●ШҟŸ⋧☆Ф†∴∞Ү≏ HeroQuest ┈+₩6፤□±ೱ△Ⅲጵ0

Y Sartar Clan Questionnaire

By Greg Stafford and Jeff Richard

Layout by Rick Meints Illustrations by Simon Bray, Jed Dougherty and Regis Moulin.

Cartography by Colin Driver



Copyright © 2010 Moon Design LLC. All rights reserved. Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews or game play, is expressly prohibited. Glorantha and HeroQuest are trademarks of Issaries Inc and are used with permission.

Would you like to know more about Glorantha? See the extensive website at www.Glorantha.com





Moon Design Publications 3450 Wooddale Ct Ann Arbor, MI 48104





Making Your Clan

Every Orlanthi is defined by his clan; even if he is away from home seeking adventure or in exile, to understand him we need to know his clan.

Narrators and players should decide first whether the heroes come from one or several clans. One of the simplest types of games to play is where everyone comes from the same clan. This will explain why the player characters hang out together, where they fit in their society, etc. A Sartarite clan is an ideal setting for a community-centered HeroQuest game. Many narrators have run games that center on a Sartarite clan, including all the authors of this book. The clan gives the heroes somewhere to come from, people to fight for, and prizes to quarrel over. Threats to the clan and from tensions within the clan itself are a wellspring of adventure. If your game is set in a city like Jonstown and Boldhome then you might want to allow player characters to come from different clans.



Many groups like to establish the clan's attitudes and goals to help define what they want the game to be about. The narrator should ask the questions, but the players should decide on the answers. We provide the clan questionnaire to walk you through the process of creating a clan. If each player character is from his own clan, take the time to go through the questionnaire with each separately, so that they can reveal their own clan's history to each other later, during the game, and to protect their secrets.

We recommend creating your clan before you begin creating characters. This is especially true if your game will center on clan life. In such a game, the most interesting characters have relationships with the clan's leaders and support or oppose the clan's direction and beliefs. If you have a game where everyone has left home seeking adventure, then you might be able to do it later but it could give ideas on why they left and what they left behind.

If the heroes are from the same clan, we recommend that the players reach a consensus on each answer.

Clan Generation Questionnaire

This questionnaire should help you understand the *really* deep background that underlies your character's reality. It shows what part *your ancestors* had in making Glorantha. Think of this as something your character knows his ancestors did, a really long time ago.

The material here is addressed to you, but the decisions would have been made by those ancient folks who live on in your characters, their descendents.

The Mythic Age

It began in the lost mists of creation. The world was made. The Old Gods of the Celestial Court have failed to maintain the world. The New Gods are rearranging the cosmos.

Everyone knows that First People were made by all the gods, working in harmony and conjunction to create a new form of life. It worked. They created the first mortals: Darhudan and Darhudana, Grandfather and Grandmother Life.

Sartar Kingdom of Heroes

Clan First?

For many narrators and players it makes far more sense to create your clan first and then create player characters. Knowing the background of your character's clan and community makes it easier to imagine and develop your character. As a result, even though the rules for clan creation come after character creation, our recommendation is to create you clan first.

●WkV2±@t:∞Y≏ HeroQuest #**@ID±XAIII20

Grandfather and Grandmother Life are your oldest ancestors. They started life in the hands of the gods. They walked with the mighty, and were as they in those days. They had hundreds of children, who in turn had hundreds of their own. The cosmos was at peace, but slowly awareness started. Your clan's awareness began when they recognized that they were different from other people.

1. The Council of Pairs.

The Council of Pairs were eight Old Gods of the Celestial Court who embodied the great, opposing runic powers. They resided in the Cosmic Mountain at the center of the world and had equally contributed to the creation of Darhudan and Darhudana. However, each child of Grandfather and Grandmother Life favored one Old God over the others.

Which Old God did your clan ancestor favor?

- \Box 1. Acos, God of Stability (\triangle)
- \Box 2. Larnste, God of Movement (λ)
- \Box 3. Uleria, Goddess of Love(**X**)
- □ 4. Kargan Tor, God of Conflict(†)
- \Box 5. Orenoar, Goddess of Truth(**Y**)
- □ 6. Tylenea, Goddess of Illusion(↔)
- □ 7. Harana Ilor, Goddess of Harmony (III)
- \square 8. Ratslaff, God of Disorder(**X**)

2. The Treasured People

The Goddess Asrelia, the Empress Earth, gave out many treasures to the descendents of Grandfather and Grandmother Life. The treasure she gave your people awoke them from the formless Green Age and named them as something specific.

