

GLORANTHAN ADVENTURES New Beginnings

By NEWT NEWPORT

Issue 1

Summer 2010



FOUR ADVENTURES IN SARTAR

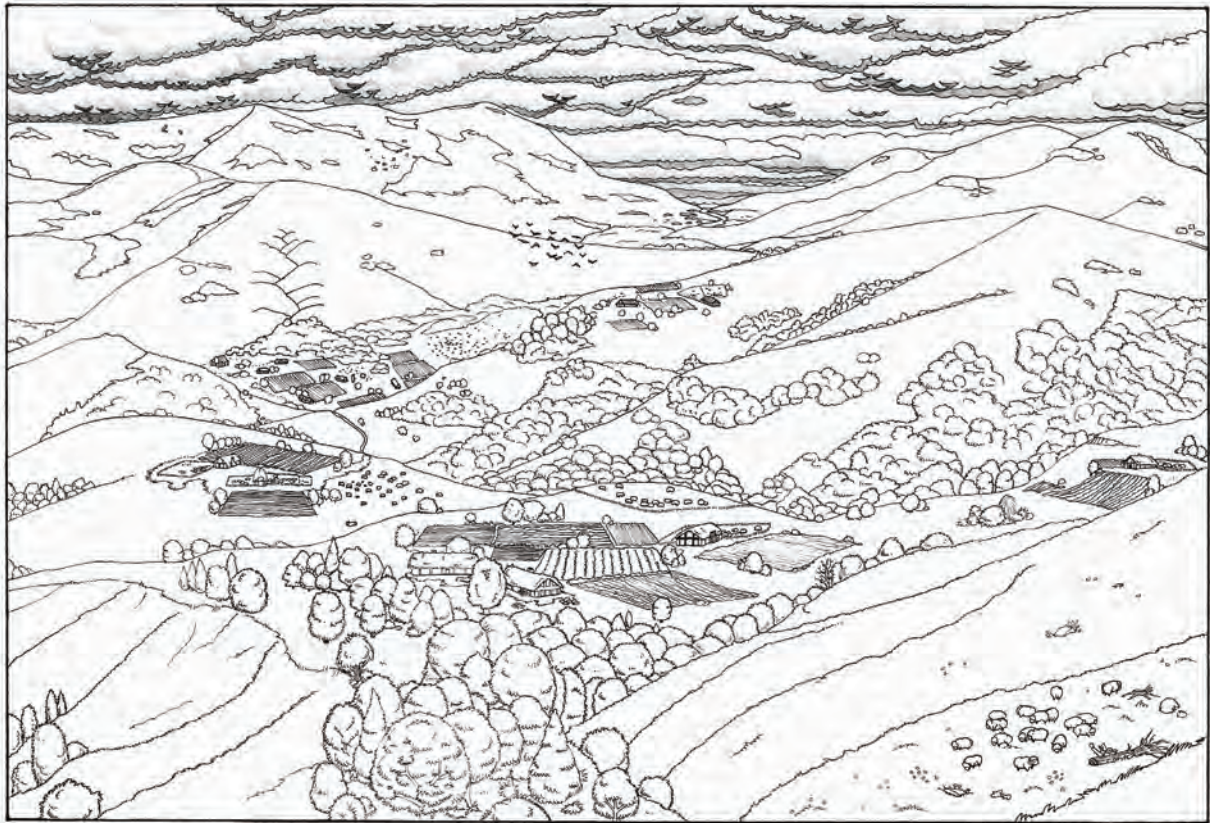
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GLORANTHAN ADVENTURES

NEW BEGINNINGS

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Proof readers

Sacha Ratcliffe and Jane Williams

Art

Cover by Jon Hodgson, Back Cover by Xavier Llobet

Simon Bray (Pages 2, 7, 22, 29, 47, 50, 51, 55 and 58)

Xavier Llobet (Pages 1, 3, 10, 11, 15, 19, 35, 41) Map Newt Newport (Page 23)

Thank you Jeff Richard for support and encouragement.



What this book is

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

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

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

Where in Sartar?

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



How to use it?

There’s two ways of using this book.

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

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

2. A short story arc

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

What is in this book?

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

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

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

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

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

The Story Arc:

Weathering the Storm

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

The Silverwind Clan

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

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



Peace Clan – are these guys wimps?

