

# Sartar

## Clan Questionnaire

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# Sartar

## Kingdom of Heroes







- ☐ 4. He found the new weapon called Death, and used it to kill the Evil Emperor at the Battle of Extinguish Field.
- ☐ 5. He wooed Ernalda, won her heart, and created the Marriage Ring.

## 6. Your Earliest Famous Event

You fought in the many wars that Orlanth undertook to conquer the world. These wars helped shape the world. Other more peaceful deeds shaped the world as well.

Your earliest Famous Event was:

- ☐ 1. **Battle of the Trembling Shore.** Where Orlanth and his army raged against the salty gods of the sea, and drove them like froth in a storm.
- ☐ 2. **Battle of Extinguish Field.** Where Orlanth met Yelm face to face in open battle, and Orlanth killed Yelm and scattered his army.
- ☐ 3. **The Thrinbarri Battles.** Where Orlanth and his army fought against the sky warriors.
- ☐ 4. **The First Dragonslaying.** Where Orlanth killed Sh'harkazeel the Mover of Heavens and took his Dragon Power.
- ☐ 5. **The Plundering of Aron.** Where Orlanth and his army defeated Seravus the Enchanter and recaptured the Beasts.
- ☐ 6. **Onetree Exchange.** Where Issaries showed Orlanth how to honorably challenge and exchange secrets with Genert.
- ☐ 7. **Roitina's Purification.** Where Roitina showed mortals how to live in harmony with the gods.
- ☐ 8. **The Ox-Taming.** When Barntar tamed the Bull and harnessed oxen to the plow.
- ☐ 9. **The Fate-Weaving.** When Ernalda first revealed the Tapestry of Destiny and the fate of the gods.
- ☐ 10. **The Pot-Making.** When Pella the Pottery Goddess first made a pot to store grain in.
- ☐ 11. **The First Fire Day.** When Ernalda tamed the Lowfires and put them to work for the women.

## 7. Marriage of Orlanth and Ernalda

Orlanth wooed the forces of Earth and after many tribulations, adventures, and discoveries the storm god proved himself worthy of marrying Great Ernalda, the Earth Queen. The two of them created the Marriage Oath and thereby established a great harmony in the world through this sacred bonding.

You, a loyal member of Orlanth's army, were there at the wedding. When you went into the ceremony, you were asked which side you wished to stand on: the right (Air) or left (Earth) side.

Which side did your ancestors stand on?

- ☐ 1. Air
- ☐ 2. Earth
- ☐ 3. We guarded the sacred circle.

## 8. The Vingkotling Age

Vingkot was a son of Orlanth and the first great king of the Orlanthi people. The Vingkotlings were great, with full baskets and fat herds and always victorious over their foes. The people set up many altars where the gods lived and so established the relations of worship. King Vingkot led and sent many expeditions against the enemies who wanted to take it away. Vingkot is still worshipped for the great deeds he did, and for his leadership of the gods when Orlanth went away.

Vingkot married the Summer and Winter Wives and with them he had five sons and five daughters. The bloodline of Vingkot was unique and was necessary to be a king. Each son and daughter founded a Vingkotling tribe – except for the Second Son, who traveled to the edge of the world. Vingkot chose his eldest son Kodig to be the high king of all the Vingkotlings and his son's bloodline, called the Kodigvari, were the Royal Tribe of the Vingkotlings.

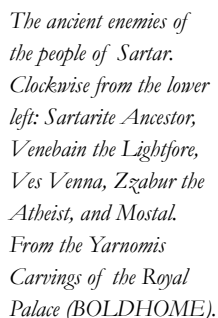
When the world fell apart, Vingkot welcomed refugees and reorganized the devastated clans, so that all might survive. He asked you to shelter the people of a ruined clan, but let you choose what status to give them. You had the choice whether to make them into *thralls* (slaves) or adopt them into your clan.

Which remnant people joined you?

- ☐ 1. Buf Gart, the "Hungry Women."
- ☐ 2. Ched Durkel, the "Strings."
- ☐ 3. Jars Antanggi, the "People of the Shadows."
- ☐ 4. Karantuel, the "Cloud Folk."

## What happened to the Vingkotlings?

*During the Chaos Wars, the Kodigvari destroyed themselves with the Last Royal Betrayal and the sacred Sword and Helm of Vingkot was lost. The Vingkotling kingdom was destroyed, the sky broke and fell, black flames swept the earth, and the dead rose.*



- 6

Which disaster nearly exterminated your folk?

