

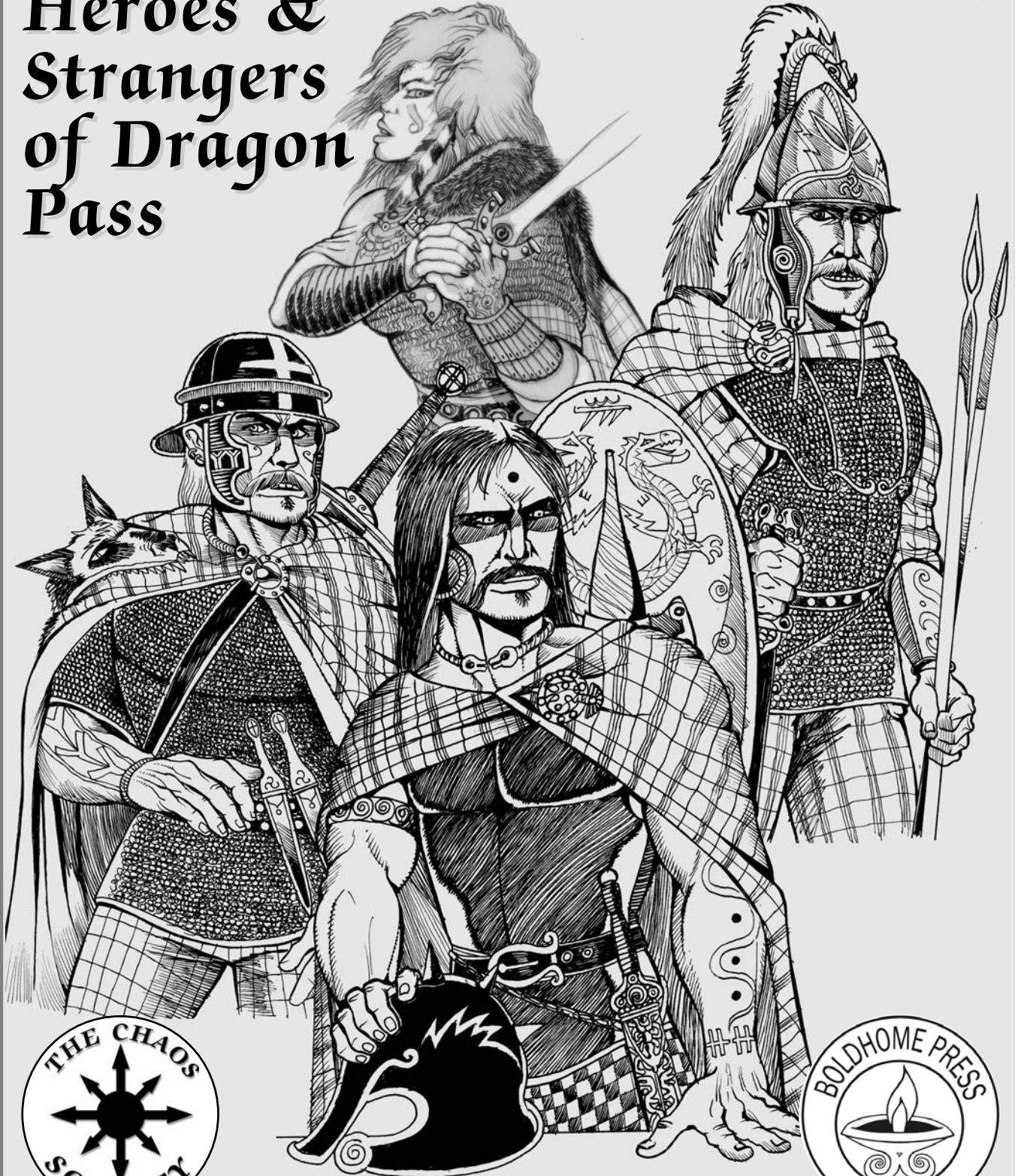
The Chaos Society Magazine

Tradetalk

Glorantha • HeroQuest • RuneQuest

#16

Heroes & Strangers of Dragon Pass



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Tradetalk

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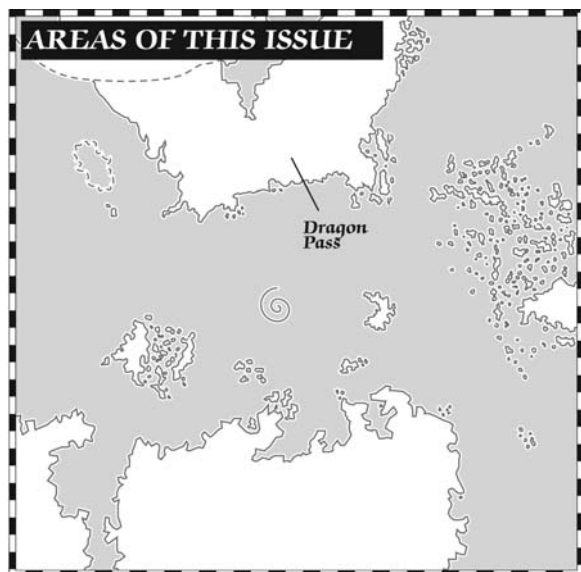
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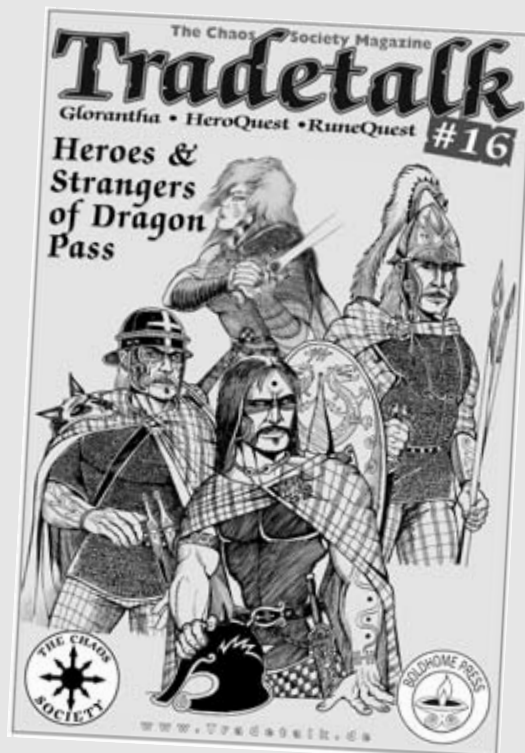
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Contributions - Contributions by fans of HeroQuest, RuneQuest, Glorantha, and especially artwork, are welcome. Each author or artist will be rewarded with a free copy of the issue containing their contribution(s).



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Editorial

More than a year has passed until the last issue of Tradetalk. Lets catch up with the News:

2007 was a good year!

Moon Design presented HeroQuest TENTACLES Debut Editions of "Champions of the Reaching Moon", and "Blood over Gold", as well as the latest addition to the „Stafford Library“ „History of the Heortling People“. Later that year the regular version of the Lunar Heroband book was published, and all three books were made available as PDFs.

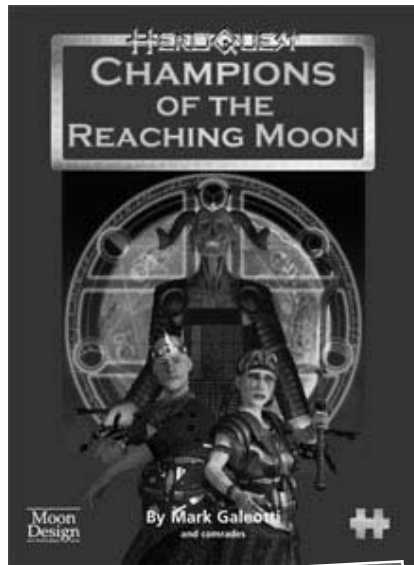
The Chaos Society presented "Tradetalk 15 – The Savage West" at TENTACLES X Convention. "Eurhols Vale & Other Tales", which includes four stories around the same characters we have met before in "The Widow's Tale" was published at the Essen Game Fair in october. Also presented at this event (in cooperation with Redaktion Phantastik) was "Magnificent Manors & Tatty Taverns", a booklet with floorplans and illustrations of buildings, plus adventure ideas for these locations...most of them set in Glorantha.

Greg Stafford himself had a special item prepared for TENTACLES X as well: "The Lost Chapter" - of King of Sartar – (loose sheets of paper, printed in gothic script, and rolled into red coloured goat leather) was made in a VERY limited amount of 5 copies.

Mongoose Publishing continued their RuneQuest line with a lot of books. The glorantha books were

"Players Guide to Glorantha", which brought the rulebook in line with the setting. "The Clanking City" and "Jrustela" described a strange outpost, and the homebase of the Godlearners respectively. With "Trolls – A Guide to the Uz", "Dragonewts: A Guide to the Ervassarr", and "Elfs: A Guide to the Aldyrami" three volumes about major races of Glorantha were published. Last but not least: "Blood of Orlanth" the first campaign book, and can be used with Godlerner, EWF or Orlanthi characters alike.

Other settings prospered too: Fritz Leibers Lankhmar Setting got a second book "Newhon"; with "RuneQuest Slaine" a second ruleset was established alongside Slaine D20; "Pirates" was the first in a line of real world culture books; and generic RQ rule books were also published: "RuneQuest Deluxe", includes "RuneQuest", "RuneQuest Companion", and "RuneQuest Monsters"; "Spellbook" contains exactly that: a lot of spells.



The "Eternal Champion" is a special case: each Eternal Champion was published as a complete game on it's own, not needing the RQ rulebook. "Hawkmoon RPG" started the line and was shortly afterwards accompanied by the sourcebook "Granbretan". "Elric of Melnibone RPG" brought the most well known Eternal Champion back, and "Bright Shadows" showed us the current state of the once allmighty Melnibonean Empire.

Alephtar Games (aka our friend Paolo Guccione) published a real world setting book for RuneQuest: "Stupor Mundi" shows us the time of Frederik II Hohenstaufen, Emperor of the Holy Roman Empire. An additional adventure for this setting is available online for free: „The Hounds of Andranos“.



Sceptune Games (which we misspelled in the News of TT # 15; apologies for that) continued their support of MRQ with three more books: "The Quester's Guide to Duck", a sourcebook dedicated to our beloved ducks (!!!), "Duck Friends and Foes", a sort of a companion volume for duck NPCs, and "Suberle – The Healers Guide" details a complete guild for the setting of Sceptunes Singleton Scenarios.

Seraphim Guard had two more PDFs available for MRQ also: "20 unique spells", and "Kareschuth – The Living Water" an elemental cult.

At the beginning of this news i wrote: "2007 was a good year!"... but that is old news... 2008 will become an even better year!!! So far 2008 has only seen non-gloranthan Mongoose RuneQuest publications:

The generic rules line was supported by the "Games Master's Handbook". Glorantha was supported by "RuneQuest Monsters II", a creatures book which is dedicated to Glorantha alone, and "Dara Happa Stirs", the second campaign book. The real world culture line was continued with "Land of Samurai". Elrics background was detailed in "Elric of Melnibone Companion", and "Magic of the Young Kingdoms", while Hawkmoon got the first campaign book, "Secrets of Tragic Europe", and the sourcebook "Castle Brass".

At TENTACLES DEJA VU Convention Moon Design had the regular edition of "Blood over Gold" available, as well as a "Stafford Library" book: "Esrolia: Land of 10,000 Goddesses". And two more miscalenous gloranthan booklets became available in limited number, „Orlmarthing Saga“, and "Glorantha Pendragon".

Only a couple of month later there was

CONTINUUM Convention. Two convention booklets became available, "Liber Newtus", a collection of episodes, and "Shreds of Light and Reason" (short SOLAR). The first issue of the new gloranthan fanzine, "Hearts in Glorantha # 1", premiered there as well. Moon Design made a limited number of preedited/prerelease "HeroQuest 2.0" books available.

And now a look into the future/announcements:

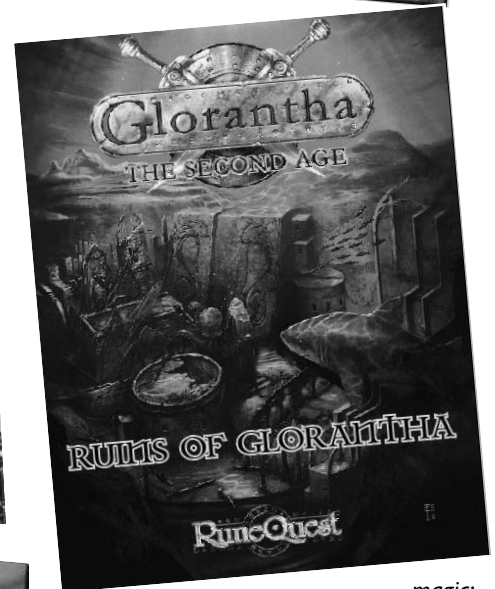
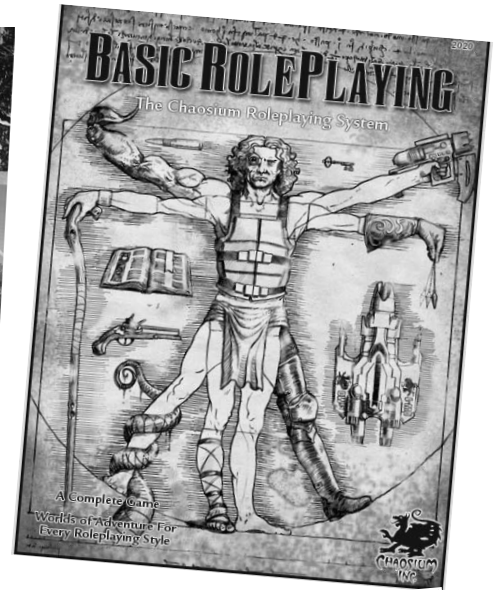
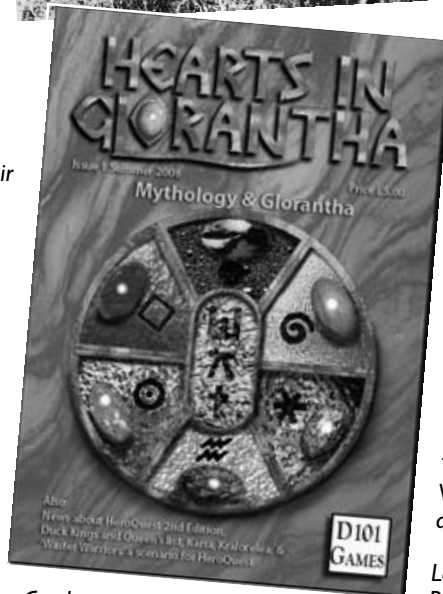
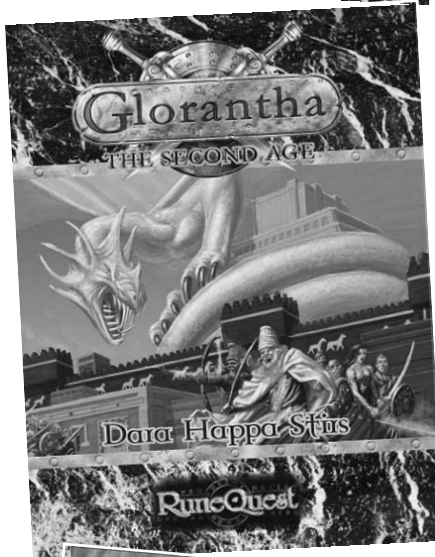
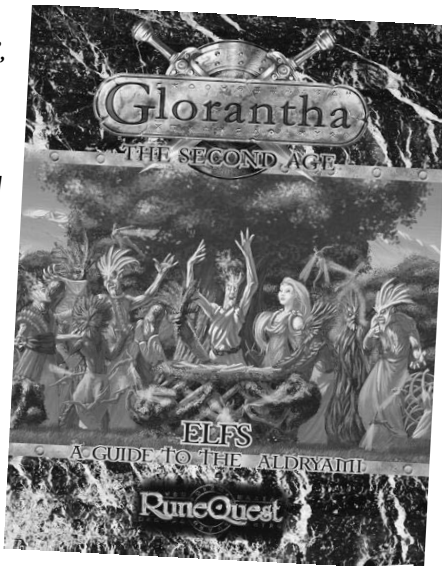
Moon Design plans to continue with „Heroes of Malkion - Lords of the West Vol. 1“, the basic book for western knights and wizards; "HeroQuest – QuestWorlds Core Rulebook", the HeroQuest game mechanic going generic; "Elder Races: Elves", the HeroQuest attempt on Aldryami; "Distant Shores", the oceans campaign; "Heortling Mythology"; yes, there is much more than the Lightbringers Quest! "The Grand Argrath Campaign" will give us the full scale from 1620 to the end of the Hero Wars; "Guide to Glorantha", will be the updated Glorantha Third Age book; "Kingdom of the Flamesword – Lords of the West Vol. 2", presents the one of a kind western kingdom: Seshnela; "Red Sun Rising", a campaign in six parts; "Caladraland", background book for that region; "FarPoint", the border area in between Tarsh and Sartar; "The Coming Storm" a Heortling campaign.

Our finnish friends from Kalikos will also shortly publish the third issue of „The Zin Letters“, which will include articles on Orlanthi, and especially on FarPoint. Issue no. 4 is also planned, with a Prax and Agimori theme.

And i am sure that we will see in the next few month something new from Unspoken Word.

Mongoose Publishing will continue their numerous books output for RQ. For the Glorantha setting is planned: „Ruins of Glorantha“, should give a kind of dungeon and ruins explorations for Glorantha; „Ducks: A Guide to the Durulz“ adds our lovely ducks to the sourcebook line about nonhuman races; and „Fronela“ will give an overview what happens in the notheastern corner of Genertela during the Second Age. „Dwarfs: A Guide to the Mostali“ will continue the line of races books; „Kustria“ starts detailing the region of Ralios; will „Beastmen“ cover the beastmen or the hsunchen?; „Lairs of Glorantha“ will continue where Ruins left of; „Telmori“ will detail our most beloved hsunchen group, „Castle of Lead“ decribes the home of the Uz on the heroplane; and „Vithela“ will present the eastern hemispere of the second age.

The Eternal Champions will prosper too: „Cults of the Young Kingdoms“ will add background informations, as well as more



„Hawkmoon Technical Guide“ brings us magic; details for the almost forgotten technic stuff; and in „Dream Realms“ Mongoose will show us how Elrics dreammagic works.

The generic/rules book line also has more (the titels tell all you need to know): „Guilds, Factions & Cults“; „RuneQuest Monsters III“; „Spellbook II“; and „Necromantic Arts“ tells us about zombie masters, and their kind. With „The Price of Honour“ and with „Lankmar Knights“ there will be campaigns for the Samurai and Lankmar settings published respectively.

The Slaine setting might also get another book: With "The Baileoisin Chronicles" is a campaign announced.

Last but not least: Chaosium Inc.s „Basic RolePlaying“ is back, and a lot of monographs, regular sourcebooks, and settings published by Chaosium themselves and licensees in the pipeline!

And more to come...

Characters of Love

The characters of Penelope Love's novels The Widow's Tale and Eurhol's Vale & Other Tales

by Jane Williams, Donald R.Oddy & André Jarosch, based upon rough outlines by Roderick Robertson & André Jarosch

Talloran Snake-eyes



Description

Wind Lord. A short, stocky man with black hair and beard and a broken nose, and sparkling brown eyes. His nickname of "snake-eyes" (a roll of double-1 on dice) comes from his habit of taking long odds on gambling, battles, and women with bad-tempered husbands. The Lunars know him as "Rear-guard" because "every time we came up against an Orlanthi retreat, there he was in the rear guarding it."

History

Talloran was a 15-year-old Colymar tribesman when the Lunars invaded Sartar: just old enough to fight on the losing side against a Chaos force raised by the Lunars. He has one surviving cousin, "Gared", who is now based in Pavis. He fought for Kallyr in the 1613 rebellion, and it was here that he made an enemy of Hored Old-wind and a friend of Arqua, when she saved his life from a wyvern. He became a Wind Lord towards the end of the Rebellion. Kallyr gave him his iron sword, and charged him with obtaining his iron armour. From then until the events of "Eurhol's Vale" (early 1618), he and Arqua are running armour and weapons to Whitewall. He obtains his iron armour as part of the events of "Eurhol's Vale". Initially he refused to wear it unless Kallyr had led the blessing ceremony, but relented later. After "Eurhol's Vale" and before "The Widow's Tale", he and Arqua escort Reha to New Pavis, and recruit an army to defend Eurhol's Vale, the last pass through which supplies can reach Whitewall. Towards the end of "The Widow's Tale", he throws his armour away in order to lighten his horse, and dies sacrificing himself and the horse so

as to defeat the Lunars. He is brought back from death by Heal-All, and is less gentle after that, especially towards Lunars. He and Heal-all travel together for a year, while he retrieves his armour and hunts down a chaotic for her under the requirements of the Lightbringer oath. We next see him in Pavis in 1620, his iron armour returned, in "Down the River", and then again, still in Pavis in 1621, in "The Harrowing".

Abilities

Keyword: Heortling 18

Keyword: Warrior 6W2

Keyword: Devotee of Orlanth Adventurous (Destor) 19W

Combat (Aid throw with wind)

Movement (Burst of speed, leap over obstacle, run up cliffs, find a way, lift object with winds +10)

Wind (call clouds, call wind, summon Umbroli)

Mundane abilities and responsibilities (Lightbringer, Flirting)

Other Orlanthi feats: searing bolt, turn wind, raise or lower wind

Common magic includes a "summon pale flame" feat.

Other abilities

Agile 5W

Delicate stomach 17

Entertainer (storyteller, juggle torches, keep attention of audience) 5W

Fighting backwards 5W2

Gambling on long odds 15W

Nightmares 13

Self-deprecating humour 1W

Spendthrift 1W

Survive battle 15W

Swallow pride 15W

Before death: kind 5W

After death: relife sickness 17 (callous, hates Lunars)

Relationships

Cousin of "Gared" 10W (Farsight will heal Arqua, but not Gared)

Friend of Arqua 15W

Loyal to Kallyr 10W

Protector of Shishanna 5W

Rivalry with Hored Old-wind 1W

After "The Widows Tale": lover of Heal-all (and father of her son, Zebra-Colt) 17

Notable Equipment

Iron broadsword (given to him by Kallyr)

Please note:

The *Widow's Tale* and *Eurhol's Vale & Other Tales* are written very much in the style of *RuneQuest 2*, rather than *HeroQuest*. Most of the heroes are Rune-level, either Priests or Lords. Rather than assume that they all are Disciples (see *Storm Tribe*, page 11) we have made them most of the times Devotees, or even "only" Initiates. Their affinities are listed, as are the Feats they are seen using during the stories. They may well have other feats, too. Keywords are given, and the abilities within those keywords that are notable within the context of the stories, plus other abilities we see them using, but this should not be seen as an exhaustive list.

Trying to assign ability ratings is difficult. We have assumed that these heroes are not yet heroes of the caliber of Argrath (even the one who may later be Argrath!), but the next tier of heroes. Talloran regards Kallyr as a leader to be admired (and a "good friend"), not as an equal.

Animals have a species keyword (such as Wyvern) usually with a bonus number that should be applied to all abilities within that keyword. You can find their keywords in "Anaxials Roster".

The stats for all characters are based upon *The Widow's Tale* only, except for Talloran, Arqua, Rulk, Shisanna, and Darlath-Lar, which are based on their deeds in the other stories, too.

Warning – spoilers for the books abound here!

An outline of a TIMELINE

For events of "The Widow's Tale" and "Eurhol's Vale & Other Tales"

"The Widow's Tale" novel doesn't give away the year when it takes place, neither do the stories of the "Eurhol's Vale & Other Stories" anthology. Here we try to fit the events of the past, the present, and the future, which are mentioned in these works, into the history of the Sartar/Lunar struggle as we know it. So you, as a narrator, know where and when your gaming group characters can run into the novels characters.

WARNING: Do not read this article if you plan to read the two books; SPOILERS AHEAD!

THE PAST

• Things that happened before the events as described in the two books

1587 - Talloran born in a Colymar village.

1588 - Gared born in a Colymar village (Karandoli clan)

1591 - Arqua born in a village to the north of Old Wind.

1591 - Darlath-Lar born in Lunar Tarsh

1599 - Reha born in Eurhol's Vale, Dundalos tribe, in the eastern Stormwalk Mountains to the south of Old Wind.

1600 - Rulk born at the Kree Mountains in Aggar.

1602 - The Lunar Empire conquered the kingdom of Sartar. Arqua's village destroyed by the Lunar Army, and she became an orphan: taken to Old Wind Talloran fought Chaos, most of his relatives killed
Gared killed a Lunar tax collector, fled to Pavis
Eurhol's Vale barely noticed.

1603 - Shisanna born in Eurhol's Vale.
Gared won the Garhound Contest

Eurhol's Vale: bronze plate Iron armour obtained during the events of Eurhol's Vale, thrown away towards the end of "The Widow's Tale", rediscovered in between "The Widow's Tale" and "Down the River".

Followers

Retainer 1W: Farsight the Hawk; Healing 6W

Arqua the Silent



Description

Humakti, very obviously so. A tall sallow woman with black hair: braided when fighting, loose when not: black eyes, and a hatchet face. She never wears a helmet. There are runes of Death and Truth on her armour, and a greatsword on her back. Known as "Black Death" to the Lunars, "Arqua the Silent" to Orlanthe.

History

Grew up in a village high in the Stormwalk mountains to the north of Old Wind. She was 11 in 1602, when the Lunars invaded and destroyed her home. She was found wandering, mute, by a Chalanna Arroy priestess, and was taken to Old Wind for refuge. She stayed there until she took her vows to Humakt at 15, and regained her voice. Since then she has been a Humakti mercenary, often fighting as cavalry rather than infantry. She met Talloran (and saved his life by dragging away from a wyvern after his horse was killed) when they were both fighting for Kallyr in the rebellion of 1613. From then until the events of "Eurhol's Vale" (early 1618), she and Talloran are running armour and weapons to Whitewall. She is obsessed with the deaths of her kin, and sees the defence of Eurhol's Vale, a very similar village, as in some way expiating her guilt at having failed to defend her own home. After "Eurhol's Vale" and before "The Widow's Tale", she and Talloran escort Reha to New Pavis, and recruit an army to defend Eurhol's Vale, the last pass through which supplies can reach Whitewall. During the events of "The Widow's Tale", she is promoted to Death Lord (devotee), and at almost the same time, captured by Tien-son, tortured, raped, and her tongue cut out. Talloran rescues her, Heal-all heals her physical injuries. When Talloran

dies, she refuses to leave his body, and so Heal-all resurrects him. After "The Widow's Tale", she assists Talloran in retrieving his armour, and we see her again in Pavis in "Down the River", and then again, still in Pavis in 1621, in "The Harrowing". She dies fighting Darlath Lar in 1625 in the breach in the wall when Pavis falls.

Abilities

Keyword: Heortling 18

Keyword: Warrior 5W2

known weapons include greatsword, broadsword, composite bow, lance

Keyword: Initiate (later devotee) of Humakt (Hu subcult) 15W

Death (Death Song Berserk, Visage of Fear)

Honour (Know Truth, Sense Ambush, Shame Coward)

Sword Combat (Cut Deep, Decapitate foe, Great Blow, Sword Help, Truesword Stroke)

Mundane abilities (taciturn)

Keyword: Warband leader 15W

Gifts and Geases

Arqua does not always use the standard pairings of gift and geas as listed in "Storm Tribe" pp 98-99, though she does seem to have Makla Mann's Blessing

Gifts

"Foresight" (sense assassin) ability 5W (manifests as a feeling of a dagger in the back)

+15 greatsword fighting

Geases

Never lie

Never participate in an ambush or otherwise attack someone in secret or from hiding.

Never wear a helmet

Remain silent whenever Humakt bids

Other abilities

Cool-headed 5W

Disciplined 5W

Make poison antidote 17

Methodical 17

Mourns her family 10W

Thinks before speaking 17

Relationships

Friend of Talloran 15W

Old Wind temple 5W

Respected by Humakti "community" in Sartar and Prax 10W

Notable equipment

Eurhol's Vale, and the first part of The Widow's Tale: bronze plate, well-polished, death and truth runes emblazoned on it. Bronze greatsword.

Iron great-sword with black opal set into the hilt, acquired during the events of "Eurhol's Vale", kept at Old Wind for her.

Iron Armour acquired late in "The Widows Tale"

Composite bow

Followers

Retainer 10W: Berd the Black Horse; mountain-born 1W, fearless 5W, wind-swift 1W (dies with Talloran)

Humakti warband – size varies depending on how many she chooses to hire (anything from a dozen to several hundred). Named individuals do exist, but rarely seem to survive more than a few pages.

Rulk Beric of Kree



Description

Storm Bull. A very large man, with heavy yellow hair and beard. There are Beast and Storm tattoos on his arms, and a two-handed axe slung on his back.

History

Born in 1600 in the Kree mountains in Aggar, home of the last Orlanthi to still hold out against the Lunars in that area. When he was about 17 he accidentally killed a friend (probably while berserk), and travelled to the most holy site of Storm Bull, the Block, to apologise and make resitution. The priests there told him to walk south until he was stopped, and then stay and kill chaos. Had he done so, this would have taken him into the Devil's Swamp: but his sense of direction led him to walk almost due West, into Eurhol's Vale, where he was found and stopped by Eurhol. He helped Talloran and Arqua kill a chaos monster, and married Shisanna. Her father is also a Storm Khan, though without Rulk's tact and intelligence. He built a wall in Eurhol's Vale that helped them defend it against the Lunars in "The Widow's Tale", and by then, is the effective leader of the 40 Storm Bulls of the village, manipulating his father-in-law as required. Towards the end of "The Widows Tale" he takes on the mythic role of Beric to Shisanna's Irath, coming back with the crow spirits that had been Beric's allies. He and Shisanna travel to Pavis, where their first children, twin boys, are born, and he makes new troll friends. He and Shisanna have two more children, both daughters. He eventually dies at Dwernapple.

