



Sartar

A Player's Primer



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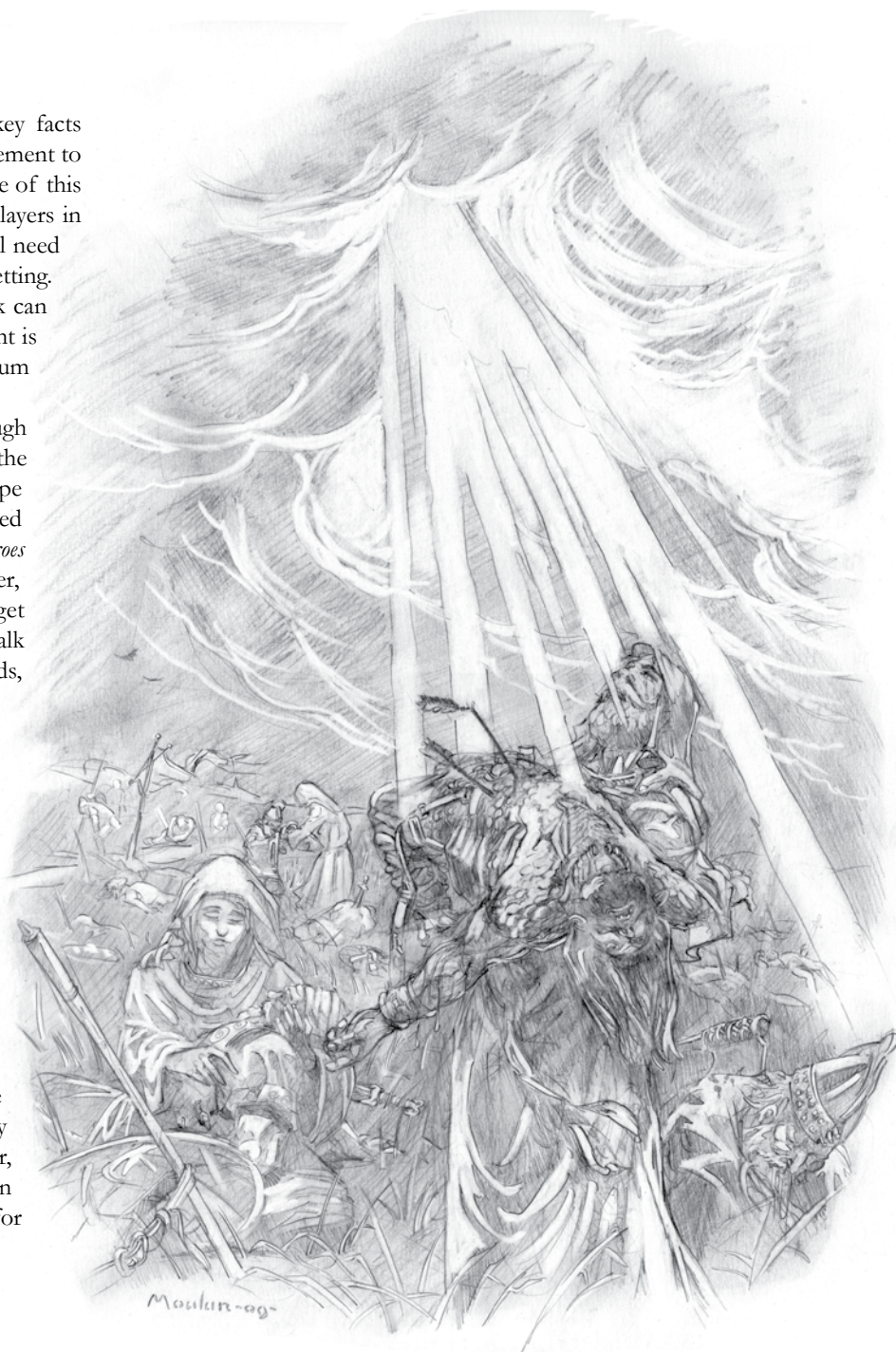
Using this Book

This document is a distillation of many key facts from the full *Sartar: Kingdom of Heroes* supplement to the *HeroQuest* roleplaying game. The purpose of this *Sartar Player's Primer* is to give prospective players in a Sartar campaign all the information they'll need to quickly familiarize themselves with the setting. We know that the full 378 page Sartar book can be daunting to new players, so this document is offered to get you up to speed with a minimum of fuss.

While the *Sartar Player's Primer* has enough information in it to get you familiar with the setting and get you thinking about the type of character you'd like to play, you'll still need access to the full *Sartar: Kingdom of Heroes* supplement to make a character. The Primer, however, gives you everything you need to get started, and give you an idea of how to talk to your GM about specific character keywords, magic, etc. to finalize your character.

What is "Sartar: Kingdom of Heroes"?

Sartar: Kingdom of Heroes, together with the 2nd Edition *HeroQuest* rules, provide a Narrator and Players with everything they need to play a *HeroQuest* game set in the Kingdom of Sartar in the magical world of Glorantha. A Narrator should read the entire *Sartar: Kingdom of Heroes* book to really understand the people and gods of Sartar, but the opening chapters (summarized in this Primer) provide enough information for players to get a basic grasp of the setting.



After the disastrous defeat of the Sartarite army at Boldhome, healers from the House of Peace succored the wounded and dying.

Introduction to Glorantha

Glorantha is a world where everything is magical and myth is truth. At first, it seems much like our own world. The sun rises each morning in the east and sets each evening in the west. There are mountains and valleys, oceans and deserts. There is weather which changes from season to season. People are born, work in the fields, wage wars, raise families and die, just as they do in our world.

Many human civilizations exist, functioning at levels roughly equivalent to our Neolithic and Bronze Age cultures. However, Glorantha is not our world and anachronisms exist; for example, the “Bronze Age” Orlanths know how to make bronze chain mail even though in our world such technology only appeared in the Iron Age.

And yet, when examined carefully, Glorantha is very different from our own world. Glorantha is a magical world, not a planet floating in space. Magical Runes define it, not the laws of Physics. The world of men is a flat, square mass of earth floating in a limitless sea of water. Two major continents, a northern continent called Genertela and a southern continent called Pamaltela, and a myriad of islands rise from this mass above the surface of the sea; in the center, a devouring whirlpool, Magasta’s Pool, draws the world’s waters down into the Underworld.