- ☐ 1. When the sun fell from the sky.
- ☐ 2. When the sky rained burning blood.
- ☐ 3. When the plants became carnivorous.
- ☐ 4. The Great Fire.
- ☐ 5. The Laughing Waves.
- ☐ 6. The New Volcanoes (the Vent and Black Glass)
- ☐ 7. The Chaos Gods.
- ☐ 8. When the sky fell down.
- ☐ 9. When the oceans burned away.
- ☐ 10. When there was no food.
- ☐ 11. When there was no air.
- ☐ 12. When there was no love.
- ☐ 13. When there was no fear.
- ☐ 14. On the Plain of Salt.
- ☐ 15. In the Great Winter Without End.

## 11. The Chaos Wars

At last, only monsters, demons, formless Chaos, and their victims remained. Many were so terrible that nothing could withstand them. Clans, tribes, kingdoms, and nations disappeared in the terrible time. Some things could be resisted with fire, magic, and spear, and all peoples alive today descend from someone who survived that time. A particular foe pursued your ancestors; although you do not know why, you are still plagued by that form of Chaos.

What was your clan's specific Chaos Foe?

- ☐ 1. Broos.
- ☐ 2. Dragons.
- ☐ 3. False Friends.
- ☐ 4. The Hydra.
- ☐ 5. Ogres.
- ☐ 6. Scorpion-men.
- ☐ 7. The Thing with Many Bodies.

## 12. The Die Off

Even mighty Orlanth and his companions eventually abandoned all humans to their fate. Only a few deities, small ones or weak ones, remained. The world died. Even the greatest of the gods were locked into static lifelessness or were out of control as a destructive force. Only a handful of minor or diminished deities struggled on, helping and being helped by their human accomplices. Everyone who survived the Great Darkness did so because of a survival secret they learned. Most were saved by a Living God, who protected them until Orlanth and Ernalda eventually returned.

How did your clan survive the Great Darkness?

- ☐ 1. We hid inside Brastalos, the No Wind, so the monsters could not find us.



*The destruction of  
Glorantha in the Chaos  
Wars. From the Yarnomis  
Carvings of the Royal  
Palace (BOLDHOME).*

## The Hendrikings

*Hendrik the Free was the king of the Orlanthi rebels fighting against Lokamayadon and Gbaji. He supported Harmast and allied with Arkat to fight Gbaji and Dara Happa. For fifty generations, his heirs – the kings of the Hendrikings – ruled from Whitewall and led our ancestors against those who would enslave them. The Hendrikings are an ancestral tribe of most Sartarites.*

- ☐ 2. We strapped the bones of our dead fathers on our feet, and escaped from the monsters by skating on the ice.
- ☐ 3. We dug a hole in the ground and huddled inside, kept alive by the warmth of our sleeping kinsmen.
- ☐ 4. A star captain fell screaming from the sky, and his light led us safely through the Darkness.

## 13. I Fought We Won

The entire world was on the brink of destruction, and it came down to one person to resist Wakboth the Devil. That person did, and so the world was saved. You learned in the initiation rites of your people that you were that individual. Heort the King is the one who teaches you this, and so you are called one of the Heortling peoples.

## 14. The Unity Council

King Heort guided your people out of the Great Darkness. He reinstituted sacrifice to the gods, organized the peoples into clans, gave out the new laws for society, and arranged the first new tribe. In his honor, you became Heortlings. He also arranged alliances with all the nearby Elder Races and formed the Unity Council. For the first time ever, humans and the elder races worked cooperatively. During this time of peace and cooperation, your ancestors made many unexpected allies.

### Which allies were most important to you?

- ☐ 1. The elves, who taught you to call them Aldryami.
- ☐ 2. The Mostali, whom you had previously called dwarves.
- ☐ 3. The trolls, who now wanted you to call them Uz.
- ☐ 4. The nomads of Prax, who had always raided our lands, but who shared common deities and hatred of Chaos.
- ☐ 5. The dragonewts, who served the monstrous dragons in their unfathomable and alien ways, but feared Chaos as did you.

## 15. The Heortlings

Under King Heort's leadership the clans prospered and soon his Heortling Tribe became many tribes. There are eleven ancestral Heortling Tribes. Everyone knows which one they belonged to during the Dawn Age, even though none of them exists any longer.

