



Sample
The Stafford House Campaign

*A Collection of Greg Stafford's
RuneQuest Campaign Essays
1978-1981*



CREDITS

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INTRODUCTION

Starting in the 1970s, a common method for sharing Roleplaying Game information was via a variety of Amateur Press Association publications, commonly known as APAs. For those unfamiliar with them, APAs were usually published monthly and contained around 75-150 pages of material. They were produced on mimeograph machines in the 1970s, and eventually produced using photocopiers as they became more commonplace in the 1980s. APAs relied on contributions to sustain themselves and usually offered a free copy of that issue to each contributor. Most also offered paid subscriptions. Each contributor wrote between 2-12 pages. Not only would each contributor write up some new material for whatever game(s) they were interested in, they would also devote a lot of their page space, sometimes almost all of it, to commenting on what other people had published in previous issues. Each contributor typed up their article on full page stencils and then mailed them to the APA's editor. For *The Wild Hunt* (TWH), that was Glen Blacow and Mark Swanson. For *Alarums & Excursions* (A&E) that is Lee Gold. The stencils are used on a mimeograph machine to make copies of each page, which are then compiled together. The editor would also add a cover and a table of contents. Oddly, the *Wild Hunt* got into the habit early on of having the table of contents lagging one issue behind. For example, Issue 41 would have the table of contents for issue 40.

Because they precede wide-spread use of home computers, at least up until some point in the 1980s, and the fact that maybe 50-200 copies of each issue were made, original copies are rather rare. They also don't particularly stand up well to the ravages of time, plus of course many copies have been lost to people throwing them away at some point over the last 40 years.

Most of the authors got into the habit of giving a title to their regular contributions. For *The Wild Hunt*, Greg called his articles *Dragons Past* and *Son of Sartar*. I am still researching the exact number of times Greg contributed to *The Wild Hunt*, but it is probably at least 6-12 times, mainly between 1978 and 1980. Some of these TWH articles were later published in *Wyrms Footnotes* and *Different Worlds*. His four *Son of Sartar* articles appeared in issues #42, 45, 46, and 47 of *The Wild Hunt*. I believe that *Dragons Past* #1-3 were published in TWH, but I am only certain that *Dragons Past* #3 was published in TWH #38.

Greg's *RuneQuest* house campaign has achieved a bit of legendary status. It was mainly held at either his house on Evelyn Avenue or the Chaosium office nearby. Many of the playtesters listed in the *RuneQuest* rulebook played in the game, with varying degrees of participation. In some respects we are fortunate that Greg kept notes of what went on, and often recorded player and player character information on a standardized record sheet (three are included at the end of this compendium). We hope to uncover more such documents over time.

DRAGONS PAST #1

(probably published in TWH #34)

Greetings. Introductions are always in order among strangers, or when uncertain.

Call me Greg. I am a person, human, male, and devout family man. I am occasionally crazed, possessed, or perceptual.

I am fortunate enough to be cursed with the blessing of a hobby, profession, and struggling small business all rolled into one. I have not held a 'normal' job in six years, and before that held one job for twelve months only as my test upon myself, (honest, I tried...) I usually write for fanzines when I am half (or more) drunk.

I would like to conceal my identity. I would like to approach this from my own perceptions and need. Which demands some explanation, to you or myself. (Blew my cover.)

While making WB&RM in a slum Berkeley apartment a friend named Jeff Platt living in Lake Geneva sent me a copy of a game he bought there. I was entranced with my own conceptualization and never learned how to play. But I watched friends, strangers, and conversations submerge into details of FRP, and my curiosity led me to venture. Unfortunately, I had the bad experience of several kill crazy dm's (Whaddya mean a seven-headed green dragon dropped out of a tree !!?) I have enough frustrations in my life without bloodthirsty dm's inflicting ridiculousness upon my imagination.

Worse yet, the game system, based upon a fictional, magic system constructed by one of America's most conservative fantasy writers, had little in common with magic of the world we live in.