Which treasure did Asrelia give your people?

- \Box 1. The Rich Swan
- \Box 2. The Full Dish and Spoon

3. The First Ceremony

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

What ritual did your ancestor lead?

- We did the Flax Dance. The people danced until the flax fell apart. They were tired, and while they rested Ernalda taught them how to make the flax into fibers.
- We did the Goose Dance. The people danced until the goose fell apart. They were tired again, and while they rested Ernalda showed them how to prepare all the parts of a goose which parts made tools, costumes, and charms; and how to make it into portions.
- We did the Sacrifice Dance. The people danced until the crowd fell apart. They were tired again, and while they rested Ernalda showed some of them how to burn one portion of the goose to appease the messenger with the stick, and others how to cook the rest of the goose into food.
- We did not dance, but instead made the vessels in which the flax and geese were sacrificed.



●WkV&☆@t:∞Y≏ HeroQuest ##¥GID*X∆III 20

4. Umath Creates Freedom

The Bright Emperor enslaved everyone and demanded absolute obedience from everything. But there was one force he could not control, and that was freedom. One little freedom became many, and they began to bring bigger freedoms. Finally, the Great Sky lay upon the Fertile Earth and begot Umath Ever-Changing, the First Storm, who would bring change to the Bright Emperor's stagnant realm. Umath was an upstart god at first, with only a few crazy and dangerous brothers at his side. Gradually he gathered gods and men to his band and with their help reshaped the world.

When did your ancestors help Umath?

- \Box 1. Separating the Sky and
- Earth from each other.
- \Box 2. Defying the Bright Emperor.

5. Why You Joined Orlanth

Death was the first thing that set people apart from the gods. Grandfather Life was the first to be killed with Death and afterwards was called Grandfather Mortal. Because of that, all of his descendents have been set apart from the gods, even after death came to the gods as well.

Umath was destroyed by the Emperor's bloody lieutenant, the Red God Jagrekriand, which set off

the horrible time called The Gods War. In that turbulent era, the parts of the world fought itself; gods grappled, and threw landmarks at each other. The Old Gods of the Celestial Court were destroyed and shattered.

Amid the destruction, the mortal peoples adapted to survive or died off. Different peoples had different ways to cope. Umath's youngest and wisest son, Orlanth, was initially one of the many upstart, rebellious deities bent upon conquest of the world. Orlanth's unique contributions at the time were his honor and his kinship to the deities of Air. Where the Bright Emperor sought to control people through fear, force, and hollow laws, Orlanth gathered his people by force of virtue, character, and example.

You originally joined the Army of Orlanth because...

- □ 1. You knew he would be great right from the start.
- You met him when he was young and explored the world below the Great Mountain.
- He challenged the Bright Emperor to Contests of Dancing, Magic, and Music, and then killed the Emperor with his new weapon, Death.

The Marriage of Air and Earth.

The union of the powers of Air and Earth is fundamental to understanding Orlanthi magic and mythology. This woodcut depicts the Marriage of Orlanth and Ernalda, and is one of the Yarnomis Carvings, a series of 49 carvings in the Royal Palace of Boldhome depicting the history of the world. (BOLDHOME)



Sartar Kingdom of Heroes

- He found the new weapon called Death, and used it to kill the Evil Emperor at the Battle of Extinguish Field.
- □ 5. He wooed Ernalda, won her heart, and created the Marriage Ring.

6. Your Earliest Famous Event

You fought in the many wars that Orlanth undertook to conquer the world. These wars helped shape the world. Other more peaceful deeds shaped the world as well.

Your earliest Famous Event was:

- □ 1. **Battle of the Trembling Shore.** Where Orlanth and his army raged against the salty gods of the sea, and drove them like froth in a storm.
- Battle of Extinguish Field. Where Orlanth met Yelm face to face in open battle, and Orlanth killed Yelm and scattered his army.
- 3. The Thrinbarri Battles. Where Orlanth and his army fought against the sky warriors.
- The First Dragonslaying.
 Where Orlanth killed Sh'harkazeel the Mover of Heavens and took his Dragon Power.
- 5. The Plundering of Aron. Where Orlanth and his army defeated Seravus the Enchanter and recaptured the Beasts.
- 6. Onetree Exchange. Where Issaries showed Orlanth how to honorably challenge and exchange secrets with Genert.
- □ 7. **Roitina's Purification.** Where Roitina showed mortals how to live in harmony with the gods.
- 8. The Ox-Taming. When Barntar tamed the Bull and harnessed oxen to the plow.
- D 9. The Fate-Weaving. When Ernalda first revealed the Tapestry of Destiny and the fate of the gods.
- 10. The Pot-Making. When Pella the Pottery Goddess first made a pot to store grain in.
- 11. The First Fire Day. When Ernalda tamed the Lowfires and put them to work for the women.