### Which Heortling Tribe did your clan belong to?

1. We belonged to one of the ancient Vingkotling tribes founded by the children of King Vingkot but adopted the ways of Heort:
  - ☐ a. We belonged to the Vestantes, the tribe of one of the Summer Daughters Vestene and her foreigner husband Goralf Brown. We lived in the north, in the lands now called Aggar.
  - ☐ b. We belonged to the Koroltes, the tribe of the Summer Son, Korol. We lived near Kero Fin in the lands later stolen by the Grazelanders.
  - ☐ c. We belonged to the Ogorvaltes, the tribe of one of the Summer Daughters, Orgorvale and her outlander husband Ulanin the Rider. We lived in the lands now called Sartar.
  - ☐ d. We belonged to the Penentelli, the tribe of the Winter Daughter, Penene, and her husband Kastwall Five. We lived in the highlands of the lands now called Aggar.
  - ☐ e. We belonged to the Infithtelli, the tribe of one of the Summer Daughters, Infithe and her husband Porscriptor the Cannibal. We lived in the land now called Tarsh.
  - ☐ f. We belonged to Berenethtelli, the tribe of the Red-Haired Winter Daughter Redaylde and her horse-loving husband Bereneth the Rider. We lived in the north, in the land now called Saird.
2. We belonged to one of the tribes that were formed out of the remains of those destroyed during the Gods War. We followed a great hero who came down from the heavens and who provided us with flickering light during the Darkness.
  - ☐ a. We joined the Liornvuli, named for Liorn the Young, star husband of Deleen daughter of King Kodig, the eldest son of Vingkot. We lived in the land now called Tarsh.
  - ☐ b. We joined the Forosilvuli, named for Forosil Ferocious, star husband of Ornore Korolsdottir. We lived in the land now called Tarsh.



Arkat was the destroyer. He was a man who had lived before, a sorcerous demon in the shape of a man, or maybe just a trickster. Arkat helped everyone, then betrayed them. He deserted his army when it fought Dara Happa and he finally even left Harmast in the clutches of his worst foe, so that he could betray the whole human race and become a troll. Everyone hates Arkat, even though he destroyed Gbaji and saved the world. It does not matter what fate your clan suffered at his hands—they suffered, but survived, and that is all anyone needs to remember.

- ☐ 1. Raised all our forces to fight.
- ☐ 2. Sent as many men as we could spare, but no more.
- ☐ 3. Waited to see what would happen, then helped when we were sure he would win.
- ☐ 4. Neither helped nor hindered.

**How do you feel about Arkat's betrayal?**

- ☐ 1. Our honor was terribly offended and we demanded vengeance.
- ☐ 2. Offended, but we still worked with him against Gbaji.
- ☐ 3. We did not care, he is still a hero.
- ☐ 4. He did not become a troll, not Arkat!
- ☐ 5. Nothing, we were not involved.

During the Second Age, a dragon approached you, in either its own form or that of a human with the soul of a dragon. The dragons had always been hostile, or at the very best utterly uncaring, but now it offered to share knowledge with you. Orlanth has always been the dragon-slayer, but many priests of other clans embraced these new ways and formed the EWF – the Empire of Wyrms Friends (**WF**). Your clan did not, or you would not be here now.

- ☐ 1. Hostile—we fought against them.
- ☐ 2. Negative—we resisted them, for we would never believe a dragon.
- ☐ 3. Suspicious—we did not go along.



## 19. The Dragonkill War

The EWF was corrupted by the dragons and finally destroyed when the dragonewts killed its leaders.

Afterwards, several great armies invaded Dragon Pass from the north, east, and south. After decades of warfare, hundreds of dragons (including the great dragons) appeared, some as big as the sky, and ate every human being they found, hostile or otherwise. A few incredibly lucky people survived, said to number only ten humans. Any hatred people had for the dragons was replaced by unconquerable fear.

### What lesson did your clan draw from the Dragonkill?

- ☐ 1. Never try things that go against Orlanth's way.
- ☐ 2. Kings should rule, because priests make errors when they try to lead people.
- ☐ 3. New things are usually bad.
- ☐ 4. Knowledge itself is not harmful, only the way it is used.
- ☐ 5. Be careful when making friends.
- ☐ 6. Dragons are evil.
- ☐ 7. It was lucky that we lived in Heortland at the time.

## 20. The Third Age

At some point, the actions of ancestors are less "something that they did" and more "something that we did." That point comes now.

After the Dragonkill, your ancestors lived in Heortland. The Hendrikings ruled Heortland from the great fortress of Whitewall, themselves allies of Ezkankekko the Only Old One, a Darkness demigod who lived in a huge volcanic palace on the Shadow Plateau. Ezkankekko ruled with justice and indifference, collected tribute, and kept the peace.