To understand Glorantha you must understand its magical nature. In Glorantha, the sun rises from the east each morning, and then passes over the air, and across the sky to set each evening in the west. It then travels beneath the seas and earth through the Underworld, and finally again up to the eastern lands of the dawn. In Glorantha, the sun is a living god, sometimes called Yelm or sometimes Elmal (which are two very different gods), not a star.

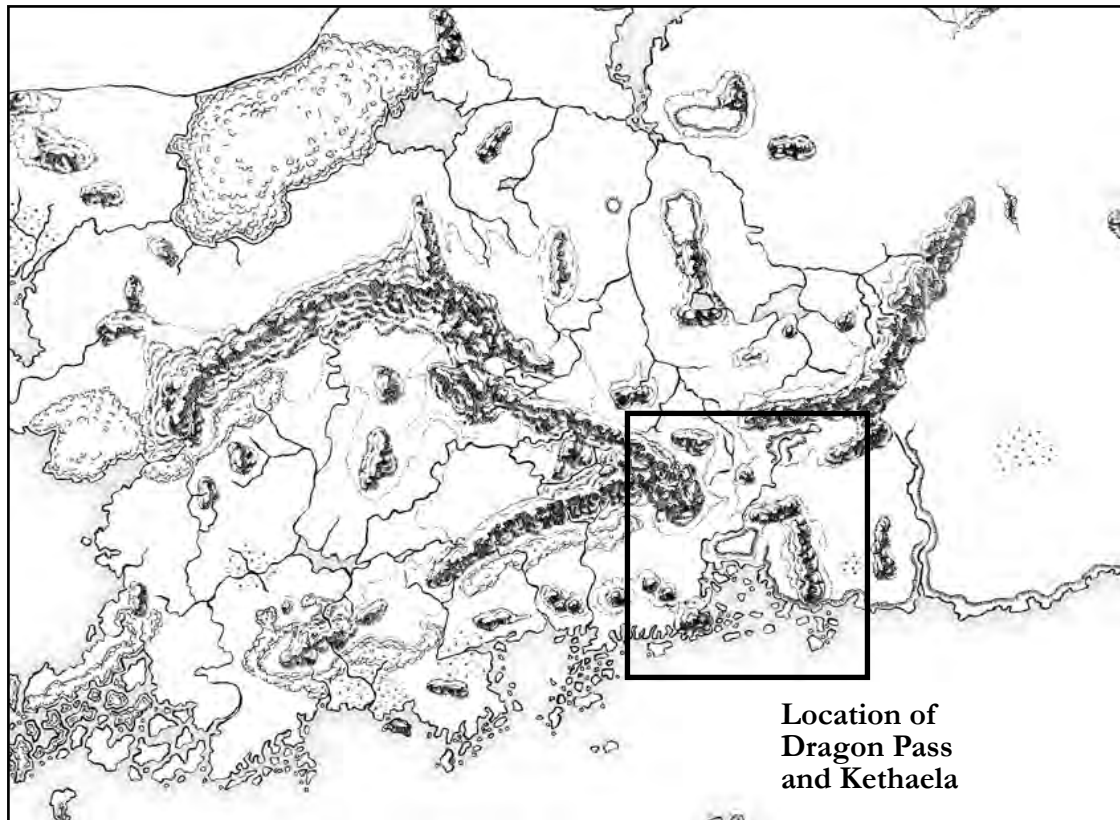
Above the dome of the sky is a realm of light and purity. At night the stars show where the magical denizens of the sky world peep through to guard their followers below. Similarly, the underworld is populated by immortal creatures, as well as by evil dreams and the souls of the dead and unborn. Many other deities and spirits besides Yelm and Elmal exist, some more powerful, and all have the power to directly affect the regions where humanity lives.

Rulers and leaders in Glorantha use magic rather than technology to achieve their ends, and everyone may encounter magical manifestations. Men are a very young species in Glorantha and gained sway only recently, in the Second Age (about 1000 years ago). Before this, they were only one species among many. The majority of sentient beings of Glorantha are humans, but many other creatures and entities of ancient origin still exist and interact with humanity

Magic and Religion

Glorantha’s central theme is the relationship between man and the gods, between the mythical and mundane worlds. Glorantha religion and magic are basic to existence, acknowledged by everyone. The gods are accepted, encountered, and exert powerful influence on the world.

The presence of magic in Glorantha means that daily life is different in many ways from that which we experience. Life centers around one’s cult and religion. Magic is a source of both life and protection, and yet is also a source of conflict and even terror.



Location of Dragon Pass and Kethaela

on occasion. The sentient nonhumans of Glorantha are known collectively as the Elder Races. The most important Elder Races are commonly known as the dragonewts, dwarfs, elves, merfolk, and trolls.

Men are divided into many nations and tribes. Most of mankind is still at a Neolithic or Bronze Age stage of civilization. Communication and trade between distant regions are rare in most of Glorantha and people rarely travel beyond their homeland. The mightiest empire of Men is the awesome and decadent Lunar Empire.

The Elder Races are at various stages of development. Most agree that the trolls are at a lower stage of civilization, and place the dragonewts and dwarfs at the top (assuming that anyone can evaluate the dragonewts' ancient, inexplicable civilization).

Mythical Background

Glorantha was created out of the Primal Void of Chaos by the Old Gods of the Celestial Court. At first there was no history, for the initial creation formed the period of magic and timeless simultaneity called the God Time. The birth into this world of Umath, the Primal Air, shattered the period of peace with crowding, confusion and fear. This escalated into the Gods War, resulting in the killing of Yelm by Umath's son Orlanth.

Orlanth's success in bringing freedom and change led to two world-changing events: his marriage to the Great Goddess Ernalda and his acclamation as King of the Gods. However, three evil (Malia, Ragnaglar, and Thed) gods let Chaos loose on the world. The gods and most of the world were killed during the Great Darkness. Total Destruction seemed near.

But Glorantha was not destroyed. Spurred on by Hope and Chance, Orlanth led the Seven Lightbringers through the Chaos-ridden Cosmos and liberated the life giving gods. The Sun leapt to his rightful place in the sky and the Great Darkness was banished. To keep Chaos from returning the gods swore great oaths resulting in the Great Compromise, constraining their ability to intercede in the mundane world. Men call this Time. By altering the world, the gods saved it, and History began.

Dragon Pass

Dragon Pass is probably the most important place in Glorantha. Dragon Pass is the crossroads of the northern continent of Genertela and is the only passage for large armies through the Rockwood Mountains, which extend unbroken for more than a thousand miles to the west and another thousand miles to the east. This alone makes Dragon Pass an extremely strategic location.