Worst yet, I am impatient and lazy but not illiterate, and when I attempted to study the rules I couldn't understand! and when I wanted to talk about how to roll for Save vs. Sleep all I got was a 15-minute (boring) lecture on how Bigfoot Beetlebrain used his Magic Pot of 8,000 Lectures to seduce 428 8th thru 14th level berserker-thief hobbits until they fell asleep, and not one of them was illiterate enough to make his save.

sigh Still, I played occasionally with Bill Johnson, whose refereeing brought life and enjoyment to the undead world of Tegel Manor.

Several people approached me with ideas for a FRP game to publish, occasionally with its base as my own Dragon Pass world. I reviewed several, but there was a set of basic criteria which I demanded for publication:

1. That it be a complete set of rules, not just a supplementary system;
2. That it be clear and logically presented, with many examples;
3. That it have a 'mana point' system and include Spirits;
4. That it not include character classes or Alignment;
5. that it include stats for many of the troop types included in my boardgame;
6. That it include Battle Magic (whose origins are, in fact, found in the Norse Runes. See Havamal for details, and Grogalder.)

Originally there were three main people working on the rules. These were Hendrick Pfeiffer and Art and Ray Turney. The first two eventually dropped out, due to school or other reasons for moving and/or losing interest in a project which took more time than they expected. At about the time they were leaving I was approached by Steve Perrin, who expressed interest in the project. Thus, the team of Turney and Perrin started in together, a fortunate meeting indeed. As it turned out Ray Turney was responsible for most of the magic rules, both Battle and Upper. Steve Perrin ended up doing most of the combat rules, skillfully advised by Steve Henderson and Warren James. Steve Perrin ended up doing the bulk of the real work involved in the other sections, although the influences of the other three authors are dominant in some of the sections (i.e. Ray did the horse rules, Warren the poison rules, and so on.)

Let me point out that there is a major difference between making up the rules, working out the rules, and writing down the rules. Each of these stages requires discussion, testing, and editorial scrutiny. The scrutiny was Steve Perrin's job since I had negligible experience in FRP at the time.

(While we are on the subject of credits, I want to thank Goodfellow Typesetting for their speed in setting the book, Steve Perrin for typing up the non-typeset tables, and Lynn Willis for his speed and expertise in laying out the book. I must confess that we were rushed at the last moment to meet an Origins deadline, and that from the time that Goodfellow began typesetting the text until we took it to the printers was only 12 working days! That is an awesome feat, believe me.)

Although RUNEQUEST is set in Glorantha I had little part in making the rules. As I mentioned earlier, I was busy learning how to play and had no skill at learning to write rules for FRP at the same time. I advised and tested, sat in on discussions, and made outrageous demands ("Whaddya mean ducks?!"). I must admit that I am very pleased with the way that they managed to capture the flavor of Glorantha with the book. I would not have made many changes myself at all.

I always expected to make some changes in the RQ rules when I really started rolling on my own campaign. In fact, I always figured that everyone who played the rules would make their own changes. This may have been naive, but I'd been reading APAs and knew that such was often the case, at least among the 'vocal' crowd. This assumption also misled me to believe that it was not necessary to provide extensive background for the world of Dragon Pass, which is called Glorantha. Also, I figured that the fighting and magical systems would be universal enough to just be plugged in and set up as needed. (Ha!)

Since that time I have encountered several comments in the APAs which categorically demand or request more data on Glorantha for a campaign. Letters too. I am very flattered by such requests, and always surprised that people would rather know more than make up their own world. Thank you all.

I shall attempt to meet such a demand. I have discovered that many people are very untrained in the terms required for properly playing Glorantha. This is partially my own fault, because I confess that I withheld some information from Steve because I knew it would only confuse things to introduce it at the time.

DRAGONS PAST will be my main effort, along with what is published in THE WYRMS FOOTNOTES, my fanzine about Dragon Pass and the Chaosium, to begin filling in the gaps in knowledge.

