



Sartar

Campaign Pack



Cartography by Colin Driver, Gillian Pearce, Phil Anderson, Nick Brooke, and Wesley Quadros
Character and Clan Sheets by Matthew Cole

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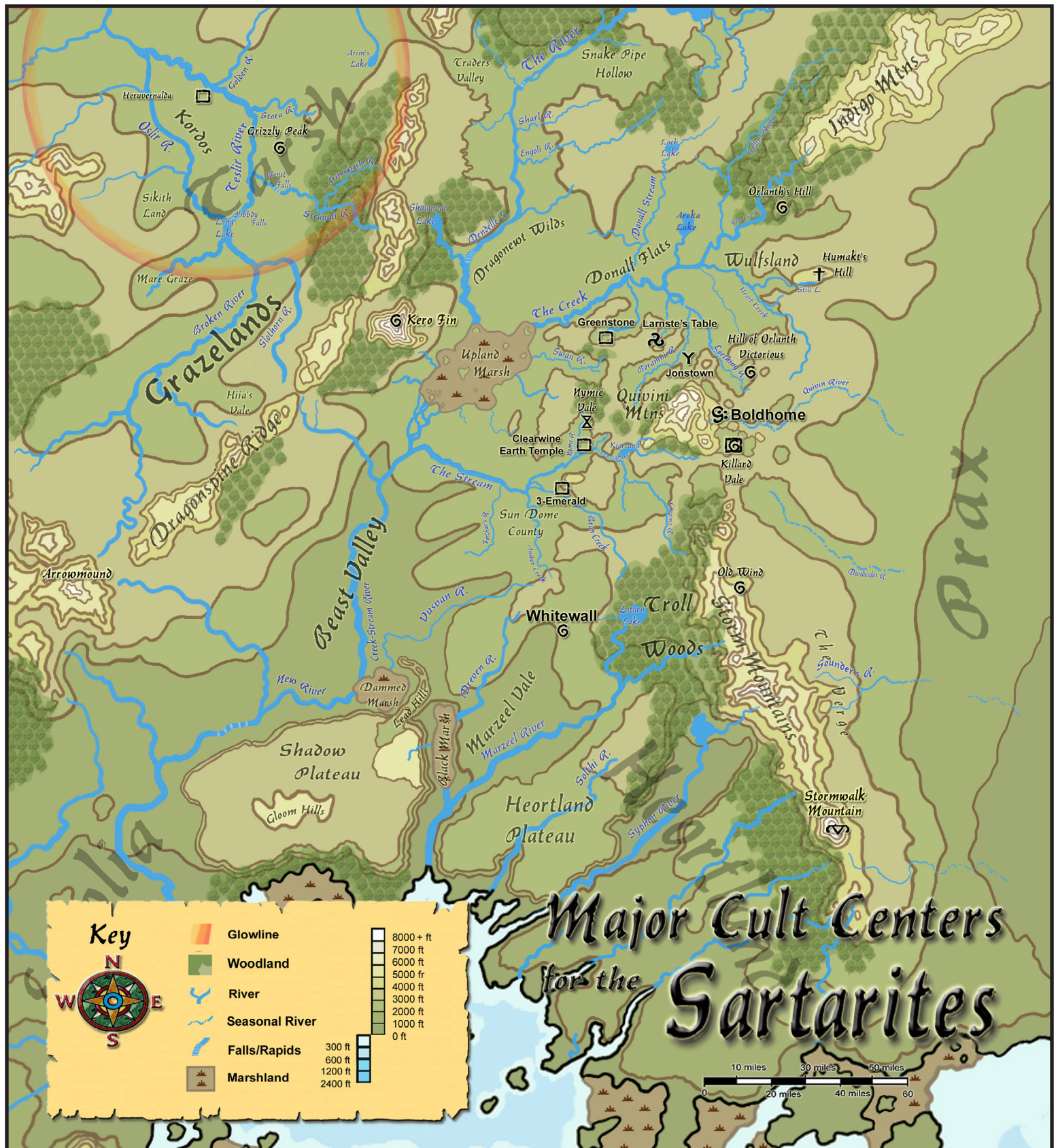
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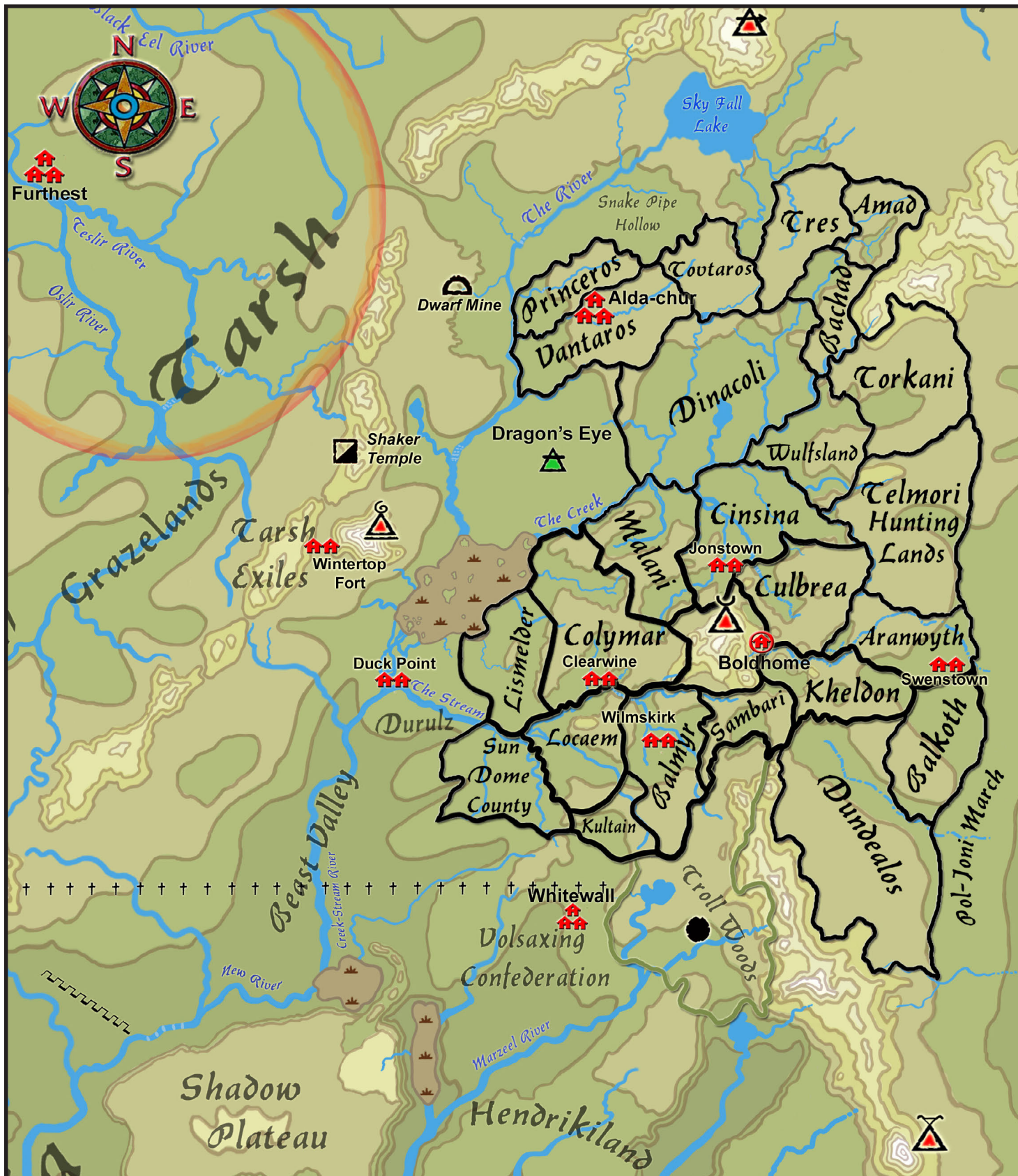


Moon Design Publications
3450 Wooddale Ct
Ann Arbor, MI 48104









The Tribes of Sartar Circa 1618 ST

10 miles 30 miles 50 miles
0 20 miles 40 miles 60



Building Wall



Crossline



River



Marshland



Glowline



Small City 1000-3000



Medium City 3000-8000



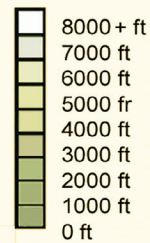
Large City 8,000-25,000



Tribal Boundary (approx. only)



