



An epic 'Hero Wars' scenario by Simon Bray and Martin Hawley.
For up to 6 players

Saddled with the Nightmare Part 1
Saddled with the Nightmare Part 2
Saddled with the Nightmare Part 3
Grazer Characters Part 1
Grazer Characters Part 2
The Children of Unnek
Jan-Karen's Knowledge Sheet
The Goldeneye Birthing Song

Part 1

Across the verdant, rolling Grazelands race six of Yu-Kargzant's folk, two proud sons of the mighty Davidall Moon-Chased, Chieftain of the Gold Bone Grazer and their retinue of loyal kinsmen. They fly towards the spring camps for the Growing Season foaling ritual, at which Arandayla Horse-Queen is blessing the clan with Goldeye children. With them, they bring a strange gift, a man of darkness to whose defeat will complete the rights and impress the chieftain. But the dark man is not a lonely victim, two shadows seek to penetrate Yu-Kargzant's burning ring of warriors, one a hellish form with flaming eyes, rending teeth and claws of iron has vengeance on its mind, the other circles slowly above the camps, watching with envy and oozing the stench of carrion from every pore. Will the heroes succeed in leading their clan to face the end of the world against adversity or will pride and arrogance destroy the very thing they seek to redeem? Will Dan-El Sun-Born find the power within to guide his arrows into the shadows? Will Law-Ran Wicker-Horse break the steed that is his family's curse? Will blood, sweat and fire be the clan's only salvation? The events of this epic Hero Wars scenario will change the fate of the Gold Bone Clan forever.

Narrator's Information

Benchmark: This episode is designed the player characters provided or grazer heroes of 5W-10W ability. It is recommended that at least one Shaman accompany the players to provide magical support.

Rules: This episode uses all rules from Chapters 2 (“Characters”), 4 (“Playing the Game”), and the information on animist magic from Chapter 8 (“Animist Magic”) in the *Hero Wars Player's Book*, and Chapter 7 (“Narrating the Game”) in the *Hero Wars Narrator's Book*. The information on pages 157-158 of *Glorantha, Introduction to the Hero Wars* is also recommended reading.

Premise: The players are all member of the Goldbone Grazer clan, returning to their homelands at the end of spring for the Goldeye Foaling rites. As part of their duties, the players were sent out to bring back a ‘Dark Warrior’, who plays a key role in the ritual events. Ever seeking to impress, Dan-El Sunborn the leader of the warriors has returned with a powerful, but wounded Black Horse Rider to enact the part, as opposed to the usual trollkin or weak follower of darkness. The man was found unconscious in a ditch to the north of Goldbone clan lands, where he had been left to feed the buzzards by followers of Unnek the Buzzard. The warrior is to act as the Smote of Darkness, the focus for the Darkness enemy that will attack and make the ritual complete. The player’s participation in the rituals is essential, but their choice of ritual foe has allowed another foe, namely the followers of Unnek the Buzzard to enter their rituals.

The players must initially fight this danger to prevent the ceremony from failing. However, at the climax of the ceremonies the mount of the Black Rider, a monstrous Dioskos horse demon appears instead of the Goldeye Foals and attacks the shamans. The weakened clan is barely able to control the creature. As its appearance is related to the player’s actions, it is their duty to travel to the Man of Fire and Iron’s underground home and collect the Bit and Bridle of Control. The strange vendref Blacksmith sets them a terrible ordeal that takes them to hell, to gain the artefact. Equipped with the magical bridle and the support of their clan, the players must mount and control the monstrous horse so that it can be ridden, along with the Black Rider’s corpse to Black Horse County. On their journey, they once again meet the followers of Unnek and face annihilation, only to be rescued by Ethirist himself. Finally, the player’s must face Ethirist’s judgement and return to their people as heroes or failures.

Notes: There are several props that the Narrator should provide to the Players; these are The Goldeye Birthing Song – a Grazer song detailing the ritual that lies ahead, Jan-Karen’s Knowledge Sheet – A useful guide for the shaman player detailing more exact details of the deities, spirits, rituals, and practices of the Grazers. The narrator should be familiar with both of these documents. The Narrator should be familiar with the mechanics of Hero Wars, and have an at least a basic understanding of Grazer culture, however a brief primer is included here to aid the Narrator.

Grazers

The Grazers are horse-riding nomads. They live in large, round, wood-framed tents (Gers) and migrate twice a year to follow their great horse herds to new pastures. When foreign habits were adopted by the weak around the time of Sartar the Grazers purged the tribe of them.

These weak ones are today known as the Vendref, who grow crops for the their Grazer overlords and dwell in villages. Grazers eat horsemeat, horse blood, and fermented mare's milk. The Grazers are animists and their religion centers on worship of the sun and of horses. They are very conservative and call themselves the Pure Horse Tribe. They have resisted tremendous social and political pressures that have polluted lesser tribes.

Relationships: The Players relationships with each other and their community are most important. Dan-El Sunborn is seeking to impress his father, Law-Ran Wicker-Horse is seeking to curb his brother's pride, Dun-Cal Many-Mares is trying to better himself, Yu-Sima Plunging-Hoof is trying to become a Stallion Soldier, Nirik Laughing-Horse is seeking answers and Jan-Karen Willow-Mane is trying to prevent her prophecy becoming true. The interrelationship between each character is discussed in brief at the end of the scenario. More detail regarding the forms of support offered in during the rituals is discussed in the relevant Scene, unless stated it is assumed that the players receive Ordinary Support.

Secret: The injured man is a Black Horse Rider, one of Ethilrist's men from Black Horse County. He was patrolling the southern fringes of the county when followers of Unnek the Buzzard attacked him and his troop. The troop was destroyed and he was the only survivor. The plan of Bolcar Foul-Feather and his Unnek followers was to incite the powerful Black Horse Troop to wage war against the Grazers and bring their downfall. He has vowed upon the name of to slay each last man of the troop. The use of a Black Rider in the Goldbone Rituals has opened up a mythically breach into which stronger forces of darkness can attack the ritual. Traditionally a Trollkin is used in the ritual, as this causes weak forces of darkness to attack, but the Black Man brings with him powerful enemies and allies that the Goldbone must stand against.

Scene 1: Hide and Seek?

Key Points: The players must somehow hide the Black Horse rider in or around the camp keeping him as a surprise gift to the chief during the festival of Arandayla.

Setting: The heroes ride across the rolling green hills of the Grazelands, their steeds champing and snorting as they enter familiar territory. At first a small cairn of yellow stones and horse bones is spotted, then a great and ancient tree adorned with dream catchers and eagle feathers and finally the clustered Gers and tents of the clan hearth.

At this point Jan-Karen should remind the players that hiding the Black Man is essential to the ritual (see point one of Jan-Karen's Knowledge Sheet). Nirik may choose to sneak back and slay the Black Man himself – although this will not affect the plot conclusion, just accelerate the development of activities!

Action: The players have several choices on how to hide the Black Man until the start of the

ceremony. They may choose to stake him out in the wilderness at the edge of the grazer encampment. Particular dangerous prisoners or foes are often staked out, so this is an obvious choice. If they choose this route, he will be easy prey for the predators of the Grazelands, like the circling buzzards or the lone wolf.

The players may choose to subdue the Black Horse Rider by drugging him with powerful herbs provided by the shaman; he is already half conscious and drugging him will contribute to his final demise. Wily players could opt to hide their prize in the women's Ger, after all the women are all involved in the ceremony, so their Ger is at present empty. This option presents countless role-playing opportunities, as the players may have to disguise themselves or their prize as women to approach the Ger.

The Black Rider

The Black Rider is taller and more muscular than the Grazer Heroes are. His skin is pale and heavily tattooed with images of hell in red and black ink. His black hair and beard are shaved close, military style. He is dressed in a ragged black tabard, and his body shows signs of where his armour was ripped from his skin. Numerous wounds cover him, shaped like claw marks. There is a gaping wound to his abdomen that has become infected. The Rider slip in and out of consciousness, he only awakens when someone tries to tend his wounds, at which point he screams 'Ad lach menra diglir ust ma, Nagrin!' or 'Get your filthy hands off me, Pagan!' in his native tongue. He will then lose consciousness again. No healing available to the heroes or the clan can save this man.

Scene 2 – Hail to the Chief



Davidall Moon-Chased, the Chieftain

Key Points: The Players get to meet the Clan Chieftain; their behaviour will affect their relationship within the clan.

Setting: The heroes are first met by the clans outriders who whoop and holler at their arrival, then from in the circle of richly decorated tents women and children appear, dressed in their finery. Each person they meet asks hurried questions about their travels and begs to hear any stories they bring. The crowd begins to gather, close to the sweating horses and weary riders. They are lead through the throng by the chieftain's bodyguard. As they approach Davidall Moon-Chased, the Chieftain appears, partially dressed with a spear in his right hand and his arm around Fargala Sweet-Grass, his new wife. He is an impressive man, standing twelve hands high, with his bronzed head shaved to a topknot and a deep pattern of scars across his chest.

Action: Davidall will chide the players for nearly missing the ritual and will demand to know where they have hidden the Black Man. The players should not answer or at least not truthfully – the truth would harm the ritual. If they have not hidden the Black Man, he will scream at them and tell them to do so immediately! He will then ask them why they are so late. This is an opportunity for the players to improvise their heroism, especially Dan-EI Sunborn. If any of the players talk about great strength or agility, he will challenge them to prove it. Jan-Karen should give the Shamans the artefacts she carries.

Understand the nature of the challenge (19): Grazer Customs, Grazer Myths (-3) Strength

Davidall will clap his hands together and beckon to the player to wrestle him. His bodyguards form a ring around the fighters and proceed to jostle and jeer at whenever the player gets to close (adding AP's)

Davidall: Wrestle 5W2, Great Strength 19W, Bear's Hug 5W (integrated spirit). For the purpose of this combat it is assumed that Davidall's followers are successfully lending him 10AP per round through their jostles and jeers.

Agility

Davidall will call for a long thick pole to be brought forth; several warriors at each end hold this aloft. Davidall will leap atop the pole (as if it were a horse) and beckon the player to do likewise, this is a game played by the Goldbone called 'Stallion Pole' the aim of the game is to knock your opponent while remaining in place. Davidall's bodyguards know his technique and jolt and rock the pole to aid him (adding AP's).