Abilities

Keyword: Alakoring of Aggar 18

Keyword: Warrior 5W2

Keyword: Devotee of Storm Bull/Urox 15W

Other abilities

Large 5W

Make Easy Friends with Uz 5W

No sense of direction 5W

Not as stupid as he looks 10W

Protects the weak 5W

Communicate in grunts 1W

Notable Equipment

Large axe

Bull amulet where his spirits are bound.

Follower

Retainer 5W: Shisanna Irath-daughter; Priestess of Eiritha 17, mythology of Beric and Irath 5W, fierce temper 5W

Retainer 5W : Crow Spirits, originally from Beric, founder of the Eurhol's Vale bloodline; Jabber, Crusher, Iron-Guts, Fleet-Foot and Skull, bound to a bull amulet;

Each has one of the spells that turns the caster into a bull. They also provide "witch-eyes" to see in the dark, "foresee battle", "choose opponent", and two that are unknown but aid Rulk in a fight. And they shed ghostly feathers, and make the place smell of moth-eaten bison....

Shisanna Irath-daughter



Description

A small thin girl/woman with dark eyes and dark hair, and a narrow, shrewd face. Charismatic, leads women much older than herself.

History

Born 1603 in Eurhol's Vale, the eleventh of 14 children. A gentle, loving, hard-working girl, her mother's favourite. In "Eurhol's Vale" she believes it is her older sister Reha's right to marry Rulk, and only admits her love for him when Reha announces that she is going to take her vows to Yelorna and never marry. She has been initiated to Eiritha quite young, and by the time of "The Widow's Tale", has been made temporary priestess of Eiritha while most of the women escape to Prax to avoid the fighting. Talloran has promised to protect her until she returns to her mother's people. She is pregnant in the early part of "The Widow's Tale", but loses the child. Heal-all heals her of a combination of

1606 - Arqua takes her vows to Humakt

1613 - Kallyr Starbrow leads the ill-fated rebellion against the occupying forces of the Lunar Empire. This had no effect on Eurhol's Vale: in 1618, Shisanna has never heard of Kallyr.

1613 - Talloran and Arqua met for the first time, while fighting for Kallyr, during which Arqua saved Talloran's life. They fled to Prax, and from then kept on travelling together, traveling from Prax to Sartar and back again, bringing weapons and other support for the rebellion.

1617 - Wyvern Child born.

1618 Sea Season - Shisanna initiated into Eiritha.

1618 - "the Dundevals tribe rebelled against Lunar rule when a Lunar Tax collector raped the daughter of the tribal king. The Lunar Army made an example of the tribe, most of whom were either killed, enslaved or forced to flee to their kin in Prax. Those that remained were forcibly converted to the Lunar Way and were joined by Lunar settlers from Tarsh and Aggar. A new tribe was formed called the Enstalos." Again, Eurhol's Vale barely noticed. They do not consider themselves part of a tribe nor even a clan, they have no higher authority than their own village chiefs.

THE PRESENT

• Things that happen in the stories of the two books

1618 Fire Season - "EURHOL'S VALE": Talloran & Arqua, Rulk and Shisanna meet in Eurhol's Vale; Rulk's Wall is built; Eurhol is defeated/tamed; the scorpion men are defeated. Talloran acquires his iron armour.

1618 - Wyvern Child, one year old, is blessed by Ernald and Teelo Norri, and meets Mik-esh, the Wyvern.

1618 Clay Day, Movement Week, Earth Season - Aoael becomes year priestess of Ernald and blesses the cows and sheep of Heron Vale.

1619 Early Sea Season - Aoael

blesses the wheat of Heron Vale.

1619 Sea Season - Talloran & Arqua speak of the Lunars coming, and of fighting of a blue fish swimming in the air.

Lunars come from Barbarian Town into the hills and build Wyvern Reach.

Siege of Whitewall begins

1619 Wild Day; Illusion Week, Sea Season - After three days Red Cap is finished concealing the entrance of the cave.

1619 Fire & Earth Season - Hervald Spearsmith of Heron Vale makes weapons for Arqua, and the men of Heron Vale practice at Eurhol's Vale.

1619 Early Earth Season - The summoning Storm magic in Eurhol's Vale gives Heron Vale seven days rain and makes the wheat prosperous

1619 - Earth Season - Two weeks of sunshine help ripen the crops in Heron Vale

1619 Earth Season - Arqua and Talloran, with help of Humakti, Orlanthe and Praxians, ambush Hir-ach & his 28 cavalry and 280 infantry men in Eurhol's Vale. The Orlanthe WIN! Hir-ach is killed by Stoop-Hervald (and is resurrected later on in Barbarian Town, after the Wyvern team take him there).

1619 Clay Day, Movement Week, Earth Season - Aoael lies down with Hervald. Harvest Day.

1619 Movement Week, Earth Season - Hir-ach sends Wyvern Rider to the Chaos Woods for negotiations with Chaos

1619 Truth Week, Earth Season - Arqua & Talloran send their army away and start hiding in Eurhol's Vale

1619 Gods Day, Truth Week, Earth Season - Shisanna tells the story of Beric and Irath. Gared arrives with support from Pavis (20 Humakti, 150 Orlanthe), Reha and Eurhol are with them.

1619 Wild Day, Disorder Week, Dark Season - The Lunars reach Heron Vale. Darlath-Lar swears an oath of protection. Crimson Bat attacks Whitewall and is driven off

child-bed fever and a chaos attack on the Eiritha statue, and shames her into carrying on living rather than being thought a coward. She supports Aoael against Charioteer's attempts to intimidate her. She leads the other Eirithans in defending the cave and healing the injured, and vows not to sleep until she reaches her mother again. Her strength fails when the bull-spirit reaches the group as they escape, and she sleeps until Talloran wakes her.

Afterwards, she becomes pregnant again, and is taken to New Pavis to have her first twin boys. She and Rulk wander over the next few years, and have two more daughters. After Rulk's death at Dwernapple, she is the Widow who returns to Eurhol's Vale with her grown children and Talloran, and brings peace.

Abilities

Keyword: Heortling 17

Keyword: Steadwife 17

Keyword: Initiate of Eiritha 5W (17 in EV)

Keyword: Priestess 17 (in TWT)

Other abilities

Agile 17

Bullies others into courage 1W

Fierce temper 5W

Small 17

Storyteller (stories of Beric and Irath) 5W

Unbending strength 10W

Relationships

Sister of Reha 1W

Wife of Rulk 5W (Warrior 5W2, Storm Bull/Urox 15W, large 5W)

(in EV): Sister of Gyl (shepherd 17, sling 17, Storm Bull wannabe 13)

Loves and is proud of large family 17

Follower

Patron 5W: Rulk Beric of Kree; Alakoring of Aggar 18, Warrior 5W2, Devotree of Urox 15W

(after the stories) Retainer: her 4 children - Bullroarer, Talloran, Rhianna, and Catkin.

Shisannas large Family

Shisanna is the eleventh of 14 children Her step-father is Toll (her mother's third husband), son of Kereth-Iron Irath, mother

Reha, sister, unmarried, 4 years older, sixth daughter
Rathon, brother
Kred, brother
Porthim, brother
Ybald, brother
Gyl, brother, born 1607

Garn, her sister's husband
Hjorion, her sister's husband
Bearne, her sister's husband
Dorag, her sister's husband
Werven, her sister's husband

THE WIDOW'S TALE HEORTLINGS & FRIENDS

Gared Spearspear



Talloran's cousin. In The Widows Tale Gared brings reinforcements from Prax to the rebels hiding in Eurhol's vale. In "The Widow's Tale" we suspect he may be Garrath Swordsharp under a different name: this is confirmed in "The Harrowing". The history I give him here is therefore partly Garrath's rather than Gared's.

Description

Tall, handsome, with light brown hair and a darker beard. Iron armour and sword. A natural leader at first sight.

History

Born in the same Colymar village as Talloran. Not quite old enough to fight in 1602, but old enough to kill a Lunar tax collector shortly afterwards. He fled to relatives in Pavis, and made that his home. In 1603 he won the Garhound Contest, and has had Ernalda's favour ever since. By the time of The Widow's Tale he is the chief of his clan, a Wind Lord, and noted leader of the anti-Lunar faction in Pavis. He brings reinforcements from Prax to help Talloran and Arqua. We meet him again in "The Harrowing", this time definitely as Garrath.

Abilities

Keyword: Heortling 17

Keyword: Warrior 13W2

Keyword: Devotee of Orlanthe Allfather (Dar, the leader) 12W

Allfather (Lead by example)

Making (work hard)

Lead clan (Instill pride, sense dishonour)

Other Orlanthe feats: Summon Umbroli, command Umbroli, turn wind, raise or lower wind

Other abilities

Beloved of Ernalda 17

First to advance, last to retreat 10W
 Handsome 5W
 Natural leader 5W
 Proud 5W

Relationships

Chief of the Karandoli clan (Colymar, located in Badside, Pavis) 1W
 Cousin of Talloran 5W

Notable Equipment

Iron armour (no runes) and sword

Followers

20 Humakti, 150 Orlanthe, from the plains.

Heal-All



Description

“Heal-All” is not her real name: we never learn what that is. A typical Bison Rider in looks: short and thickset, with red skin, black hair, a hook nose, deep-set black eyes, large hands and wide hips. Her voice is deep and quiet. She wears a white robe with a green sash. She is accompanied by a cat and a Praxian hunting dog: an ugly, scarred yellow striped tom-cat with bald blotches of healed abscess and only three legs, and a wide, low, thickset dog, covered in scars and with only one eye. “I heal all who ask me for it,” she says, and means exactly that, including the broo who’s just hit her.

History

She has wandered all her life, healing people and beasts. Some of her patients have travelled with her afterwards and learnt from her, but only three have done so on a long-term basis: the dog, the cat, and a Waha-man of the High Llama tribe. In 1619 he was killed, falling into a Krasht nest and meeting a monster with ten heads. She goes seeking Lightbringers he help her according to the terms of the Lightbringer Oath. The first she finds is Ragnar Purple-crown, who is a trader, not a fighter, but helps her find others. She also has a foolish zebra-colt with her for much of “The Widow’s Tale”,

though it is unclear just when she rescued him from his dead mother. Her first encounter in “The Widow’s Tale” is with the Lunars, where she heals several soldiers and Mik-Esh, the wyvern. She and Ragnar try to escape to find the Orlanthe, but find the broo instead, and are rescued by Mik-Esh. They are sent to Wyvern Reach, but get ambushed by Arqua and Talloran, and spend the rest of the book with the Orlanthe. Heal-All is reluctant to bind anyone with her Lightbringers Oath as it is clear that they are all needed here, but eventually tells Talloran. She heals virtually everyone at some point during her stay here, including several resurrections (not all are successful, but the failures are because the patient has no wish to return). After the end of the book, she travels with Talloran, first while he retrieves his armour, then to the Storm Bull debate where they decided what to do about her Waha-man and the dead zebra-colt, and then to the actual fight with the Chaos monster. In an attempt to heal her own grief and Talloran’s relife sickness, they reenact the heroquest where Chalanna Arroy has her son Arroin by a father who may well be Orlanthe: while this helps her, and produces a son in a miraculously short time, it does not completely heal Talloran. She then leaves him and goes to the Chalanna Arroy temple in New Pavis with her son, Zebra Colt. We hear of her again in “Down the River” (she refuses to let Talloran give his son toy weapons), and much later in “Wolf and Zebra”.

Abilities

Keyword: Praxian 17
 Keyword: Healer 17W2
 Keyword: Disciple of Chalana Arroy (Sisters of Mercy subcult) 17W2
 Calm Fear (Comforting Song, Quiet Everyone, Sleep, Stop Berserk Rage, Stop Panic)
 Heal Wounds (Heal Chaos Wound, Heal Dying [5W], Heal Injury [15], Heal Poisoned Wound, Regenerate Damage Fully [10W], Regrow Severed Limb, Stop Bleeding, Restore Health, Restore Strength.)

Otherworld Healing (Banish Disease Daimon, Command Healing Spirit, Command Nehaling, Heal Daimon, Summon [Nehaling] ritual)
 Secret: Resurrect Other ritual 5W2

Other abilities

Brave 5W2
 Combat abilities 0 (no, not even 6)
 Glittering eyes 17
 Impartial 1W3
 Inspire courage to live 5W

Relationships

See “impartial 1W3” :)
 but: Loves zebra colt 15W

Notable Equipment

Four wands of carved desert wood, each about four feet high. Each was an image of Chalana Arroy, slender and beautiful, bearing the powerful runes of Life and Harmony. Aid in healing ritual (+5 augment)

Followers

Retainer 2W: Cat (Three Legs); comfort patient 5W, guard patient 13, summon aid 1W

1619 Wild Day to Gods Day, Disorder Week, Dark Season – Lunars camp in Herons Vale

1619 Gods Day, Disorder Week, Dark Season – Lunars attack Eurhol’s Vale. Ker-albach is killed by Gared. In the middle of the retreat of the Orlanthe the chaos army appears.

1619 Freeze Day, Harmony Week, Dark Season – The Lunars make New Camp in Eurhol’s Vale.

1619 Winds Day, Harmony Week, Dark Season – Moran goes to Herons Vale and bargains with Stoop-Hervald

1619 Wild Day, Harmony Week, Dark Season – Ragnar & Heal-All appear in Eurhol’s Vale at the New Lunar Camp. Ker-albach is resurrected.

1619 Gods Day, Harmony Week, Dark Season – Mik-esh’s first wound is healed.

1619 Somewhen in Harmony Week, Dark Season – All people are sent away except 6 Humakti, 6 Eirithans and 50 Orlanthe (+ 4 Heron Vale men)

1619 Freeze Day, Death week, Dark Season – Mik-esh’s second wound is healed. The broos find the short cut to Heron Vale. The Storm Bull dog appears at the Orlanthe’s hidden cave.

1619 Water Day, Death Week, Dark Season – Mik-esh’s third wound is healed. Ragnar opens his market at New Camp. Shisanna loses her child, and her childbed fever starts.

1619 Earth Day, Death Week, Dark Season – Lunar Soldiers are healed

1619 Freeze Day, Death Week, Dark Season – Ragnar & Heal-All leave the Lunars in secret, are ambushed by broo. They are rescued by Mik-esh.

1619 Water Day, Death Week, Dark Season – Ragnar & Heal-All are sent downhill (with 7 soldiers as escort). They are ambushed by Arqua & Talloran and their gang and are brought by them into Eurhol’s Vale.

1619 Water Day to Clay Day, Death Week, Dark Season – Heal-All heals Shisanna from childbed fever, during which Eiritha is dismissed from the squat Eiritha statue.

1619 Winds Day, Death Week, Dark Season – Ragnar opens his market at the Orlanthei cavern.

1619 Freeze Day Fertility Week, Dark Season – The Orlanthei ambush the lunar supply caravan of weapons and armour (payment for the broo)

1619 Fertility Week, Dark Season – Spell-Teacher from Barbarian Town via Wyvern Reach arrives at New Camp

1619 Dark Season – Eurhol shows himself to the Lunars, and when they chase him the Orlanthei kill them with their own weapons (from the ambush)

1619 Dark Season – Darlath-Lar writes a letter to the Yelmaliens

1619 Wildday, Stasis week, Dark Season – Darlath-Lar confronts Spell-Teacher and the broo

1619 Movement Week, Dark Season – Tien-Son is flown back (by Mik-esh) to Wyvern Reach. Answer from the Yelmaliens.

1619 Gods Day, Movement Week, Dark Season – Letter from Hir-ach to Darlath-Lar with his invitation to promotion at Barbarian Town

1619 Clay Day, Illusion Week, Dark Season – Darlath-Lar, Moran and all chaos-tainted Lunars leave for Barbarian Town

1619 Clay Day to Winds Day, Illusion Week, Dark Season - Spell-Teacher visits the Serpent and Wyvern-Child. Teel-al protects her House that night, and the following three.

1619 Wild Day to Gods Day, Illusion Week, Dark Season – Mik-esh protects the Serpents house, too.

1619 Gods Day, Illusion Week, Dark Season – Tien-Son returns to New Camp. Night-time conference of Tien-Son with Shit-Splitter and Bane.

1619 Fire Day to Wild Day, Truth

Retainer 2W: Dog (One-eye); comfort patient 17, guard patient 5W, summon aid 17

Retainer 17: Make-Peace (formerly known as Pen-Reth); handle mules 1W, former Lunar soldier 17, tell wonderful stories 17

Retainer 18: Zebra Colt; Foolish 5W, amuse onlooker 1W, summon aid 13 (dies at the end of "The Widow's Tale")

Reha



We almost have two different Rehas – the girl of "Eurhol's Vale", and the warrior who returns from Pavis. Either would be an interesting NPC to meet. If you use Reha part-way through her time in Pavis, use stats part-way between these.

Description

A small woman with a hatchet face, white skin, and free-curling black hair. As a child: bare feet. As an adult: fish-scale armour, bow on her back.

History

Born 1599, sixth daughter of Irath. A sullen, rebellious child, with little interest in women's work. She's secretly spending a lot of time with Eurhol, riding him. In 1617, when she was 18, a Yelornan visited Eurhol's Vale and she learnt a little about fighting from her. During "Eurhol's Vale" (Fire Season, 1618) she gets further tuition from Arqua. Her first real combat is against the scorpionman that has defeated Arqua, Talloran and Rulk: her spear thrust, in the dark, against a moving target, while falling off her mount, misses, but Eurhol's horn does not. She decides then to go to Pavis and the Yelorna temple there, despite her fear of the long journey, and Arqua offers to take her. She returns with Gared (1619 Gods Day, Truth Week, Earth Season), as a very effective warrior, and with Eurhol's intelligence awakened. With Talloran supporting them in the air, they defeat Mik-Esh. Moran then attacks them using the standard as a lance, and Eurhol kills him. Eurhol refuses to heal Shisanna, despite her being Reha's

sister. Once Leonine arrives, Reha and Eurhol only fight when he orders them to do so. After Hervald is created, Reha and Eurhol drive back the Lunar infantry and the mass or scorpionmen with arrows and with Eurhol's healing ability. After dark, they fight Ker-albach and then Bane: Eurhol is now unable to draw power from the sun (which has set) or from the earth (Eiritha and Ernalda have both left the area). Reha falls, and Bane kills Eurhol by breaking his neck. She is healed physically, but mourns Eurhol, and joins the Humakti for the rest of the campaign. She dies, in the final battle, as she wanted, and joins Eurhol on the path to death. Arqua guards her body from the Lunars, and the Eirithans take it with the group, but when Heal-all tries to call her back, she and Eurhol refuse.

Abilities

Reha as girl

Keyword: Heortling 17

Keyword: Warrior 12 (ride 17)

Other abilities

Brave 5W

Idolises Arqua 1W

Stubborn 17

Wants to be a warrior 5W

Relationships

Natural talent: bound to Eurhol 5W2 (this starts before her birth, and does not change)

Older sister of Shisanna 1W

Reha as adult

Keyword: Heortling 17 (loves family 5W)

Keyword: Warrior 10W

Mounted Lance parry 18W attack 1W

Mounted archery 5W2 (gift from Yelm)

Keyword: Devotee of Yelorna 17

(for Yelorna Keyword go to http://www.glorantha.com/hw/magical_yelorna.htm)

also Drastic Resolutions (Prax) pp 44-48

Other abilities

Chaste 5W

Member of Yelorna temple in Pavis 17

Obedient to Light Sons 5W

Respects Arqua 1W

Relationships

Natural talent: bound to Eurhol 5W2 (this starts before her birth, and does not change) -use this as an augment when defending Eurhol in battle.

Older sister of Shisanna 5W

Trusts Talloran 18

Notable equipment (as adult)

Scale armour

Bow, yellow-fletched arrows

Lance

Bronze shield

Eurhol



Description

Unicorns resemble snow-white horses save for their cloven hooves, leonine tails, goat-like beards, and the spiral horns that jut from the center of their foreheads” In Eurhol’s case, the horn is blue, and his mane shoots off blue sparks. His coat is more silver than white, as are his eyes. He has fangs, which horses generally don’t.

History

Unicorns are immortal. Eurhol has lived in what is known as Eurhol’s Vale since “forever”. When Bison-folk Beric and Irath came to the vale (having found and left the other villages further down the valley), Beric fought Eurhol to a draw, and then Irath scolded him into submission. The date of this founding of the settlement is unknown.

Eurhol was bound to Reha before she was born, in 1599. In 1618, he trapped Rulk in the valley and forced him to defend it from chaos, and shortly afterwards he and Reha left for the Yelorna temple at New Pavis. Eurhol’s intelligence was released there (or so we’re told: unicorns are supposedly intelligent to start with! Possibly he’d had a run-in with morocanth earlier?). He returns to his vale with Reha and Gared. With Talloran supporting them in the air, they defeat Mik-Esh. Moran then attacks them using the standard as a lance, and Eurhol kills him. After Hervald is created, Reha and Eurhol drive back the Lunar infantry and the mass or scorpionmen with arrows and with Eurhol’s healing ability. After dark, they fight Ker-albach and then Bane: Eurhol is now unable to draw power from the sun (which has set) or from the earth (Eiritha and Ernalda have both left the area). Reha falls, and Bane kills Eurhol by breaking his neck. He and Reha, together, refuse resurrection. His horn is taken by Ker-albach and given to the temple of Dee’zola. It moved on over the years, with strange magical powers of both healing and madness, and became the object of a Yelornan quest to return it and give it proper burial so that a new unicorn could be born.

Abilities

Keyword: Unicorn +15 (gore with horn 5W2) (see Anaxial’s Roster pp 77-78)

Unicorn Lore 15W

Heal self
Heal rider

Heal poison
Draw power from Earth (while standing on it)
Draw power from Sun (while visible)
Cause wildness in others

Followers

Retainer 12W: Reha; Heortling 17, Warrior 10W, Devotee of Yelorna 17

Hored Old-Wind



Description

A black-headed man, saturnine and wolf-lean, with a grey wolf-cloak about his iron armour. Wealthy thanks to his close association with Old Wind, tactless and openly contemptuous of anyone he has no obvious reason to respect. Known as “Old-Wind”, “Fast-Flight”, or “Slug-foot”, depending on how much the speaker dislikes him.

History

From the Old Wind temple, and sworn to defend it. Fought for Kallyr in 1613, on orders from his temple. He was ordered to defend a ford until Talloran’s cavalry arrived as support: they were unable to get past a wyvern to do so, and he lost most of his men and had to resort to divine intervention to escape. He has resented Talloran and Arqua ever since.

He arrives with 150 troops to assist at Eurhol’s vale, but is too late to help against the Lunars, and has drawn attention to the proposed escape route on his way to join them. He brings two treasures from Old Wind: the Wind Sword, and the Wind Horn, a gift from Mostal to Umath. As they retreat, he and his men go back to Old Wind. Talloran finds Lunars waiting for them, and has to go back to find Hored and get him to return to help them. Hored refuses to hand over the Wind Sword, but lets Talloran take the Wind Horn: a heavy stone whose use is unknown. By the time Hored catches up with them, Talloran is dead, the Wind Horn has been used, and Mik-Esh has died dealing with the result. He has rushed his men for once, and when he tries to hold the cliff-top against the scorpion-men, only small numbers

Week, Dark Season – Tien-Son musters 150 broo and attacks Heron Vale. 10 dead men are eaten by Bane. The women were raped by broo. The surviving men were taken by Tien-Son. The Yelmaliens arrive in Eurhol’s Vale: Aoael and a lot of women and children are rescued by their arrival. Almost all broo are killed.

1619 Wild Day, Truth Week, Dark Season – The Yelmaliens arrive at the Orlanthe secret cavern. Aoael gets ill. Gared protects her. Bane lays a clutch of eggs.

1619 Gods Day, Truth Week, Dark Season – A group of 90 people leaves the secret Orlanthe cavern for Old Wind. The Mostali make the cavern bigger by magic.

1619 Gods Day to Water Day, Truth Week, Dark Season - The Mostali make the cavern bigger by magic.

1619 Wild Day, Disorder Week, Storm Season – Bane lays a second clutch of eggs.

1619 Gods Day, Disorder week, Storm Season – the second group of 90 people left the Orlanthe cavern.

1619 End of Disorder Week, Storm Season – The guide of the first group returns with messages.

1619 Wild Day, Harmony Week, Storm Season – Bane lays a third clutch of eggs

1619 Gods Day, Harmony Week, Storm Season – the third group of 90 people left the Orlanthe cavern.

1619 Clay Day, Death Week, Storm Season – The Humakti chant begins. Quarrel over the love of Aoael. Aoael decides to go with Leonine. Lightbringers bond between Heal-All and Talloran.

1619 Winds Day, Death Week, Storm Season – Almost fight between Gared and Leonine about Vorias true father. 40 Humakti under the lead of Scarface appear. Arqua goes out for a walk and finds a woman...Arqua fights broos in a cave. Tien-Son and the broos capture Arqua: raped, beaten, hands broken, tongue torn out... Talloran rescues her with his movement magic, teleports her to

the cave, gets almost captured. Gared rescues him. Tien-Son sets Stoop-Hervald free, and escapes. Hervald takes runes from Tien-Son one by one, then Hervald takes runes from Arqua and Talloran. Hervald was Death and Darkness and Storm and Chaos. Talloran wounds Hervald. Gared wounds Hervald. Gared and Talloran flee from Hervald. Heal-All heals Arqua, starts to regrow her tongue (it will take until next Fire season). The Lunars and scorpion-men hear and see the fighting and attack the Wind Lords and Humakti. The Yelmians attack the Lunars and scorpion folk. Hervald is wounded by Leonine. Eurhol gets killed by Bane. Ragnar is killed by Scorpion-man. Scarface is killed by Lunars. Bane is killed by Talloran, Leonine and Gared. The Orlanthe run. The Lunars won. Shield bearer is dead. Divine Intervention by Heal-All's call heals dying Gared completely. Hervald the draugr retreats to the cave where he was created and closes it behind it, unable to stir again until exactly a year has passed.

1619 Fire Day, Death Week, Storm Season – Leonine asks Aoael to marry him. Hored and 150 Orlanthe from Old Wind arrive, bringing the Wind-Horn and the Wind-Sword. At Dusk they start fleeing to the pass. Darlath-Lar, Moran and Mik-esh return from Wyvern Reach.

1619 Wild Day, Death Week, Storm Season – Darlath-Lar, Moran and Terlech go to the battle field, find tracks of the Orlanthe, and raise their forces to follow them and hunt them down.

1619 Fertility Week, Storm Season – Son of Shisanna should have been born

1619 Freeze Day, Fertility Week, Storm Season – Hored and his Orlanthe part to go back to Old Wind.

The other Orlanthe reach the pass. Lunars and scorpion folk are on the other side. The Orlanthe turn back to Old Wind. Darlath-Lar & Co arrive also. The two Lunar groups coordinate (with help of Mik-esh and Teel-al). Talloran is sent on Berd to Old-Wind for reinforcements. Teel-al flies to the Crimson Griffin to get orders for her troops, and gets permission for Darlath-Lar to command them.

get up there at any one time. He refuses to flee, and is the last one standing when Spit-Fire explodes, destroying the area.

Abilities

Keyword: Heortling 17
 Keyword: Warrior 15W
 Keyword: Priest 8W
 Keyword: Devotee of Orlanthe All-father (Starkval) 5W
 Combat Making
 Allfather (protect home +10, command fyrd, rally fyrd)

Other abilities

Never travelled from home 17
 Contemptuous of poverty 4W
 Tactless 1W
 Untrusting 17
 Stubborn 1W
 Holds a grudge 10W
 Misjudge appropriate travel speed 5W

Relationships

Loyal to Old Wind Temple 5W2

Notable equipment

Iron armour, iron sword
 The Wind Sword aka the King's Sword.
 The Wind Horn

Followers

Orlanthe warband (150 warriors)

Aoael Cheese-Maker



Description

A lovely young woman: tall and strong, with hair of yellow-gold and cheeks flushed red. Her breasts and hips were generous and her waist narrow. She had a merry laugh and sparkling dark eyes. She wept as easily as she laughed. She inspires love and protectiveness in any man she meets.

History

Born 1600 as a harvest child, the daughter of her parents' old age. Her mother taught her to

make cheese, and she made her living by this after her parents died. She was chosen as year-priestess for Heron Vale from 1618-1619, and her blessings of cows, sheep, and wheat bore remarkable results. On Harvest Day she lay with Hervald Spearsmith. This was the end of her turn as priestess, but when Darlath-Lar and his men came to Heron Vale, they assumed she still held that position because of her resemblance to the Ernalda statues in the village shrine. She persuaded them to make a treaty, and peace, rather than killing anyone.

She is captured with the other women when the broo attack Heron Vale, and rescued by Leonine. He takes them all to the Orlanthe secret cave, guided by some of the Heron Vale women, and lends Aoael his boots for the walk. From the moment they arrive, he, Talloran, and Gared compete for her attention. She goes into shock once she reaches safety: Heal-All says that all they can do is keep her warm. Shisanna swears to help her and her unborn twins, a boy and a girl. She is warmed by Gared lying with her under a lion skin given by Leonine, and her spirit injury healed by Heal-all with help from the zebra-colt.

Over the next few days, Leonine does his best to woo her, and Charioteer does her best to terrify her with the grandeur of the Sun Dome. When the Death Chant starts, Aoael is particularly sensitive to it because of her ties to Life, and Gared beds her partially as an attempt to shield her from the effects. Gared then boasts of this to Talloran, who makes it clear to Aoael that he has done so (and that she is very far from being the only woman in Gared's life). She then finds Gared, and publicly slaps him. This gives her the confidence to face Leonine, and Ragnar, Heal-All and Shisanna agree that she is the best person to defuse the tension between Leonine and the Orlanthe. She manages this for a while. When Hervald the draugr starts his attack, she reacts mainly with tears and panic, but does persuade Leonine to join in the fight by giving him his boots back. She helps treat the wounded when told to do so, and ends up sleeping with Leonine. When they both wake, he asks her to marry him.