Peak





The Kingdom of Sartar Circa 1618 ST

0 10 miles 20 miles 30 miles 40 miles 50 miles 60



Building Wall



Crossline



River



Seasonal River



Falls/Rapids



Marshland



Point of Interest



Village/Town >1000



Small City 1000-3000



Medium City 3000-8000



Large City 8,000-25,000



Woodland



Cliff



Glowline



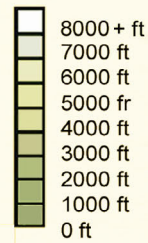
Peak



Road



Path

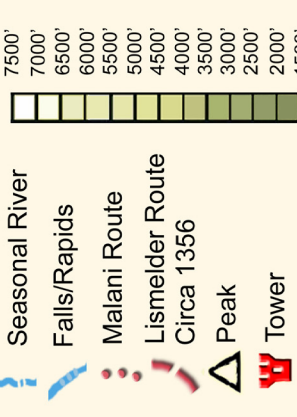


Colymar History

Key

- Place of interest
- Settlement Site
- Lands Claimed by Colymar in 1300
- Hyaloring Triarchy founded (circa 1325)
- Three-Trees Triaty claim - 1340

- ## River Varmand's Path



10 30

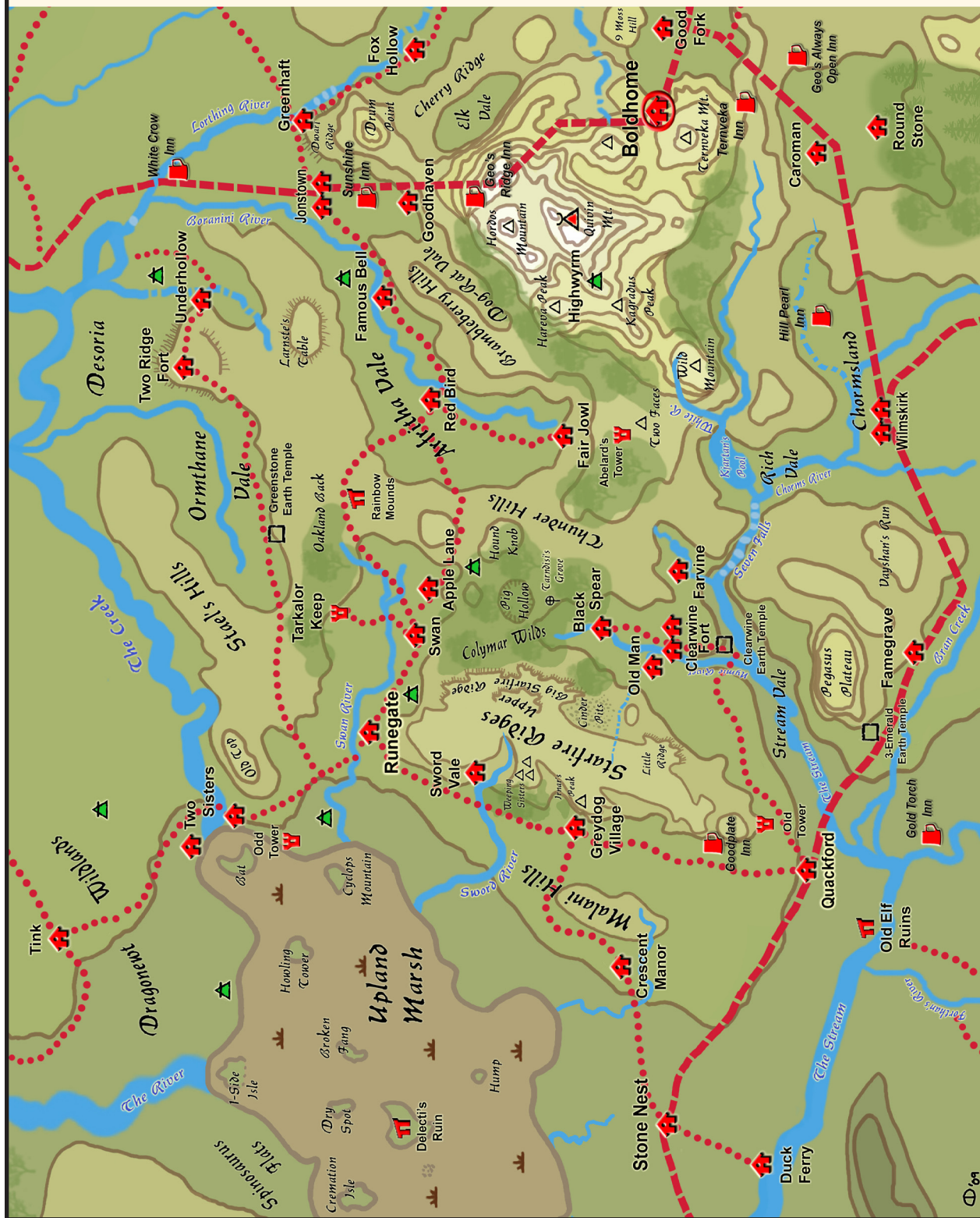
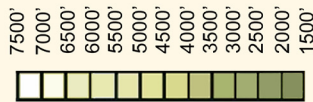
0 Miles 20



Colymar Lands

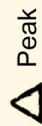
Key

-  Place of interest
-  Inn
-  Village/Town (>1000)
-  Small City (1,000 - 3,000)
-  Large city (8,000 - 25,000)
-  Tower
-  River
-  Seasonal River
-  Falls/Rapids
-  Road
-  Path
-  Peak

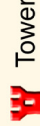


Clans of the Colymar

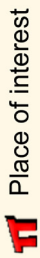
Key



Peak



Tower



Place of interest



Large city (8,000 - 25,000)

