King of Dragon Pass

Game Manual

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King of Dragon Pass

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Introduction

Two hundred years ago, in the shadow of the mountain at the center of the world, your ancestors fought a great war against the dragons.

Your ancestors lost.

The dragons ate every warrior who marched against them. They ate every magician who supported the warriors. Then they ate everyone else.

The only survivors were those who had remained in the south, outside the land called Dragon Pass. For two hundred years, Dragon Pass was nothing to you but a death sentence, a haunted boneyard, an enemy camp.

But civil war in your ancestral lands forced your clan to find a new home. A few heroes dared to explore the forbidden land to the north. That these heroes returned at all was amazing. That they returned to tell you that the dragons are gone and that Dragon Pass is nearly empty, open for the taking — this is a gift from the gods.

Your clan is part of the second wave of resettlement of Dragon Pass. You number some eight or nine hundred souls: mostly farmers and children, some warriors, a few nobles and magicians and god-talkers.

You seized land not far from the holy mountain called Kero Fin, the mountain that gave birth to your chief god, the god of Storm named Orlanth.

You are not the only clan that came north. As many as twenty other clans or splinters of clans separated themselves from kinfolk and carved homes in this new frontier. Like you, they are Orlanthi. Your relations with these clans, for good or for war, determine whether your clan starts up a path of glory or drifts forgotten with the spirits who haunt this ancient land.

As you are gradually becoming aware, the land was never entirely empty. While humans were gone, non-humans such as elves, trolls and dragonewts thrived here unmolested.

Your Place in the Cosmos

You are mortals living in a magical world. The world is alive. Every river and rock has a spirit, as does your clan. The greatest of these spirits sometimes share their magic with humans. The very greatest of the spirits are the gods.

Your gods are the source of nearly all the advantages that let your clan survive and prosper. Without the blessings of the gods, your crops will fail, your herds will dwindle, your traders will make stupid bargains and your warriors will fall beneath enemy swords.

You worship the Orlanthi pantheon, the group of gods headed by Orlanth, King of Gods. Orlanth is the god of moving Air, of life-giving Rain, and also of devastating Lightning and sudden Change. He is the unpredictable god of the Storm.

You live inside Time, separate from the timeless realm of the immortals, but able to join with your deities through rituals and quests. Your god-talkers

perform rituals to gain divine blessings for trade, farming, and war. Your mightiest leaders heroquest to the Godplane to perform the gods' original mythic events anew, returning with gifts from the time of Creation.

Your Place in the World

Your lives are dictated by the wheel of the seasons. In Sea season, the earth shakes off the cold, fresh life springs up in gentle rains and you plant your crops. In Fire season, the fields take care of themselves and the warriors cry for battle and a chance for glory. In Earth season, you put aside the sword and take up the scythe. In Dark season, with the harvest finished, sensible folk stay inside out of the reach of blizzards and ice demons. In Storm season, all things are possible, but nothing is certain.

And, at the end of the year, there are two magical weeks when you return to the timeless realm of the Godplane. You, and all other intelligent beings, perform the Sacred Time rituals that heal and recreate the world, allowing the wheel of Time to begin again with a new year.

The first law of the Orlanthi peoples is that "No one can make you do anything you don't want to do." Your chiefs rule by charisma and the consent of the clan, not by force or by bloodline.

The second law of the Orlanthi is "But no one can live alone." All good Orlanthi live in clans, with their kin. This tension between the first law and second law summarizes life in your clan: you are a tradition-bound and violent group of armed and individually-minded farmers who consider generosity and justice to be their chief virtues.

Your leaders, chiefs and kings include both men and women. The differences between the sexes, as you Orlanthi perceive them, are that men are more emotional, prone to uncontrolled anger and impulsive acts. Women are more calculating, capable of keeping track of their original reasons for choosing a path instead of getting caught up in the moment. Men are more often warriors and fighters, but a substantial number of women put aside cooking and rearing children to practice with the sword. The abilities of your clan's heroes and leaders have less to do with their gender than with the gods they worship: worshippers of war gods excel in combat, the farming gods' devotees are more at home behind the plow.

Despite your clan's reliance on its crops, cattle are considered the source of its wealth. Without a good harvest, your people will starve; without large herds of cattle, your people will be seen as stupid beggars. A wealthy clan is a clan with many cattle, and all forms of wealth are measured in cows. A fine silver bracelet worthy of a chief might be worth for or five cows, the timber and materials required to build a tribal hall might be worth as many as thirty cows.

You, the Player

In King of Dragon Pass, you play generations in the life of a barbarian clan. Every decision you make in guiding your clan becomes part of your clan's

saga, and echoes in the clan's future adventures. As in real life, some of your choices have immediate consequences, but others won't come back to haunt you for years or decades of play.

In one crucial sense, King of Dragon Pass is a roleplaying game: your best chance to succeed is to get into the spirit of playing an Orlanthi clan. Cunning calculations of risk and gain will take you only so far. If you do not accompany such stratagems with a sense of what it means to be a fair and powerful monarch, like Orlanth himself, your clan will go down to defeat.

Your eventual goal is to become king of a tribe and then king of all Dragon Pass. Military might aids you in this quest, but military strength alone won't suffice. You will need allies, magical blessings, the favor of the gods, and the courage to follow Orlanth's least-understood example: the willingness to try a Big New Idea coupled with the power and charisma to make that idea work.

If you don't read manuals, read this!

The manual assumes that you'll read the Tutorial. If you're the type who dives straight in, at least read the following…

Advice: Click on the faces at the bottom of the screen. These are the leaders of the clan, also known as the Clan Ring. They can offer good advice, particularly if their skills are high. To check their skills, double-click their picture. Your advisors have personalities, so their advice sometimes serves their own agendas better than it serves the clan. Change advisors via the (Clan) screen's Reorganize button.

Information Online: Click the ? (Help) button for useful pointers and information. Click the (Controls) button to save and restore games and adjust music settings and such. Go to the (Background) screen and poke around for information on the clan, its culture, and the myths of the gods which determine its fate. Inside game-initiated adventures, you can check on the season and the identity and status of other clans by clicking the ? button.

> **To See Art Without Text**
> Use the space bar to see the game's art without the text in the way.

The Many Paths: There is seldom just one proper response in the game. Many choices test the abilities of your leaders against an appropriate level of difficulty. Most have a chance of succeeding, but even the best choices have a chance of failing. If you fail the first time you try something, that doesn't mean that it's impossible. Luck plays a big role, but you can improve your luck by choosing responses that seem to best match your leaders' abilities.

Roleplaying Your Clan: Although you can have a lot of fun playing KoDP in a variety of styles, you're not likely to fully succeed until you get into the spirit of acting like the king of an Orlanthi tribe. 20th-century ethics and morality won't take you to the end of the game. Neither will acting like Arnold Schwarzenegger in a fur loincloth.

Tutorial

1. This tutorial takes you through one game year of managing a clan which has just emigrated to Dragon Pass. It'll take you only 10-15 minutes.

   To begin, **click the Tutorial button** in the opening screen.

   Don't worry if you accidentally miss a step. You might have a harder time following along with this tutorial, but any path you choose will keep the game moving.

2. The tutorial starts with an overview of your clan's lands, known as the "tula." **Point to an element** (such as a herd, temple, or building) with the mouse to get more information about it. **Click the Proceed button** to leave the tula.

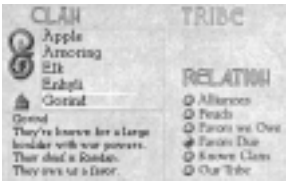
3. It's currently Sacred Time, two weeks of magical ceremonies which precede each year. Here, you allocate the clan's magic resources for the coming year. The members of the clan council, or ring, are shown at the bottom of the screen. One of them, Leikan, is already offering advice. **Click on this advice to close it, or click another advisor's face** to see different advice.

   Click the checkboxes to allocate the clan's magic. Give one point each to Crops, Herds, and War, then **click the Proceed button**.

   Click the **icon** in the arch to go to the Relations screen.

4. Your clan's relations with the other Orlanthi clans of Dragon Pass are key to winning. **Click the Favors Due radio button** to list clans that owe us at least one favor. **Click "Gorind" in the clan list**. The clan list shows detailed information about the Gorinds and the map scrolls to put the Gorinds at its center so you can see where they are.

   Click the Emissary button to send an emissary.



5. The dialog chose Kulbrast as our best diplomat. **Double-click his picture**. Sure enough, Kulbrast has an excellent Bargaining skill, as well as good Leadership, so leave him chosen. And the Gorind clan is still selected to receive our emissary. **Click the Ask for Cattle radio button** to ask for a favor.

The Gorind clan will be more likely to respond favorably if we give them a few gifts. **Click and drag** the ring in the Goods slider to bring 10 cows worth of goods. (You can also click and hold to the right of the ring to make a gradual increase.) **Click a couple of times** to the right of the ring in the Footmen slider to bring 8 footmen to help guard our gifts.

Click Send to send out the mission.

6. While the mission is on its way, events happen that require your attention. Here, a trader wants to buy a white horse. At the moment the clan doesn't have a white horse. The ring will advise you — when you click someone, their recommended actions highlight in blue. Unfortunately, Kulbrast is not present to give advice (double-click his picture and you will see that he is "Away from the tula"). If you'd like to see the full illustration in this or any other scene, use the space bar to toggle the text away and back again.

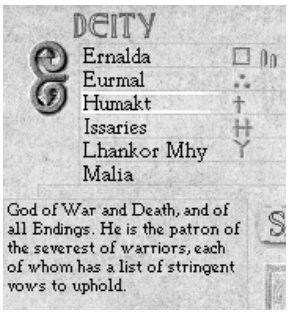
   Make the best of the situation by **choosing response 2** (you can either click the text, or press the 2 key). This requires slaughtering a few cows for a feast, so you'll see the number of cattle go down. There are no more decisions to make, so **click the X**.

7. Kulbrast arrives at the Gorind clan, which worship a fearsome war god who lives in a rock. Note that only Kulbrast is available to give advice. **Click on his advice** to get it out of the way. Now **choose response 3**, a customary repayment. Note that you now have more cattle and that the change is highlighted in blue. **Click the X**.

8. Clans get their most powerful magic by worshipping Glorantha's many gods. You can sacrifice for a one-time benefit, but a shrine or temple provides ongoing magical benefits. **Click the icon** in the arch to go to the Magic screen.

   Click the upper arrow to scroll the list of deities until "Humakt" is visible, then **click "Humakt,"** the god of war.

   The right of the screen shows the different magical benefits which a temple to Humakt can provide. So far, your clan knows "Battle Luck" and "Truesword." As you point to these blessings, they're explained in the center of the arc.



   Click the Build button to bring up the Build dialog (which also lets you reduce the size of a temple to save maintenance costs), then **click Build** to build a shrine to Humakt. The Battle Luck blessing will be chosen

automatically, though you could return to this screen later and pick a different one. Its rune will glow on the central rock (this blessing is shown on the War screen, which we'll see later).

9. A crisis has developed. This one may be less urgent than most, but your choices here impact your dealings with two other clans, and the mood of your own. **Click the lower arrow** to scroll the text. **Choose response 2**, insisting that Korol act responsibly and marry the girl.

   The matter is not yet resolved. Your warriors would never stomach such an insult, but before raiding Korol's clan, the Herani, you might want to find out about it. **Click the ? (Help) button** at the bottom left of the screen, then find "Heran" in the list and click it. At least you're not allied with them… **Click the X** to close the Help dialog, then **choose response 1**, launching a retaliatory raid.

   Now decide who goes on the raid: footmen (mostly farmers, who are quite capable of fighting), weaponthanes (full-time warriors), and auxiliaries (people who accompany the warriors with bandages and encouragement). You can also ask an allied clan to help out, but for now, just **click Proceed**.

   The two forces are now about to close. Improve your odds by **clicking the slider** to allocate one point of magic. By not making sacrifices before battle, you can charge the enemy before they're ready. **Click Proceed**.

   The results of the battle are reported. **Click the X** to see how your clan takes the news. You won't hear from the Herani right away, but chances are they're not very happy about the raid, even if they defeated you. **Click the X** since there are no more choices.

10. Chances are you took a few casualties. **Click the icon** to switch to the War screen. **Click the Weaponthanes button** on the left side. Choose the maximum number of weaponthanes by **clicking on the number** at the right edge of the slider, then **click Recruit**.

11. **Click the icon** to go to the Background screen, which provides information about the world of Glorantha. You don't need to know all this to play, but in to win the game, you'll need to know the myths.

Choose "Orlanth and Aroka" (near the bottom of the list on the left) and **click View** to see a myth about the clan's most important god, Orlanth the Storm King. You can press the space bar to hide the text (and to show it again).

The brief overview of the myth is shown. **Click the circle** at the top left of the frame to show the full text. You can scroll through this with the arrows. Many myths aren't as well known, and you will have to sacrifice to the appropriate deity to learn the details. It is important to know these details when you try to reenact the myth as a heroquest (heroquesting to duplicate the feats of the gods provides many magical benefits). **Click the X** to return to the Background screen.

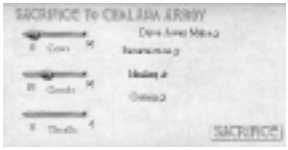
12. Your clan only recently arrived in Dragon Pass, and much of the area is still unknown, though you have a basic idea of the geography from when people lived here before. **Click the** ⊕ **icon** to switch to the Map screen. You can scroll the map by clicking at the edges, or click the icon to center the map on your clan.

Click the Explore button, then **click just to the north** of your clan, somewhere in the unexplored territory. This moves the marker to where you want to explore. **Use the sliders** to give Asborn an escort of at least 10 footmen, then **click Send**.

13. The clan is under attack by nomadic riders. **Click the slider** to use a point of magic in defense, **click Sacrifice to Humakt** to offer a cow to the god of war, and **click the Maneuver radio button** since you're familiar with your own terrain and might be able to outmaneuver the attackers. Then **click Proceed**.

Sometimes a battle has a pivotal moment, when one of your leaders has the opportunity to act heroically. This is one of those chances. **Choose a response** (it may require a second choice), then **click Proceed** to continue with the main battle. **Click the X** once you've read the results.

14. You have some wounded fighters, so leave the Map screen by **clicking the X**, then click the icon. **Click the upper arrow** to scroll the list of deities until "Chalana Arroy" is visible, then **click "Chalana Arroy." Click the Sacrifice button, click the Healing radio button** (it's probably already selected), and choose at least 15 goods. **Click Sacrifice**. The results are displayed. **Click the X.**



Sometimes, you'll just want time to pass. It's now Earth season, when the clan takes in the harvest, so you wouldn't want to call up the farmers for a raid. Instead, **click the season wheel** to advance to the next season.

