

The cover art for HeroQuest SARTAR depicts a dramatic battle scene. On the left, a Native American warrior with a feathered headdress and a blue cape rides a brown horse. He holds a spear and looks towards the right. In the center, a dark horse with a glowing blue mask and yellow eyes is rearing up. On the right, a European knight with a beard and a crown-like helmet is mounted on a dark horse, swinging a sword. A large, jagged rock formation is in the background under a dark, starry sky. The title 'HEROQUEST' is at the top in a stylized font, and 'SARTAR' is in large yellow letters. Below it, 'THE KINGDOM OF HEROES' is written in a smaller font. The authors' names are at the bottom left, and a red diagonal banner at the bottom right says 'Tentacles Omega Preview'.

HEROQUEST

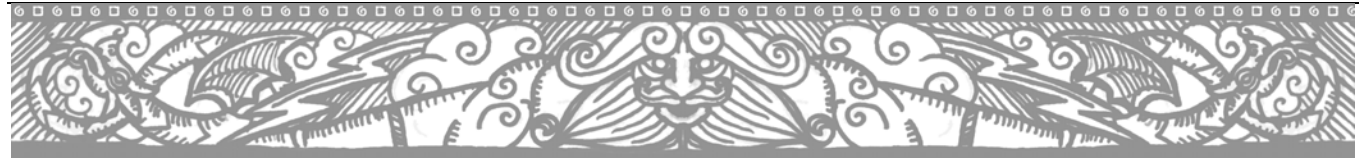
SARTAR

THE KINGDOM OF HEROES

Moon
Design
Publications

By Greg Stafford
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Tentacles Omega
Preview



SARTAR: THE KINGDOM OF HEROES

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MARC WILKE.**

**SPECIAL THANKS TO THE SEATTLE FARMERS COLLECTIVE
AND THE MONDAY NIGHTERS.**

**THIS IS THE FIRST EDITION OF THIS BOOK,
DONE FOR THE TENTACLES OMEGA CONVENTION,
BACHARACH, MAY 2009**

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TABLE OF CONTENTS

Introduction	3	The Short Lightbringers Quest.....	155
Using this Book	3	Running a Heroquest	158
Book One: Character and Clan Creation	7	Book Three: The Orlanthi Book	171
Your Rune Affinities and Magic.....	17	Report on the Orlanthi	172
Finishing Touches.....	18	A History of the Kingdom of Sartar	185
Your Community	24	Occupation and Rebellion.....	191
Making Your Clan	27	The Tribes of Sartar	194
Answering the Clan Questionnaire	43	The Tribes of Sartar	194
Clan Resources	44	Sartarite Places of Interest	200
Clan Values.....	46	The City of Boldhome	203
Clan Population and Demographics.....	47	Traveling Through Sartar.....	206
Friends and Enemies	49	Neighbors and Other Enemies	211
Name Your Clan	51	The Lunar Occupation and Rebellion.....	222
Clan Profile	51	The Colymar Tribe	226
Book Two: Magic and Religion	52	Book Four: The Colymar Campaign	234
Rune Magic.....	53	Overview	235
Charms, Spells, and Natural Magic	59	Making Your Clan and Characters	236
The Orlanthi Religion	60	The Feast of Beasts.....	238
Orlanthi Mythology	78	The First Impossible Task.....	242
Cults of Sartar	88	The Red Hands of Hofstaring	244
Major Cult Centers for the Sartarites	92	The Second Impossible Task	257
The Seven Lightbringers.....	95	Interlude: Consequences	258
The Cult of Orlanth.....	97	The Second Task: The Howling Tower	260
The Cult of Ernalda.....	109	Map of Delecti's Realm: The Upland Marsh	264
The Cult of Chalana Arroy	117	The Greydog Feud	271
The Cult of Elmal	122	The Third Impossible Task	276
The Cult of Issaries	127	Descent into the Underworld	280
The Cult of Lhankor Mhy yay	131	The Kingdom of the Dead	289
The Cult of Humakt	137	The Pit of Hell	295
The Cult of Urox the Storm Bull	143	The Return	299
The Cult of Yinkin.....	148	Appendix	302
Orlanthi Heroquests	150	Index	306

The pen of Lhankor Mhy wrote this book, and his blessing lies upon it and all who use it properly.