More important is the fact that Dragon Pass is an extremely magical region. It is the ancestral home of the dragons and center of the world for many Gloranthan myths. The greatest mountain in Glorantha, Kero Fin – the home of the gods - rises an impossible 40,000 feet and can be seen for hundreds of miles. Here the storm god Orlanth was born and it is the homeland of the culture bearing his name: the Orlanthi. However, a greater proportion of the region's population is non-human than almost any other area in Glorantha.

Dragon Pass contains many forests, hills, mountains and other easily defended terrain. Its warlike population and many magical entities make it a daunting region for any one political entity to conquer and for more than a century, two Orlanthi kingdoms divided Dragon Pass: Tarsh in the north and Sartar in the south.

North of Dragon Pass, in the region called Peloria, arose the Red Moon Goddess. In her were balanced Stagnation and Change, Life and Death, Love and Apathy, and all the dichotomies of the Universe, including Chaos. Her arrival violated the Great Compromise and changed the face of Glorantha. After living in Glorantha a short time, the Red Moon Goddess ascended to the heavens where she remains, viewing the Empire which she left to her family below. The immortal Red Emperor of the Lunar Empire is her son and her pride.

The Lunar Empire expanded greatly from its founding four centuries ago. When defeated it rebounded stronger than ever. It went north to the icy wastes, east to the bounds of the horse barbarians, and west until halted by powerful sorcery. But in the south, the Empire continued to grow and grow.

When the Lunar Empire reached Dragon Pass they found it ruled by the kingdoms of Tarsh and Sartar. After many years of resistance, those kingdoms fell one-by-one to the growing power of the Lunar Empire. Sedenya, the Red Moon, sent one of her daughters to seduce and conquer the Tarshites. The kingdom of Sartar, ruled by a wise dynasty, cautious to maintain the great and magical laws which gave it its strength, resisted far longer. But despite many defeats at the hands of House of Sartar, the Red Emperor eventually marched into the Sartar capitol of Boldhome. He defiled the Temple of Orlanth and ravaged the city. That was in 1602 ST, sixteen years ago. It is now the year 1618 ST.

Despite the Lunar Conquest, great events, magical and religious, are occurring in Dragon Pass. Many prophets and scholars predict that the Hero Wars that threaten to again plunge Glorantha into Darkness will begin in Dragon Pass.

Common

Orlanthi Runes

The Four Elements

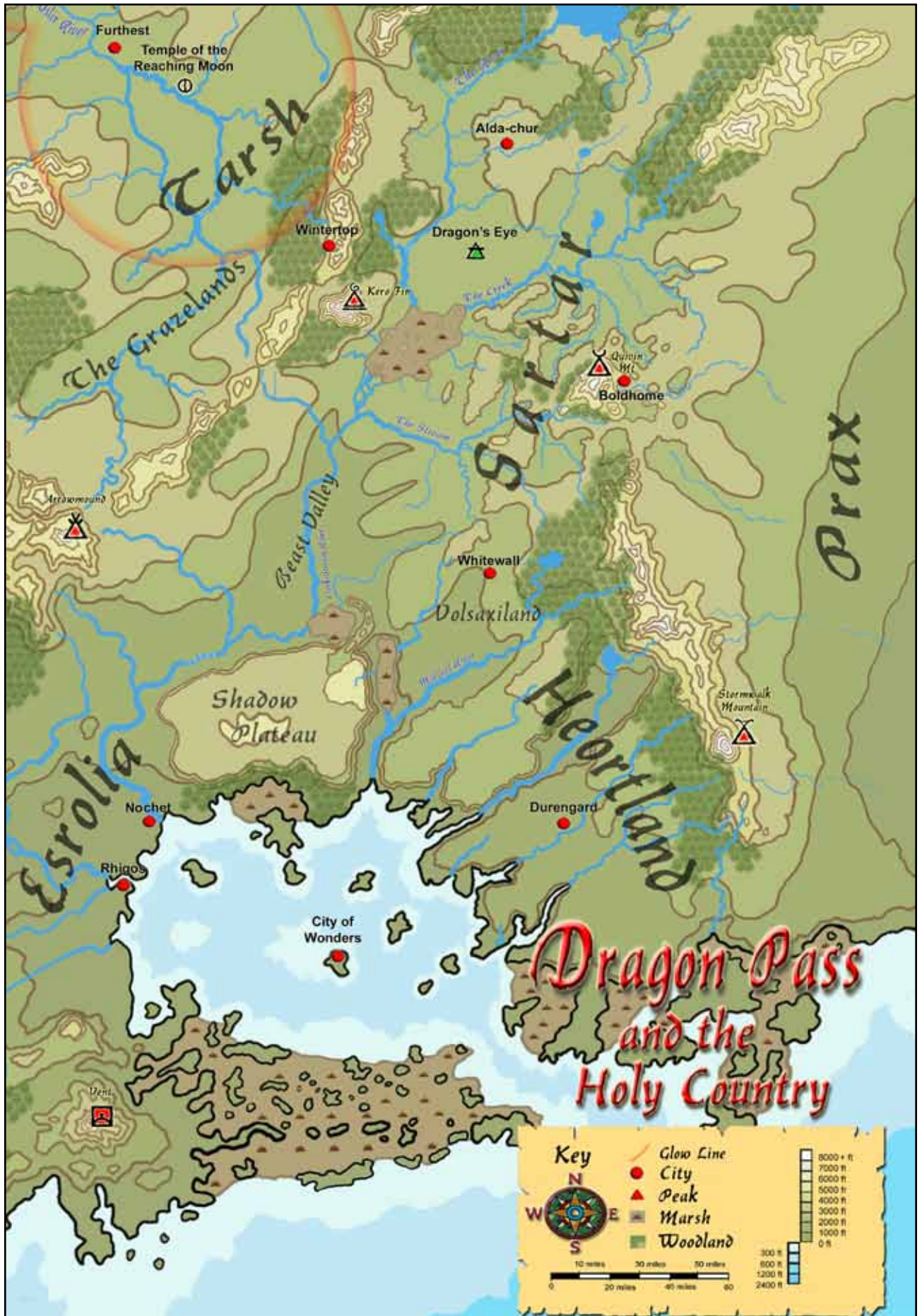
- ☉ *Air*
- ☷ *Earth*
- ☠ *Darkness*
- ☵ *Water*
- ☲ *Fire*

The Eight Powers

- ♁ *Change*
- ☠ *Death*
- ♁ *Disorder*
- ☸ *Harmony*
- ☼ *Illusion*
- ♁ *Life*
- ♁ *Stability*
- ☯ *Truth*

Other Common Runes

- ♁ *Beast*
- ♁ *Communication*
- ♁ *Eternal Battle*
- ♁ *Magic*
- ♁ *Mastery*
- ♁ *Spirit*
- ♁ *Yinkin*



Orlanthi People

Most of the humans of Dragon Pass are Orlanthis, the people of the storm god Orlanth. Their culture originated in Dragon Pass during the Gods War and was nearly destroyed in the Great Darkness. They were saved by the actions of Orlanth and the Lightbringers and by the great hero Heort, who defeated Chaos at the battle of I Fought, We Won. During the First Age after the Dawn, the Orlanthis expanded to dominate much of Genertela. They are found throughout the western highlands of it.