15. One of your earlier decisions has had a delayed effect that you now have to choose how to deal with. Sometimes the matters brought before the clan ring are not truly matters for the ring to settle, so in this case, **choose "Leave this matter to her kinfolk."**

16. Your expedition has returned with another opportunity for the clan. You decide how to handle it. Again, the clan ring will advise you.

    The newly explored territory will be shown the next time you look at the map.

17. It's Dark season, and Minara reports the final tally of the harvest. **Click the X.**

18. The computer keeps track of what's been going on. **Click the icon** to switch to the Saga screen, which shows a record of your clan's history. **Click the X** to leave the Saga screen. **Click the Season wheel** so more time can pass.

19. Although the members of the clan ring are in a sense your playing pieces, they do have minds of their own. Although there are sound mythic reasons to have a Trickster on the ring, there are sometimes practical reasons not to. **Choose response 3** to take Bastakos off the ring.

20. The ring now has only six members, so **click the icon** to go to the Clan screen, then **click the Reorganize button**.

    You can sort the clan leaders in several ways — click one of the categories at the top of the screen. To find out everyone's abilities and opinion, point to them. Note that Bastakos can't be put back on the ring for a while. **Drag** Brenna to the empty slot on the ring, and release. **Click the Reorganize button** to appoint the ring.

    Although the ring reorganization ceremonies take a while, there are no new events to deal with, so **click the season wheel**.

21. A problem has arisen within the clan. **Choose response 1** to try to smooth things over.

    This didn't work — even the most silver-tongued chief can't always win over the people. **Click Proceed** and make another choice.

22. That's it! Keep on playing. From now on, it's a normal game, though you will have to live with the consequences of the previous decisions.

    Or you might want to quit (click the game controls button on the bottom right) and try again, this time choosing New Game and going through the clan creation process.

    Have fun!

Clan Questionnaire

Starting the Game

You begin the game by running through a short interactive history of your clan's actions in the Godtime, the days of creation when humans and gods lived side-by-side. This interactive history runs up to the time that your clan left its ancestral home to move north to Dragon Pass.

The questionnaire has no right or wrong answers. Each answer molds the mythological profile of the clan you will play. Playing the game well often depends on living up to the example set by your ancestors, so it's worthwhile considering your answers.

Choose your answers by clicking, or by typing a number. At any point, you can back up one question, or skip to the end. Once you've completed the clan history, you can go back and change any of your answers by clicking them on the Questionnaire Review screen.

Questionnaire Flow

Most screens want you to make a decision, others just contain information.

The Mythic Age.

The Marriage of Orlanth and Ernalda

Decide which of three deities is your clan's most important god: Orlanth, Ernalda, or Elmal. The game is slightly easier if Orlanth is your main god, but if you would rather be devoted to the Earth Mother or the Sun Defender, here's your chance. The game starts with a temple for the deity chosen here.

Earliest Famous Event

Each event starts your clan with knowledge of a different divine blessing. Most events also affect your clan leaders' skills (see p. 18):

Battle of Extinguish Field: leaders are above average in Combat.
Hundred-Day Hunt: leaders are above average in Animals, Combat, and Plants.
Jested's Settlement: leaders are above average in Bargaining.
Procession of the Animals: leaders are above average in Animals.
Barntar Harnessing the Oxen: leaders are above average in Plants.
Ernalda Visits the Hidden Place: leaders are above average in Magic.
Lhankor Mhy Learns to Use the Marking Bone: leaders are above average in Custom.

The First Pot: we can support more crafters than usual.
The Clan-making Dance: leaders are above average in Leadership.

Stick Farmers

If your ancestors adopted remnant people, they dislike the institution of slavery. Conversely, if they took the Nalda Bin as thralls, they see nothing wrong with the practice.

Ancient Enemies

Your clan's ancient enemies are still around to bedevil you in one form or another today. Your ancestors expect you to maintain the enmity.

The Great Darkness

King Heort

Your clan will begin its life in Dragon Pass organized the same way it was at the end of the Darkness. War clans can allocate more clan magic towards war magic, and more of the farmers muster to fight in the fyrd (the fyrd is the total number of battle-ready adults in your clan.) Peace clans can allocate more clan magic towards fertility magic, and the fyrd is smaller. Balanced clans are in the middle. It's possible to switch your clan type later, during play, but some of the benefits require you to remain the same type for several years.

History and the conventional measurement of time began at the Dawn. Before the Dawn, in the Gods Age, Time hadn't even been born. Events happened all at once, in pieces, or whenever they pleased. Myths of the Godplane which seem vague or contradictory may be strictly accurate records of an era that did not operate by the same standards as current time-bound reality.

The Dawn

When your clan arrives in Dragon Pass, it builds a shrine to whichever deity you first awakened at the Dawn. Note that three gods who remained awake during the Darkness, Odayla, Elmal, and Urox, are grouped as Living Deities on this screen. Choosing one of the Living Deities indicates that you worshipped a living god throughout the Darkness, but is not functionally different than choosing a god who had to be awakened.

See the online History section's notes on the Dragonkill for more on the civilization that last occupied Dragon Pass.

Dragons

Whatever attitude your ancestors had towards the dragons in the past is how you will want to treat dragonewts and their kin today.

The Migration

Land Claim

The more land you have, the easier it is to support a large clan. However, larger borders are harder to patrol and your enemies will find it easier to elude your patrols.

Questionnaire Review

Review

Change any answers by clicking on the text. This returns you to the screen where you made the choice so you can make a new one (or keep the answer you have.)

Clan Name

If you want, use the Delete key to erase the name given to your clan and enter a new name.

Difficulty Level

The difficulty level affects starting conditions such as fortifications, trading partners, feuds, and allies, among other things. If you haven't managed your clan well at the Easy level, beware the harder games.

Game Length

Short

The short game consists of building up your clan's reputation and convincing neighboring clans to form a tribe. Once one of your clan leaders is elected tribal king, he or she must hold the throne for ten years. If you have maintained your herds, performed at least three heroquests, and built a solid reputation with your neighbors, you'll win.

Long

As in the short game, you need to found a tribe. While performing seven different heroquests, you'll need to convince the other tribes to form together into a kingdom, then prove yourself worthy of ruling that kingdom. The winner is crowned High King or High Queen of Dragon Pass.

The Tula Screen

Just before each Sacred Time, you see an overview of your lands, known as the "**tula**." The tula screen tells you how your herds and clan fared in the last year.

Point to an element (such as a herd, temple, or building) with the mouse to get more information about it. Press the space bar to hide the text, or to show it again if it's hidden.

Click the Proceed button to enter the Sacred Time Rituals.

Sacred Time Rituals

Each year ends with the Sacred Time, a two-week celebration in which every Orlanthi clan recreates the myths of creation in order to reaffirm the cosmic order and the clan's place in the world. Your clan performs many sacred rituals, particularly to Orlanth and Ernalda. These rituals take place off-screen, but you must decide how much magical power to allocate among them. Each ritual makes the clan more effective for that type of action in the upcoming year.

Forecasts and Omens

Your god-talkers do their best to divine what dangers, blessings or opportunities the next year will provide your clan. Predicting the harvest allows the clan to plan how to survive a bad year. Dreams and visions suggest special sacrifices to particular deities. Note that when the gods are kind enough to give you a glimpse of your future, they become sorely affronted if you ignore their information.

The Clan Ring

At the bottom of most screens is the group of people chosen to provide advice and leadership to the clan. The composition of your clan ring also influences the strength of the Sacred Time rituals available to your clan. For example, having a War god worshipper on the ring makes your War magic stronger. This bonus is not cumulative; if your ring includes two War god worshippers, you still only get one extra point of magic for the War ritual.

> Clans have chiefs chosen from among their nobles, tribes have kings or queens chosen from among the nobles of the tribe's clans. Anything Orlanthi say about kings is meant to apply equally to queens; Orlanthi use the term kings to include queens.

The Clan Rock

The carved rock in the middle of the screen is the indicator of the clan's magical blessings. The vague, shadowy runes are blessings you do not yet know. The more cleanly carved runes are blessings that you know the proper rituals for. Glowing runes show that a blessing is in effect. Each area of life has its own blessings, which appear on the rock in the appropriate screen (war blessings show up in the (War) screen.) In the (Magic) screen, the runes indicate which quests you know and which you have succeeded at lately.

Allocating Magic

The base amount of magic you can spend on any given ritual depends on the type of clan you are playing: War, Balanced, or Peace. War clans excel at violence but have weak agriculture. Peace clans have weak war magic but strong agriculture. Most clans are Balanced clans, and we recommend playing Balanced clans to start.

> For a look at the heart of the Sacred Time rituals, go to the Background screen for the following myths: How Things Began, The Contests, The Storm Age, The Great Darkness, and The Lightbringers Quest.

The explanations of the Sacred Time ritual categories that follows includes a list of the gods that give you another point for that ritual if you have one of their worshippers on the ring.

Children

Increases the number of children who survive each year. If your clan falls upon hard times and suffers population losses, spending magic on these fertility rituals helps rebuild the clan's population base. (Chalana Arroy)

Crops
Improves the yields of all crops. (Ernalda, Barntar)

Diplomacy
Aids emissaries you send to other clans. It also helps your traders and nobles maintain the clan's good name with the other clans of Dragon Pass. (Issaries, Lhankor Mhy)

Health
Speeds the recovery of sick and wounded clan members. (Chalana Arroy)

Herds
Increases the fertility of all your herds: sheep, pigs, horses and cattle. (Uralda)

Sacred Time rituals and specific blessings granted by the gods augment each other rather than replacing each other. For instance, Crop magic in Sacred Time and Ernalda's Bless Crops blessing both help the crop yields.

Hunting
Helps your hunters bring home more food. Hunting rituals also help you track and locate elusive enemies or hard-to-find places. (Odayla)

Mysteries
Greatly increases the chances of success when you sacrifice to the gods for Mysteries; this bonus decreases each time you sacrifice for Mysteries in a given year. (Lhankor Mhy)

Quests
Greatly aids the first heroquest you perform in the coming year. Generally not worth spending magic on unless you plan to heroquest, but if you fear that circumstances might force a quest, you might want to play it safe and allocate magic to Quests. (Eurmal the Trickster)

Trade
Helps numerous aspects of trade, including the strength of your clan market and the number of trading partners you can support. (Issaries)

War
This ritual gives your clan luck in every battle you fight during the year. This War magic is not effective unless your warriors go raiding occasionally. (Humakt, Vinga, Elmal, Urox)

When you become part of a tribe, two specialized types of Sacred Time rituals become available:

Destiny
These rituals help steer the clan to its proper destiny as leader of the tribe, and eventually of the kingdom.

Performing Trade magic rituals every year lets you maximize the number of trade routes you can support, and increase the number of crafters whose products you can reliably find a market for.

You get one point of Destiny ritual for being in a tribe, an additional point if you are king or queen of the tribe, and one more point when you are on the way to winning the Long Game. Helps in all situations involving tribal politics, victory, and the clan's fate.

Heroism

These rituals help your clan leaders develop their abilities to their fullest. Improving your leaders' abilities aids you in every facet of the game, especially in heroquests and the adventures that lead to the end of the game. (Never higher than one point.)

Reorganization Screen

We'll cover the rest of the (Clan) screen later, on p. 20-26. This section covers the Reorganization screen.

Clan Ring

A good, standard opening move for playing KoDP is to rearrange your clan ring.

The Reorganization screen allows you to change your clan type: War, Balanced, or Peace. Unless your play style pivots around alternately thumping your neighbors and then making nice, you're not likely to use this feature often. You'll probably want to pick the clan type that suits your situation and stick with it. (For more on the clan type choice, see p. 13, 17.)

The Reorganization screen also allows you to sort through your clan's leaders, weigh their relative abilities, and choose a chief along with six other advisors for your clan ring. This is the meat of the Reorganization Screen, a feature you'll use often as leaders die, get badly wounded, or improve their abilities to the point that they deserve to join the ring.

> You already reorganized your clan ring as part of the tutorial; if not, dragging chosen leaders onto the ring is easy enough to figure out. One tip: click the Reorganize button when you're done to make any changes stick. Or, take a quick glance at all your leaders' skills without changing anything or eating up any time and click X to return to the Clan screen.

Leader Skills

Nearly every challenge your clan faces pivots upon the abilities of its leaders. A few actions are

based on the abilities of a lone explorer or emissary, but most challenges in KoDP use the highest skill of a clan ring member as the basic chance of success.

Skill Ratings

Each leader is rated for seven skills. If a leader isn't rated for a skill, their skill in that area is too poor to mention. The skills are rated on the following scale, from lowest to highest:

Fair — Good — Very Good — Excellent — Renowned — Heroic

Leaders who achieve Heroic skill operate at a different plane than normal mortals, and can be counted on to achieve results that exceed lower-skilled characters.

The Skills

Animals

Knowledge of how to care for the herds and knowledge of animals in the wild. The health of your herds depends in part on the ring member with the highest Animals skill. Primarily important for farmers, also important in hunting.

Bargaining

Vital in all negotiations and economic haggling. Primary skill of traders, of secondary importance for emissaries and even explorers, since Bargaining can help you talk your way out of trouble when you would otherwise have to fight.

Combat

Skill with weapons, toughness in battle, ability to survive wounds. Primary skill of warriors, also important in exploration and hunting.

Custom

Knowledge of the sacred Orlanthi laws laid down by King Heort. Familiarity with legal precedents, ability to argue based on the power of tradition. Primary skill for emissaries and the clan lawspeaker, of secondary importance for poets.

Leadership

Ability to motivate others, persuade others to see things your way by charisma and charm rather than guile or force. Vitally important for keeping your clan from coming apart at its weak spots, frequently important in inter-clan negotiations. Primary skill for chiefs and kings. Also useful for emissaries and poets.

Magic

Understanding of the supernatural forces that shape and control the world, knowledge of the gods and the rituals that ask for their favor, ability to manipulate magic spells and powers, perspective on the clan's roots in the Godtime and the expectations of the ancestors. Primary skill for clan mem-

bers performing special sacrifices, vitally important for the success of heroquests.

Plants

Farming skill. Successful harvests depend in part upon the ring member with the highest Plants skill.

Choosing Your Clan Ring

Organizing a good clan ring isn't necessarily as simple as just sorting through the abilities and choosing the highest-rated clan member in each to be on the ring. For mythic reasons, Orlanthi clans work better if all the ring members worship different gods. You can tell who worships which deity by looking at the rune on the right of their faces. There's nothing to prevent you from putting three Ernalda-worshippers on the ring, but if you do you'll lose at least two magical bonuses: more Sacred Time rituals to spend magic on, and bonuses when Heroquesting.

Another important consideration is that sacrifices on the screen are more likely to succeed when the clan ring includes a worshipper of the god you are sacrificing to. Your Elmal worshipper (also known as an Elmali) might not be the best warrior in the clan, but if you want to sacrifice to Elmal, it makes sense to put him on the ring, at least until you have finished making your planned sacrifices to Elmal.