When Leonine is killed, Heal-all finds it easy to call him back, because he has not gone far on the path: he turned aside, waiting for Aoael. They spend most of the rest of the story in each others arms.

In the future, Aoael has "much joy and only one grief", that being the fate of her son Golden Wolf due to the curse of his father Hervald, now a draugr.

We meet her again briefly in "Wolf and Zebra": by now she has two more sons, and of course, Golden Wolf, and his twin-sister.

Abilities

Keyword: Heortling 17
 Keyword: Cheesemaker 1W
 Keyword: Devotee of Ernalda (Esrola aspect, Usara the Oat Mother) 4W
 Bless Domestic Animals
 Bless Domestic Plants
 Bless Oats
 plus from the Healer "Heal relationships" affinity:
 Stop Argument 13
 and from the Earth Queen, Summon Husband-Protectors 13

Other abilities

Beautiful 12W
 Beloved of Ernalda 12W2
 Easily confused by card games 17
 Overawed by riches 5W
 Panics under pressure 17
 Shy 17

Relationships

Treated as daughter by Hervald's mother 17
 Treated as sister by Hervald's sister 17
 Loved by Leonine 10W

**THE WIDOW'S TALE
 THE YELMALIONS**

Leonine Light-Son



Description

Yelmalian Light-Son. He wears gold plate with powerful Runes emblazoned on it, of Light and Truth, and carries a gold spear and shield: solid gold ensorcelled to be as strong as iron. He has wide shoulders, and is strong-built, stern-faced, with an even pace, and yellow beard and hair of close-cropped gold beneath a helmet crowned with a golden plume.

History

Leonine is the Light-Son of Sundome County in Dragon Pass. After receiving a letter from Darlath-Lar, containing a mercenary assignment, he and his troup arrive in Eurhol's Vale on Wild Day, Truth Week, Dark Season 1619, but bump into 150 broos attacking a village. They save the day and kill almost all broo. Aoael is recued by Leonine, and he falls in love with her. Afterwards they join the Orlanthi in their hideout. Over the next few days, Leonine does his best to woo Aoael. When Hervald the draugr starts his attack, Aoael persuades Leonine to join in the fight by giving him his boots back. Leonine wounds Hervald, and he kills - cooperating with Talloran and Gared - Bane, the Scorpion Queen. After the fighting Leonine ends up sleeping with Aoael. When they both wake, he asks her to marry him.

At Freeze Day, Fertility Week, Storm Season 1619 the Lunar/Chaos groups attack the

Orlanthi/Humakti/Yelmalio group and Leonine got killed by Darlath-Lar and Pent-Moran, but he is resurrected by Heal-All one day later. Heal-All finds it easy to call him back, because he has not gone far on the path: he turned aside, waiting for Aoael. They spend most of the rest of the story in each others arms. Leonine moves back to Sundome County with Aoael, becomes the stepfather of her twin-children by Hervald, and fathers another pair of twin-sons.

Abilities

Keyword: Sundome County of Dragon Pass 19
 Keyword: Infantry Soldier 5W2
 Keyword: Devotee of Yelmalio 7W2
 (see "Orlanth is Dead" p. 32)

Other abilities

Hate Chaos 10W
 Honourable 5W
 Stately 5W
 Polite 5W
 Proud 5W
 Never smiles 5W

Relationships

Love Aoael 5W2

Notable Equipment

Enchanted gold plate armour, with Runes of Light and Truth emblazoned on it.
 Enchanted golden spear
 Enchanted golden shield
 Lion-skin; Keep sleeper warm 17
 Beautiful set of sacred playing cards

Followers

Retainer 18: Shield Bearer; Bodyguard 17, Infantry Soldier 17
 Retainer 18: Spear Bearer; Bodyguard 17, Infantry Soldier 17
 Sidekick 5W: Charioteer; Infantry Soldier 10W,
 Drive Chariot 10W, Jealous 3W
 Retainers: 2 Chariot horses, Askeld and Lumiere, whose names in Sun-Speech mean Strength and Flame; Pull Chariot 17
 Retainer 5W: Vrok hawk; Heal 5W
 Retainer 5W2: Aoael
 Commuity 5W: Sundome County

100 Soldiers Heavy Infantry

LEADER SHEET FORMAT

We don't present this character in form of a Leader Sheet Format, but he is a leader of a warband, so here is his time commitment:
 Devotee of Yelmalio 60%
 Count (Light-Son) of Sundome County 20%
 Family: Aoael, Golden Wolf, his twin-sister, and twin-sons 10%
 Personal Time 10%

Talloran returns. Darlath-Lar chases Talloran. Berds Leap: Berd, Talaran and the Wind-Horn leap from the cliff and smash on the ground: "the sacrifice of a man and a horse from a height". The Lunars attack the Orlanthi, Yelmalian, Humakti group. Reha is killed. The Wind-Horn creates a storm that attacks the Lunars. Farsight is killed. Mik-esh sacrifices his own and Teel-als life to stop the storm. Spit-Fire speaks again, three times. The scorpion men attack. Hored and his troupe arrive and attack. The Wind-Storm comes to Gared. Hored is dead. Leonine is killed by Darlath and Moran. Charioteer is killed by Moran. Arqua challenges Darlath, and wins, but is not able to kill him because of Tor guarding him. Gared summons the King of Kings with the Windsword. Zebra-Colt is killed. Beric comes with his 5 spirits back from the dead. Trolls come and attack Chaos. Moran puts Darlath on his saddle and sends him away. The Bull kills Moran. Trolls kill Terlech. The chaos flees or is killed. The trolls leave. Arqua doesn't want to leave Talloran's body. Heal-All heals Talloran's body, but he is still dead.

1619 Water Day, Fertility Week, Storm Season – Heal-All resurrects Leonine. The spiritbull returns, and Shisanna sleeps.

1619 Clay Day, Fertility Week, Storm Season – Heal-All resurrects Talloran. Talloran wakes Shisanna. Heal-All cannot resurrect Reha and an Ernalda woman. The Heron Vale men leave and become outlaws.

1619 Winds day, Fertility Week, Storm Season – Gared sends the Lunar prisoners away. One of them, Pen-Reth, stays and becomes a new follower of Heal-All: Make-Peace. Rulk, with five raven spirits (Jabber, Crusher, Iron-Guts, Fleet-Foot and Skull) and 4 other storm bulls comes from the mountains. All remaining Orlanthi, Yelmalian, Humakti and Storm Bulls go to the plains.

1619 Later - Storm Bull debate in the plains of Prax. Talloran (with some friends) returns to the pass to retrieve his iron armour. Talloran and the Storm Bulls hunt down the Chaos monster that killed Heal-All's Waha-man.

THE WIDOW'S TALE THE LUNARS

Darlath-Lar



Description

Yanafal Ta'arn'il's Military Officer. He was a well-built man in middle age, with narrow hips, broad shoulders, and back ramrod straight. Iron flanked his chest and sides, and an iron scimitar hung at his hip, for he stood high in the service of Yanafal Ta'arn'il's. But he had a homely face and was awkward around noble-women.

History

Darlath-Lar was born in Lunar Tarsh in 1591. He enlisted in the cavalry as a lad and joined the cult of Yanafal Tarnils. This and his exploits in fighting against the Pentan nomads earned him his first commission and the loyalty of his servant Pent-Moran. He was to have spent time at the Yanafal Tarnils military academy but when Kallyr Starbrow rebelled in 1613 his unit was sent to Sartar so he has yet to get the formal training he should have. During that rebellion Pent-Moran saved his life. He was also promoted to centurion. In 1619 he is still in Sartar serving under Hir-ach. In Earth Season the force is ambushed due to Hir-ach's lack of caution. Hir-ach is killed but Darlath-Lar rallies the force, recovers the commander's body for resurrection and retreats in good order. For this Darlath-Lar is promoted to fereshori in command of a mixed cavalry and infantry vexilla and receives an iron scimitar and armour. This sidelines Hir-ach. Darlath-Lar leads an enlarged force which attacks Eurhol's Vale on Gods Day, Disorder Week, Dark Season. The Orlanthi are defeated and then trapped by a Chaos army which had already defeated a force of Storm Bull warriors. Hir-ach sends Spell-Teacher to pay the chaos army after the original payment of weapons is stolen on route. However on Wildday, Stasis week, Dark Season Darlath-Lar confronts Spell-Teacher and the broos and destroys the living head he keeps in a box. Only that it would be dishonourable stops Darlath-Lar killing Tien-son who refuses to hold a weapon. On Winds Day, Death Week, Storm Season fighting between the Orlanthi and Tien-son's followers alerts the Lunar army and they attack routing their opponents. Later that week the Lunars follow up and on Freeze Day, Fertility Week, Storm Season trap

the Orlanthi between themselves and a part of the Crimson Griffin's army which is on exercise in the area in a break from besieging Whitewall. Teel-al flies to the Crimson Griffin to get orders for her troops, and gets permission for Darlath-Lar to command them. It's a close battle with no clear winner and Pent-Moran loses his life to save Darlath-Lar. In 1620 Darlath-Lar, who stays in Wyvern Reach, gets a son by the Serpent. He gets a new command to New Pavis, takes his daughter, Wyvern-Child, with him, and leaves his son with the Serpent. In Sea Season 1621 he again encounters Talloran and they struggle with each other about a woman. In 1625 he meets Arqua again in the breach of the New Pavis wall. Both kill each other but Darlath-Lar resurrects himself. After that he fights during the Hero Wars in his homeland Tarsh against the rebellious Sartarites.

Abilities

Keyword: Homeland Lunar Tarsh 19

Keyword: Lunar Citizen 19

Keyword: Army Officer (Ride, Fill Out Paperwork, Lead Unit, Read & Write New Peloran) 9W2 (see "HeroWars" pp 91-92)

Keyword: Ordinate of Yanafal Tarnils (Affinity - Warlord, Formulary - Soldier On, Spirits - Combat) 10W2

Other abilities

Hate Chaos 10W

Honourable 5W

Ride 15W

Scimitar Combat 15W

Scimitar Tricks 2W2

Notable Equipment

Ancient iron armor and scimitar blessed by Yanafal Tarnils

Silver Officer's horn

28 cavalry men

280 infantry men

Followers

Retainer 1W: Tor the Horse; Restrain Criminal 5W

Sidekick 5W: Moran (aka Pent-Moran); Ride 15W, Care for horses 5W, Casually propose and discuss tortures and executions 5W

Ally 19: Wife (Serpent) and son, until he leaves for Pavis.

Dependant 2W: Daughter (Wyvern-Child).

Community 5W: a Vexilla, composition varies but a century of light or medium cavalry and most of a regiment of infantry would appear typical.

LEADER SHEET FORMAT

We don't present this character in form of a Leader Sheet Format, but he is a leader of a warband, so here is his time commitment:

Ordinate of Yarnafal Tarnils 60%

Vexilla 20%

Lunar Hierarchy 10%

Personal Time 10%

1619 Clay Day, Fertility Week, Storm Season – The Heron Vale men became true outlaws, real wolves, and they rallied many others to them. Hereford and Coldstream, in the east-running vales, had to be abandoned, and the two villages below Poppyseed suffered greatly from their depredations. They preyed on Lunar and Lightbringer alike and caused poverty and misery for many years.

By the end of 1619 - The pass is under Lunar control with Narach-or in command. Ker-albach brings Eurhols Horn to a temple of Deezola and gets rewarded. Hir-ach moves back to Barbarian Town.

1619, Sacred Time - Heal-All carries out the Chalana Arroy heroquest that gives her a son, Zebra Colt, by Talloran (Chalana Arroy's son Arroin by Orlanth). They separate, Heal-All going to the Chalana Arroy temple at New Pavis.

1620 Sea Season - Bane had done her worst: All those clutches hatch, unseen and unnoticed in their secret places. Small, light-coloured scorpion-things crawl out, and their soft shells harden into dark carapace. They overrun Heron Vale and the vales below. They cause grief and horror for many years.

1620 late Sea Season - Talloran, Arqua, Rulk and Shisanna arrive in Pavis so that Shisanna can give birth to what Rulk expects to be twin boys. They stay in Pavis.

1620 – Darlath-Lar, who stays in Wyvern Reach, gets a son by the Serpent. He gets a new command to New Pavis, takes his daughter, Wyvern-Child, with him, and leaves his son with the Serpent.

1620 Fire season – Arqua's tongue has regrown

1620 Fire Day, Harmony Week, Fire Season – Aoael's children by Hervald, Golden Wolf and his twin-sister, are born.

1620 Winds Day, Death Week, Storm Season – Hervald can move again. He stalks Eurhol's Vale, and freezes New Camp, so the Lunars are forced to leave. His rolling eyes see the fort, and storms destroy it.

1620 Clay Day, Movement Week, Storm Season – "DOWN THE

Pent-Moran



Description

He was an amiable, ugly, dark, little man, with a tattooed face and black teeth. He rides a white filly named Ibis and carries the standard, a rune inscribed long spear with a crimson flag.

History

Moran was born and raised in the harsh society of the Redlands of Pent. He became a cruel warrior of his culture, and a follower of the Seven Mothers. While fighting against pentan raiders he served under Darlath-Lar and became his loyal servant. After they left his home region Moran is known as Pent-Moran. During the 1613 Starbrow rebellion Pent-Moran saved Darlath-Lar's life, and he followed Darlath-Lar since then. On Freeze Day, Fertility Week, Storm Season 1619 they fought Heortling rebels, trolls, and storm bulls in the Stormwalk Mountains. It's a close battle with no clear winner, but Moran loses his life to save Darlath-Lar.

Abilities

Keyword: Homeland Pent 19
 Keyword: Cavalry Soldier 12W
 Keyword: Novitiate of Seven Mothers 5W

Other abilities

Brawling 10W
 Care for horses 5W
 Casually propose and discuss tortures and executions 5W
 Ride 15W

Spirits

Charge of the Ram (from Yanafal Tarnils) 5W
 Induce Madness (from Jakaleel) 3W

Notable Equipment

Vexilla Standard (emanation Guardian): Defend against Storm 1W, Slay Enemy 10W (when used as a spear), Sense Ambush 5W

Followers

Retainer 19: Ibis the Horse, Fast 3W
 Patron 5W: Darlath-Lar, Army Officer 9W2,
 Ordinate of Yanafal Tarnils 10W2, Honourable 5W

Teel-al (aka Wyvern Rider)



Description

Teel-Al went by the name of Wyvern-Rider, for there was only one of him in this camp and it was easier for everyone to remember. He was a tall man who wore his red hair tied back in a long plait. He oiled and plaited his beard like a snake-tongue. He wore armour like his wyvern, plated crimson at his back and sides with gilded chain mail at his chest and abdomen and contrived at the inside of his thighs, a marvel whose cost was the source of much awe. He had a caparison of crimson, and a high-backed, high-fronted crimson saddle trimmed with silver.

History

Teel-al was born to the Hazar caste in Carmania and left home to follow his dream of flying on a dragon. His lack of fear of such creatures led him to join the cult of Otarshkanar Wyrn-tamer as the nearest he could do to achieve that. He and Mik-esh joined the army as a courier team. He met and became friends with Pent-Moran and Terlech in consequence of a brawl he got into when another soldier insulted him. They joined in and when the guards turned up the three of them fled together. On Gods Day of Disorder Week the Lunars attack Eurhol's Vale and Mik-esh is mortally wounded in the fight. He lasts long enough for the arrival of the Chalana Arroy healer who heals his three wounds over three days. Mik-esh repays the healer by rescuing her and Ragnar from a broo attack. On Freeze Day, Fertility Week, Storm Season Teel-al is sent to get permission from the Crimson Griffin for Darleth-Lar to borrow some of her soldiers who are in the area for the forthcoming battle. Mik-esh and Teel-al die stopping the storm created by the Orlanthi wind lords.

Abilities

Keyword: Homeland Carmania 17
 Keyword: Lunar Citizen 19
 Keyword: Cavalry Soldier 5W
 Keyword: Novitiate of Otarshkanar Wyrn-tamer 10W

Other abilities

Carouse 5W

RIVER": river laundry chase of Quackser, Dink, and Gy-lopa along the River of Cradles in which they meet Talloran, Arqua, Rulk, Shisanna, and Darlath-Lar. This is towards the end of Shisanna's pregnancy. Heal-All and Zebra Colt are at the Chalana Arroy temple here.

1621 First day of Earth Season to 1621 late Sea Season - The two villages in the vales below Heron Vale are abandoned, Gale village and Poppyseed, because no crops could grow when the bale-frost, caused by Hervald, started.
 1621 Sea Season - "THE HARROWING": Talloran and Darlath-Lar struggle with each other in New Pavis over a woman.

THE FUTURE

•Things that will happen after the events described in the two books

1621 - Shisanna and Rulk have twin sons, Bullroarer and Talloran (later known as Blood-Tally).

1621 Winds Day, Death Week, Dark Season - Whitewall falls Start of Fimbulwinter

1622 Clay Day, Disorder Week, Earth Season - Battle of Iceland Fimbulwinter ends

1623 - Shisanna and Rulk have a daughter, Rhianna.

1624 - Shisanna and Rulk have another daughter, Catkin.
 1625 - New Pavis liberated by Argrath White Bull and his Praxian army.

1625 - Arqua and Darlath-Lar meet in the breach of the New Pavis wall in a Humakt/Yanafal Tarnils implosion. Arqua dies gloriously. Darlath-Lar dies also, but self resurrects.

1632 Fire Season - "WOLF AND ZEBRA": Zebra-Colt, son of Heal-All and Talloran, visits Golden Wolf, son of Aoel and Hervald, in Sun Dome County.

1633 - Zebra-Colt initiated into Chalana Arroy (Arroin subcult).

1634 - Golden Wolf initiated into Yelmalo.

Lance 7W
Proud 1W

Relationships

Love Mik-Esh 5W
Pent-Moran Drinking Pal 5W
Terlech Drinking Pal 5W

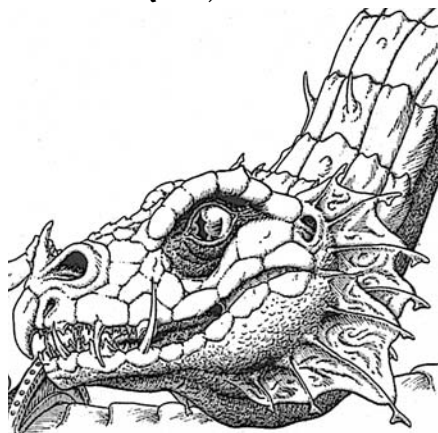
Notable equipment

crimson scale/chain armour
lance

Follower

Sidekick 5W: Mik-Esh (Wyvern) (aka Crimson Claw): Intelligent 1W, Proud 1W, Spit Poison 15W

Mik-Esh (aka) Crimson Claw



Description

Mik-esh was a marvel. He was a serpent the length of twenty-one horses standing nose to tail. His eyes were gold and slitted. His upper body was armoured with raised and overlapping crimson scales, like those on a carp, and there were seventy rows of seven scales. Spikes crested his back. There were forty-nine spikes, including the venomous sting that lay sheathed in his tail and a small horn, like a rhinoceros, that tipped his snout. His belly was mailed with supple hide of yellow-gold, tougher than chain-mail. He had two eagle-claws and seven rows of seven teeth in his snake-snout, each as long as dagger blades and strong as sword-iron. He could spit poison. Two vast wings of black membrane veined with crimson arched from his back and raised a great gale about him as he rose into the air. He was swifter than fourteen eagles and more terrible than fourteen lions, but most of the time he preferred to lie gorged in his dust wallow and was very peaceful.

History

See Teel-al's History

Abilities

Keyword: Wyvern +15 (see Anaxial's Roster p 166)

Other abilities

Ancient Wisdom 1W
Foresight 5W
Intelligent 1W
Large 5W2
Proud 1W
Spit Poison 15W

Relationships

Love Teel-al 10W

Followers

Sidekick 5W: Teel-al (aka "Wyvern Rider") - Cavalry Soldier 5W, Lance 7W, Carouse 5W

Terlech No-Trouble



Description

Terlech was tall with copper hair, strong and impossibly lovely as are all ogre-people.

History

Abandoned as a child in the city of Furthest Terlech grew up among the street children and beggars where the occasional disappearance went unnoticed. After a clampdown by the authorities she realised there were more opportunities among soldiers than thieves and joined up. Her strength and apparent piety led to promotion so by the time the unit was deployed in Sartar she was a senior septon (sergeant). This didn't prevent her getting involved in a brawl with Pent-Moran over grain for the cavalry horses but after sharing the punishment duty for fighting they became firm friends. She is killed by trolls in

the battle on Freeze Day, Fertility Week, Storm Season 1619.

Abilities

Keyword: Ogre +5
Keyword: Homeland Lunar Tarsh 17
Keyword: Infantry Soldier (sergeant) 10W
Keyword: Novitiate of Seven Mothers 1W
Keyword: Practitioner of Cacodemon 5W

Charge of the Ram Talent (from Yanafal Tarnils) 5W
Expose Prejudice Charm (from Jakaleel) 5W
Find Suitable Victim Spirit (from Cacodemon) 1W
Read Anything Talent (from Irippi Ontor) 3W
Snake Eyes (Hypnotise) Talent/Chaos Feature 7W
Spirit of Invisibility (from Cacodemon) 19
Witch Healing Talent/Chaos Feature 10W

Other abilities

Brawling 10W
Lovely 5W

Relationships

Pent-Moran Drinking Pal 6W
Teel-Al Drinking Pal 5W

Notable equipment

Spear
Uniform of a lunar senior septon

"The Crimson Griffin"

Description

The Crimson Griffin was a woman of middle age with pale skin. She dyed her hair crimson and painted her finger-nails, she wore crimson mail into battle and had a crimson standard. Her enemies said that this was ridiculous, all this crimson gear, and poured scorn upon her. Until she was riding into battle, with her armies always of seven times seven, and always with blood-thirsty Chaos and ferocious Danfive Xaron, with her Griffin Captors close about her, and riding upon a griffin that shrieked his rage and defiance yet was forced absolutely to obey. Then she was not ridiculous but terrible, and there was no laughing then.

History

Born in Rinliddi to the Mother of the Red Ibis nest on the first day of the Seventh Wane (1572) the child was named Cavarina Garmanor, given the title "The Honourable Lady Daughter of the Red Ibis Nest" and blessed by the chief priest of Tholm in accordance with Rinliddi tradition. Yet there was a witch present who prophesied that being born on such an auspicious day she would be one of the few to rise to the rank of immortal if she followed the Lunar way. So it was no surprise that when old enough she chose to follow the witch into the dark cult of Jalakeel. It seemed she had chosen

Purple Sage

Keywords: Homeland Rinliddi 17, Scribe 17, Ordinate of Irripi Ontor 5W2 Affinity - Literacy, Formulary - Secrets of Identification, Grimoire - Light of Knowledge *Significant Abilities:* Ostentatiously Humble 1W3

Verima

Keywords: Homeland Rinliddi 17, Ordinate of Deezola 12W2 Affinities - Heal Body, Heal Soul; Formulary - The Radiant Light of the Goddess; Spirits - Healing Earth Secret - Empathic Healing *Significant Abilities:* Tired and Careworn 10W



Officer CXXCIII

Keywords: Homeland Dara Happa 17, Ordinate of Danfive Xaron 10W Affinities - Endurance, Pennance Secret - Atonement Crime - Seducing his employer's wife Geas - Never lie with a woman *Significant Abilities:* Feared by the 42nd, 64th and 103rd Penal Battalions 5W, Loyal to Crimson Griffin 3W *Community:* Three Danfive Xaroni penal battalions (for each 700)

Rascalium Griffin Hunter

Keywords: Homeland Rinliddi 17, Hunter 10W *Significant Abilities:* Charm with Spirit of Enslavement 5W2, Control and Care for Griffins 5W, Relife Sickness 5W

Contest Synopsis

Close Combat (Crimson Griffin): 19W (142 AP)
Leadership (Crimson Griffin): 6W2 (71 AP)
Politics (Crimson Griffin): 4W2 (91 AP)

“The Crimson Griffin”

Keyword: Homeland Rinliddi 17

Keyword: Noble 17

Keyword: Lunar Citizen 1W

Other abilities: Beloved of Jakaleel 11W, Beloved of Sedenya (the Red Goddess) 8W, Impose Order on Chaos 10W, Love Earth-Sapper 5W2, Occluded 19, Proud 1W3, Ride Griffin 5W, Seventh Soul 13, Terrifying 15W, Wealth 6W2

Notable equipment Fetish with Spirit of Enslavement 15W2 Riding beast; “Arrogance”, *Keyword:* Griffin + 0 (see Anaxial's Roster pp 24-25)

Relationships The Warlord Fazzur has placed a Tarsh Shieldwall regiment under her command.

Other pleasures

Ordinate of Jakaleel the Witch

10W2 Ordinate includes all the time she spends on the siege and her armies. Some might argue that she was neglecting those duties but so far Jakaleel has not objected.

Preceptor of Jakaleel the Witch 10W2

Spike Arm

Keywords: Homeland Broo +10, Practitioner of Thed 12W2, Spirits of Chaos 5W *Community:* 2 Hordes of 700 Broo, 1 Horde of 700 Scorpionmen

Earth-Sapper

Keywords: Homeland Carmania 17, Siege Engineer 10W2 *Significant Abilities:* Loves Crimson Griffin 5W, Loves Pandar Ban 4W, Obsessed with Whitewall 10W

Pandar Ban

Keywords: Mammoth +5 *Significant Abilities:* Man-killer 1W

Notes on Rascalium: A faithful follower of the Crimson Griffin for many years he has died and been resurrected more times than he can remember. He secretly wishes for a permanent death but knows that's unlikely while the Crimson Griffin is alive.

Notes on Officer CXXCIII: This man has renounced his given name until his atonement is accepted by Sedayna. However he never tries to gain atonement, preferring to help others along the path. He believes the Crimson Griffin is truly doing Sedayna's work so follows her loyally. The battalions spend most of their time working for Earth-Sapper although the 64th have been armed and chained together to take a place in the battle line on occasion.

Notes on Verima: This poor woman has been dragged from the Crimson Griffin's estates in Rinliddi to heal and resurrect those Griffin Captors who are killed and injured. This duty has led her to lose faith in the world and she waits fatalistically for the promised reward on the Moon. To resurrect she needs a willing substitute which she obtains by offering an easy death and the goddess's forgiveness to Danfive Xaroni charged with capital crimes.

• The full title and name of a noble Rinliddi is a long and mostly untranslatable string of syllables which tell both who the individual is in relation to everyone else and how they are related to the gods. The titles are usually translated into New Peloran and then abbreviated for normal use.

So the title The Honourable Lady Daughter of the Red Ibis Nest would be commonly abbreviated to Lady Ibis. It's significant that she is "Lady Daughter" in middle age. Normally by then she would have a title based on her position in the nest rather than the child's title based on who her parents are. Personal names are not used except by close friends and relations.

Scenario seed: free the griffins!

Those griffins, both the one in use as a mount and any spares, are "sacred to Orlanth and Yelm both". Keeping them with their wings clipped, and therefore flightless, is an offence to both cults, and any related ones. Should any Sartarite PCs need further incentive to do this, Kallyr (as a former Vanganthi flyer with strong feelings about individual freedom) is taking the whole thing rather more personally than she probably should, and will provide as much support and encouragement as she can.

The catch is what to do with the griffins once freed. Until they grow their wings back to the point of being able to fly, they'll need protecting and feeding.

well for she had a natural affinity with the moon and was blessed by both Jalakeel and Sedanya (the Red Goddess) herself. Furthermore she heroquested for a new source of spirits which enabled her to control intelligent creatures which she binds into a fetish for herself and charms for the Griffin Captors. This experience allowed her to awaken her seventh soul. Unfortunately in this her pride misled her and rather than being illuminated she was occluded and became obsessed with control. So she insists that chaos is drilled, she rides a flightless griffin bound to her service and imposes the most drastic punishments on any who appear to challenge her authority.

Her connections in the Lunar religious hierarchy are of great use to the nest and they are therefore willing to allow her sufficient funds to raise her own army although only of the cheapest troops - chaos mercenaries and Danfive Xaroni conscripts. She claims to get her orders directly from the Red Goddess herself and has no official military rank. Combined with her use of large numbers of chaos creatures this makes her an object of suspicion and distrust to the regular army. Guided by Sedanya she has been intermittently laying siege to Whitewall with her lover the engineer Earth-Sapper since 1617. She raises an army which enables Earth-Sapper to try and breach the walls. When he doesn't succeed immediately the army disintegrates and she's forced to retreat. Her obsession with Kallyr Starbrow began during her first attempt when she was observing the siege a mile from the walls and dismissed fears for her safety with the words "They couldn't hit the mammoth from this distance." Kallyr didn't exactly miss, but she missed the mammoth. Her javlin did however hit the Crimson Griffin in the head. After being resurrected the Crimson Griffin swore mighty oaths to lay waste to Whitewall and send Kallyr Starbrow (who she believes is its ruler) to the fire and the hanging-stake.

"Tien-Son" (aka spell-teacher)



Description

The spell-teacher was a small, plump man, pleasant and amiable-looking, with soft, curled brown hair, large brown eyes, and a long nose with a quivering pink tip. He wore a black robe of

soft stuff close gathered at the wrists. The robe had marks around it of a harness, but he had taken the harness off. He had a large chest which he fussed over cheerfully as it was taken to the tent vacated for him. He went in little skips with his head cocked to his side. His hands were as soft and plump as a woman's except for two long scars across his palms, and he called the broo and the scorpion-folk "our very dear Chaos friends". He nodded and smiled benevolently to everyone as he was introduced, even Bane.

