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Introduction

Welcome to the *Sartar Companion*. This *HeroQuest* Glorantha book supplements the previous Moon Design publication, *Sartar: Kingdom of Heroes*, and describes several important locations, provides extensive and exemplary encounters, and contains several adventure scenarios for your Sartarite heroes.

This book follows the *HeroQuest Core Rules* and relies upon the background and rules in *Sartar: Kingdom of Heroes*. Importantly, non-player character and adversaries are not given statistics as they are not necessary under the *HeroQuest Core Rules* (although the Narrator is certainly free to create statistics for NPCs if that helps her narrate a campaign).

Where in the World

Glorantha is a fantasy world originally conceived by Greg Stafford in 1966 – well before the Age of Roleplaying Games. Glorantha is a complete universe, self-contained, and unique in its creation. The places, encounters, and adventures in this book are set in the Kingdom of Sartar, a small, strategically important confederation of independently-minded, ragtag tribes recently conquered by the supremely powerful chaos-worshiping Lunar Empire.

Places

The *Sartar Companion* provides extensive detail on a number of important locations in the Kingdom of Sartar: the city of Jonstown; the tribal centers of Clearwine and Runegate; the Starfire Ridges and the Colymar Wilds; and two powerful and mutually hostile temples – the Old Wind Temple and the New Lunar Empire. Descriptions of major inhabitants, important locations, and adventure seeds provide depth and breadth to aid the Narrator in bringing these places alive.

Encounters

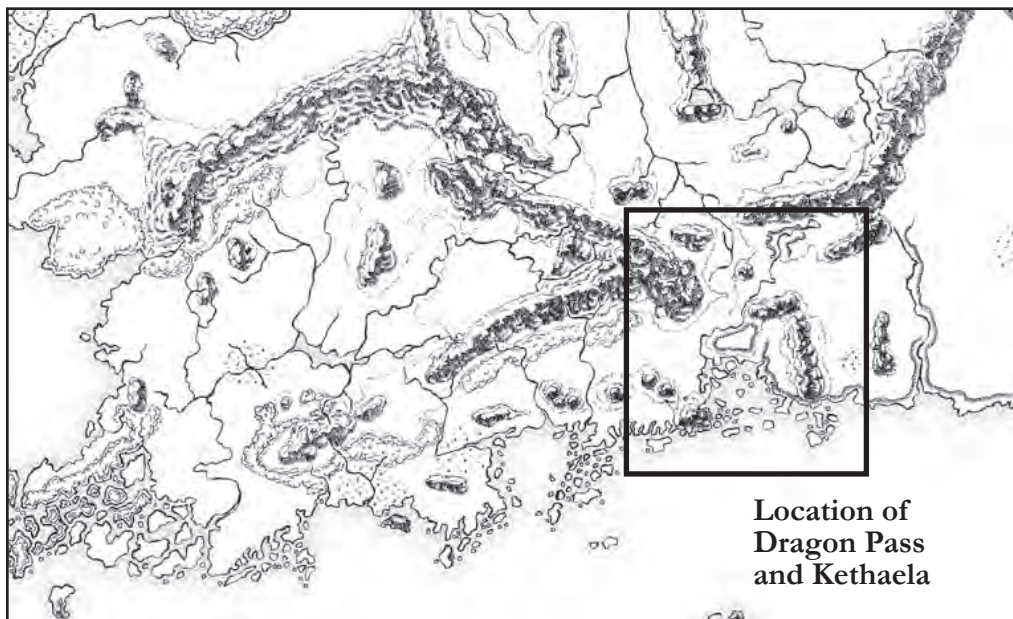
As originally promised in *Sartar: Kingdom of Heroes*, the *Sartar Companion* contains an exceptionally extensive selection of 42 potential encounters and 31 unique special encounters to aid the Narrator in developing or improvising a variety of *HeroQuest* campaigns in Sartar.

Adventures

The adventure scenarios in this book are written to complement the Colymar Campaign detailed in *Sartar: Kingdom of Heroes*. These scenarios are set during the years 1618-1621, prior to the climactic events of late 1621 (although most of the scenarios can be run earlier or later with fairly minimal changes). The scenarios can also be run independently of the Colymar Campaign or as part of a different campaign of the Narrator's devise.

Cults

The Sartar Companion contains detailed information on several minor Orlanthi cults that were not included in *Sartar: Kingdom of Heroes*.



Cult Breakdown

200 initiates of Lhankor Mhy YΔ
 150 initiates of Issaries H2
 100 initiates of Chalana Arroy IIIX
 25 initiates of Humakt TY
 25 initiates of Gustbran the Bonesmith 02
 50 initiates of other minor cults
 200 Ernalda-only initiates □XIII
 200 Orlanth-only initiates 62W
 150 initiates of the Seven Mothers 0

The most important temples in Jonstown are those of Lhankor Mhy (the Jonstown Library), Chalana Arroy (the Jonstown Hospital), Ernalda, and Issaries. Ever since the Lunar victory over Starbrow's Rebellion in 1613, sacrifices to and worship of Orlanth is forbidden in Jonstown. Lunar soldiers are posted on High Hill to prevent any local Orlanthi from gathering to worship the Thunderer. Orlanth worship continues, but is subsumed with worship of the Ernalda or Orlanthi minor cults.