It's a good idea to fill a vacant spot on the ring as quickly as possible. If a ring member dies or is otherwise removed from the ring, reorganize soon to avoid hurting your clan magic, your Sacred Time rituals, mood, and a dozen other factors. A ring member's temporary absence (while exploring, or wounded, or on a mission) slightly hurts the Sacred Time rituals, but won't trigger the other problems associated with a broken ring.

One warning: this doesn't necessarily mean you should shuttle leaders on and off the ring every time you're planning a different sacrifice. You'll waste time and risk damaging the clan mood; if your people are already contented they prefer that the ring remain the same unless it loses one or more of its members. A clan that is already in a bad mood is less likely to care.

Specific Positions on the Ring:

The Chief

The only position that you officially choose is the chief, who can be male or female and worship any god. As mentioned above, a chief without Leadership skill is like a warrior without weapons.

Your choice of chief might also depend on your main god (see p. 12). If you are playing an Orlanth clan and have an Orlanth worshipper as chief, you get one extra point of magic each Sacred Time. Ditto for an Ernalda clan with an Ernaldan chief or an Elmal clan with an Elmali chief.

For hints about why Orlanthi rings function better when they embody diverse powers, go to the Myth Screen and read The Lightbringers Quest.

Behind-the-Scenes Positions

There are two other important positions on the ring, the roles of the warleader and the lawspeaker. Unlike the chief, neither the warleader or lawspeaker are marked with a rune or occupy a specific spot on the ring. At any given time, both positions are filled by the most qualified member of the ring. Not infrequently, the chief also serves as the warleader and/or lawspeaker.

Your Chief always occupies the left-hand position on the ring and is marked with the torc of leadership, the symbol.

Later in the game, after you make a tribe and win the throne, your king or queen will be marked with the crown of the mastery rune.

The Warleader

Your warleader is the most battle-savvy member of the ring. Your warleader's skills play a key role in determining the outcome of battles and raids. If your normal warleader is wounded or absent, another ring member takes over.

In rare cases, a less-skilled worshipper of one of the war gods will take over as warleader despite the presence of another ring member whose superior Combat and Leadership skills would make him or her more suited to the position. To give the more skilled leader a clear path to command, you might have to take the war god's devotee off the ring.

The Lawspeaker

Like the position of warleader, the post of lawspeaker is as much a functional necessity as an official seat. Your lawspeaker is likely to have a high Custom skill, possibly high Bargaining, and preference is given to Lhankor Mhy worshippers.

Clan Screen

The first screen you see after every Sacred Time, the screen provides information on the clan's mood and the people's health. Here, you manage your people, shift the focus of their activities, recruit new clansmen, and reorganize your clan ring.

We've already detailed the Reorganize button's functions on p. 17-20, so this chapter will focus on the rest of the screen.

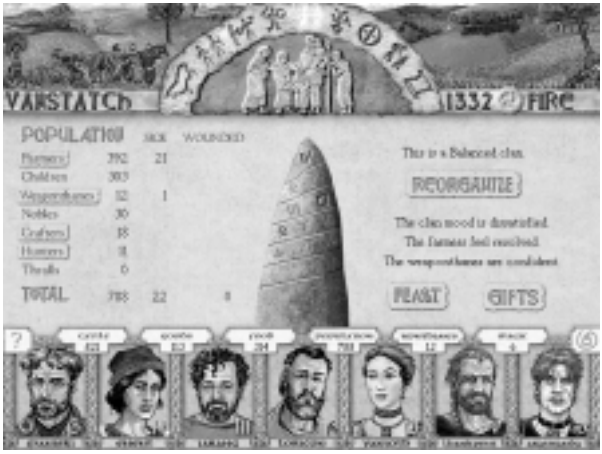
Sickness & Health

Sick people are more likely to die of old age or starvation than healthy people. Sick and wounded people cannot work, farm, fight, go on patrol, produce crafts, or lend their talents to the ring.

Sickness

A small portion of your population is liable to fall sick in any given season. If you have a Chalana Arroy healer on the clan ring or spent magic on Health rituals in the Sacred Time, such illnesses should pass quickly. If you do not have a healer on the ring, sickness can become more of a problem, particularly if you have not yet learned Chalana Arroy's Curing blessing.

Wounds



Wounds occur in battles and sometimes in fights that take place during other crises. As with sickness, wound recovery rates speed up when you have a healer on the ring, when you allocate magic to the Health ritual in the Sacred time, and when you have the proper Chalana Arroy blessing. When you sacrifice to Chalana Arroy for Healing of your wounded, she will heal leaders as her first priority, weaponthanes second, and farmers/footmen third.

Who is in your clan?

The population categories make no distinction between men and women. Both men and women farm, fight, hunt, and serve as nobles responsible for the ceremonies that maintain contact with the gods. More men than women fight as weaponthanes and as footmen in the fyrd, but even that balance shifts slightly if the clan worships Vinga, goddess of adventurers.

Farmers

Farmers are the backbone of the clan, comprising the great majority of your people.

Farmers care for the crops and tend the herd. There are two social classes within the farming population, the carls and the cottars. Carls are wealthier farmers who own cattle and farm good land; they can afford better weapons and sometimes even armor. Cottars own less land, they generally tend sheep rather than cattle and perform many of the more onerous tasks (particularly if the clan does not take thralls). Although this will not come up often in play, its important to note that cottars can sometimes become carls. There is no hard line dividing the two classes, it's truly a matter of wealth.

Click on the Farmers button for advice on how many farmers you need for the land you have chosen to cultivate and to show the dialog that allows you to recruit new carls and cottars.

There are several different options available if you wish to recruit more farmers. In general, each of these will be more effective the more generous you are to those you're seeking to recruit. Unfortunately, you're also liable to anger your current farmers if you are too generous in attracting newcomers, so you would do well to study your clan ring's advice. There are other advantages and disadvantages to each of the farmer recruitment options,

ranging from the dubious moral fiber of newcomers who used to be outlaws to the irritation you'll cause other clans by luring away their people.

After choosing how you'd like to attract new farmers, you'll have to wait a season or two to see if you have any success.

> The morale of your farmers has a great deal of impact on whether the clan functions smoothly or wallows in nasty disputes.

If you aren't having any luck recruiting new farmers, or don't want to bring newcomers into the clan, there's another option: reassign some of the crafters or hunters to be farmers.

Weaponthanes

The clan chief supports a number of full-time warriors, called weaponthanes, who live in the chief's hall. They are equipped with armor and a horse, and carry a sword and shield. Although they ride into battle, they dismount to fight. In battle they are five times as effective as a normal footman, in part because normal footmen fear going up against a warrior who is so much better armed and trained.

> All the recruitment dialogs Farmers, Weaponthanes, Hunters, and Crafters give a good deal of situational advice through the clan ring. If you're in doubt about what to do with your people, find out what the ring members have to say.

Weaponthanes expect better food, and regular gifts. In return they are willing to fight in most battles, perform special acts of derring-do, guard emissaries, look after trading missions, and go exploring. Not to mention die. An awful lot of them die.

So you will need to click the Weaponthanes button frequently to recruit more of them. Usually, there are carls willing to become warriors or weaponthanes can be recruited outside the clan, from neighbors and immigrants. Outsiders will be more likely to join your ranks if you offer extra gifts.

Your stock of available goods and the number of horses limit your ability to hire more weaponthanes. You can't hire new weaponthanes if you can't afford to give them goods as welcoming gifts or if you lack enough horses to keep both your nobles and your current weaponthanes mounted.

If you feel that you have too many weaponthanes, you can also use the Weaponthanes button to dismiss your full-time warriors. This isn't likely to gain you anything except relief from the weaponthanes' large appetites and a possible rise in banditry.

> Winning a battle increases your warrior's morale. Losing a battle takes it down a notch. Losing a battle and suffering huge casualties will reduce the warrior's morale by a great deal if their morale was previously high. Similarly, utterly routing a foe will greatly increase the warrior's morale if it was bad to begin with. A host of other factors and choices affect warrior morale, so it is possible that your warriors will be despondent despite winning most of their recent battles, or vice versa.

Children

It takes fifteen years for a baby to grow up, become initiated as an adult, and become a farmer or noble. At KoDP's level of simulation, children play little role in the clan's affairs. As a player, you'll want to watch for the situation in which you have more children than farmers, since this puts you at greater risk of starvation.

Nobles

The god-talkers who serve on the clan ring, lead missions to other clans and act as emissaries are drawn from your clan's nobles. Like carls, nobles are created by both birth and wealth. To some extent, nobles are also defined by ability: magically skilled or otherwise gifted individuals rise to be considered nobles when they prove that they are exceptional people who deserve to lead and represent the clan. You can't recruit more nobles, but as your pool of advisors dies of old age or accidents in war, new leaders will rise from the clan to take their place.

You will note that your Clan screen indicates that you have more nobles than clan leaders… some of these extra nobles are the families of the leaders, or people too unskilled or too shy to take a leadership role in the clan. Others are god-talkers unwilling to take leadership roles on the clan ring.

Hunters

Hunters usually provide the clan with about two Bushels of food each year (one Bushel feeds one person for a year). They're not the most efficient food-providers, so it's good that hunters do more than simply provide food. Hunters fight as part of the fyrd, improve your skirmishing ability (see battle tactics notes on p. 42), improve the odds for your exploration missions, help your weaponthanes spot enemy raids, and even provide the clan with some goods by selling the pelts and horns of their prey. You may not need to field as many hunters as your wildlands can support, but think twice if you're considering telling them all to put down the bow and take up the plow. Use the Hunters button to change the number of hunters in your clan.

Don't be surprised if the number of hunters in your clan goes up without your permission. Hunters teach their children how to hunt rather than how to farm.

Crafters

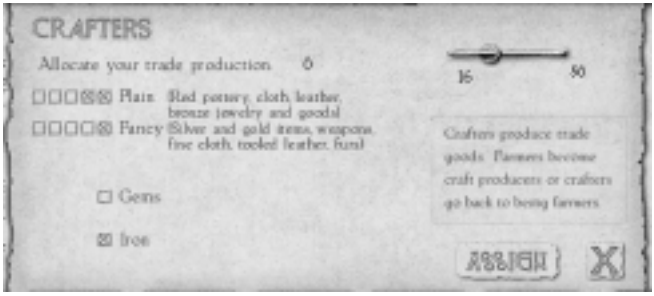
Crafters are farmers who are assigned to manufacture goods for trade with other clans. As you'll see when you click on the Crafters button and check your clan ring's advice, there's a limit to the number of crafters that your clan can usefully employ. To increase the number of effective crafters, try any of the following: build up your shrine to Issaries, place an Issaries worshipper on the ring, establish as many trade routes as possible with other clans, and start a tribe!

You can assign more farmers as crafters than the clan can truly support, but their productivity will suffer from diminishing returns. The morale of the

carls is also going to suffer because of this special treatment accorded some of their number. Unlike farmers and hunters, crafters' work does not keep them in combat shape, so they do not fight as part of the fyrd.

Assigning Crafters

The Crafters button lets you change your number of crafters, and also gives you choices about what types of goods your crafters will produce. You start with four Craft points to allocate. As the game goes on and you establish trade routes and tribal relationships, your Craft points will increase.



At the start of the game, you have a choice between producing Plain and Fancy goods. Plain goods, such as blankets and bronze items, provide a more reliable return. Fancy items, such as weapons and silversmithed jewelry, are often in greater demand, providing you with more goods in trade than the plain stuff. Producing Fancy goods is riskier, since the market is sometimes saturated, resulting in lower yields.

As your clan explores its tula and discovers various raw materials that can be shaped into finished goods, you can reassign your crafters from Plain and Fancy goods towards specialized products. These generally yield better returns than Plain products and Fancy products, though the demand for them is unpredictable.

Thralls

Thralls are essentially slaves. They may be other Orlanthi captured in battle, hapless strangers purchased from traders, or even non-Orlanthi pressed into servitude.

Thralls help the farmers care for the fields and the herds. Even if your clan was not a thrall-taking clan in the Great Darkness, your carls are likely to be pleased when the clan takes thralls and upset if the clan frees them.

Unlike slavery, thralldom is not passed down to succeeding generations. The children of thralls are born free and become full members of the clan.

Thralls can sometimes grow restless or intractable. This is more likely when you've taken thralls from feuding clans or from non-Orlanthi enemies. It's even more likely if you have sacrificed some thralls to the gods.

Whenever you have thralls, you can use the Thralls button to free some or all of them. If you're playing a clan that adopted strangers as family in the Great Darkness and you took thralls for some reason that seemed good at the time,

this is your chance to return to your ancestors' path. Your farmers might not be happy with your decision, but your ancestors will be.

> Sacrificing thralls increases the potency of your sacrifices: in the eyes of the gods, one sacrificed thrall is worth ten cows. But neighboring clans, and many of your own people, view human sacrifice as a sign of desperation. If you sacrifice thralls when times are good, expect your own and other clans to think poorly of your leadership. If the clan's mood is already desperate, or if the clan magic is in dire straits, sacrificing a thrall or two may not upset your own people.

Other Screen Features

The Clan Mood

The clan's mood indicator gives a rough sense of whether the people are happy with the ring's leadership or whether they fear they're being led down the road to ruin. If the people are happy, problems that start small are more likely to stay small. If the people are already angry, ill feeling can spiral out of control. Clans can forgive their leaders for occasional unpopular decisions; it is repeated failure or clear signs of going against the will of the gods that are most likely to drive people to rebellion.

In descending order, from the happiest condition to the depths of the spirit, the terms used to describe the clan mood are:

jubilant, splendid, happy, contented, optimistic, reserved, worried, dissatisfied, gloomy, ugly, and grim. Anything below reserved is a bad mood.

The clan mood is somewhat linked to the morale of the farmers and the warriors. If the farmers and the warriors are both happy, their good spirits can raise clan mood. The reverse is true if both the farmers and the warriors are unhappy.

> Few divine blessings directly affect the clan mood. Lhankor Mhy's Lawspeaker blessing and Chalana Arroy's Hope blessing are exceptions.

Farmer Morale and Weaponthane Morale

The morale of the farmers and the weaponthanes is distinct from the overall clan mood. The clan's mood expresses how the people feel about their place in Dragon Pass, the clan's prospects, and their hopes for the future. Farmer morale and weaponthane morale are better understood as professional assessments of how well the different branches of the clan are doing their jobs and how well they are being treated by the clan's leaders.

From the highest morale to the despondent lows, the ratings for both types of morale are:

unshakeable, confident, secure, resolved, uncertain, discontented, disgruntled, shaken, despairing. Anything below resolved is bad morale.