History

Tien-son proved to be poor at most scholarly activities because it involved too much work. That was until he read an ancient document which told him how to steal the knowledge of others. Since then he has impressed many by showing incredible knowledge of widely diverse matters. It also allowed him to achieve high status within the cult of Thanatar. In Fertility Week of Dark Season 1619 he is sent to New Camp by Hir-Ach to teach spells to the allied broo and scorpion-men. However on Wildday of Stasis Week he is confronted by Darlath-Lar who destroys the head he had imprisoned in his box. After that he is sent back to Wyvern Reach as the only reason Darlath-Lar didn't kill him was his refusal to hold a weapon. Having returned to New Camp in Illusion Week he musters 150 broos and in Truth Week attacks Heron Vale. Leaving the broos there he takes several prisoners away including Hervald. On Winds Day of Death Week he is confronted by Arqua who is raped by broos and tortured by him. She is rescued by Talloran who in turn has to be rescued by Gared. In turning the prisoners from Heron Vale into zombies he has created a monster out of Hervald. Tien-son frees Hervald and escapes from both the Orlanthi and Lunars using a black cloud to live a long and free life.

Abilities

Keyword: Homeland Lunar Provinces 17
 Keyword: Scholar 19
 Keyword: Sorcerer of Thanatar (Tien Aspect) 10W2
 Grimoire - The Book of Severing (Create Zombie, Steal Mind Ritual, Preserve Living Head Ritual)

Other abilities

Aura of Chaos 5W
 Garotte 15W
 Move within Darkness 8W

Notable equipment

Instruments of Torture
 Silver Garotte
 Silver Harness
 Wooden box containing a living head.

Relationships

Protected by the Crimson Griffin 10W

**THE WIDOW'S TALE
THE CHAOS FOES**

from page 15

Shit-Splitter



Description

Shit-Splitter had a goat's head, yellow eyes lit with fires of lust and destruction, and curling goat-horns rested upon his massive, scarified shoulders. His goat-grin ran the length of his snout and his teeth were filed sharp. Scraps of iron plate were about him, that he had scavenged from warriors' graves. He held in his paws a huge spear with a jagged, gore-stained iron head, wreathed with long ropes threaded with foul trophies.

History

Shit-Splitter was the leader of 250 broo from Chaos Wood that were hired as mercenaries by the Lunars to fight for them. They found a short cut to Heron Vale. Later on they attacked the trek of Heal-All and Ragnar, but were driven away by Mik-esh. They got spells taught by Spell-teacher until Darlath-Lar confronted him, and sent him away. On Fire Day to Wild Day, Truth Week of Dark Season he and the returned Tien-Son led 150 broos to Heron Vale, where they fought, raped, and slaughtered the local Orlanthe. The arriving Yelmalius killed most of the broo, and drove Shit-Splitter, Tien-Son and the remaining broos off. They went hiding into a cave. On Winds Day of Death Week the broo were confronted by Arqua who was raped by broos and tortured by Tien-Son, but only after she had killed Shit-Splitter by cutting off his head.

Abilities

Keyword: Broo +10
Keyword: Raider 5W2
Keyword: Devotee of Thed 7W

Other Abilities

Cruel (even for a broo) 5W
Lead by force 5W
Lie 1W

Notable equipment

Scraps of iron plate

Huge spear with a jagged, gore-stained iron head, wreathed with long ropes threaded with foul trophies

Followers

250 broo warriors

Bane



Description

Bane was a great queen. She had a scorpion carapace below that shielded a sagging, empty egg-sac, and armour of iron plate above that she had torn from the corpses of heroes who had opposed her. Her face seemed vaguely human but was not. Her eyes were poison-red, set deep beneath her chitin-scalp. Her small chin sloped in so it looked weak but she had a mantis-mouth. Her jaws were rasping bony plates that could devour bone and flesh with equal relish. Four chitin-plated arms sprouted from her human-seeming torso. Two arms set low ended in bone-spikes four feet long, two set high flourished swords of jagged iron, and her massive sting arched over her shoulder. She was so terrible that even her own people had no name for her and called her only Bane.

History

Bane is a scorpion queen from the Chaos Woods, hired by the Lunars to help clear the Orlanthe out of the mountains. They find a short cut to Heron Vale. They are taught spells by Spell-teacher, and Bane gets fed the corpses of the broo raids by him, until Darlath-Lar confronts him, and sends him away. She eats and lays three clutches of eggs. On Fire Day to Wild Day, Truth Week of Dark Season she gets fed another 10 dead people of Heron Vale. One day later Bane manages to kill Eurhol in a big fight between the Lunar/Chaos group, and the Orlanthe/Humakti/Yelmalius group, but gets killed herself due to the efforts of a cooperation of Talloran, Leonine and Gared.

But she gets her revenge: These three clutches hatch, unseen and unnoticed in their secret places. Small, light-coloured scorpion-things crawl out, and their soft shells harden into dark carapaces. They overrun Heron Vale and the vales

1635 – Bullroarer is initiated into Orlanthe (Drogarsi subcult)
Talloran/Blood-Tally initiated into Orlanthe (Daylanus subcult)

1636 – Rhianna Troll-daughter initiated into Xiola Umbar (Kitori version)

1637 – Catkin the Shrew initiated into Yinkin (Murni subcult)

1639 – Battle of Dwernapple. Rulk takes on some Chaos too big for even him, and dies gloriously.

1640 – Gared becomes King of Dragon Pass.

1641 - Shisanna, her children, and Talloran return to Eurhol's Vale. They get rid of the scorpion folk, make peace with the outlaws, and then Talloran and a band of locals attack Hervald and manage to destroy him, although Talloran is killed (the last fight between him and Peace).

~ 1642 - Shisanna tells the tales of her life to some wandering Lhankhor Mhy sage who writes it down. Later an Irripi Ontor sage reads it (which is only Shisanna's, and the Orlanthe side of what happened) and delved into Lunar military records to tell the Lunar side of the story.

1643 - Golden Wolf kills his sister, his wife and his best friend. After that no-one would have anything to do with him, but he was mad. He ran on four legs through a waste of his own making, burning with grief for everything in the world. His own people hunted him down, and as he died he turned into a man again. "Unhappy Golden Wolf, cursed before you drew breath," his people cried. They raised a barrow over him, down on the plains where the grass grows golden, and his daughter made a song to heal the grieving earth.

1643 and afterwards – Shisanna's sons and daughters make themselves names as heroes in the Hero Wars...

Bullroarer the Skald
Bloodthirsty Blood-Tally
Gentle Rhianna Troll-daughter
Catkin the Shrew

below. They cause grief and horror for many years.

Abilities

Keyword: Scorpion Man +30
 Keyword: Warrior 8W2
 Keyword: Devotee of Bagog 15W2

Other Abilities

Cruel (even for a scorpion man) 5W
 Go without food 10W
 Ugly 5W2

Notable Equipment

Armour of iron plate

Followers

50 scorpion men

Stoop-Hervald



Description

Human: a tall black-haired man, called "stoop" because he is always bent over his forge.

Draugr: huge, swollen to twice his living size with frost-bite. Armour straps bite deep into his hoar-blue flesh. His engorged head lolls upon his shoulders, his eyes are round and rolling in his head, and his lips grin blue and shrink back around his white teeth. A gale of blizzard-light mixed with driven snow and ice roars from him. When he speaks, he has the voice of killing cold and murdering snow.

History

Hervald Spearsmith was a redsmith, and chief of the village of Heron Vale. He threw the spear that killed Hir-ach, and had spent most of Fire Season and Earth Season of 1619 making spearheads and shield rims. He has a wife, but they have no living children. His mother won the fight for who should lie with Aoael on harvest night, and his wife agreed to it, so he is the father of the child she has later. He bargains with Darlath-Lar and with Moran to keep Heron Vale safe.

When Tien-son and the broo take Heron Vale, Tien-son turns Hervald into a Draugr: a terrible undead being of winter, that can steal magic from his enemies with a glance, and hates all who he once loved. He resists Tien-son throughout the process, stealing magic from him, and also takes magic from Talloran, Arqua, and Leonine (though in all cases, he only gets to keep a third of it due to the injuries he is given). He withdraws to the cave where he was created for a year to recover, then comes forth and freezes Heron Vale so that the Lunars have to depart. Here he stays, master of his own miniature Fimbulwinter, until the Widow and her Father return.

Abilities

As a human:
 Keyword: Heortling 18
 Keyword: Smith 5W2
 Keyword: Village Chief 13W
 Keyword: Initiate of Orlanth/Gustbran/Dar

Shrewd bargainer 5W
 Lucky spear throw 5W
 Loyal to Heron Vale 15W
 Love family 5W
 Love Aoael 1W

As a Draugr:

Keyword: Draugr +20
 (see "Gathering Thunder" p. 40)

Other or deviant abilities

Hate Aoael 1W
 Hate family 5W
 Hate Heron Vale 15W
 Large 15W

Special Abilities

He loses "Immune to Impaling Weapons"

Magical abilities

Immune to non-magical damage 10W
 Drain affinity 5W2
 Enthral 15W (can be resisted with any affinity tied to the Mastery rune, such as the "lead clan" affinity of a Dar initiate)
 Summon/control blizzard 10W2
 Freeze land gradually; increases to perhaps 10W3

Stolen affinities

Darkness (from Tien-son) – initially 10W2, 17 after Leonine injured him
 Chaos (from Tien-son) - 10W2
 Death (from Arqua) – initially 15W, 11 after Scarface injured him
 Storm (from Talloran) – intially 19W, 13 after Gared injured him

DOWN THE RIVER

Quackser



Description

Quackser the duck had crusted, bloodshot eyes, bedraggled tawny-yellow feathers, and a bright orange beak that sat cynically askew on his feathery face. He wore a stained and soiled, boiled leather jerkin, with a short sword, hilt knotted to the scabbard...

History

Quackser, also known as Shorty, was the ex-partner and heir of Threep the newtling, a Pavis based fence and smuggler. Threep was the brains, Quackser was the "brawn" (he did the rowing). One day in early Fire Season 1620 they rescued a lunar soldier, Gy-lopa, from drowning in the river, and she owed her life to Quackser since then. On Clay Day, Movement Week, Storm Season Threep went back to the river to follow the natural call of reproduction and Quackser inherited everything Threep previously owned. A small time contact of Threep, a thief named Dink, visited him, with a stolen sack of the laundry of Sor-Eel, the governor of New Pavis. Just then Gy-lopa came along, and recognized the sack. They chase each other through the streets of Pavis to get hold of the sack, ending with the sack falling into the river, floating downstream. Quackser, Dink and Gy-lopa want to chase the sack by boat down the river. In order to do so they have an argument with Lunar guards, meet the Governors Wife and Darlath-Lar, and run into Arqua. When they are finally on the river they avoid a floating gorp, piss off some zebra-riders, pick up a trollkin, and his pet cavetroll, run into Arqua again, but this time she is with Talloran and Rulk. After that they have to fight broo, they visit trolls, and move back to Pavis with the recovered laundry (but not the Imperial Seal that had made it valuable - Arqua got that!). They sell the sack of laundry to The Rat, the Lanbril master, and get a tidy sum for it.

Quackser uses his share to set up a shop trading in second hand furniture, clothing and knick-knacks, 'The Governor's Robes'.

Abilities

Keyword: Duck (substitute "streetwise in

Pavis" for "Creek-Steam River Knowledge") 17
 Keyword: Pavic 17
 Keyword: Boater 17
 Keyword: Initiate of Zola Fel 17

Other abilities

Arm wrestling 3W
 Being shocked does not stop him squawking 17
 Believes himself to be naturally irresistible to any species 17
 Glib 5W
 Insulting 5W
 Make vulgar joke 15
 Play cards 15
 Rowing 5W
 Teasing 5W
 Tell hard luck stories 17

Relationships

Former business partner: Threep; Newtling 5W, Forgetting past life 5W, In heat 5W2
 New business partner: Dink; Thief 17, Read New Pelorian 13, Knows her way around Pavis alleys and sewers 5W
 Friend: Gy-lopa, Lunar soldier 17, Lazy 5W;
 Doesn't know her own strength 1W

Notable equipment

A tumbledown warehouse in "the fishy side" of Pavis, and a leaky boat (before "Down the River")
 Second hand furniture shop (after "Down the River")
 Leather jerkin
 Short sword

Dink



Description

Dink was slightly built, with a sharp, pretty face and large green eyes. Her clothes were once fine but now patched, darned and frayed to the last inch of their wearable life. Like the duck, she wore a boiled leather jerkin. But in one way she was worse off. Her only weapon was a blunt dagger she had hoped to use while eating breakfast. Her skin was pearl-white, indicating she spent little time in the sun, not easy in a desert town like New Pavis.

History

Dink was an unlucky thief, that was called Stinky Dink, because of a fumbled use of a stinkl bomb during a break in. She was often found in the soup kitchen of Teelo Norri, and found a sack of laundry after a Lunar/Storm Bull fight she witnessed.
 For the "Down the River" adventure: see Quackser.

They sell the sack of laundry to Rat, the Lanbril master, and got a tidy sum for it. Dink's fellow Lanbril cultists finally gave her some respect, and was at last initiated, and jobs started to come her way. She rejoiced in her new name of Hot Pants and cut a fashionable figure in certain dim and disreputable parts of New Pavis.

Abilities

Keyword: Pavic 17
 Keyword: Thief 17
 Keyword: Lay member of Lanbril 17

Other abilities

Hates Lunars 13
 Knows her way around Pavis alleys and sewers 5W
 Read New Pelorian 13
 Regular at Teelo Norri soup kitchen 17
 Wants to be an initiate 17

Relationships

Business partner 17: Quackser; Duck 17, Arm wrestling 3W, Teasing 5W
 Contact 17: Gy-lopa; Lunar soldier 17, Lazy 5W; Doesn't know her own strength 1W
 Contact 17: Threep; Newtling 5W, Forgetting past life 5W, In heat 5W2

Notable equipment

Blunt dagger
 Enchanted silk boxer shorts wth Sor-eel's crest (protect wearer from damage 5W)

Gy-lopa



Description

Lunar Infantry soldier. A ballista-big red-head with a potato-blob of a nose squashed into the middle of a sun-blistered face. She was fully rigged out in the latest Lunar military gear, bronze armor, long spear, scimitar and shield with two javelins clipped beneath the rim

History

Brought up in a Teelo Norri orphanage. Joined the army as a way of traveling the world while staying in an institution, and has tried to avoid work and combat ever since. Saw some battles in the past, but none in Pavis until she tried to stop Talloran and friends entering. Quackser saved her from drowning, and she has been trying to repay the debt ever since. Often found on latrine duty (or shirking it).

For the "Down the River" adventure: see Quackser.

With her Troll glases she was looking cool, for the first time in her life. She got promoted to sergeant and fights in the Cradle incident, where she loses her glasses in the Zola Fel.

Abilities

Keyword: Lunar Way 17
 Keyword: Infantry Soldier 17
 Keyword: Novitiate of Teelo Norri 17
 Disarming vulnerability 5W
 Shame donation out of rich citizen 5W (often used to improvise "ask for help" in general)
 Common blessing: nourishment from little Formulary: make food go round (unfortunately, tends to make the eater go "round")

Other abilities

Conscientious 13
 Cowardly 17
 Doesn't know her own strength 1W
 Lazy 5W
 Owes debt to Quackser 17
 Play cards 19
 Plump 17
 Pragmatic 17
 Slow-witted 17
 Wants to be "cool" 1W

Standard combat technique

Cry "Teelo Norri" and surrender or run away.

Relationships

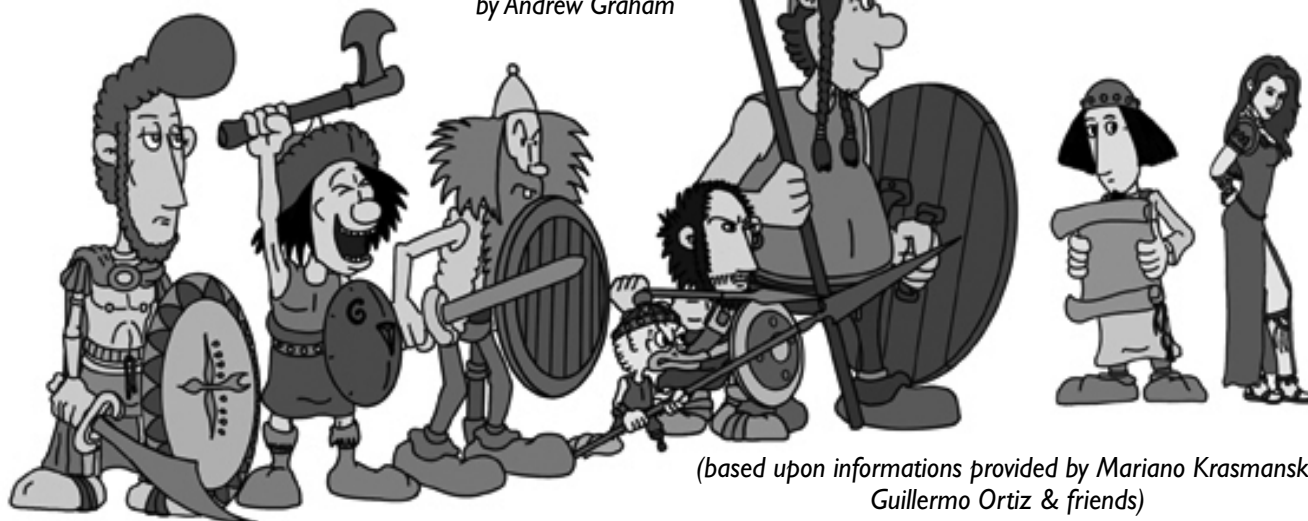
Friend 19: Quackser, Duck 17, Play cards 15, Teasing 5W

Notable equipment

Bronze armor
 Helmet
 Long spear
 Scimitar
 Shield
 Two javelins
 Troll sunglasses (from "Down the River" up to the Cradle incident, Sea Season 1621 where they fall into the Zola Fel)

THE PATH OF THE DAMNED

by Andrew Graham



(based upon informations provided by Mariano Krasinski, Guillermo Ortiz & friends)

SALVOR-J'AARS-DIN is the leader of "The Path of the Damned". He is an outcast from his own country. Defamed, he suspects by the Lunars, this has fuelled his loathing of the Lunars. The exile from his home land still grates on him, as do the actions of others who have wronged him. But he has made the best he can of his new position. He has since travelled widely and gathered together a small band of followers who act as mercenaries for hire. They do odd jobs for those who can both afford their services and do not offend Salvor's noble sensibilities and obvious prejudices. When the job requires, the Path of the Damned hire people from a wide range of backgrounds. There is only one restriction, no Lunars or Lunar supporters. Membership is purely on Salvor's say-so. A hatred of the Lunars, or a shapely pair of legs (for the women only), is a good starting point.

Currently, the Path of the Damned operate around Heortland, but they have ventured farther as the work and Salvor's will takes them. They have travelled from the hills of the Tarsh Exiles, to the wild plains of Prax and Pavis, its partly ruined city.

Their latest job was as escorts and guides in the search for a Lunar relic, the Purple Moon Medallion. They succeeded in their main objective and recovered the Purple Moon Medallion, but not without a high cost. Their employer, Oleyra Marblojh, and three of their members (Taocede the Praxian, Albardo Sahrnha the Humakti and Olin Dabozan the Babeester Gori) died. There was a further cost, for as they looted the tomb they were all cursed with the unending hunger of Yara Aranis. This dulls their warrior abilities, as well as revealing them as marked men to any member of a Lunar religion who uses magical senses near them.

After this event, the group called itself "The Path of the Damned", as they were truly cursed. This traumatic event also brought this previously loose band together, tighter than it ever was before. Now they quest together to lift the curse under which they live. This, as Salvor says, will either drive them to greatness or to disaster. With a trickster in the party, both at the same time is a possibility. The group's guardian is the ghost of Zetadorium's old Lhankor Mhy mentor, Oleyra Marblojh, who now troubles Zetadorium's dreams and seeks to guide the group to finish the work he started.

The Path of the Damned currently has the following full time members:

Salvor J'aars Din

He is a Dara Happan noble, far away from his lands. The reason for his exile is unknown. Perhaps his family has been exterminated, or jailed in one of the frequent political disputes and feuds within the empire. Either way, he has developed a noticeable anti-Lunar aversion that he exercises whenever possible. He also looks down on anybody whom he considers to be uncivilized or of rude manners; highlighting the contrast with the rest of the company. Intelligent and cold blooded, he can appraise the most desperate situations without losing his cool. He is fascinated by war and all things related to it. It is a top priority of his to procure the latest and most sophisticated gear, both in terms of magic and quality of workmanship, on which he can lay his hands. He has a soft spot for beautiful women, for whom he falls rather predictably. Above all, he values friendship, ignoring all barriers – be they of class, religion, species or nationality.

O'Boe

Originally from an isolated farm that he 'abandoned' as an adolescent after getting lost on a trip. His first adventures trying to return home only managed to project him into a new and fascinating world that finally ensnared him – while pushing him ever farther from his lost home. His endless wanderings have left their imprint, making him an adventurer and a bard of sorts. Restless, and with an unlimited capacity to be amazed, he enjoys life and beauty wherever he may find them. He blissfully believes that goodness (or badness) in a person is revealed in their everyday and ordinary deeds. He abhors those who oppress the weak. He considers the Lunar Empire to be his enemy due to that – doubly so, given its chaotic nature.

Qude Yule

He was expelled from a Sable antelope clan at puberty, after his father, a Urox khan, rejected the whole clan when it took the Lunar Empire as an ally. Together with his cousin, Taocede, (now dead), they wandered aimlessly, until finding refuge and solace in this small group of adventurers. He has an extensive and wide knowledge of weapons, highlighted by an acute tactical ability in all sorts of combat. Of utmost importance to him is the sense of moral integrity and rectitude. He believes that one's mistakes can be redeemed through suffering. He is an ascetic, scorning luxury and materialism. He lacks all sense of private

Sturn O'Stronnzflat (Shield)

Keywords: Heortland Farmer 2W
Initiate Orlanthearl 17
Initiate Vorgarth 20
Significant Abilities: Strong 12W
Bare Hand Fighting 7W
Throw Rock 5W, Large 13
Insane Ferocity 7W
Equipment: Spear +3, Shield +1, Improvised Weapons

Yozarian (Spear)

Keywords: Duck Thief 17
Desemboth Initiate 18
Significant Abilities: Ambush 12W
Dodge 8W, Archery 10W
Sword and Shield fighting 3W
Equipment: Crossbow +5, Armour +3
Short Sword +3

Guardian: Oleyra Marblojh

Form: Archetype
Blessing: See what is Important 18
Defence: Shield Mind 16
Awareness: Sense Truth 20

Contest Synopsis

Close Combat (Salvor-J'aars-Din) 11W2 (214 AP)
Ranged Combat (Quad Yule) 1W2 (197 AP)
Ambush (Yozarian) 12W (44 AP)



Qude Yule (Sword)

Keywords: Praxian Warrior 10W
Waha Spiritualist 17
Significant Abilities: Scimitar and Shield
Fighting 2W2, Archery 18W, Acute Senses 7W
Equipment: Scimitar +3, Shield +1, Horn and Bone Bow +4, Love Slave Visilissa, Sword Strike Charm +2, Ignore Pain Charm +2

Zetadorium (Back Boy)

Keywords: Heortling Scholar 1W
Initiate of Hevduran the sword sage 2W (Knowledge, Literacy, Combat)
Significant Abilities: Sword and Shield 6W, Archery 15W, Read Obscure Script 11W
Equipment: Fine Bow +4, Sword +3, Shield +1, Purple Moon Medallion (Strengthen user +5 to Close Combat), Foreign Mercenary lover (Warrior 20)

Salvor-J'aars-Din

Significant Abilities: Archery 6W, Dara Happan Noble 2W, Scimitar and Shield fighting 12W, Battle Tactics 9W, Give Commands 5W
Equipment: Enchanted Gold Armour +5, Fine Shield +2, Enchanted Gold Sword +7, Bow inlayed with Gold +4
Personal Augments: Fire affinity (+3 close combat or Archery)
Leadership Affinity (+2 in command situations)
Combat affinity (+2 to close combat or Archery)

Mercenary Contracts

Personal Time

Quest to lift curse

Leader of Path of the Damned 14W

Full time members not listed above:
Visilissa: Courtesan 4W, Uleria Devotee 2WO'Boe: Bard 20, Eormal Disciple 15
Hired mercenaries, typical abilities: Wilderness Survival 20, Hate Lunars 18, Warrior 20

Initiate of Yelm the Warrior 2W

Affinities: Fire, Leadership, Combat

Damned: -5 to all combat abilities and -10 to co-operation with Lunars. Already incorporated in above stats. (Note the above part of the Curse does not affect Zetadorium or new members of the hero band).
Hunger of Yara Aranis 15W [Applies to all full time members except Zetadorium]

The Path of the Damned hero band was once simply a group of mercenaries for hire. Since recovering the Purple Moon Medallion, they have quested to lift the curse under which they now live. This will either drive them to greatness or to disaster, though with a trickster in the party, perhaps both at the same time. As they are a mercenary band, others join from time to time. Membership is purely on Salvor's say-so, but a hatred of the Lunars, or a shapely pair of legs, is a good starting point.

property, giving all feats and rewards to the group – as long as Vasilissa is left out of the equation. As of late, the idea of his lovely 'slave' being freed, or having more liberty to profess her religion, has been steadily gaining favour (at least amongst the other party members).

Sturn O'Stronnzflat.

A large man, from a large family of Orlanthe farmers, he joined the wandering group when it arrived one day to vanquish a strange curse that had befallen his homeland. As part payment for the service, he had to accompany and serve the heroes as they saw fit, for a stipulated period of time. Soon, his duty turned to passion, and he has since become a full member of the party, with no immediate intention of returning home. Whatever he may lack in quickness of comprehension or intellectual prowess, he more than makes up for through his prodigious strength, insane ferocity and unshakeable will. Being an Orlanthe, he abhors the Lunar Empire. He fights it with his spear, or if need be, barehanded, whenever possible.

Visilissa

Consecrated to the cult of Uleria since birth, she was kidnapped by Praxian barbarians, turned into a pleasure slave, bought, sold, captured as war spoil and traded numerous times. Despite it, she continues to believe that love is the most powerful force of all, and the sole force capable of generating life and happiness. She tries to be the means through which love can be expressed and exert its repairing force throughout the universe. Of remarkable physical, spiritual and mental

attributes, Visilissa understood at an early age that beauty and intelligence can be powerful weapons, and that her apparent fragility can confer important advantages.

Zetadorium

A calm scholar, once comfortably installed at Jonstown's Temple of Lhankor Mhy, where he spent many years at its library, inheriting his mentor's intense passion for knowledge. As bearer of the Purple Moon Medallion he will discover the pleasure of carrying weapons – mainly due to the supernatural strength that the seal confers, rather than any innate fighting abilities. Boasts an unhealthy love for art, a constant search for knowledge, and wastes no opportunity to demonstrate the fibre, temper and bravery of his character... while ensuring a healthy distance from any enemy or peril. He has also employed his current lover, Oms, as a bodyguard and guide through the wilderness.

Yozarian

Yozarian is a durulz, a vagabond and a bandit. He is avaricious, boastful, egoistic and guileful. Notwithstanding this, the party has learned to trust him – within bounds – given that his solitary adventurous life has taught him the value of friendship. Due to the imperial decree banning the durulz, Yozarian has been forced into the criminal underworld, and has had to master disguise techniques and the ability to pass unnoticed. All things considered, not a difficult task, were it not for the fact that they also imply he must not talk and has to keep his beak shut – nearly impossible tasks, given his constant whining and blather.

Salvor-J'aars-Din



Salvor-J'aars-Din is a Dara Happan noble exiled to Dragon Pass. An Initiate of "Yelm-the-Warrior", he is fascinated by war and its equipment, and owns best quality enchanted gold weapons and armour. Intelligent and coldblooded, he can appraise the most desperate situations without panic. He holds a grudge against the Lunars, and others who have wronged him. He is condescending to the uncivilised or rude, but has learned to live with barbarians. He values friendship regardless of source and has a soft spot for beautiful women. Salvor leads the "Path-of-the-Damned" hero band in questing to lift their curse and to right wrongs.

Goals: Get this curse lifted from his band. Find a way to get even with the Lunars.
Keywords: Dara Happan, Noble, Initiate of Yelm the Warrior

Dara Happan 17,
 Know Place in Society 20

Noble 2W
 Exert Authority 4W
 Ride 7W
 Sketching [Usually women or war equipment]
 Spear and Shield Fighting 8W
 Sword and Shield Fighting 12W
 Condescending to rude and uncivilised

Initiate of Yelm the Warrior 18
 Battle Tactics 9W
 Give Commands 5W
 Shoot Bow 6W

Magic: [Concentrated]
 Fire affinity 8W
 Leadership affinity 2W
 Combat affinity 20

Relationships:
 Hate those who have wronged him 18
 Leader of Path of the Damned 14W
 Hate Lunars 16

Flaws:
 Exiled 19

Soft spot for beautiful women 16
 Damned: -5 to all combat abilities and -10 to all co-operation with Lunars. (Already incorporated in above stats.)
 Hunger of Yara Aranis 15W

Personality:
 Fascinated by War 17
 Intelligent 15
 Coldblooded 16
 Don't Panic 20
 Values Friendship 18
 Hold a Grudge 15

Possessions:
 Enchanted Gold Armour +5
 Fine Enchanted Gold Sword +4 with Keen Edge enchantment +3
 Bow inlaid with Gold +4

Other Abilities:
 Know Dragon Pass Area 15
 Speak Dragon Pass Languages 16
 Know Equipment of War 2W
 Appraise Situation 15
 Live with Barbarians 15
 Right Wrongs 17

Know many Weapons 14W
 Bow 18W

Waha Practice 17 [Unconcentrated]
 Magic: Charms
 Hurt Chaos 2W, Hunting 15, Sword Strike 17, Find Water 15, Ignore Pain 16

Relationships:
 Member of The Path of the Damned hero band 18
 Keep love slave Vasilissa 10W
Flaws:
 Expelled from Sable Clan 5W
 Damned: -5 to all combat abilities and -10 to co-operate with Lunars. Already incorporated in above stats. Hunger of Yara Aranis 15W

Personality:
 Hate Lunars 3W
 Scorns luxury and materialism 16
 Moral integrity and rectitude 16
 Accept Suffering 20
 Rewards to Group 18

Possessions:
 Minimal private property
 Scimitar +4
 Shield +1
 Axe +3
 Helm +1
 Horn and Bone Bow +3
 Javelin +3
 Sable

Other Abilities:
 Combat Tactics 2W
 Acute Senses 7W

Qude Yule



A Lunar hater, Qude Yule was expelled from the Sable Tribe and left to wander beyond Prax. A wide knowledge of weapons and tactics, linked to his acute senses, helped him survive. A Waha practitioner, he scorns luxury and materialism. His moral integrity and rectitude drive him to accept suffering. A member of "The Path of the Damned", he accepts its curse stoically. Qude lacks all sense of private property. He donates all things to the group, except his love slave, Vasilissa.