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



From Left to Right: Freyda the Wanderer, Bathar Sheepfriend, Salla the Breadmaker, Henth the Steady, Ranulf the Beady, Garmast the Fierce, and Vestala the Gentle. One by one the members of the ring say their piece:

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

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

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

Significant Abilities: Know the Ancient Laws of King Heort by heart, Find the best argument to put forward, Listen and appreciate the other side's point of

view, Fixed stare of authority, Devotee of Lhankor Mhy.

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

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

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

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

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

Trenoth “I don’t see anything”

Hargeg “Shut up and run you fool the Lunars are coming”

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

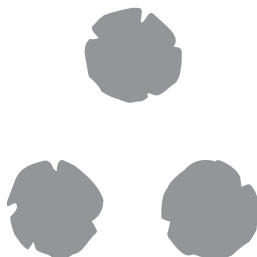
Trenoth “Have you been eating those mushrooms again?”

Secret

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

Aftermath.

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



Simple individual Contest Spot the mice

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

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

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

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

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

Minor defeat: The hero sees and hears nothing.

Major defeat: Was that a dog I hear barking?

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

Scene 3. Too Many Doors.

Key points

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

Setting the Scene

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

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

Action

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

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

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

Old man with his Mouse

Exceptional abilities: Shaman of the Mouse Child Tradition

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

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

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

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

Two, when eaten make him Scamper Very Fast

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

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

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



Aftermath

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

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

Secret

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



Scene 4. Victory in the Winds.

Key points

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

Setting

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

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

The chamber is totally dark

Secret: Frazen's Tale

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

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

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

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

Action

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

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

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

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

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

"Look there, my hungry birds, dinner!"

And with this the Sparrow People launch forward to attack.

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

Zacharilth, Lord of the Sparrow People

Exceptional Abilities: Undead Demon

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

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

Undead Sparrow People

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

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

Defeating Zacharilth.

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

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

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

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

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

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

Then, all the hero needs to do is blow open the windows of the Crystal Chamber (a High resistance) and blow Zacharilth out by using wind-related magic. Other methods

to damage the Crystal Chamber are Very High. If the hero succeeds Zacharilth then plunges back down to the Hell.

Aftermath

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

Conclusion

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

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

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

Rewards

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



Myth

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

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

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

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

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



Action

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

Secret

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

Aftermath

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

Scene 2. Granny’s Gang

Key points

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

Setting

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

Action

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

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

Thralls

Keyword: Demi-Vampire Initiate of Nontraya

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

Aftermath

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

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

Scene 3. This Town is going to Hell

Key points

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

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

If this is run directly after Scene One, then

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

Setting

There are three main buildings that the heroes can visit.

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

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

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

Action

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

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

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

Warrior Skeletons

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

Zombie Townspeople.

Two types.

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

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

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

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

Aftermath

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

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

Scene 4. By the Bones of the Founder!

Keypoints

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

Setting

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

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

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

Action

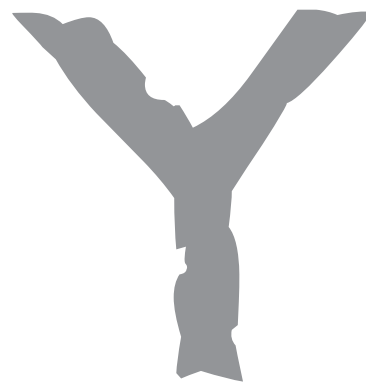
Powerful blessings on the temple keep the undead outside. However, since this magic relies on the strength of the community, as the Thralls round up the surviving townspeople and take them to

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

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

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

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



5. The Black Ziggurat

Key points

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

Setting

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

From the outside, the Ziggurat is a large stepped pyramid, made of baked mud bricks, blackened with the blood of Nontraya's victims, who were sacrificed to sate his hunger in the Godtime. Although ruined by Lerin, it is still an impressive structure.

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

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

Action

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

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

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

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



Conclusion

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

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

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

Hero Points

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

Other Benefits

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

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

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

and thieves, and a host of other unwelcome opportunists.