Orlanthi culture is ancient. Society is based around a clan organization. Clans form temporary or semi permanent tribes. In a few regions such as Dragon Pass, tribes have formed confederations called kingdoms. Orlanthis men are warlike and passionate, their women are calculating and calm. Devoted to their clans and loyal to their word, the Orlanthis are politically fractious and unpredictable; clans and tribes are often locked in dangerous feuds.

Technologically, the Orlanthis are roughly equivalent to Bronze Age Europe. Bronze is common, and can be mined directly from the bones of the gods who died in the Gods War. Most Orlanthis are pastoral agriculturalists, free farmers who plow small fields and raise cattle and sheep. Cities are few and small. Very few people can read; literacy is a magical secret guarded by the cult of Lhankor Mhy.

Tradition holds great weight among the Orlanthis. They revere the glories of their ancestors and lend great importance to events of the past, whether good or bad. Orlanth calls upon his people to follow the Six Virtues: Courage, Wisdom, Generosity, Justice, Honor and Piety. An unstated virtue of great importance is Freedom. The Orlanthis

believe that an individual is responsible to his clan first, himself second, and after that to whomever he wants as long as he maintains personal responsibility for his own deeds. All adult members of the Orlanthis clans usually participate in all social, political, and religious functions of their clan and tribe. They are active and keen to be heard and to have a voice in all affairs that affect them.

The Heortlings

Foreigners call all who worship Orlanth as their chief god "Orlanthis", be they in Dragon Pass, Kethaela, Maniria, Peloria, or Ralios. The Orlanthis of Sartar and Heortland often call themselves "Heortlings" after their founding hero Heort, who saved the world from Chaos with the battle of I Fought, We Won and taught his people the rites of adulthood.

Kingdom of Sartar ☩

The Kingdom of Sartar was the last free kingdom of the Orlanthis to resist the Lunar Empire. It was founded in 1492 ST, 126 years ago, by the great hero Sartar, and is made up of 24 Orlanthis tribes who resettled this land some three centuries ago.

After more than a century of resistance, the House of Sartar fell to a major assault led by the Red Emperor in 1602 ST. The Orlanthis of Sartar are called Sartarites and they are the subject of *Sartar: Kingdom of Heroes*. This primer offers a quick-start guide to the people of Sartar, suitable for new players.

Orlanthi Religion ☩

The Orlanthis worship a powerful pantheon of gods and goddesses. They believe in gods and spirits which guide everything. They maintain reverence and piety towards their deities who are considered to be the most powerful and helpful in the Cosmos. The major Orlanthis deities are:

ORLANTH: Chief God, King of the Gods, Storm God, Lightbringer, culture hero, Men's God.

ERNALDA: Earth Goddess, Mother Goddess, Women's Goddess, cultural heroine.

LHANKOR MHY: God of Literacy and Law, law speaker, scholar.

ISSARIES: God of Speech, communications, travel, merchants and trade.

HUMAKT: God of Death and War, battle, swords.

MINOR DEITIES: Chalana Arroy the Healer, Elmal the Sun, Eurmalk the Trickster, Urox the Storm Bull, Yinkin the Shadow Cat, and many more.

Below

From left to right:
Korolvanth the Troublesome Poet,
Orlmakt Braveheart,
Theya Two-Mothers,
Sora Goodseller,
Heortarl Finriksson.



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The Barbarian Priest Speaks Where did the world come from?

*Dead the world 'til Umath the Free,
Broke the sun's curse and moved the world.
Umathsons and stalwart liegemen set the world in its present ways.
Now all feel the world's winds at their backs.*

Where did I come from?

*Humans are wind-born, freest of free.
Orlanth Breath-giver gives you first lungful.
Follow the winds, like Orlanth before you.
Yours is the path-choice, make it and live.*

Why do we die?

*Stale the world was, unchanging and solid.
No one could die, so no one could live.
Orlanth and Humakt, brothers in bravery.
Brought Death to the world and gave life an edge.
Slew they the monsters who undying plagued us.
First of them unchange, who binds us to sloth.
Now there is Death, who prompts us to live life,
Slayer of foes who brings respite to friends.*

What happens after we die?

*Death is a comrade, a tool for our needs.
Orlanth found it, and fought it in turn,
Defeated Death fully, and brought the Sun out,
Fulfilled his Quest, the Lightbringers' glory.
Death is the boatman, guide to last journey,
Carries you safe to the gods' brazen hall.
There presides Orlanth, his table for heroes,
Tell him your stories, take your right place.*

Why am I here?

*Life is for living, feel to your fullest.
Challenge the challengers, carve out your place.
Faithful to friends, relentless to foes
Loving to kith, fulfilling your wyrd.*

How do I do magic?

*Great among gifters, storm gods gave magic,
Taught runes to priests, first among followers.
Priests teach wind spells, wise men learn them.
Magic lets all men work with the world.*

I have heard of other gods. Can you tell me the truth aboutSedenya?

*Lover of Chaos, mocks the gods' blessings,
Tangles the wind in her secret shackles.
Gives blasphemous secrets to lure the unwary,
Destroy her now or the world is enslaved.*

...Yelm?

*Yelm ruled a world that was stale and changeless.
Orlanth, his enemy, released freedom for all.
Yelm met Death, he fled down the dark path,
Only Orlanth and Lightbringers walk that path alive.*

*Orlanth the liberator, freed his foe Yelm,
Brought him to life into a slave's station.
Yelm follows his path, unable to break it,
But Orlanth is free to follow the winds.*

I have heard of other worlds. Can you tell me the truth aboutChaos?