River

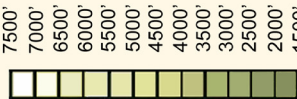
Seasonal River

Falls/Rapids

Road

Tribe

Clan



10 20 30



N

E

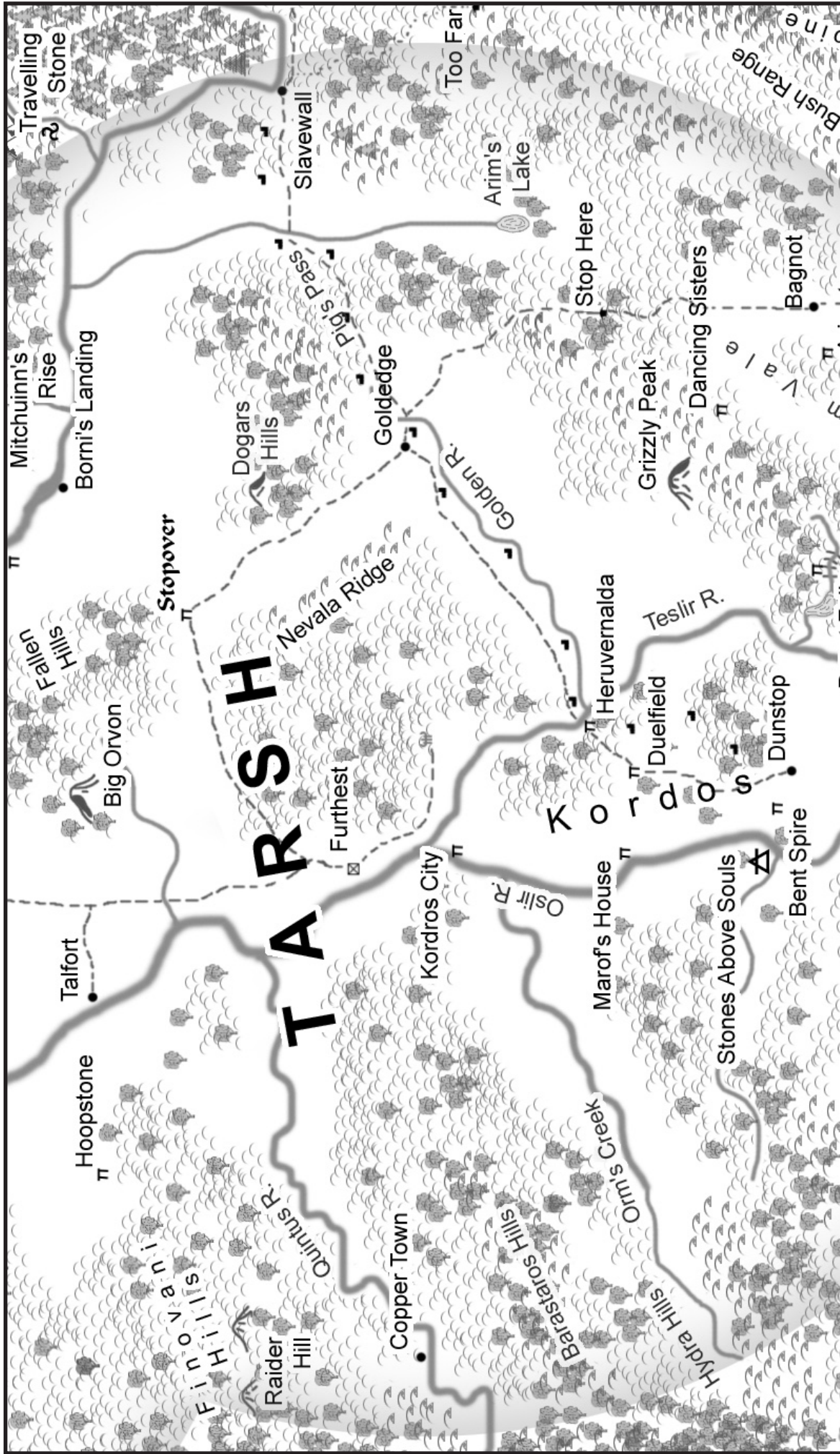
S

W



The Grazelands

HYDRAMOUNTAINS
RED DRAGON VALLEY
SIKITHI VALE
MAREGRAZE VALE
GOLDEN HORSE VALLEY
SOLTHON VALLEY
ETHILRIST'S VALLEY
HIA'S VALLEY
DRAGONSPINE HILLS
SEVEN FOALS VALE
VALE OF THE GREEN DRAGON
BEAST-MAN VALLEY
SHAKE LAND
GRIZZLEY PEAK
SPECTACULAR FALLS
LONG LAKE
OLD ROAD
GHOST TRAIL
CREEK-STREAM RIVER
STONE CROSS
CENTAUR FORT
SHADEY TREE
WILD TEMPLE
FEYGHOSH WOOD
SPIRIT MT.
MOUNT KEROFIN
WINTER TOP FORT
SHAKER'S TEMPLE
BAGNOT
BOAT VILL
FORD
DUNSTOP
CITY
FERRY
MT. DERANCE
NORTH POST
FIRE CHASM
TRICERATOPS MEADOW
TOLLFORD
WAR TOP
SIGNAL RILL
QUEEN'S POST
BURNING HILL
FALLS
THANPOLE
JALDON'S WRONG RIVER
HIGH MEADOW
DINOSAUR HILL
SUNELF HILL
GBAJI'S LOOKOUT
LUCK TOP
MUSE FLOAT
RED GRYPHON
POITRAN
BLACK SHEEP VALLEY
DRYAD WOODS
FOREST OF WONDROUS BEASTS
SMOKE-SIBYL VALLEY
FIRE MT.
GRASSY HILLS
PEACEFUL TRAIL
BULLS TRAIL
SEVEN
SMOKING RUN
OLD ROAD
CITY



The Domain of the King of Tarsh

May Irippi Ontor bless this work and protect it from those who would misuse it.
Blessed is he who sponsors the search for knowledge. Hail the King!

Tarsh

Legend:

- Mountains
- Foothills
- Rolling Hills
- Lowlands

Geographical Features:

- Mountain Peak
- Mountain Pass
- Road
- River Cut
- River
- Deciduous Forest
- Coniferous Forest

Settlements:

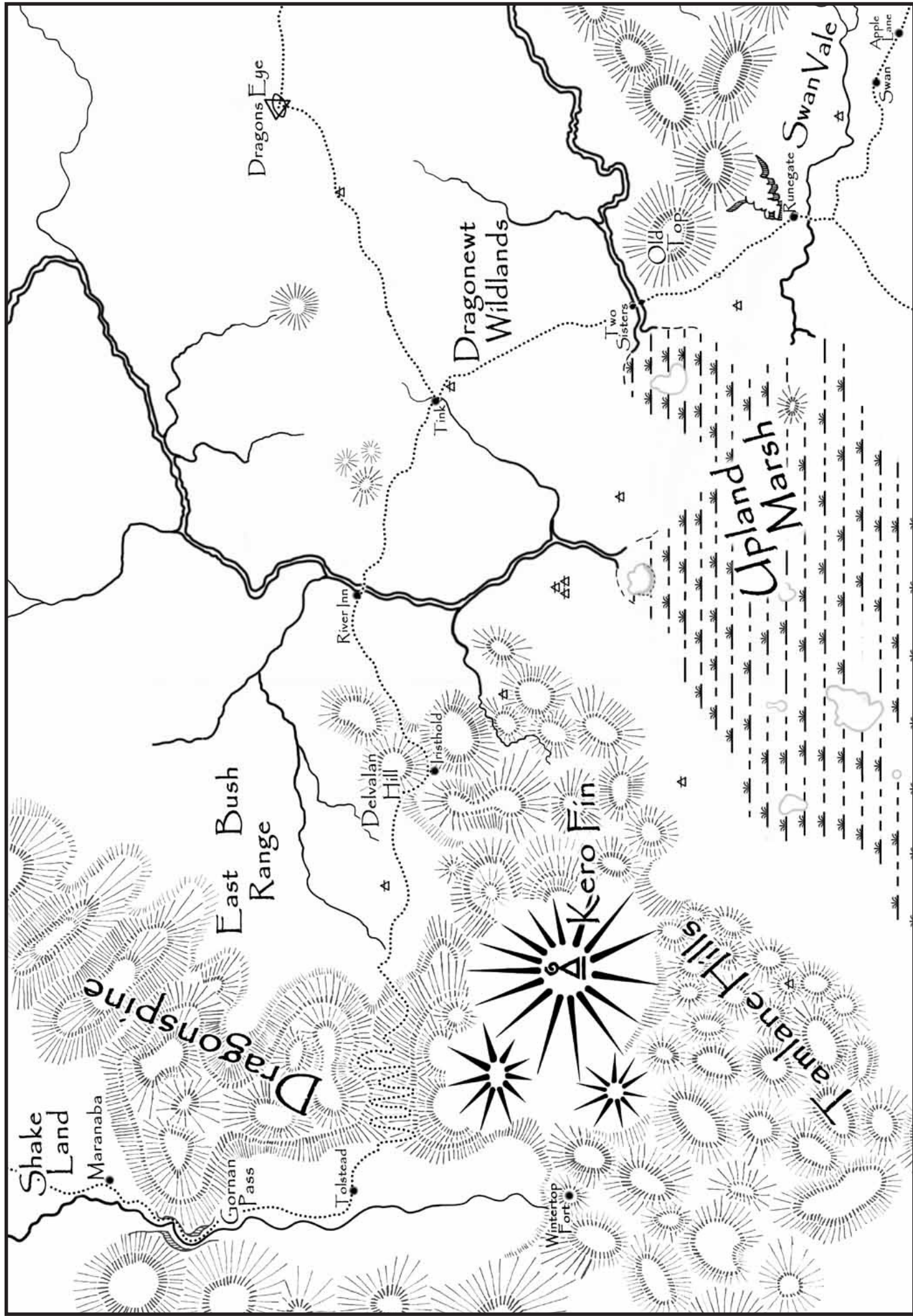
- Arim's Necklace
- Places of Note
- Dragonewts
- Sun Dome
- Reaching Moon Temple
- Glowline
- Daughter's Road

City Sizes:

- Large City (10,000-25,000)
- Medium City (5,000-10,000)
- Small City (1,000-5,000)
- Town/Village (< 1,000)