There is a significant Seven Mothers temple in Jonstown serving the needs of the Lunar garrison and for those Sartarites who have converted to the Lunar Way.

Citizenship

To belong to the city of Jonstown is like clan membership. It extends to all members of tribes of the Jonstown Confederation who choose to live in the city, to the priests of the temples, and to full members of a guild. A citizen must pay taxes, obey the mayor, and aid in the city's defense. Citizens have the right to speak at the city assembly, obtain justice from the city ring, and receive food from the city. Citizenship is not automatic, it must be requested. Members of those clans that make up the Jonstown Confederation who are just visiting usually choose to stay in their tribal house.

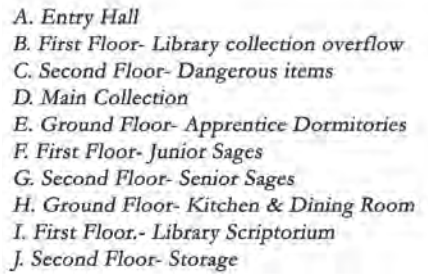
City Government

A council, called the Jonstown Ring, governs the city. The kings of the tribes of the confederation and the high priests of the leading temples appoint the thirteen members of the council, each enjoying the status and privilege of a thane. The primary interests of the Jonstown Ring are the city economy and resolving disputes between the tribes; they are conservative, trying to maintain price balances for stable profits.

The Free Sages' Quarter has the largest market for information, scrolls, parchment, and writing supplies in all of Sartar.

People from across Glorantha have come here seeking knowledge.





Each entry begins with a number. Sometimes a title of sorts begins an entry, wherein the author or redactor identifies himself. Individual entries can be of any length. One entire volume contains a single entry over 250 pages in length, but most list hundreds of pieces of information. Most entries contain large amounts of dross and trivial information among the bits of useful knowledge. Such is the habit of the sages of Lbankor Mby, to value all knowledge, no matter how obscure.

The Black Spear Clan (Anmangarn)

Below:

The Black Spear of the Colymar is ceremonially presented to the lawful king of the Colymar by the leaders of the Anmangarn clan after his acclamation. The Anmangarn have refused to present the spear to King Blackmoor, claiming his assumption of the tribal kingship was illegitimate.

The Black Spear Clan is a troop of professional warriors whose principal occupations are hunting and waging war. They stand apart from the rest of Colymar society and are charged with defending the sacred regalia of the Colymar Tribe: the Black Spear. They are a War Clan, living off war and hunting; they do not farm. They breed the fine black bulls of the Anmangarn, who belong to the gods.

Although the clan always calls themselves the Anmangarn, outsiders know these fierce warriors as the Black Spear clan, due to the sacred object that Chief Colymar bore when he led the first clan to these lands. The sacred spear was held in common by the tribe for many years after the creation of the Colymar Tribe, but a dispute about its use nearly led to violence in the house of the king. To resolve the dispute, King Korlmar sent the spear into the wilderness, and swore that only those who could “follow” it, as in the old days, would deserve to have it. He was among those who found it, and in the wilds those people swore a special oath whose contents are known only to them, and to the clan that was made to defend the secrets.

For two and a half centuries, the Anmangarn have guarded the Black Spear. Their initiation rites are harsh and dangerous – even by Orlanthi standards – and ensure no weakling becomes a member. It is possible for an outsider to be accepted as a member of the Black Spear Clan. As a result of their initiation, an Anmangarn clansmember can always survive in the Colymar Wilds and find his or her way through the woods. They are welcome in Tarndisi’s Grove as “Colymar’s Children.”

The Anmangarn is a small clan, rarely numbering even 450 members. Due to their violent and harsh existence they have few children amongst them; with most fostered to other clans. Their current chief is Vestorfin Tribute-Taker, a shrewd and resourceful old warleader.

The Anmangarn worship the god Orlanth, although they do not offer sacrifices to him within the Wilds, preferring to worship their gods atop the Thunder Hills. Inside the Wilds, they offer propitiatory worship to Tarndisi as part of their long-standing pact with her.

For more information on the Black Spear clan, see the description of the Black Spear Warband on page 135.



Joining the Anmangarn

Obtaining membership in the Anmangarn Clan is extremely difficult. All applicants must swear to defend the Black Spear against the enemies of the Colymar tribe with their life and soul. The applicant is then subjected to a number of rigorous, sometimes fatal, tests.

In one such test the applicant would stand in a waist-deep hole armed with a shield while warriors throw spears at him; if he is wounded, he has failed. In another his hair is braided, and he is pursued through the forest; he fails if he is caught, if a branch cracks under his feet, or if the braids in his hair are disturbed. He must be able to leap over a branch the height of his forehead, pass under one as low as his knee, and pull a thorn from his foot without slowing down.