7. Marriage of Orlanth and Ernalda

Orlanth wooed the forces of Earth and after many tribulations, adventures, and discoveries the storm god proved himself worthy of marrying Great Ernalda, the Earth Queen. The two of them created the Marriage Oath and thereby established a great harmony in the world through this sacred bonding.

You, a loyal member of Orlanth's army, were there at the wedding. When you went into the ceremony, you were asked which side you wished to stand on: the right (Air) or left (Earth) side.

Which side did your ancestors stand on?

- \Box 1. Air
- \Box 2. Earth
- \Box 3. We guarded the sacred circle.

8. The Vingkotling Age

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

Vingkot married the Summer and Winter Wives and with them he had five sons and five daughters. The bloodline of Vingkot was unique and was necessary to be a king. Each son and daughter founded a Vingkotling tribe – except for the Second Son, who traveled to the edge of the world. Vingkot chose his eldest son Kodig to be the high king of all the Vingkotlings and his son's bloodline, called the Kodigvari, were the Royal Tribe of the Vingkotlings.

When the world fell apart, Vingkot welcomed refugees and reorganized the devastated clans, so that all might survive. He asked you to shelter the people of a ruined clan, but let you choose what status to give them. You had the choice whether to make them into *thralls* (slaves) or adopt them into your clan.

Which remnant people joined you?

- □ 1. Buf Gart, the "Hungry Women."
- \Box 2. Ched Durkel, the "Strings."
- □ 3. Jars Antanggi, the "People of the Shadows."
- \Box 4. Karantuel, the "Cloud Folk."

Sartar Kingdom of Heroes

What happened to the Vingkotlings?

During the Chaos Wars, the Kodigvari destroyed themselves with the Last Royal Betrayal and the sacred Sword and Helm of Vingkot was lost. The Vingkotling kingdom was destroyed, the sky broke and fell, black flames swept the earth, and the dead rose.

●WkV2☆@t∷∞Y≏ HeroQuest ##¥GID★XAII! \$0

The ancient enemies of the people of Sartar. Clockwise from the lower left: Sartarite Ancestor, Venebain the Lightfore, Ves Venna, Zzahur the Atheist, and Mostal. From the Yarnomis Carvings of the Royal Palace (BOLDHOME).



- □ 5. Korsto Viv, the "People of the Rivers."
- □ 6. Nalda Bin, the "Stick Farmers."
- □ 7. Aranto Viv, the "Axe People."
- □ 8. Eryain Ins, "The Blondes."
- □ 9. Forosto Jann, the "Deadly Archers."

What status did you give the refugees?

- □ 1. We made them slaves, and called them thralls.
- \Box 2. We made them sheepherders, and called them cottars.
- □ 3. We gave them equal rights as free men.

9. Ancient Enemies

The foes of the Vingkotlings were many. As time went on, you found yourself fighting against the same foes over and over again. One enemy in particular plagued your people consistently during the era. Your ancestors fought these foes so often that they developed special magic to combat them.

Even today, your clan does not get along with the descendants of the Ancient Enemy, and your wyter is especially effective against them.



Sartar Kingdom of Heroes

Who is your clan's Ancient Enemy?

- □ 1. Venebain the Lighfore, leader of the Fire Tribe, heirs to the Evil Empire.
- □ 2. The Dragonewts, the dire dragon people.
- □ 3. Mostali and the Stone Tribe, made up of the change-hating dwarves.
- Chinkis Mor the Elf Warlord, who grew his forests across our plowlands.
- □ 5. Ves Venna, the son of Valind who fought his own kin without honor.
- □ 6. Jagrekriand the Red God, who broke Umath and hated Orlanth's people.
- $\hfill\square$ 7. Tada the Green, Lord of Prax.
- 8. Zzabur the Atheist, who tried to kill Orlanth with sorcery.
- 9. Narga the Bad Dog, who hated Yinkin and the Vingkotlings.
- Deloradella, Queen of the Dark Tribe, the hungry eaters that ate everything in the wilds.