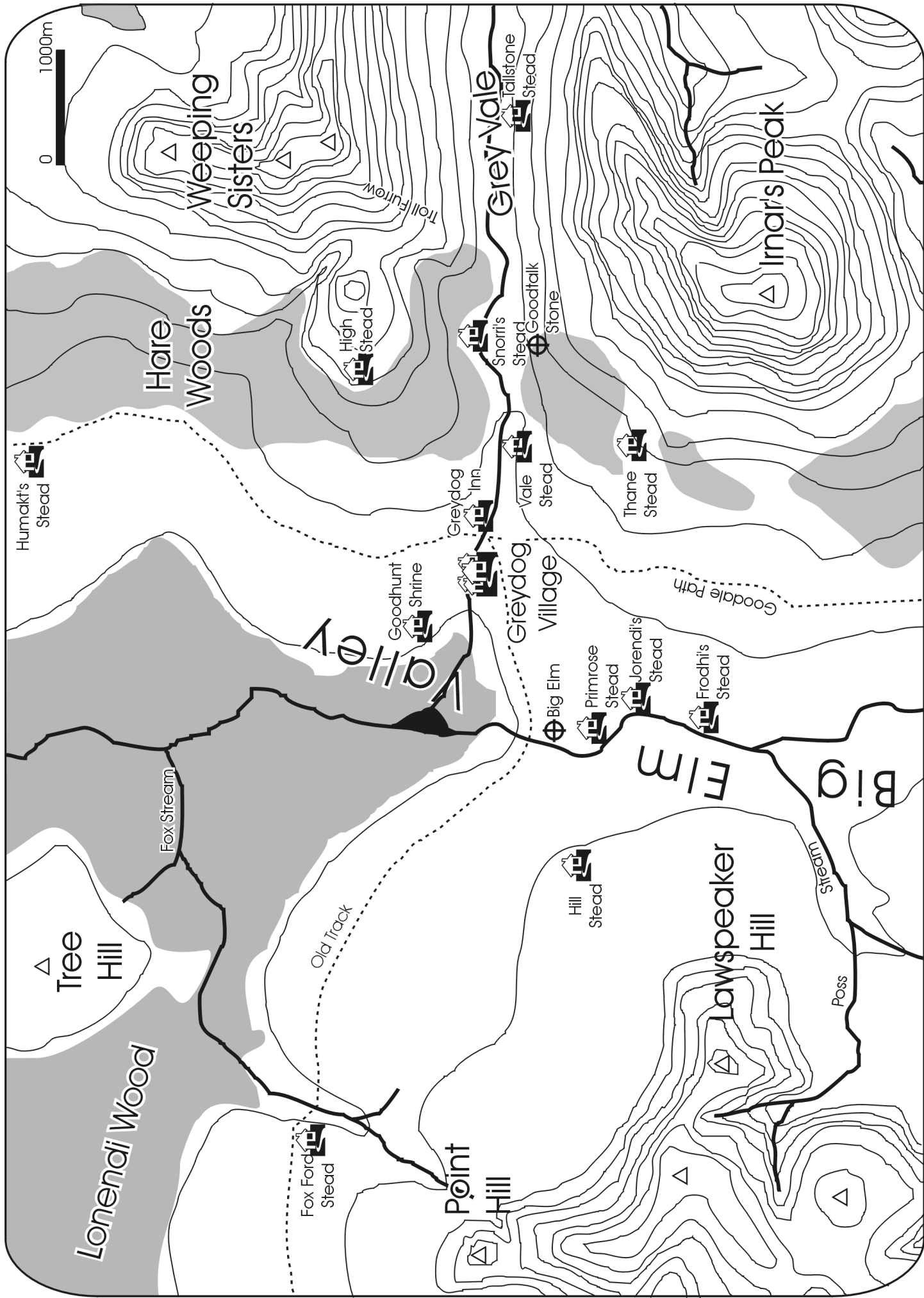
Drawn by Wesley Quadros
©2001 Wesley Quadros
After Mark Galeotti, Martin Laurie and Wesley Quadros.
After originals by Greg Stafford.

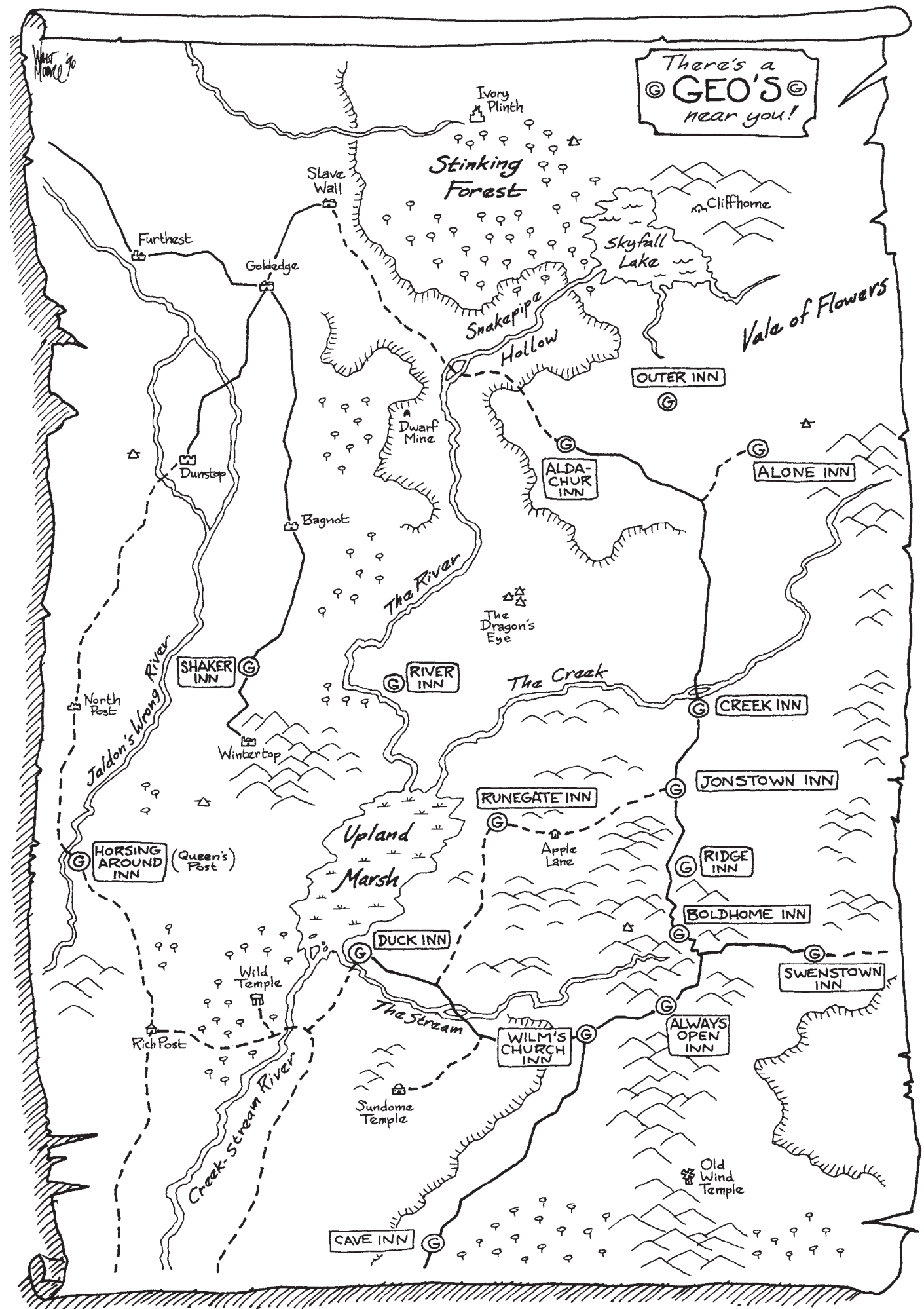
1 miles 25 50





CARTOGRAPHY: PHIL ANDERSON





COLYMAR

To Apple Lane

MALANI

TO JONSTOWN

WALTER
MOORE
'92

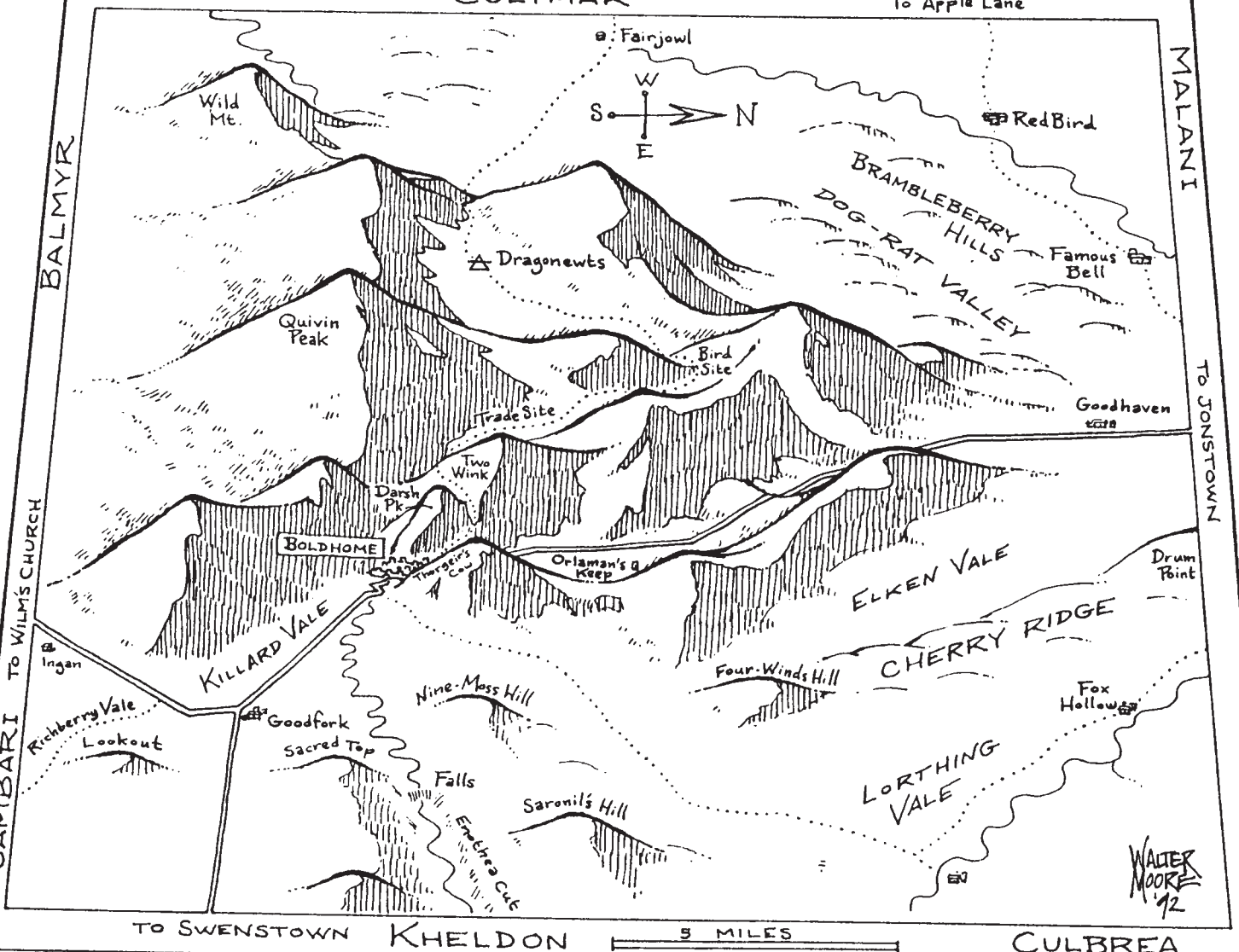
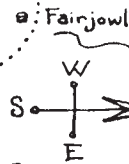
BALMYR
TO WILM'S CHURCH
SAMBARI