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INTRODUCTION

USING THIS BOOK

The Sartar Book, together with the 2nd Edition *HeroQuest* rules, provide a Narrator and Players with everything they need to play a HeroQuest game set in the Kingdom of Sartar in the magical world of Glorantha.

A Narrator should read the entire book to really understand the people and gods of Sartar, but this chapter provides enough information to get a basic grasp of the setting.

The rest of his book is divided into four sections each called a “Book”. These sections will describe how to make characters and clans, how Orlanthi magic and religion work, and copious detail about the culture and history of the Sartarites. A campaign arc set in the Kingdom of Sartar is the final section of the book.

THIS BOOK HAS A POINT OF VIEW!

Most of the Sartar Book consists of Gloranthan documents compiled together. These documents are written from a Gloranthan perspective, usually Sartarite, and do not strive to be objective or impartial; instead they strive to detail Glorantha as the Sartarites understand it or as others understand the Sartarites. Future source books will provide a different or even contradictory perspective on the peoples, gods and events described here. As always, Your Glorantha Will Vary!

INTRODUCTION TO GLORANTHA

Glorantha is a world where everything is magical and myth is truth. At first, it seems much like our own world. The sun rises in the east and sets in the west. There are mountains and valleys, oceans and deserts. There is weather which changes season to season. People are born; work in the fields, wage wars, raise families and die, just as they do in our world. Many human civilizations exist, functioning at levels roughly equivalent to our Neolithic to Bronze Age cultures. However, Glorantha is not our world and anachronisms exist; for example, the “Bronze Age” Orlanthi know how to make bronze chain mail even though in our world such technology only appeared in the Iron Age.

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

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

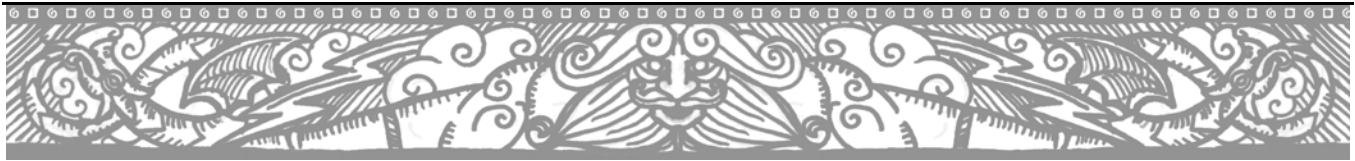
Above the dome of the sky is a realm of light and purity. At night the stars show where the magical denizens of the sky world peep through to guard their followers below. Similarly, the underworld is populated by immortal creatures, as well as by evil dreams and by the souls of the dead and unborn. Many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

Rulers and leaders in Glorantha use magical means rather than technological to achieve their ends and even the most humble persons may encounter magical manifestations.

Men are a very young species in Glorantha and gained sway only recently, in the Second Age (about 1000 years ago). Before this, they were only one species among many. The majority of sentient beings of Glorantha are humans, but many other creatures and entities of ancient origin still exist and interact with humanity on occasion. The sentient non-humans of Glorantha are known collectively as the Elder Races. The most important Elder Races are the dragonewts, dwarfs, elves, merfolk, and trolls.

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





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

MAGIC AND RELIGION

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

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

Heroquesting is the means by which individuals can directly interact with mythology and acquire magical powers for the benefit of themselves and their community. It is the most important source of powerful magic in Glorantha.

❶ THE RED MOON ❶

The Red Moon first appeared in the sky some four centuries ago. The moon hangs motionless and ominous, endlessly cycling Her face from glowing red to darkest black over the course of a week. Lunar magic is most powerful on those days the Full Red Moon is visible, weakest when the Dark Black Moon is present.