Feasting

Feasts are another way to raise the clan's mood. Click the Feast button and ask your advisors if they think it's a good time for feasting. Decide if you

want to make your neighbors happy by inviting them. The bigger the feast the more food it will consume and the more pleased your people (and any guests) will be.

Feasting isn't so effective that you should consider spending all your time doing it. Caligula-style binge-feasting only sets you up for a big mood hit when your clan starts starving to death. But in times of plenty, feasting in moderation will help the clan and your relations with neighbors.

Farmers and weaponthanes often compete with each other for the ring's attention. This conflict is a standard part of Orlanthi life. You generally don't need to take it too seriously unless one or the other of the two sides is extremely unhappy.

Distributing Gifts

Gifts are goods assigned to the weaponthanes or the farmers or split between the two. Actions taken during game-initiated crises will affect the morale of the warriors and the farmers more than the gift-giving on this screen.

Farming Screen

The quickest way to lose the game is to starve your people to death.

The screen allows you to manage your herds of cattle, sheep, and pigs, to clear land for planting, and to change the mix of crops in your fields. On the screen, the clan ring provides advice on all facets of agricultural progress, as well as warnings when you have too few farmers or are near starvation.

Farming has three main components: land, herds, and crops. Your management of these resources determines whether you will harvest enough food to feed the clan.

Under normal circumstances, you won't need to pay much attention to managing your farmers; farming is such a basic part of the clan's activity that most farming activities are automatic. Your farmers plant the fields in Sea season, harvest the crops in Earth season, and perform routine slaughter of herd animals throughout the year without you needing to intervene. But if an omen indicates that your entire barley crop will fail, it's up to you go to the screen and plant other crops that year… and if you want your crops to perform as they should in later years, you need to remember to go back and replant the barley after the harvest.

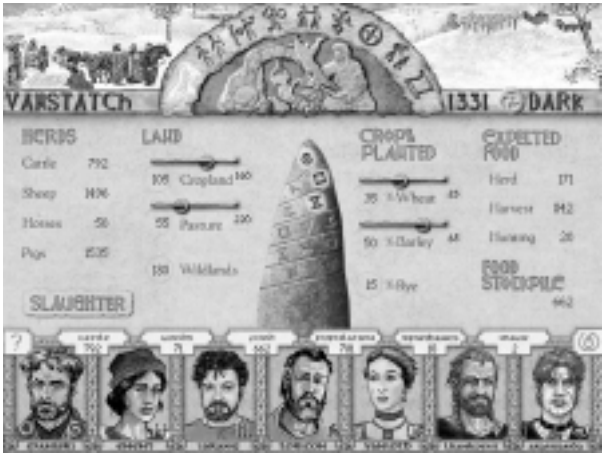
Get the most out of your agricultural production by clever use of labor, magical blessings, magical treasures, and Sacred Time magic. You can trade your crop surpluses or simply give them away to neighboring clans to prove your generosity.

Land

Three inter-linked sliders enable you to shift your clan's land between wildlands, pastures, and cropland. Let's take the three in reverse order to simulate the natural progression of land use.

Wildlands provide hunting grounds for hunters and foraging space for the pigs. Wildlands are represented as forests on the Tula screen. You can

cut down wildlands to give the clan more land for farming by increasing your pastures. This land-clearing operation requires some labor that would ordinarily be used for farming, so you may not want to clear your land indiscriminately.



You will usually start the game with more than enough **pastures** for your herds. But pastures in excess of what your animals normally graze tend to gradually revert to wildlands. Be careful if some of your land is taken from you; it's possible that you will no longer be able to support the herds, which will suffer greatly until you clear more land.

Pastures can be turned into **cropland**. The amount of cropland you can effectively farm is determined by the number of healthy farmers in the clan who are not occupied with the herding. Ask your clan ring to find out how much cropland your farmers can presently support.

It's possible to have too much cropland. If you try to spread your farmers too thin, your farmers will be overworked, slightly less productive, and increasingly restive.

Herds

The screen tells you how many cattle, sheep, horses, and pigs you have in your herds. Although you can't use the screen to immediately increase the size of your herds, you can use the Slaughter button to kill specific animals to provide food for the clan when you're facing Starvation (see p. 29 below).

Cows: the Measure of Wealth

Orlanthi clans measure wealth by how many cows they have. Crops provide more food, in absolute numbers, but any clan with few cattle will be considered poor. In general, herds of under 500 cattle are considered disastrously small. Herds between 600 and 700 cattle are usually too small, between 700 and 800 is probably good. Anything over 900 is excellent unless your population has grown so large that the people require more support than the herds can provide. If you're not

The Bushel we use as the unit of food in KoDP is the amount of food it takes to feed one person for a year. A normal bushel is just a medium-sized basket, but our Bushel comes from the Godplane: these are Ernalda's Bushels, and the Earth Mother's basket holds enough to feed one of us little people for a year.

certain how well your herds are doing, click on your advisors.

Economic exchanges, petitions from other clans, and sacrifices to the gods generally require you to give up cows or an equivalent amount of goods. Unless your herds are in excellent shape, try to sacrifice goods rather than actual cows. Of course, there are certain situations, and certain gods, for which only cows will do, but you can figure those out by thinking like an Orlanthi.

Sheep: the Lesser Beast

Sheep and pigs are important to Orlanthi, but not nearly as important as cows. You won't have to think much about sheep while playing KoDP. Occasionally you'll take them during cattle raids, or have them stolen or wiped out by various disasters, but their greatest relevance to you is as a part of the sacrifices that are required to maintain the clan's shrines and temples.

Be warned: if you choose to slaughter all your sheep (or pigs) for food, your store of goods and cattle herd will suffer as a consequence while your clan traders replenish your flocks as part of their routine (off-screen) trading contacts.

Uralda, the cow goddess, is one of the major deities of the Orlanthi pantheon. She's much more important than the deities who play similar roles for sheep (Nevala) and pigs (Mralota), who are not significant enough to have their shrines portrayed at KoDP's level of detail.

Pigs

There's not much to say about pigs, except that they make better emergency slaughter candidates than sheep and they require Wildlands for foraging. If you clear all your wildlands, your pigs will suffer until their numbers drop to a level your wildlands can sustain or until you return some of your cleared lands to wildland status.

Horses

Although you can slaughter horses for food in cases of dire necessity, they are more of a military than an agricultural resource. For a fully effective military, you need enough horses for all your nobles and all your weaponthanes. Advisors on the screen will tell you when you need more horses. The (Trade) screen will let you trade for more horses, but they aren't cheap. You may be better off trying to win battles against enemies who have lots of horses, such as the Horse-Spawn, and induce them to leave their mounts behind when they flee.

If your herds are getting too small, try any of the following:
Trade: Send a trade mission to another clan.
War: Launch a cattle raid on a neighbor, or send a full raid and choose Plunder as the objective to bring back some cattle if you win.
Magic: Sacrifice to Uralda for Mysteries to learn the myth of Uralda's Blessing, then perform the Uralda's Blessing Heroquest. Or learn and obtain any of the following blessings: Uralda's Calf Blessing, Elmal's Horsefriend, or Ernalda's Pig Blessing.

Crops

The crop sliders allow you to change the proportions of the three main Orlanthi crops planted in your fields. Your farming magic works best when there is a balance of grains. On

the other hand, each plant has advantages that might affect your planting. You can adjust the crops only during Dark, Storm and Sea seasons — once they are in the ground, you are committed to them until they are harvested.

Barley

A fine food provider, and important to your people because it's used to make beer. Putting too much effort into growing barley cuts your productivity, putting too little into barley hurts your clan's mood and standard of living.

Three of the most common agricultural blessings come from the chief gods, Orlanth, Ernalda and Elmal. Orlanth's Rain and Elmal's Sun help all the crops equally, while Ernalda's Bless Crops does the most good for barley.

Rye

Rye is not as tasty as wheat, nor is its yield as high, but it is the most reliable grain. Rye never has bad harvests or blights, so mood suffers if you don't plant enough of it.

Wheat

Riskier than rye, but richer in yield and in greater demand as a trading commodity. If you ignore rye and plant only in wheat, you'll accentuate the effects of good and bad harvests.

Food

The Expected Harvest

The screen lets you know what your farmers would expect to harvest in a normal year from crops, herds, and hunting. Your actual harvest will vary depending on your relations with the gods, the magic you've put into the different Sacred Time rituals, weather, and luck.

Not all members of your clan eat the same amount of food. Weaponthanes and nobles eat more, thralls eat less. Children eat slightly less than an adult.

When Things Go Wrong: Starvation

Starvation is a constant threat in Dragon Pass. When you don't have enough food left to feed the clan for the next season, one of your advisors will probably show up to warn you.

One of the simplest responses to imminent starvation, particularly if you know that you are going to take in the Earth season harvest soon, is to slaughter enough animals to get the clan through this hard spot. To feed the clan for one full season, you usually need food equivalent to at least 1/5th of your population. A clan of 800 people might need 160 food to survive a season without suffering from starvation. Slaughtered cattle provide the most food, pigs somewhat less, and sheep not much at all.

Other solutions to imminent starvation are a bit riskier. You can send a trading mission to buy food, or an emissary to ask for food as a favor, but unless you send the mission to an adjacent clan, you can't rely on them coming home in time to save your people.

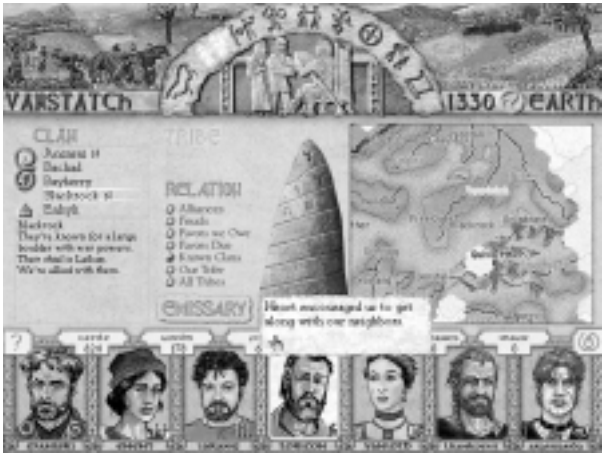
The amount of food an emissary can acquire with a favor is usually not enough to save you from starvation, but if you ask an ally or a tribe-mate for food, they may be willing to give you much more than the customary amount.

Relations Screen

One of the first things you'll want to do is check the screen and find out about your nearest neighbors. Clans that share a border with your clan, or that are only one clan away from your clan, are marked with an 'N', and are the clans you will have the most interaction with during the pre-tribal game.

The screen tracks basic information about all the other clans in Dragon Pass, the names of their chiefs, whether they owe you a favor (or if you owe them) and if you have any formal relationship with them, such as an alliance or a feud. Once you get to the tribal level, the screen can help you keep track of which clans are in which tribes.

At a quick glance, the map in the screen provides a color-coded summary of how the leaders of the other clans in Dragon Pass feel about your clan. The colors range from the bright blue of allies to the red of your enemies, the clans you are feuding with. This color coded summary does not entirely account for grudges which the common people of those clans may have accumulated against you. Feuds generally start when the people of another clan have had enough of your slights against them, a response that does not always correspond to poor relations with the other clan's nobles.



Feuds

Feuds represent formal declarations of animosity that suspend many of the norms of courtesy and proper conduct extended between clans. A feud is not quite the same as a war. There can still be friendly (or at least non-hostile) interactions between feuding clans, including trade, offers or requests for magical assistance, and even marriages. But if the normal state of relations between Orlanthi clans amounts to armed readiness, feuding relations may be understood as hair-trigger expectancy. You *expect* a feuding clan to stab you in the back. Feuding clans may raid your herds, kill your livestock, send

spirits against you, try to burn down your steads, and even kill members of your clan whom they can catch without adequate protection.

Orlanthi worship a god who embodies both Air and Movement. Not surprisingly, few of their social relations are permanent, not even their worst feuds. Many things can end feuds, including marriages, extreme generosity, messengers from the gods, heroquests, forming a tribe with a feuding neighbor, and emissaries laden with gifts offering peace.

Feuding clans will expect you to behave the same way towards them, so you can sometimes make peace with them by treating them better than they had expected. If such strategies fail, be prepared for your people to resent the fact that you appeased their hated foes.

To find out whether a clan has hidden grudges against you, or if you have some room to offend them without causing a feud, go to the Magic screen and sacrifice to Lhankor Mhy to discover any hidden wrinkles in that clan's attitude towards you.

Lhankor Mhy can also tell you how the various non-human groups regard your clan.

Allies

Allies are precious. Depending on the level of difficulty you've chosen for your game, you may start the game with one or more alliances with other clans. Later, after you've succeeding in improving another clan's attitude towards you, you can send an emissary to ask them to formalize the relationship by allying with your clan.

Unless relations go sour, you can count on an ally to:

• support you in negotiations with other clans, especially in tribal politics,
• look more favorably on requests for repayment of favors,
• provide you with favors even when they don't owe you a favor,
• refrain from sending full-scale raids against you, though they may occasionally hit you with a small cattle raid if you are careless about guarding your herd.

Your allies expect similar considerations, and may be offended if you treat them as if they were just any other clan.

The other choices by the clan list provide information that is explained later:

• clans that owe you favors (p. 33)
• clans you owe favors to (p. 33)
• the clans in a tribe (p. 56)… at the start of the game, the Colymar are the only tribe
• the clans in your tribe (p. 56)… blank until you put a tribe together

To succeed in making a tribe and winning the game, you need to convince nearby clans to join with you. Clans far across Dragon Pass are much less likely to join your tribe. Be careful about your relations with nearby clans. You don't have to be friendly with everyone, but if all your neighbors hate you, you will be so busy fighting off raids that forming a tribe will be a problem you never get around to solving.

Emissaries

Click the Emissary button to send a diplomatic envoy to another clan. You can preselect the clan you want to send an emissary to by clicking on the clan list or the map on the screen, or you can wait until you've called up the Emissary dialog to pick a clan.

Choosing Your Emissary

When you send an emissary, the game will choose your most qualified leader. You may have reasons to send a different emissary, in which case you should click the Leader button. In general, the best emissaries have high Leadership, Bargaining, and Custom skills.

Due to the rituals that make them representatives of your clan, ring members have more success as emissaries, traders, and explorers than non-ring members.

Emissaries to nearby clans will return quickly, while emissaries to distant clans may take a season or more to complete the trip and return. If you've been sending out a number of emissaries at the same time, the Emissary dialog will tell you which of your emissaries are still traveling.

Most of the mechanics of choosing and sending an emissary also apply to the mechanics of sending trading missions from the Trade screen.

Devotees of Issaries, the silver-tongued god of communication, have better emissary skills than worshippers of other gods, and get preference over others of roughly equal abilities. Conversely, there are less dependable gods whose worshippers can turn routine gift-giving into an adventure.