TO SWENSTOWN

KHELDON

5 MILES

CULBREA



6 W 2 VIEW of BOLDHOME & VICINITY from the EAST 2 W 6

Darsh
Peak

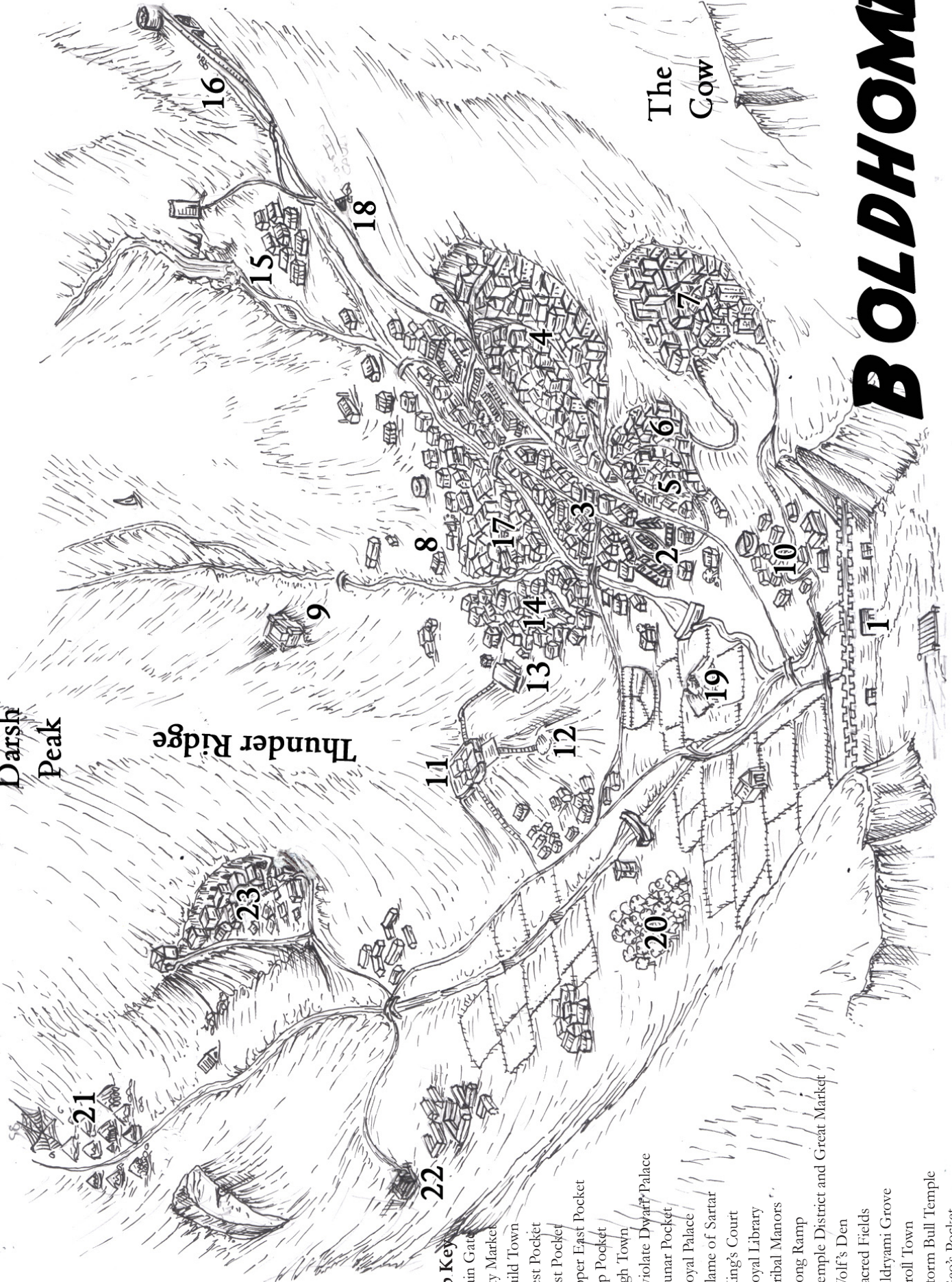
Thunder Ridge

The
Cow

BOLDHOME

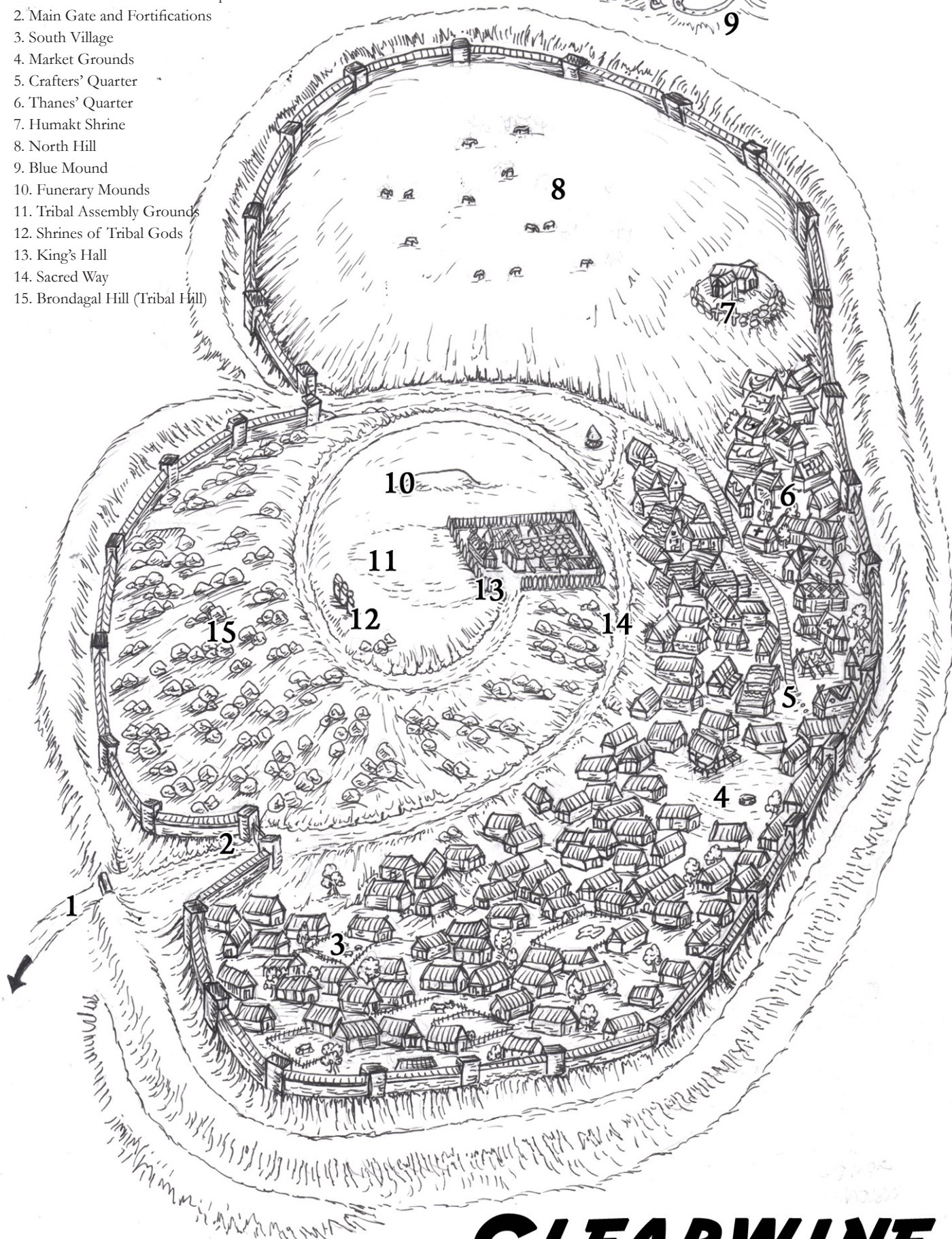
Map Key

1. Main Gate
2. City Market
3. Guild Town
4. West Pocket
5. East Pocket
6. Upper East Pocket
7. Top Pocket
8. High Town
9. Inviolable Dwarf Palace
10. Lunar Pocket
11. Royal Palace
12. Flame of Sartar
13. King's Court
14. Royal Library
15. Tribal Manors
16. Long Ramp
17. Temple District and Great Market
18. Wolf's Den
19. Sacred Fields
20. Aldryami Grove
21. Troll Town
22. Storm Bull Temple
23. Geo's Pocket