Further Adventure

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

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

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



Cult Appendix:

Nontraya Lord of Vampires

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

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

Keyword: Nontraya Vampire

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

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

Nontraya Magic Keyword

Magic type: Theist

Death (Savage fury, Absorb Damage, Bite Blade)

Darkness (Summon Shade, Command Shade)

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

Lay membership: Servant

Servants are the mortal members of the cult, who attend to the needs of the Thralls and the vampires. Often they

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

Initiate Membership:

Thrall (Demi-Vampire)

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

Devotee Membership: Vampire

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

Stolen Magic

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

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

Vampires and the Elements

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

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

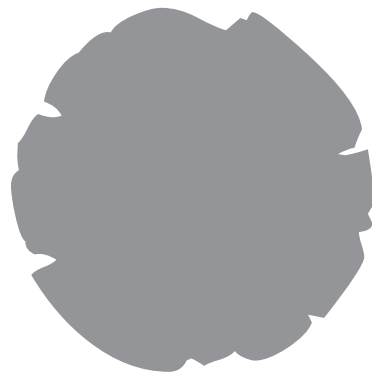
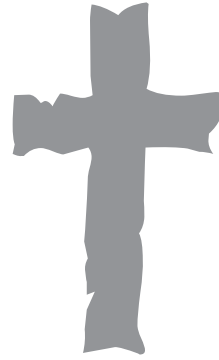
Fire badly affects Vampires, since Yelm burnt Nontraya when that god fell into hell during the Gods War. Double any modifier/ augment caused by fire when used against vampires. Although not burnt by the sun, they lose all their magic when exposed to sunlight. Thralls do not suffer this limitation.

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

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

The Death Rune

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



FIXING THE WRONG

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

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

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

The Situation

Read or paraphrase the following to the players.