Choosing an Escort for Your Emissary

The roads in Dragon Pass are dangerous. If bandits don't get you, feuding clans will. You'll want to send several weaponthanes or footmen along with your emissary, particularly if she is carrying rich gifts. Each weaponthane provides as much protection as five footmen, and every footman you send is one less farmer who can work in the fields. How many escorts will your emissary need? That depends on how well you've kept down bandits and how many enemy clans you have, but in general you'll want to send at least two or three weaponthanes as guards, more if you want to be sure to avoid trouble.

Emissary Options

Gift Giving

If you want to get proactive about your relations with other clans, instead of simply waiting for them to come to you with problems or opportunities, you can send emissaries with gifts to improve their attitudes towards you.

Within both the Emissary and the Mission dialogs, click on the small icon to call up the map.

Gift-giving proves that your clan can afford to be generous, like Orlanth, the King of the Gods. Early in the game, giving

generous gifts is one of the best means of raising your standing, giving the clan the good reputation that will be crucial to forming a tribe and winning the game (see p. 56, 62).

Note that gifts of magical treasures or horses are even more likely to increase your stature in Dragon Pass, but you should exercise caution and refrain from giving such militarily useful gifts to a clan that think of you as an enemy clan.

If you are feeling impoverished, and don't want to send a large gift, it might be better not to bother; Orlanthi do not approve of stingy gift-givers, so sending gifts worth less than a dozen cows might hurt your reputation.

Clan members sent away from the tula are temporarily subtracted from the population. You get them back if they return alive. Occasionally such temporary absences cause Sacred Time reports to say that your clan shrunk when in truth many members are simply away from the tula on missions.

Ask for Favor

A clan which is said to owe you a favor may owe you more than one favor. Similarly, a clan that you owe favors to may come to you asking for many favors before the debt you owe them is fully repaid.

Favors keep track of which clan is more indebted to the other; there's never a circumstance in which your clan will simultaneously owe a favor to another clan and be owed a favor by that same clan. If a clan that you owe favors to says they will owe you a favor, the truth is that you now owe them one less favor.

There are two special cases in which you may be able to ask for a favor when the clan in question does not owe you one: allies and tribe-mates may be willing to aid you because of the bonds between your clans. This can come in particularly handy in cases in which your clan is running out of cows or food.

There is some benefit to holding off on collecting favors you are due. Clans which owe you favors will be more inclined to see things your way in political disputes and delicate negotiations.

If you're looking for a way to repay favors you owe, there's no such button. Generally you can only repay favors when another clan comes asking for repayment. But if you are extremely generous in giving gifts, some clans will accept the gifts and consider them payment for favors they expected to receive from you later.

Propose Alliance

As mentioned above, alliances can make the difference between spiraling into defeat or forging friendships that can lead you to victory. It's generally wise to give such an emissary gifts to give at the outset, though you may also end up giving gifts during negotiations.

End Feud

Ending a feud isn't easy. Generosity helps.

Demand Tribute

Demanding tribute from another clan is difficult. It helps if your weaponthanes and footmen outnumber theirs, if you have beaten them in battle a lot, and if you are near enough to enforce your demand. They will, naturally, resent you and plan to weasel out of the arrangement at the first chance they get. To stop tribute or try to increase the amount, send an emissary to "demand tribute" from a clan that is already paying.

Trade Screen

The screen allows you to:

- send trading missions to the other clans of Dragon Pass
- keep track of the clan's magical treasures
- keep track of the clan's trade routes
- keep track of the success of the clan market

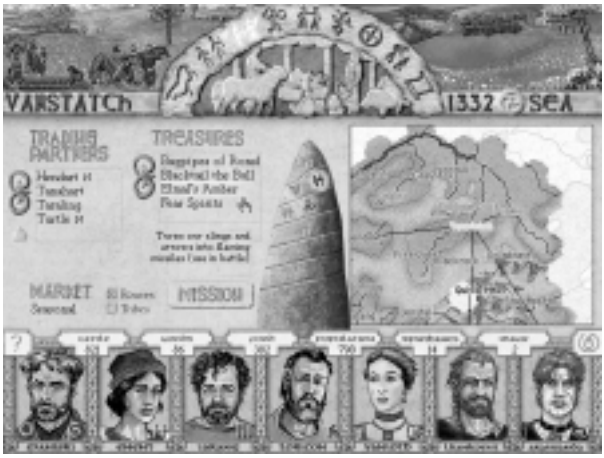
Missions

Trading missions are the heart of the screen. The basic mechanics of sending a Mission are the same as for sending an Emissary (p. 32). After you've clicked the Mission button, you'll be presented with choices for what you want the mission to accomplish. Choose the Mission leader, choose the clan you want to send the Mission to, then figure out what you'd like the mission to accomplish.

Commodity Trading

So long as you avoid buying or selling a treasure, you can try to trade any assortment of food, goods, cattle, and horses you desire. You get to choose whether you are sending a small, medium or large caravan. The appropriate quantity of trade-stuffs is subtracted from your holdings as soon as you send the Mission, hopefully to be replaced with stuff you've traded for upon the trader's successful return.

If you are sorely in need of goods, or cattle, or any other specific item, your best bet is to keep the trade simple and focus on obtaining that item, rather than trying for a bit of everything.



Trading for Treasures

When you opt to try to trade or buy a treasure, other commodity trading choices are not available. Treasure trading takes precedence over normal trading patterns. To buy both more cows

and a new treasure, you'll have to send two missions.

If you try to sell a treasure, you'll have to choose one for your trader to take along on the Mission. Selling a treasure will get you goods. To buy a new treasure, you'll either have to bring a treasure of your own to trade or pay in goods or cattle once your trader has arrived at her destination. If your first mission to buy a particular treasure fails, a later attempt might succeed.

KoDP uses Goods as an abstraction for desirable material resources that are over and above what the clan needs just to get by. Goods are always valuable items that the gods, your neighboring clans, or enemy weaponthanes would be happy to possess. This abstraction lets you get by without tracking specific amounts of raw silver, finely worked silver, building materials, gemstones, fur capes, and so on. Your clan isn't destitute when it runs out of goods; instead, your people possess only the minimum they need to get by, without any surplus available for the common use of the clan.

Treasures

Treasures have magic powers that can help your clan thrive. Some treasures are more powerful than others. Some are mysterious, and won't tell you exactly what they do, but you can generally be assured that the mysterious treasures are among the most powerful in the game.

Treasures, their abundance or their lack, also factor heavily into your chances to win both the Short Game and the Long Game.

Spirit Fetches work differently than other treasures. They are small medicine bundles that catch lost Magic points and return the lost luck to your clan. You can't control a Spirit Fetch's use; it might burn itself out capturing one lost point or you might get lucky and acquire a Fetch just before the clan gets hit with a big bad magic whammy. Since Spirit Fetches are easier to get hold of than other treasures, most inhabitants of Dragon Pass will not take kindly to attempts to pass them off as a valuable treasure.

Trading Partners & Trade Routes

Some Missions are principally concerned with establishing new trade routes. Clans with a trade route between them are said to be trading partners. Every trade route increases the amount of goods that your crafters can find markets for.

Battle Treasures only take effect when you choose to use them in a specific battle. Unlike most treasures, most Battle Treasures may break when you use them. Other Battle Treasures must be broken to be used. Battle treasures are flagged with the parenthetical label (use in battle).

To try to set up a new trade route, click the Mission button, then choose a clan you do not already have a trading partnership with. When you click the Establish Trade Route radio button, any other goals you've established for the Mission will toggle off. You will still be able to choose whether you want to send a large, medium-sized, or small Mission, since there will be a small amount of side-trading taking place even when your trader is focusing on setting up a trade route.

The Clan Market

Back on the main screen, at the lower left, you'll see a line saying something like 'Your clan market is seasonal.' Your market represents other clans coming to you to trade instead of you having to make special missions to trade with them. As the strength of the clan market improves, your traders will be able to generate more goods for the clan. In general, what's good for your trade is good for your market.

Increase your ability to support trade routes by increasing the size of your Issaries shrine, spending magic on Sacred Time Trading rituals, increasing your population, and creating a tribe. Also, finding unusual raw materials on your lands will let your crafters make unique items which can boost your trading prowess.

War Screen

The screen allows you to:

- recruit weaponthanes
- assign your weaponthanes to patrol the tula
- build fortifications
- launch raids and cattle raids against other clans
- track the clan's recent military history

Military Organization

Weaponthanes

Weaponthanes are dedicated warriors whose only responsibilities are to fight, patrol, and guard their clan-mates from attack, either at home or while traveling through Dragon Pass. The Weaponthanes recruitment button here works the same as the button on the screen (see p. 22).

Weaponthanes who get wounded or who act as escorts for traders, emissaries, or explorers seldom go right back on patrol. They prefer to rest up from their wounds and practice their skills. Remember to check them regularly if you want to keep your patrols filled.

Assigning Weaponthanes to Your Patrols

Weaponthanes on the outer patrol ride along the edges of the tula. They have a good chance of spotting cattle raids but are sometimes too far away to respond to attacks against your steads.

Weaponthanes on the inner patrol make sure that enemies can't plunder your steads without a fight. Even if an enemy's raid has slipped past your outer patrols, the weaponthanes on inner patrol are close enough to help spot it and fight it off.

When your weaponthanes aren't assigned to watch for enemy raids, they spend their time practicing their skills and resting. This improves their morale, but weaponthanes who are not assigned to patrol have little chance of spotting and responding to enemy raids or cattle raids.

The Fyrd, a.k.a. the Footmen

Every Orlanthi man is expected to be able to fight. Many women choose to do so as well. Every farmer has a spear and a strong hat and is ready to muster as part of the clan fyrd. Members of the fyrd do not have horses, they

walk to battle, and are therefore known as footmen. Given enough warning, the entire fyrd will muster to fight off an enemy raid.

The Short-Call

Cattle raids require a quick response, too quick for the fyrd to muster in response. Footmen who can quickly arm themselves to respond to enemy aggression or to launch a quick attack are known as the short-call. Along with the ever-vigilant weaponthanes, the short-call warriors also stand ready to guard traders, emissaries, and explorers.

The Auxiliaries

Auxiliaries are noncombatants (usually but not always women) who accompany the warriors, cheering them on and supporting them with healing magic. On raids against your steads (but not in cattle raids against your herds), your auxiliaries will always be present. In full raids against other clans, you can choose whether you want auxiliaries to accompany your warriors.

> War Clans have bigger fyrds, Peace Clans have smaller fyrds. If you don't want to change your clan type to increase your fyrd, go to the Magic screen and sacrifice for Vinga's Fyrdwomen blessing. Female farmers will take up the practice of arms and join your footmen in the field. The penalty is a slight drop in agricultural productivity and childbirth.

Fortifications

Fortifications cost goods to build but do not subtract further goods for maintenance.

Most fortifications reduce the amount of wealth taken from you when enemies defeat you in battle and plunder your steads. They also reduce the number of casualties your forces suffer when you choose Survival as your battle goal (see p. 41-42 below). Fortification effects are cumulative; a stone wall and a ditch are better than just a stone wall.

Two fortifications have special functions:

- a watch tower increases your patrol's chances of spotting raids and cattle raids.
- a stake perimeter offers extra protection against mounted foes.

> Your short-call will start small. To make it bigger, sacrifice for more War blessings. When your Clan Rock is aglow with War blessings, you'll have many more farmers who are ready for adventure.

Raids, Battles, and Bloodshed

When To Raid

During Sea season, the farmers are planting, and may refuse to muster for a raid. When you do manage to launch a raid anyway, the farmers will have had to ignore some of their work and the harvest will suffer. On the plus side, your enemies do not expect to be raided in Sea season (or in Earth season, for that matter) and will be easier to surprise.

A handful of the first clans to enter Dragon Pass, most of whom are in the Colymar tribe, settled around ancient hill forts. The hill forts provide superior defense, but are beyond the building capabilities of present-day clans.

In Fire season, the warriors expect to raid and be raided, since the weather is fine and the crops need little attention. Raiding in Fire season will increase the morale of your warriors slightly, even if they get unlucky and lose the battle.

Non-humans and other foreigners aren't tied to the same agricultural cycle.

Every hand is needed for the Earth season harvest, and the fyrd is unlikely to be willing to raid. If they do, some of the harvest will be left in the field.

Dark season is usually too cold to venture on a raid, though clans which fought Valind in the Great Darkness (see p. 13) know the magic rituals which can make such raiding easier.

Storm season is a fine time for raiding, although the weather changes unpredictably.

Nobody raids during the Sacred Time rituals. It's far more important to properly perform the ceremonies that renew the world.

Cattle Raids

Stealing your neighbor's cows is an ancient and honorable Orlanthi tradition. Ideally, a small group of raiders sneaks onto another tula and drives home a small herd, unnoticed. In practice, the target clan's outer patrol often spots the raiders, and either chases them off or engages in a small battle. If you never seem to succeed in getting away with the enemy's cows, you are probably sending too many warriors.

It's generally not possible to launch raids against non-human or non-Orlanthi enemies. Their homes are usually either distant, secret, incredibly well-defended by Orlanthi standards, or entirely nomadic. However, there is a way to force a fight with non-humans that are your ancient enemy: the Summons of Evil ritual. Perform the ritual and prepare yourself for your ancient enemy's assault.

You can only launch cattle raids against neighboring clans. Cattle raids are quick strikes that attempt to take advantage of another clan's lax patrols; the idea is to get in and out without fighting a pitched battle.

When cattle raiders are spotted by their enemies

and forced to fight, the resulting confrontation is treated like any other battle, with one exception: any plunder seized by the cattle raiders will consist only of animals stolen from the herd, not goods taken from the steads.

Raids

Raids are determined attacks against a clan's steads, usually in search of plunder. Unlike cattle raids, raids always force a battle with at least some of the defending warriors, even if the raid manages to slip past the defenders patrols.

As with cattle raids, the normal targets for raids are neighboring clans. But you can also raid feuding clans, no matter how distant.

Raiding options:

Should you ask another clan for help?

Outside of planting and harvest season, a clan that is allied to you or that owes you a favor may send warriors to help your raid. These warriors will be a mix of footmen and weaponthanes, and will demand a share of the plunder if you win. Win or lose you will owe their clan a favor.

Should you take along auxiliaries?

Auxiliaries inspire your warriors to keep fighting when they would ordinarily flee, then heal those who are mortally or heavily wounded. Unfortunately, auxiliaries don't defend themselves well and can be taken prisoner if your warriors lose the battle.

How many warriors should you take?

The more warriors you take, the better chance you have of winning the battle. As in most other military situations, a single weaponthane fights as well as 5 footmen. If you take all your warriors on a raid, other clans may seize the chance and raid your cattle while the herds are undefended.

The Structure of Battle

Each battle is divided into two main parts, the initial clash and the melee.

