi because of it.

In the Godtime, he led a rebellion of Gods against Yelm the Sun Emperor, and succeeded in killing him with the Sword Death. He became King of the Gods. However to rescue the world from destruction he assembled and led the Seven Lightbringers, to rescue Yelm from Hell and return him to the world. In modern times he is a dire foe of the Red Goddess of the Lunar Empire, who fights him for possession of the Middle Air.

It is not possible to worship Orlanth in his entirety, so great a god is he. Orlanth Adventurous is the aspect of this god worshiped by young restless men, and teaches poetry, fighting, and exploration.

Keywords

Culture: Heortling

Occupation: Warrior 5w

Magic: Initiate of Orlanth Adventurous 5w (Storm)

Other Rune affinities: Movement 13, Man 13

- 1. Seeking acceptance 18
- 2. Pathfinder 13
- 3. Boyish good looks 15
- 4. Favourite with the ladies 13
- 5. Wary of tradition 13
- 6. Rebel against the advice of your Elders 13
- 7. Quickly think his way out of trouble 13
- 8. Youthful curiosity 13
- 9. Noble of soul 13
- 10. Compose Poetry 13

canulf the untamed

Character Narrative

Fierce and **beyond his elders' control**, Canulf left the clan early to follow Urox when he **survived the sting of the Scorpion Man** hired by the Lunar Invaders. **He hates chaos** and its **Lunar lapdogs**, and feels uneasy with those who speak words of peace. He takes drastic action with his **two handed double headed axe**, and **endures the pain of the wounds** taken while fighting in **Urox's berserk rage**.

His idea of a good time is to get blind drunk and wake up next morning next to a girl whose name he can't remember.

Your God: Urox

Urox is the untamed bestial god of berserks and the eastern dust storm. He fights destruction with destruction, warring unceasingly against the forces of Chaos that would destroy the world.

In his eyes the Lunar Empire, whose creed accepts chaos as a necessary part of the world, is only a new form of chaos itself and must be destroyed!

Keywords

Culture: Heortling 13

Occupation: Warrior 5w

Magic: Initiate of Urox 5w (Beast)

Other Rune affinities: Disorder 13, Storm 13

- 1. Survive Sting of Scorpion Man 13
- 2. Hate Chaos 13
- 3. Hate Lunars 15
- 4. Uneasy with those who speak words of Peace 13
- 5. Take drastic action 13
- 6. Endures pain of Wounds 18
- 7. Have good time getting blind drunk 13
- 8. Wake up next morning next to a girl whose name he can't remember 13
- 9. Fierce 13
- 10. Beyond Elders' control 13

sherin fiercewulf

Character Narrative

Bolder than any man in her village, Sherin is a warrior of Vinga. She is a crack shot with a bow, and kicks high to disarm her foes. True to the whirlwind she fights with two swords. She knows the Scarecrow disguise to scare off thieving sparrows. To inspire the defenders of the village she sings the songs of the brave. She knows how to bind wounds caused in brawls. At clan moots she speaks clear level-headed words that convince the confused. She is no friend of the Lunars and is able to resist their mob attacks.

Your Goddess: Vinga

Vinga is the warrior goddess of the Storm Tribe, who protects the family and the hearth. Her red haired shield maidens are the fanatic guardians of the many isolated villages and farms in Dragon Pass.

She is a daughter of Orlanth the Chief of the Storm Tribe and one of the Thunder Brothers, Orlanth's Warband.

Keywords

Culture: Heortling

Occupation: Warrior 5w

Magic: Initiate of Vinga (Air) 5w

Other Rune affinities: Luck 13, Spirit 13

- 1. Bolder than any man 18
- 2. Crack shot with a bow 15
- 3. Kicks high to disarm her foes 13
- 4. Fights with two swords 13
- 5. Scarecrow disguise to scare off thieving sparrows 13
- 6. Inspire defenders with heroic songs 13
- 7. Convince the confuses 13
- 8. Able to resist Lunar mob attacks 13
- 9. Bind wounds caused in brawls 13
- 10. Speak clear level-headed words to convince the confused 13

yarlna cacwhiskers

Character Narrative

From a young age she spent most of her time **leaping into trees**, and sleeping in quiet corners round the village. In her **wild** adolescence she learnt how to **chase mouse spirits** and **hear their movement** in the bush. She became a follower of **Yinkin the Cat**, and one of the Silverwind Clan's best **huntresses**. She is **warm and charming with close friends**, but with **others is appears aloof and distant**. Her companion is **Hasna the Sleek Alynx**. Since the Lunars came into the clan's lands, she **hunts these dogs**, **slipping past their patrols** and **smelling them** on the wind.

Your God: Yinkin

Yinkin is God of Alynxes, giant cats that prowl Dragon Pass. He embodies the sensuality and grace of these great cats, and his followers are renowned as hunters and lovers. He is loyal to his brother Orlanth, whom he has helped many times, but is still his own cat.

Keywords

Culture: Heortling 13

Occupation: Hunter 5w

Magic: Initiate of Yinkin 5w (Beast)

Other Rune affinities: Dark 17, Movement 13

- 1. Leaping into trees 18
- 2. Wild 15
- 3. Chase mouse spirits 13
- 4. Hear movement in the bushes 13
- 5. Warm and charming with close friends 13
- 6. Appears aloof and distant to strangers 13
- 7. Follower: Hasna the Sleek Alynx 18
- 8. Hunt Lunar dogs 13
- 9. Slip past patrol 13
- 10. Smell foes on the wind 13



Its 1617 ST, the Hero Wars, and the times they are a changing.

THE QUESTION IS WILL YOUR PEOPLE CHANGE WITH THEM?

This is the first issue of Gloranthan Adventures, a fanzine of ready made adventures. In this issue the action takes place in the classic Sartar: Kingdom of Heroes setting, with four adventures to test even the hardest of heroes' mettle.

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