I will eventually be compiling data into a DRAGON PASS CAMPAIGN Specialty Pack. (Just as Steve Perrin will be compiling his campaign into the PAVIS CAMPAIGN. Remember, there is a BIG difference between playing a game and having it prepared for publication. If you do not think so, then try submitting a scenario for publication!)

Much of what you people probably want is not yet compiled, although I could extract raw information if I needed it. I am using a lot of information from Steve's work on Pavis. I am preparing a book, called THE HERO WARS, which will serve as background for the world and times. I am also using information from the APAs like that by Mark Chilenskaskas (with modifications).

I will attempt to disseminate this as I can. I hope you will be patient. I know that everyone will be quick to jump on my misstatements and incorrect presumptions. I hope that they will initially serve as a source for your questions, and thereby I can answer your queries rather than directing it all from here. I am much better at that, and can supply what you want rather than what I want.

A NOTE ON SUBMISSIONS TO CHAOSIUM:

As Steve Marsh mentioned in A&E, we do pay a 5% royalty for published material. This isn't a lot and you will be hard put to make a living at it alone. But I am very interested in seeing anything which you feel is complete and unique enough to publish.

Before you send anything I would like you to query me first, preferably with an SASE so that I can send guidelines and requirements before you begin working up a final copy for submission.

Also, if you finally do send something please be patient! If it is a scenario pack then we will be reading it several times, testing it at least once, and also just digesting and commenting. The more complete something is then the less of this we will need. But even so it will be at least a month!

I would also be interested in anything submitted for possible inclusion in WYRMS FOOTNOTES. Payment is in contributor's copies there. Short items preferred, no fiction or stories please.

SOME NOTES ON "RAISE DEAD" ETC. IN GLORANTHAN TERMS

John Sapienza especially has mentioned the advisability of introducing methods, or possible methods, or making a raise dead type of function in Runequest terms. After playing a while I realize the value of this in game terms, even if it does not fit the exact world terms of Glorantha. Hell, with a little of muddle I can even make it fit the scheme!

Making it fit does not allow me to make my previously thought out smart-ass answers though. But they come first anyway:

Specifically, there are already several ways to raise dead in the RUNEQUEST rules:

1. Create Zombies or Ghosts.
2. Divine Intervention.
3. Be a shaman.

However, this could also be a cult function. Even a lay member of a cult might be brought back and, though powerful cult magic, be allowed to re-inhabit the body. This would, of course, make the person a fanatic for the cult.

It also occurs to me that a cult member would be brought back, but only in spirit form. Where else would they get those spirits which can be allied?

We have also been using an earth cult which can bring back the soul of a dead person and rejoin it with a body within a day's time.

COMMENTS TO MARK CHILENSKAS, provoked by TWH 32 & 33

Thank you. Your perceptions and deductions are very accurate, for the most part. Especially the cults! You presumed that we knew far more than we do, or that we have developed all the cults more than we have.

Truth is, I shall simply lift your cult nearly intact into my campaign. There are a few changes, noted elsewhere, but they are minor in comparison with the Rightness of your judgements and assumptions.

First, the Lodril spells which you give are actually more in line with the fire deity called Mahome, called Goddess of the Hearth. She is one of the three children of Lodril, God of the Low Fire. The other two children of Lodril are Gustbran, god of the Bon Fire, and Oakfed, god of the Need Fire.

Oakfed has a Rune Spell for Detect Truth, and can also create a Dispel Extinguish. I am glossing this over because the exact spells have not all been developed yet, and I am planning on using it in WF.

The Wild Hunter will also have its members be available to receive Humakt's Gifts. This will be a system whereby lay cult members (or Rune Lords and Priests, for that matter) can gain certain, specified abilities in return for a taboo, or geas. in the Irish sense. Low rolls get results like "No eating fish on Windsday," while a 00 means "You may never wear metal armor to battle." I have not worked out all the details yet, nor compiled a coherent list.

If you ever break a geas you lose the power which you once had, maintain the geas. and are hunted by various cult Nemesis and Furies.