If an applicant can pass these tests, he swears to defend the Black Spear against the enemies of the Colymar tribe with his life. He is then permitted to take the final test: to find his way to Tarndisi and pledge Tarndisi’s Pact. If successful, he is a member of the Anmangarn; if not, he is forbidden to ever enter the Wilds again.

Prince Jarolar were destroyed by the Bat and have been replaced by timber watchtowers. The near impregnable walls around the town and towers within that were originally constructed under the direction of Prince Jarolar still show signs of the assault and subsequent inferno of the Crimson Bat. The towers have been reconstructed and their pale stone is in stark contrast to the scorched stones of the wall.

There are four gates into the town. Three of the gates are identical and typical of Orlanthi hill forts; they are built into the earthworks and surmounted by a tall wooden superstructure. The east gate is unique and described further below.

3. The East (Rune) Gate

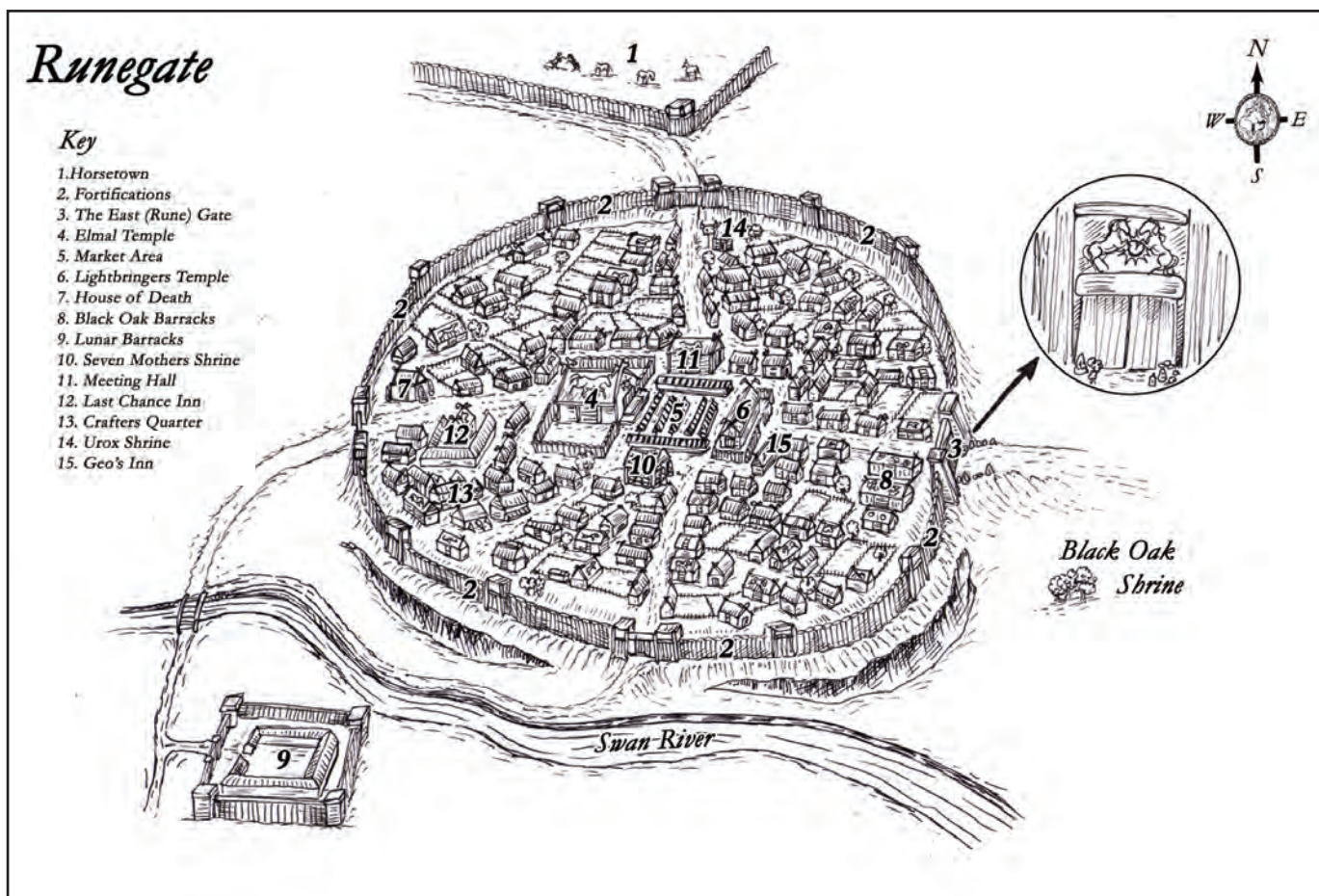
This is the original main approach to the town. Above the gate is a massive stone lintel beam depicting Asrelia as the goddess of luck and fortune within an eight-sided star. The gate is the only location in Runegate remaining intact from the old settlement; it used to be called the Fool's Gate for only a fool trusts to luck. Yet; all who took shelter under the stone lintel when the Crimson Bat destroyed the town survived

and now locals call it the Luck Gate. The gate may be sealed with a pair of massive wooden valves.