Davidall: Ride 10W2, Lightning Reflexes 10W. For the purpose of this contest, it is assumed that Davidall's followers are adding 10AP per round through their jolts and rocking of the pole.

If the players lose either contest they will land heavily in a large pile of horse dung, and will be mocked by their peers for a short while – however they will be helped up and given fermented horse milk to drink, and patted on the back by the Chieftain. (+3 to relationship rolls with the Chieftain.)

If however they win, there will be complete silence. The chieftain will glare at them suspiciously and disappear into his tent and refuse to talk to the player until after the ceremony. The Elders may be convinced to tell the players that by beating Davidall they have challenged his abilities to be chieftain and that he now sees them as a potential threat.

Getting answers from Elders (15) – Relationship to Clan, Grazer Custom, Bully Clansman (-10), Intimidate (-10).

Jan-Karen may seek advice from the Josad Elders especially Mar-Haw Talking-Man the senior shaman of Yu-Kargzant, but they will evade her questions with clever or esoteric answers, or not be available. If she confesses her sins, they will tell her that it is too late, that the ritual began when the Dastali Riders all left and that to stop it now could kill the Hyal herd.

The Chief then oversees the elaborate embodiment of the deities; the Goldbone Shamans begin their drumming and shaking of rattles. The Josadi have donned their white cloaks and blue horsehide masks with a fringe of horsehair, horsehair collars and a leather belts adorned with enchanted gold and fox pelts at the rear of the belt. They shake their white rattles of sun dried twigs to command silence before they begin their ancient and poetic songs and the

before the very eyes of the players their gods become flesh. Dan-EI will be dressed as Jordan bearing a bow, javelins and a lance, in his black horsehide mask adorned with five streaks of enchanted gold, representing the deadly power of the sun's weapons. The eye and mouth holes are covered with white sun bleached river shells. His horsehide collar, a crimson cloth around the hips and a leather belt with gold ornamentation.

The leading female Shaman is Arandayla in her horse head mask decorated with dyed yellow eagle feathers and a horsehair collar. Her horsehide leggings are also dyed yellow. The Goldbone War Captain steps forth and becomes Henird, in his blue mask with a horizontal band of enchanted gold at the bottom, representing the evening light, vertical black stripes, and decorated with eagle and owl feathers. Penultimately, Davidall's first wife is clothed as La-Ungariant in her green tunic with an ornate, patterned scarf on her hips and a leather belt decorated with woven, dyed horsehair. Her legs are painted with white flames and a yellow mask covers her entire head and neck. Finally the elders dress Davidall with symbols of the sun and stars, and bands of enchanted gold indicating the midday light. They paint him with the runes of Fire and Stallion and place the majestic feathered headdress of the Goldbone ancestors upon his head he is Yu-Kargzant. Then and only then does the great ceremony begin.

Part 2

Scene 3: The Buzzard's Raid

Key Points: The night before the foaling the clan has begun to prepare the ritual, forming Yu-Kargzant's Ring of Fire. The ritual is attacked by the Brothers of Unnek, a disparate gang of bloodthirsty savages warriors of the night. The protective ring of warriors is broken, horses are stolen and killed, women and children captured and the foaling ceremony severely disrupted.

Setting: It is the night before the foaling of the sacred Goldeyes takes place; the ritual begins as Yu-Kargzant drops below the Sky reach Mountains in the west. The clan has formed a great ring; at the centre are the three sacred mares and the High shaman of Arandayla. They are protected from view by ritual screens, held aloft by the women of the clan. Around the screens rides Davidall, dressed as the Sun, his huge form decorated with gold jewellery, his skin painted yellow and a headdress of living flames. Separated from the central ritual by two hundred yards of magically anointed earth are the Riders of the clan, young men and women who whoop and scream as they drive their horses around in a thunderous circle. On the outer edge stand the Warriors of the clan, riding high in the saddle with spears and shields, or flaming brands braced against the darkness. Amongst the Riders, Warriors and Protectors walk several lesser shamans, dressed as spirits of light and fertility, carrying great bowls filled with a hallucinogenic mash of herbs that they offer to each participant.

Action: As dusk falls, the horses become skittish and uneasy. Strange hoots, yelps and growls

can be heard in the night. These are the summoned forces of Unnek mustering at the edge of the circle of warriors. The first signs of the summoned Darkness begin to come, Weak Darkness Spirit appear out of the gloom moaning and wailing as they flee some unseen terror that drives towards the circle of Grazer guards. These are weak and easy foes with little skill in anything aside from running players and easily killed. The feeble nature of the forces of Unnek may put some foolish players at a false ease, wary or wise players may expect greater strength to appear as the summons of darkness reaches its full potential.

Darkness Spirits – Might 10, Flee Spirit Combat 16.

The darkness spirits appear as gibbering and moaning shadows with cold blue eyes. They appear vaguely humanoid, but their forms flow and mutate constantly. One spirit will attack each player; these creatures will try to flee at any sign of defeat. This assault is occurring from all directions, players may wish to assist the Grazers around them. If a spirit possesses a victim, he will be cast back into the real world, appearing to vanish from the ring of warriors.

Note: The hallucinogenic mash and the magic of the Shamans has altered the perceptions of the clan, they can now see the Spirit World around them with much greater clarity. The ritual has also empowered the Warriors weapons to harm the Darkness Spirits and so Combat Skills can be used to augment Spirit Combat.

The Narrator should then read the following:

As the last Dark Spirit is vanquished, a great cheer rises from the gathered warriors. The shamans return with fermented milk and herb mash, which the warriors begin to gulp down as they slap one another on the back. From the centre of the ring, a glow has formed around the Goldeye's protective screen and the chants of Arandayla can be heard from within, echoed by the warriors as they sing of the defeat of darkness.

Anyone who is perceptive will be able to make a simple roll to see the magical horse spirits descending from the sky.

The Narrator should continue this party atmosphere for a couple of minutes, allowing the players to boast. Have other Grazers tell them what good fight that was, and how great it will make the ceremony. Emphasize that their part in the ritual is over until morning and that they should enjoy themselves. Just as they are settled, read the following:

There are suddenly blood curdling shouts and screams from all

quarters. From every direction, appear howling, feathered horsemen, reeking of filth and death. They plunge their great horses towards the ring of warriors with such impact that they almost immediately breach the defence. All around wounded warriors and horses scream. As the invaders wheel their mounts to attack again. A pitiful cry calls their name before it is extinguished with a lance 'Children of Unnek!'

The Children of Unnek loom out of the night to attack the Grazer camp. No matter how well the players fight the foes that face them, somewhere around the perimeter the protective circle of guards is broken. The Buzzard warriors descend into the camp sweeping aside the desperate attacks of the Riders, torching Gers, snatching children and killing women and Elders. One group breaks from the main force and scatters the horse herd, while another more menacing group attacks the chief and his personal bodyguard. The players are attacked by a group of strong Unnek warriors; their leader is an Uz (troll) dressed like a grazer riding a huge and mounted on a filthy warhorse. One Unnek warrior per player character accompanies him. The enemy will try to circle the players and try to prevent them from assisting elsewhere in the battle. A common tactic of the Night Vultures is to improvise a "Flying Leap" feat and jump onto an enemy's horse. Maklamor uses his "Circling Flight" to avoid defeat or to drop onto foes from above.

Maklamor Horse-Eater.

Leader of the Night Vultures. An exiled Uz who rides a formidable, but filthy warhorse. He collects the scalps of his victims and then eats them.

Key Words: Uz Warrior 1W,
War leader of the Night Vultures 5W,
Initiate of Unnek 1W

Significant Abilities: Large 5W,
Strong 10W, Command Warriors
15W, Ride 12, Hate Grazer 17, Close Combat 10W (Horseman's
Flail and Shield Style, Lance and Shield Style, Claw and Bite Fighting), Intimidate Grazers 5W.

Affinities: *Buzzard* 2W (Eat
Carrion, Sense Death, Circling Flight, Tearing Claws, Stench
of Death). Devour 1W (Despair,
Decay, Visage of Fear, Capture Horse Soul).

Flaws: Light Sensitive 10.

Weapon: Huge Horseman's Flail ^4,
Lance ^5,
Bite ^2, Claw ^1/^5 (if Tearing Claws feat used).

Armour: Grazer breeches with lead breastplate
and shield ^5.

Horse: Maklamor's War Horse is very loyal and acts as a follower in battle. WarHorse 19,
the horse also sees well in darkness.

Maklamor's Night Vulture Raiders

A group of wild degenerated Grazers, who pierce their faces and bodies with buzzard feathers
and wear great tattered cloaks that look like wings. Their horses are also barded to look like
night demons and birds

Keywords: (ex) Grazer Warriors 15, Initiates of Unnek 13.

Significant Abilities: Close Combat 18, Archery 16, Charge Foe 17, Terrifying War Cry 14,
Intimidate Grazer 18, Snatch Up Booty 16, Fight in Darkness 17, Ambush 1W.

Affinities: Buzzard 13.

Weapons: Bow^3, Horseman's Flail^3

Armour: Leather and Quill^1.