*Foulest of slime, curse of existence,
Twisted the god gifts, bred many foul monsters.
Only the Lightbringers, conquerors of Chaos,
Could right the wronged world, restore the Lam.*

...Sorcerers?

*Woe to the atheists, they die without gods,
Spirits sink slowly, fall empty to hell.*

Above:
*(From left to right):
Elmal, Esrola, Heler,
Chalana Arroy, Eurmal
(under the table),
Yinkin, Maran, Urox,
Humakt, Orlanth,
Ernalda, Babeester Gor,
Lhankor Mhy, Asrelia,
Issaries, Ty Kora Tek.*

Alynxes

The Orlanthe make use of a domesticated feline called an "alynx" for tasks that are given elsewhere to dogs — especially herding and hunting. They vary from the size of a housecat to that of a large dog. Sacred to the god Yinkin, alynxes are noted for their silent movement. Domesticated alynxes come in distinct colors and patterns, but wild alynxes are usually dark in color, occasionally with darker spots or stripes.

They mate seasonally; both parents tend the young, and separate afterwards. Alynxes are very intelligent animals, with an unbreakable alliance with the people of Orlanth. Although they are easily trained, alynxes always remain somewhat willful, and will do much as they please, regardless of the inconvenience to nearby humans.

...Spirits?

*Great were the gods who fought Orlanth's gifts,
Many were broken or made to be small.
Now the survivors are spirits for bushmen,
Shamans coerce their small magic spells.*

*Notice and praise those spirits sundered,
Some can be helpful, perform useful deeds.
Do not give them worship, keep from them your breathe,
That is for King Orlanth, their conqueror and liege.*

I have heard of other races. Can you tell me the truth about ...

...Aldrya?

*Great among goddesses, Aldrya gave forests.
Bulwark of old world, preserver of trees,
She holds her counsel, favors not good or evil,
Friend or foe at the change of a season.*

...Kyger Litor?

*Mother of the trolls saw the world born.
Crawler in darkness, eater of dead.
Hungry and cruel, like the dark days of winter,
Lurking at gates, waits for men to grow slothful.*

...Mostal?

*Deep in the earth, stone god sits rocklike,
Frozen like elder, wracked with age.
No winds for Mostal, no challenges met,
Pity the dwarf god, pity his people.*

Gods of the Orlanthe

Chalana Arroy, the healer

*Her touch heals all, Lightbringers' white lady,
No hurt can withstand her soft ministrations,
She healed our chieftain when pain made him mad.
She healed the world, made life come again.*

Daga, drought and famine

*Traitress sister Molanni, Umath's daughter,
Bore deadly Daga, sparer of none.
Orlanth confronted him, fought his grim nephew,
Beat down the foe, drove out the enemy.*

*Daga is sealed, trapped in the Jar.
But vile enemies conspire, open the jar,
Daga swims out, to face Orlanth once more.
Death to the friends of pain and despair.*

The Earth Goddesses

*Three are the bounteous goddesses of earth,
Three the number of their dark sisters.
All are our allies, friends of the storm,
Orlanth claims all earth as his kin.*

*The giving goddesses; grandmother, mother, and daughter.
Asrelia the crone, keeper of good things.
Ernalda the mother, bride to great Orlanth.
Voria, spring's daughter, herald of youth.*

*The grasping goddesses; sisters to the kindly ones.
Ty Kora Tek, hag-lurker in darkness.
Maran Gor, violent sister to kindly Ernalda.
Babeester Gor, vengeful guardian, jealous of the earth's rights.*

Elmal, loyal Sun

*Swift-horsed Sun, Orlanth's doughty thane,
All-seeing protector of truth, the bater of lies.
Atop Kero Fin, his light survived the Great Darkness.
Now the Sun rises each morning, as his liege commands,*

Ernalda, earth mother

*Mother of all, wise spouse to King Orlanth,
All hail and protect fair mistress of earth,
Every man must revere the arts of all women,
Mother and lover, her needs are our wants.*

Eurmal

*No jape nor trick too hard for the Trickster,
Stole fire from Yelm to warm all mankind,
Was both boon and trouble to his traveling companions,
Stands loyally by Orlanth his lord.*

Heler, god of rain

*Orlanth took Heler from Magasta's dull lair,
Used him as weapon in wars against Daga,
Heler the staunch, his name is a by-word,
Sheep to him sacred, Daga his foe.*

Humakt, god of death and war

*Orlanth's fell brother, noble Death-Finder,
Humakt is guardian, protector from foes.
Humakt brought Death to enoble and free us
Gave us struggle to make our lives full.*

Inora, the white princess

*When mountains extend their cold to the lowlands,
Inora, white princess, dances amongst us.*

Issaries, god of trade and communication

*Issaries found the way of the dead,
Broke Darkness of Silence which covered the world.
Issaries chose trails, was scout for the Lightbringers,
Now merchants and heralds worship his name.*

Kolat, father of winds

*Kolat's great progeny, Seven Winds of Glorantha,
Four names are known, North, East, South, and West.
Three names are secret, Upper, Lower, and None.
Honor them all, their life is your breath.*

Lhankor Mhy, god of knowledge

*Finder of riddles, he knows the world's secrets,
Rescued all wisdom from ignorance's gloom.
Helped save the world during the Gods War,
Now lawspeakers and elders call for his praise.*

Mastakos, charioteer of Orlanth

*Mastakos Mover, the God with No Home,
Vigorous god, drives immortal storm chariot.
He alone handles Orlanth's mighty steeds.
Servant of Storm God, mover of men.*

Orlanth, King of the Gods, Storm God

*Orlanth Larnsting makes change in the world,
Rescued us all from stagnation and death.*

*Orlanth Thunderous brings life-giving rains,
Blesses the plowman, blesses his herds.*

*Orlanth Lightbringer led the Seven,
Rescued all life, all earth lands his name.*

*Orlanth Rex, King of the Gods,
Rules in the Heaven and takes tribute from all.*

**Urox, berserker god,
chaos-killer**

*Untamed beast, god of savage passion,
His mad berserk fury can even beat chaos.
So doth wild Storm Bull lead
the war against Chaos.
He holds the vile Devil under
mountains of stone.*

Yinkin, the alynx god

*The great lover, famed for his hunts,
Yinkin stalks beast and
goddess with equal ardor.
Orlanth's boon companion and
half-brother, ancestor of heroes,
Yinkin's children guide and
serve his brother's people.*

Themes of this Setting

The central theme of Glorantha is the relationship between man and god, between the mythical and the mundane. The Orlanthen believe the deeds of ancient gods and heroes define our present world and that these deeds will be repeated, for good and ill, in the future. Men were not created to serve the gods, and instead have entered into ancient oaths and pacts with them for protection and benefit.