10. The Great Darkness

Eventually, the Great Darkness descended on Glorantha. Many gods died, others slept, and even Orlanth abandoned his people to try to save the world. Everything in the universe seemed hostile, and was at least uncaring. You saw many die and many strangers joined the surviving clans. The adoption rites were made at this time, and used extensively so that everyone could survive.

●WkV2☆@t:∞Y≏ HeroQuest ##¥GID★X△III 20

Which disaster nearly exterminated your folk?

- \Box 1. When the sun fell from the sky.
- \Box 2. When the sky rained burning blood.
- \Box 3. When the plants became carnivorous.
- \Box 4. The Great Fire.
- \Box 5. The Laughing Waves.
- □ 6. The New Volcanoes (the Vent and Black Glass)
- \Box 7. The Chaos Gods.
- \Box 8. When the sky fell down.
- \Box 9. When the oceans burned away.
- \Box 10. When there was no food.
- \Box 11. When there was no air.
- \Box 12. When there was no love.
- \Box 13. When there was no fear.
- \Box 14. On the Plain of Salt.
- \Box 15. In the Great Winter Without End.

11. The Chaos Wars

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

What was your clan's specific Chaos Foe?

- \Box 1. Broos.
- \Box 2. Dragons.
- \Box 3. False Friends.
- \Box 4. The Hydra.
- \Box 5. Ogres.
- \Box 6. Scorpion-men.
- \Box 7. The Thing with Many Bodies.

12. The Die Off

Even mighty Orlanth and his companions eventually abandoned all humans to their fate. Only a few deities, small ones or weak ones, remained. The world died. Even the greatest of the gods were locked into static lifelessness or were out of control as a destructive force. Only a handful of minor or diminished deities struggled on, helping and being helped by their human accomplices. Everyone who survived the Great Darkness did so because of a survival secret they learned. Most were saved by a Living God, who protected them until Orlanth and Ernalda eventually returned.

How did your clan survive the Great Darkness?

□ 1. We hid inside Brastalos, the No Wind, so the monsters could not find us.



The destruction of Glorantha in the Chaos Wars. From the Yarnomis Carvings of the Royal Palace (BOLDHOME).

Sartar Kingdom of Heroes

●WkV2±@t:∞Y≏ HeroQuest ##¥GID±XAII!\$0

- □ 2. We strapped the bones of our dead fathers on our feet, and escaped from the monsters by skating on the ice.
- 3. We dug a hole in the ground and huddled inside, kept alive by the warmth of our sleeping kinsmen.
 - 4. A star captain fell screaming from the sky, and his light led us safely through the Darkness.

13. I Fought We Won

The Hendrikings

Hendrik the Free was

rebels fighting against

Lokamayadon and

Gbaji. He supported

Arkat to fight Gbaji

fifty generations, his

and Dara Happa. For

heirs – the kings of the

from Whitewall and led

those who would enslave

them. The Hendrikings

are an ancestral tribe

of most Sartarites.

Hendrikings – ruled

our ancestors against

Harmast and allied with

the king of the Orlanthi

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

14. The Unity Council

King Heort guided your people out of the Great Darkness. He reinstituted sacrifice to the gods, organized the peoples into clans, gave out the new laws for society, and arranged the first new tribe. In his honor, you became Heortlings. He also arranged alliances with all the nearby Elder Races and formed the Unity Council. For the first time ever, humans and the elder races worked cooperatively. During this time of peace and cooperation, your ancestors made many unexpected allies.

Which allies were most important to you?

- □ 1. The elves, who taught you to call them Aldryami.
- The Mostali, whom you had previously called dwarves.
- □ 3. The trolls, who now wanted you to call them Uz.
- The nomads of Prax, who had always raided our lands, but who shared common deities and hatred of Chaos.
- 5. The dragonewts, who served the monstrous dragons in their unfathomable and alien ways, but feared Chaos as did you.

15. The Heortlings

Under King Heort's leadership the clans prospered and soon his Heortling Tribe became many tribes. There are eleven ancestral Heortling Tribes. Everyone knows which one they belonged to during the Dawn Age, even though none of them exists any longer.

Which Heortling Tribe did your clan belong to?