The gate is sacred to Asrelia in her aspect as the Goddess of Good Fortune. Gifts of food, flowers, and treasure are offered to Asrelia on either side of the gate. As a result, the gates are usually covered with garlands of flowers, surrounded by plates containing offerings and burning candles, and festooned with belts of coins. The gate guards are extremely hostile to any who try to steal the gifts to the Goddess of Good Fortune. Periodically the priestesses of Ernalda gather the gifts and dispose of them as they see fit.

4. Elmal the Sun Horse Temple

The wooden temple to Elmal is the largest building in Runegate. The roof beams are carved in the shape of horses, and a golden horse is painted on each side of the shingled roof. The entrance faces the rising sun during Sacred Time. This is the tribal temple of Elmal for the Colymar tribe and is supported by the entire tribe (although the cult is dominated by members of the Enhyli clan).



Encounter: 5a

Broos

Broos are hated by all Orlanthi. They are a scar upon the face of the cosmos, a festering wound upon the body of Glorantha. They were born when Thed, the Goddess of Rape, consorted with Ragnaglar the Other, to create Wakboth the Chief of the Chaos Gods and further her vengeance against the world.

Broos are most common near Snakepipe Hollow, although bands can be found anywhere in Sartar. Broos are known to kill and eat all sentient life, including their own race. Broos are always hostile when encountered. At least 90% of all broos are male; they reproduce by impregnating any living species. The offspring are recognizable by features of the host animal. They carry disease, worship the vilest Chaos gods, and serve only the most cruel, powerful and appalling masters.

They are a warped chaos species, long since polluted by foul practices. Their parentage is often totally indistinct. Each may differ from his brother, though most that survive are vaguely humanoid. The great majority have the horns and head of herd animals, such as deer, goats, antelope, cattle, and sheep.

They are larger, stronger, and more resistant to pain and damage than humans.

Broos roam wastes, deserts, swamps, and mountains in small gangs. Several wild tribes of broo thrive in Snake Pipe Hollow. These tribes





although he knows a song to sing sword pommels into the shape of animal heads. Piku makes weapons and armor as well as tools.

Piku's house is a simple skin dome, a typical Third Eye Blue dwelling, surrounded by a fence which keeps the goats in. Around that are small crop gardens. No one has ever been invited inside.

Making New Items

A master metal-smith, Piku can make new weapons, armor, or other metal-goods, allowing players to spend a HP to gain a new ability. If the heroes have access to iron, Piku can even make iron weapons and armor.

During a previous adventure, Orlmarket found a broken iron sword and now wishes to have Piku make it into a troll-killing weapon. The Narrator determines that Orlmarket must first persuade Piku to make the weapon, and Orlmarket pits his clan member keyword against a difficulty level set by the Narrator. He succeeds and the Narrator now lets him spend a HP to gain a new ability: an iron sword named Troll-Biter with a starting rating of 13.

The Tin Inn

The Tin Inn is a two-storied stone and timber inn with outbuildings and stone wall surrounding a courtyard; the buildings are tin roofed, giving it its name. It is a well-established (and well-fortified) roadhouse on a frequently traveled route, and almost always has visitors. It is the only tavern for a day's journey beyond; residents of Apple Lane and outlying farmers normally congregate at the inn.

Bulster the Brewer, a Malani tribesman famous for his beer and ale, and his wife, Bertha, run this fortified inn. Brightflower, their 18 year old daughter, helps out with her husband Kerad of Jonstown. Barayo Bulstersson has been absent for

nearly a decade since he joined a mercenary band. Bek Leadhead is the hired tavern bouncer and heavy laborer; Bek is the son of a local farmer of the Hiording clan.

Postal is the stable hand, as well as being noted for his skill at carpentry. Mineera gardens and tends the animals. Postal and Mineera live in a small building



Piku Gastapakis ●△△

A strange, secretive foreigner of the Third Eye Blue people, Piku is an extremely skilled metal-smith and a sorcerer. His magic all pertains to the arts of metal-working, and knows secrets of metal beyond the ken of the local Gustbran redsmiths. Piku is a small man but extremely strong and very secretive with those outside his family. He fears and hates Dwarves; the feeling is reciprocated by any dwarf who learns of him. Piku will not offer sacrifices to the Orlanthe gods or participate in their worship; instead he worships strange sorcerous demons of which he will not speak.

Third Eye Blue △△

The Third Eye Blue people are a small tribe of talented metal smiths. Their homeland is in the far north, but over the ages families have migrated throughout the northern continent, always keeping to their ancient traditions. They are a race of sorcerers who sing their wizardry spells and offer sacrifices to no gods.

The Third Eye Blue once ruled a great empire in the north, and stole the secret of working iron from the Mostali. In retaliation, the Mostali destroyed their empire and scattered them.

Squinch Greybeard ⑥Y+

A scribe from Boldhome, Squinch has been in Gringle's employ for over forty years and now serves as his factor. Though he is aloof and artificially worldly, he never intentionally cheats a customer. Squinch Greybeard lives in the Tin Inn, where usually he can be found.

