# The Colymar Wilds

#### **Overview**

The Colymar Wilds are a dense forest in the middle of the Colymar tribal lands. Enchanted by the powerful spirit Tarndisi, the Colymar Wilds are an extremely dangerous place for those who do not know the secrets of the Wilds. Only the members of the secretive Black Spear Clan (the Anmangarn) find safety in the Wilds; for all others the Wilds are a place to avoid.

#### **Before Time**

In the Green Age, Glorantha was covered with trees, flowers, and other plants. When Orane came down from Dini and resided in the Nymie Vale, the spirits of the woods gathered to dance with her. Tarndisi was one of those spirits and was the gardener of the elder willows. That golden time ended with Orane's return to men and gods, and the horrors of the Gods War came to the woods of the Nymie Vale. Forests were destroyed by Air gods, cut down by Dwarves, or devoured by trolls.

Tarndisi grew strong enough to survive the Darkness. She typically kept to herself and destroyed those who came into her domain; in that way she and her grove survived. Yet when Heort the Swift sought safety as he traveled from hill fort to hill fort, she sheltered him.

#### History

Little is known of Tarndisi's Grove before the Third Age. Tarndisi was one of those who welcomed the Dawn, but later she turned in on herself to survive the coming of Arkat and his trolls. During the Inhuman Occupation her grove was an isolated bastion for the elves against the devouring trolls.

Colymar came to Tarnsdisi and agreed to Tarndisi's Pact, delineating that which would be settled and that which would remain wild. During the reign of King Korlmar, clans fought over the Black Spear. Korlmar declared that this must not be, and brought the spear into the wilderness. Anyone who found it by the deadline was made part of the new clan called the Anmangarn and made a guardian of the Black Spear.

For more than two centuries, the Anmangarn Clan loyally served the Colymar King. However, when King Kangharl exiled Queen Leika, the Anmangarn refused to serve him and hid the Black Spear in the vastness of the Wilds. The clan now serves as mercenaries, although they will not fight against their fellow Colymar or for the Lunars and their allies.

#### Description

The Colymar Wilds are an ancient forest in the hills between the Starfire Ridge and the Thunder Hills. As the name would suggest, the area is wilderness and untamed by humans. Only the members of the Black Spear Clan can survive there.

A primeval temperate broadleaf and mixed forest, the Wilds include various types of ash, aspens, beech, firs, linden, maple, pine, and oak. Many of the trees of the Wilds are malevolent towards humans and are also mobile. They are tended by a group of aldyrami - brown and green elves.

The terrain is hilly and rough, with many brooks gushing out of spring. Large mammals include alynx, badger, brown bear, cougar, elk, red deer, wild boar, and wolf.

### Tarndisi's Pact

Here is the Pact Colymar and Tarndisi agreed to:

Neither axe nor fire would be found in her grove; gods would not be called, nor sacrifice made. In return, she would provide Colymar with Nymie's Counsel and provide her blessings to those who could gain them.

## The Black Spear Clan (Anmangarn)

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 Tarnsdisi'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 XX.

#### 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.



#### 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.