Horse: Night Vulture Horses are fiercely loyal; they act as followers in combat, *Horse 17, they
also have the skill of Frighten Enemy Horse 12.*

If the Players easily defeat the Maklamor's warriors, then they will be able to assist somewhere
else on the battlefield. The following options are available:

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<ol>
  <li><b>Defend the Women &#150;</b> <i>Three vicious Unnek Contraries</i>
    have surrounded a group of clanswomen, they are riding forwards,
    shouting niceties and trying to not kill their children! On the
    other hand, more precisely they are riding backwards, shouting
    abuse and trying to hit the children with clubs. </li>
  <li><b>Defend the Ritual &#150;</b> <i>If the players reach the centre</i>
    of the battle they find that the partitions surrounding the ritual
    have become transparent. The ritual has left the mortal plane
    and is now taking place in the Spirit world. Just as they are
    about to turn and leave three followers of Unnek with bright red
    skins attack, (Use Night Vulture statistics). </li>
  <li><b>Defending the Chieftain &#150;</b> <i>The players will see a</i>
    great throng of Unnek worshippers surrounding the chieftain, it
    looks as if he has been overcome, but as they get closer the whole
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seen explodes as Yu-Kargzant's power surges through the chieftain
and he annihilates the warriors surrounding him. They will then
hear the screams of several women as they and their children are
carried away. The players should not have lost faith in the chieftain
or Great Spirit, and now darkness has stolen away daughters of
La-Ungariant. <b> </b> </li>
<li><b>Defending the Black Rider &#150; </b><b>The Black Rider&#146;s
hiding place is under attack. When the players reach the site,
the attacking warriors flee. The Black Rider will be found dead,
his throat and wrists slashed as if by claws...
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Unnek 'Crazy Bird' Contraries

A group of wild degenerated Grazers, who pierce their faces and bodies with buzzard feathers and wear great tattered cloaks that look like wings. Their horses are also barded to look like night demons and birds

Keywords: (ex) Grazer Contrary 15, Initiates of Unnek 13.

Significant Abilities: Ride Backwards 17, Fight Backwards 15, Appear Confusing in Battle 15, Close Combat 55, Fanatical Charge 14, Be Contrary 17, Intimidate 17.

Affinities: Buzzard 10.

Weapons: Bow ^3, Horseman's Flail ^3

Armour: Leather and Quill ^1.

Horse: Crazy Bird Horses are fiercely mad! They act as followers in combat, *Mad Horse 17*.

Aftermath: As dawn breaks, and Yu-Kargzant begins his fiery gallop across the heavens, the last of the Unnek warriors flees. Disappearing like the fading darkness. The ritual site is a field of carnage, the twisted bodies of horses, warriors, women and children lie everywhere. Almost one eighth of the clan is dead, the sound of mourning drifts through the morning air. In the centre of the now broken, ring of Yu-kargzant, the foaling ritual is still taking place. The chieftain rides around the ring, shouting words of morale and hope, just as the dawning sun brought to the people who survived the darkness. People begin to remember their parts in the ritual, continuing them with the hope that the foaling may bring life to their deceased relatives.

Scene 4: The Last Smote of Darkness

Key Points: As the dawn rises the players must undertake their part in the ritual. The shamans summon the Spirit of Black Man, who represents the Last Smote of Darkness, for the Son of Yu-Kargzant to defeat. However, the Black Rider has been killed and his soul has passed into Solace. The instead of the 'weak' darkness spirit that was expected a terrible daemon horse appears seeking revenge. The clan subdues the horse, but at great cost.

Setting: In the east Yu-Kargzant rises, mounted upon his fiery horse. A chanting can be heard from amongst the Shamans. 'A smote of darkness! A smote of darkness! We see thee smote

of Darkness, which curls through the fire like a treacherous serpent. Jordan! Jordan! Bring forth your spear and slay the darkness!’ The whole of the clan turn in on themselves, looking in the directions of Arandayla’s Ger. From within can be heard the screams of whinnies of the Goldeyes. The ritual ground is ablaze with magical fire and bathed in a golden light, but amongst the flames a pool of darkness is beginning to writhe and form beside the Horse Queen’s home.

Dan-El represents Jordan within the ritual and must fight the darkness that is forming. The shaman of Yu-Kargzant who stands behind the partitions has summoned the darkness from what he believes to be the soul of the Black Man. However the Black Man is dead, a fact that the players may or may not be aware of, in fact the darkness that is forming is being drawn from a much more sinister place. Jan-Karen should be prompted to follow the myth on her information sheet at this point and lead Dan-El / Jordan through the flames to the site of the darkness.

The greatest warrior Jardani of the clan, the Stallion Warriors, form a tight circle rhythmically banging their painted shields with their spear shafts and chanting in a deep resonant tone. As Chief’s son steps forward into the ring of Jardani, the whole circle dims and fills with Darkness, this is not what the son was expecting, even the chief appears a little uneasy at this development. Out of the impenetrable darkness, the players hear booming thunderbolts followed by the sight of flashes of sanguine lightning, the sounds of snorting nostrils, and an eerie whinnying not of this realm. Then the terrifying form of a monstrous black horse appears, rearing up on its hind legs its’ clawed feet sparking streams of red flame. The players may recognise it as a Diokos, one of the demon steeds of the Black Horse Riders.

The Chief realises that the black horse is a Diokos and commands his bravest Stallion Warriors to enter the circle of Darkness and overcome the Diokos. The Stallion Warriors fight bravely against the Diokos, but it is of great demonic power and many are thrown to the ground injured, while some are forever lost under its demonic plunges.

The Diokos

The Black Horse is a huge demonic creature, with the form of a horse, but it has razor sharp teeth and retractable claws. It is clad in black, evil looking metal barding of hellish origin. Around its neck hangs a thick chain, attached to which is a hell metal bound copy of the Black Horses Grimoire. This particular horse is a Senior Steed, that had dominated and controlled its

rider and together they had fought in many battles. Its grief in losing such a faithful 'pet' has resulted in its attacks on the Goldbone Clan.

Physical Skills: Agile 20, Resist Rider 10W2, Run Fast 4W, Run Long Distance 2W, Strong 18W, Breathe Fire 1W ^5, See In Dark 20, Terrify Natural Animals 5W, Resist Impaling Weapons 10W, Resist Pagan Magic 9W2, Claw and Bite 18W ^3, Large 18W, Hear Noise 16.

Mental Skills: Black Horse Troop Unit Traditions 1W, Speak to Rider's Mind 19, Cavalry Tactics 20, Rule of Sir Ethilrist 19.
Personality: Wild 5W.

Relationships: to Rider 19W, to Troop 20.

Magic: Grimoire (*A History of my Black Horse Troop* (Axe of Retribution blessing 10, Armour of the Faithful blessing 10, Iron Fang blessing 1WW, Iron Hoof blessing 1W, Iron Hide blessing 20, Lance of Agony blessing 13, Resist Pagan God blessing 15, Resist Heathen Spirit blessing 13, Sword of Righteousness blessing 10)
Armour: Thick Skinned ^3, Hell Metal Barding ^8



Contain the Diokos 35 – Herd Horses (-10), Drive prey (-10), Control Warhorse, Combat Skills. Severe injury, potential escape of the Diokos and subsequent attacks on innocents.

The Chief then calls forth the Shamans to use the magics of Arandayla and subdue the Diokos. One of the Shamans uses Mare Spirit in enhancing a beautiful Goldeye mare in an attempt to distract the Diokos, yet this only makes it more dangerous as it attempts to break the circle of Jardani and mount the mare. In the confusion, the Diokos kills the shaman of Arandayla with a single hoof blow. The Shamans then question the players to discover why this terrible darkness has come upon the clan

Undergo Shamanic Questioning 105 - Lie, Seduction (-10), Quick Wits, Relationship to clan, Fast-Talking (-5).

After other attempts to quell the dangerous creature the Shamans retire to their Ger, leaving the players and the other Jardani to contain the Diokos. After many hours, the Shamans return sullen faced and crying as they tell of their terrible insights from the Spirit World. The souls of the Goldeyes have been leapt upon and eaten by the Nightmare as they were born, oh woe! Only by returning the Black Horse to its proper place can the souls be released. The only way to calm the demon is to gain the aid of a great Grazer, simply known as Man of Fire and Iron, who lives in a Vendref village within the clan lands. The Man of Fire and Iron holds many secrets and he may be the only one who has the knowledge of how to fetter the terrible

demon.

Scene 5: We're off to see the Vendref

Key Points: The Players are assigned the many horses needed as a suitable gift for the Man of Fire and Iron, and directions of how to reach his abode. On the way, they must protect the gift from the predators of the Grazelands. If the Players do not drive off or defeat these predators it is highly unlikely that they will have enough horses to offer as a gift to the Man of Fire and Iron.

Setting: The rolling hills and wide valleys of Goldbone lands that soon give way to more unfamiliar territory of neighbouring clan lands.

Action: Travelling through the Goldbone clan lands the players at first feel at ease with such an easy task, the grass is green Yu-Kargzant smiles down on them from his celestial pastures and they have plenty good food and drink to sustain them. They are comfortable with their journey and recognise all the landmarks within their grazing lands. It is only when they reach the edge of Goldbone that the landscape becomes unfamiliar, and they may start to worry.

Unfamiliar Territory (15) – Geography of the Grazelands, Recall Directions. Risk of becoming lost.

Davidall knows that the cost of Man of Fire and Irons magic is high and so he has donated twenty fine horses to his son from what remains of the clans herd. These horses are unruly and almost wild.

Control Herd (15) – Herd Horses, Speak to Horses, Command Horses, Riding (-7). Risk of losing horses.

As the group travels west at some stage close to dusk, or in the middle of the night they will be set upon by a wolf pack.

Wolf Pack – Fur¹, Harry Prey 18¹ (180 APS), Run Fast 2¹, Scent Prey 2¹, Run down Prey 5W (120APS).

Wolf pack details and tactics of combat can be found on pages 87-88 of the Hero Wars! Narrators Book. Before the players reach the Vendref settlement, they will encounter a pack of ten Raptors. These vicious little dinosaurs are relatively fast moving, being able to run on their hind legs with their stiff tail held out behind them as a counterbalance. They have a colour pattern similar to the coat of a tiger, and like that animal, they are efficient carnivorous hunters. They travel in packs of six to a dozen members.

Raptor (*Velociraptor scenicus*) Kick 2W ^3, Scaly Hide^1, Corner Prey 15 (+15 APs/pack member), Jump 12, Run Fast 2W, Spot Prey 15, Track by Scent 10

Combat Tactics: Raptor packs leap onto their prey, hold on with foreclaws and teeth and then disembowel them with the enlarged, sickle-shaped claws on the second toes of their hindfeet. Uniquely among non-magical reptiles, they have the intelligence to use efficient pack tactics, the lead animal in a pack being able to add the APs of its fellows to aid its Corner Prey ability. They mostly attack prey significantly larger than themselves, and all the members of the pack jump onto the same victim. Solitary raptors may go for smaller prey, but they are also likely to attack any sizeable animal that disturbs them. Against such smaller targets, the raptor attacks by standing on one leg and kicking with the other to slash the victim with its great claw.