Squinch's air of snobbery comes from his position as the local sage and merchant. The farmers and most travelers go to him for their needs, and he also acts as the buyer for surplus farm crops. Squinch records the payment of Lunar taxes by the local clans and their correspondence remittance to the Lunars by Gringle. A careful review of Squinch's records would show that Gringle has consistently collected substantially less than he has remitted.

The Heroes, the King, and the Dragon

Messengers ride from Clearwine Fort wearing the red feathers of a thane of the king. The king summons the heroes by name to his hall!

My players didn't steal from the dragon

If the players didn't steal from the dragon then they are not specifically summoned to Clearwine Fort. However, the clan chieftain asks them to accompany him to the assembly. Perhaps the king threatens to outlaw Kalland (or whatever NPC is responsible for the theft) unless the heroes find a way to overcome the dragon. Give the heroes a chance to shine, even if they are not directly responsible.

At the King's Hall in Clearwine Fort, King Blackmoor paces back and forth, anguished and tense. The king wears full armor and is accompanied by his armed thanes and mercenaries. When the heroes arrive, the king flies into a rage. "I am told YOU are responsible for this! This land-waster that burns our halls, kills our men, and devastates our wealth; for this YOU are responsible! I should truss you up and give you to this wyrm as a peace-gift!"

The heroes must calm King Blackmoor somehow. This is a dangerous situation: let the heroes know that the king may well kill them for their deeds. Some options:

The heroes come up with a plan. King Blackmoor is willing to entertain almost any plan that has any decent chance of success. He can always give the heroes to the dragon as a back-up plan.

The heroes pledge loyalty to the king. The king is desperate for sworn companions who will ride with him against the dragon.

The heroes offer the king the Dwarf's Armband. The king will accept the magnificent gift as wergild for the damages the tribe has suffered. This may be the heroes' shrewdest option for it both assuages the king and takes Fersurasen off their heels. Of course, the king may later blame the heroes for his trouble with the dwarves!

Riding out against the Dragon

Unless the heroes come up with a better plan, King Blackmoor shall ride out against the dragon with his thanes and companions, confronting it at Two Face Temple. The king is given strange sorcerous protections from his Lunar magicians and he offers no sacrifices to Orlanth.

Smoke rises from the entrance to Two Face Temple and flame can be seen inside. King Blackmoor issues a challenge to the dragon, naming himself as king of the Colymar. A low rumble can be heard within and thick acrid smoke billows from the entrance. Suddenly, there is a crash like thunder and hot flames burst from the temple entrance. Swaddled in flames comes forth Lalaach the Green Dragon.



a bold attack would require complete support from the clan (Very Hard Difficulty). Warn the players that a successful attack could lead to war with the rest of the Lismelder tribe.

The Hillhaven clan has a weak War rating but relies instead on its powerful Magic rating to deter attackers. When the heroes' clan warband approaches Hillhaven Village, they will be greeted by Bofrost the Shaman, who sits cross-legged atop a wooden platform, mumbling and surrounded by fetishes. He holds a painted bear skull in his lap.

If the warband comes any closer to the village (or to Bofrost), the guardian erupts into action. A huge spectral bear, accompanied by a host of angry spirits defends the village. Any attempt to directly attack Hillhaven village must first overcome the clan's magical guardians – making Hillhaven a Very Hard or even Nearly Impossible obstacle.

Assuming the clan warband overcomes the guardians, the Hillhaven clan leaders immediately try to parley with the attackers, offering compensation. If the heroes accept, the compensation provides a bonus based on the Extent of Victory to any attempts to negotiate a final resolution to the Otherworldly Feud (see "There is Always Another Way" below).