On general comments: Yes, the Lunar Empire is a Selucid type of society. And the hill barbarians are a different peoples.

The Lunar Empire is also a theocracy, and has the most liberal theology known to Glorantha. For this it is hated, but once the Empire has conquered a region and its priests begin spreading literacy, temple healing, and so on, they are usually there to stay. The Lunar cult includes Evil in its formulae, but it also includes Illumination and Bliss.

I am currently working on compiling all of the history which I know of this region, leading up to the Hero Wars and the return of Argrath, and ending with that prince's prophecies.

It will include a lot of detail, including illustrations and footnotes in the best style we can manage. It is immense, and may be as large as 100 pages.

So please excuse my gloss at this time, and be content with a few minor details.

The majority of current citizens of Sartar came from the Holy Country, although their ranks were swelled with refugees as the Lunar Empire moved southwards. Still, their cults and deities are, in general, similar to those of Prax.

WF #6 ought to have an article on some details of the major cults. As you mentioned, the patterns are terrestrial in nature.

I agree with your comment that even the Battle Magic spells ought to be confined to certain cults. But this would have been a complication in explaining the background minutiae to Steve & Co. in far more detail that I was prepared for.

CULTS & HEROQUEST

At the compilation of the rules there were a few well-known cults, but not as many as will be out soon.

I consider the development and use of the cults to be a key to understanding the development of HEROQUEST, a supplementary game which is to be fully complimentary to RUNEQUEST. As Steve Marsh mentioned, or hinted, TWH 33, RQ is concerned with the simpler, 'mundane' aspects of the world and daily life. In HQ the character who has reached a certain stage of Awareness can begin adventuring in the Magical World, temporarily leaving the simplicity of the Mundane World and venture into realms of Legend and Myth.

* Cults will have their own particular Myths of importance, and they will define the primeval actions of their deities that give the cult its particular power and abilities. Within the cults are Cult Heroes, who have gained immortality by performing great and significant deeds during their life in the Mundane World. A member of the cult can attempt to perform the same, or similar, deeds as the Cult Hero, by venturing into the Magical Realm and stirring up the living spirits of the Old Tales, testing themselves against the Old Magic. If they succeed then the adventurer will get whatever power or ability the cult hero originally gained.

Eventually one will, or can, get all of the powers of the Cult Hero, and if the Heroquester can learn or perform even more then he will be the new Cult Hero. (Heroes who can even teach the Deities something new are even rarer and more difficult, and in Glorantha are known as Saints.)

Now that I am running a campaign of my own I have begun to experiment and develop the lay member's role in this. I shall explain what I have done, and learned, so far:

The Humakt, or War God, cult has the ability mentioned above, which can grant lay members some specific ability in return for a geas. This includes some other war or combat type cults: the Wild Hunter and the Lunar Wargod, as well. Not Orlanth, though, nor Zorak Zoran.

Members of the cult of Xiola Umbar can perform a group defensive spell capable of stopping enemies, whether physical, spiritual, or magical.

Cults will offer refuge and limited support for its loyal members. Being a loyal member means that you must vow to bind yourself to the cult, follow its laws, and maintain its attitudes and powers. You cannot go to another deity and worship, except as a general worshipper but non-sacrificer among the membership fringe. As a lay member you can learn cult battle magics in return for doing favors for the temple. Like standing guard, carrying messages cross country to another temple, wiping out those trollkin bothering the sheep farmers nearby, etc. Cults (may) also pay a ransom for loyal members or lend some tool or crystal temporarily to a loyal member.

One character carries a fire-stick which, if tossed down, will make a wall of fire. It will cost her POW, and it may not work, and she only carries it at times, and she doesn't really know what she is carrying either. (Cost in POW = 1D6, 95% chance of success, fumble kills caster.)

Also, it is much easier to join a cult as a Rune Lord or Rune Priest if you have spent your young life working loyally for the temple. Add 50% to your normal roll or something.