Part 3

Scene 6: Blood, Sweat, and Tears

Key Points: The players arrive at the Vendref village where the Man of Fire and Iron now dwells; they encounter different levels of Vendref society, before meeting him and entering his magical forge. Here the man of fire and iron co-opts the players into helping him to forge the magical bit they need to calm the Diokos.

Setting: The Vendref

village is a ramshackle collection of cob walled and turf roofed huts clustered about a low mound. In the front of the mound is a small entrance leading into the darkness of the earth. Scrawny chickens and pigs wander, as they will among and into the dwellings. Fields surround the village, growing meagre amounts of grain and vegetables, while in the rough grounds at the very edge of the village sheep graze.

Action: As the players approach the Vendref settlement, the first people they are likely to meet are the farmer Vendref toiling in the fields. The farmers will avoid eye contact and be very respectful towards the players. As the players enter the settlement, they will see several unmarked thralls. Some players may be tempted to claim these Vendref as their own. The players' reactions to these different types of Vendref will have an impact in terms of a carryover that affects the subsequent levels of Vendref within Goldbone clan lands.

- a. Players are respectful to Vendref – the Goldbone will gain more Vendref immigrants seeking to live in their lands.
- b. Grazers are disrespectful to the Vendref farmers – the Goldbone clan will lose some Vendref, either from a mysterious disease, in raids from their neighbours, or more

worryingly form emigrants seeking redemption in the glow of the Red Tide.

- c. Players decide to attack, insult, kill the Vendref – The Goldbone will loose large numbers of Vendref.

When the payers approach the overgrown hummock, a very large and muscular man with red stained skin, wearing a slick oily horsehide apron. This is Ugro Man-Who-Guards; his is the gatekeeper of Man of Fire and Irons domain. He speaks in monosyllable sentences and unlike the other Vendref of the settlement he displays no fear, let alone respect, for the players. The Players will need to get past this 'guardian' to enter the mound. He repeatedly insults the player's virility, manhood and strength and challenges them to wrestle him to the ground to enter the sacred hill. If he is viciously attacked (e.g. the players shoot him, lance him) in any other way he will disappear, the mounds door disappearing with them and a huge salamander will roll up from the ground and attack the players. If they defeat it, they will realise that they have failed in their quest. The consequences are very dire, with the Diokos killing many horses and heroes before it finally leaves for its homelands.

Recognise that the Guardian is a magical test (14) – Grazer Customs, Grazer Myths, Sense Spirits (-3)

Wrestle the Guardian (9**LU**)

– Strength, Large (-5), Hand-to-Hand Combat Skill (-5).

Outwit the Guardian (20) – Grazer Myths, Intimidate Vendref (-10), Grazer Customs.

HUGE SALAMANDER: Absorb Flame 5W3, Burn 4W3, Resist Damage 2W2

Inside the low mound is a fearful world of flickering fire and sparks that fly in all directions. It is hot and oppressive, the patterns cast by the forge fire eerily skit over the damp earth walls of the low confined chambers and narrow corridors within. The air is filled with a constant, almost deafening clang of hammers against metal. It is difficult to breath as sulphurous vapours clog lungs and irritate noses. All around can be sensed the power of Lodril and his minions.

Deep inside the mound is the forge of the Man of Fire and Iron. He is a huge man, stooped from moving around the low tunnels, his massive arms are deeply branded with strange symbols and from a great leather belt hangs a huge set of pliers and a mighty hammer. He listens carefully to the story of the demonic horse and he seems instantly to know what the players have come to request of him. He asks twenty horses to pay for his treasures. If the players have lost any of the herd that Davidall gave them then he will accept their own personal horses instead (including Jankaren's Goldeye), he will not be bargained with and will

soon take offence summoning around him salamanders to make his intent understood.

Man of Fire and Iron then explains that the players must participate in his rituals in order for the magic to work. If anyone refuses then they will not witness any of the rituals events and the Hell Bridal will not give them any powers. Man of Fire and Iron leads the players to the heart of the mound, to where the great forge blazes, it is a great fire twenty feet across filled with coals that glow as bright as the sun, amongst the coals can be seen fire spirits and salamanders. He begins the ritual with strange echoing prayers and throws magical dust onto the fire that makes it pop and crackle and emit a foul smelling and intoxicating smoke. He commands the players to pump the immense bellows that feed his forge, as they do so the air thickens and the walls begin to close in. Pumping the bellows is not an easy task, and it gets harder and harder as time progresses.

Pumping the bellows (Begins as a simple ability test versus 15, followed by an extended individual contest versus 10) – Strength, Endurance, Tough, Large. Failure results in feeling inhuman fatigue and wounds may be incurred. It also means that they have stopped pumping (see below).

If at any point one of the players takes a respite from the toil, they will see the walls of the cavern moving ever closer. If they take a closer look they will realise that the dark walls of the cavern are in fact composed of many black horses, each time the pumping stops the horses advance inexorably toward the forge. When the Man of Fire and Iron sees the player rest he urges them to continue pumping, if they do so the horses pause in their advance. The pounding clawed hooves of these Diokos demons will overwhelm any player that ceases to pump and ignores the pleas of the Man of Fire and Iron to continue. Any such player may be lost forever in hell...

Continue Pumping after failure (10) – Strength, Endurance, Tough, Large (all –5). Risk of injury or death from Diokos attacks.

As the players pump the bellows the man of Fire and Iron forges the magical bit to subdue the Diokos, pausing only to collect their sweat in a small vessel before throwing it onto the glowing coals releasing huge clouds of steam and hissing vapour. After what seems almost an hour he removes the white-hot bit from the forge and commands the players to cease pumping. The Man of Fire and Iron then approaches each player in turn and cuts their forearm with a blade, allowing their blood to seep into the same vessel he used to collect their sweat. When he has collected blood from all of them, he uses it to quench the bit.

Undergo Blood letting (17) – Resist Pain, Tough, Large.

The Hell Bridle

During the ritual Man of Fire and Iron, lead the players into

the part of Hell where the Diokos live. Using his great magic, he forged the Hell Bridle, a magical artefact capable of controlling Diokos horses. The bridle appears to be made of red-hot iron, it is warm to the touch and glows with a magical ruddy hue. The artefact has the ability to double the Ride skill of anyone who seeks to subdue a Diokos demon. It also give them the ability to Resist Diokos Attacks 5W. The Hell Bridle cannot be used to ride such a demon, but the user may lead the bridled monster wherever he wants, so long as it wears the magical iron. The return journey is without incident although any horseless riders will walk home in shame.

Hell's Horse

Key Points. The players are now faced with the task of using the magical bit and bridle to subdue the Diokos. This is not a task for a single man or woman; they will all have to pool their talents with those of the other Jardani to overcome the Diokos. Once the bit has been placed in the maw of the Diokos, it becomes far calmer and is willing to be lead by the reins.

Setting: The warriors arrive back at the Goldbone lands. As they approach, they can hear the wails of women mourning over the dead and wounded, the shouts of warriors and the hideous bellows of the Diokos demon. Twenty warriors stand in a ring around the huge black horse, their lances fortified by the magic of the Clan Shamans. They all appear tired and injured, unlike the Black Horse that has not even broken a sweat.

Action: Davidall and his shamans quickly push the players into the ring. Davidall looks to his son (if he is alive) to tame the beast. The Players will quickly discover that no natural horse will enter the ring of warriors for fear of the Diokos demon, although Jankaren's Goldeye can be prompted, but will impose a (-10) penalty to ride or control it. Remember unmounted Grazers suffer an improvisational modifier to combat. The Players must defeat the Black Horse. To do so they must mount it and place the bridal over its mouth, they must then dismount immediately or face being crushed as the Black Horse role over onto them.

Mounting the Black Horse (20) – Jumping, Running Mount, Agile (-5) – Risk Injury.
Reining the Black Horse (10) – Riding (multiplied by 2 with Hell Bridal) – Risk Injury, Bridal thrown off. Dismounting Quickly (20) – Jumping, Agile, Riding (-5) – Risks Injury.

Cruel GM's may wish the Diokos to attack any player that fails in any part of these tasks, use the stats detailed above. Players may choose to use diversions to distract the demon lending

AP to the rider. Players may be able to rally support from the Clan Warriors.

Gain Warriors Aid (17) – Lead Warriors, Brave (-3), Relationship to Warriors (-3), Bully (-10), Boast (-10), Grazer Customs (-5), Command Warriors, Negotiate (-3), Diplomacy (-7), Humiliate Foe (-10), Inspire Loyalty of Vendref (-10).

Warrior AP Loan Chart

	Complete or Major Victory	Hero gains 50 APs	
	Minor or Marginal Victory	Hero gains 25 APS	
	Narrator Decides, Tie	Hero Gains 5 APS	
	Marginal or Minor Defeat	Hero loses 5 APS	
	Complete or Major Defeat	Hero loses 10 APS	

Climax: Fade to Black

Key Points: The Players take the now calmed Diokos and the corpse of the Black Rider back to Black Horse County. Before they can reach their final destination however, the Children of Unnek attempt one last viscous assault on the group. The Players are close to defeat and are only rescued by the arrival of a troop of Atroxi knights led by Ethilrist himself, who kill some of, and chase away the rest of, the Children of Unnek.

Setting: As the

players travel to the west the verdant rolling hills of the Grazelands soon give way to the more menacing and darker slopes of the edges of Black Horse County, the grass is duller and darker, the rocks blacker. The few Vendref that stare blankly at them from their toil in the dark earth of the fields are sullen faced and sunken eyed. The sky grows ever darker as the realm of Ethilrist draws near...

Action: At some point close to dusk when the players have made camp for the night they will be attacked by the Brotherhood of Unnek. This attack is more concerted than the two previous attacks on the foaling ceremony and during the journey to the Man of Fire and Iron. The Buzzard Warriors will use all their dangerous feats and abilities to the full in an attempt to annihilate the players, kill their horses, and free the Diokos.