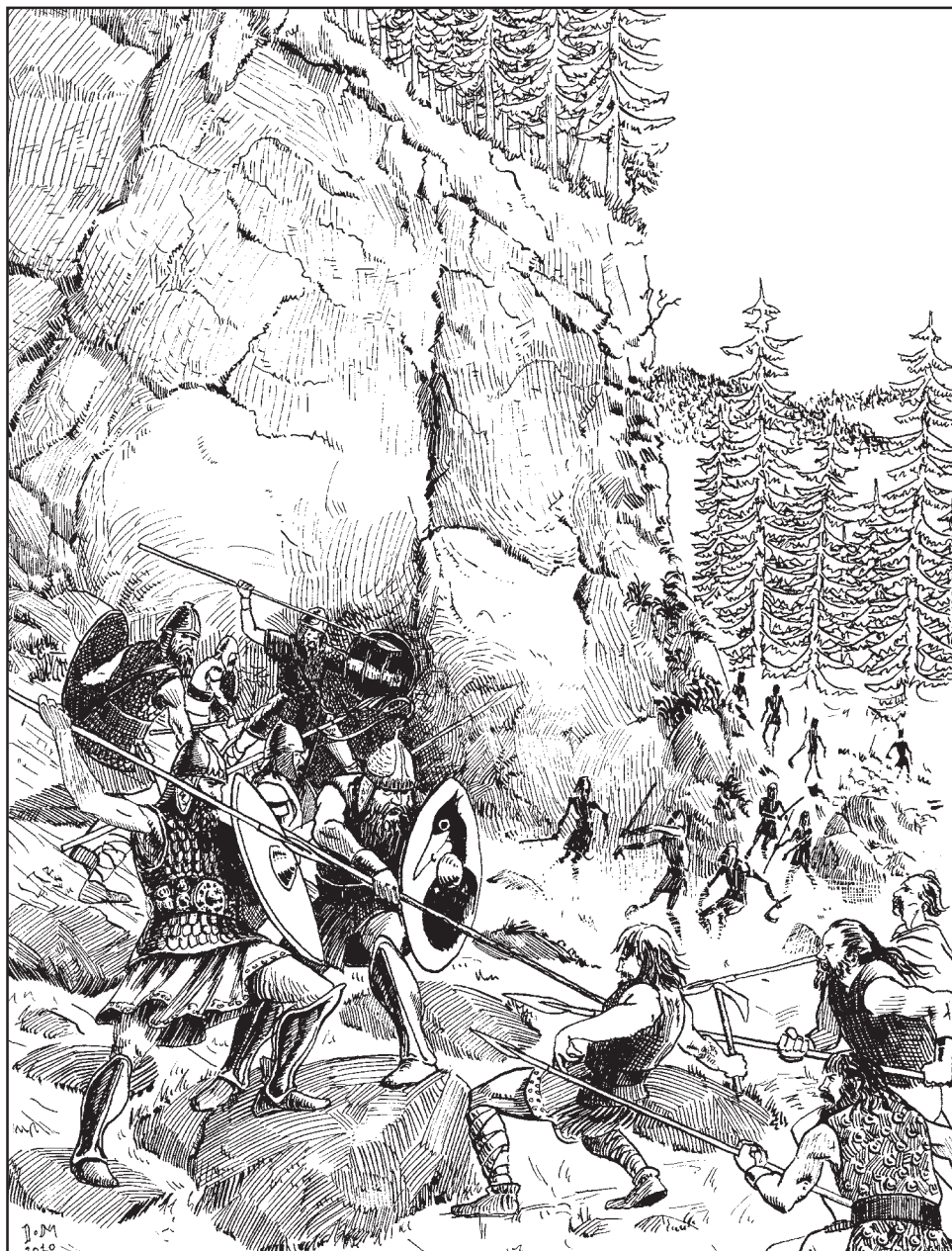
If the heroes refuse to accept tribute, the Hillhaven defenders provide only Moderate resistance to the warband. A Complete Victory effectively destroys the Hillhaven clan and satisfies the Vostangi's need for vengeance. Such an event results in war between the Lismelder and Colymar tribes and efforts are made to outlaw the heroes (See, *Sartar: Kingdom of Heroes*, pages 332-333). The heroes get a new Flaw – Hated by Lismelder Tribe.

If the warband fails to overcome the guardians or is defeated by the Hillhaven defenders, there is no pursuit. Regardless of the result, the clan's War Resource suffers a depletion modifier (see *HeroQuest Core Rules*, page 89).

Complications: Greydog Allies

The Greydog clan are traditional allies of the Hillhaven clan and a militarily strong clan. Depending on the plans of the heroes' warband, the Greydogs may have sufficient time to muster and come to the aid of Hillhaven; after all, Greydog Village is less than ten miles away.

Alternatively, the Greydogs may attack the herds on the Starfire Ridge while the Orlmarthing warband is in Hillhaven lands. Handle this as described in *Sartar: Kingdom of Heroes*, page 314 ("Greydog Raids"), but assign the Orlmarthing War Resource a -6 situational penalty.



The Crimson Bat Comes to Sartar

History

In the Third Age, the Red Goddess was born in Peloria. She brought new and radical ideas and beliefs about the powers of the world to her people and they joined in her worship. Filled with her inspiration, they conquered and converted the lands around them to the words of the goddess. The goddess left the world for a time to forge her place with the pantheons of the gods. While she was on this heroquest, powerful enemies took the opportunity to strike. So strong was their hate of the Red Goddess that they reached and besieged her capital before she returned.

She returned riding the great monstrosity of the Crimson Bat. Enemy forces knew great terror, and died in regiments as the Bat made war. Many survivors went mad. Lunar historians refer to this battle as the First Battle of Chaos, and use that day, Freezeday, as the feeding day of the Bat.

The Bat Arrives

One night late in Earth Season 1619, not long after the harvest, watchers see a dirty red star hanging very low in the northwestern sky. All who see the star are filled with dread; those strong in the Air Rune get headaches just looking at the star. Priests and god-talkers pronounce the star evil. Rituals against evil are performed and many councils discuss what evils this star portends.

Over the course of the next several nights, the star moves to the east and became gradually brighter. The sky appears ruddy day and night in the vicinity of the star. On Windsday of Movement Week, the red star stops and lowers itself to the horizon – with the Rockwood Mountains **behind** it!