One day, 193 years after the Dragonkill (1313 S.T.), a man swam ashore and caused trouble in the land of Kethaela. Over the next five years he fomented war and rebellion against Ezkankekko, rightful ruler since the Dawn of time. He made enemies, found new friends, woke Silver Age heroes, and finally overthrew the rulers and deities of the Shadowlands (1318 ST). Their conflict released cosmic powers, and the Obsidian Castle shattered, covering the verdant plateau with black dust. The usurper killed Ezkankekko, and thereafter called himself the God-King.

This God-King went throughout Kethaela and established his rule. When he came to the kingdom of the Hendrikings in Heortland, he used deceitful magic to overcome the Hendrikings. He destroyed the ancient Hendriking tribe and Heortland became part of his own kingdom. Whoever could not change got their people together and moved.

By the time the God-King came to Heortland and started a civil war, you heard that the lands to the north (in forbidden Dragon Pass) were now open to humans. The movement of clans there is called the Resettlement. Your clan was one of these clans.

### Why did you leave your homeland?

- ☐ 1. We hated the God-King.
- ☐ 2. Some of us hated the God-King, but others liked him, so our clan split to avoid kinstrife.
- ☐ 3. We loved the God-King, and wished to make Dragon Pass part of his rule.
- ☐ 4. We wanted a dangerous new life.
- ☐ 5. We were poor and wanted to be rich.
- ☐ 6. It was a new place to explore.

You settled in the best lands you could find and hold, and farmed and raised livestock as was appropriate for those lands.

### What sort of lands did you settle?

- ☐ 1. Hills and Highlands, good for herding sheep and defending against foes.
- ☐ 2. River Bottoms, good for intensive farming.
- ☐ 3. Flatlands, good for raising cattle and farming.
- ☐ 4. Wildlands, only good for hunting.

## 21. New Enemies

The Haunted Lands of Dragon Pass were not unoccupied. The Elder Races had thrived here away from humans as had remnants of peoples forgotten elsewhere. The Elder Races and their allies resisted our resettlement of our ancient lands.

### Which of these people most resisted your arrival?

- ☐ 1. The Aldryami, who fought you when you cut down their woods.
- ☐ 2. The Beastmen who said the all the land was theirs.

### Can't We Join the Dragons?

*Many clans joined with the EWF and learned strange magic. All of those clans were effectively annihilated during the Dragonkill War (see below), so this option is not included in the questionnaire.*

### EWF (opposite)

*Obduran the Priest was corrupted by the dragons and tricked into founding the Empire of Wyrms Friends. From the Yarnomis Carvings of the Royal Palace (BOLDHOME).*

- ## 23. King Sartar

**Which of Sartar's deeds do you most admire?**

- 12



- ☐ 6. He married the Feathered Horse Queen and became King of Dragon Pass.
- ☐ 7. He immolated himself in a bolt of lightning and rose into the sky, leaving behind the Flame of Sartar.

## 24. The Lunar War

Recent times include everything within the memory of people now in the clan. These events are part of living memory, not ceremonial memory.

### Lunar Missionaries

High King Sartar exchanged ambassadors with the King of Tarsh to promote peace and trade. Men and women in red robes came after his apotheosis, and for the first time people in Sartar learned about the Lunar Goddess. The Red Moon had risen in 1247, a bad omen that surprised and frightened the Heortlings. Everyone became uncomfortable when they learned that the red missionaries worshipped the red thing in the sky, for all the Sartarite prophecies warned that the Red Moon was a foe. Nonetheless, the Red Goddess' missionaries came through Sartar, seeking converts to her way.

### How did you react when the Lunar missionaries came to your clan?

- ☐ 1. We killed them.
- ☐ 2. We took them as thralls.
- ☐ 3. We drove them off, or at least refused to let them enter our steads.
- ☐ 4. We gave them hospitality.
- ☐ 5. We welcomed them, and listened to their interesting new doctrines.

## 25. Tarkalor's War

The Lunar Empire conquered Tarsh many years ago. They tried to conquer Sartar as well. The great High King Tarkalor led everyone to years of victory, until his terrible defeat of Grizzly Peak.

### How did your clan participate in this war?

- ☐ 1. We gave no quarter, and expected none.
- ☐ 2. We fought honorably, but not insanely.
- ☐ 3. We sent as few warriors as we could get away with.
- ☐ 4. We argued for peace.
- ☐ 5. We would not fight our Lunar friends.
- ☐ 6. We were paid to ally with the Lunars, and fought our neighbors.