The terrible warriors of Unnek are a most terrifying sight. They fall onto the players with horrific speed and frenzy. Some come swooping down onto the players to lash at them with viscous clawed talons before returning to their circling position above them. Others lunge out of the growing darkness with even more intensity than the first encounter; these Buzzard warriors appear far more viscous and skilled in their seemingly never ending assault. Some have Buzzard talons, both real and magical grown instead of fingers, others have sharpened teeth, while others even have feathers piercing their arms and torso.

Escape Encirclement (4W2, collective rating for a group of Unnek pursuers) – Stealth, Move Fast, Combat Skills (-10), Risk of injury, Capture, or Death.

Once the players are close to the borders of Black Horse County, the dark forces of Unnek will once again attack the players, this time in greater number and strength. No matter how well the players fight, they will be eventually surrounded by the Buzzard Warriors, when all seems lost and the players are close to defeat, the sky darkens even further broken only by fiery sparks of red. The deafening sound of horns accompanies the sound of approaching horses. Then comes the sight of a troop of riders mounted on huge black horses, terrifying in their black armour and barding. The riders fall upon the Buzzard Warriors, their black horses breathing fire and rearing to plunge down on helpless foes. These are riders of Sir Ethilrist's Black Horse Troop, the feared Atroxi knights of Black Horse County. The Atroxi knights will completely rout the Buzzard Warriors and then surround the players in a tight circle. The players may well fear for their lives, after all they have a Diokos in their possession.

Denouement

Should the players be rude or antagonize the Black Riders in any way it is highly unlikely they will ever see the Goldbone lands again. If they display the proper respect to Ethilrist he will simply dismiss them from his sight and lands, he will offer no reward, and any attempt to ask for one will be met by his wrath. As the huge Diokos is led off, perceptive heroes will notice a

shadowy form mounted on the back of the beast, it seems to turn around to glare at the Grazers with fiery red eyes and then disappears.

On return to the Goldbone camp, the rest of the clan will greet the players, children will run alongside their horses, women will sing of their glory and bravery, Riders will hold them in awe, and the other Jardani will forever resect them. The Elders mutter that they knew of this and had foreseen the success of the players, while the chief will either reward them with many horses and the choice of brides or warily watch them, depending on how they interacted with him earlier in the story. The whole Goldbone clan will celebrate with singing, dancing, drumming, and plenty of koumiss long into the night...

The chieftain will acknowledge Dan-El's strength and make a splinter tribe called the Hell Horse Clan; if the Players were nice to Vendref when they sought in Scene 6 then the Vendref farmers will support him. Yu-Sima will be forced to become this new chieftain's bodyguard. Law-ran is asked to take the news of events to Feathered Horse Queen and becomes part of her retinue. The Shaman's now know that the Children of Unnek caused the madness of Nirik and so they try to correct his souls, but Nirik refuses and instead begins a campaign against the Unnek outlaws. Dun-Cal becomes a Jardani warrior and serves Dan-el. While Jan-Karen becomes the Arandayla Shaman for the new clan.

That Final Aah! Factor

With all the turbulent events that have occurred, it seems that the whole point of the ritual has been forgotten. As the clan is celebrating a strange noise is heard from within the Magical Screens of Arandayla, as the clan spins around to look a pair of wobbly-legged Goldeye foals emerge. Aah! Aren't they cute! However a very strange thing has occurred, each of the foals has fangs instead of normal horse teeth. This causes a great commotion amongst the Goldbone clan, a prophetic sign is hailed that the Goldeye foals are showing characteristics of the legendary Hippogriff of legend.

Narrator Aids.

HORSE, GRAZER RIDING. SKILLS - Hearing 12, Jump 18, Kick^1 15, Large 5W, Run Fast 2W, Run Long Distance 14, Strong 2W, Thick Skin ^1

HORSE, GRAZER CAVALRY. SKILLS – Hearing 12, Jump 18, Kick^1 17, Large 8W, Run Fast 20, Run Long Distance 16, Strong 5W, Thick Skin^1, Battle Trained 18, Remain with Fallen Rider 12, Obey Commands 10.

Grazer Characters Part 1

Dan-El Sunborn



Dan-El Sunborn is a Gold Bone Grazer Warrior. He is the oldest twin son of the clan chieftain, blessed at birth by the Shamans. In trying to impress his aloof father, he often leads, bullies or seduces others into following his foolhardy heroics. Dan-El has fought in many raids, and has trophies to boast of including the Ghost Shirt and Burning Crow Eye. Dan-el is arrogant and is antagonistic towards non-Grazers. Dan-el is small and strong and agile. He has learned the riding secrets of the Sunset Riders. Dan-El loves Law-Ran, but competes with him whenever possible.

Background

Dan-El and his entourage have been sent by his father the Chieftain in early Growing Leaf (Sea) season to perform a number of ritual tasks to prepare him for his role as Jordan in spring Foaling ceremony. Jankaren has been sent to spiritually instruct him and judge his successes. Up to now he is passing with flying colours, but has risked the lives of his friends several times. The last quest was to bring back a "Dark Man". Dan-El has brought back a Black Rider, believing that the greater the foe the stronger a chieftain he will be. He thinks he may be

able to manipulate ritual to become more powerful and has dreams of usurping his father.

People of Note

Davidall Moonchased – Your father and Chieftain of the Goldbone clan. You are always seeking to impress him, but also covet his power. Would never harm him, but instead you constantly show off in front of him, performing acts of what you consider Jardani bravery.

Law-ran – Your younger Brother, you love him but see him as a threat – the two of you often argue, and you become highly annoyed when Law-ran subdues your pride.

Duncal – A good servant, his wealth will be beneficial one day. You continually look down on him.

Yu-Sima – You resent the bodyguard's presence, after all you don't need a babysitter.

Nirik – A dangerous mad man, he followed you on your quest and you initially saw it as blessing, now you are wondering if it was a curse – you know he is sacred.

Jan-Karen – You secretly envy her magic. Her tests were hard at first, but you can soften her with your charms. You made her accept the Black Rider as a suitable focus.

Physical Skills: Herd Horses 19, Ride Horses 5W, Appear Terrifying in Combat 18, Archery 20, Goldbone Fighting Style (Spear and Shield) 10W Control Warhorse 1W, Lance Fighting 1W, Leaping Mount 16, Fight Standing on Horse Back 17, Running Mount 13, Small 13, Agile 19.

Mental Skills: Dragon Pass Geography 17, Grazer Customs 19, Grazer Myths 19, Identify Grazer Clan Markings 18, Intimidate Vendref 20, Scouting 17, Spirit Combat 17, Bully 19, Lead Warriors 1W, Boast 19, Seduction 19

Relationships: Gold Bone Clan 17, To Sunset Riders 13, To Father 20, Love Brother 17, to Age Group 17.

Wealth: Prosperous.

Flaws. Hate Foreigners 19

Personality. Brave 17, High Spirited 17, Proud 17, Arrogant 17, Competitive 1W

Magic:

Flaming Arrow 1W

Integrated Spirit.

Lance Leap 17 Integrated Spirit.

Far-reaching Arrow 17 Integrated Spirit.

Magic Items:

Ghost Shirt (Arrow Turn Spirit 1W

Might 3x/Day)

Burning Crow Eye – Stolen from the

Flaming Crow, gives access to the Affinity of Heat (Flaming Feathers, Crow Flight, Far Sight)
13.

Each feat is one use, due to Dan-El's inability to
worship the appropriate gods.

Equipment: Bow and arrows³, lance³, Bone and leather armour + helmet + shield⁴,
Spear³, Cavalry horse, Riding horse.

Combat Notes: Typically augments Spear and Shield Combat, using his Appear Terrifying in
Combat and Fight Standing in Saddle.

Note: Grazers suffer an improvisational modifier to their weapon skills when afoot.

Law-Ran Wicker-Horse



Law-Ran is youngest son of Davidall Moon-Chased, a noble of the Goldbone clan and follower of Jardan. Law-Ran is tall and handsome. He was gifted with quick-wit and an angelic voice. Law-Ran hates his brother's foolish pride and does all he can to curb it. As a chieftain's son, he can command other warriors and riders to do his bidding, but prefers negotiation and diplomacy. Law-Ran dislikes wanton killing, instead preferring to humiliate his foes.

Law-Ran is a gifted rider, blessed by Arandayla with the power to talk to horses; he is also has the ability to perceive the otherworld.

Background

Law-ran sees himself as his brother's morality – he objected to the use of the Black Man and unlike his brother does not seek to be a chieftain. He has an infatuation with Jankaren – unknown to the rest of the clan for such a love is Taboo among the Goldbone. Law-Ran believes diplomacy skills will one day make him a great aid to the Feathered Horse Queen.

People of Note

Davidall – You love your father, but cannot live up to his expectations as a warrior, you always seem to be upsetting him with what he calls ‘Un-grazer ways’.

Dan-El – You love him as an elder brother, but hate his foolish ways – you are aware that he is manipulating rituals to gain more power. You dislike the attention he is giving to your beloved Jankaren. Dun-Cal – A good friend and loyal follower, you try to persuade him against his lust to be a warrior.

Yu-Sima – You know this man doesn’t like you, but you have learned to turn his aggression against him using clever words – he is supposed to be bodyguard, but feels more like a threat.

Nirik- A man touched by tragedy, you have made it a personal goal to help him find the answer to his question – or is that questions to his answers – needless to say he is a contrary.

Jankaren – The first woman other than your mother that you have spent prolonged time with, you are slowly falling in love – although you have not yet received response. You fear what will happen if any in the clan discover your love of her for such a love is taboo among your people.

Physical Skills: Herd

Horses 13, Ride Horses 13, Appear Terrifying in Battle 17, Archery 17, Goldbone Fighting Style (shield plus spear) 17, Control Warhorse 18, Lance Fighting 19, Tall 16, Handsome 16, Angelic Voice 1W.

Mental Skills: Dragon Pass Geography

18, Grazer Customs 1W, Grazer Myths 15, Identify Grazer Clan Markings 19, Intimidate Vendref 13, Scouting 17, Spirit Combat 17, Curb Dan-El’s Pride 13, Command Warriors 13, Negotiate 15, Diplomacy 5W, Humiliate Foe 13, Talk to Horse 1

Personality: Hate Praxians

13, Hate Trolls 13, Haughty towards Non-Grazers 11. Brave
17, High-spirited 17, Proud 17, Quick Witted 13, Hate Brother's
Pride 13, Hate Wanton Killing 19.