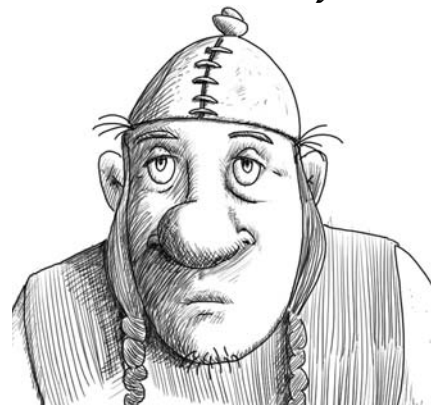
Goal: Keep Visilissa. Get back at the Lunars, who have ruined his life and his clan.

Keywords: Praxian, Warrior, Waha Practice

Praxian 17
 Survive 6W

Warrior 10W
 Scimitar and Shield Fighting 2W2

Sturn O'Stronnzflat



A large man from a large family of Heortling farmers, "Sturn O'Stronnzflat" is an initiate of "Orlanth Allfather" by upbringing, and Strongman by nature. Unworried about being dim, he compensates with his strength, insane ferocity and unshakeable will. He abhors the Lunar Empire and fights it with his spear, improvised weapon or barehanded with his powerful grip. Sturn joined the band known as "The Path of the Damned" out of duty, but

serves them with passion. Unfortunately, the Curse has dampened his love of adventure and fun he gets from life.

Goal: To see the world and have fun, and bash a few Lunar heads together when he can.

Keywords: Heortland, Farmer, Initiate of Orlanthcarl and Initiate of Vogarth the Strongman

Heortling 17
Heortling Customs 19
Wilderness Survival 1W
Spear and Shield Combat 20

Farmer 2W
Predict Weather 4W
Cheerful 3W
Stubborn 5W
Powerful Grip
Sense of Duty

Orlanthcarl Initiate 17
Vogarth the Strong man Initiate 20
Strong 12W
Honest 2W

Magic: [Unconcentrated]

Affinities:
Allfather 17
Making 17
Farming 18
Talents: Flesh Man 17
Stay Warm, Make Fire, Gesture to ward off magic, Light, Heal Flesh

Relationships:
Member of Path of the Damned hero band 18, Large Family

Flaws:
Slow witted 12W
Damned: -5 to all combat abilities and -10 to all co-operation with Lunars. Already incorporated in above stats. Hunger of Yara Aranis 15W

Personality:
Wants to have Fun 17
Loves adventure 15
Passionate 16
Unworried 14
Insane Ferocity 7W
Unshakable Will 1W
Hates Lunar Empire 20

Possessions:
Spear +3, Shield +1

Other Abilities:
Improvised Weapon Fighting 18
Bare hand fighting 7W
Throw Rock 5W
Large 13

O'Boe



Lost to his home village and left wandering the roads of Heortland, O'Boe is now a sword wielding Bard of sorts. He is an accident prone clown, but his luck gets him through adventures. Able to find beauty anywhere, he enjoys life's fascinations and wonders. Fate has ensnared him, leading him to find an odd route that led to Eural. O'Boe judges others by their deeds, distrusting fine words. He abhors those who oppress the weak, especially the hated Lunar Empire and its Chaos friends. Cursed, he follows the "path of the damned" hero band and seeks redemption.

Goal: Wow, look at that! I wonder what happens when I do this! [If he found a big red button marked "Push here for End of World", he would push it just to see what happened next.]

Keywords: Heortling, Bard, Eural Disciple

Heortling 17
Dragon Pass Geography 13
Wilderness Survival 1W
Spear and Shield Combat 3W

Bard 17
Play Oboe
Outgoing 1W
Play Flute 5W
Ignore Hecklers 18
Clown 20

Eural Disciple 15
Ignore consequences 20,
Fate leads him 18

Magic:
Ridiculing Farce 3W, Ignore me 17, Look at me 18, Play on regardless 20, He's behind you! 16, Make Weird Noise 16, Hot Seat 14

Relationships:
Member of The Path of the Damned hero band 17

Flaws:
Accident prone 20
Lost home village 16

Disciple of Eural 15
Damned: -5 to all combat abilities and -10 to all roles requiring co-operation with Lunars. Already incorporated in above stats. Hunger of Yara Aranis 15W

Personality:
Judge others by their actions 13
Abhor oppression of the weak 15
Wanderer 15
Fascinated by life 13
Find beauty and joy anywhere 13
Seek Redemption 16
Hate Lunars Individually 18
Hate all Lunars 18
Hate Lunar Empire 20

Possessions:
Sword and Shield
Musical Instruments
Bag of tricks

Other Abilities:
Life on the Road 18
Sword fighting 9W
Find Odd Route 2W

Visilissa



A devout Uleria courtesan, Visilissa was enslaved during a Praxian raid into Heortland. Seductive and wise, she exerts her love to repair relationships and for diplomacy. This has made her many friends and established her reputation. Visilissa uses her beauty and intelligence as weapons, and her apparent fragility to advantage. Truth told she is spiritually disciplined and is physically tough enough to keep going all night. Her many lovers have gifted Visilissa with fine jewels and revealing clothing, which she shows off during her distracting dances. With her owner she has travelled widely with the cursed "Path of the Damned".

Equipment Gained [after the current comic series]: * She has also gained during one of her many adventures a ceremonial knife with hidden darkness. This is balanced by the god given gift of a love dove.

Goal: Make the world a better place through love

Keywords: Heortling, Courtesan [Entertainer], Uleria

Heortling 17
Wilderness Survival 20

Entertainer [Courtesan] 4W
Concentrate 8W
Listen to People 7W
Presence 9W
Spot Trouble 6W

Uleria Devotee 2W
Sense Love 3W
Express Love 4W
Make Love 8W
Repair Love 4W
Seductive
Exotic Dancing
Repair Relationships

Magic:

Affinities:

Pleasurable Love 5W
Love for Making and Joining 4W
Loving Relationships 7W

Relationships:

Many Friends 19
Many Lovers 1W
Owner wrapped around finger 19
Member of The Path of the Damned hero band 18
Love Dove Divine Companion [Aura of Love 12W]*

Flaws:

Jealous Owner 2W
Cursed 10W2
Slave 18
Damned: -5 to all combat abilities and -10 to all co-operation with Lunars. Already incorporated in above stats. Hunger of Yara Aranis 15W

Personality:

Devout 18
Loving 3W
Shows off 15
Wise 19

Possessions:

Revealing Clothing
Fine Jewels
Ceremonial Knife +1 [Hidden Darkness] *

Other Abilities

Speak Praxian 13
Know Praxian Ways 13
Diplomacy 1W

Spiritually Disciplined 15
Physically tough 15
Keep going 18
Beauty 5W
Intelligent 16
Apparent Fragility 14
Widely Travelled 16
Many Adventures 14 *
Reputation 17
Distracting 20

Zetadorium



Uprooted from his comfortable life as a scholar in Jonstown's library, Zetadorium now lives as a Lhankor Mhy sword sage. He loves art, and has a fondness for women, including his current lover and guard. He wastes no opportunity to show off, though at a safe distance with his fine bow. Now the bearer for the "Purple Moon Medallion" for the "Path of the Damned", he revels in the strength it brings. Haunted by his lost mentor, Oleyra Marblojh, he now quests to lift the curse and to sate his thirst for knowledge.

Goals: To learn all he can. And to lift the curse he failed to prevent falling on others. A comfortable bed warmed by a good woman would be nice as well.

Keywords: Heortling, Scholar, Lhankor Mhy Initiate [Sword Sage]

Heortland 18
Heortling Customs 3W
Wilderness Survival 20

Scholar 2W
Know Customs of Strangers 12W
Read Lunar 5W
Write Lunar 16
Cartography 3W
Read Obscure Script 11W

Lhankor Mhy Initiate [Hevduran the Sword Sage] 20
Sword and Shield fighting 6W
Bow Combat 15W

Affinities: [Concentrated]

Knowledge 2W
Literacy 5W
Combat 3W

Relationships:

Haunted by ghost of mentor 2W
Membership in Jonstown Library 20
Mercenary Lover 15
Member of The Path of the Damned hero band 18

Flaws:

Sorrows for loss of Teacher 18
Misses Comfortable Life in Jonstown 16

Personality:

Curious 20
Love Art 15
Fondness for Women 15
Show Off 16
Keep Safe Distance 20
Thirst for Knowledge 3W

Possessions:

Fine Bow +4
Purple Moon Medallion [Moon Strength 10W, Fight for hours 20, Quick Learner (Reduces HP cost for learning any Close Combat of Ranged Combat ability to one point per point when increasing ability by more than one point at a time)]

Other Abilities

Follower: Oms
Mercenary [Warrior Keyword 17, Good Looking 16, Wilderness Guide 18, Sword and Shield Fighting 4W]

Yozarian



Yozarian is a one-legged durulz bandit given to whining and constant blather. He is by turns boastful, egoistic and guileful. His solitary life following Desembarth has taught him to value friendship. Outlawed in Heortland by hated Lunars, Yozarian joined the criminal underworld, has mastered disguise and can pass unnoticed. Now almost trusted by his comrades of "The-Path-of-the-Damned", Yozarian is learning teamwork and not to dodge and run. Cursed, he trusts in his armour and crossbow to get out of trouble.

Goal: Get away from his previous solitary life, make money and get rid of this dratted

■ The Path of the Damned

curse.

Keywords: Durulz, Heortling, Thief, Orlanth Adventurous

Heortland 17
Wilderness Survival 19

Thief 17
Hide 5W
Ambush 12W
Disguise 19

Desemborth the thief Initiate 18
(Concentrated)
Sword and Shield fighting 3W
Crossbow combat 10W

Magic: [Concentrated]

Affinities:
Stealth 2W
Movement 20
Combat 18

Relationships:
Underworld Contacts 1W
Almost Trusted by The Path of the Damned hero band 16

Flaws:
Peg Leg 18
Whining 16
Outlaw 20
Damned: -5 to all combat abilities and -10 to all co-operation with Lunars. Already incorporated in above stats. Hunger of Yara Aranis 15W1

Personality:
Cunning 18
Greedy 17
Selfish 19
Values Friendship 16
Solitary 14
Guileful 15

Possessions:
Armour +3
Crossbow +5
Short Sword and Shield +3

Other Abilities
Constant blather 15
Boastful 14
Egoistic 18
Pass Un-noticed 19
Dodge 8W
Running 15
Get out of Trouble 15
Teamwork 13

∞ X ULERIA X ∞

Illuminated Great Goddess of Life

by André Jarosch

ACCORDING TO ORLANTHI philosophy and mythology, the deities of the Gloranthan Court were broken into bits, grounded up, pulverized, and scattered in molten droplets everywhere, to eventually become part of the Everything World.

With one exception...

Uleria is the only deity of the Gloranthan Court that still is alive AS HERSELF.

As an original member of the Gloranthan Court, Uleria is a GREAT GODDESS, with a lot of aspects and subcults which are not always recognized as parts of the Great Goddess.

Some deities are not really deities of their own, but are aspects of Uleria. That might be unknown even to the highest ranks of priests, and the most pious devotees.

X Life
X Love
X Lust

Whenever someone lusts for food, drink, alcohol, drugs, or sex he worships Uleria - even if he does not recognize it as such - because ULERIA IS LUST!

Whenever someone loves her relatives, her home, her livestock, her occupation, her country or falls in love with a man or woman she worships Uleria - even if she does not recognize it as such - because ULERIA IS LOVE!

Whenever someone seeds grain, breeds livestock, begets or conceives a child s/he worships Uleria - even if he does not recognize it as such - because ULERIA IS LIFE!

Uleria is a Great Goddess ONLY, even if she is worshipped not only as a deity, but also ecstatically worshipped as a great spirit, venerated as a sorcerous entity, or meditated upon as mystic truth.

Uleria is ILLUMINATED, not because she was illuminated by Nysalor's teachings, the Lunar Way, or Eastern Mystics, but because she is more and greater than all of them. She is everywhere, in everyone, in everything, was always, and will always be.

THAT is why Uleria is the illuminated Great Goddess of Life.

"The Cult of Uleria in Pavis" (as published in "Beyond Pavis", page 34 - 42), "Homeland: Zoria" (as published in "Tradetalk # 15 - The Savage West"), as well as "Cults of Life" (in this issue of Tradetalk) only give limited local understanding of the Great Goddess Uleria. Uleria is too great by far to be understood by mortals.

Hara

Hara is a good example of a more mainstream Ulerian cult



Hara is the daughter of Umath and Uleria, and the daughter of Asrelia and Ulerius. She was born of the frustrated longings of Umath and Asrelia, and so she is the most beloved of all the Heortling gods, for she is the goddess of the ancient union of Storm and Earth that was so longed for, but never came to be. She is the power of longing, and she is the hope that one day those longings will be satisfied. Cherished by Heortlings everywhere, Hara is nevertheless little worshipped in Sartar, for mainly historical reasons. She is more important in Esrolia and some other Orlanthe lands, such as Tarsh and Pavis County. The Form of the Hara cult is Beauty. Inwardly, her worshippers are deeply unhappy people. Outwardly, though, they live carefree lives of joy, sensuality, and pleasure, seeking to forget their sadness in the transient joys of music, dance, society, and sex. Many Hara worshippers belong to local Love Communes that provide them with an extra local Affinity, which should be devised by the Narrator.

Membership requirements

New members must be young, have a Beautiful or similar ability of at least 17, and must have suffered some form of tragedy in their love lives.

Physical abilities

Beauty, Dance, Lovemaking
Mental abilities: Conceal

Cults of Life

Notes on Gloranthan Uleria worship

by Julian Lord



ULERIA IS A VERY UNUSUAL ENTITY, even by Gloranthan standards, seeming to be a bewildering mass of contradictions. She is a High Goddess of the Gloranthan Court, but most of her worshippers are prostitutes, sex maniacs, bum boys, nymphomaniacs, and whores and such. There are an almost uncountable number of highly varied Gloranthan sex cults, but despite this fact, the God Learners were brilliantly successful in their search for a unified concept of Uleria. And although literally no-one can see her and not love her, she has nevertheless been called evil, a demoness, a whore, an antigoddess, and she has become a focus of much mortal and immortal hatred.

She is the High Goddess of Love, and she is Glorantha's womb, Her vagina, Her clitoris, Her infinite craving and Her eternally satisfying orgasm, the ravishment of Her innumerable lovers and the uncountable fertilisations of all Her children.

She is by definition a Primal Deity of the Gloranthan Court, and exists far outside the inner planes, but she is infinite and perfect Love, and so she loves the ordinary mortals and comes down to meet them halfway, and they can worship her directly, simply by engaging in sexual intercourse, or by using powers of Common Magic that can give magical boosts to their sexual prowess, enjoyment, and/or fertility and are widely available from local sex cults.

Some people, mainly prostitutes and other sex specialists, create Love Communes devoted to sharing these powers and the love they foster: but the Guardian Beings of these Communes nearly always provide specialised magic similar to local forms, so that the Guardian Beings of Heortling Love Communes are Wytters providing theist Feats, for example.

Local love and sex cults follow the same pattern, so that the sex cults of Sartar are focussed on daimones or goddesses, while knightly Orders of Parfit Amor would be centred on spells, Saints, or Grimoires. Similarly, Praxian sex witches can enter into orgasmic trances and summon fertility spirits to help increase the tribe...

Finally, many Ulerians practise personal devotion as described in Hero Wars: Roleplaying in Glorantha, page 169.

Other Sex Cults

Other Ulerian cults may be devised quite easily. Here are some example Affinities: Adulterous, Agapê, Ageing Beau, Anal, Aphrodisiacs, Bitch, Bonds, Brothel, Charmer, Clitoris, Courtesan, Crotch, Curves, Erotic Dancing, Deep Throat, Dirty Old Man, Domination, Don Juan, Eunuch, Folly, Gang-Bang, Gay, Holes, Holy Prostitute, Innocent Love, Marriage, Nymphomania, Orgasmic Magic, Orgiastic, Pansexuality, Perfume, Playboy, Polyandry, Polygamy, Pornography, Priapism, Prima Donna, Queen of Hearts, Romantic, Seduction, Seem Vulnerable, Sex Fantasies, Sharing, Spiritual Love, Slut, Submission, Super Cock, Sperm, Tenderness, Transsexual, Trueheart, Vaginal, Warm, Whore, Yes ! Yesss !! Yeessss !!!

A Secret should also be devised, such as Abortion, Broöphilia, Dominate Pimps, Erotic Oblivion, Erotocomatose Lucidity, Impregnation, Instant Seduction, Love Heals All Wounds, Peace and Love, Purity, Rock Hard Cock, Sex Change, Sex Pit, Shapechange, Summon a Tilnta, Two Become One.

Players wishing to create Ulerian characters are advised to simply invent an appropriate Affinity and sample Feats as well as a Secret and a name for their particular cult, as well as a series of sexual techniques or other erotic arts to belong to the Sex ability, as part of their character concept.

Uleria is a defiant Great Goddess, having Forms instead of Aspects. Great Uleria's Love goes both ways, and she will always let her worshippers define their personal relationship with her quite freely. This means that unlike other Great Gods only one Form of Love is normally available to worshippers, even though Uleria has many such Forms. The three core Forms of Uleria are Company, Procreation, and Sex. Others include Agapê, Beauty, Pornography, Romance, and Union. The Love power provided by individual cults always expresses one of these Forms, and love cults cannot partake of several Forms via different subcults.

In typical cases, powerful Hara devotees, for example, would thus gain powers of spiritual or cosmic love from Uleria, seduction and beauty from Hara, and sex magic from their local Love Commune. On the other hand, there are also many small-time prostitutes and whores who never get beyond the sex magic of their **Love Communes**, and are incapable of the higher forms of love magic.

Individual Communes are also the source of any mundane abilities taught, such as the Sex ability. Sex is a broad ability, and each local group teaches its own techniques and secrets. See the Love Communes article elsewhere in this issue of Tradetalk for examples of what such techniques might be... (alternatively just go out and buy some of your favourite brand of hardcore pornography!)

A tiny number of worshippers give themselves so entirely to Uleria that they become sacred prostitutes or sex ascetics living cloistered within temple compounds, with one singular all-encompassing desire, to achieve the Cosmic Orgasm and enjoy an eternity of infinitely delicious sex with Uleria herself. This is Uleria's Great Secret, and using it successfully (overcoming a Resistance of 10W5) removes the character from the game. Unusually, Uleria worshippers can know part of a Great Secret but remain in the world: this is an effect of Uleria's defiant nature, which is both immanent and transcendental. On the other hand, most such characters simply spend all of their time masturbating, having sexual intercourse with multiple partners, fantasizing, moaning in ecstasy, eating aphrodisiac delicacies, and spending all of their Hero Points improving their understanding of Cosmic Sex. This effectively removes them from play, although they make great human sex toys.

Until they start achieving that high ideal, they can learn any sex and love magics as if they were Specialised forms of Ulerian Common Magic, so paying only half HP cost. This is an exceptional, defiant ability. Only a devotee, shaman, or sorceress having successfully dedicated themselves to one of the broken Forms of love (three relevant magic abilities at 1W2, a Sex ability of 1W3, a cult Virtue of at least 1W2, and a relationship with her Commune of 10W or more) can access these unified powers.

Unhappiness, <Musical ability>, Provide Consolation, Shine in Society
Virtues
Merciful, Sad
Affinity
Beloved (Arouse The Senses, Bewitch The Emotions, Enhance Own Beauty, Make Him or Her Be Gentle)

Secret
Hara is Uleria (this is not actually a Secret per se, but Harans who gain this understanding realize that Hara is merely one of Uleria's many masks, and may begin to learn some of her deeper mysteries, and perhaps resolve their own unhappiness in the world)

Worshippers
Hara receives collateral worship during nearly all Heortling ceremonies (see *Thunder Rebels* p. 61), but she has few worshippers of her own. Most of these are devotees, not initiates. Most make a living as prostitutes or "body priestesses", providing consolation and company to other unhappy souls.

Other Side
Hara has no place of her own in the Storm Realm, and is to be found in the Hero Plane, outcast and unhappy, wandering in a wasteland between the Realms, looking forlornly at the Cosmic Mountain of Godtime.

Life after Death
Death is a consolation for Hara worshippers, for they know that Uleria will take them to her ancient paradise and reunite them with their one true love.

Disadvantages
Hara worshippers have left ordinary society. They must have left their clan, and they are forbidden from marrying. They are unhappy people, and sometimes contemplate suicide.

Special
Hara worshippers place themselves outside the social circle, and no other sacrifice is needed; and indeed the goddess never accepts other sacrifices.

LOVE COMMUNES

By Julian Lord

Love Communes are Hero Bands that worship Uleria, or more commonly one of her cognates. Among the Heortlings, most Love Communes are composed of Hara worshippers, although there are also Love Communes of simple prostitutes, or whores, based upon the worship and magic of very minor sex daimones and similar entities. These are the groups that give all Love Communes a bad name, but on the other hand even the vilest whore derives what strength she has from the eternal beauty and transcendence of Uleria's cosmic love...

The Rose Girls

*"Hir flesh was tender
as dew of flour,
Hir chere was simple
as byrde in bour"*

The Rose Girls are a fairly standard Love Commune, and most Love Communes will resemble this rather than the more extreme examples given in this issue of Tradetalk.

The origin of the Rose Girls is lost in memory: they care not for the past, only the present and future. It is known though, that they were active in Dawn Age Kerofinela, and escaped the Dragonkill while HeroQuesting in Esrolia. They returned to Kerofinela in 1345, when they founded their headquarters in Whitewall. The Rose Girls have survived through the centuries thanks to the ancientness of their magic, and because they have no strong ties to any particular place or clan.

The Rose Girls are sacred prostitutes, and as such they participate in the rituals of many other cults, whether fertility rites with the Earth priestesses, initiatory sex with young men, Sacred Time love fests, or certain particular HeroQuest rituals. Whilst members are also prostitutes in the ordinary sense of the word, when performing their deeper rituals and roles they appear masked and enrobed (albeit sparingly!) in their ancient ceremonial costume.

When the Lunar Army invaded Volsaxiland, it was King Broyan who personally requested that the Rose Girls leave Whitewall. Broyan has been fond of these women since

his youth, when he was fairly active as a lay member of the Hara cult. Later on in life, the Rose Girls assisted Broyan in several of his HeroQuests, offering magical support and ritual activities that helped that Hero greatly. Many friends of Broyan assume that he has ulterior plans for the Love Commune, and this may be true.

Whatever their part in the coming Hero Wars, the Rose Girls shun all violence and the breeding of violence; but they love the Storm Tribe, and will certainly provide magical support in Orlanth's cause, if not in any actual fighting...



Common Names: Roses on the Run, The Lost Roses

Form: A small Love Commune of Hara worshippers,

Cultural Origin: Southern Sartar

Cultural Context: Misunderstood and socially unacceptable women, giving magical love, sex, and understanding where they're most needed

Ideology: "I love you."

Look and Feel: Graceful, rosy, but sometimes melancholy sacred prostitutes wandering from clan to clan, where Hara calls them, and sometimes participating in the secret HeroQuest rituals of many cults

Purpose: To heal the world and help the people with as much love as can be given, with a marked preference for the Storm Tribe pantheon

Headquarters: War has driven them out of their traditional headquarters at the Shrine of Hara in Whitewall

Reactions: Coldness and hostility from most. Even their clients despise them. Some wise Earth priestesses, leaders, god-talkers and other magicians understand them better, and will go far to protect them.

Resources

Leader: Rurique de la Rose, in her role as leader of the Love Commune, never leaves her ceremonial dress of rose petals, white fox fur, and pink spider silk, though she is skilful in adapting it to the current weather and fashions. Tall and lithe, her hair is died blonde, her nails painted gleaming pink, and her face heavily made up. She lives in a cloud of perfume, drinking exotic liqueurs, conversing with beautiful young men, and surrounded by her pink and sensual followers. Hers is the power of wealth, taste, and beauty. Despite this image, Rurique is a powerful magician and gyrd, well-versed in the secrets of the Storm Tribe pantheon and hostile to all Lunar influences. She is a powerful HeroQuestor, and her delicate sensuality and fragile loveliness are goddess-given blessings.

Renowned Members: Members generally model themselves on the current leader, as the guardian of their traditions, and the communal character of the Rose Girls doesn't lead to the emergence of particular personalities. Most members simply forget their past lives and dream of a rosier future. Kesnalda Three Roses, a small and lively brunette, is a young Initiate of Hara, from Wilmskirk, who has redefined those traditions to suit her own purposes. Stunningly beautiful, she has devised her own versions of Hardraldy's ceremonial dress that enhance the beauty of the Love Commune as a whole, in a clever effect of contrast. She uses both Hardraldy's roses and mundane varieties to create gorgeously attractive compositions, powerfully useful to gain the attention of men. She uses the mystery of Hardraldy's three roses to gain their loyalty and passion. Rurique loves Kesnalda too, and seems to think she has found her future successor.

Other Contacts: The Rose Girls are friendly with King Broyan and his Larnsti

Organization

The Rose Girls always travel together, seeking help, sustenance, and protection as a group rather than as individuals. They like to

think of themselves as a rose garden, and so they will dispose themselves, and so they organise their lives, rites, and worship: each knows her natural place in the shared beauty of the garden. Their leader is always in the centre of the group. All rituals take place in their midst, for they reject the idea of "private worship ceremonies". Mundane sex may be available privately from some initiates (i.e. non-devotees) of the Commune.

Membership Keyword

Membership Requirements: Women only. Members must have a Sex ability of at least 5W, and a (non-exclusive) Love (or similar) virtue of at least 1W. They must shun ordinary society and become full-time sacred prostitutes. They must buy down any martial abilities with Hero Points, as though they were flaws

Mundane Abilities taught: Ancient Fertility Rituals, Hieratic Manner, Pink, Sex (Claw and Bite and Cry, Greedy Lips, Rose Petal Caress, Vaginal Massage), Tend Roses

Typical Personality Traits: Coquettish, Kind, Melancholy

Virtue: Love

Magic: Hara. Other Sex Cults may be acceptable but they are a minority

Affinity: Rosebud Sex (Entrancing Perfume, Exotic Dew, Thorn and Bloom, Vaginal Blossoming),

Hardralda (Wyter)

Hardralda is an ancient Esrolian daimon that has been helping spread love and passion since before the Dawn. The child of Esrola and Aldryami love spirit Shanaz Diln, she teaches her worshippers that love is a garden, and that kisses, vaginas, and corresponding forms of sexual intercourse are its roses. She teaches those light caresses of the skin that drive men mad with love, and she teaches the vaginal techniques that will heal them of that madness and envelop them in the perfumes and sensations of sweet, delicate, perfumed, rosebud sex

Method: Emanation

Form: A particular kind of rose bush that the Love Commune cultivates. The Rose Girls know the secret of growing these bushes anywhere, but their wyter will only aid them when so embodied. King Broyan has given orders that their rose garden in Whitewall will be tended to

Communication Manifestation: Rose petals fly around the members

Unusual Requirements: All members must always be in the same place

Awareness Function: Seek Lonely Men in Need

Blessing Functions: Aesthetic Pronouncements, Envelop in Sensation, Smell like a Rose

Defense Function: Seduce (Male) Enemy Leader

The Starlight Wives

"Hey honey! Is that a spellstick in your pocket, or are you just happy to see me?"

Giselle was a sacred prostitute of the Hara Allwife temple in Nochet. In 1462, during an orgasmic trance, she passed beyond Stormstead, and joined in union with the love daimon Shalharyu. Giselle's carnal desires were varied and numerous, and Shalharyu responded accordingly: their moans and shudders filled



the higher cosmos with infinite satisfaction, but Giselle's strongest desire was to share this holy instant of eternal ravishment with everyone; and Shalharyu sent her back, for a time, to spread the gnosis of Infinite Love and the ideal of Perfect Goddess Sex. When Giselle returned to Glorantha, seven times seven nights of rapture had passed, and she moaned with insatiable desire for the World. She left the temple with a small Commune of followers and lovers, and began to give Universal Love to all who desired it. Her passion unquenched, Giselle finally returned to Shalharyu in 1483, leaving her favourite priap to be a helpmeet to satisfy the everlasting Want.

Common Names: The Whores of Mygalos, Claire's Cunts

Form: A Love Commune of sacred whores, with their hangers-on and protectors

Cultural Origin: Esrolian

Cultural Context: Idealistic Esrolian prostitutes, dreaming of Infinite Love

Ideology: "Goddess Love, not Hero Wars!"