## 26. Defeat and Occupation

16 years ago, the Lunars won the war and occupied Sartar. They closed down the city temples of Orlanth, levied taxes, and enslaved those they deemed criminals or rebels. They imposed many laws that were impossible to obey, just so they had excuses to tax the clans and arrest anyone.

### How did your clan react to the Lunar overlords?

- ☐ 1. Many of our people abandoned their land and took to the hills as rebels.
- ☐ 2. We spat in their faces.
- ☐ 3. We chose to bide our time until a good day for rebellion came.
- ☐ 4. We accepted their rule, but did not love them.
- ☐ 5. We pledged our loyalty to them.

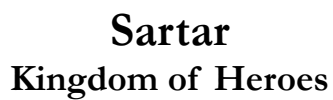
## 27. Infighting

With no Orlanthi king on the throne of Sartar, many of your countrymen took advantage of the opportunity to settle old grudges or steal land from neighbors. The tribes fell to fighting with one another. Clans from several tribes attacked the Telmori Tribe of wolf-men, for example. The Imperial troops mostly kept to their cities and roads.

### What was your role in this infighting?

- ☐ 1. Our chieftain settled disputes, giving away cattle when necessary. We earned the respect of the other clans and tribes, but at great cost.
- ☐ 2. We argued that the mere absence of a king should not suspend Heort's laws.
- ☐ 3. We struck against those who had offended us in the past.
- ☐ 4. We lamented this dishonorable violence.
- ☐ 5. We attacked the Telmori, a werewolf race that has never worshipped our gods. To those who lent aid, cattle were given and Lunar taxes lifted.
- ☐ 6. We fought to expand our clan boundaries, at the expense of weak neighbors.
- ☐ 7. We tended to our crops, and everyone else was too busy fighting each other to bother us.





# HeroQuest

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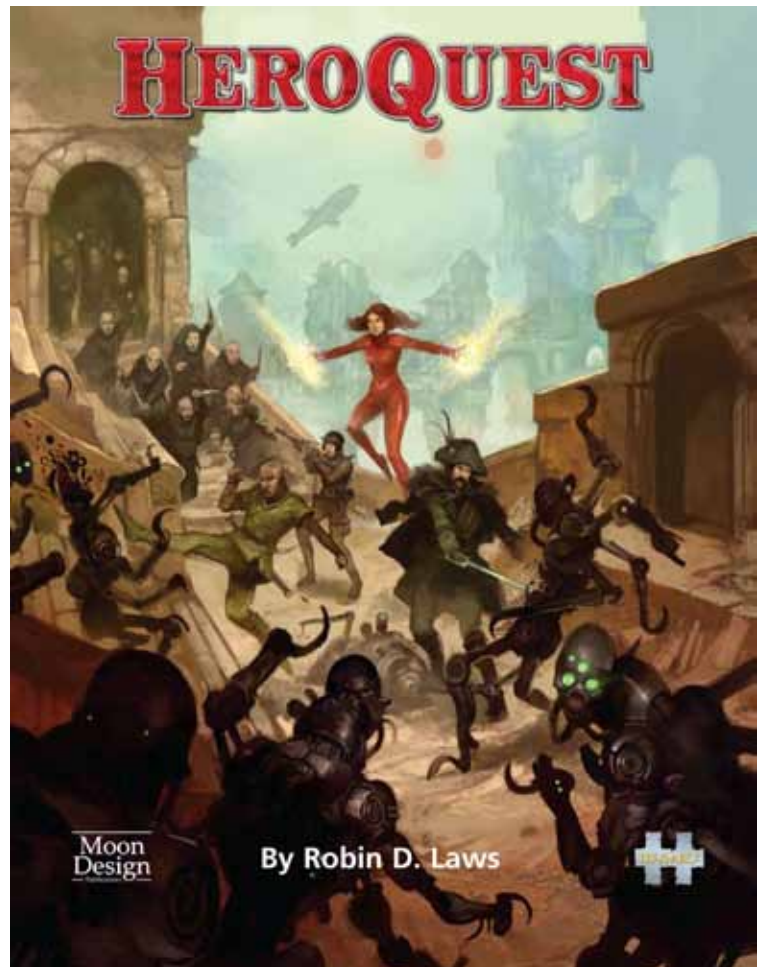
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