Relationships: to Goldbone 1W, to (warrior) Age group 17, to Head of family 17, to War captain
15.

Magic:

Sweet Talk 17 – Integrated Spirit.

Horse Whisper 1W – Integrated Spirit.

Bind and Stitch 17 – Once per day.

Bring Calm 19 – Three times per day.

Living Standard: Prosperous.

Equipment: Bow and arrows³,

lance³,

Bone and leather armour + helmet + shield⁴,

Spear³,

Cavalry horse, Riding horse.

Disadvantages: Must obey the commands
of leaders, even if ordered to die fighting.

Note: Grazers suffer an improvisational
modifier to their weapon skills when afoot.

Dun-Cal Many-Mares



Dun-Cal Many-Mares is trying to better himself; he is a lowly Dastali rider, too young to be a warrior. He is the loyal servant of Law-Ran and Dan-El. He hunts for them, carries their messages and attends to their needs. Ironically, Dun-Cal is rich by Grazer standards, having inherited a small herd of his own horses, when trolls killed his father. Dun-Cal hates trolls and attacks them on sight. He has travelled to the Smoking Ruins and gained a powerful spirit ally to help his revenge. Duncal is small, fleet footed. When hunting, he carries his father's magical bow, Ghost-shot.

Background

He desires to be a warrior and feels his association with the others will strengthen him. He knows they have a Black Rider, but does not understand the significance of this. He is going to brag to all his Dastali friends on return of all the glorious things he has seen – e.g. shakers, monsters, Lunars, and perhaps even Wintertop.

People of Note

Dan-El – He is a mighty warrior, but very bossy. You both admire and hate him, although you would never directly disobey him.

Law-ran – Surprisingly friendly for a noble, you favour him but think he is a poor warrior.

Yu-Sima – He is the ideal man, a perfect personification of Jardan.

Nirik – What happens to a warrior who does not follow the right path?

Jankaren – A strange and intimidating women, capable of strange feats.

Physical Skills: Herd Horses 13,

Ride Horses 13, Archery 17, Craft Arrows 17, Drive Prey 17,

Trick-Riding 17, Servant 5 \square \square ,

Hunting 15, Small 13, Fleet Footed 15.

Mental Skills: Dragon Pass

Geography 13, Grazer Customs 13, Grazer Myths 13, Identify

Grazer Clan Markings 13, Intimidate Vendref 12, Find

Good Pasture 18, Know Prey Animals 17, Listen 17, Scan for

Danger 17, Track 17, Sleep in the Saddle 17, Remember Message

19, Smoking Ruins Knowledge 13.

Personality: Hate Praxians

13, Hate Trolls 5W,

Haughty towards Non-Grazers 13.

Relationships: to clan

15, to Age group 17; to Head of family 18.

Flaw: Attacks Trolls on Sight.

Magic:

Impale Troll 10W – Integrated Spirit Ally

Silent Step 17 – 1 Use per day.

Ghost Arrow 17– 3 uses per day.

Living Standard: Prosperous.

Equipment: Bow and arrows^3, rope, riding horse, Leather Armour^1.

Ghost Bow can shoot spirits. See above.

Dun-Cal cannot fight in direct Hand to Hand combat.

Note: Grazers suffer an improvisational modifier to their weapon skills when afoot.

Grazer Characters Part 2

<h5>Yu-Sima Plunging-Hoof, Nirik Laughing-Horse and Jan-Karen Willow-Mane</h5>

Yu-Sima Plunging-Hoof



Yu-Sima Plunging-Hoof is trying to become a Stallion Soldier; he is a Jardan warrior assigned to guard the two princes, but seeks to guard the

chieftain. He is powerfully muscled and tough for a Grazer. Across his chest and arms are magical tattoos. Yu-Sima hates Law-Ran for his weakness, but has defended him often. Yu-Sima seeks heroism and is rash, like Dan-EI. Yu-Sima has travelled far, raiding east into Prax, north to Sylila and west into Esrolia. He has learned to fight the foes that dwell there; he carries a Praxian's shield, a Centurion's Spear and a magical copper axe.

Background

You are very ambitious, and have taken note of Dan-EI's actions during the tests – including the seduction of Jan Karen, and the capture of the Black Rider. You suspect that Dan-EI is seeking to usurp his father's position. However, you have taken an oath of loyalty to the sons of the Chieftain.

People of Note

Davidall – The chief, bloody good warrior, you admire him.

Dan-EI – Little gob-shite, up to something.

Law-ran – Not a good grazer, effeminate and soft.

Dun-cal – Whining toad, not even a warrior. Follows you around.

Nirik – Crazy bloody mad man – good shock trooper though.

Jankaren – a war party don't need a holy woman!

Physical Skills: Herd Horses 13, Ride Horses 19, Appear Terrifying in Battle 17, Archery 17, Goldbone Fighting Style (shield plus spear) 5W, Control War-horse 1W, Lance Fighting 1W, Bodyguard 13, Powerful Muscles 13, Tough 13, Mounted Axe Fighting 1W.

Mental Skills: Dragon Pass Geography 13, Grazer Customs 13, Grazer Myths 13, Identify Grazer Clan Markings 13, Intimidate Vendref 13, Scouting 17, Spirit Combat 13, Travelled Widely 13, Foreign Customs 13, Foreign Languages 13, Fight Praxians 13, Fight Esrolian 13, Fight Sylilans 13.

Personality: Hate Praxians 17, Hate Trolls 17, Haughty towards Non-Grazers 17. Brave 17, High-spirited 5W, Proud 1W, Rash 17, Hate Law-Ran (for being weak) 13.

Relationships: to clan 1W, to Age group 17; to Head of family 14; to War captain 1W.

Magic:

Piercing Lance 1W – Integrated Spirit

Scare Foe 17 – Integrated Spirit.

Sun Leap 17 – Once per day

Magical items:

Scare Horse 17 – One Use Magic in Praxian Shield

Soldier Affinity (Brace Spear, Stand Ground) 13, magical abilities gained from magical Centurion's Spear. Each feat is one use, due to Yu-Sima's inability to worship the appropriate gods.

Foe Cleaving 13 – Spirit integrated into Esrolian axe.

Living Standard: Common.

Equipment: Bow and arrows³,

lance³,

Bone and leather armour + helmet³,

Praxian Shield²,

Magical Copper Axe⁴,

Centurion's Spear³,

Cavalry horse, Riding horse.

Disadvantages: Must obey the commands of leaders, even if ordered to die fighting.

Note: Grazers suffer an improvisational modifier to their weapon skills when afoot.

Nirik Laughing-Horse



Nirik Laughing-Horse was orphaned when his family were attacked and eaten before his eyes by insane, feathered Grazers who rode backwards into battle. The horrors he witnessed drove him mad, and now he rides backwards at all times. He is a Contrary, a fanatic warrior and focus for Yu-Kargzant's spirits outside of the Rider-Warrior-Leader-Elder progression. Nirik is thin and with knotted muscles, ragged hair and wild eyes. He rarely sleeps. Nirik was subdued and made loyal by the Chieftain, and is now viewed as Sacred, untouchable by clan laws, but forbidden to harm any of it's members.

Background

Spirits have told you that Dan-El will lead you to your parent's murderers and that he must not die. You defend him with all your skill. Spirits pestering you about a Black Man that must die to make everything become true, perhaps you could kill him when no one is looking?

People of Note

Davidall – (Say) Lowly Vendref digger, no respect, I shall try to kill him one day. (Mean) Hail to the chief!

Dan-el – (Say) A strange bloke. You hate him, he no good as warrior. He will not lead you to your parent's murderers so you will leave him. – (mean) A good man, you love him and protect him, he will lead you to your parents murderers.

Law-ran – (Say) His voice really gets on your nerves in the morning when he doesn't sing. It

makes you feel mad. You have to ride past him or it makes you think about bad things. (Mean) Angel voice make bad thoughts go away.

Yu-Sima – (Say) Everything you admire about Jardani warriors incarnated in one man heh heh. (Mean) Shit Head!

Dun-Cal – (Say) A great Chieftain, you admire his ability as a warrior and feel that he can survive on his own, does not need your help. (Mean) Boy needs protecting!

Jan-Karen – (Say) Strange Bloke this....(Mean) Woman! Magic! Understands the Spirits!

Physical Skills: Herd Horses 13, Ride Horses 18, Appear Terrifying in Battle 17, Archery 19, Control Warhorse 20, Lance Fighting 17, Ride Backwards 5W, Sleep With Eyes Open 17, Fight Backwards 20, Appear Confusing in Battle 19, Other Clan Combat Technique (Axe and Shield) 15W, Control War-horse 17, Fanatical Charge 19.

Mental: Speak Backwards 20, Be Contrary 1 \square \square , Intimidate 17, Speak to Spirits 18, Sense Spirits 19, Display Inverse Emotion 1 \square \square , Resist Spirits 16, Dragon Pass Geography 13, Grazer Customs 13, Grazer Myths 13, Identify Grazer Clan Markings 13, Intimidate Vendref 13, Spirit Combat 13.

Personality: Hate Praxians 13, Hate Trolls 13, Haughty towards Non-Grazers 13, Proud 13, Crazed 17, Angry 17, Tormented 19, Possessed 20.

Relationships: to clan 13, to chieftain 17

Flaws: Insane 19, Orphaned 13, Bound not to harm Goldbone clan members 20.

Magic:

Be Where I Am Not 17 – Integrated Spirit.

Torment Spirit 17 – Integrated Spirit

Maddening Scream 19 – Integrated Spirit.

Befuddle Foe 20 – Integrated Spirit.

Living Standard: Common.

Equipment: Bow and arrows³, lance \blacktriangle 5, Bone and leather armour + helmet + shield \blacktriangle 3, Axe \blacktriangle 3, Cavalry horse, Riding horse.

Disadvantages: Must obey the commands of leaders, even if ordered to die fighting.

Note: Grazers suffer an improvisational modifier to their weapon skills when afoot.