The Red Moon is the body of the Red Goddess and the ruling goddess of the Lunar Empire. The Orlanthi believe She is Chaos returned and Her ascent portends a new Gods War that will potentially destroy Glorantha.

MYTHICAL BACKGROUND

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

Orlanth's success in bringing freedom and change led to his marriage with the Great Goddess Enalda and his acclamation as King of the Gods. However, three evil gods let Chaos loose on the world. The gods and most of the

world were killed during the Great Darkness. Total Destruction seemed near.

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

DRAGON PASS

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

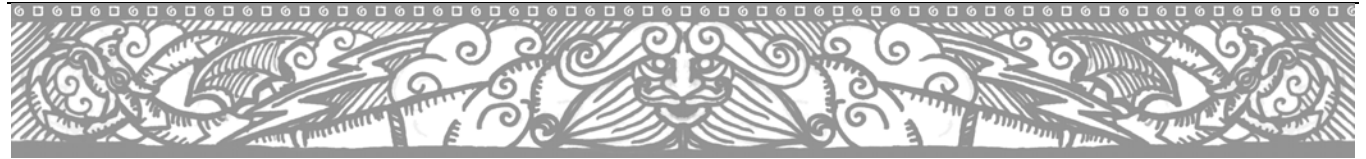
More important is the fact that Dragon Pass is an extremely magical region. It is the ancestral home of the dragons and center of the world for many Gloranthan myths. The greatest mountain in Glorantha, Kero Fin – the home of the gods - rises an impossible 40,000 feet and can be seen for hundreds of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

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

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

The Lunar Empire expanded from its founding four centuries ago. When defeated it rebounded stronger than





ever. They went north to the icy wastes, east to the bounds of the horse barbarians, and west until they were halted by powerful sorcery. But in the south, the Empire continued to grow and grow.

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

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

THE ORLANTHI

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

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

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

Tradition holds great weight among the Orlanthi. They revere the glories of their ancestors and lend great importance to events of the past, whether good or bad.

Orlanth calls upon his people to follow the Six Virtues: Courage, Wisdom, Generosity, Justice, Honor and Piety.

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

THE ORLANTHI RELIGION κ

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

- **ORLANTH:** Chief God, King of the Gods, Storm God, Lightbringer, culture hero, men's god.
- **ERNALDA:** Earth Goddess, Mother Goddess, Women's Goddess, cultural heroine.
- **LHANKOR MHY:** God of Literacy and Law, law speaker, scholar.
- **ISSARIES:** God of Speech, communications, travel, merchants and trade.
- **HUMAKT:** God of Death and War, battle, swords.
- **MINOR DEITIES:** Chalana Arroy the Healer, Elmal the Sun, Eurmial the Trickster, Urox the Storm Bull, Yinkin the Cat, and many more.

THE HEORTLINGS

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

THE KINGDOM OF SARTAR ϕ

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





BOOK ONE: CHARACTER AND CLAN CREATION

"We call upon Mother Ernalda to bless our community."

The first Book is *Making Your Orlanthi Character and Clan*. It describes how to make your character and clan, and provides basic background material about Orlanthi society and daily life. This book is not a Gloranthan document and provides objective information necessary to make an Orlanthi character and clan using the *HeroQuest* rules.

The first half of this Book describes how to make your character and provides keywords and other useful information. The Orlanthi cults themselves are described in the next Book entitled *Magic and Religion*.

The second half of this Book describes the communities to which your character will belong and provides details on how to create a richly detailed Orlanthi clan. If you plan to run or play in a clan-based game, we suggest you use the Clan Generator Questionnaire along with the other players as part of the character creation process.

MAKING YOUR ORLANTHI CHARACTER

This is the minimum you need to know to play an archetypal Sartarite character. The other chapters in this book expand on what is contained here.

Note that the Sartar Book uses keywords as an umbrella package (see *HeroQuest* "Keywords"). A keyword is both a raisable ability and a collection of more specific abilities. This approach keeps the character sheet from getting too cluttered but encourages specialization. Players write specialized abilities under the keyword, along with how much they've improved them. For example:

CREATING YOUR CHARACTER USING THE LIST METHOD

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

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

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





seeing and running. Your clan profile tells you what makes people from your clan different.