- We belonged to one of the ancient Vingkotling tribes founded by the children of King Vingkot but adopted the ways of Heort:
- a. We belonged to the Vestantes, the tribe of one of the Summer Daughters Vestene and her foreigner husband Goralf Brown. We lived in the north, in the lands now called Aggar.
- b. We belonged to the Koroltes, the tribe of the Summer Son, Korol.
 We lived near Kero Fin in the lands later stolen by the Grazelanders.
- □ c. We belonged to the Ogorvaltes, the tribe of one of the Summer Daughters, Orgorvale and her outlander husband Ulanin the Rider. We lived in the lands now called Sartar.
- d. We belonged to the Penentelli, the tribe of the Winter Daughter, Penene, and her husband Kastwall
 Five. We lived in the highlands of the lands now called Aggar.
- e. We belonged to the Infithtelli, the tribe of one of the Summer Daughters, Infithe and her husband Porscriptor the Cannibal. We lived in the land now called Tarsh.
- □ f. We belonged to Berenethtelli, the tribe of the Red-Haired Winter Daughter Redaylde and her horse-loving husband Bereneth the Rider. We lived in the north, in the land now called Saird.
- 2. We belonged to one of the tribes that were formed out of the remains of those destroyed during the Gods War. We followed a great hero who came down from the heavens and who provided us with flickering light during the Darkness.
- a. We joined the Liornvuli, named for Liorn the Young, star husband of Deleen daughter of King Kodig, the eldest son of Vingkot. We lived in the land now called Tarsh.
- b. We joined the Forosilvuli, named for Forosil Ferocious, star husband of Ornore Korolsdottir. We lived in the land now called Tarsh.

●WkV2±@t:∞Y≏ HeroQuest ##WGID±XAII! 20

- c. We joined the Stravuli named for Stravul, the great hero who defended Dragon Pass in the Darkness. We lived in the lands now called Tarsh.
- d. We joined the Garanvuli, named for Garan, star lover of Serias, who defeated the Chaos Army and saved his lover at Whitewall. We lived in the lands now called Heortland.
- e. We joined the Sedenorvuli, named for Sedenor who descended to save his clan from Chaos. We lived in the land just north of the Shadow Plateau and feuded with the Koroltes until we were forced to move to the far north to a land now called Talastar.

What deity did your clan help awaken?

- □ 1. None. Our ancestors were good enough.
- \Box 2. Ernalda, the Mother Goddess.
- \Box 3. Orlanth, the Allfather.
- \Box 4. Lhankor Mhy the Knowing God.
- \Box 5. Issaries the Talking God.
- $\hfill\square$ 6. Chalana Arroy the Healing Goddess.
- \Box 7. None. We retained worship of
 - the Living Deity who is: o Elmal, the Suffering Sun
 - *Construction of the Solution of Construction Support of Solution of Construction of Constructio*
 - Kotal, the Spirit W ind.
 Storm Bull, the Mindless Storm.
 - Storm Ball, the Windless Storm.
 Humakt, the Lord of Death.
 - Yinkin, the Alynx God.
 - o Lady of the Wild.

The Era of Time

While the rest of society worked to protect, feed, and just survive, the First Priests worked to re-establish links with the ancient deities. A new harmony between people and deities was made and the world was slowly improved. The gods returned from the Underworld with the First Dawn. Time and history began.

16. Lokamayadon

Orlanth always encouraged personal ambition. No one thought there could be too much personal advancement until a priest named Lokamayadon took upon himself the powers of High Storm. He tried to replace Orlanth, peacefully at first and then by killing all who worshipped the God.



Sartar Kingdom of Heroes

The Unity Council

Clockwise from lower left: Speaking Wheel the Gold Wheel Dancer, Ezkankekko the Only Old One, Martaler the Blazing Forge, Fwalfla Oakheart, King Heort the Great, and The Inhuman King. From the Yarnomis Carvings of the Royal Palace (BOLDHOME).

●WkV2☆@t:∞Y≏ HeroQuest ##¥GID*X△II! 20

Many people went along with him because he was powerful, but most Orlanthi resisted, though it cost them greatly. Now everyone hates "Lokomoko," who was revealed as a Chaos god.

How did your clan resist Lokamayadon?

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

17. Arkat the Liberator

Lokamayadon helped create a new god called Gbaji, which brought Chaos back. It would have destroyed the world except that the great hero Harmast



Barefoot performed the Lightbringers Quest and brought back the destroyer of Gbaji.

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

What did your clan do when Arkat came?

- \Box 1. Raised all our forces to fight.
- □ 2. Sent as many men as we could spare, but no more.
- 3. Waited to see what would happen, then helped when we were sure he would win.
- \Box 4. Neither helped nor hindered.

Arkat the Traitor

How do you feel about Arkat's betrayal?