I also like your magical resistance method. It is very reasonable, but offers many apprehensions to my mind in the mere thought. Or it could be simple, but would a rock have a resistance of 4 and a cult's own holy Rune Metal have a resistance of 4? How about igniting living wood and dead wood?

But the theory is sound! I just don't want to draw up charts. Until it comes to HQ, where the beginning questor will need to construct a magical weapon, stolen from

the "edge of the world," where the swamp demons find pieces of the devil lurk, awaiting a foolish adventurer. Remember: those who seek Power will have Power seek them, and it is not always a friendly business when it occurs.

Comments on #33's AL ARAAF:

I was a bit disappointed on how Trolls & Trollkin came out, and we are straightening and improving the methods with each one we do. Scorpion Men and Broos have some social organization evident in their page layout structure, with some leaders having 50% + hitting and parrying. But they are varied enough to leave the biggies out. It will be available soon, and I look forward to your comments. It will be called SP Beta.

Gamma will be Mercenaries & Militia. These will be organized in ascending 'toughness,' and labelled "Sartar militia," Pavis Exile border patrol, Pavis Citizenry, and so on, with each page-group having several possible applications for those who wish to use it that way. Additionally, it will be useful for assigning statistics for brand new players who often do not have the patience or understanding of what will follow all of their arithmetic.

Glad you liked BALASTOR'S. I am surprised that you did not mention its simple usefulness as a Source of Monster Stats. I have used a vampire and the giant elsewhere: not in a dungeon but overland where I needed something quick.

I have found that beginning characters in a basic combat scenario is the simplest and best. I most enjoy the drama and historical role playing of the characters in Dragon Pass, and will explain the basic background to new players who are unfamiliar with the game. But unless they come back several times they do not get the general drift, and need or desire the specific information. I am working on lay-member reactions to belonging to cults, now, as much as combat, and teaching the functions and demands of the cult.

I am surprised that you did not use the Previous Experience. I always have, just to introduce some variety of character types, and to assure some muscle to the crowd of peasants.

I recommend John Sapienza's character sheets and monster sheets. Whenever we reprint RQ in the future we will include John's latest chart in it. We're also working on a clean one to keep track of Rune Lord and Rune Priest data (allied spirit, bound spirits, crystals, and so on.)

Also, I must address myself to the social system which you sketched out. It looks pretty medieval to me, despite your stated dislike for the period.

Specifically, the peoples of Sartar are actually much more tribal in my campaign. I know I never said this before, but enclosed here is a map of the major regions of each tribe. Each of the large cities is the center of a confederation of tribes (most of which were founded by Sartar himself). A couple of tribes (including the were-wolf worshipping Telmori, or Wolf Runners) owed allegiance only to the royal house, and not to any confederation.

Each of the tribes has several aristocratic clans among the many clans within it. At any time the King of the tribe will usually be from one of these clans, though any free warrior could theoretically take the kingship and occasionally did. In any case, a king of the tribe had to pass certain tests to see if he was fit, and then be recognized by the warriors of the tribe in a grand ceremony of barbaric splendor. If the free warriors did not choose to acknowledge this then the king was without the source of his sovereignty.

Additionally, one did not need to be a chief or chieftain to be important in Sartar society. Among the warriors any weapons master or war leader was admired, but no less so were the smiths who made the weapons and armor, or the farmer and herdsman who fed themselves and others, or the artisans who crafted the magic of beauty into the mundane world.

In light of all this, I must object to the word 'peasant.' These are the tribespeople. They are not terribly separated from their 'nobility' either. If the aims of the tribal chiefs are not the aims of the tribe then they do not maintain their influence and power. They could as easily follow a cult leader who urged them on their desired direction, or some madman who claimed to have been touched by Orlanth.

There is, however, a growing schism between the townspeople and the tribes. The cities have outgrown their dependence on the tribes by the time of my campaign, but

without the Sartar Dynasty to guide them the balance between town and tribe has tilted badly, spilling gold from the pans and blood from the tribes. The cities each share guilds in common, but are separated by many miles and peoples. The tribes share a city among several of them, and are now jealous of the sharing.