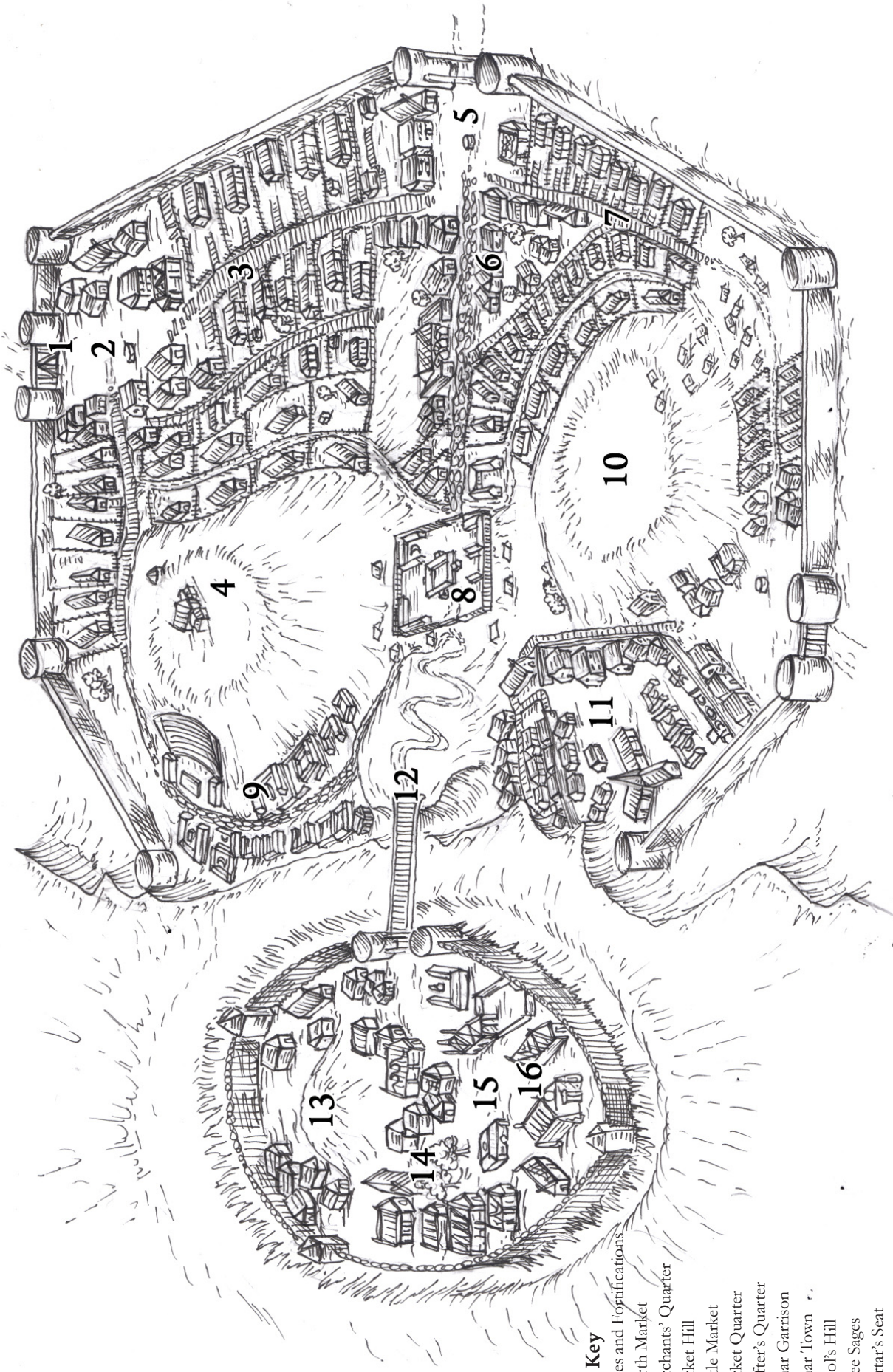
Map Key

1. Road to Clearwine Earth Temple
2. Main Gate and Fortifications
3. South Village
4. Market Grounds
5. Crafters' Quarter
6. Thanes' Quarter
7. Humakt Shrine
8. North Hill
9. Blue Mound
10. Funerary Mounds
11. Tribal Assembly Grounds
12. Shrines of Tribal Gods
13. King's Hall
14. Sacred Way
15. Brondagal Hill (Tribal Hill)



CLEARWINE

JONSTOWN

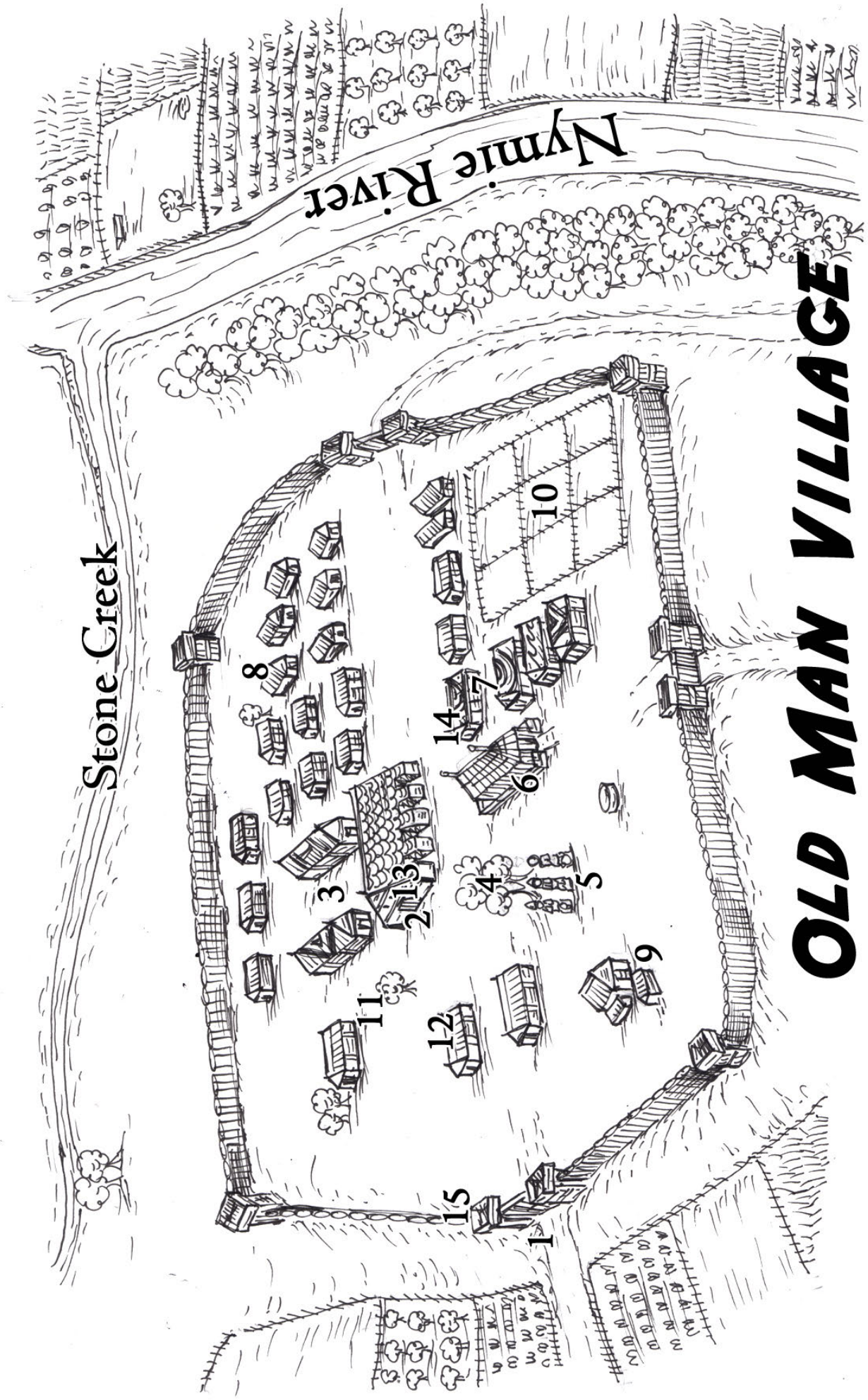


Map Key

1. Gates and Fortifications
2. North Market
3. Merchants' Quarter
4. Market Hill
5. Cattle Market
6. Market Quarter
7. Crafter's Quarter
8. Lunar Garrison
9. Lunar Town
10. Fool's Hill
11. Free Sages
12. Sartar's Seat
13. High Hill
14. Old Market
15. House of Peace
16. Temple District