Ian tells everyone to write the keyword "Member of the Orlmarth Clan" on their character sheet. The players can use this ability to do the things that all members of the Orlmarth clan know how to do. They can use this ability to erect a stead, plow a field, fight in the fyrd, or survive in the wild. They can also use this ability to show Orlmarth clan values such as Courage, talk to friends like the Ernaldori clan, or allies like the Black Spear clan. They can also use it to augment working with livestock. Ian can use this ability as a flaw if they try going against clan values, such as breaking their oaths, or befriending the Greydogs.

YOUR CLAN AS A KEYWORD

As a member of an Orlanthi clan, you have *all* the abilities and relationships that would be culturally expected of any adult member of the clan, as modified by your gender. Your Clan Keyword can represent all of these abilities. It also includes your reputation within the clan. Your Clan Keyword may also include unique abilities as a result of the Clan Generation Questionnaire.

SPECIAL CLAN ABILITIES

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

GENDER

Your cultural keyword will likely be modified by your gender. The Orlanthi view the genders as being different but inseparable. Despite the external appearance of masculine dominance, women maintain social and personal equality. All adult women can speak in clan assembly, and if a clan "Weapon Taking" vote is called any meat cleaver, spoon, cooking pot used for three meals or sewing kit qualifies women for a vote. Men, by contrast must provide a shield, long knife, large spear, sword, and "strong hat."

Gender roles are divided and typical. Thus plowing, wood crafts, hunting and smithing are masculine tasks, while cooking, sewing, weaving, and household management are feminine. Men perform most jobs requiring heavy physical work, save for the perennial need for all hands to tend the harvest. Women manage the domestic economy of the hearth and household, negotiate

marriages, and rear children. Almost all women are weavers; weaving is not generally considered a specialized craft.

Orlanthi men are feisty, unpredictable, and passionate, while Orlanthi women are clan, calculating, and possessed. Emotional expression is common to both genders, but is more common among men who habitually burst into rage, grief, happiness, fervor, or gloom. The contrast is expressed in the poem, "Orlanth's Wooing of Ernald," wherein the earth goddess manipulates her wooer to ensure the rights of women among the Orlanthi. Men are expected to protect women, especially women of their clan.

The Orlanthi are open minded concerning individuals choosing the alternative gender role. History and legends include several famous women warriors associated with Vinga, Babeester Gor, or Humakt. Likewise, one famous male cook, Geo, has been enshrined as a minor cult figure.

BACKGROUND AND OCCUPATIONAL KEYWORD

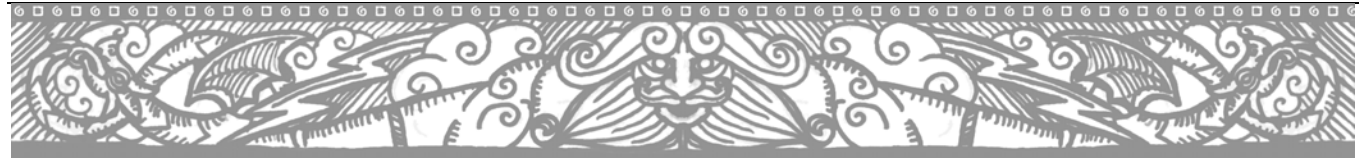
These keywords are based on occupations common to the Orlanthi. Pick one as part of your concept. We divide the occupations into rural and urban. Within a game focusing on a clan, a narrator might want to exclude urban occupations as inappropriate, and vice versa. Of course, it is always possible that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

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

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

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





THE CULT OF UROX

THE STORM BULL 𐍊𐍃

Urox is the Storm Bull, the Raging God, the Furious One, the Desert Wind, the Chaos-Killer, Bane of the Devil, Lord of the Eternal Battle, the Lord of Prax, and the Great Bull.