The initial clash is when the two sides size each other up or try to force their vision of how the battle should be fought onto their enemy. Your battle tactics are compared to the enemy's battle tactics to determine which side gains an advantage in the melee to come. In most cases, winning the initial clash confers advantages for the rest of the battle, but does not guarantee victory. Occasionally one side's success in the initial clash will determine that the two sides disengage before entering the melee.

Sometimes one of the clan's leaders faces a pivotal choice in the middle of a battle. Your leader's actions help determine the results of the battle as well as the leader's odds of survival, your clan's reputation for heroism, and the leader's standing in the clan.

The second part of the battle, the melee, decides the outcome of the fight. Melee begins when the warriors have moved from missile weapon distance into sword-and-spear range. The melee

ends when one side breaks and runs. If the raider wins the melee, they will take plunder or have a chance of achieving other objectives. After the melee is resolved, your warleader reports on the battle's results.

The Tactics Screen

Before each battle, you'll be given several interrelated options for how you would like your forces to fight on the Tactics screen.

Your choices include:

- how much of your magic you use in the battle
- whether you pause to sacrifice a cow to Orlanth or Humakt
- whether you use a battle treasure in the fight to come
- your Tactic for the initial clash
- the Objective that your warriors will pursue as their main goal in the melee

The main advantage of playing a War Clan is to start with two points of War magic ritual during Sacred Time. If you'd rather not live with the agricultural drawbacks of life as a War Clan, consider putting a devotee of Humakt, Vinga, Urox or Elmal on your clan ring: if you have at least one war god worshipper on the ring, you'll get an extra point of War magic ritual in the Sacred Time.

Using Magic in Battle

The clan magic you allocated to War rituals during Sacred Time will be used in every battle in the following year, though you won't receive any on-screen reminders of this fact. If you want to increase the amount of magic on your side in a specific battle, use the slider at the top of the Battle screen.

The more magic you have on your side in a battle, the better your chance of overcoming the enemy's magic in the initial clash. The side that bests the other's magic gets a bonus in the melee.

Sacrificing Cows to Orlanth and Humakt

Sacrificing a cow to Orlanth improves your odds of coming out on top in the initial clash.

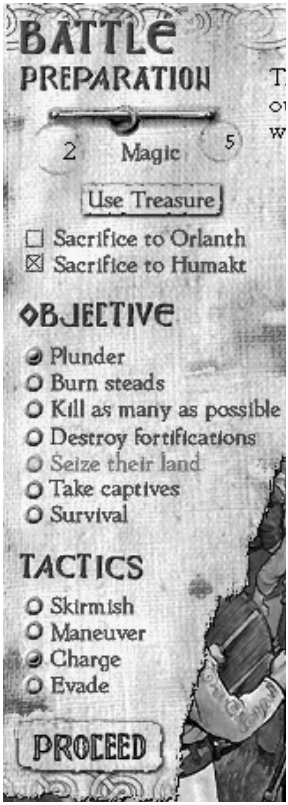
Sacrificing a cow to Humakt improves your odds of winning the melee, and hence the entire battle. Sacrificing to Humakt also reduces the effectiveness of the enemy's auxiliaries.

Sacrifices take time. If your enemy charges or otherwise forces the melee when you are still sacrificing, sacrifice will have no effect. This also applies to the enemy if you charge while the enemy is sacrificing. All your warriors must participate in each sacrifice, so making two sacrifices takes twice as long as making one.

Battle Treasures

If you have one or more battle treasures, the Use Treasure button will be available. You can only use one treasure per battle. Note that the Use Treasure dialog defaults to Use No Treasure instead of forcing you to choose a treasure when you open the dialog.

Some battle treasures can be used only once. Most have a chance of breaking when used.



Objectives

Once the two sides come together in the melee, it is difficult for your leaders to enforce command and control. Your warriors will fight to attain the overall objective you chose before the battle. Battles resulting from cattle raids disallow several of these objectives.

Plunder

Plunder is the standard objective, allowing victorious warriors to concentrate on what they enjoy most: making off with cattle and goods. The larger the plundering force, the more plunder it will seize. There are a couple of wrinkles to the Plunder objective. For one, cattle raids never take goods; instead, they seize cattle and occasionally sheep. Second, if starvation is imminent, Orlanthi warriors who win a full raid will seize food as well as goods and cattle.

Burn steads

Warriors who attempt to burn steads will pass up some opportunities for plunder in order to inflict as much physical damage as possible on the other clan's possessions. Stead burning is a ferocious insult. Even when you don't succeed in burning another clan's steads, they'll probably hate you for trying. But if you do manage to burn an enemy's steads, they'll have fewer resources to devote to making war against you.

Kill as many as possible

To soften up an opponent, or just to show them that you hate them, direct your warriors to try to kill as many of the enemy as possible. If victorious, your warriors will pass up some of their opportunities for plunder in order to kill more of the enemy. In a losing fight your warriors will also inflict more casualties, though they may also suffer more as a consequence of their bloodlust.

Destroy fortifications

It's possible, though difficult, to destroy another clan's defensive works. Even when you win the battle, your warriors might not have a chance to destroy the other clan's fortifications.

Seize land

If your clan is adjacent to another clan's tula, you might be able to drive them off some of their land. This is not easy — odds are that your efforts will fail even if you win the battle.

Take captives

Prisoners taken in battle can be ransomed, freed, turned into thralls, or killed. Ransoming prisoners provides you with goods. Freeing prisoners makes the other clan less likely to raid you in the future. Thrall-taking clans will certainly want to consider keeping prisoners as thralls, though their own thralls may grow restless when members of enemy clans or non-Orlanthi prisoners are pressed into servitude. Killing prisoners is always an option. Not a great option, perhaps, but it makes sure that these particular enemies won't be back to raid you again.

Survival

If you are heavily outnumbered, keeping your warriors alive might be your best bet. Survival works even better when you have good fortifications. But be warned: choosing Survival means that your warriors are concentrating on making a shield wall and staying alive, not on winning the battle or preventing the enemy from plundering your tula.

Tactics

Your choice of tactics determines the initial clash of the two forces. The four possible tactics are Skirmish, Maneuver, Charge, and Evade.

Skirmish

Hurl slingstones, throw javelins, and fire arrows at the enemy for as long as possible, trying to inflict maximum casualties before the melee. Skirmishing is also a useful tactic if you do not wish to press the fight but are unwilling to choose to Evade. If your opponent also opts to Skirmish or Evade, your forces will never come into contact.

Maneuver

Orlanthi troops don't practice marching in formation, but it is possible to maneuver your forces to seek tactical advantage. Maneuvering means looking for high ground, trying to take the enemy from its flank, or luring them into a bad position. You have more luck maneuvering on your home terrain.

Charge

Charging is the tactic Orlanthi clans use most, partly because a successful Charge gives the biggest bonus in the second half of the battle. The intent is to hit the enemy hard and fast and drive them back in the crucial first seconds of the melee.

Evade

Successfully evading an opponent is tough to pull off, but if you're successful you may be able to avoid a battle entirely. If you lose the initial clash, trying to evade will hurt your chances of winning the battle.

Tracking Your Recent Military History

The screen keeps track of your last five raids and the last five raids against you. Here are the codes for the icons in the records:

Sword: a battle you won
Broken sword: a battle you lost
Cow: a successful cattle raid
Empty cow: a cattle raid that turned back because of its target's patrols
Blank space: a battle that broke off after the initial clash
The logic applied for the results of raids and cattle raids follow different tracks. The symbol for a successful cattle raid that avoids a battle is the same regardless of who stole the cattle, whereas the symbols for full battles pivot on your clan's success or failure.

If your clan members were taken as prisoner you can usually free them with a later successful raid. When you take prisoners from other clans as thralls, their clansmen have a similar chance of freeing those thralls with a successful raid.

Magic

The screen enables you to:

- sacrifice to the gods for their blessings
- sacrifice to the gods to learn their myths
- perform heroquests

Each deity listed has an icon beside its name to show its current temple size:
blank - no temple built
- shrine
- temple
- Great Temple
- The flame shows that you sacrificed to that deity within the last year.

Blessings: the Basics

Clans that sacrifice wisely for blessings can improve all aspects of their existence. The gods on the screen represent the major supernatural powers of the Orlanthi pantheon. There are other gods and other blessings, but gods like Minlister (god of brewing beer!) and blessings such as Cheese-Making (from Uralda, the cow-goddess) aren't relevant to the road of kings, and therefore fall below the scope of this game.

Heroquests: the Basics

Heroquests are journeys into the timeless world of the gods. The quester assumes the identity of a deity and attempts to recreate the deity's mythic actions. If the quester succeeds, he can harness huge supernatural powers for the good of the clan. If the quester fails, he risks death and bad consequences for the clan. Succeeding at a minimum number of heroquests is required to win the game.

Learning Blessings by Sacrificing for Mysteries

Your clan's sudden emigration to Dragon Pass cut the god-talkers off from much of their former spiritual power. Reforge your links with the gods by sacrificing to individual deities. Sacrifice for a god's mysteries will either reveal knowledge of one of the god's blessings or increase your understanding of one of the god's sacred myths. Spending magic on Mysteries rituals in the Sacred Time helps your first few sacrifices for Mysteries each year.

Blessings which you do not yet know appear as vague runes on the relevant screen's clan rock. Once you have learned a blessing, its rune will appear cleanly carved.

Shrines, Temples and Great Temples

Once you learn a blessing, you can either build a shrine to gain the blessing on a permanent basis, or sacrifice to the god again to gain that blessing for the next year. Once you know two blessings for a particular deity, you can build a temple and gain those blessings year-round. When you know three or more blessing for a particular deity, you can build a Great Temple. A Great Temple gives you three permanent blessings, improves your reputation, and gives you an extra point of magic every year.

When you gain a blessing, its rune will light up on the clan rock in the appropriate screen. A blessing connected to a shrine or temple will stay on until you change blessings or something happens to the temple; a blessing you sacrificed for will stay active for a year, then go off. With a couple of exceptions, sacrificing for a blessing when it is already in effect does not add to its potency.

> We often use the word temple to refer to any shrine, temple, or Great Temple. We'll use the specific term when we need to be specific, but temple is the generic term for any god-house.

Building Temples & Temple Maintenance

Use the Build button to create a shrine or temple for a god whose blessings you know, or to reduce that god's temple if you no longer wish to support it. Your advisors will remind you that shrines and temples require annual sacrifices of goods, cattle, and sheep. If you have too many temples, your clan will be spread too thin to support them all. If you can't support all your temples in the Sacred Time, one of them will be reduced for you.

Sacrifice

Sacrificing to the gods on the screen doesn't always succeed. Your basic chance of success depends on your ring's highest Magic skill. There are many other factors, a few of which are listed below:

Size: Most gods accept both cattle and goods equally happily. Sacrificing fewer than 7 cows worth of cattle and goods hurts your chances. Sacrificing double or triple that amount greatly increases your chance of success.

Worshippers: Your sacrifice is more likely to succeed if at least one member of the clan ring is a devotee of the god you are sacrificing to.

Clan magic: The higher the current magic, the greater the chance of success. A low magic pool is bad luck.

Treasures: There are a few treasures that can aid sacrifices.

Omens: When the Sacred Time omen suggests sacrificing to a particular deity, you can expect sacrifices to that god to have a better chance of success.

Special Cases:

Mysteries: As mentioned above, sacrificing for Mysteries works much better when you first spend magic on Mysteries rituals in the Sacred Time. This effect decreases each time you sacrifice for Mysteries in a given year.

Divinations: Divinations, such as those performed to Lhankor Mhy and the Ancestors, are cheap: they do not require you to sacrifice as much for a good chance of success.

Human Sacrifice: Most clans performed some form of human sacrifice during the Great Darkness, so the gods will accept sacrificed thralls. In purely mechanical terms, sacrificing a thrall has the same effect as sacrificing ten cows. But times are not nearly as bad as they were during the Great Darkness, and human sacrifice is regarded as the sign of a desperate clan.

The Gods and Their Blessings

Several deities have blessings available only through sacrifice. The most useful of these are from Chalana Arroy. Other gods with sacrifice-only blessings include Eurmal, Maran Gor, Lhankor Mhy, and the Ancestors.

Ancestors

Many of our ancestors still keep watch over the clan, even long after their death. None of the ancestors have the power of a god, but their collective benevolence is vital to the clan's magic.

Divination

There are two standard questions you can pose to your ancestors:

- Is the clan suffering under any curses?
- Are there any treasures to be found on the tula?

Protection

Being spirits themselves, the ancestors can provide protection against hostile spirits, including those sent by enemy shamans.

Summons of Evil

Orlanth himself used this ritual to draw his foe to him so he could defeat it. The Summons of Evil draws some aspect of your ancient enemy upon you. Defeating your enemy gives you magical benefits, and other clans' respect.

Barntar **(BARN-tar)**
The son of Orlanth and Ernalda, Barntar the Plowman is the most important god to those who till the soil.

Plowsong
This blessing gives each ox additional strength and stamina, reducing the number of oxen you need to plow your fields.

Vigor
This blessing keeps your farmers from tiring, letting them work longer and harder.

Of Barntar's blessings, Plowsong is useful when your cattle herds are in bad shape and you can't muster enough oxen to plow the fields properly. Vigor helps more often, reducing the number of farmers you need to tend the crops and herds.

Chalana Arroy **(chah-LAH-nuh a-ROY)**
Chalana Arroy is the goddess of healing, and one of the Lightbringers. Her god-talkers wear a green sash, and are sworn to nonviolence. She is not impressed by sacrifice that unnecessarily spills blood.

Curing
This blessing restores the sick to health. If it's an ongoing blessing from a shrine or temple, it hastens the normal recovery rate. Unlike most blessings, it can be performed as a sacrifice even when you have the blessing from a shrine. Performed as a one-time sacrifice, it will cure people immediately. The larger the sacrifice, the more will be cured.

Healing
This blessing heals the wounded. If it's an ongoing blessing from a shrine or temple, it hastens the normal healing rate. Unlike most blessings, it can be performed as a sacrifice even when you have the blessing from a shrine. Performed as a one-time sacrifice, it will heal people immediately. The larger the sacrifice, the more will be healed.

Hope
When times are bad, Chalana Arroy improves the spirits of those who are most troubled: the farmers, the warriors, or the clan as a whole.

Resurrection
One of Chalana Arroy's amazing powers is the ability to restore the recently dead to life. The circumstances of death or the magical affiliation of the deceased can prevent this. Humakti, for example, are pledged to the god of Death, and can never be resurrected. Unlike more common sacrifices, Resurrection expends a great deal of the clan's magic.