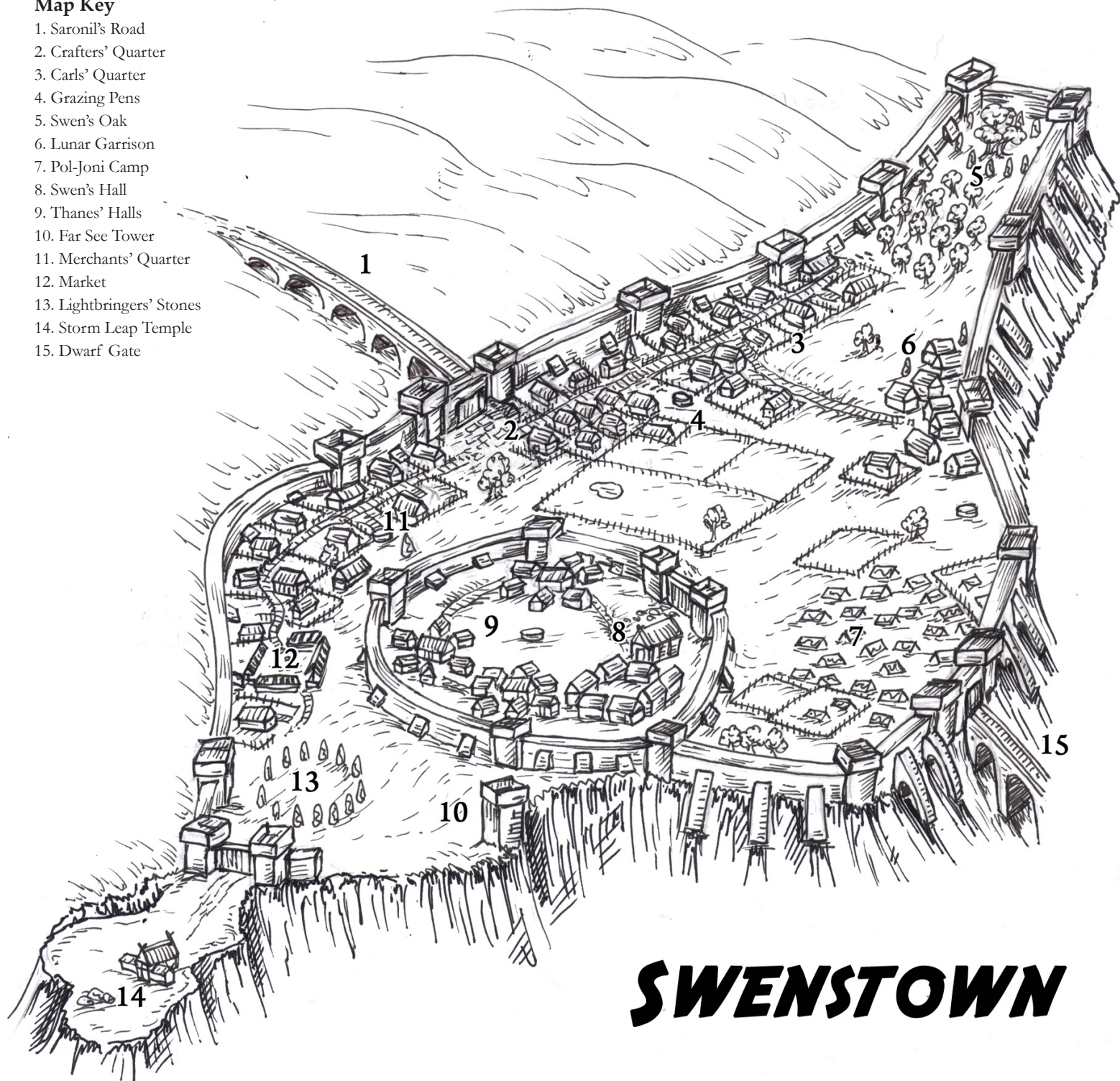
Map Key

- | | | |
|-----------------------------|--------------------------------|--------------------|
| 1. Gates and Fortifications | 5. Wooden Statues of Clan Gods | 10. Livestock Pens |
| 2. Assembly Grounds | 6. Clan Temple | 11. Storehouse |
| 3. Warriors' Halls | 7. Thanes' Halls | 12. Thanes' Halls |
| 4. Guardian Oak | 8. Carls' Houses | 13. Chief's Hall |
| | 9. Redsmith | 14. Priest's Hall |



Map Key

1. Saronil's Road
2. Crafters' Quarter
3. Carls' Quarter
4. Grazing Pens
5. Swen's Oak
6. Lunar Garrison
7. Pol-Joni Camp
8. Swen's Hall
9. Thanes' Halls
10. Far See Tower
11. Merchants' Quarter
12. Market
13. Lightbringers' Stones
14. Storm Leap Temple
15. Dwarf Gate



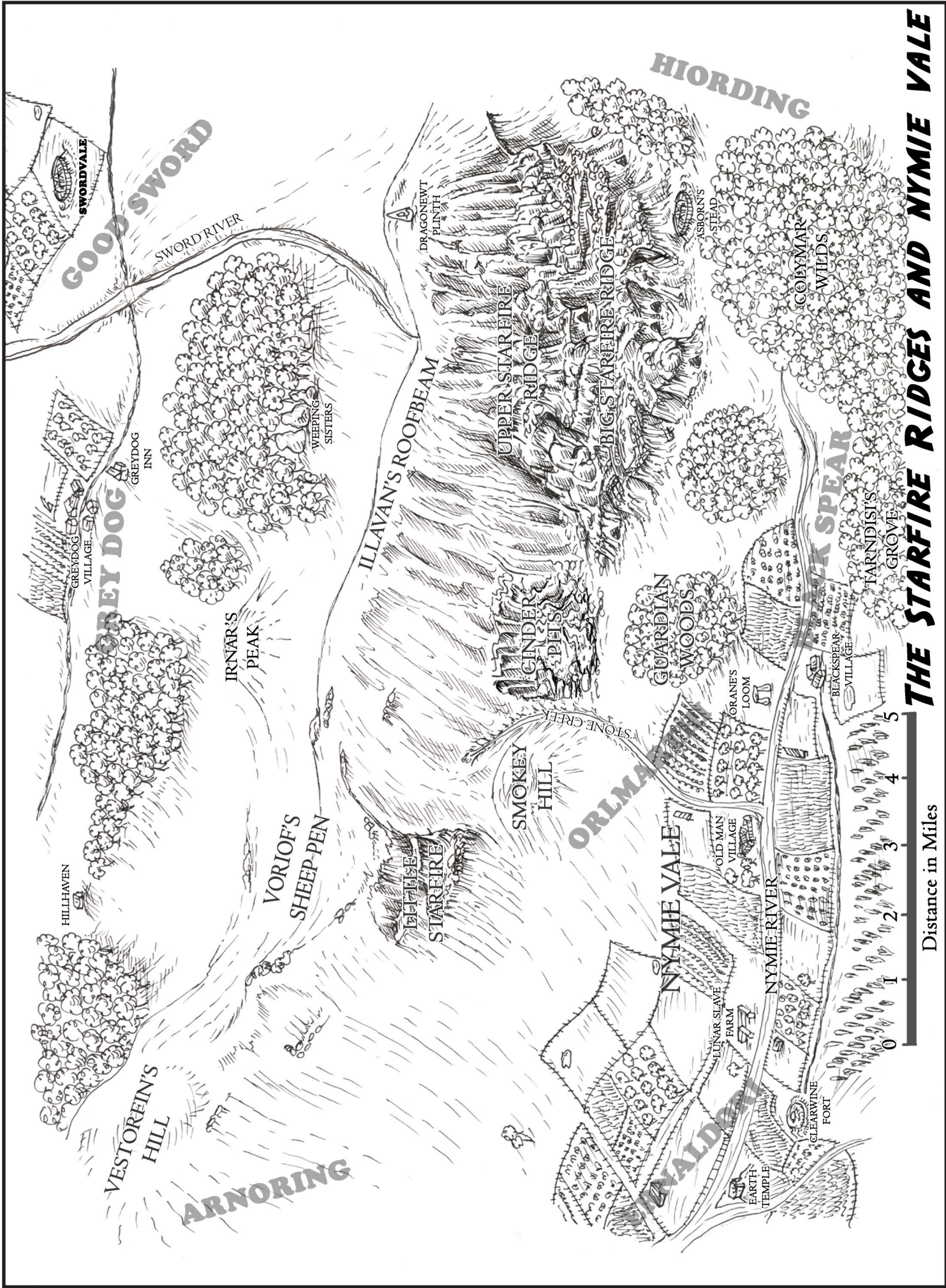
Map Key

1. Chorms' Ford
2. Lunar Garrison
3. Kings' Hall
4. Lunar Town
5. Silver Market
6. Crafters' Quarter
7. Thrall Pens

8. Sambari Town
9. Thanes' Quarter
10. Artists' Quarter
11. Temple Ridge
12. Harst Market
13. Carls' Quarter
14. Three Blessed Stones
15. Weapon House