Jan-Karen Willow-Mane



Jan-Karen Willow-Mane is a Grazer Shaman of the Goldbone Clan, a follower of the La-Ungariant tradition. She is a proud and strong woman, with a passionate temper, which she displays with her feather covered yew staff and fists. Jankaren is plagued by prophecy; she senses omens and can feel curses. Jankaren has acted as a spiritual guide to the young princes, whom she adores and would die for. Jankaren has a powerful fetch called Night-Dancer, who taught her healing arts and Spirit World knowledge. She rides a magical Goldeye mare called Flamebringer, which travels with her to the Spirit World.

Background

You have been assigned to watch and guide the ceremony. Young, inexperienced, first time trusted. Seeking to impress. Seduced by Dan-el, have given in to his requests. You know that his use of the Black Man may cause the ritual to fail, but you cannot undo the process that has already begun. Having really terrible dreams about what the future holds – vague hints of plots e.g. steamy pools of blood beneath a stone, a monster eating horses from inside.

People of Note

Davidall – The Chieftain – good man, good leader.

Mar-Haw Talking-Man – senior shaman, really scary.

Dan-El – You were foolish to be seduced by him, you try to ignore him now and follow the correct ritual. In your childhood you adored him.

Law-Ran – A strange boy, with strange ideas, but you love him as a brother. You are aware that he watches you. He has appeared in your dreams several times leading a monster by a chain.

Dun-Cal – Enthusiasm incarnate, hard working and ambitious – will soon become a warrior with your guidance.

Yu-Sima – The protector of the princes, he is new, even though he is appointed by the chief you do not trust him.

Nirik – You see that his soul is in back to front, probably caused by a great shock – he needs to be shocked again to put it right. Spirits of Yu-Kargzant come to him and whisper things.

Physical Skills: Herd Horses 13, Ride Horses 13, Craft Fetish 17, Draw Summoning Circle 17, Drumming 1W, Appear Beautiful at Home 5W, Whistle for Horse from Great Distances 17, Staff fighting 13, Fist Fighting 13, Strong 13.

Mental Skills: Dragon Pass Geography 13, Grazer Customs 1^{LU}, Grazer Myths 13, Identify Grazer Clan Markings 13, Intimidate Vendref 13, Intimidate 17, Lead Ceremony 17, Ride Spirit Horse (equivalent to *Spirit World Travel*) 17, Shamanic Escape 17, Spirit Combat 17, Spirit Sight 17, Inspire Loyalty of Vendref 17, Prophetic Vision 13, Sense Omen 13, Feel Curse 13, Sing Wound Closed 1W.

Personality: Hate Praxians 13, Hate Trolls 13, Haughty towards Non-Grazers 13, Wise 17.

Relationships: to Goldbone clan 13, to La-Ungariant Tradition 17

Living Standard: Prosperous.

Equipment: Drum, ritual equipment, horse-drawn travois, Soft leather¹, Staff¹, Medicine Shield², "Sun Hawk" Feather, "Magical" Red Clay, Wolf Teeth.

Note: Grazers suffer an improvisational modifier to their weapon skills when afoot.

Fetch: Night-Dancer Might 10W (Star Sight, Healing Dance, Track Spirit Foe, Find Spirit Path)

Talents: Raise the Earth 17, Protect the Weak 17, Calm Horse 1W

Fetishes: Snake Rattle (Paralyse Foe Spirit, Might 1W, Feathered Stallion Bone (Horse Flight Spirit, Might 17 1x/day), Medicine Shield (Dream Horse Spirit, Might 17 1x/Day).

Flamebringer, Goldeye Horse: Can combat spirits, travel on the spirit plane and integrate

spirits.

Skills: Kick 15^1, Thick Skin^1, Hear Noise 12, Jump 2W, Large 5W, Run Fast 8W, Run Long Distance 14, Strong 5W, Spirit Combat 2W, Spirit Sight 16, Understand Orders 14, Rider Bond 5W.

Talents: Run Up Cliffs 19, Flaming Hooves 2W

The Children of Unnek



*"The world is ending and we shall feast upon its carcass." *

Description/Common Knowledge

The Children of Unnek are an evil product of Grazer culture, created by the purges of Grazelander society in their quest to remain the Pure Horse people. They are a band of outcasts, criminal and renegades Grazers that have banded together to follow the path of Unnek the Buzzard and the spirits of the night. They are murderers, thieves and rapists. They have a common hatred of all Grazelanders and seek to cause the downfall of the clans by any means. Their practices include banditry; night-time raids and hiring themselves out to anyone who seeks to attack the Grazers. Their religious practices include cannibalism, bloodletting and worst of all sacrificial worship to the Grazer enemy deities.

Form: An undisciplined mounted war band.

Cultural Context: An anti-Grazer gang of bandits, fanatics and murderers.

Ideology: 'We Hate Grazers!'

Look and Feel: Half starved half crazed madmen and fanatical warriors dedicated to the destruction of the society that created them. It accepts membership from all outcast Grazers and Grazer haters. There are four distinct sub-groups within the Hero Band. The Night Vultures pierce their bodies and faces with feathers. The Screaming Claws have notable scars on their chest from their initiation. The Carrion Eaters are Bolcar Foul-Feathers personal guards and are renowned for their cannibalism and filed teeth. The Crazy Birds are almost all 'Contraries' and are almost all insane. The latter is the smallest group.

Purpose: To bring about the downfall of Grazer society. To establish the rule of Unnek and the spirits of the Night. The Children of Unnek believe that the 'Strong shall lead and the weak shall become carcasses to feed their Goddess!'

Reactions: Those who actively seek to attack and destroy the Grazers may find alliance with the Children of the Buzzard. They have forgotten all their former Grazer prejudices and have replaced it with hatred of the own kinfolk. Children of the Buzzard will attack Grazers on sight, taking no quarter.

Resources

Leader: Bolcar Foul-Feather is the most senior priest of Unnek the Buzzard. He calls himself 'Father of Carrion'. He discovered sacrificial worship of Unnek was possible, after slaying his brother in the Buzzard Goddess's name. Bolcar was formerly a shaman of the Silkmane clan, until he was exiled for his fratricide. Bolcar has been able to develop several affinities from the Buzzard Goddess, but his followers are not so capable.

Renowned Members: Rothgot Scalp-Mane was a Stallion Soldier exiled for rape; he has a special hatred of the Feather Horse Queen, he leads the Screaming Claws. Maklomor Horse-Eater is an Uz who has been adopted in the band; he actively teaches new atrocities to his brethren, he leads the Night Vultures. Falak Mad-Stallion is

a wild-eyed contrary that paints his skin red and rides into battle backwards, a most dangerous foe, he leads the Crazy Birds.

Membership: It is estimated that as many as four hundred Children of the Buzzard exist. Reports however are unsubstantiated, due to their nocturnal habits. A typical war band consists of 50-100 warriors, lead by a Son of Unnek. At least four war bands have been noted during attacks, identified by their peculiar brandings, piercing and body paint.

Headquarters: The Children of Unnek are nomadic in nature, wandering the borders of the Grazelands. They appear to concentrate in the North-West, but have been encountered throughout the region.

Other Contacts: The band has connections with several previous employers. These have included several Lunar commanders, a rebel cadre of Sartarite, and an Esrolian queen. Maklamor's Night Vultures are friendly with several bands of Uz that wander the Skyreach Mountain's foothills.

Organization

Divine Resource

Name: Unnek the Buzzard.

Rune:



Description/Common Knowledge: Unnek is the eater of the dead and queen of buzzards. She steals the soul of the dead horse, removing its spirit from the cycle of renewal if not appeased.

Entry Requirements: Must be an outcast from traditional Grazer

society.

Physical Skills: Charge Foe, Terrifying War Cry, and Snatch up Booty, Fight in Darkness, Ambush.

Mental Skills: Intimidate Grazer.

Virtues: Cruel, viscous, and callous.

Affinities:

Buzzard (Eat Carrion, Sense Death, Circling Flight, Tearing Claws, Stench of Death).

Devour (Despair, Decay, Visage of Fear, Capture Horse Soul).

Secret: Become Buzzard.

Flaws: Light sensitive.

Worshippers: ex-Grazer Jardani or Dastali

Manifestations: As a black Buzzard.

Other Side: Unnek's demesne is both above the grassy feeding grounds of Yu-Kargazant's Endless Sun Horselands and in the perpetual darkness of her nesting site of the Black Rock Bluffs that border the Endless Sun Horselands.

Other Connections: Kanvak the Night Demon.

Disadvantages: Outcast from society, hated by all Grazers.

Jan-Karen's Knowledge Sheet

Yu-Kargazant

The most powerful spirit of the Grazer Tradition. Source of fire, action, morality, and life

itself. He gallops across the sky each day, visible as the Sun to outsiders. A host of stars, planets, horses, and other spirits serve him.

La-Ungariant

Wife of Yu-Kargzant and the mother of Josad, Henird, Jardan and Dastal. A Great Spirit, the daughter of Orest, the Earth. She bested her sister Tamar to become the First Wife of Yu-kargzant. La-ungariant is patron of women, horses, breeding, tents, nurturing, sewing and cooking. The Feathered Horse Queen is the leader of this tradition.

Josad The Elder

The eldest son of Yu-Kargzant and La-Ungariant. He is renown for his wisdom and his followers are the older members of the tribe with a place on every tribal council. He is the wise counselor who has acquired great knowledge through experience. Study has brought familiarity the sky world. He circles his younger brother's tent every night.

Henird The Leader

Second son of Yu-Kargzant and La-Ungariant. Henird is patron of chiefs, kings and war leaders. He knows how to sense enemy spirits and how to handle them properly. His tent is in the precise center of the sky.

Jardan The Warrior

This third son of Yu-Kargzant and La-Ungariant is the master of the skills of warfare. Jardan is the patron of lancers and all who strive face-to-face against their foes; of fathers, stallions and flutes. He rides across the sky every night, keeping lonely patrol over the herds of horses and sleeping peoples.

Dastal The Hunter

The youngest son of Yu-Kargzant and La-Ungariant. Dastal allows all men into his dances and ceremonies. He is the patron of young men, obedience, archery, hunting and herding. He is the chief of the Hunting Spirits, which he dispenses to men. Every year he circles all the way around the sky performing his duties.