Another important theme is the conflict between freedom, with its attendant requirement of personal responsibility, and submission to outside forces. The Orlanthen are a proudly independent people but have been conquered by the powerful Lunar Empire. They chafe under the Lunar yoke and have rebelled several times, albeit unsuccessfully. The Sartarites prophesize a great Rebel King, the "Argrath," who will lead the Orlanthen to shatter the Lunar Empire and begin a new Gods War, called the Hero Wars.

At the core of most games set in Sartar will be the hero's community – most likely his clan. The hero will always have a tension between his desires and the demands of his clan. Orlanthen society expects that the needs of the clan take precedence over the wishes of the individual; all members of the clan are collectively responsible for the deeds of their fellow

Below

*Runegate warriors
invoked the power
of Elmal to defeat
Ulungung the
Tentacled Horror.*



members. The clan may end up fighting with entities that the heroes wish could be allies, or perhaps forbidding the heroes from picking new fights. The hero may have to repeatedly choose between the demands of his clan and the interests of his friends and companions. Such tension is the making of epic and tragedy alike.

A final theme is between change and tradition. The Orlanthe, like many Gloranthe societies, are profoundly traditionalist, cleaving hard to the ways established by their ancestors. New ideas and innovations are viewed with fear and loathing. Yet, Orlanthe is a god of Change who changed the nature of Gloranthe itself so the world might survive.

Creating your Character Using the List Method

If you are using the List Method to generate your character, you should complete the following steps as described in HeroQuest:

1. Chose a character concept. Your character concept will usually include a personality trait ability and a background occupation keyword as described in this chapter.
2. Chose a clan cultural keyword. If most of the players are from the same clan, we recommend using the **Clan Generation Questionnaire in Sartar: Kingdom of Heroes** to develop a detailed background for your clan.
3. Chose your three runes as described on page 22 of this chapter and in the "Rune Magic" Chapter of **Sartar: Kingdom of Heroes**. One of these Runes will be assigned an initial rating of 17.
4. Chose up to 3 Charms, Spells, and/or Natural Magic Talents.
5. Pick 9 additional abilities that can include specialized "breakout" abilities from a keyword or Rune Affinity, describing them however you want. One of these should be a Distinguishing Characteristic. A breakout ability starts at +1 from the keyword or Rune.
6. Described up to 3 flaws. One flaw can be a Distinguishing Characteristic if you choose.
7. Assign one keyword, Rune, or ability a starting rating of 17 (thus potentially allowing you to start with two Runes with a rating of 17). All of your other abilities start with a rating of 13.
8. Spend up to 20 points to boost any of your various ratings. Each point spent increases the rating of any ability (including a keyword or Rune) by 1 point (keep in mind that raising a keyword or Rune later in play costs 2 points). You cannot spend more than 10 points on any single ability.
9. Give your character a name.

You can similarly create your character using the Prose Method or the As-You-Go Method. Abilities gained in steps 2 through 4 do not count against your 100 words in the Prose Method or against your 11 abilities in the As-You-Go Method.

The Orlanthe

Life in Orlanthe households is centered around their small but largely self-sufficient farms, where they raise crops and herd livestock. These free farmers and their cottar dependents are proud but violent people; loyal to their kin and chosen leaders, appearing as rebellious bandits to outsiders.

The Orlanthe live in an extremely dangerous world and their culture is extremely violent by our modern standards; the god Orlanthe acknowledges this with his first law: "Violence is always an option." Orlanthe will kill impulsively over insults and slights to honor, to avenge wrongs done to them or their clan, in anger, or for any of a thousand other reasons. Indeed, killing a person who is not of your clan is not a crime under Orlanthe law – it is rather akin to a type of property damage and is in theory compensable by paying wergild to the victim's kin!

And yet, the Great Goddess Ernalda provides the Orlanthe with their second divine law: "There is always another way." Orlanthe society provides alternatives to violence: community, clan, and tribe. Orlanthe asserts the power of the individual; society functions because of Ernalda.

Barley is the staple grain of the Orlanthe, supplemented by wheat and oats. Beer is the staple beverage, sometimes flavored with hops. Many clans grow fruits such as apples, berries, cherries, and grapes. Wine is a drink favored by the wealthy.

Lamb is the most common meat, followed by pork. Cattle are used mainly to pull plows but extra animals are avidly eaten. Goats are considered religiously unclean and are never eaten, and rarely even tolerated. Wild game of all types is common. Horse, bear, and bison are considered luxury meats. Poultry include chickens and the smaller Singing Hen. Meat is roasted or boiled. Every man, woman and child has their own knife, and spoons of horn or wood; otherwise, they eat with their fingers.

Community

Only the most lost and forlorn character is alone in Gloranthe. To be alone is universally considered the ultimate calamity. People are expected to be a part of society, usually as a member of several different communities within it. In return, an individual can reasonably expect assistance from his communities.

An Orlanthe character will show loyalty to three different community units: the Household, the Clan, and the Tribe.

For game purposes, the Clan is generally the most important social aspect for your characters. PCs may not all come from the same family, but often will

be part of the same Clan. The *Sartar: Kingdom of Heroes* sourcebook offers extensive guidelines to help you determine values for the Clan's resources, as well as a system to allow the play group to determine a mythic history of the clan.

Note on Special Clan Abilities

If you used the Clan Generation Questionnaire (see *Sartar: Kingdom of Heroes*), you will know much more about your clan's background, enemies, values, and magic. In many cases, this will be reflected in your Clan Keyword. For example if your clan hates trolls, you will likely hate trolls at your Clan Keyword rating.

Occupational Keyword

The keywords in *Sartar: Kingdom of Heroes* are based on occupations common to the Orlanthe. Pick one as part of your concept. We divide the occupations into rural and urban; within a game focusing on a clan, a narrator might want to exclude urban occupations as inappropriate, or vice versa. Of course, it is always possible that your character lived in the city for a while and returned home just as the game begins, or has just arrived in the big city from the countryside.

Rural Occupations: Farmer, God-Talker, Healer, Herder, Hunter, Lawspeaker, Mercenary, Priest, Skald, Thane

Urban Occupations: Crafter, Entertainer, God-Talker, Healer, Mercenary, Merchant, Sage

Note that the *Sartar: Kingdom of Heroes* has expanded information on these Keyword abilities, including their subabilities, notes on equipment and wealth ratings common to each, etc.