- Our honor was terribly offended and we demanded vengeance.
- □ 2. Offended, but we still worked with him against Gbaji.
- \Box 3. We did not care, he is still a hero.
- \Box 4. He did not become a troll, not Arkat!
- \Box 5. Nothing, we were not involved.

18. The Empire of Wyrms Friends

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

What was your attitude towards the dragons?

- \Box 1. Hostile—we fought against them.
- Negative—we resisted them, for we would never believe a dragon.
- \Box 3. Suspicious—we did not go along.

Sartar Kingdom of Heroes

10

●WkV2☆@t∴∞Y≏ HeroQuest *%*♠₩GID★X∆Ⅲ�0

19. The Dragonkill War

The EWF was corrupted by the dragons and finally destroyed when the dragonewts killed its leaders.

Afterwards, several great armies invaded Dragon Pass from the north, east, and south. After decades of warfare, hundreds of dragons (including the great dragons) appeared, some as big as the sky, and ate every human being they found, hostile or otherwise. A few incredibly lucky people survived, said to number only ten humans. Any hatred people had for the dragons was replaced by unconquerable fear.

What lesson did your clan draw from the Dragonkill?

- □ 1. Never try things that go against Orlanth's way.
- Z. Kings should rule, because priests make errors when they try to lead people.
- \Box 3. New things are usually bad.
- □ 4. Knowledge itself is not harmful, only the way it is used.
- \Box 5. Be careful when making friends.
- \Box 6. Dragons are evil.
- □ 7. It was lucky that we lived in Heortland at the time.

20. The Third Age

At some point, the actions of ancestors are less "something that they did" and more "something that we did." That point comes now.

After the Dragonkill, your ancestors lived in Heortland. The Hendrikings ruled Heortland from the great fortress of Whitewall, themselves allies of Ezkankekko the Only Old One, a Darkness demigod who lived in a huge volcanic palace on the Shadow Plateau. Ezkankekko ruled with justice and indifference, collected tribute, and kept the peace.

One day, 193 years after the Dragonkill (1313 S.T.), a man swam ashore and caused trouble in the land of Kethaela. Over the next five years he fomented war and rebellion against Ezkankekko, rightful ruler since the Dawn of time. He made enemies, found new friends, woke Silver Age heroes, and finally overthrew the rulers and deities of the Shadowlands (1318 ST). Their conflict released cosmic powers, and the Obsidian Castle shattered, covering the verdant plateau with black dust. The usurper killed Ezkankekko, and thereafter called himself the God-King. This God-King went throughout Kethaela and established his rule. When he came to the kingdom of the Hendrikings in Heortland, he used deceitful magic to overcome the Hendrikings. He destroyed the ancient Hendriking tribe and Heortland became part of his own kingdom. Whoever could not change got their people together and moved.

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

Why did you leave your homeland?

- \Box 1. We hated the God-King.
- Some of us hated the God-King, but others liked him, so our clan split to avoid kinstrife.
- 3. We loved the God-King, and wished to make Dragon Pass part of his rule.
- \Box 4. We wanted a dangerous new life.
- \Box 5. We were poor and wanted to be rich.
- \Box 6. It was a new place to explore.

You settled in the best lands you could find and hold. and farmed and raised livestock as was appropriate for those lands.

What sort of lands did you settle?

- Hills and Highlands, good for herding sheep and defending against foes.
- □ 2. River Bottoms, good for intensive farming.
- □ 3. Flatlands, good for raising cattle and farming.
- \Box 4. Wildlands, only good for hunting.

21. New Enemies

The Haunted Lands of Dragon Pass were not unoccupied. The Elder Races had thrived here away from humans as had remnants of peoples forgotten elsewhere. The Elder Races and their allies resisted our resettlement of our ancient lands.

Which of these people most resisted your arrival?

- □ 1. The Aldryami, who fought you when you cut down their woods.
- □ 2. The Beastmen who said the all the land was theirs.

Sartar Kingdom of Heroes

Can't We Join the Dragons?

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

EWF (opposite)

Obduran the Priest was corrupted by the dragons and tricked into founding the Empire of Wyrms Friends. From the Yarnomis Carvings of the Royal Palace (BOLDHOME).

- The Tusk Riders, who wanted to sacrifice you to their gods.
- The Grazers, who objected to you fencing in their lands and made your kin slaves.
- □ 5. The Mostali, who claimed you ruined their schedule.
- □ 6. The Praxians of the Prax desert, who tried to rob you.
- □ 7. The Undead of the Upland Marsh, who hate the living.
- □ 8. The Uz, who thought you would be good to eat.