Arandayla

Arandayla is the goddess who is the mother of Horses. She is the source of life to the tribe that is dependent upon horses for its existence.

Orest

Orest is the mother of mountains and is the earth deity of the Grazers who gives forth life in plants to provide food and other products necessary for life.

Tamar

Tamar is the lady of all wild beasts, whether hunter or hunted. Although not depicted in art nor directly worshipped by the tribe she is appeased before all hunting expeditions by a hunter cutting his arm and allowing some blood to soak into the earth. If Tamar is not given a such a sacrifice the hunting will be bad and the animals may turn on the hunters, causing injury or death to the hunter who does not give Tamar the proper respect.

Tara

Tara is the Lady of the Wild, an untamable deity and daughter of Kero Fin. She holds the secrets

and terrors of the mountains and other places where horses dare not go. Tara was once hunted by

Ironhoof, the centaur king, and their child Harrjeen became the chief of the centaurs of Beasts Valley after Ironhoof left to become a Hero. She is also known by the name of Enkreva, the night

huntress who cannot be heard and who plays with her prey.

Kanvak The Night

Kanvak is neither male nor female, but is both Lord and Lady of the night, ruler of shadows, demons and trolls. Many stories are told of Kanvak around the campfires to frighten small children.

Unnek The Buzzard

Unnek is the eater of the dead and queen of buzzards. She steals the soul of the dead horse, removing its spirit from the cycle of renewal. Nothing is known of her worship as anyone found to be a follower of Unnek is to be scalped, killed and burnt in a purifying fire under ancient

edit. Any carcass which has been feed on by buzzards will be left untouched and avoided except for horses, which will have the Peaceful Cut performed over the carcass which will then be cremated in purifying fire.

Wingkoalad The Cloud Lord

Wingkoalad is the Grazer depiction of the worst excesses of the Storm Gods' powers. He controls the rains from the mountains, scattering storms where he desires and robs the tribe of the warmth of the sun.

Feather Woman

The spirit eagle champion of the sun, she resides in the high hills of the Dragonspine. Her glowing feathers are highly prized, for they provide the magic of Eagle Sight. Before she departs Feather woman demands a sacrifice of meat to feed her young.

Erunor

The flickering light of the night fire, or sunshine dappling through the woodland copse. Erunor can dazzle enemies and help to hide friends with her magic of Strobing Light.

White Butterfly Maiden

She inhabits the echo chamber of Lone Star Hill where she holds the secrets of flight into the spirit world. Solars contact her as part of any Journeying ritual and those on their own Medicine Shield quest. White Butterfly Maiden also teaches the magic of Butterfly Sight.

Krelli the Blue Jay

A trickster who resides on the outskirts of campsites or the edges of woodland. He is a mischievous little sod who delights in causing Dastali to bo astray with his illusion powers. Blue Jay is a braggart and schemer a mischief maker and often causes those he meets to deliberately disiobey even simple insturctions.

Tesri Little Deer

A timid little spirit of glades, she can only be contacted by female shaman. To them she teaches

the special womens magic of Running Silently.

Great Animals

Many great animal avatars can be encontered. It is these that are seen during the intiation rites, or during the Medicine Shield quest. Each can be integrated into oneself properly gifted. Yaran the Beaver grants River Eye, Prill the Salmon teaches the magic of Breathe Water, Garrin

the Bear grants Strength, Ruhud the Owl teaches Night Sight, Praere the Porcupine shares the secrets of Protection, Hlizza the snake knows the magic of the Hazel Bracelet to ward off viper bites, Renred the Wolf will grant Hunter's Boon, Meskra the Hawk grants Ignite, Krauka the Woodpecker knows Ironhand, Rikchick the Flying Mouse grants Jumping and Kaka the Crow grants

Create shadows.

The Goldeneye Birthing Song

Arandayla's Foaling

In the Endless Sun Horselands Yu-Kargzant, the glorious Sky Dancer Stallion, and Arandayla, she the most perfect of Hyal, cantered and fed upon the finest grass.

Yu-Kargzant sang the Spirit Song and Arandayla danced the Foaling Dance they made Song and

Dance (1) together, each playing their own part, each choosing their rightful place. It was in this time that the five sons of Yu-Kargzant grew and prospered, each took wives as Yu-Kargzant

took La-Ungariant, as Sky Dancer had taken Arandayla, and they wandered freely as intended. Each of them produced many sons and daughters and these children took their rightful place as

they wandered the Endless Sun Horselands

There came the time when Yu-Kargzant Sky Dancer danced with Arandayla. It was the Greatest

Dance and lasted all the Endless day and the entire star filled night and they danced throughout

the Endless Sun Horselands. When the Star Filled Night came the two still danced. Then the Stars

dimmed and the Darkness came. The Sons of Yu-Kargzant formed a burning Ring of Fire (2) to protect

Arandayla, as when the Greatest Dance had ended she was with foal. The time of the Good Spirit

Dreaming was upon them and the forces of Darkness grew ever stronger. So Yu-Kargzant commanded

Dastal and his sons to form The Spinning Heavens (3) and they rode around the Burning Ring of Fire

as stars around the Pole.

Jardan rode forward to his fathers side bearing his Unbreakable Bow, his javelins that never missed and his Feathered Lance, in his black horsehide mask adorned with five streaks of enchanted gold, his eyes and mouth covered with white sun bleached river shells. His horsehide

collar, a crimson cloth around his hips and a leather belt shining with his father's sweat.

Jardan then donned the sacred Porcupine Quill Chest plate (4); enemies are as weak as old men and

children at its glory. Henird donned the Feathered Headdress with the braided leather band, with this on his brow he had wisdom. The sons of Jordan blew their Whistle of the Whooping Crane to make the enemies tremble. When the forces of Enkreva attacked The Spinning Heavens

dulled their clawing talons and the Burning Ring of Fire scorched and dazzled their black hearts, for many nights did the Darkness attack and each time the protectors slew their foes.

After many starless nights Arandayla birthed a fine Hyal foal its hide the dazzling colour of its father its eyes beauteous like its mother. All gathered agreed it was a most sacred Good Spirit Dreaming (5) and that surely the Growing leaf time would yield many Hyal foals to the sons and daughters of Yu-Kargzant.

1) Meaning they coupled as a stallion mounts a mare.

2) For the ritual to be a success this has to be at least twenty warriors of Jordan - The Ring of Fire.

3) This needs to be at least twenty riders of Dastal - The Spinning Heavens.

4) This is part of the Regalia of Jordan - To make the chosen one strong.

5) Grazers call this "Ka'Mri'Fa O", what we materialists would call Sacred Time.

The Blessing of Arandayla – The HYAL Birthing Rite

This important rite ensure the safe birth of one or more Goldeneye Foals, it gives them blessings and activates their magical abilities for the benefit of the clan. On some occasions, the ritual has resulted in Goldeneyes with greater powers or multiple births.

Required

At least of pregnant Goldeneye mares – Those who are to be blessed.

Two shamans of La-Ungariant or Arandayla – Midwives to the Goldeneye

The clan chieftain – Protector and Yu-Kargzant.

A great warrior/Cheiftain's eldest son – Jardan the Warrior.

At least twenty warriors of Jardan – The Ring of Fire.

At least twenty riders of Dastal – The Spinning Heavens.

At least ten women of the Clan – The wives of Yu-kargzant.

One great bowl of Dancing Star Mushrooms, mashed with mare milk – To let us see.

The Regalia of Yu-Kargzant – To bring him into the chieftain's body.

The Regalia of Jardan – To make the chosen strong.

The Regalia of La-Ungariant – To bring her near, to watch over us.

The Regalia of Arandayla – To bring her into the body of the Mares.

A Dark Man – To act as the focus for the dark and bring forth the enemy that must be defeated.

The Screens of Truth – To shield the eyes of men from the secrets of women.

Preparation

- While the senior Arandayla Shaman prepared the camp site for the forthcoming ceremony, you and the other junior Shamans were assigned to accompany the several groups of Dastali and Jardani that were sent out to collect the special items required to make the Screen of Truth.
- You were assigned to the group that comprised of Dan-El Sunborn, Law-Ran Wicker-Horse, Dun-Cal Many-Mares, Yu-Sima Plunging-Hoof, and Nirik Laughing-Horse. During this procedure Dan-El cheated on many of the items he was supposed to collect. Instead of the flaming feather of the Sun Hawk, he substituted a Golden Eagle feather, saying it looked just the same. He seduced you into allowing him to take the red earth of a local stream rather than the sacred red earth of the red clay cliffs, and he pulled some teeth out of a dead wolf instead of tracking and killing one. Most importantly Dan-El retruned with a wounded darkness warrior instead of killing one in combat.

Participation

- Upon return to the Clan
- Upon return to the Clan lands, Dan-El should be encouraged to hide the Black Man, this is a traditional part of the ritual. The Shaman's should them secretly be informed of his location so that they can perform their proper rites.
- Dan-El should then be encouraged to present the artefacts that he has collected (Feather, Clay, Teeth) to the Shamans.
- While the Dastali form the ring of the spinning heavens you are assigned to assist in the ritual dressing of Dan-El, as he becomes Jardan for the ceremony.
- You must arm him with the correct weapons including the Unbreakable Bow, the Never Miss Javelins, and the Feathered Lance.
- Then you must dress him in his black horsehide mask, making sure to cover his eyes and mouth covered with white sun bleached river shells, no matter how much he complains that he can not see.
- Then you must make him wear the rough horsehide collar, and force him to wear a crimson cloth around his hips like a woman, then a leather belt shining with his father's sweat.
- Finally you must place the sacred Porcupine Quill Chest Plate, strapping him into it really tight.
- When Dan-El and the others join the Burning Ring of Fire you must join the other shamans in providing them with sustenance, physical and magical while the ceremony progresses.

Product

- When the Hyals begin foaling you must lend your support to the mares, and to her newborn foals.
- Once the foaling is done you must assist the senior Shaman of Arandayla in attending the mares and assist the foals to suckle.
- Once you have done this you must take your place in the singing, drumming, and dancing that celebrates the conclusion of a successful birthing rite.