You do not have to use the generic name of the occupation and are at liberty to create a Brave Thane; being more specific about the type of thane you want to play makes your PC richer for everyone. Your narrator may also give you a specific ability bonus if your descriptive keyword is more appropriate to the contest. Of course, you could pick something else entirely as your keyword. You might want to be a Rubble Bandit or Intrepid Explorer. Talk to your narrator about your character idea.

Your Rune Affinities and Magic

Your rune affinities are your main source of magical power. They are awakened at your initiation to adulthood. The Runes you choose (see *Rune Magic, The Gloranthan Runes*, page 68) define you – they define your soul, your temperament, your personality and your magical connections and enmities. Your choice of runes may well determine your fate! Keep in mind: not all rune combinations are associated with a divine cult!

Selecting Rune Affinities

The *Sartar: Kingdom of Heroes* book offers full guidelines on choosing the Runes which describe your character. You will select three Runes (as per the character creation steps), describing the following:

- Your Soul
- Your Temperament
- Either another Rune for your Soul or Temperament, or a third, unrelated Rune.

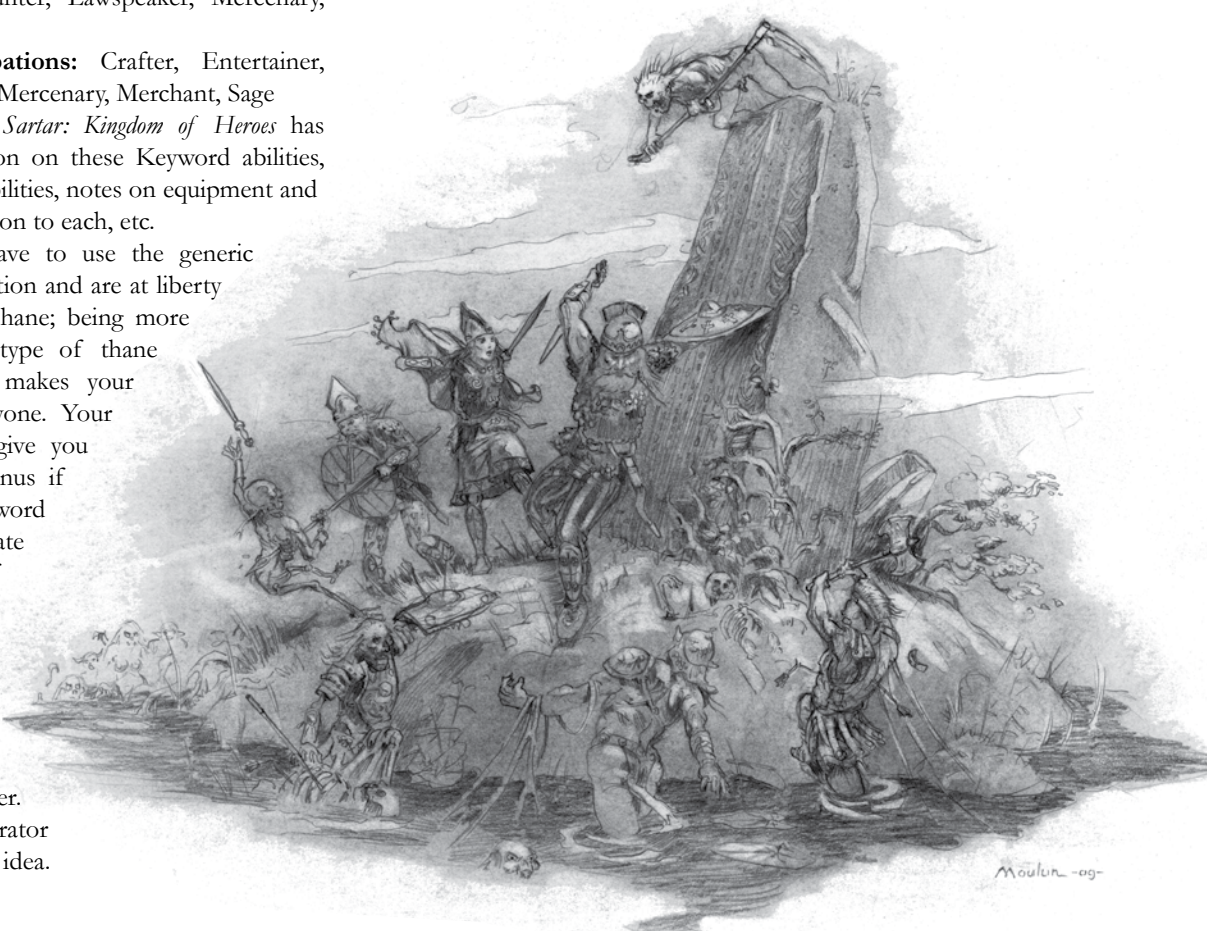
You will need to think about these aspects of your character, and discuss them with your narrator to choose the appropriate Runes.

Other Magic Abilities

Not all magic comes from the gods. In addition to Rune Magic, most Orlanthe have charms, know a spell or two, or have natural magical talents. You are encouraged to take 1 to 3 other magic abilities as charms, spells, or talents, as described in Magic and Religion.

Below

Humakti warriors fought a valiant but ultimately doomed assault against the Undeath Army at the Isle of the Dead in 1615.



Moulon - og

Orlanthi Names

Many Orlanthis names combine prefixes and suffixes as per below; prefixes and suffixes usually relate to the names of gods or ancestors. Use them to create your name or pick a finished name from the lists.

Orlanthis identify themselves by the name of a well-known parent (stated with a -son or -dottir). Names often alliterate (start with the same sound) or share a prefix or suffix from parent to child (Eringulf son of Brolarulf, Harmast son of Hardrinor, Saronil son of Sartar) or sibling to sibling (Orgar and Orstandel, Fingmanar and Finganvar).

Males

Prefixes: Andrin, Andror, Avent, Bar(n), Ber(es/en), Bro, Dar, Der, Des(tor), Din, Enjos, Erin, Fin, Gar(in), Hantra, Har(an), Hed(kor), Hend, Jar(star), Kor(l), Korol, Kul, Lon(d), O(r), Orl, Orst, Orvan, Rasta, Ros, Sar(o), Sen(ren), (S)tark, V(a/e)n, Varan.