Look and Feel: Beautiful and hard-working prostitutes, with hearts of gold

Purpose: To solve all personal, social, political, and religious conflicts with Love and Sex, and bring everyone into the perfect Community of Love. They look forward to the prophesied Age of Uleria, when everyone will share their joy with each other, and not jealously keep it for themselves. They specialise in the organisation of multi-cultural sex orgies, to break down the barriers of prejudice that are the root causes of war and suffering

Headquarters: Starlight Stead, in Mygalos, Esrolia. This is a small group of comfortable wooden buildings inside the city, with a central longhouse doubling as the main brothel and the temple of Uleria, Hara, and Shalharyu. Members travel in the surrounding area to organise private or open worship ceremonies, and also engage in a little freelancing. They usually travel in groups

Reactions: Clients, patronesses, and friends of the Commune are favourable, but many traditionalists, bigots, and upholders of strong family values hate these "evil" women. Many attempts have been made to disband the Wives, but somehow the women have always managed to find some sort of agreeable compromise with the authorities.

Resources

Leader: Claire d'Étoile, a devotee of Hara Allwife and priestess of Uleria. A tall, fine-figured, leggy, busty girl, with a magnificent head of glossy, long black hair and milky skin, she seems far younger than she really is, thanks to a personal grace of the Love goddess. Claire is a socially powerful figure in Mygalos, but she keeps her girlish simplicity and charm, and loves nothing more than to stroll around town in skimpy, revealing outfits, swinging her cute little handbag to and fro, exchanging words, smiles, pleasantries, and maybe a quick prayer or two with local friends and new admirers alike.

Renowned Members: Velvet Veltirye, 1618 Year-Queen of the local Grain Rituals, shocked her family when in 1619 she joined the Starlight Wives instead of going into politics. Velvet's sleek beauty and fine intelligence are legendary. She has a small infant son, and some sort of long-range plan. Hjorda Holes, a sex ascetic from Monros, has not left her public bed-chamber for three years, and is much in demand. Offers group rates, with special discounts to teams of Barntari labourers. Hopes to transcend Shalharyu and achieve the Cosmic Orgasm. Kurashe Blue Snakes, a devotee of Tarena and skilled shapeshifter. Madam Campari, onetime leader of the cult, devoted to Garzeen while still a young professional. She now manages the Commune's finances. Erlhalda Mutilates-Rapists, an Axe Wife of Babeester Gor, is one of several local death cultists (usually considered heretics) who have HeroQuested with the Wives for the lifting of their sex taboos. Unusually, Erlhalda has become a full

member of the Love Commune... A favourite with the Humakti, most local women hate her.

Membership: The Love Commune includes about 70 permanent members. Most are prostitutes or madams (retired prostitutes, playing an active role in organising cult activities, looking after the many bastard children of the stead, or simply being looked after themselves). The rest are bruisers, entertainers, suppliers, and other hangers-on. Several rich patronesses have joined the Commune. A few crazed sex ascetics and aesthetes are also attached. There are some transient members (usually, young girls looking to learn the cult mysteries whether for their husbands or betrothed, or for more professional reasons). The most promising half-dozen of these are warmly sheltered in the Commune buildings. The lay membership comprises some hundreds of casual or regular worshippers and friends.

Other Contacts: The Starlight Wives have been under the personal protection of Pharaoh since 1567, when he visited Mygalos (a visit that led to the so-called Summer of Love). The Commune has a long-standing, rather curious friendship and alliance with the local Babeester Gor cult. They have no official role on the Mygalos city ring, but much unofficial influence. Over the centuries, several local Queens have in fact been chosen from the Starlight Wives. Claire d'Étoile has no such ambitions, preferring instead to marshal her sexual energies for the coming Hero Wars.

Organization

The Starlight Wives are fairly tightly centred at Starlight Stead in Mygalos, but retain the ideal of bringing Goddess Love to all Glorantha; so some individual members or small groups are to be found roaming or living in the general Dragon Pass area, perhaps even so far as the famous Uleria temples of Pavis and Tarsh. As a Love Commune they have little formal organization, each member generously contributing whatever she can towards the general welfare. The Madams, assisted by a few Nandani stead-husbands, organise day-to-day life and the basic education of members' children.

Membership Keyword

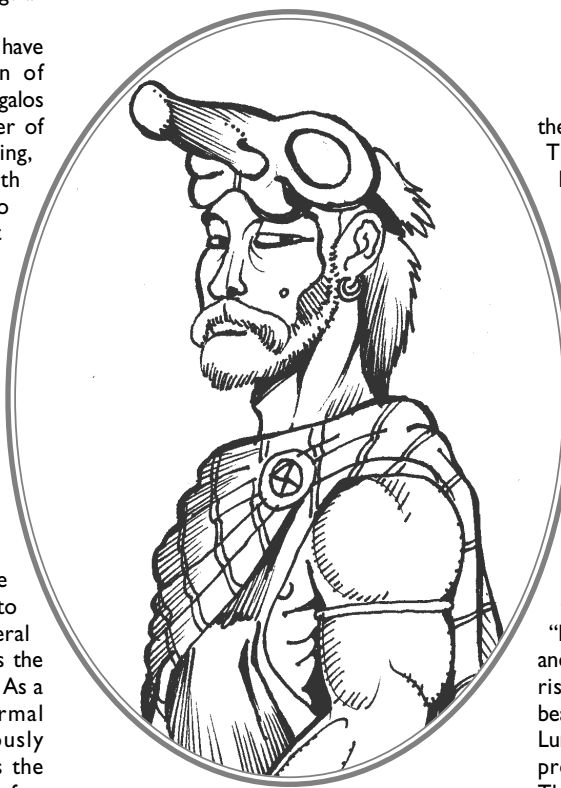
Entry Requirements: Attractive, Sexy or similar ability 17, any Sex ability at 13 (but preferably higher). Must be human, sexually active, and female or similar. No sexual perversions (as determined by Narrator) can have a higher value than 20, and must be bought down with Hero Points: we're all clean girls in this Commune, honey! Must successfully pass a one-week trial under the leader's supervision. Must pleasure Giselle's Priap. Non-whores and non-females have similar Membership Requirements (but needn't pass any time with the Priap), and are accepted as friends or associates; but they gain only

mundane and indirect magical benefits and are taught only some of the special cult skills.

Mundane Abilities taught: Create Friendly Atmosphere, Flee Violence, Overcome Prejudice, Sex (Be a Slut, Good Clean Group Sex, Provide Opening, Vagina Voracious)

Typical Personality Traits: Idealistic, Warm & Friendly

Magic: Shalharyu is the local sex goddess of the Starlight Wives. Most, but not all, join the Hara Allwife cult, of which Shalharyu is a subcult. A small elite also worships Uleria. Most other human cults are acceptable, provided other membership requirements are satisfied, but in practice the Esrolian pantheon and Ernaldan husband deities are favoured. Most members are taught Common Magic and Sex abilities by other members.



Giselle's Priap (Wyter)

Giselle's Priap has been filled with her cravings, and empowered with the satisfactions of Shalharyu. It has a sex-life of its own, although it is usually faithful to the leader of the Starlight Wives. The Priap skilfully performs even the most complicated and demanding tricks, but delights most in helping initiate young girls into womanhood or into the Commune. Sometimes, when it remembers the old games with Giselle and Shalharyu, it becomes mopey and depressed, and can even refuse sex: thankfully, this is unusual. Claire d'Étoile is most understanding and inventive in her ways of cheering it up.

Method: Emanation.

Form: A surprisingly fleshy leather priap that Claire carries with her at all times, in her

cute little handbag. This self-lubricating sex toy wriggles, hardens, and stretches with amazing skill and sensitivity, giving a +20 bonus to appropriate abilities

Communication Manifestation: The priap stiffens and Giselle's vaginal secretions lubricate it whenever it or she craves attention

Unusual Requirements: If the priap is neglected or misused, it will slip away early one morning to seek a better mistress. It has sometimes been successfully wooed back...

Awareness Function: Sense Fantasies

Blessing Function: Awaken Desire

Defense Function: Ray of Erotocomatose Pulsation

The Freedom Road Eros Band

"From fairest creatures
we desire increase ..."

Rastur and the others had a passion for the good life, beautiful women, and great sex. They left their various clans and came to Boldhome where the morals are looser, but also because they were tired of the nagging insistence of old friends and relatives alike, that they join some Hero Band or other and help liberate Sartar. In Boldhome they were initially rivals, courting the same women and fighting romantic midnight duels against each other in courtyard, balcony, and reception room, but they went on to become allies and friends. They still competed with each other in the field of sexual conquest, but helped each other deal with any relatives or reprisals that ensued. One evening in 1617, having had far too much to drink, they jokingly decided to form a Band of their own: an "Eros Band" to fight in the "long-prophesied Eros Wars"... The "rituals" and "sacrifices" they devised were long, socially risky, and complicated; and involved many beautiful women, dangerous Earth priestesses, Lunar officers' wives, nubile virgins, and sacred prostitutes from the nearby Uleria temple. They were a deliberate parody of Orlanthi Thunder Brother rituals, and great fun too! Finally, and to their lasting astonishment, their "ErosQuest" was successful and an actual daimon awoke in their "Earthen Commander", a giant earthenware statue and Esrolian objet d'art. So, the Eros Band came into existence! (Unbeknownst at the time, it was the proximity of the Uleria temple that awakened the Earthen Commander's Loins)

The Eros Band came into its own during the Fimbulwinter of 1621-1622. Caring little for Sartar, members of the Eros Band used the widespread desire for extra warmth as a means to penetrate the secrets of many women's skirts, and they were astounded to discover that unlike most people who had lost their magic, they had more magic: to provide Fertility to women who have none. In fact, they found that the Earthen Commander possessed

an entire “Inject Fertility” Affinity, including Feats: (Awaken Fertility Ritual, Engender, Inexhaustible Supply, Earththrust). Particularly, Endalf discovered that the Awaken Fertility ritual could return their Earth or Fertility powers to Earth Women, by means of a long, vigorous, and pleasurable sex ritual (adapt from the Fetish rules in *Hero Wars* pp. 210-211 to determine how much power is regained, using the Earth Magic’s Target Number as the basic Resistance to the ritual). Women have been queuing up ever since, on the off-chance they’ll get at least one use of a vital Fertility Feat or Affinity. And have a little fun while doing so. Some individual women have even regained full use of their Earth magic...

Common Names: Rastur’s Rakes, The ErosQuestors’ Club

Form: A tight group of charming and irreverent Casanovas

Cultural Origin: Heortling

Cultural Context: Sartari sensualists, who prefer women to war

Ideology: “Get it while the going’s good.”

Look and Feel: Sartari libertarians of skill and charm

Purpose: To have great sex with as many beautiful and/or interesting women as possible

Headquarters: Rastur’s townhouse at 54, Freedom Road, Boldhome, Sartar

Reactions: Giggly excitement, hot-breathed love, greedy physicality, indifference, naïve fear or cold hatred: reactions from women vary as much as women can vary themselves. From some quarters, particularly some men, reactions can be powerfully negative

Resources

Leader: Rastur Passion Eyes, also known as the “Tall Dark Stranger”, for his Southern origins. His long-limbed, romantic, and elegant figure is seen as a threat to society, and a boon to women. A devotee of Niskis Adventurous, he has practised his religion especially in the homes of the wise and the powerful, i.e. in bed with their young and beautiful wives. Rastur dismisses most unattached women as “boring”. He loves duelling so much that some suspect him of debauching women simply as an excuse for a fight. This is not true. Rastur’s greatest joy is to experience that wonderful instant after another man’s wife has given herself fully to him; and then she asks for more!

Renowned Members: Markalor Tail Chaser is a cheerful Yinkini adventurer from the Dinacoli tribe. His good humour serves him well in ingratiating himself to unsuspecting husbands, but he has a sly way of presenting himself as far more charming and sensual than the husbands could ever be... A consummate urbanite, he is especially attracted to the various charms of New Pavis, Nochet, and Boldhome. Endalf Earthdick was a devotee of Niskis from Boldhome proper, but lost most of his magic after the fall of Whitewall. Having discovered the new magic of Inject Fertility, he plunged into his new role in a big way. He penetrated deeply into Ernalda’s mysteries, so

much that he has become the first local Ernalda Initiate in living memory. As such, he is permitted access to Ernalda’s inner rites, but as a real man and no Nandani person. Marura Three Loom, a local priestess who regained her magic thanks to Endalf, has gone so far as to bless his loins as an Earth shrine (so as to ritually increase their powers), and his must be one of the few living male members in Sartar to be so jealously protected by a pair of Axe Maidens! Miramakt Milk Blue, a professional healer and devotee of Yuhuroi, and a surprisingly good knife fighter, is believed to be so called because of the pale and delicate sky blue hue of his skin. It’s actually a particular quality pertaining to the produce of his loins. His youthful and gently effeminate air notwithstanding, Miramakt is a passionate lover of women; his response to lewd proposals of a different kind might be a quiet, self-satisfied smile, but it never goes any further than that. Rostand Fast Blade is a brave young Mastakos Adventurous Initiate of the Colymar tribe, who joined the Eros Band in early 1622, and fought in the Battle of Iceland. His application to join the Eros Band was so energetic, and his skill at seduction and duelling so great, that the other members simply couldn’t find any actual reason to refuse him. Rostand does have his faults, they feel, and is perhaps just a teensy bit too involved with the Rebellion, but he’s out of Boldhome so often that they feel it doesn’t really matter

Membership: By invitation only. The Eros Band is well aware and appreciative of its privileges, and would expect any prospective member to have already espoused its ideals, proven his ability to compete unassisted in the field, and be as devilishly charming and handsome a rake as the current members are. And be an all-round decent, humorous, honourable, clever, straightforward kind of fellow. The sort one’s always happy to share a good bottle of 1554 stormberry brandy and Teshnan cigars with! “Non-humans? Nothing against them meself. Had this weird elf fellow wanting in just last week. Had some frightfully interesting theory about cherry blossoms and “infinite sunlight seduction”, if I remember correctly. Clever chap. Looked a bit like a shrub though. Orlanth knows what the devil he was on about haw, haw, haw!!!”

Other Contacts: The Freedom Road is friendly with the Geo and Uleria cults, and has an increasingly valuable working relationship with several Earth cults. Most people are completely unaware of the existence of the Eros Band

Organization

Little organization per se. The Earthen Commander requires some seemingly minor but often inconvenient attention, for maintenance of members’ magical connection with their cult. Frankly, the founding members are furious with themselves that the lewd, irreverent, and “amusing” ceremonies they invented for their Eros Band seem to be slowly turning into strict ritual obligations...

Membership Keyword

Membership Requirements: No women, no homosexuals, no bisexuals. None of the wrong sort of Helerian, and definitely no Nandani. No nonhumans. Non-Orlanthi unlikely, and none so far. By invitation only, but after the Sacred Time of 1621, existing members began debating whether or not to have a more open membership policy. Rumour suggests that this will not be the case, and that debate on membership rules is merely an excuse to discuss various people’s shortcomings, and how they could never really be “one of us”...

Mundane Abilities taught: Do and Dare, Elegance and Fashion, Sex (Blissful Intercourse, Good Looks, Inspire Passion, Love Poetry), Social Charm

Typical Personality Traits: Suave, Fashionable, Mysterious

Magic: Male Heortling gods only, the favourites being Orlanth, Niskis, Finovan, Heler, and Yinkin. Elmalhara also is respected

Earthen Commander (Wyter)

The Earthen Commander was once just one more objet d’art in Temertain’s collection, and hardly a valuable one at that. He sold it to his old friend Markalor for just 10 Lunars, and for a long time it served as a quaint hat stand. Large, gross, incompetently sculpted, and with several bodily members sticking out at odd angles, it was perfect for such a trite job: and also perfect as the focus of what Rastur and his friends saw as a parody of normal worship ceremonies. Inconveniently perhaps, an actual wyter appeared; and neither Rastur nor any of his friends are really sure where it came from... (in fact, the Earthen Commander is a shrine to an ancient Dureving Fertility God)

Method: Emanation.

Form: A two meter high solid earthenware sculpture. Grotesquely decorated with zigzag motifs, mysterious ancient Runes, phallic symbols and protuberances, and facial features seemingly hacked into wet clay by an eight-year old with a spoon (the whole thing coloured in by his little sister, behind his back). Limbs jut out at odd angles, and it’s frankly amazing they’re still stuck on, given the blatant incompetence of the “artist”.

Communication Manifestation: A meaningful twitch of the loins

Unusual Requirements: None so far. Let’s hope for the best...

Awareness Function: Find Hidden Wantonness

Blessing Function: Many Hard-Ons (No Eros Band member has yet attempted to use the Feat as the Earthen Commander’s appearance might grossly suggest; they all prefer to have many hard-ons in a non-simultaneous manner)

Defense Function: Escape Woman’s Relatives

The Glorious ReAscent of Dayzatar's Toe

(68 to 69)

Dayzatar had a speck of dirt on his toe,¹ and he was displeased, for this mucky filth weighed heavily on his soul and trapped it in Karyela.² First he tried to clean the dirt by himself. He rubbed, and he rubbed, and he rubbed, but the more he rubbed at it the filthier it was. WugDarAddi³ laughed at him from below, so he stopped this fruitless rubbing and went to look for help.

First, Dayzatar went to Lodril, but the god of Below had filth to spare and also wanted to fill his brother with more of the stuff. Dayzatar refused.

Then he went to Yelm, who ruled that the cleaning of filth was women's work, and put it out of men's hands. Ergesh complained about this, but Yelm commanded him to be silent and kneel. Dayzatar looked down at Ergesh, who loved all the filthiest jobs, and declared Voltyarnu.⁴

Dayzatar commanded that the One Hundred Goddesses come and make cleanliness with him. But Yelm had already made a similar command, and Dendara would not look at Dayzatar, he looked down on Galgareng, rejected Gorgonna, and Verithurusa did not come. Lallibira⁵ was unclean, Koori Ua⁶ too lazy, and Ketenari too proud for this work.

But the filth on Dayzatar's toe itched more and more, and the toe was red and inflamed. Dayzatar's Request of Purity⁷ filled Denseb.

The demoness Uleria, who lusted for Denseb, heard the Request.

Yelm forbade her to rise into Heaven, knowing her lewd and greedy ways, and none can disobey Yelm's commands. Uleria kneeled to obey. She took Selshena in her right hand and placed her left hand in Asu. She inserted the toes of her right foot into the mouth of Umatum, and tickled Jernedeus' buttocks with the toes of her left foot. They laughed and giggled and grunted. Uleria lowered her head to Below and raised her groin to Above.⁸ Indarthrad, Nemarthshar, Vanarthurd, and Ashartcha were the Lords of the Four Directions, and the Guardians of Yelm's commands. They asked who she was. "I am Airelu" she answered, meaning Love Upside-Down, and so she lowered herself into Heaven, in full obedience of Yelm's Law.⁹

Airelu went to Dayzatar, who was shocked, for plainly this was a demon from the nether realms. Airelu's hands were stunted and useless, like paws, although they carried many rings and bangles, and its tiny claws were painted red. Its head, if one might call it that, was just a small, hairy, neckless mound with a gaping pink and toothless vertical slit for a mouth, dribbling with slime. Some sort of horrid outgrowth wriggled between its legs, and Dayzatar was shocked to notice a pair of eyes glaring up at him from this outlandish member, all the more horrible for their brightness. It walked on talons, and a long hairy tail swept the ground behind it. A cavity suddenly opened in the hanging protuberance, and the demon spoke to him with a curiously attractive voice, calling itself Airelu. Dayzatar was suddenly terrified that this vile thing would catch him in its spell.¹⁰

1 This speck of impurity was the remnant of Dayzatar's ancient Aetheric Dominion of Below

2 Karyela. Literally, not-shining-land

3 WugDarAddi. Little Stick-Holder. A minor Fertility God of Ancient Dara Happa, and boon companion of Oroypsus

4 Voltyarnu. The righteous fear of corruption. Literally, uprightness-coming-down-into-filth

5 Lallibira. Unknown goddess. Does not appear elsewhere

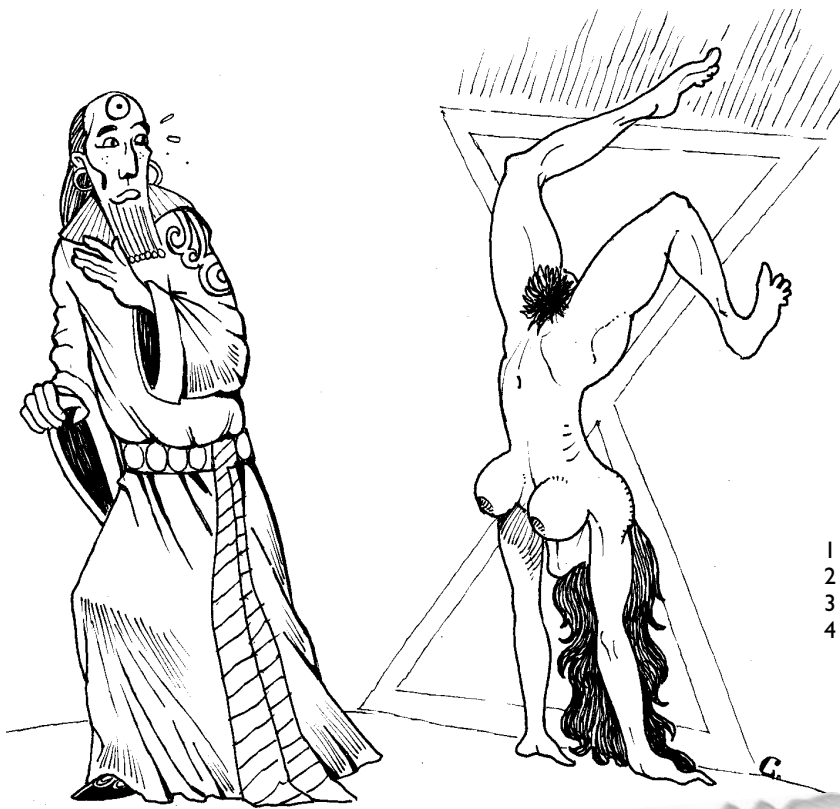
6 Koori Ua. Sleeping She-Power. A daughter of Lodril. She isn't on the Gods' Wall because she couldn't be bothered

7 Still a Holy Day in Dara Happa

8 This is Position # 68 of the Uleriad

9 The poem "Crossroads of Love" details Airelu's seductive tricks and her sex romp with the four Lords

10 The God Learners thought that this was unconscious recognition by Dayzatar of Uleria's deep Runic Power



- 1 When he descended into not-sky
- 2 This is sometimes called the Pelandan Kiss
- 3 This is Position # 69 of the Uleriad
- 4 That place is now known as Star 69

Airelu wiggled its shoulders and spread its arms, and an abundance of viscid slime issued from its thin maw. Airelu's voice came from Below. It asked Dayzatar if his toe pained him. He said it did.

"And what", it asked, "do you want to be done with the speck of filth?"

"I want to be purified", he answered.

"I can cleanse you", it replied, "and give you purity. But you must promise me one thing."

"You, purify Me?" scoffed Dayzatar. "You are a hairy little demon; I am the Sky Lord! Your slightest touch would..."

But Airelu didn't give him time to finish. The demon's nether proboscis suddenly attached itself to Dayzatar's filth-engorged toe, and began to suck the filth into its innards. Dayzatar began to protest, but suddenly found he had no voice; and was then aware of a long-forgotten sense of purity and especially lightness spreading from his toe to his innermost being, a lightness that seemed to be drawing him high, high into the High Aether he had forsaken. ¹

"Who?" he managed to gasp, "Who are..."

But she just wrapped her arms around him and started to kiss him savagely with her ugly vertical maw. ² Dayzatar, ravished, abandoned his toe to her proboscis and kissed Airelu with Passion and Love, ³ and as the filth was sucked out of his toe, Lord Dayzatar, High Lord of Heaven, filled Airelu's maw with Bright Intellect, Words of High Wisdom tripping cleverly off his Tongue, Shining High Light, and All that was Best in Him.

"Promise me one thing."

"Anything."

"Give me all of your impurity."

"Take it!"

Dayzatar shuddered once, twice. And then he was perfect, and the filth had been sucked from his toe. And his Perfect Being saw what he had been blind to, that Airelu was in fact Uleria and that He Loved Her, perfectly, as all must. They drew back from each other, filled with joy, and the light of this joy still shines today in Dayzatar's Perfect Heaven. ⁴

And then, when it seemed that this joy would destroy them both with its power, Uleria spread her legs again and suddenly shooting stars of Shanassae poured forth from her womb into the shining glow of Heaven, and they knelt before Dayzatar and revered him as finally, joyfully, majestically he Ascended into the Highest of the Heavens. And Uleria could not help but laugh at Dayzatar's endless pomposity: and this is how Dayzatar's Shanassae are creatures of not only Light, but Joy.

The Three Blind Rubble Runners

an Eurmali shrine encounter

by Brian Pinch



When Eurmali met himself

Now Eurmali, by his reckoning, was a wise old fellow. By others, he's often reckoned to be too clever by half for his own good. He had seen how Yinkins' family had been taken into Ernaldas' stead, and was given milk and a place by the fire. They ate rats and mice, but so had Eurmali, and he wasn't too picky provided he had a full belly. And so he turned into an alynx, making sure that Yinkin was looking the other way as he did so (otherwise he was sure that Yinkin would rat on him to Orlanth, or worse such as directly punishing Eurmali himself). But it seemed Eurmali had also been looking the other

The Heroquest book Storm Tribe describes the Eurmali prescribed role of Hisfault the scapegoat as a means of people and communities to purge mistakes, errors, bad luck and divine wrath and concentrate them in the trickster. And mentions that sometimes Eurmali can be in one of his animal forms, which they treat in like manner. One such example is Puss Puss the Scapecat (see Tradetalk issue 12) and it was Eurmali in this form which Willem the Orlanthi had been hunting. It was an easy Orlanthi ritual which always works. It starts with Eurmali having turned himself into a large and impressive alynx (the scapecat), and then lording it over Yinkins' children. All Willem had to do was get the scapecat and then place it in the sack containing tar, feathers and ashes and all the wrath, bad luck, mistakes and errors would be used up on Eurmali. And Willems' stead would be safe from misfortune.

The only problems were that Willem failed and he then received multiple "blessings" from Eurmali. Willem promptly fell into a tar pit which was previously unknown and he was never seen again. Many were the mischances that occurred to

what was Willems' stead over the next several years. Visits from weird strangers and even monsters ensued, and the place steadily gained a reputation of being unlucky. Although the stead was abandoned, the tar pit remains.

Mad Maudlin searches

The seeker named Maudlin approached the isolated place with her toes filthy and cut, carrying her boots in her knapsack. Minutes earlier there had been birds singing, frogs croaking and the sounds of small animals scurrying in underbrush in the twilight of dusk. An uneasy feeling rose in the pit of her stomach, as she noticed that all these sounds continued unabated as she came ever closer to the three menhirs marking the edges of the pit of tar.

Warily she approached these markers as crotchety old Tom in the tavern had warned her the tar pit had a nasty habit of expanding past the markers when it was darker.

While circling the tarpit she carefully placed three gold coins on each menhir. Each face on each gold coin had been carefully disfigured so

that it had rat ears and rat whiskers. She fervently prayed that both the amount and disfigurement was at least sufficient so as not to cause offense.

"What good is gold to you?" the man called Tom had bristled. "You have already given your sole to your god - what good is gold? - give it all". How did he know, she wondered. She had indeed ripped apart her shoe, and given her sole to her god, but she still wondered how he knew. But she did not query how he knew as she wanted him to tell her more, so she just nodded.

She had believed each ceremony for initiation was unique and different. But who had told her each was different? She had been told this by men, and what would she do herself if it was her turn to initiate another into the greatest mysteries? Why, she would get them to give their sole to her god, as she had done.

The drinks she had bought Tom had got him to tell her the path to the location, and what offering to make and how, but no more was forthcoming. "Always different" had muttered Tom as he collapsed into drunken slumber.

Thoughts reverting to the present, Maudlin waited with anticipation, not knowing what to expect. Then oozing out of the pit she saw three rubble runners. She stood paralyzed with fear, but instead of attacking her, each one headed to a separate menhir. The rodents clambered quickly up to the top of the menhir to reach it at the exact time of sunset, and Maudlin saw that their eyes were still covered with tar.

Their head raised high, the rodents ears twitched as if listening so as to make sure no-one or nothing else could hear.

And then in a squeaky voice each in turn recounted a third of the tale of when Eurmal met himself as Puss Puss. The tale became even clearer when she realised that she had been told the parts out of order.

And as one, the rodents then spake "Let everyone know of these falsehoods, and so remain my faithless servant. Do not eat now of the tar Maudlin, so we do not share magic, and let the world perish."

Hungrily, Maudlin on knees bent leant forward and thrusting her face into the tar bit deeply into it and swallowing the tar she relished the taste and its power and the power it gave her.

A great mystery and secret she now knew and wanted to tell but could not, and it gave her life new meaning. It was only by her worship of the trickster, and strengthening of his magic, that the world (and more importantly himself and herself) could be saved. It had often been and would still be a very high and hard price to pay, but now at least she was going to have some fun doing it, now she could swallow anything.

Three Blind Rubble Runners, ratty spirits of Eurmal

Physical Skills

Weapons and Armour: Bite 10^1

The rubble runners physical shape is a construct of tar, and reforms after being struck.

Significant Abilities: Evoke Fear 5W, Climb

10, Scamper Quickly 1W, Small 10 (About the size of a dog), Scent (as used in tracking) 15 (not affected by own smell)

Mental Skills

Intimidate Alynx 2W2, Act affronted 2W2, Mythology of Trickster 2W2, Mythology of Lightbringers 2W2

Disciples of Trickster - No Prescribed Role (which makes them and the place very dangerous)

Innate Magical Abilities:

Resist Magic 2W2, Unable to see 18 (add to resist magic if necessary), Divine Aid, Teach Trickster Magic

Feats: Swallow/Digest Anything 7W3, Cause Confusion 16W2, Change Others Appearance 20W2, Bad Smell 1W (also opposes being tracked by smell), Shake off Injury 10W2

Three Blind Rodents Tar Pit Guardian Wyter

Form - appears as tar pit.