MYTHOS AND HISTORY

Urox is one of the oldest manifestations of Umath the primal Air and the most wild and bestial of the good storm gods. He is violence and raw unthinking strength, guided by instinct and the sensitivities of a god.

In the Golden Age Urox led his sons through the fertile lands of the world where they befriended the peoples and wed the goddesses. In the Storm Age, this furious god is often portrayed fighting for the Earth against Vadrus and Humakt, the chill North Winds.

During the Gods War, Urox came into his power. His nature matched the violence and trouble of the Age, and he is sometimes blamed as actually being the source of the Great Darkness. The mighty god-beast conquered and gored Lodril the fire-spirit, helping directly to bring the Darkness. He often went on rampages and destroyed great tracts of life, such as the time his followers devoured all of the vegetation of the earth to prove how powerful they were. He also killed many gods and sent them to the Underworld, and he spread fear, confusion, and warfare everywhere.

When Fear and Death came, openly seeking victims among the immortals, Urox was headmost in combat. He taught Death's virtues to his people when he slew vile Ragnaglar with his horns of iron. But even with such victories, the god could not stop the devastation of the land caused by the coming of the Devil.

The Devil is the incarnation of Chaos, and abomination: a trick clause in the Laws of Creation. It is a hole in the cosmic fabric, motivated by destruction and evil. The Devil had slain many gods before it came upon Urox's final defense to the east of Dragon Pass. The fight was desperate and doomed. All Urox's people knew that survival would be only one of the possible horrors in their future. A clean death seemed impossible. But Urox stood firm, though all that he loved died about him, and he fought the Devil with raw strength and courage.

Urox should have died there. His ear was torn off and, mortally wounded; his broken form was flung to earth. The Earth, his last ally, lent him all of her power, and where he had laid her land lay blasted and dead afterwards.

Rejuvenated, the god-beast leapt up anew and cried out to the cosmos in defiance. The cosmos itself responded to his cry.

From the edge of the world came hurtling a section of the exploding Spike. It bounced once or twice across the earth to Urox who directed it to crush the Devil, pinning him beneath immeasurable tons of petrified Law. The Devil was ground asunder and buried for eternity beneath the huge block of adamant.

The effort nearly killed Urox, who dragged himself to the Storm Hills, where he became the last living god to fall to Death. This was salvation, however, for when Wakboth came to the Land of the Dead Urox was waiting for him. All of Urox' allies were there with him, of course, but Wakboth was alone. Urox leapt into the fray once more. When the battle was at its fiercest, Arachne Solara responded to his cry for aid, wrapping Wakboth in her inescapable webs. She devoured Chaos, and led the gods into the new world with the Dawn.

After the Dawn, worship of Urox spread, but the lack of any central organization prevented concerted action by his worshippers. Instead, there are many tales of brave battles against festering pockets of Chaos. Still, all Orlanthi remember that when the Darkness was at its worst and Chaos entered the world, Urox rose to the challenge. Because of this, society tolerates his worshippers.

LIFE AFTER DEATH

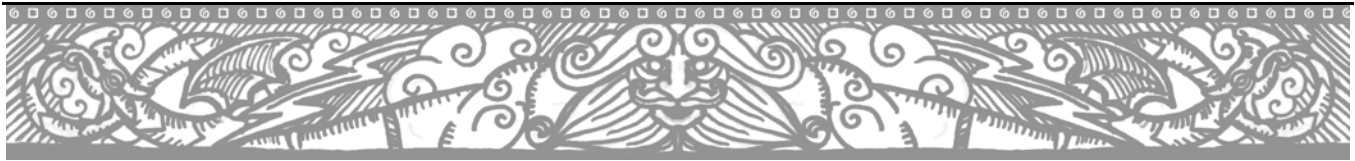
Uroxi do not burn their dead. Instead, they make a pile of bones and skulls, and then seat the warrior on it with his weapons, armor, and other favored possessions. The skulls of bulls are commonly used, but bones from other aggressive animals (such as boars, bears, or wolves) are also acceptable. If the warrior had a favored mount, it is slain and he sits atop it instead. The Uroxi leave the grisly remains to defy passers by and frighten off Chaos. The rites conclude with a song of fear, fury, and fighting to summon a violent wind to carry off the departing soul.