Within days, terrified travelers bring horrible news: the red star is a monstrous Chaos demon – the Crimson Bat. It has returned to Sartar after last being seen here in 1602 when it



The cult of Heler provides a home, among the Storm Gods, for the gods and goddesses of Water. Several Heler temples are specifically associated with a subcult of Heler. Several of the more common subculs in Sartar are:

Heler is the father of Engizi the Creek-Stream River. At Skyfall Lake, Heler transforms into the Source of Rivers. The two cults are so closely linked that an initiate of Heler is an initiate of Engizi at the river's holy places. His worshipers use the Water Rune to command the river and its waters.

Heler knows the secret opening to the celestial realm and he led Lorion the Sky River Titan to conquer the sky. His worshippers use the Water Rune to call down torrential downpours of rain and know how to enter the Sky Realm from Heler's home in the Otherworld.

Tarena is the Blue Woman and is known by many names. Although worshipped as a separate deity, her followers know that she is merely a form of Heler. She is the mother of the clouds. Fickle and haughty, she comes and goes when she pleases. Worshippers can use the Water Rune to summon and command clouds.

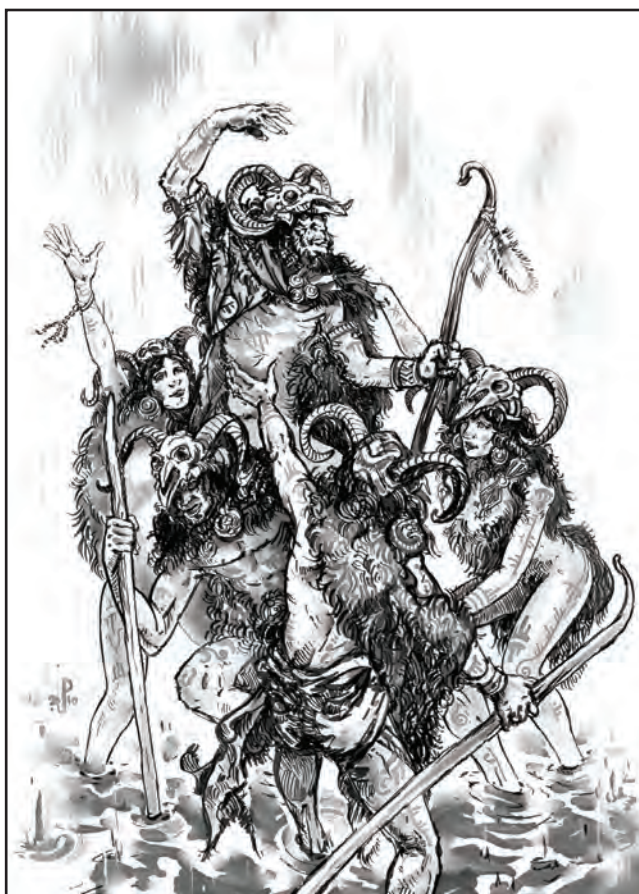
Uroth the Blue Ram has shaggy blue wool, brass hooves, and powerful horns. In this form, he leapt from mountaintop to mountaintop across all of Genertela. After he lead, he married a goddess and fathered sheep, clouds or other creatures. This is how Heler appeared when he led the Helerings to war in God Time, when he defended his children, and when he met with Orlanth and became an ally instead of a foe. Worshippers can use the Movement Rune to pass through barriers like water smashing through a gate.

A Heler initiate with a rating of 11W in either the Movement Rune or the Water Rune may dedicate himself completely to Heler and become a devotee of the god. A devotee of Heler is subject to the usual restrictions.

Devotees of Heler may perform magic feats; repetitions of his mythic deeds. Some feats are universal to the Heler cult; others are associated with specific temples or subcults.

Heler the Young God is the backboy of Orlanth. Unmarried and blue in hue, Heler is unarmed and carries a flask with healing waters. Heler goes where Orlanth commands and does not fight, but is safe in the midst of the fiercest battle. His healing waters cleanse and heal Orlanth's wounds as soon as they are struck.

Ereltharol the Black Ram was a great warrior during the Darkness. When the Chaos army came to destroy the world, Ereltharol called his people to him. They fought against Chaos to keep the world whole. He fought with brutality, extinguishing all flames, turning the earth into mud, and demoralizing his foes with hail and chilling rain. He won the battle at the cost of his life, for the Evil One killed him and his cold blood drained down into the wet caverns of Hell.



into jelly. In war, Odayla defends his king, sometimes as his Champion, but usually stands apart from the other warriors.

The Sleep Back to Life Feat

When Odayla was killed he healed himself and returned to life. His body was not eaten or destroyed and he died of wounds not poison or disease. While he lay, animals would not disturb his body and his corpse healed itself slowly. His soul awakened in the Underworld and made itself to the Hall of the Dead where Odayla proved that he was not dead, but merely sleeping. The king of the dead returned him to the world of the living and his soul rejoined his body, now fully healed.



Initiates who have offended Odayla must seek atonement by going alone into the wilderness without their weapons and survive despite the hostility of animals and spirits. If they survive for a year and a day, Odayla will lift his curse.