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

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

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

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

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

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



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

Narrator's overview

The Wrong that must be fixed

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

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

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

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

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

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

Cast List

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

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

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

Main Characters

Jelhena the Hag

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

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

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

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

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

Still Green

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

Scenes

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

Scene 1 A Poor Woman's Way

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

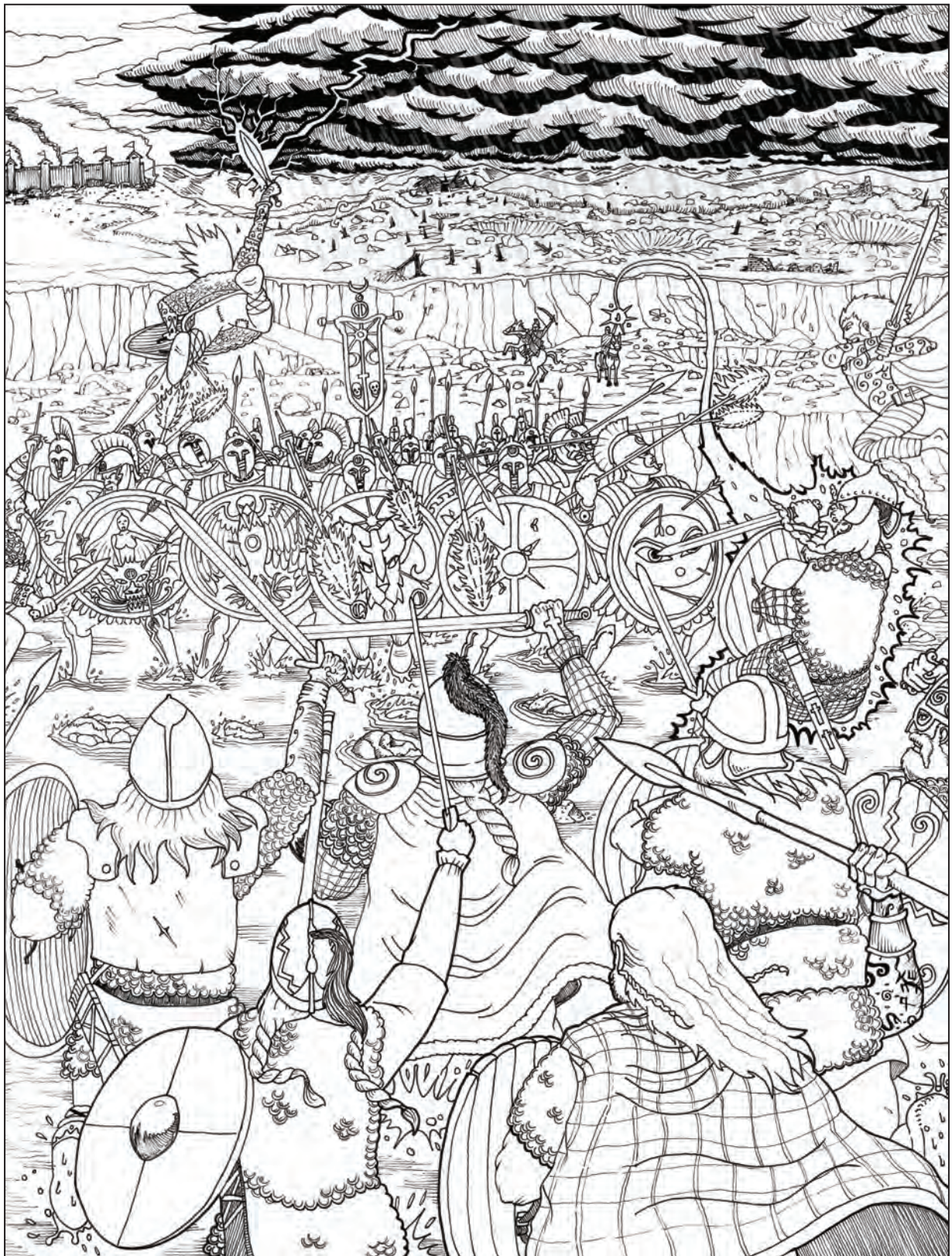
Scene 2 The Marriage Tests

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

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

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

Two groups of warriors will assemble: one led by Jelhena, made up of Iron Side Phalanx soldiers and Lord Goldsmile, and another made up of Crontas and his weapon thanes. The heroes join whichever



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

Scene 5 The Battle of Oxbow Ford

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

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

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

Conclusion

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

Hero Points

1 for simply living through such epic times

1-2 for actively participating and winning any of the Marriage Contests

1-2 for participating in the Still Green HeroQuest

1-2 for actively participating in the Battle of Oxbow Ford.



THE HURT OF THE LAND

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

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

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

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

The Lunar view of Chaos

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

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

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

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

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

Scene 1. An old foe returns a new

Key points

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

Setting

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

Action

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

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

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

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

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

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

Aftermath

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

Simple group Contest: Cast out Disease spirits

Resistance Moderate

Appropriate skills: any cure disease magic or skill.

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

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

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

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

Scene 2. Don't lose your head

Key points

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

Setting

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

Action

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

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



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

Plagar the Wretched

Exceptional abilities: Devotee of Thanatar the Severed God.

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



Flaw: Blind in Daylight.

Followers

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

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

Equipment

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

Tactics

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

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

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

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

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

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

Aftermath

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

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



Scene 3. Broo!

Key points

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

Setting

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

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

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

Action

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

If they chose to run conduct a simple group contest.

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

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

currently at the farm.

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

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



Simple Group Contest: Out run Broo horde

Resistance: Moderate

Appropriate skills: Run very fast, hunt prey, Tactics

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

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

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

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

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

Simple Group Contest: Fight the Savage Broo

Resistance: Moderate

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

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

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

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

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

The Horned Broo

Exceptional abilities: Devotee of Theed ,Warrior

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

Chaos Ability: Howl of Terror

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

Warrior Broo

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

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

Aftermath

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

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



Scene 4. Opening the Way

Key points

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

Setting

As the heroes are searching a room at the farm, or travelling across the rough landscape towards the chasm, the earth below them collapses, in a ten-metre diameter. The heroes fall amidst earth and rock, into what initially looks like a five metre deep pit. Then as they dust themselves down, come to a bit, and adjust to the pitch darkness they realise they are in a tunnel, three metre high by three metre wide cylindrical tunnel, whose walls are made of smooth rock. One end heads back towards the farm and the settlement. The other end heads towards the Chasm. Also in the darkness, scuttling down from the edge of the hole that they have just made, and the heroes have just fallen through, are two very strange crab-like beings. These hexagon shaped creatures are one metre in diameter and have six legs at regular intervals.

Action

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

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

Krashtkid

Spawn of Krasht the Devouring Mother

Significant Abilities: Agile, Ambush, Burrow, Climb, Know tunnel system, Sense life

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

Tactics

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

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

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



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

Spawn of the Hurt of the Land

Significant Abilities: Overcome using numbers, Detect Life

Flaw: Mindless

Tactics

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

Aftermath

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

Scene 6 A question of Identity

Key points

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

Setting

The entopic folds of the chasm.

Action

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

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

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

Extended Group Contest:

Individual Order vs. Collective Chaos

Resistance: the Chasm's Destroy Identity Very High

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

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

WRITING GLORANTHAN ADVENTURES

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

Getting over the Learning Curve

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

The first thing that a beginning narrator asks after reading the rulebook, with perhaps one of the setting books and some of the many web pages produced by the fan community, is "What I'm I going to do with all of this?"

This confusion seems to stem from three areas.