Communication - Group contact

Functions:-

Awareness: Sense Other 2W2

Blessing: Protect from Spirit Domination 2W2

Defense: Drag into Tar 2W2

Resist Exorcism 5W2

Travel Between Worlds 5W3

These abilities under Heroquest statistics for the rodents and their tar pit were actually assigned (according to specific concepts) but them and their power should be adapted to your requirements.

An example of statistics for Puss Puss the Scapecat is listed in Trade talk 12. Each scapecats abilities and advantages will, however, vary. For instance, it may be subject to flattery especially where offers of food are concerned.

Being blind in several aspects, the rubble runners are also indiscriminate to whom they teach spells. But rest assured any spell recipient will be a chosen one of Eurmal (even if reluctant) if they ask for and accept the spell. Stormtribe has one interpretation of this. Another could simply mean a touched individual hides the fact as best they can, even though they still get chosen to play the role of Eurmal in ceremonies if no other trickster is available. Or it could mean much worse happens. All Orlanthy PCs should be made aware - if not already - to be suspicious of tricksters and trickster magic, and that acceptance of a gift probably means also accepting other consequences.

How to approach the shrine should be made different on each occasion.

"Offensive" actions may cause the rodents or other guardian to behave badly. Polite and respectful actions could easily be interpreted as offensive by the Eurmali.

Offense could be taken from any offerings such as from non defaced objects or unsullied gold. On the other hand a ton of rotten meat may be exactly what the trickster wanted - in approaching any trickster shrine, chances are taken.

Any offense could initially be demonstrated

way when he turned into a scapecat, as one day Eurmal in his human form met himself in his guise as an alynx. But Eurmal being Eurmal, decided to play a trick on himself since in his guise as Puss Puss the Scapecat he was resting contentedly with a full belly and his eyes closed.

"I thought I taw a putty tat" Eurmal started saying mockingly from behind using his clever tongue on his alter-ego. "Oh, but it is not just any common cat. Oh, no. Rather, it is a great and wise alynx".

The scapecat at these words just purred contently at what was self evidently well deserved praise at his clever disguise.

"What good luck to find such a noble, elegant and wise beast with its eyes closed. I have often surmised that the taste of food will be enhanced if eaten with eyes closed but have previously been unable to see this

carried out. Oh, such a wise alynx keeping its eyes closed will surely be able to tell me the truth of this or not." And

not being able to help himself, Eurmal made an even more extravagant claim in cajoling "Why, surely if you consent to judge, it will save the world. So, open your mouth to let me feed you to test my theory."

The gluttonous alynx readily nodded and opened its mouth whilst keeping its eyes firmly shut.

Now, out from under his hat, Eurmal pulled out three smelly rodents of unusual size, into which he stuffed down the alynx's throat. Puss Puss merely burped slightly at the taste which reminded it of swamp, and it tickled his throat a little.

From out of under his sleeve, Eurmal pulled out a smelly gambeson, into which he stuffed down the alynx's throat. Puss Puss gagged a little at the stale taste of

body odour upon the heavy wool of the shirt, and started to think that it might be a good time to open its eyes. But before the scapecat

could react, Eurmali who had been carrying an old boot(1), boggling even himself as from elsewhere he placed a very tiny ball of outside into the boot (so as not to burn his hands), then shoved both shoe and contents down the throat of the alynx.

The alynx at this morsel gagged and choked. Worse, the hat or shoe had apparently contained some tar, as when Puss Puss the scapecat coughed up a furball of enormous size it was filled and covered with tar and flattened out quickly over the ground. The earth didn't want to accept this mass, and so the tar bubbled up but the air firmly rejected it and it stayed upon the ground. But Puss Puss continued to choke and even more tar came out and it poured deeper into the earth and created a pit, and in a last choking gasp there spouted out the three rodents with their eyes covered in tar.

Eurmali then started to faintly smile. That smile quickly turned into a wide grin. And then Eurmali began to laugh. In the end he was laughing at the scapecat so hard, that when he tried to walk he tripped over the scampering rodents and fell right into the tarpit, dragging the rodents with him. And after a while when they were not seen to come out again, the scapecat began to purr quite contentedly. And then as he knew would happen, Orlanth and Ernalda invited Puss Puss to a place in front of the fire and gave him some milk. (2)

(1) Eurmali are often known to carry boots and walk barefoot - this is to protect the footwear from being worn out by gravel and from effects of other harsh walking conditions.

(2) Incidentally, this also misses a part of the Orlanthi version of the story (see Tradetalk 12)

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by the rodents eating the PCs supply of food in one bite. It might be quite disconcerting to PCs to describe how far the rodents mouths can actually stretch to eat. Perhaps they or pieces of clothing or PCs animals will be the next victims. Remember magic as a defense is always an option. Though the rodents can not see, they can certainly attempt to run after the PCs if they choose.

At the shrine, it could be possible to learn whatever spell or feat is needed. But it could depend upon how the shrine is approached and with the type of offering as to which aspect Eurmali may take, The trickster is many and varied things to different people especially including trickster followers. Many trickster worshippers take a role (are forced to or will be killed) to cope with both life and worship, and so only one aspect may be available to them at any given shrine.

Scenario Cameos

The above encounter with the Eurmali Shrine was from an initiate's perspective. But the site can be used from a number of different perspectives. If you have previously used a scapecat to gain good luck or avoid misfortune, then a scapecat story with a different twist might serve well.

- The PCs want to be especially lucky, and search for a scapecat to perform the ceremony to have themselves blessed for an upcoming mission or planting season.

- The PCs stumble upon a tarpit which they may or may not know it is a trickster shrine. If they figure out it is a trickster shrine they know they should leave it alone, but.... At the shrine there may be one or more Eurmali in human and animal form, with or without the rodents. Perhaps they stumble into a ceremony in progress or lie in wait and one occurs.

- A PC actually needs trickster magic or needs to find a trickster, and goes to the shrine of the three blind rodents.

- There is a PC trickster who is going to get a new spell (and their new phobia for the day is tar).

An Eurmali trickster claims that the PC's alynx is actually a scapecat. He warns that the upcoming scapecat ceremony will fail unless the scapecat is dipped into the "PussPuss tarpit". Perhaps if it is actually a scapecat this is the one thing will actually let the Scapecat successfully flee the impending ceremony with the ramifications which will follow. Of course, not following the Eurmali's "good" advice may result in the unluck falling on the trickster. And if the ceremony doesn't take place or fails then there are the scenario plots.

Hold a second scapegoat/scapecat ritual ceremony to get the cat/trickster into the bag, literally, but willingly (including under duress). Up to now this is as per Tradetalk 12. But during the ceremony, the scapecat manages to dive into a tarpit, and what comes out instead are the three blind rodents.

The PC's have found an "indestructible" chaos creature. How will they stop it or hold it?

Of course, getting the creature to the tar pit in the first place to depose of it is another task. And then there are only the guardians of the tar pit left to face. "Oy, this is my home. I'm not having that thing in there with me!"

Scenario Plot - Plot hooks

The PCs do interrupt a trickster ceremony, or destroy or attempt to destroy a shrine or its guardians, and all lightbringers magic fails or suffer (or just theirs), and they must set things to right.

In Heroquest and Runequest terms getting the unluckiness of Eurmali could mean to have the very undesirable result that if you just get the minimum (or very near) result to succeed, you actually fail. Or if there is someone going to be an unlucky victim, you're it. It could be permanent unless corrected or only last for a season. But there should be action needed to be taken to avoid the fate of Willems stead.

The PC's village (or the PC's) perform a ceremony to transfer their bad luck into a scapecat and fail. They need to make amends or they and their home will remain "blessed" with the unluck of Eurmali.

a) According to needs this can involve visiting the local location or even a different clan or even tribe where the tarpit is located.

b) The PC's require finding a trickster to remove the unluck. This is intended have further political ramifications, when the unluck is instead moved to another clan (inspired by the computer game King of Dragon Pass).

Alternatively, another village has just managed to transfer their bad luck into the PC's village or stead.

a) This can involve a journey to find the tarpit to appease Eurmali, or find a trickster to move the unluck back.

b) This is intended to have the result of being the final straw that broke the alynx's back. The gods require finding out what the other clan did, and this reveals the existence of the tarpit. This is also intended have further political ramifications.

In any case, the players love for tricksters, and tricksters for each other will surely continue to grow.



The Live-Life League

by Mark Galeotti

"No one has ever done this before!"

THE LUNAR WAY, with its glories of civilisation, organisation and decent sanitation, has also brought to a proportion of its idle rich jaded appetites, dissipated vices and a taste for the extreme and esoteric. To some, the quest for new experiences becomes first a hobby, then an obsession

Ten years ago, a charismatic and devil-may-care young Lunar noblewoman from Glamour started a short-lived craze for moon-surfing, leaping at night from high towers on a plank of moon-reed fibre, hoping they retained enough magical puissance to turn a lethal fall into an exhilarating glide. Most who tried it ended up decorating the streets of the capital. Nine years ago, the same woman, Arata Kostika, was one of the first to extol the virtues of dining on the pickled eggs of the Dorastor Black-Eyed Pea-Hen, even though if improperly prepared it brings monstrous delirium, violent paranoia, chaotic mutation and death – and not necessarily in that order.

To some, the fads embraced by Kostika and her companions were simply a sign of decadent tendencies emerging under Moonson Argenteus. To others, they were a sign of divine providence, a convenient culling of the more stupid and unfortunate scions of the Lunar elite. They themselves thought of themselves as not just the leading edge of fashion, in the most fashionable city of the most fashionable nation on the Lozenge, but also as the vanguard of a new philosophical movement, experiencing life at its most vivid and exciting.

When Kostika returned from an exhilarating Pentan safari with a medicine gourd containing the spirit of a dissident Kralori free-thinker called Only-Once Peng, this encouraged her to establish a club for like-minded souls, which became known as the Live-Life League. Typically a louche hangout for self-consciously trendy scions of the Lunar aristocracy, happily spending their parents funds while looking down on their bureaucratic and military activities, the Live-Life League has nonetheless attracted more interest and support than might be expected, not least from the Immanent Action Liberation.

The first reason for this is that the league's activities provide pretexts for all kinds of activities that might otherwise attract undue attention. For example, when the Sapphire Ring sought to infiltrate Kaxtorplose and 'liberate' the Iron Shinbone of St Duquine, they did so in the guise of servants attached to Pograni Rufelzashine's party, heading off to try and pole-vault over the infamous Hungry Gorge just outside the city. (The thieves were successful and the relic was smuggled back to Carmania in an amphora of wine; Pograni himself, less so, and his remains returned home in a similar-sized jug.)

The other interesting characteristic of the Life-Livers is that their guardian, Only-Once Peng, grants them a degree of perfect recall. Intended to allow them to savour great feasts and feats, this also means that they sometimes have some value as spies and sources, so long as they don't realise they are being used for that purpose. The league, after all, is avowedly apolitical.

Common Names: Spoilt Rich Kinds, the Life-Livers.

Form: A club of jaded young Lunar rich kids, devoted to the latest fad and seeking extreme experiences.

Typical Homeland: Typically, Lunar Heartlanders.

Cultural Context: The club is a loose association of like-minded young men and women in Lunar high society.

Association Relationship: The Immanent Action Liberation occasionally supports and suggests activities of the league which suit its purposes.

Ideology: "Live life to the max, dude. Whooh!"



Look and Feel: Irritating rich kids always looking for some new thrill.

Purpose: To find those thrills.

Headquarters: The league has no formal headquarters, but members tend to meet up at parties and similar social events.

Reactions: Although there is some fascination with their latest exploits, on the whole the Life-Livers can expect to be regarded as spoilt brats by most. Of course, this does mean that no one takes them seriously.

RESOURCES

Leader: Arata Kostika is considered the foremost Life-Liver. Although she no longer indulges in the most demanding physical exploits, especially since her only partially-successful attempt at Oslir crocodile-wrangling, her dinner parties are (in)famous for their bizarre, often sublime and sometimes lethal dishes, and the embarrassing forfeits demanded of those who fail to finish every course.

Renowned Members: Mad Marannas, the multi-millionaire playboy who fights in the gladiatorial arena for kicks, sometimes unarmoured and unarmed. Ernaddi Rufelzashine, Pograni's brother, who spends most of his life travelling beyond the Empire, looking for new dishes for Kostika's table. Red Urfelza, whose joy is in sneaking into foreign religious rituals and then disrupting them with complex and obscene practical jokes. Syranikos the Carmanian, who is forever looking for larger and more dangerous beasts to hunt.

Membership: There is no formal membership – broadly speaking, there are perhaps 20 truly committed members, but

perhaps another hundred who occasionally participate in their pranks, excursions and games.

Other Contacts: The members of the league are by definition from rich, powerful political families (most of which devotedly hope they are just going through a 'phase', as that sounds very appropriate for a Lunar).

ORGANISATION

There is no formal organisation. Members do their own thing, accompanied by anyone else who wants to join in or just spectate. However, Kostika, as holder of Only-Once Peng's gourd, decides who is a 'real' member and thus has access to the Guardian's powers.

MEMBERSHIP KEYWORD

Membership Requirements: Members must show themselves to be as cool, rich and adventurous as the rest.

Skills taught: Be Cool, Know Latest Glamour Fashion, Wheedle Funds from Parents.

Typical Personality Traits: Adventurous, Spoilt.

Magic: None specific (members tend not to be bothered to do more than initiate to cults).

ONLY-ONCE PENG

The league's Guardian is the spirit of a very unusual Kralori, who was expelled from his land for asking questions, being dissatisfied with his lot, wanting excitement and, most of all, embracing novelty. His heinous nature was such that the Kralori did not feel they could even despoil the headsman's sword with his polluted blood and thus sentenced him to the greatest crime of all: exile from the Perfect Land. Ironically, this offered Peng exactly the kind of excitement he would have wanted, had he not been killed by the very first foreigners he met – a Pentan nose-hunting party – and his spirit was bound in a medicine gourd. Half a century later, this gourd was found by Kostika, and he instead began to experience the excitement he craved vicariously through the Life-Livers.

Method: Archetype

Form: His material form is the gourd, stored in a shrine in Kostika's house.

Communication: Members hear Peng's excited chattering, cheers and commiserations, when in a heightened state of excitement, fear or rapture.

Guardian Requirements: If Peng decides members have become 'boring' he will withdraw his powers from them and cease to communicate with them, never to change his mind.

Functions:

∩ *Awareness*—Sense Excitement IW.

∫ *Blessing*—Peng provides a form of perfect recall. Members can infallibly remember whatever they have seen, heard, tasted or felt in the last month (but not smelled, thanks to Peng's own Pental nasalectomy); they can remember the highlights of the past six months in extraordinary detail, but their recollection of the time in between will be as normal.

□ *Defense*—Implausible Good Luck IW.

Rush's Bachelors

Support material for: *The Thieves' Arm (The Unspoken Word, 2002)*
by Neil Smith



"Old world, new world, who cares? We'll just take what we want!"

RUSH TO BATTLE is a powerful and experienced Storm Khan, constantly roaming the Wastes in his endless hunt for Chaos to slay. He is utterly ruthless in this quest, and his single-minded urge has led to all his companions either leaving or dying. His fearsome reputation has spread throughout the Impala nation and the followers of the Storm Bull.

Every summer, the young bachelors of the Impala people leave their clans and form small bands that roam and raid the other Praxians. These bands often accrete around notable or powerful bachelors: Rush to Battle is one of these men. Rush to Battle sees these young, untested men as potential converts to the battle against Chaos. The bachelors see following Rush to Battle as

granting an opportunity to gain glory as a mighty warrior.

Fortunately, Chaos is often few and far between. Unfortunately, this means that Rush to Battle's violent urges need another outlet. Also, Rush to Battle and his band need food, drink, herdbeasts, and women to keep them happy. Rush to Battle takes the view that all Praxians owe him a large debt for the Chaos he has killed, and therefore his demands for these things from ordinary folk are perfectly reasonable. Most folk do not see things his way, so when they refuse, Rush to Battle has no option but to attack them and simply take what he needs. It is this preponderance to raid that attracts most bachelors, as they see an opportunity to gain much booty to include in the bride-price they must pay.

Rush to Battle

Impala Warrior 1w2, Storm Khan 20w, Ruthless 1w, Single-Minded 20, Aggressive 5w, Capricious 20, Hate Chaos 10w, Close Combat 8w, Archery 6w2, Ride Impala 20w, Impala Tactics 10w

Yellow Fury

Impala Warrior 15, Storm Shaman 15w, Chaos Lore 5w, Incomprehensible 12w, Incontinent 20

Typical Bachelor

Impala Warrior 20, Ride Impala 5w, Follow Rush 5w

Rush's Bachelors

Form: To themselves, a group of heroic Chaos-slayers. To everyone else, a simple bandit gang.

Cultural Context: A group of Impala bachelors out to prove their worth.

Ideology: "We kill Chaos where we find it, and take from the weak what we need to survive."

Look and Feel: A swirling mass of whooping pygmies on leaping impalas.

Purpose: To kill Chaos wherever it may be, and to have a wild time doing it.

Headquarters: None, other than their camp.

Reactions: Impala folk will be wary of them; other Praxians will immediately attempt to chase them away from their herds.

Resources

Leader: Rush to Battle, a Storm Khan of the Storm Bull. His face and torso are a mass of scars and tattoos, all covered in war paint. His ears are pierced by an explosion of long thorns, one for each Chaos beast he has killed. He has a quick, fierce temper and an instinctive grasp of tactics.

Renowned Members: Yellow Fury is a Storm Shaman and Rush to Battle's current companion. Battling Chaos horrors in the Spirit World has unhinged his mind.

Membership: During the winter, perhaps only three or four. In summer, normally around 20 to 30, with as many as 45 on occasion.

Other Contacts: Rush to Battle can call on other followers of Storm Bull. Band members can flee back to their home clans.

Organisation

There is almost no organisation within the band. Rush to Battle is definitely in charge, and does his best to kill anyone who questions or challenges him. Only his interpretation of Yellow Fury's mad and near-incomprehensible omens and ravings can change his plans.

The remainder of the band is a seething hotbed of unfettered testosterone. There is a constantly shifting network of gangs and bullies within the band. Arguments occur constantly, mostly over booty, and often escalate into fights of varying degrees of violence. Killings are unremarkable. Challenges of riding, archery, and impala-fighting are common. When tensions have risen to an unbearable level, Rush to Battle will pick a target for another raid.

Herdbeasts are the most valuable booty,

with metal weapons coming a close second. Slave women care for the herdbeasts as best they can. The women are beaten and raped most nights, and are abandoned if they are lucky enough to survive the summer.

Each time a band member slays a beast of Chaos, Rush to Battle will pierce his ear with a thorn of the Goodwill plant. If he kills a person, Rush to Battle will open a ritual scar on his face. Band members wear these marks with pride.

Anyone who can survive the vicious nature of the band will receive either a glorious death or a small fortune in booty. Many cannot, and are kicked out after having all their possessions stolen.

Tactics

Impala folk cannot hope to win short melees; instead, they use repeated hit-and-run tactics eventually to defeat foes many times their size. Where possible, the Bachelors will attack from ambush, using bowfire to wound, grabbing whatever booty comes to hand, and retreating just as their opponent gets organised. Ideally, their route will be across broken or scrubby ground, over which the impala can jump, while hampering any pursuers. Rush to Battle will repeat these hit-and-run tactics until the target is sufficiently softened up. Then, the retreating Bachelors will either turn on their pursuers when they are too far from their comrades for support, or lure them further away while another group of Bachelors attacks the now-defenceless target.

Membership Keyword

Membership Requirements: Rush to Battle will challenge all potential members to a fight. If they acquit themselves well, Rush to Battle will allow them to stay. Once in the band, they must obey Rush to Battle's orders and never reveal themselves as cowards.

Mundane Abilities Taught: Frightening Visage, Impala tactics, Intimidate.

Typical Personality Traits: Aggressive, Conceited

Magic: Most members become Bullmen, but this lapses when the bachelor leaves the band.

Thundering Jump

Rush to Battle has served the Storm Bull well, and quested many times into the Spirit World. On one of those occasions, he was only able to escape from the Sucking Sands by binding the power of Thunder into the hooves of Eiritha-Impala, and using her to leap to safety. On his return, a small part of Eiritha's power stayed in his favourite Impala, as the herobands Guardian Being.

Method: Manifestation.

Form: An Awakened Impala, ridden by Rush to Battle.

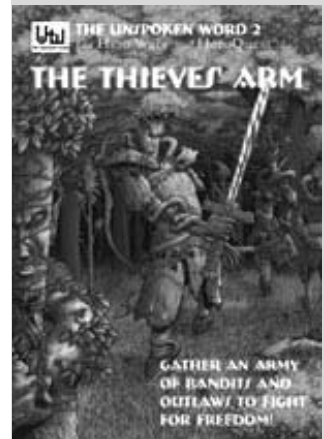
Membership Requirements: Rush to Battle must never walk for more than 10 minutes at a time, and must never refuse a challenge to a fight (although Rush to Battle's retreat-and-attack tactics may confuse some opponents).

⌚ *Awareness Function:* Find Fastest Route 18.

⚡ *Blessing Function:* Thunderclap Leap 20.

🛡️ *Defence Function:* Confuse Pursuer 16

THE THIEVES ARM



This book contains a wide range of criminal groups, keywords, cults and characters for your games of Hero Wars and HeroQuest, as well as original scenarios and the secrets of the thief god Lanbril. Holding them together is an optional story arc which takes them from battling across the bandit country of the Tarsh Exiles, through adventures, mishaps and heroquests, to a climactic mob war in the Lunar city of Furthest.

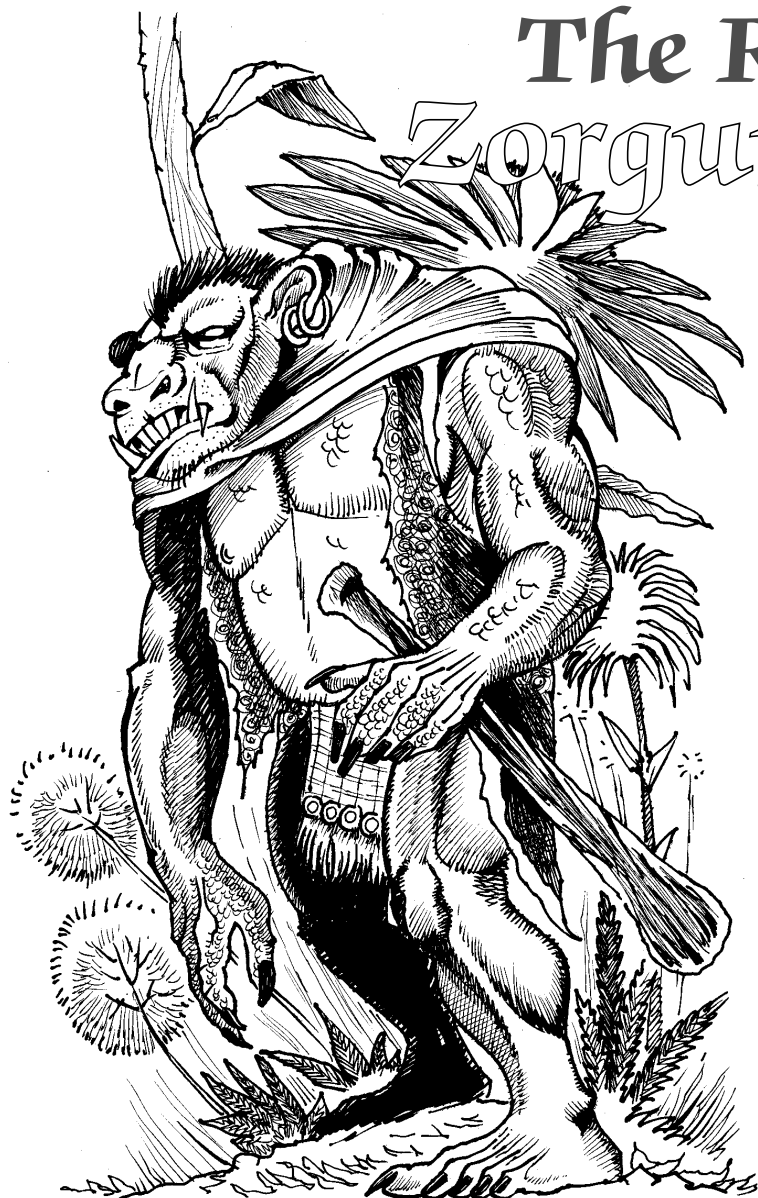
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<http://www.celtic-webs.com/theunspokenword/books/thieves.html>

The Remarkable Zorgur Belk, Uzq.

by Stewart A. Stansfield

The Vale of Flowers' great troll gardener
and consulting detective sans pareil



The Consulting Gardener

«The agency of the mind in matters of reason and insight is much overstated, for rarely has the phrase 'thinking with one's stomach' proven so apt as to illustrate the peculiar and particular genius of my dear comrade and patron, Zorgur Belk, Uzq., than in his most excellent escapades amid the reeds of Yellowflower Isle.»

Silverquill, Wild Sage of the Duck Woods, "Introductory Ejaculations" to the volume *The Red Feather of Yellowflower*

The Vale of Flowers is a wondrous yet terrible realm, teeming with gigantic flowers, towering plants and the occasional Godtime water-feature. A journey into its confines startles the traveller, assaulting his senses with myriad colours, sounds and smells - of the latter some fragrant and intoxicating, others plain nauseating (particularly if the trolls have been composting). Passers-through are never alone, for the Vale is constantly alive with the throng of giant bees, hornets and wasps, and the flutterings of huge butterflies. Indeed, it can be a dangerous place, for such inhabitants grow tetchy if roused, and that's without mention of the head-snatching spotted tulips, coursing thorns and drooling, flesh-burrowing sputtercups.

Few pass along the Giant's Walk (or still less enjoy a more scenic detour) without encountering one of the Vale's most noted inhabitants: its great troll gardener Zorgur Belk, Uzq. Belk is a Jikibirite son of the Bee Tribe of Dagori Inkarth, and has tended the Vale for a hundred seasons and more. His knowledge of gardening and floriculture in the Vale is unsurpassed,

and he corresponded frequently - actually, 'corresponded' might perhaps be too fine a word, and 'frequently' too - with no less a personage than Rodin Greenbeak, that intrepid durulz botanist, before his untimely disappearance.

Belk rises early, starting his chores well before sunset, and works long through the night and even well into the morning, shaded by his wide sun-hat and obsidian spectacles. He does not eat the fresh-blooming flowers, instead consuming only the weeds and pests that assault the Vale, and the rich honeycomb the bees gift him. Unwanted plants are treated with sour (i.e. a score or more years old) troll grog as weedkiller, and the beds are fed with the bountiful (and ubiquitous) produce of the trolls' all-too-frequent toilet.

He loves his work, and the curious chattering of his trollkin helpers and snap-snap of his lead pruning shears is accompanied by his gay (if a troll may be described as 'gay'), tuneless, baritone humming, somewhat akin to the funeral song of a drunken bee.

The gardener's joy soon turns to suspicion and anger at the approach of strangers, warned by the alarums of messenger butterflies and peeling bluebells - particularly if they are so witless as to answer back to the flowers, scare away the bees or attempt to hack their own path; even blushing giants are told in no uncertain terms to keep on the Walk and off the beds! Belk's greatest foes are his fellow trolls of the Korzant tribe, whose swarms of enlo locust-pilots, caterpillar-riders and beetle-mahouts skirmish nightly with Belk's own floral protectors, particularly along the demilitarized zone west of the Ridge of Thieves.

Conversely, Belk is an esteemed friend of the elves who possess a treaty with his matron the Bee Queen, and is one of the few of his kind to be recognised as Friend of the Grower. He is also thought especially attractive by many winsome, spore-catching Aldryami saplings, who delight in frondal flirting with the great troll, to the amused perplexion of others - particularly itinerant Issaries trader Joh Mith, with whom Belk shares occasional conversation, a tankard (or several) of Greydog ale and a haunch (or ten) of roast beetle.

Such a troll would be a notable cove anyway, but Belk's fame is increased by his sideline as a consulting detective, a sage of not just troll taboos and vile uzjer crimes, but the vices and misdemeanours of many races.

His acts have been wrought literal by the pen of Silverquill, Wild Sage of the Duck Woods, whose scrolls narrating Belk's adventures are in much demand among the literary folk of Maniria and Peloria. The truth be told, Belk's activities (and his biographer's part

in them) are somewhat embellished in Silverquill's scripts - few that have met Belk would label him as energetic, erudite or eloquent as she portrays him - but overall the tales remain accurate to events.

So far seventeen collections of scrolls have been written, and Belk's investigations have taken him from the Tusk-Riders of the Sacred Plinth (A Curious Impaling) to the barbaric clans of Sartar (The Vain Vane Thane of Wind Temple); though he has yet to practise his prowess amidst the Sun Domers, despite Silverquill's frequent pleading to arrange such a visit.

A Peculiarly Prandial Method

A great troll proves a surprising candidate for the role of much sought-after investigator, and, even for his race, Belk is remarkably dim. Some take his curious double-barrelled appellation, highly unusual in uzdo, as a mark of learning or elocution, but it is really a mistake. When once asked his name, he replied «Zorg... ur... Belk...» not entirely sure. Since then he has been Zorgur Belk, or 'Good Gardener Belk' as some humans call him.

Yet, far from being a hindrance, in his line of work stupidity can be a virtue. Far too many detectives, be they Lunar thief-takers or Mostali fixers, tie their wits in knots in an attempt to unravel a mystery, distracted by all manner of red herrings, side-plots and circumstantial garni. Largely bereft of brain, Belk is immune to such irrelevant details, and indeed oblivious to the wit, guile and artifice with which the criminal seeks to disguise his deeds. Nor can Belk indulge in the clever theories and sudden expostulations that tend to be all too clever and sudden for their own good. No!