Yet they all wait still, hanging on rumors of the phantom of King Sartar, seen wafting across the hills at the dark of the night.

Such, anyway, is my campaign. I am currently working out rough ideas for handing a character's experiences and so on during a battle between massed troops. (After all, the clans are at war...) Most of the time is spent in boredom and in the referee filling the players ears with rumor and morale-breaking tension. I will try and keep you informed of its progress. So far it looks like three charts for the referee to roll upon:

1. Set-up and waiting, before any action starts;
2. Long distance attacks, magic and missile;
3. Melee. Each of these will have a different time scale and reaction time.

A second reason for contributing to this APA is to disseminate some information about Dragon Pass to those who may wish for it. I certainly do not expect most people to set a RUNEQUEST campaign in my fantasy, but I figure if someone does want to then this ought to be the starting place.

I am currently doing the final draft, and starting to make art assignments, for a book (currently) called THE HERO WARS. This will furnish 100 pages or so (I hope) of history, mythology, and the like for those with a detailed interest. But it is not a 'guide to FRP in Glorantha.' I hope to eventually compile my own campaign notes into a supplement.

My Dragon Pass Campaign starts shortly after the sack of Boldhome (which occurred in 1602 S.T.) This makes it concurrent with Steve Perrin's PAVIS CAMPAIGN, which is the source of most of the cult data I am using. (The Pavis Campaign is being prepared for publication, too).

The political situation has deteriorated seriously in the once-resplendent principality of Sartar. In fact, the clans have gone to war again. The Lunar Empire has maintained an attitude of aloof superiority after laying down several simple laws against raiding their goods, temples, or peoples. Armed lunar companies march about the countryside spreading word of the defeat and demanding verbal fealty from citizens, but make no attempt to blackmail, tax, or otherwise impose themselves upon the Sartar Citizenry. Troops garrison the major Sartar cities (i.e. those shown on the Dragon Pass game map). If a citizen refuses to acknowledge Lunar superiority then the officer in charge will prove it, using as many hoplites and-spalls, as necessary to do the job FAST. They do NOT always kill the citizen being educated. The Empire has also set up hospitals in each of the major cities, where they will cure wounds up to 6 points for the usual cost of getting healed: 5% of what it cost to learn it. (Remember, though, that there are time limits to a 6-point spell being able to graft a limb back on (10 min) and a 2-point Healing to stop bleeding must be done within 2 Full Turns (10 minutes).)

There are a number of events which the campaign players know are going to happen in the campaign, and if they have read my manuscript then they even know dates. But I have allowed this knowledge to exist as prophecies, but will be altering the dates that it occurs and, at time, changing things all together, if the playing gets that way.

I feel that the semi-anarchy of the situation will allow room for many adventures right within the kingdom, and as the characters develop so can their range and distance of movement.

I have a desire to present more specifics on this, and know that some of you wish it too. But I have a problem of time. I could go into some detail here, but not enough or all that I feel relevant, or I can go forward and finish writing the whole book on the subject. Rather than repeating myself I choose to go forward. I apologize, remind you that my own fanzine, WYRMS FOOTNOTES, carries on details hinted at here, and hope that this has been of some interest. I apologize for all those articles which I read and did not comment upon. Such is demand and ego.

Enough for now.

DRAGONS PAST #2

This is a handout of information for the people directly involved with my personal RQ game as players, advisors, inventors, etc. in an attempt to disseminate some basic data.

CAMPAIGN PLANS

I would like to organize my campaign, including those scenarios which others run, into four different foci or plot lines. Each of these plot lines will operate within the same time frame, but generally influence each other only distantly unless the scenario specifies otherwise. This will require that players have a fair stable of characters if they intend to participate in most of the adventures. (More on player characters later.)

THE SARTAR CAMPAIGN will have the characters as locals to the region and, as such, be actively interested in the well being of their territory. Characters will belong to several different tribes and, when appropriate, keep their characters primarily concerned with their own tribe's welfare. Players will run characters of varying level, including some of the influential members of the tribes and cults.