Elmal **(EL-mahl)**
Elmal is god of the sun and has a special affinity for horses. He befriended Orlanth, and was adopted into the Storm Tribe. He served Orlanth loyally, staying behind to guard what was left of the world while Orlanth went on

the Lightbringers Quest. A few clans worship Elmal as their main god, initiating boys into manhood with Elmal's mysteries instead of Orlanth's secrets.

> Resurrection requires a relatively whole body that is still close to its severed spirit. If you're going to try to resurrect a dead leader, don't dally. Take the first chance you get or it will be too late.

Horsefriend
This blessing reduces horse mortality rate, effectively increasing the size of the herd.

Shield
Elmal's brightly polished shield can protect your weaponthanes from injury and death in battle.

Steadfast
Improves your chances of winning battles when you are defending your home tula.

Sun
Improves the yield of all crops.

Ernalda (er-NAHL-duh)
Ernalda is the great goddess of the earth, and Orlanth's wife. She heads a pantheon of agricultural deities and household spirits. She is worshipped by most women. Some clans consider Ernalda their most important deity, since she orchestrated the creation of the first tribe.

Bless Children
Increases the number of children born each year.

Bless Crops
Although this blessing helps all crops, it has the best effect on barley, Ernalda's favorite plant.

Preserve
This blessing reduces the amount of stored food which spoils every year.

Swine Blessing
Increases the number of piglets born each year.

Eurmal (YUR-mahl)
Eurmal is the Trickster, always causing trouble. But he is also one of the Lightbringers, and helps bring about change in the world. Orlanthi clans do not build shrines to the trickster, so his blessings are only available through sacrifice when you have a Trickster on the ring. Eurmal is not as picky as the other deities, and often responds well to small sacrifices the other gods wouldn't touch.

Bless
The Trickster's blessing can help the clan, though it's hard to predict how.

Curse
The Trickster's curse will cause another clan some nasty trouble.

Humakt ✝ (HOO-makt)
Humakt was Orlanth's brother, but severed himself from his kin. He is still worshipped as the deadliest war god.

Battle Luck
This blessing improves your odds of winning any battle, even if you are otherwise entirely outmatched.

Morale
Improves the ability of your warriors in battle, helping them inflict more casualties on the enemy.

Oath
Humakt is the god of Truth and of oaths. This blessing helps convince other clans of your sincerity and strengthens your alliances.

Truesword
Humakt's weapon is the sword. This blessing allows your weaponthanes to fight twice as effectively.

If you choose not to obtain War blessings, and then make war against other clans, they may well use War blessings against you.

Issaries ╪ (IS-sar-eez)
Issaries is known as the Talking God, because his blessings help speakers ranging from storytellers to traders to poets. He is widely worshipped as the god of trade and as one of the Lightbringers.

Bargaining
This blessing helps your traders and negotiators.

Market
This blessing makes your market more profitable, and lets you support an additional trading partner (unless the Trading blessing already allows one).

Spare Grain
This blessing is associated with Issaries' son Harst. It provides extra food each year, allowing your farmers to profit with many small barters of their own that are not controlled by the clan ring.

Trading
This blessing helps your trading caravans, and allows one additional trading partner (unless the Market blessing already allows one).

Lhankor Mhy Y (LANK-er MIGH)
Lhankor Mhy is called the Knowing God, for he knows all the precedents of the law, and much more. In Heortland, many of his god-talkers are literate. Lhankor Mhy was one of the Lightbringers.

Divination
Divination is Lhankor Mhy's stock in trade, and a smaller sacrifice is often answered. There are three standard divinations:

Attitude: Reports the attitude of another clan's leadership towards you, as well as whether its populace holds any hidden grudges.
Strength: What is the battle strength and magic of another clan?
Threats: Who is your worst enemy? Who hates you the most? Another clan? Or one of the inhuman peoples of Dragon Pass?

Clan Lore
This blessing increases the accuracy of divinations you perform during scenes.

Lawspeaker
By resolving small legal cases and disputes, this blessing helps maintain your clan mood.

Literacy
This blessing helps your god-talkers record your dealings with other clans, thereby avoiding inadvertent violations of treaties and bargains. Literacy helps you get along better with your neighbors by avoiding stupid disputes.

Malia (MAL-ee-uh)
Although no clan would worship Malia, Mother of Disease, it's not unheard of to propitiate her. As mistress of all illnesses, she is quite capable of curing them, when she chooses.

Curing
This blessing restores the sick to health. It will cure people immediately. The larger the sacrifice, the more will be cured.

Cause Plague
Malia is always willing to bring disease to another clan.

Immunity
Malia is willing to grant immunity from disease to those who sacrifice to her.

Maran Gor (MAH-rahn GOR)
Maran Gor is Ernalda's sister. Where Ernalda controls the fertile earth, Maran Gor represents its powers of destruction. She controls earthquakes and is said to be the mother of the creatures known as earthshakers.

Blast Earth
Maran Gor can curse another clan's fields with infertility.

Earthblood
This blessing grants fertility to your crops when people are killed in battle on your tula. Maran Gor loves blood sacrifices, and will accept the deaths of your own warriors as readily as the deaths of invaders.

Odayla (oe-DAY-lah)

Odayla, half-brother to Orlanth, is the god of the hunt in all its forms. He is a good friend with another of Orlanth's half-brothers, Yinkin the Alynx god.

For mythic reasons, Orlanthi are cat-lovers and dog-haters. The alynx is a semi-domesticated hunting cat that grows as large as a bobcat.

Sureshot

Helps your hunters hit their prey and bring home more game. It also helps your skirmishers in combat.

Tracking

This blessing helps your hunters and trackers locate what they search for.

Friend of Yinkin

This blessing ensures that the alynxes pay special attention to the vermin that would otherwise eat your stored grain.

Orlanth (OR-lanth)

Orlanth proved himself the preeminent god when he cast down Emperor Yelm and led the world during the Storm Age. When Chaos threatened to destroy everything, he embarked on the Lightbringers Quest to save and remake the world.

Lightning

Orlanth's lightning dances among your warriors in battle, inflicting more casualties upon your enemies.

Rain

Orlanth's gentle rains improve the yield of all your crops.

Thunderstone

This blessing, used on stones cast by your slingers, makes your skirmishers more effective in battle.

Woad

This blessing lets your clan war paint protect the footmen from wounds and even death in battle.

Uralda (oor-AL-duh)

Uralda is a daughter of Ernalda and the mother of all cattle.

Calf Blessing

This blessing increases the number of calves born to your cows.

Milk Blessing

This blessing brings more milk to your cows' udders.

Urox (OOR-ox)
Orlanth's unruly brother is also known as the Storm Bull and the Cleansing Wind. He is fanatically devoted to the fight against Chaos.

Berserker
Urox is prone to fits of destructive rage, which can be useful on the battlefield. You may win battles you would otherwise have lost, but both sides will suffer more casualties.

Sense Chaos
Urox is keenly aware of the approach of evil Chaos. By sensing small outbreaks of Chaos, he can ward off its more dangerous manifestations.

Smite Chaos
Soon or later you have to confront Chaos. This blessing aids every such battle.

Vinga (VING-gah)
Vinga was a granddaughter of Orlanth. She travelled widely during the Darkness, protecting women, serving her king, and showing that women could flourish on the field of battle.

Fyrdwomen
This blessing gives many of the clan's women the confidence to take up arms. You gain more warriors for the fyrd but suffer a penalty for childrearing.

Pathfinder
Vinga guides your explorers' steps, helping them return home safely and quickly.

Several deities do not start on your clan's list of worshipped deities; you will have to persuade them to bless your clan during the game. One is important enough to mention here. The others you may find through exploration.

Kero Fin (KERR-oh FIN)
The great mountain, Orlanth's mother, occasionally known as Wintertop. As the symbol of the union of Earth and Air, Kero Fin provides behind-the-scenes supernatural aid to would-be unifiers of Dragon Pass that is much greater than her relatively minor permanent blessing.

Maternal Ward
Prevents children from getting sick.

Heroquests

Learning how to do the Quest

The basic information on each myth is available on the (Background) screen. In order to attempt a heroquest, your clan needs to know the details of the quest's associated myth. The game provides two signs that you have the secret knowledge of a myth: the myth acquires a dot on the screen to show that you've learned the details, and the myth's icon on the clan rock on the screen shows as cleanly carved. Read the myth to discover the way to win the quest. Not all myths have heroquests associated with them.

Four of the myths have another level of knowledge, secrets that give you a bonus to complete their quests: The Making of the Storm Tribe, Ernalda Feeds the Tribe, Elmal Guards the Stead and Uralda's Blessing. These deeper secrets appear as underlined text in the myth and are marked on the Background Screen as filled-in dots beside their titles.

Succeeding with Quests

Worshippers

Heroquests are major undertakings. All the adults of your clan help prepare the quester, donating as much of their personal magic and worship as possible. The larger the number of people supporting the quest, the more likely it is to succeed. You can ask allies or clans that owe you a favor to send supporters. When you're in a tribe, your quester enjoys a great deal more support when you ask for helpers from the tribe.

You need to prove yourself to the gods and the other clans with successful heroquests in order to win the game. Winning the Short Game requires you to perform the Making of the Storm Tribe quest, then succeed at three more heroquests in the ten years after you have attained kingship of your tribe. Winning the Long Game requires the Making of the Storm Tribe quest and seven subsequent successful heroquests.

The Quester

The game selects the quester it thinks has the best chance of success. Criteria include the quester's god (Orlanth worshippers have a much better chance of succeeding at an Orlanth quest than at the Elmal quest, for example) and skills (primarily Combat, Magic, and Leadership, though specific quests test all the other skills).

If you'd like to choose a different leader to attempt a quest, that's your prerogative. You'll want to know that…

- Males can't attempt the Ernalda or Uralda quests.
- Humakti are forbidden from performing the Chalana Arroy quest.
- Female worshippers of Issaries, Lhankor Mhy or Humakt can attempt their god's heroquests with no penalties, as can male worshippers of Chalana Arroy. The text and art will often look strange since the female (or male) quester will be assuming the male (or female) god's role.
- Vinga-worshippers can perform any of the Orlanth quests as if they were Orlanth-worshippers.

Sacred Time Rituals

Before you attempt a heroquest, it's a good idea to allocate magic to Quest rituals in the Sacred Time. The Quest rituals will often make the difference between success and failure, but they only aid the first heroquest you attempt each year. Attempting multiple heroquests in the same year is extremely risky.

Clan Magic

High clan magic gives a better chance of success. Negative clan magic hurts your chances.

Benefits of Heroquests

Each of the nine heroquests provides a number of benefits appropriate to the individual deity's powers. You select the benefit you're aiming at before your quester crosses over to the Godplane. In addition, succeeding with any heroquest increases your clan's reputation and provides a basic magical benefit corresponding to the quest you have succeeded with. These basic benefits generally last three years (unlike the specific benefits you choose, which are often permanent). The basic benefits are never cumulative, so performing the same quest twice in a three-year span won't get you double the benefit, though it could provide you with two specific benefits.

The first step in a quest is to cross over to the Other Side. The entire clan participates in sending the quester from the world of Time into the timeless Godplane. Sometimes your quester will fail to make the transition, burning your Quest magic for the year to no effect. To increase the chances of success in crossing to the Godplane, make sure your ring includes a leader with high Magic skill.

You can perform quests more than once. In order to win the game, however, you must succeed at three (short Game) or seven (long Game) different quests after forming a tribe. Performing the Making of the Storm Tribe quest again after you receive the Ten Year Ring in a short game will count as one of those quests.

Basic Heroquest Benefits:

Chalana Arroy Heals the Scars: Reduces rate of sickness and disease.
Elmal Guards the Stead: Lessens the threat of Chaos; provides horses if our horse herds are too small.
Ernalda Feeds the Tribe: Aids cattle fertility, grain yield, and farmer productivity.
Humakt the Champion: Five of your warriors fight as well as six of your enemies.
Issaries the Conciliator: Reduces the threat of banditry.
Lhankor Mhy Finds the Truth: Bonus in situations involving Custom, Mystery, and Divination.
Making of the Storm Tribe: Bonus in situations in which you're trying to persuade others.
Orlanth vs. Aroka: Prevents drought, gives your warriors a bonus in battle.
Uralda's Blessing: Increases cattle fertility and reduces cattle diseases.

Map Screen

The screen shows you how much of Dragon Pass your explorers or emissaries have visited at least once.

Click the checkboxes next to the map to hide or show clans, tribes and your clan's trade routes.

Scroll the map by clicking at the edges, or click the icon to center the map on your clan.

Exploring

You can learn more about Dragon Pass by sending some of your clan out to explore your own lands, and the lands of Dragon Pass. Click the Explore button to send out an exploration party.

Choosing Exploration Leaders

Exploration is fraught with risks. The leader chosen for you stands the best chance of success. If you want to choose a different leader for the exploration party, consider this: successful explorers have high Combat and Bargaining skills. Worshippers of Vinga and Issaries make better explorers because of their gods' emphases on travel and movement. To a lesser degree, worshippers of Odayla make good explorers because of their familiarity with the wilds.

As with trading missions and emissaries, ring members, thanks to their support from the clan magic, will have more success than non-ring members of equal ability.

Assigning Guards

Like emissaries and traders, explorers can fall prey to bandits and other enemies. Unlike trading missions, weak exploration parties can disappear without a trace in the untravelled and unknown parts of the land. The more warriors you send, the less likely your explorers are to fall prey to such ambushes. As in most military situations, each weaponthane counts as five footmen.

The Exploration Cross

Click on the map and the exploration cross will move there, to show where your party is headed. Exploration missions take the most direct route to their destination; they do not follow any contours on the map.

Exploration Speed

Fast missions are slightly riskier and do not map as much terrain, but they return sooner. Normal missions are safer, but take slightly longer. Slow missions are even safer, take a lot longer, and map slightly more terrain.

Familiar vs. Unfamiliar Terrain

When you have explored an area at least once, it will be shown in greater

detail on your map. This does not necessarily mean that your explorers have discovered that region's deepest secrets or that it is now safe for future explorations. You can explore familiar regions many times; odds are you'll find something different almost every time.

At some point in the game, you may be advised to make a pilgrimage to Kero Fin, the holy mountain who is Orlanth's mother. To make a pilgrimage, send an exploration party!

This even goes for your own clan tula. To explore your home tula, click the Explore button, then send the Exploration mission without moving the cross off its starting position. Your explorers will poke around your land and quite possibly find something you hadn't known about before. Exploring your home tula is safer than exploring outside the tula.

Geography

As your explorers stumble across Dragon Pass's various lands, labels corresponding to those areas will appear on your map, guiding future explorations.

What You Haven't Found Will Hurt You

Behind the scenes, explorers help suppress bandits, Chaos monsters, and other nasty denizens of Dragon Pass. If you go several years without exploring, you increase the risk that your clan will fall prey to Chaos or other foes.