Suffixes: -alor. -(al)des, -and, -angian, -arl, -aventus, -brast, -dath, -daral, -dovar, -drinor, -dros, -durev, -en, -estan, -fin, -gandi, -ganvar, -gor, -gradus, -harl, -kar, -kos, -(l/v)anth, -lakar, -larant,

-(l)or, -makt, -manar, -(m)arl, -mast, -niskis, -onil, -orth, -rik, -rolar, -serian, -staval, -tand, -tar, -(g/l)ulf, -veste, -venos, -vil.

Men commonly take the name of gods or heroes (Barntar, Durev, Elmal, Harmast, Hendrik, Heort, Orlanth, Silkinister, etc), great kings (Hofstaring, Saronil, Tarkalor) or of ancestors (Garan, Korlmar, Ulanin, Straval, etc) as a prefix or suffix.

Sample Names: Andrin, Argrath, Aslandar, Ashart, Broyan, Dorasor, Farnan, Harmast, Gringle, Jarstakos, Kalf, Maniski, Ortossi, Robasart, Saronil, Sarotar, Tarkalor, Venharl.

Females

Prefixes: A(r), Dara, Ent, Erin, Ernal(da), Esra, Esrol, Har, Ivarn, Jareen, Jarnarn, Jen, Kall, Ken, Leika, Lon(d), Mern, Natal, Ondur, Onel, Oran, Sen(ren), Yan, Yerest.

Suffixes: -a, -ala, -ale, -arios, -(er)landa, -d)essa, -(d)estra, --(d)inna, -(d)rella, -(d)urisa, -(i/y)r, -ran(d)a, -renava, -sin, -sulva, -vale.

It is common for women to take the name of goddesses or heroes (Ernalda, Ivarne, Kev, Uralda, Voria, etc) or of ancestors (Orgorvale, Serias, Vestene, etc) as a prefix or suffix.

Sample Names: Beneva, Berra, Dorasa, Dushi, Erisa, Erynn, Insterid, Ivarne, Jareen, Kallyr, Leika, Lismelder, Morganeth, Onelisen, Sora, Yanioth.

Nicknames

It is common for Heortlings to have nicknames too. Some nicknames are poetic, others are prosaic. Some are badges of honor, others of mockery and ridicule. A nickname should reflect an ability or a past event that you choose for your player character.

A Distinguishing Characteristic is a good source of a nickname and should be put on your character sheet. Examples: Bald, Barefoot, Belly-Laugh, Dour, Glum, Greybeard, Handsome, Hairy, Long-nose, Lucky, Many-Kin, Red, Raven-Tresses, Restless, Short, Strong, Sure-handed, Swift, Swimmer, Tall, Troublesome Poet, Unadvised, Ugly, Wideread.

Final Notes

You now have the basics of what Orlanthis life is all about, as well as what you'll need to think about when creating your character. The full, 378-page *Sartar: Kingdom of Heroes* book offers all the specifics and details you'll need to finish the process of creating your character. Hopefully, this primer offers enough information to give you some ideas for a character. You should make a few notes, and talk to your Narrator to finish the process of character creation.

Below

Yinking huntress accompanied by two alynxes strikes down a doe in the forests below the Quivin mountains.



HeroQuest

Core Rules

Anything you can imagine, you can play...

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

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This book contains everything needed for play:

Character Creation - describe your character and get playing in minutes.

Overcoming Obstacles - handling conflict, be it with swords, words, gangs, or armies.

Playing Stories - how to vividly run your adventures in engaging and creative ways.

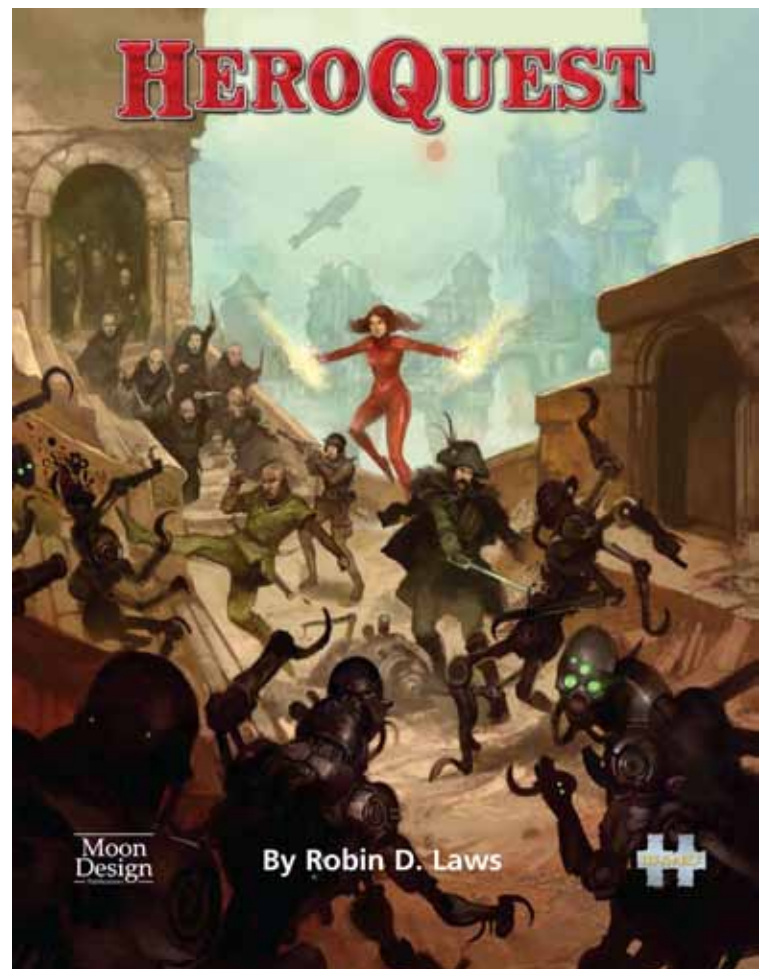
Narrating - the secrets for balancing the give and take between narrators and players.

Followers and Support - how your sidekick, followers, horde, army or community help.

Creating Genres - details for creating and detailing your own game world.

Gaming in Glorantha - a separate section on applying HeroQuest to Glorantha.

Quick Reference - so you don't have to hunt for the information you really need.



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Glorantha HeroQuest

Discover Epic Fantasy in the
Classic Roleplaying Setting



What is Glorantha?

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

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

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

ISS2005 - Guide to Glorantha

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

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

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Gloranthology:

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