22. The New Tribes

As clans settled, they began to fight one another. Some were conquered, some received tribute from dozens of others, and some formed alliances. These were the early tribes. Look at the tribal map on page 222 and pick the tribe your clan joined. Try to pick a tribe with territory like that you chose in Question 21.

Which tribe and confederation did your clan join?

- \Box 1. Aranwyth, the Cloud Tribe
- \Box 2. Balkoth Tribe, the Goatsuckers
- \Box 3. Balmyr Tribe, the Poets
- □ 4. Cinsina Tribe, the Wolfslayers

- \Box 5. Colymar Tribe, the Proud
- \Box 6. Culbrea Tribe, the Foremost
- \Box 7. Dinacoli, the Wealthy Tribe
- □ 8. Dundealos Tribe, the Jaldonkillers
- \Box 9. Kheldon Tribe, the Most Noble
- \Box 10. Locaem Tribe, the Spears
- \Box 11. Lismelder Tribe, the Most-Clever
- $\hfill\square$ 12. Malani Tribe, the Swords
- \Box 13. Pol Joni, the Bastards
- \Box 14. Sambarri, the Thrallholders
- □ 15. Torkani, the Troll Lovers

23. King Sartar

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

Which of Sartar's deeds do you most admire?

- □ 1. He performed many miracles, and never lifted weapons against his foes.
- □ 2. He made peace with the wolf beast Telmori.
- \Box 3. He united the tribal kings.
- \Box 4. He built cities and roads.
- \Box 5. He sponsored temples and libraries.



Sartar Kingdom of Heroes

Lunar War The priests of the Red Moon bring Chaos and war in their wake. From the Yarnomis Carvings of the Royal Palace (BOLDHOME).

- G. He married the Feathered Horse Queen and became King of Dragon Pass.
- 7. He immolated himself in a bolt of lightning and rose into the sky, leaving behind the Flame of Sartar.

24. The Lunar War

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

Lunar Missionaries

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

How did you react when the Lunar missionaries came to your clan?

- \Box 1. We killed them.
- \Box 2. We took them as thralls.
- 3. We drove them off, or at least refused to let them enter our steads.
- \Box 4. We gave them hospitality.
- □ 5. We welcomed them, and listened to their interesting new doctrines.

25. Tarkalor's War

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

How did your clan participate in this war?

- □ 1. We gave no quarter, and expected none.
- \Box 2. We fought honorably, but not insanely.
- □ 3. We sent as few warriors as we could get away with.
- \Box 4. We argued for peace.
- \Box 5. We would not fight our Lunar friends.
- G. We were paid to ally with the Lunars, and fought our neighbors.

26. Defeat and Occupation

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

How did your clan react to the Lunar overlords?

- □ 1. Many of our people abandoned their land and took to the hills as rebels.
- \Box 2. We spat in their faces.
- □ 3. We chose to bide our time until a good day for rebellion came.
- □ 4. We accepted their rule, but did not love them.
- \Box 5. We pledged our loyalty to them.

27. Infighting

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

What was your role in this infighting?

- Our chieftain settled disputes, giving away cattle when necessary. We earned the respect of the other clans and tribes, but at great cost.
- □ 2. We argued that the mere absence of a king should not suspend Heort's laws.
- □ 3. We struck against those who had offended us in the past.
- □ 4. We lamented this dishonorable violence.
- 5. We attacked the Telmori, a werewolf race that has never worshipped our gods. To those who lent aid, cattle were given and Lunar taxes lifted.
- G. We fought to expand our clan boundaries, at the expense of weak neighbors.
- 7. We tended to our crops, and everyone else was too busy fighting each other to bother us.

●WkV2☆@t∷∞Y≏ HeroQuest *#**¥GID★X∆III \$0

28. Starbrow's Rebellion

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

What did you do when Kallyr's emissaries came to you?

Below

Settling "old grudges" between neighbors often involves night time visits to cattle pens, solitary steads, or unguarded storage areas where repayment can be handled quietly and without conflict.

- 1. We sent all our warriors to fight.
- 2. We sent some warriors to fight.
- 3. Some warriors fought even
- though we forbade them to.
- 4. We said it was not the time for rebellion.
- 5. We did not help, and afterwards criticized Kallyr for her reckless actions, which caused so much harm.
- G. We warned the Lunars of Kallyr's plans, to avoid reprisals.