The fearsome champion of the Amad tribe is one of the mightiest warriors in Sartar. Ferocious, antisocial, and violent, Kulmast lived as a bear for seven years in the Perilous Hills and Lost Woods, where he killed Lunar, Yelmalion and troll with equal aplomb. He left the wilderness and now serves as the champion of the king of Amadhall who gladly pays the wergild for those he maims or kills when they intrude upon Kulmast's solitude. A huge, bairy man, Kulmast carries only a bow; he fights with bare hands or with claws and teeth.



Sartar

HeroQuest in the Kingdom of Heroes...

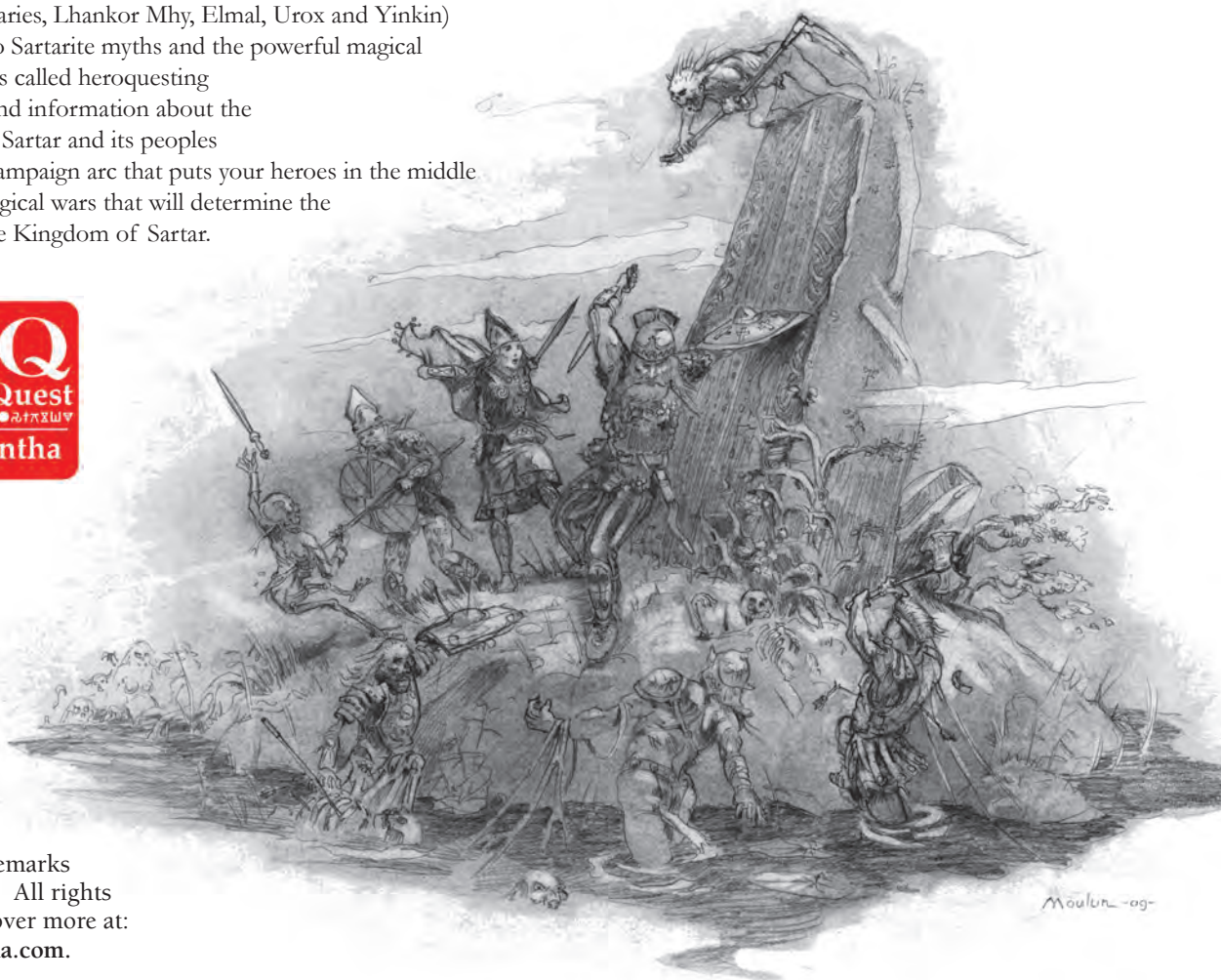
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- How to create Sartarite characters and clans using the *HeroQuest* rules
- Expanded rules for Rune Magic in *HeroQuest*
- The magic and religion of the Sartarites (including complete writeups of the cults of Orlanth, Ernalda, Humakt, Chalana Arroy, Issaries, Lhankor Mhy, Elmal, Urox and Yinkin)
- A guide to Sartarite myths and the powerful magical adventures called heroquesting
- Background information about the Kingdom Sartar and its peoples
- An epic campaign arc that puts your heroes in the middle of the magical wars that will determine the fate of the Kingdom of Sartar.



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