Sending an exploration party into unknown territory at least once a year will maximize your clan's chances of survival. Once the map is mostly known to you, sending one exploration party per year into familiar territory (outside your tula) will continue to keep bandits and inhumans at bay.

Background Screen

As you will have gathered, this is the place to look for myths, stories on the history of the world and your clan, and notes on Orlanthi culture. The myths and histories are illustrated.

We have already discussed the myths' relation to heroquesting on p. 52-53.

Some myths are not associated with a particular in-game heroquest. The most important of these is the Lightbringers myth, a cycle of seven connected myths.

If you're confused about the meanings of certain terms, the powers associated with the runes, or the origins of the clan, see the notes on Culture.

The Map included as one of the Culture notes shows the immediate surroundings of Dragon Pass in the world of Glorantha. Your clan lives somewhere just to the southeast of Wintertop, the mountain you know as Kero Fin. You know little of the outside geography shown on the map.

The clan's previous home was in Heortland, to the south and east. The red dot called the City of Wonders in the center of the large bay to the south is

the magical home of the Pharaoh, the enemy who drove your clan north. The line above Heortland is the Cross Line, a magical barrier the dragons erected after the Dragonkill War. For centuries, the Cross Line killed any humans who tried to return to Dragon Pass.

Saga Screen

The saga is your history of the years in Dragon Pass. Often this history will omit personal details or less significant aspects of events, so the saga is not a detailed record of everything that occurs during the game.

The Lore window at the top of the saga shows your clan's God Time history from the starting questionnaire, and can come in handy when you want to refresh your memory of your starting choices.

During play, you can flip to the screen to check and see if the Sacred Time omen for the year suggested any courses of action that you have forgotten in the press of events. The year's omen will be conveniently located at the top of the current year's saga.

If you would like to print out the saga of a particularly enjoyable game, save the game, quit KoDP, and then use a word processor to open the .txt file from your saved game.

The Tribe

You can play KoDP for a long while without winning or losing. Eventually, however, if you don't win, you will lose.

You'll know you are on the right track in either the Short Game or the Long Game when it becomes possible to form a tribe. Prophecies and crises will make it clear when and how to go about starting a tribe. Tribeless clans in your area aren't going to come to you about starting a tribe, you'll have to prove yourself to them and convince them to join together.

There are two prerequisites for starting a tribe: Kingship and the Making of the Storm Tribe heroquest.

Kingship

Kingship is a reputation for noble, generous and daring actions that would have suited Orlanth himself. In practice, the two common methods of gaining such a reputation are heroic acts and kingly generosity.

Heroism

Heroic acts include slaying monsters, defeating enemies, uniting many clans against a terrible foe, and successfully performing heroquests. Clans that never dare great things fail to live up to Orlanth's example.

Kingly Generosity

When another clan comes calling for repayment of favors or help against supernatural menaces, generosity will spread your clan's reputation for

behavior befitting a king. Generous gift-giving by your Emissaries can also improve the clan's kingly reputation.

One other type of action that can sometimes hurt your clan's reputation for kingship: actions that run counter to tradition.

To keep rough track of how your clan is perceived as potential monarchs, the Sacred Time ritual screen provides a Kingship indicator showing how your clan ranks. Before you succeed in making a tribe, the low end of the scale is for clans that conduct themselves like stickpickers and the high end of the scale is for clans that conduct themselves like kings. The scale and names for the ratings change once you've succeeded in making a tribe, but the principle remains the same.

The Making of the Storm Tribe Heroquest

One good way of increasing your kingship in a hurry is to succeed with a heroquest — any heroquest . But if you want to form a tribe and win the game, you must duplicate Orlanth's mythical feat of tribe-creation and perform the Making of the Storm Tribe quest.

Tribe-making Negotiations

Once you succeed at the Making of the Storm Tribe quest and proven yourself as a kingly clan, you'll start getting chances to put together a tribe. If you choose to ignore them all…well…you'll lose.

Negotiations with the other clans in your area will be the first order of business once the tribe-making process gets rolling. You can set yourself up for success in this enterprise by establishing good relations with most of your neighbors earlier in the game. It's fine to have a couple of hated feud clans to use for sword-practice, but if you've made yourself a royal nuisance to each of your neighbors, you may never become a royal presence.

In order to talk other clans into joining the tribe, you will have to make promises about the good things that the tribe will do for them. Clans that are already your friends will be much more likely to listen to your entreaties; an ally who trusts you already may require only one promise whereas a clan that distrusts you may not be satisfied after three.

To increase your odds of success, start each negotiation by offering gifts to the other chief. They won't always be accepted outright, but even reciprocal gift-giving will soften the other clan's attitude towards you and make it more likely that you will succeed. In some cases, successful gift-giving greatly increases your odds of success

The tribe-making negotiations require a delicate balance. If you promise too little, other clans will turn you down. Bigger promises make it more likely that the clan will join the tribe. Pay careful attention to your ring's different angles on the correct course of action. Your advisors aren't likely to present a unified front, they're different people after all, so you'll have to choose a path from their mixture of signals.

If your first tribe-making attempt fails, don't despair, you'll get another chance. Don't relax too much, either, because your second chance may be your last.

You needn't entirely discard the idea of inviting feuding clans into your tribe. If you succeed in bringing the tribe together at its confederation moot, all feuds within the tribe will be settled. Your former enemies still might not like you much, but if you treat them better in the future you should be able to prevent a feud from starting up again. And yes, it's perfectly possible for new feuds to start up inside your tribe. The tribe provides alternative frameworks for settling disputes but it doesn't entirely overshadow clan-based interactions.

Tribe Size

You need at least three other clans to form a viable tribe. More is usually better. The bigger your tribe, the stronger it will be, particularly in relation to military adventurism by other tribes. On the other hand, the bigger the tribe, the more likely it is that you will have made many difficult promises during the tribe-making negotiations.

Tribal Politics & The Game of Kings

Once you've succeeded in establishing the tribe, the clans will come together to choose the first king. Only a few of your leaders are viable candidates: your chief, your warleader, your lawspeaker, your best hunter, your best farmer, and your leaders with the highest score in each of the seven skills (although often such people have already qualified as candidates by occupying some of the previous positions).

Like clans, tribes use special magical items to focus their magic and collective spirit. Unlike clans, tribes often use actual magical treasures as part of their regalia. There's no simple way to manage the tribal regalia, the magic forces involved are beyond the control of the god-talkers.

To win the game, you need to have one of your leaders chosen as the king or queen. But this does not necessarily mean that you need to win the first election. If you are unable to become the first king, you will have other chances later in the game when the current king dies or steps down.

Things that Change in a Tribal Game

The tribal game isn't a complete departure from the clan-level game, but there are several significant differences.

- Sacred Time Magic
- Raid targets
- Tribal favors
- Conflicts within the tribe decided by moots

The king bears the crown of Mastery rune.
If you wish, you can choose to keep the king off your clan ring. This is not a good idea: tribal mood, clan mood, your magic and several other things will suffer… but if the king is removed from the ring somehow, that alone won't cost you the game.

Sacred Time Magic

Forming a tribe gains you access to two new types

of Sacred Time ritual: Destiny and Heroism.

Destiny: Putting magic into Destiny will help you in tribal politics, particularly the tribal gatherings called moots that settle disputes. It also helps you when you are on the way to winning the game.

Heroism: Heroism increases the abilities of your clan leaders. You can influence which leaders will benefit most from Heroism by selectively building up your shrines and temples; preference for Heroism bonuses goes to leaders devoted to the gods which the clan has supported with the largest temples.

Long-distance raids take the quickest and safest path to attack their foe. That path can change depending on the weather, the patrols set up by the target clan and other clans, omens from the gods, and the war-leader's hunches. There's no one obvious path between two clans, particularly when you're trying to elude someone else's patrols.

Raid Targets

You can't launch raids against tribe-mates unless you are also feuding with them, except in very rare circumstances. You can still send cattle raids against your tribe-mates. The Orlanthi opinion of cattle raiding is that everybody does it, it gives the young warriors a chance to prove themselves and it keeps warriors ready for real battles.

But, taking advantage of your tribe's larger base of military operations, you can now launch raids against distant clans even if you are not feuding with them. Now you can raid every clan that's not in your tribe and they, of course, can raid you too.

Tribal Favors

Before you put together a tribe, clans only came asking for cows and food and magic when you owed them a favor. Being in a tribe changes the rules. Now your tribe-mates may ask you for a favor in advance, promising to owe you a favor in the future. If you're the king of the tribe, expectations of you will be even higher. Having other clans indebted to you is not a bad thing. And if times get hard for your clan, you can ask tribe-mates who don't owe you anything for a favor.

Tribal Moots

If two clans within the tribe cannot settle a dispute themselves, they can take their cases in front of a gathering of the full tribe known as the tribal moot. Tribal moots see to it that clans do not have to go to war to settle disputes within the tribe. Each side presents its case, gives gifts to the leaders of the other clans, brings warriors to war-whoop during the opponent's arguments, and hopes that the rest of the tribe decides to rule in their favor.

Economic Lobbying

Orlanthi law is marvelously flexible: it's amazing how often legal rulings happen to coincide with the perspective of the clan that has been the most generous with its gifts. Of course a clan ring that spends more on gifts to the other clans than the dispute in question was worth won't win the praise of its

people.

War-whooping

Bringing many warriors to whoop at the moot is another way of swaying the tribe's opinion in your favor, but might-makes-right diplomacy has its cost. If the matter in dispute is not already a military confrontation, the clan you are arguing against is likely to take offense if you bring many warriors to the moot. Their displeasure may not surface immediately, but clans that have consistently had your fyrd shaking spears in their faces at moots will eventually find ways to make their displeasure known.

The same could be said of clans that lose all their moots for any reason. Clans want to believe that the tribe sometimes works in their favor. If they have evidence to the contrary, they may get restless.

War-whooping derives from Orlanth's dance in the "The Contests."

How many warriors can you take to the moot without overtly slighting the clan you're in a dispute with? Your advisors may give you an indication of how many weaponthanes your rivals are likely to bring to the moot, and therefore how many they would expect you to bring. Remember that each weaponthane counts as five footmen. You can usually count on taking around four weaponthanes or twenty footmen without offending all but the prickliest clans. For disputes that are already somewhat violent, you might be able to take three or four times as many warriors. For disputes which are already bloody and headed towards war, you might be able to take the entire fyrd without raising eyebrows.

The Tribe Button and Moot Policy

The Tribe button on the screen allows you to check on the status of the tribes king, to check the tribal mood, and to choose your clan's standard policy at routine tribal moots.

Kingship: If another clan has the throne, don't worry too much, you'll get another chance at the kingship in a few years.

Tribal Mood: Tribal mood represents the tribe's assessment of its past performance and its prospects for the future. It's not as important as the clan mood, but for some interactions between tribal members, it can be key.

The personalities of the clans in your tribe can affect your tribe's actions. Tribes full of warlike clans are more likely to succeed making war, tribes full of peaceful-types will be slightly better at making peace.

Moot Policy: How you judge cases that come before the tribal moot

According to their merits: Worst choice for the amount of goods you'll receive from the judicial process, but other clans in the tribe won't think ill of you.

Support the most generous party: Best choice for receiving big gifts, but each year a random clan in the tribe will be irked by your behavior.

Support your friends: Second worst choice in terms of the gifts you'll

receive. Your friends will like you more and more, clans that already dislike you will hate you.

Support those who think ill of you: Second best choice for gifts. Clans that like you will like you a bit less each year, clans that dislike you will improve their attitude towards you.

To check on which clans are in other tribes, and who their kings are, go to the Relations screen and choose the All Tribes button. Within crises and adventures, click on the Help button for the same information.

Inter-Tribal Relations

It shouldn't come as a surprise that relationships with distant clans and tribes become much more important during the tribal game. This is especially true of the ending of the Long Game. If you make war upon every other tribe in Dragon Pass, you may have difficulties convincing them to join you in creating a kingdom. This doesn't mean you have to be nice to everyone, but remember the second Orlanthi law: No one can survive alone.

During crises, choices that ask you to choose a leader generally begin by listing the recommended leaders in the order of their Combat skill. That's not necessarily the wisest choice. Decide for yourself which skill is called for in special circumstances.

Crises and Adventures

As you go about running your clan, things happen that demand your immediate attention. You'll know when you are facing a crisis or adventure because the screen will change, and you will be in a place where you must make a decision. There are many, many of these stories in the game.

There is no way to duck an event in progress, except by deciding what to do about it. There is seldom just one right answer to these events. Some answers will end the situation, others may delay any consequences for a while, still others will cause more events in the future. As in other screens, your advisors have their own opinions as to the best course of action. Despite their opinions, they will pursue the course of action you set for them. Success depends on your ring member's skills, on luck, and on paying attention to what your advisors have to say about each specific situation.

Press the space bar to toggle the parchment and text off and on so that you can see the art.

General Notes

Getting Started

Try to establish a few trade routes, learn some useful blessings and build shrines or temples to activate them. Explore the tula, and don't forget to hire weaponthanes. Send an emissary to give gifts or try to end a feud.

Tips

Hold the mouse cursor over most screen elements for a while to get a tip on that element. Once on, tips will stay on until you click on an element.

Keyboard

Most buttons or choices have keyboard equivalents, except where there would be confusion between buttons, or where you are using the keyboard for entering a name.

Turns

The game moves forward in time allowing two player-initiated actions per season. Though you will have crises and situations that come to you, time will pass only when you initiate an action. If you cannot think of any good thing to do, but want to move the game along, click the season wheel to force time to pass.

Winning

The Short Game:

To win the Short Game, you need to put together a tribe. Once one of your leaders becomes king or queen of the tribe, you will have ten years to perform three heroquests. One of these heroquests must be the quest related to your main deity: Orlanth and Aroka, Ernalda Feeds the Tribe, or Elmal Guards the Stead. If you're still king in ten years, and the clans in your tribe think somewhat highly of you, and your clan has enough cows, you will win.

One warning: once you win the Short Game, you can't simply keep playing and go for the Long Game win, your game ends when you win or lose the Short Game.

The Long Game

Put together the tribe, then build up your herds and your leaders. You will need a king or queen who is made of strong stuff.

Build your reputation while performing the seven heroquests necessary to win the game.

The long game will eventually lead you into a series of adventures where your king or queen tries to unify all of Dragon Pass.

The rigors of the these adventures may take their toll on would-be High Kings. We recommend saving fairly frequently after you've met the Feathered Horse Queen.

More About Glorantha

Issaries, Inc. publishes more games and books on the world of Glorantha. See their website at **<http://www.glorantha.com>**.

In addition, fans have created over a hundred web sites related to Glorantha. **<http://www.DataFellows.com/staff/kim/rq/linkpage.htm>** has links to most of them. **<http://www.pensee.com/dunham/glorantha.html>** has Gloranthan information and many links.

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