THE LUNAR CAMPAIGN will be centered around the city of Alda-chur, half-way between Sartar and Lunar Tarsh. This group will have a much wider range of adventures and opportunity as they serve the empire as mercenaries and/or temple business people. Again, there will be opportunity for players to begin a relatively high-level members of the Lunar force at times.

THE HEROQUEST CAMPAIGN will, obviously, be of all high-level characters. As personalities they will be important in the affairs of Dragon Pass but, for the most part, will not become involved with most of the more mundane affairs of the world. This will be the test-playing of the game system as I envision it. I intend to use the path of the Lightbringers as the initial megasystem, and with occasional side-trips with separate cult heroes. Specifically, I will also do the Yelm heroquest and one or more Dark God Heroquests.

THE MISCELLANEOUS SCENARIOS will be an odd lot of little scenarios where players will use house characters to participate in some separate action normally outside their character's range of action. Among these will be the trollkin rebellion, an elf scenario, a merchant's travelogue scenario, and so on.

CHARACTERS

I anticipate, and urge, that each person will have one or more favorite characters in each of the campaigns. You may also choose to have several less-played characters around. I will also have more house characters available, based upon various appropriate printouts by Ray Turney. But it is important that players be at least vaguely familiar with a range of possible characters from a region for an expedition. If desired I can furnish the printout necessary for generating them.

I will do as much as possible to provide information on the backgrounds of the characters. I will insist that certain characters will stick to one part of the game for most of the time.

However, I anticipate a number of characters in the campaign who are neither Sartar nor Lunar, but who would be available as mercenaries or adventurers as money and opportunity presented themselves. I would like to make the bulk of this group of characters come from non-Sartar and non-Lunar regions of the pass. I will make a chart to roll this if you want, or we can discuss it and decide which you'd prefer.

I will point out that, even if they may be locally available, these adventurous wanderers will not be suitable material for many of the planned Sartar and Lunar scenarios.

GAMES AND SCENARIOS

I will continue to set up scenarios and run them to outline the basic plots. I hope you guys will continue to make some which will take the entire burden off of me and give me a chance to play. I will also be testing the material submitted to Chaosium as Scenario Packs if they deserve and/or require it. For a long while I will be working over/upon the copious material from Steve Marsh.

RECORD KEEPING

For my own game master's convenience, I would like everyone to give me a xerox of their character sheets currently in use. I will periodically have you update the ones who are still alive. This way I can keep better touch with the abilities of the groups and arrange scenarios accordingly.

Please note on the back of the sheet the pertinent historical information on the characters. I do not need an epic, just notes on which adventures they were on and anything of note they did there, etc.

Include their nationality, their cult(s) if any, and don't forget to include your name, as the player of the character.

OTHER NOTES: Phone Notification & Other Referees

It has become imperative that I be notified by phone on Wednesday or Thursday by everyone who is planning to come to play on Thursday nights. With more people coming, either regularly or intermittently, it is becoming too difficult for me to plan a decent expedition.

Another referee to run a second expedition would take off much of the load from me. In fact, I must categorically state that unless there is a second ref then some of the people now coming will not be able to play characters since I am becoming more and more displeased with eight or more players in the scenario.

However, I confess that I will be picky about how and what the expedition entails. I frown upon new treasures or outrageous monsters or bizarre scenarios or over-powered adventures. At least unless I have had a chance to inspect them beforehand.

This makes it difficult unless it is a relatively low-level adventure, but I feel a great necessity to control my campaign from the onset.

It has occurred to me that a second, more loosely run, campaign could be played by the second group rather than trying to integrate it into my series. This will release the referee from the obligation of meeting my preconceptions, and also allow everyone involved a lot more freedom to act as they want. I would like to encourage this to occur. This could be the free-flowing D&D sort of universe, or if desired I can lend some materials to set up (or start) an extensive (or brief) campaign in the times of King Arthur or legendary/mythical Greece/Mycenae. Or all of them!