Urox personally pursues the souls of worshippers slain by Chaos, even to the pits of entropy beyond the cosmos. This assures his warriors a greater chance of survival after death.

NATURE OF THE CULT

Urox exists to prevent the rise of Wakboth or any associated form of Chaos. His worshippers go wherever Chaos might be; since Chaos can arise anywhere, they can be found anywhere as well. Urox is both a god and a great spirit; he combines Rune affinities and spirit charms. All of





RUNNING A HEROQUEST

A heroquest begins with the Story, which provides the basic roadmap for the heroquest. Reduced to its most simple elements, Heroquesting has the following five stages:

- Select the myth that forms the basis of the heroquest.
- Determine the objective of the heroquest.
- Determine who will lead the quest as the Hero, who will go with them, and who will support them from outside of the quest.
- Perform the quest using the story as a starting point but always deviate from the story by introducing a Heroquest Surprise.
- Determine the hero's success or failure, and then Return to the Mortal World.

SELECTING A MYTH

"I am Heortarl, and I make this prayer to the Knowing God, as you told me to do. I call upon the Knowing God to answer, as you told me you would. I call upon the Six Guardians to wake and hold the space between them for this tale. I call upon the Lord of the Tales to fill me with his Power. I call upon the Lady of Inspiration to sit with me and tell this story of how the world was made."

- The invocation of an Orlanthi priest beginning a story pursuant to the "Sacred Way." Such sacred stories are all accompanied by a drum and told while making appropriate magical gestures.

Choosing the myth is the start of any heroquest. If drought parches the land, heroquesters perform the myth where Orlanth, Heler or some other god or hero brought water to the people. If an enemy army threatens them, they enact the myth where their gods or heroes overcome huge odds. The mythical quest confronts the original problems again, and grants blessings and rewards scaled to the level of victory.

To ready himself for the heroquest, the hero first must know the proper myth. This might be as simple as recalling a sacred story known to every member of his community, or as complicated as ransacking a buried vault to find the moldering notebooks of some long-dead sage. Of course, committed and devoted worshippers always know more about the actions and myths of the entity they worship. As such, a hero's divine rune affinity will be of more use in some situations, especially if he is the **main character** in the heroquest.

Within Orlanthi culture, the repositories of sacred stories are the priests of the various Orlanthi cults and the initiates of Lhankor Mhy. The gods themselves can suggest the correct myth. When a priest or sage begins a story by invoking the Sacred Way, the gods speak through him. Often the storyteller has no idea what story he will tell prior to the invocation. In game terms, this means the Narrator can suggest an appropriate myth to form the basis of a heroquest. Or the players can be free to choose one of their own devising.

Myths are often long, complex stories, and can be perilous. Multiple versions of each myth exist, each with different details. Entities in myths are powerful beyond the might of human heroes. Unexpected events always occur, which the participants cannot prepare for.

After several disastrous setbacks, the clan leaders deliberate what must be done to enable the clan to survive the Lunar Occupation. They ask Heortarl to seek the help of gods and to speak the myth according to the Sacred Way. Heortarl makes the sacred invocation and tells the assembled elders the story of the Lightbringers Quest.

THE MYTH AND THE HEROQUEST SURPRISE

The myth is the starting point for the heroquest and is the players' guide to understanding the obstacles that will likely be present. However, as stated previously, the myth is not a complete or even necessarily accurate guide for the players. Even if the players slavishly adhere to the stations provided in the myth, they will be confronted with an obstacle (and maybe several) the story does not prepare them for. It is perhaps better to think of the myth as providing the clues to solving the heroquest and not the solution itself.