29. Prince Temertain

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

What does your clan think of Prince Temertain?

- $\Box \quad 1. \quad \text{We hate him, but there is} \\ \text{nothing to be done.}$
- \Box 2. We dislike him, but he could be worse.
- \Box 3. We think he is an idiot, but tolerable.

30. The Duck Hunt

The Lunars blamed Starbrow's Rebellion on the *durulz* or ducks, one of the beastpeople who had been loyal to Sartar. A proclamation was made that any Sartarite who delivered the body of a *durulz*, dead or alive, would be relieved of one year of the heavy tribute imposed by the Lunars.

Did your clan participate in the Duck Hunt?

1.	Yes.
2.	No.

Conclusion

This concludes the Questionairre. Your Gamemaster will probably need some time to complete the Clan Profile sheet. We hope you enjoyed the process and your campaign benefits from these details.



Sartar Kingdom of Heroes

●WkW&±@t:∞Y≏ HeroQuest ##WGID±X∆III 20



HeroQuest Core Rules

Anything you can imagine, you can play...

HeroQuest is the innovative, dynamic, and flexible rules engine by Robin Laws, suitable for play in any genre or setting. It present a simple and flexible system that allows Game Masters to make decisions the way authors and screenwriters do when creating novels, TV episodes and movies. HeroQuest encourages creative input from your players, resulting in an exciting, unpredictable narrative created through group collaboration. Its resolution methods and scalable character levels make it equally suited for any genre, from epic fantasy to satirical soap opera. Whether your next game idea draws on horror, war, westerns, martial arts, pulps, cyberpunk, cliff-hangers, giant robots, super-powered heroes, space opera, cop action, corporate intrigue, furry animals, swashbuckling adventure, Greek tragedy or even drawing room comedy, HeroQuest can handle it! You can even use HeroQuest to emulate a musical - although it won't do the singing or dancing for you. Completely rewritten by the original designer, this new edition opens and details running the core system for any genre.

What's in this book?

This book contains everything needed for play:

- **Character Creation** describe your character and get playing in minutes.
- **Overcoming Obstacles** handling conflict, be it with swords, words, gangs, or armies.
- **Playing Stories** how to vividly run your adventures in engaging and creative ways.
- Narrating the secrets for balancing the give and take between narrators and players.
- Followers and Support how your sidekick, followers, horde, army or community help.
- **Creating Genres** details for creating and detailing your own game world.
- **Gaming in Glorantha** a separate section on applying HeroQuest to Glorantha.
- **Quick Reference** so you don't have to hunt for the information you really need.





HeroQuest is intended for both players and narrators. HeroQuest and Glorantha are registered trademarks of Issaries, Inc. All rights reserved. Discover more at: www.Glorantha.com.

Glorantha HeroQuest

Discover Epic Fantasy in the Classic Roleplaying Setting



What is Glorantha?

Glorantha is the fantasy world of legendary game designer Greg Stafford. A world of exotic myth and fantastic magic, self-contained and unique in its creation. An ancient world, rich in magic, and where myth is reality. Here the gods and heroes live, and act to protect their followers and further their own mysterious goals.

Coming soon from Moon Design Publications!

ISS2003 - Sartar Companion

Adventures and background material set across the Kingdom of Sartar. These adventures can either be played singly or linked to the Colymar Campaign.

ISS2004 - Pavis: Gateway to Adventure

Return to the classic Gloranthan setting of Pavis and the Big Rubble! Completely updated and revised for HeroQuest, with new adventures and background material.

ISS2005 - Guide to Glorantha

A comprehensive overview of the world of Glorantha in the Third Age: its places, magic, gods and heroes. The three magic systems of Glorantha are explored, Gloranthan mythology discussed, its history defined, and the world mapped in detail. Includes information on the Elder Races and the major religions of Glorantha.

ISS2006 - The Coming Storm

Adventures and background set among the werewolf-fighting Cinsina tribe of Sartar. Experience the day-to-day struggles of a Cinsina clan as the Hero Wars begin in Dragon Pass.

ISS2007 - Whitewall: Last Rebel Kingdom

The Hero Wars begin! This book provides adventures and background material centered on the great siege of Whitewall and the Lunar war in the Holy Country.

Gloranthology:

Our new semi-regular publication containing shorter articles on a variety of subjects and by a variety of authors. We are reinvoking the great spirits of the *Runequest Companion* and *Tales of the Reaching Moon*.