WILMSKIRK





THE STARFIRE RIDGES AND NYMIE VALE

Distance in Miles





HEROQUEST

SARTAR

CREATION POINTS
φφφφφφφφφφ



RUNES

CHARACTER NAME

PLAYER NAME

SAGA

CHARACTER DESCRIPTION

ABILITIES

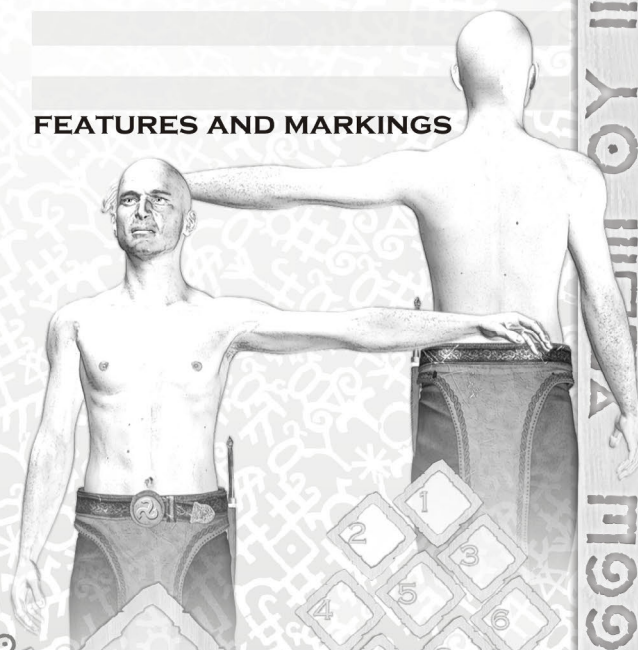
DIVINE RUNE AFFINITY:
CULT(S):

TRIBE:

CLAN:

LINGERING BENEFITS/PENALTIES

FEATURES AND MARKINGS



FLAWS



HERO POINTS

UNASSIGNED ABILITIES

SARTAR HERO

IDENTIFICATION

AGE: BORN: LEGAL STATUS: INITIATION: OCCUPATION: KINSHIP FATHER: MOTHER: SIBLINGS: BLOODLINE: NOTABLE ANCESTORS: CLAN: SPOUSE: CHILDREN: APPEARANCE DISTINCTIVE FEATURES: POSSESSIONS CLOTHING: WEAPONS: OTHER POSSESSIONS OF NOTE: SIDEKICKS AND FOLLOWERS

CHARACTER HISTORY

DATE IMPORTANT EVENT



HEROQUEST

SARTAR

CREATION POINTS
φφφφφφφφφφφφ



RUNES

CHARACTER NAME

PLAYER NAME

SAGA

CHARACTER DESCRIPTION

ABILITIES

DIVINE RUNE AFFINITY:
CULT(S):

TRIBE:

CLAN:

LINGERING BENEFITS/PENALTIES

FEATURES AND MARKINGS

FLAWS



HERO POINTS

UNASSIGNED ABILITIES

SARTAR HERO

IDENTIFICATION

AGE: BORN: LEGAL STATUS: INITIATION: OCCUPATION:

KINSHIP FATHER: MOTHER: SIBLINGS: BLOODLINE: NOTABLE ANCESTORS:

CLAN: SPOUSE:

CHILDREN:

APPEARANCE

DISTINCTIVE FEATURES:

POSSESSIONS

CLOTHING: WEAPONS: OTHER POSSESSIONS OF NOTE:

SIDEKICKS AND FOLLOWERS

CHARACTER HISTORY

DATE IMPORTANT EVENT

2 6 6 W X O O I I I O Y I I X I I I 2 H Y A Y T Y T 6

2 6 6 W X O O I I I O Y I I X I I I 2 H Y A Y T Y T 6

CLAN PROFILE

CLAN NAME

TRIBE

AGRICULTURE

VALUES

CLAN ABILITIES

CLAN CLAIM TO FAME

HEROQUEST SARTAR

CLAN WYTER

MANIFESTS AS

RUNES

PATRON

THUNDER BROTHER

HEROQUEST SECRET

ABILITIES

NEIGHBORS

NOTES

PEACE

MAGIC

WEALTH

MORALE

WAR

CLAN RESOURCES

ANCIENT

RECENT

FRIENDS

ENEMIES

DRAGONS

LUNARS

CLAN TATTOOS

CLAN TATTOOS

POPULATION

THRALLS?

RING

MANIFESTS AS

PATRON

THUNDER BROTHER

HEROQUEST SECRET

ABILITIES

NEIGHBORS

NOTES

CLAN TATTOOS

POPULATION

THRALLS?

YOUR CLAN QUESTIONNAIRE ANSWERS:

FAVORED OLD GOD:

ASRELIA'S TREASURE:

FIRST CEREMONY:

HELPED UMATH WHEN:

JOINED ORLANTH BECAUSE:

EARLIEST FAMOUS EVENT:

MARRIAGE OF ORLANTH AND ERNALDA:

JOINED BY:

ANCIENT ENEMY:

NEARLY EXTERMINATED BY:

CHAOS FOE:

SURVIVED THE GREAT DARKNESS BY:

UNITY COUNCIL ALLY:

HEORTLING TRIBE:

FIRST GOD AWAKENED:

RESISTED LOKAMAYADON:

WHEN ARKAT CAME:

WHEN ARKAT BETRAYED US:

ATTITUDE TOWARDS EWF:

LESSON FROM THE DRAGONKILL:

LEFT HEORTLAND BECAUSE:

SETTLED:

NEW ENEMIES:

NEW TRIBE (MARK ON MAP):

KING SARTAR:

LUNAR MISSIONARIES:

TARKALOR'S WAR:

LUNAR CONQUEST:

INFIGHTING:

STARBROW'S REBELLION:

TEMERTAIN:

DUCK HUNT:

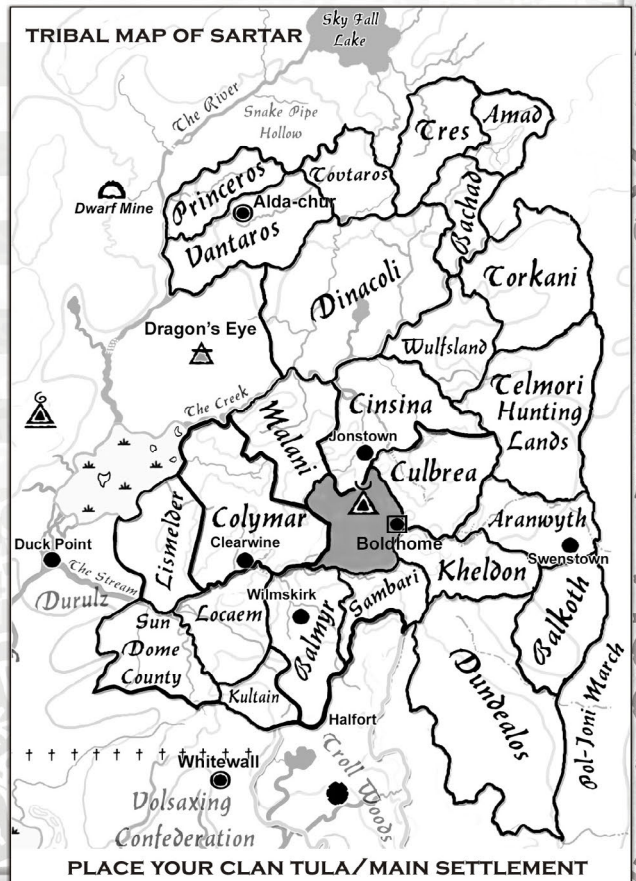
CLAN MILITARY

THANES AND HUSCARLS:

FYRD MILITIA:

SKIRMISHERS:

HELPERS:

CLAN TREASURES**TRIBAL MAP OF SARTAR**

PLACE YOUR CLAN TULA / MAIN SETTLEMENT