QUEST LEVELS

Performing a heroquest may seem impossibly difficult because the opposing entities are so powerful. Fortunately, myths repeat themselves to tell the same story at different levels of understanding. There might be a story of a god doing something, another of a demigod hero doing the same, and often of a mortal hero doing it too. For example, one of the great Orlanthi stories involves Orlanth slaying the Blue Dragon, and liberating Heler the Rain God from its belly. A similar story is told about Barntar the Farmer, who must free Heler to fight Daga, Spirit of Drought. In the Dawn Age, the hero Jarankol Solarslayer used a variant



BOOK THREE: THE ORLANTHI BOOK

"I ask Orlanth to bless this book."

Book 3 is *The Orlanthi Book*. This background material about the Orlanthi of Sartar was compiled from a wide array of Gloranthan sources, some of it Sartarite, some of it from Lunar sources. Some of it was assembled by a group of Lunar Spies called the Good Rats at the behest of Dagius Furius. These spies were clearly familiar with the Orlanthi and were likely actually Orlanthi themselves. They assembled this material so that the Lunars can better understand these unexpectedly dangerous foes.

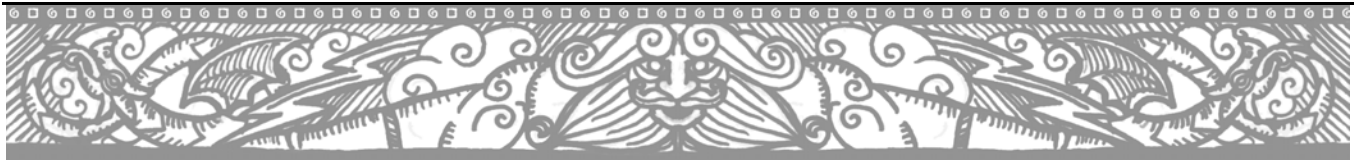
The document entitled *The History of the Kingdom of Sartar* is taken from a much later document called the

Comprehensive History of Dragon Pass that dates from 1640 and contains excerpts from several Sartarite Kings Lists.

The other sections of this Book are taken from a wide variety of Gloranthan sources and likely assembled by the Good Rats. A final section provides in-depth information about the Colymar, the largest, oldest and most important of the tribes of Sartar.

The Orlanthi Book contains a tremendous amount of material describing Sartarite history, culture and society, as well as information regarding the other peoples of Dragon Pass and the Lunar Occupation.





sorcerous knowledge to the supernatural and military effort against the Orlanthi. Maybe we are here on an esoteric mission to further the continuing victory of Idovanus over Ganestarus. Or perhaps our feudal lords have sent us here to send plunder back to our fiefs. The management of a feudal holding can be expensive.

What the Sartarites think: Strange sorcerers who claim to worship both Humakt and the Red Goddess. They are ruthless warriors, cruel in victory and dangerous in defeat. The Carmanians speak an even stranger language than the Dara Happans (if that is even possible) and write using a soulless sorcerous script.

THE LUNAR OCCUPATION AND REBELLION

The Lunar Empire has been a force in Dragon Pass for more than a century. Rebellion and anarchy has been rife during this bloody period of history and the wars in Dragon Pass are widely seen as a battle between the Red Goddess and Orlanth for control of the Middle Air.

At this time, the veteran Lunar Provincial Army controls most of Dragon Pass and Prax, with the lands of the Holy County open to assault.

The Lunar Empire is at the peak of its power and pride, yet Dragon Pass holds many threats to the greatness of the Empire. Ominous rumors of rebellion and heroic saviors are heard everywhere. The Seventh Wane of the Red Goddess comes to an end in seven years, in 1625. Who knows what the future holds?

OW SHEPELKIRT

Shepelkirt is the Red Goddess and the archfoe of Orlanth. She was defeated in the Gods Ages, but has returned now after making an alliance with evil Chaos. Now Shepelkirt is a servant of Chaos, like a new Unholy Trio all unto herself, who has returned Chaos to the world.

Shepelkirt was summoned into the Dara Happan empire by malcontents who desired to destroy the world. They have infiltrated the government, religion and even many of the old cults. She and all her armies have no good in them and are the eternal foes of Orlanth and his people.