CAMPAIGN HISTORY

I plan to keep a notebook of events, dates, and characters involved. However, I have not yet done this for previous adventures. I would like you all to just jot down the names of your characters and the adventure they were on for my own record keeping. Thanks.

BACKGROUND HISTORY

Following are some dates and events of general interest in the local history. Some of these may be changed in the future, but not by much.

- 1470 - Sartar comes to Dragon Pass and gradually makes friends with all of the hill tribes of the Quivin Peaks region.
- 1492 - Sartar founds the city of Boldhome on the Quivin Mountains and is accepted as High Judge for the many tribes of the hills.
- 1494 - Prince Sartar marries the Feathered Horse Queen, and thereby becomes the first King of Dragon Pass, and founds a dynasty to succeed him.
- 1520 - King Sartar is apotheosized and becomes the guardian spirit of his country, thereafter named for him (the Kingdom of Sartar.)
- 1520 to 1552 - Reign of Prince Saronil; during his Sartar warriors fought against the Lunar Empire (to aid their friends in Tarsh) for the first time.
- 1552 to 1557 - Reign of Jarolor, who was killed fighting the Lunar Empire. His son was saved by Kostajor Wolf-champion, a young Telmori warrior.

- 1557 to 1561 - Reign of Jarosar Hothead, slain by the magic of the (Lunar) Tarsh king Phargentes.
- 1561 to 1582 - Reign of Tarkalor Trollkiller, who opened the trade route along the Creek-stream River of Dragon Pass by inviting in the Sun Dome Templars to guard the boats through the Haunted Lands. He also wed the Feathered Horse Queen of his time and became King, but was slain at the disastrous Battle of Grizzly Peak.
- 1582 to 1600 - Reign of Terasarin, who was saved from the latest Lunar victory by Kostajor Wolf Champion, now an old man. He married the heiress to the Far Place and added that region to the Kingdom of Sartar. As many of the members of the House of Sartar were drawn south to the Holy Country Terasarin relied more and more upon the ultra-loyal Telmori tribesmen. Assassinated by Lunar magic.
- 1600 to 1602 - Reign of Salinarg, who loyally led the last of the kingdom in defending the Kingdom of Sartar against the Lunar invaders, but was destroyed with the god's temple.
- 1602 - Boldhome sacked, its temple profaned, and its people slaughtered. No member of the royal house is left alive in the land, though some flee south and some to Pavis.
- 1605 - Lunar Empire invades southward into the Holy Country, but are defeated by the Building Wall Battle. There is no counter invasion from the southerners.
- 1606 - Lunar assassins begin infiltrating south to kill the remaining members of the House of Sartar, generally with success.
- 1608 - Telmori tribe annihilates Maboder tribe but is defeated by Lunar troops in retaliation. The Telmori withdraw and warn everyone to leave their lands alone.
- 1610 - Lunar Empire invades Prax and captures the city of Pavis, then moves southward and secures the fishing village of Corflu.
- 1611 - Lunar settlers begin arriving to settle in the Valley of Cradles in Prax.

FIRST YEAR OF CAMPAIGN

- 1612 - This year was relatively quiet for most of Dragon Pass, save for the usual local troubles like White-eye's gang. Of importance on a long-term scale, although it was not evident at the time, was the Lunar and Sartar wooing of the Sazdorf Troll Tribe. This eventually took the form of competing cults, with the trolls adopting Zorak Zoran at first, but then changing after their Zorak Zoran Rune Lords and weapon masters were successively defeated by a Lunar party and, then, a Humakti group who founded the famous Temple of the Wooden Sword. The winter passed quietly, although the Lunar Empire was preparing a major effort to crush the sacred Altar to Orlanth Victorious. Also, the Telmori were unusually quiet, though their scouts were sighted as far away as Alda-chur and Runegate forts.
- 1611 - Early spring the Sartar tribes discovered the Lunar plan to attack their god's stronghold and held a secret council meeting of all those chieftains and priests who could be trusted to keep the secret.



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