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

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

Glorantha is a very deep world. Consistent development over the last thirty years has produced a large body of information. Some it is published in book form, some in out-of-print books/fanzines and some tucked away on the Internet on fan sites or old mailing lists. This wealth of sometimes-conflicting information sometimes has

a beginning Narrator at a loss at where to begin when designing adventures in Glorantha.

Glorantha sometimes appears contradictory. Most Gloranthan background



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

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

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

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

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

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

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

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

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

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

2. Glorantha is designed to be a fun magical place

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

particular group.

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

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

Putting the ‘Hero’ and the ‘Quest’ together.

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

Q. Why is Magic important in Glorantha?

A. Because everything in Glorantha is based upon it!

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

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

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

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

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

Q. Why is Mythology important in Glorantha?

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

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

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

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

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

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

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

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

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

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

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

six HEROES

Warriors of the Silverwind

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

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

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

OLDRA RAINWARRIOR

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

YOUSNAF COLDSON

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

LOSMATH YOUNGWIND

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

CANULF THE UNTAMED

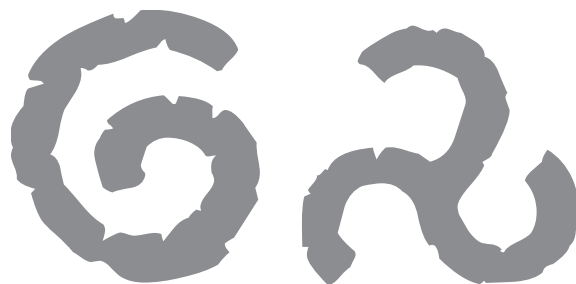
A fierce berserker who follows the bull headed Urox.

SHERIN FIERCEWULF

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

YARLNA CATWHISKERS

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



OLDRA RAINWARRIOR

Character Narrative

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

Your God: Helamakt

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

Keywords

Culture: Heortling (Silverwind clan) 13

Occupation: Warrior 5w

Magic: Initiate of Helamakt (Water) 5w

Other Rune affinities: Movement 13, Beast 13

Other Abilities

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

YOUSNAF COLDSOON

Character Narrative

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

Your God: Elmal the Warrior Sun

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

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

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

Elmal is the Heortling God of the Sun.

Keywords

Culture: Heortling (Silverwind) 13

Occupaton: Warrior 5w

Magic: Initiate of Elmal 5w (Fire)

Other Rune affinities: Movement 13, Law 13

Other Abilities

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

Losmath Youngwind

Character narrative

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

Your God: Orlanth Adventurous

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

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

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

Keywords

Culture: Heortling

Occupation: Warrior 5w

Magic: Initiate of Orlanth Adventurous 5w (Storm)

Other Rune affinities: Movement 13, Man 13

Other Abilities

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

CANULF THE UNTAMED

Character Narrative

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

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

Your God: Urox

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

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

Keywords

Culture: Heortling 13

Occupation: Warrior 5w

Magic: Initiate of Urox 5w (Beast)

Other Rune affinities: Disorder 13, Storm 13

Other Abilities

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

SHERIN FIERCEWULF

Character Narrative

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

Your Goddess: Vinga

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

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

Keywords

Culture: Heortling

Occupation: Warrior 5w

Magic: Initiate of Vinga (Air) 5w

Other Rune affinities: Luck 13, Spirit 13

Other Abilities

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

YARLNA CATWHISKERS

Character Narrative

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

Your God: Yinkin

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

Keywords

Culture: Heortling 13

Occupation: Hunter 5w

Magic: Initiate of Yinkin 5w (Beast)

Other Rune affinities: Dark 17, Movement 13

Other Abilities

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



ITS 1617 ST, THE HERO WARS, AND THE TIMES THEY ARE A CHANGING.

THE QUESTION IS WILL YOUR PEOPLE CHANGE WITH THEM?

THIS IS THE FIRST ISSUE OF GLORANTHAN ADVENTURES, A FANZINE OF READY MADE ADVENTURES. IN THIS ISSUE THE ACTION TAKES PLACE IN THE CLASSIC SARTAR: KINGDOM OF HEROES SETTING, WITH FOUR ADVENTURES TO TEST EVEN THE HARDEST OF HEROES' METTLE.

THE FORTRESS OF DOORS
THE BLACK ZIGGURAT
FIXING THE WRONG
THE HURT OF THE LAND

EACH ADVENTURE IS WRITTEN WITH NEW PLAYERS AND NARRATORS IN MIND, SO ITS AN IDEAL WAY TO TRY THE SETTING OUT IN AN EVENINGS WORTH OF PLAY OR A SHORT MINI-CAMPAIGN.

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