Her servants are the Lunar Empire. Her son is the Red Emperor whose armies have invaded us and killed our fathers. She seeks now to destroy Orlanth himself.

Shepelkirt has brought the Doom of Glorantha upon us all, and it is now time to strike back at her.

THE RED EMPEROR

The Red Emperor is the demi-god son of the Red Goddess and heir of the hated Evil Emperors of Dara Happa. He is worshipped by the Lunars and Dara Happans who offer sacrifices to him. He is cruel, arrogant, and unimaginably powerful.

THE LUNAR IMPERIAL ARMY

The Lunar Imperial Army consists of several static garrison armies, the mobile Lunar Provincial Army, Heartland Corps and Cavalry Corps, assisted by the two sizeable forces of the Imperial Bodyguard and the Sisters Army. A prominent superiority of the Lunar Army is its unique use of sorcerer-priests organized into military units through the Lunar College of Magic.

Few soldiers in the Lunar Army are initiated into the Lunar mysteries. Most units follow traditional ways of warfare, from the fearsome hoplite phalanxes of Dara Happa to the wild cavalry of Erigia. However, a minority of units are initiated into Lunar cults. These include the Wyvern Riders, the dread Full Moon Corps, or the terrible Crimson Bat that can devour entire armies.

THE PROVINCIAL ARMY

The Provincial Kingdoms of the Lunar Empire (Aggar, Holay, Vanch and Tarsh) send and support regiments trained and commanded by loyal Lunar officers of the Provincial Army. Called the Native Corps, these units are usually geographically identified, such as the Goldedge or Slavewall Regiments from Tarsh. Infantry are generally equipped like Sartarite warriors with shield, spear, sword or axe, and leather (or rarely chain) armor. Cavalry are similarly armed. Several elite units such as the Tarshite Heavy Foot are extremely well armored and equipped. A few Lunar worshipping soldiers have adopted the curved Lunar sword.

The Provincial Army is bolstered by several Heartland regiments. For example, traditionally one of the elite Dara Happan "Ten Stone Wall" regiments (currently the Beryl Phalanx) is assigned to the Provincial Army. These warriors are rich and powerfully equipped with metal shields and armor, crested helmets that cover their entire face and long stabbing spears. No large magical units are normally present in the Provincial Army, however in 1617 the Emperor himself assigned Tatus the Bright and a large contingent of the College of Magic to prepare for a new, more magical phase in the war against Orlanth.





Sartar Book - Preview Edition

HeroQuest in the Kingdom of Heroes...

Sartar! Founded by heroes to fight against the demon-worshipping Lunar Empire. A dynasty of wise kings and powerful magicians protected our freedom for generations. Now the Flame of Sartar has been extinguished by the Lunar Empire. The people of Sartar suffer under the yoke of Lunar tyranny and call for the prophesized liberator - the Argrath - the free his people. Is it your destiny to be the Argrath and relight the Flame of Sartar?

What's in this book?

The Sartar Book contains everything you need for a Gloranthan *HeroQuest* campaign set amongst the storm-worshipping tribes of the Kingdom of Sartar:

- 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 will put your characters in the middle of the magical wars that will determine the fate of the Kingdom of Sartar.

What is HeroQuest?

HeroQuest is Robin Laws' innovative, dynamic and flexible roleplaying game rules suitable for play in any genre or setting. It presents a simple and flexible system that allows Game Masters to make decisions the way authors and screenwriters do when creating novels, TV episodes and movies.

What is Glorantha?

Glorantha is a fantasy world of exotic myth and awesome magic, self-contained and unique in its creation. It is an ancient world, rich in magic. The existence and use of the magical and mythic realm are central to the physics of Glorantha. Here the gods and heroes live, are worshiped, and act to protect their worshipers and to further their own mysterious goals.

You must own **HeroQuest** 2nd edition to play this book. **HeroQuest** and **Glorantha** are registered trademarks of Issaries, Inc. All rights reserved. Discover more at: www.Glorantha.com.

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