Rather, Belk prefers to chew things over, slowly, and get to the meat of the matter. All too literally.

For Belk possesses a remarkably discerning palate and stomach for a troll, which allow him to taste in very vivid terms the emotions, actions and injuries of those whose limbs, digits and ancillary appendages he nibbles or scoffs! Over the years he has sampled and catalogued all manner of crimes and divers misdemeanours in his prandial endeavours.

His tastebuds are such that he can discern the sour tang of murder, the tart bitterness of deceit, the rather pungent smack of lawn despoliation, and the hollow, unfilling sensation given by someone of particular villainy. Even the long-dead are not immune to his powers of digestive deduction, for ia bone to gnaw reveals a murderer's flaw! (as Silverquill put it, in The Four Dead Thralls of Herongreen), and crunchy tibia and juicy marrow alike tell of past ills.

When investigating a case, Belk tends to nibble around the edges at first as an apÉritif, before moving on to a main course composed of the key suspect(s). Usually he has no need to wholly devour his suspect(s) before ascertaining guilt or innocence, though he can get carried away in his work. Typically cases are described as a 'one-limb problem' or a 'three-limb problem', etc., though human tribes who hire his services tend to restrict him to a single finger or ear, for propriety, which Belk finds a great challenge. Other races are not always so miserly (e.g. The Herdman's Folly and For Wont of a Thumb).

Poisonings represent Belk's particular speciality. His especial knowledge of the flora of the Vale of Flowers and elsewhere, and his good relations with the elves, mark him as a naturalist of note, able to identify

poisons with great accuracy. Indeed, Belk is possessed of such a robust constitution that poisons seemingly have no effect upon him, even when consumed in great quantity. Only once has Belk felt ill as a result of his methods, when he got 'bad gutz' as a result of devouring a mass grave of plague-ridden durulz to discern a body slipped in to hide a murder (The Red Feather of Yellowflower).

His eyesight is poor, though his heightened perception of the colour red means that Belk can more readily spot even the most rusty and faded of bloodstains and he is recompensed by his attuned Dark Sense. This allows him to catch all manner of otherwise hidden forensic details: stains, a hidden murder weapon, scratches and damage to objects, unseen wounds - even the churning stomach or throbbing pulse of a frightened suspect! All in all Belk thus presents a remarkable package, and one whose abilities astound most sages, even more so than those of that inscrutable dragonewt death-sage and soothsayer, Melodious Vanguard of Verity.

Zorgur Belk, Uzq.

Belk is a lumbering brute of a troll some eight and a half feet tall. Even by troll standards he is unhandsome, and possessed of a simple countenance set with glazed, unfathoming eyes. His hands, feet and knees are gnarled with sun-blistered and the greened calluses of his work in the Vale of Flowers, and he walks with a slightly stooped back. Belk's clothes are a motley affair, often gifts from thankful clients, such as a duckflax jacket coming apart at the seams, or a herdman-hair sporrán. His lack of colour perception means that it is a garish compote of threads.

Belk is laconic at best, and when driven to simple conversation constantly refers to his mother, whom he loves dearly. He always procures her a present on his journeys, or something to eat (or both), carrying it back to the Troll Hive in his decrepit, beetle-drawn wagon.

Keywords: Consulting Detective 11W2, Gardener 1W3, Practitioner of Jikibir 11W, Uzdo of Dagori Inkarth 3W.

Magical Abilities: Deductive Digestion 1W4; various Bee Spirits 18 to 3W2.

Mundane Abilities: Acute Darksense 1W, Acute Hearing 19, Bite and Smash Fighting 7W, Control Trollkin Lawnmower 10W, Dislike Light 16, Flower Lore 14W, Gardening 1W3, Hum Tunefully 6, Jikibir Practice Knowledge 11W, Know Vale of Flowers 1W2, Kropa Tradition Knowledge 3W, Large 8W, Poison Lore 16W, Poor Eyesight 1W, Pruning Shears Fighting 9W, Resist Poison 1W3, Strong 12W, Stupid 14W, Tough 3W.

Personality Traits: Devoted to Flowers 1W3, Devoted to Mother 5W3, Hungry 6W, Industrious 11W, Keep off the Flowers! 2W2, Love Honeycomb 18, Stubbornly Brave 9W.

Relationships: Enemy of the Korzant Tribe 17W, Friend of the Grower 3W2, Friend of Joh Mith 6W, Servant of the Bee Queen 1W3, Silverquill's Inspiration 11W2.

Possessions: beetle-drawn wagon, duckflax jacket +1, lead pruning shears +5, obsidian spectacles, trollkin lawnmower (see below), wide-brimmed sun-hat.

The Trollkin Lawnmower

Let it not be said the dwarfs have the monopoly on artifice! Trolls themselves can manufacture some truly strange contraptions (and are welcome to them, in the Mostali's view), and few are as bizarre as the patented enlo lawnmower. Trollkin are (in)famed for their voracious appetites, and horticultural uz mothers put them to good use: as many as a score are chained at the abdomen to one or more lead bars, forming a frame, which is itself attached to a crude set of handles. The frame is oriented horizontally so the heads, hands and feet of the enlo are adjacent to the ground. A troll of requisite strength then directs this scurrying lawnmower, while the gnashing jaws and appetites of the trollkin take care of the rest!

Typical Trollkin Lawnmower:
 Dangerous Oversteer 20,
 Mind of its Own 15W, Mow Anything 1W2, Overcome Obstacle 18, Spew Waste 13W.

Walkers of the Straight Path

The old world has been bent, we must make it straight

by **Alexander Dotor**

VANADESHI THE STRIDER was born in the time when Sheng Seleris invaded Teshnos. As a child he escaped with his mother in a boat made of papyrus into the mists of the Eastern Isles. Many years later he returned in a nutshell, drawn by four gleaming white sea-unicorns. With him he brought a strange philosophy of a Straight Path into the Celestial Fire. He admired Chal, but said that he made a detour. Vanadeshi tried a lot of different worshipping and behaviors, until he was trampled down by a berserk elephant bull, he tried to stop with a sugar stick. But he has disappeared since then, so the members believe, that he has walked the Straight Path. All he has left is a hut full of checklists, reporting of things he had done, and comments about it. More strange are the appendices, that look like a shopping list and several recipes for chicken curry to outsiders.

The Walkers of the Straight Path are common people – mainly from Teshnos and especially the city of Dajanapol Rabur – who maintain and examine the inheritance of Vanadeshi. They follow his paths through Teshnos and try to recreate his deeds and experiences to understand his philosophy and to find ultimately the Straight Path. Some believe that they must walk his paths beyond Teshnos and follow the trail of their guru further back into the mists of the Eastern Isles.

Shortly before the reign of Pubnashap one of Vanadeshi's spiritual heirs discovered the Straight Banana Tree in a grove near Dajanapol Rabur which is the holy site of the community. He believed that Vanadeshi has urinated against the tree, and declared the site and the tree holy. It has been their meeting place and headquarters since. The Straight Banana Tree hides the place from intruders and seems to talk to some people. It was stolen once but now a new one is growing again.

Common Names: Straight Banana Community

Form: A broad mixture of common people, who meet for discussion, conspiracy and meditation to understand the ways of a vanished guru.

Typical Homeland: Teshnos

Cultural Context: Common people who try to find the Straight Path to enlightenment, as the only path blocked by

the imperfection of their teachers.

Ideology: "The only way to enlightenment is twisted and bended by the – still imperfect – masters and teachers of our religion. Let's find a straight route."

Look and Feel: Alehouse philosophers trying to make the world more easy.

Purpose: To follow Vanadeshi the Strider directly into the Celestial Fire.

Headquarters: The grove of the Straight Banana Tree near Dajanapol Rabur.

Reactions: Common People – especially worshippers of Calyz – like the Straight Banana Mush, but don't give a damn about the philosophy of the Straight Path. Teshnans tolerate a lot of different kinds of worshipping and only some zealot Chalites might get suspicious if they detect the purpose of the community.

Resources

Leader: There's no official hierarchy in the community, although one can differ between more or less committed members. There appears to be an Inner Circle of wise man and women, who drive the research of <Founders> papers or lend extraordinary support and to whom the less committed members look up to.

Renowned Members: Jaschoda the Cook of the Inn of 9x9 Chicken Delicacies is well known in Dajanapol Rabur for her Mush of Steadiness, she makes from the Straight Bananas. This meal has a good reputation at nearly every man in the city and is the main cause for the never-ending queue of visitors in front of the inn. She has recently brought back a shoot of the Straight Banana Tree and earned a position of respect within the community.

Membership: Down to 15, but rapidly rising. The number of members has decreased notably during the two years the Straight Banana Tree has disappeared. Due to the deeds of Jaschoda – which brought back the Straight Banana Tree and saved the ruler of Dajanapol Rabur from infertility – the community became popular and is gaining new members rapidly. Recently some sailors from Dombain joined in, building a boat from papyrus to recreate <Founders>

childhood journey.

Other Contacts: Jaschoda established recently a connection to the master of Dajanapol Rabur, as she received the exclusive right to organize and support feasts in the palace. So every member brings its own contacts with him, which can be used indirectly by the community if necessary.

Organization

The Walkers of the Straight Path are a loose organization tied together by a strange feeling that the current way to Enlightenment is twisted and bent. They share a dream of a Straight Path to the Celestial Fire, but besides that they've nothing in common. There are well educated scholars, clumsy guards, aspiring cooks and sleepy merchants, joining each other for reading and debating over the work of Vanadeshi the Strider and their own experiences and theories. A large bunch of people is only supporting the researchers and philosophers with food and necessary research material – joining the discussions only if they've time to spare. When a new Walker tries to reach the Celestial Fire everyone is attending – with the usual disappointed member leaving after a failed walk.

Membership Keyword

Membership Requirements: Everyone who wants truly be enlightened and doesn't want to mock or desecrate the group. Members have to protect the Straight Banana Tree and must always speak the truth.

Skills taught: Draw Straight Line, End discussion, Mythology/Philosophy/History/Rumors of the Straight Path

Typical Personality Traits: Direct, Honest, Predictable

Magic: There is Common Magic collected and taught by the members to each other. This magic seems directly connected to the Straight Path and its usage is expected to bring enlightenment. Some magic is said to be used by Vanadeshi the Strider, but every magic that seems appropriate to walk the Straight Path is welcome. The worshippers expect the Celestial Fire to be their Otherworld, but no one has ever been there – except maybe Vanadeshi.

Sample Magic of the Straight Path: Ignore deception, Ignore detour, Make Twisted Straight, Recognize Lie, Short and Straight, Straight to the point, Straight Ahead, Walk straight

Straight Banana Tree (Guardian)
Method: Manifestation

Form: The new Straight Banana Tree is only a small



shoot, but it is gathering strength and growing bigger with every new member.

Communication: The tree whispers with its leaves and creaking with its trunk. Only the members near the grove can hear a voice in these sounds that is speaking to them in their native tongue.

Guardian Requirements: The tree must be tended and watered once, to join the community. Apart from this he must be watered and tended daily, by whatever member is at the grove. If this is forgotten, his values decrease permanently by one for each day until he's dead.

Functions:
Awareness – Sense Demon
Blessing – Incredible Fertility
Defense – Slip on Banana Skin

Story Seeds

The Sun Seekers

by Shannon Appelcline

An Aldryami Heroband

The following story seeds are plots for the Sun Seekers, but the players could easily become involved if the Sun Seekers seek to hire mercenaries to aid them.

• Into Dorastor

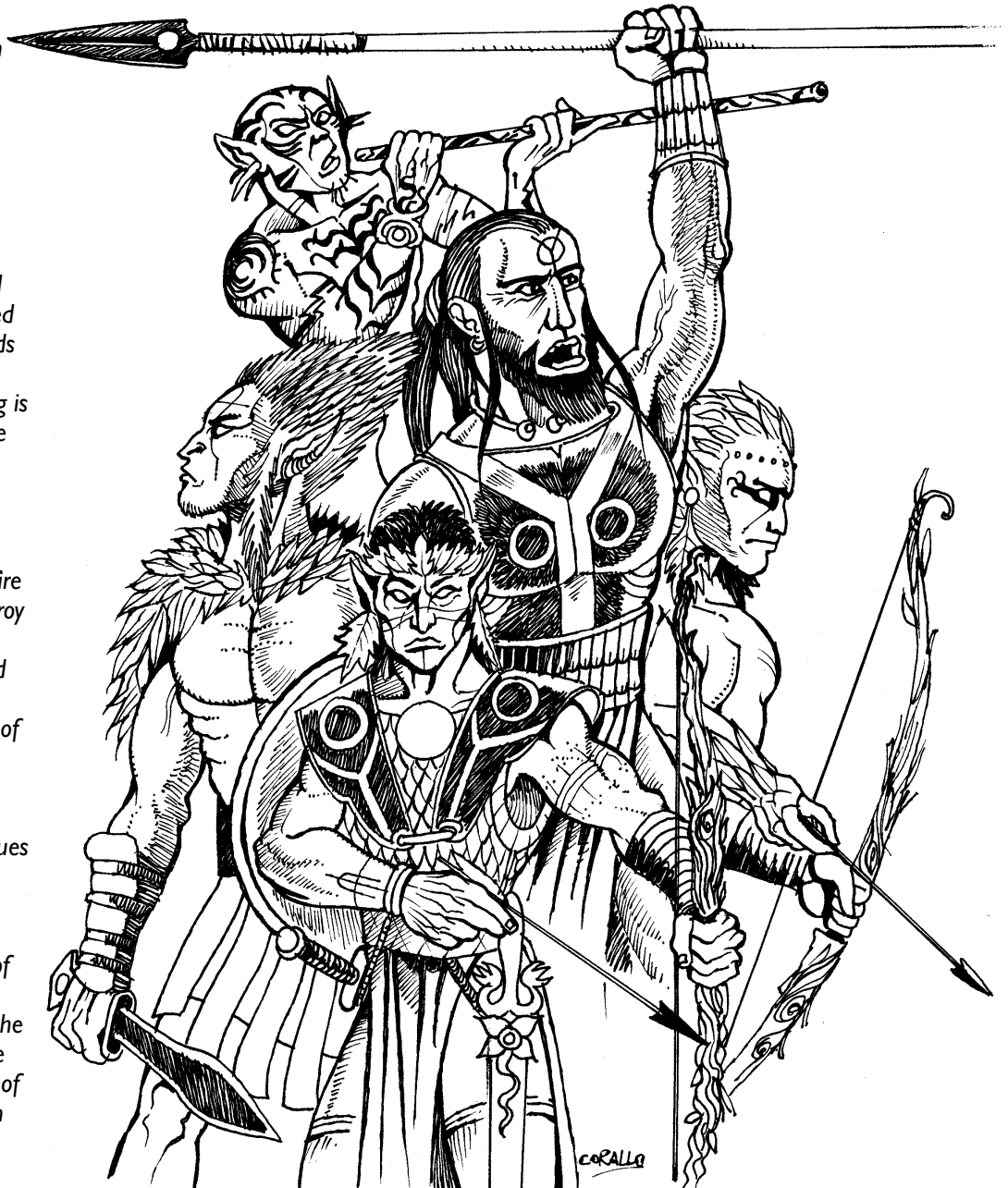
Phaedrin Reddusk has convinced the Seomali to enter Dorastor. A First Age dwelling where the original Seomali once lived is indeed there, and it has the records that the group seeks. Unfortunately that dwelling is now in the Hellwood, home to chaotic and cruel Aldryami.

• The Skyburn Mystery

The Char-Un once called fire down from the sky to destroy an elf forest. Ironically the Seomali are now interested in that ritual, because it might point to lost secrets of fire in the sky. Thus the Seomali must go to the Steaming Rock in Erigia where they hope to find clues to their destiny.

• The Rockwoods

There are many artifacts of light and fire in the Rockwoods, among them the Torch in the Redwoods, the Sunflower Altar in the Vale of Flowers, and the Evergreen Elm in the Stinking Forest. The Sun Seekers wish to investigate all of these artifacts, to try and discover which if any have true connections to Halamalao. In the process they will encounter the six Aldryami tribes of the Rockwoods, as well as Cragspideris forces and the trolls of Shadows Dance.



IN THE GREEN AGE, before things started to go wrong in the world, there were three types of elves. Upon the earth dwelled the Shen Senae, beneath the seas dwelled the Murthoi, and on the surface of the sun dwelled the Halamali. Thus lived the beautiful lightelms, the bright goldenbarks, the luminous glowleaves, and all the other plants of light, beauty, and wisdom.

But then the Red Age came. Falamal was cut done, and Halamalao was set adrift in the sky. As he slowly spiraled downward, he tried to create several

havens for the Halamali among the stars, but they refused to abandon him. So, when Halamalao plunged down into the underworld, the Halamali were lost with him, and they have never been seen either in the world above or the world below since.

In the First Age, amidst the machinations of the World Council of Friends, a secretive group of Aldryami formed. They called themselves the Seomali, or the Sun Seekers. Their leader was Saratin Seomale, the light son of the Talastar Forest. At first their goal was simply to ensure that the new god,

Osentalka, was filled with light and goodness, but slowly the Seomali came to realize that the flaws in the Dawn Age world were not due to any rot in Halamalao himself, but rather due to the absence of the Halamali, one of the three blessed races of the Grower. So the Seomali set out to find them.

When Arkat destroyed the Council, the Seomali were killed, scattered, and sundered, but over the centuries their writings have been rediscovered several times, and the Seomali have thus been resurrected in several different forms. In some cases there have been several different groups of Seomali scattered across Glorantha, but today there is just one. It is a mobile hero band led by the young Mreli Grasseni Seomale, who claims descent from Saratin. A charismatic and energetic leader, Grasseni has gathered together several elves in his cause. Together they are trying to rediscover the secrets of the original Seomali and so find both lost light magics and the Halamali themselves.

Common Names: The Seomali, Sun Seekers.

Form: An adventuring band.

Typical Homeland: Brown Elf, Green Elf, Yellow Elf.

Cultural Context: Aldryami dedicated to Halamalao who travel the world, thus living beyond the confines of the elf woods. Because of their disconnection from elfkind, they are increasingly in danger of becoming rootless.

Ideology: "The Halamali were taken, but everything that is taken will be grown again. That is the way of the Cycle."

Look and Feel: A slightly obsessed and dangerous looking group of Aldryami.

Purpose: To rediscover the secrets of the original Seomali, then to find the lost Halamali.

Headquarters: The Seomali are always on the move, but since they remain rooted elves, they are welcome in any Aldryami forest.

Reactions: The Seomali make no particular attempt to fit in among other races, and thus they suffer the normal stigma attached to wandering Aldryami. Humans fear them, dwarves are annoyed by them, and trolls want to eat them. Aldryami tend to both idolize and pity them. On the one limb, the Seomali are doing the work of the Grower, trying to bring a lost people back into the Cycle. On the other limb they risk becoming rootless to do so. Thus, they make a great sacrifice for the greater good, as is appropriate for the Children of the Grower.

Resources

Leader: Grasseni Seomale, a Mreli initiate of Halamalao, is the leader of the Seomali. He claims to be a descendant of the First Age leader of the band, Saratin. This is a purposeful mistruth, though Grasseni has practically convinced himself of its veracity in his attempts to hide this lie from elfsense. Grasseni is an overly young Mreli (not even 40!) who refounded the Seomali because he

had a prideful desire to become a hero who people would speak of for generations. The arrogance still affects his actions to his detriment. However, Grasseni has also become absorbed by the cause. He now realizes that he is doing a greater good and he is terrified that it will all come crashing down if his lie is revealed, and that the opportunity for good will be lost.

Members:

Tat Fir, a Vronkali initiate of Aldrya and Vronkal, is the war leader of the Seomali. He is Grasseni's right-limb man. He trusts Grasseni with his life, and would lay it down if his leader called for it. He is a fair fighter and an excellent leader, except he defers to Grasseni too much in combat. He will be crushed if he ever learns of Grasseni's deceit.

Leik, an Orlanthi initiate of the warrior sun Elmal, is the only human member of the Seomali. He was entranced by Grasseni's talk of a lost light people and betrayed his clan and his chieftain to join them. He regrets these acts deeply, but continues on for what he believes is the greater good. As a result of his actions he and the Seomali are hated and sometimes hunted by several Orlanthi clans.

Gryxx Bugkiller, an Embyli initiate of Aldrya and Errinoru, has traveled all the way from Pamaltela to join the Seomali. He believes that the secret of the lost Halamali lies in Errinoru's unique seed.

Phaedrin Reddusk, a Mreli initiate of Halamalao, joined the Seomali after her brother, Phorin, was killed while trying to enter Dorastor. She believes that valuable information about the original Seomali can still be found in that doomed land, and she wishes the group to continue his investigation.

Teritha Blossom, a Mreli initiate of Aldrya, is a new member of the Seomali.

Membership: The Seomali are a small hero band. They've numbered about a half-dozen members for most of the last several years. Some elves have decided they needed to return to their forests and another two were killed by misadventure since the band was founded. The six members listed above are the current group.

Other Contacts: Grasseni and Teritha both hail from Arstola. Tat is from the Elder Wilds and Phaedrin from the Newbloom tribe of the Stinking Forest. Gryxx is from Gaskallia, within the Errinoru Jungle. The Seomali's best contacts are with those four forests. The connections to Arstola are strongest, though Tat is not welcome there because he is a Vronkali.

Organization

The Sun Seekers are a band of adventurers with a strong leader, Grasseni Seomale. This is largely based upon his (false) ancestry, which the others believe gives him an innate right to lead the group.

However Grasseni only leads when quick decisions are required, such as when the

band is working with other races. In other cases the group makes decisions as a whole, reaching consensus through the unique empathy of elfsense. However, since this can take hours or days, it is inappropriate for anything requiring alacrity.

New members are allowed into the group by their request, but they must have some understanding of either Aldrya or a sun deity.

Membership Keyword

Membership Requirements: Be an elf, have knowledge of Aldrya, or have knowledge of a sun deity.

Skills Taught: Fight in Formation, Sing, Speak Truthfully.

Typical Personality Traits: Loyal, Stern, Truthful.

Magic: The Sun Seekers have discovered two sun-related ifeatsi which they believe were originally associated with Haldrya, the maternal deity of the Halamali. They are iTake Sustenance from Suni and iClear Sky to See Suni. These affinities may be learned without their greater song (which the Sun Seekers don't know) by any Seomali who is concentrated in elf magic and is a at least an initiate of the world. They cost 2 hero points each for initiates, or 1 hero point each for devotees.

Halam (Guardian)

At the World Council of Friends many different peoples invested many different types of magic into the creation of Osentalka. Saratin iBorrowed some of these powers, including sun magic from Dara Happa, fire magic from the volcano worshipers of the Kingdom of Night, and some of his own light magic that had been intended for the new god. He used these to construct the guardian Halam for his newfound Hero Band. Halam has been rediscovered several times since the First Age by different incarnations of the Seomali. Most recently Grasseni was given Hamal by forces still unknown, which led to his creation of the modern heroband.

Method: Archetype.

Form: A gold medallion with the light rune, always worn by Grasseni.

Communication: Halam communicates to all the members of the band through elfsense.

Guardian Requirements: Take no darkness beings to heart, nor learn any darkness magics.

Functions:

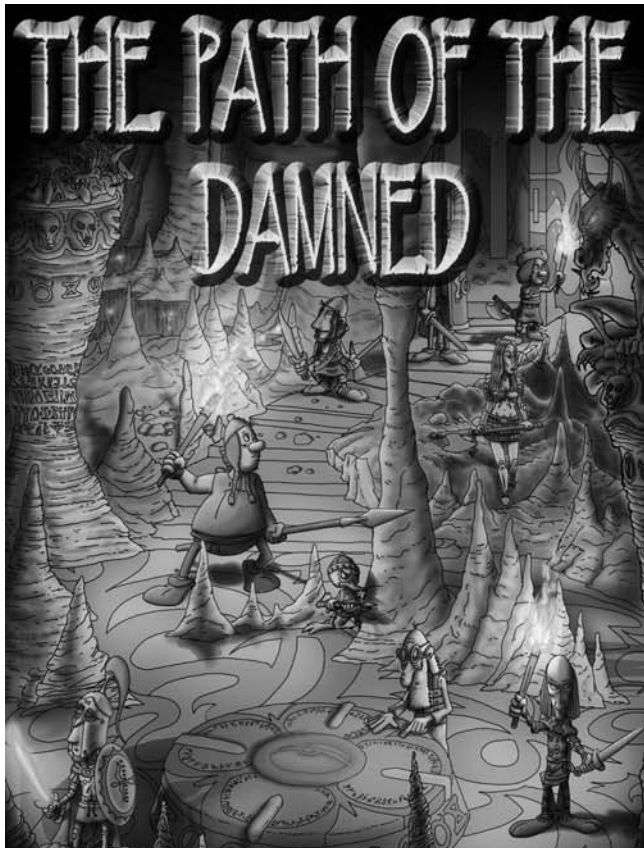
∞ Awareness-Find Light Magic.

∫ Blessing-Make Self Blindingly Bright.

☐ Defense-Protect from Flames.

Chaos Society

P R O D U C T S



Hidden in a mountainous corner of Dragon Pass, land of War and Magic, lies the secret that will cast those that unveil it to the path of the heroes.

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The Path of the Damned has been awarded the First Prize in the Digital Comic category in the First Iberoamerican Comic Contest. The Path of the Damned has been nominated for Best of Glorantha 2002 award in three categories.



TWO BOOKS OF LOVE



Glorantha Fiction
by Penelope Love

THE WIDOW'S TALE

An epic saga of
Glorantha

When the Lunar army advanced into the Storm Mountains, bringing their Chaos-friends with them, the Orlanthe attacked because Orlanthe hates Chaos.

But the Lunars won. They killed the King and subjugated all Sartar. All except one high, lonely vale that guards the last pass to besieged Whitewall.

Darlath-Lar, father of Wyvern-Child, Rune Lord of Yanafal Tarnils, is just a soldier who cares for his troops and loves the Empire.

Talloran Snake-Eyes, Orlanthe Wind Lord, has fought in more losing battles than any man has a right to, and must not lose this one.

The two men will meet in the mountains.
Only one will survive.

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DEATH IS CERTAIN
JOY AND SORROW
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EURHOL'S VALE

Eurhol's Vale is haunted by a wild beast and chaos monsters. Three strangers take it upon themselves to bring peace to the region. A prequel to 'The Widow's Tale'

DOWN THE RIVER

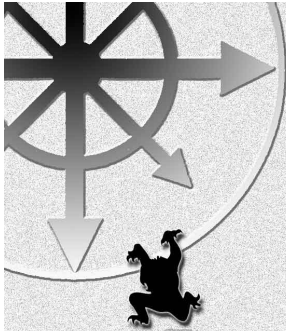
A wild duck chase down the Zola Fel river in search of the governor's laundry. A not so serious approach to gloranthe adventures. Talloran, Arqua and Rulk have supporting roles in this Pavic farce.

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A distinctly darker tale which stages one last showdown between Talloran and Darlath-Lar on an unexpected battlefield.

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An epilogue to the cycle concerning the sons of Aoael and Heal-All, as the terrible events of 'The Widow's Tale' sets the fates of even those who were not yet born.



RuneQuest Gesellschaft e.V.

- *The Chaos Society* -

Gaming society & fan publisher for
Glorantha · Cthulhu · Elric etc.



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The *RuneQuest Gesellschaft e.V.* was founded in Germany in May 1991 as a gaming club for the purpose of uniting German fans of the RuneQuest game system and the world of Glorantha.

The *RuneQuest Gesellschaft e.V.* (which operates in English as *The Chaos Society*) is a gaming society and fan publisher for:

- The world of Glorantha, regardless of its game system (HeroQuest RPG, RuneQuest RPG, Dragon Pass boardgame, etc.)
- The D100/Basic Roleplaying System, regardless of its background (Glorantha, Call of Cthulhu, Elric of Melnibonè, Hawkmoon, etc.)

The game that combines the world of Glorantha and the D100 game system is, and has been since 1978, RuneQuest, hence the name of our organisation.

Every year since 1990, we have organised a convention held at Pentecost/Whitsun to celebrate “our” game systems and gaming worlds. Since 1996, this convention has been called *Tentacles*.

From 1992 to 1999, we published a German language fanzine, *FreeINT/Schattenklinge*. Twenty issues were published. It was followed by five club newsletters, which also included articles and adventures.

In 1996, we decided to “go international”, and started the fanzine/magazine *Tradetalk*. Most Tradetalk articles and adventures are set in Glorantha, and support the D100 system. Call of Cthulhu, Elric!, Pendragon, or Nephilim articles are occasionally included. Sixteen issues of this magazine have now been published.

In 1998, the German RuneQuest Con became international. It was renamed the *Tentacles Convention* (which was in fact the 9th RQ Convention). *Ye Booke of Tentacles* was started to support it, containing Glorantha, Call of Cthulhu, Hawkmoon, Elric!, Pendragon, and Nephilim articles and adventures. Six volumes have now been published.

In 2001, the *Pavis & Big Rubble Companion* series was started as another convention fundraiser book series. Six volumes and one booklet have been published.

In 2002, we started to publish *The Path of the Damned*, a Gloranthan comic book series in full colour. Three issues are now available.

In 2003, we published *The Widow's Tale*, a Gloranthan novel. This was followed in 2007 by *Eurhol's Vale & Other Tales*, a follow-up anthology which included both a prequel and a sequel to the first book, as well as two other short stories.

We have also published background information booklets for three freeforms in both German and English, the Glorantha Con 2003 (Toronto) convention fundraiser book *MoonRites*, and various other booklets.

Today, we still publish *Tradetalk* magazine and organize conventions. We hope to publish *The Path of the Damned, Vol. 4* in the near future, and possibly another *Ye Booke of Tentacles* sometime later. Other projects will probably be taken on whenever we feel that they are too interesting to let pass by.

For more information on our products (plus those of other fan publishers), have a look at our website:

www.tradetalk.de