

DUNDEALOS TERRITORY



Sample file

CHILDREN OF THE FLAME



WRITTEN BY PHILIPPE AURIBEAU, PIERRE COPPET, AND GIANNI VACCA

Illustrated by Bernard Bittler, Kahouet, Eli Maffei, Michael Bernth

Cover by Bernard Bittler

Layout by Michael Bernth

Maps by Thomas Rey

Map of Swenstown based on an original map by Valentina Vacca

Dedicated to Greg Stafford (1948–2018)

May Arachne Solara bless and protect this book.

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FOREWORD

This supplement allows you to experience the events following the Dragonrise in the lands of the erstwhile Dundevalos tribe. It includes a description of the tribe and of its factions, as well as of the Lunarised tribe that replaced it. The gamemaster (GM) will also find a complete description of the city of Swenstown. Finally, a six-scenario campaign makes use of all these elements.

This campaign is aimed at experienced gamemasters and players. It is recommended for capable heroes who can survive extreme situations. The many possible choices may lead the GM to improvise quite frequently as the heroic actions of the adventurers will make it difficult to maintain a linear plot. This freedom makes the GM's job less easy, but much more rewarding!

To fully exploit this book, it is necessary for the GM to own the RUNEQUEST: ROLEPLAYING IN GLORANTHA core rules and GLORANTHA BESTIARY. THE RUNEQUEST GAMEMASTER SCREEN & PACK and the GLORANTHA SOURCEBOOK will also prove useful.

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INTRODUCTION



BACKGROUND

AFTER MORE THAN A DECADE OF DOMINATION BY THE Lunar Empire, politics in Dragon Pass are suddenly turned upside down by the awakening of a True Dragon in 1625. The Dragonrise swept away a large number of the Lunar forces, allies and magicians in the Pass and sparked an uprising by the Sartarite tribes, led by the queens Kallyr Starbrow of the Kheldon and Beti Leika of the Colymar. Kallyr receives the title of Prince of Sartar and prepares to face the Empire's reprisals. Southeast of Dragon Pass, on the very lands where the dragon arose, the flame of rebellion ignites those who have been humbled for years: the survivors of the Dundevalos tribe, dissolved by the Empire. All over the Pass, strange visions are appearing among former members. The winds whistle tales of pride regained, and the flames of the hearths glow with shadows from the past.

Adventurers will be drawn into the extraordinary destiny of the Dundevalos and contribute to its glorious reformation.

But the issue isn't whether the Dundevalos tribe will be reformed or not, because that's already been decided. The problem for the adventurers is to determine in what form this reformation will take place. Indeed, the main initiator of the rebellion is none other than a super-powerful Dragon-Spirit, awakened by its partner. If it is not thwarted, the Dundevalos tribe will be reformed... only to serve the dragon's purposes and ultimately relive a draconic slaughter such as the one which occurred in 1120.

TIMELINE

- **1618:** Destruction of the Dundevalos tribe
- **1625:** Earth Season. Dragonrise
- **1625:** Earth Season. Disappearance of Fort Sparrow
- **1625-1626:** Children of the Flame campaign
- **1626:** Argrath visits the Dundevalos lands

SCENARIOS

CAMPAIGN ORGANISATION

The campaign consists of six interrelated scenarios. The first four can be played by the GM in any order. The last two are the culmination of the adventure and must be played in order. During the campaign, it's up to the players to decide which elements their adventurers will prioritise. However, their choices will not be without consequences. Certain events will occur regardless of what they do, at certain times. Depending on what they've accomplished, the consequences may be more or less significant.

For example, if the adventurers have already found the wyter and thus spiritually re-founded the tribe by the time of Argrath's visit, it will be easier to convince him to integrate the Dundevalos into the Kingdom of Sartar when he becomes Prince a few seasons later.

If they have made their fight against Chaos in Swenstown a priority, the Chaotic forces will no doubt be less powerful by the time the future Prince passes through, which will spare his troops before facing the Lunars.

The sixth scenario describes Argrath's arrival in the lands of the Dundevalos. It is the climax of this campaign.

THE DUNDEALOS TRIBE



HISTORY OF THE DUNDEALOS

DRAGON PASS LIES AT THE CROSSROADS OF GENERTELA'S main communication axes. All traffic between Kethaela and Peloria must pass through this region.

In the First Age, Dragon Pass was the heart of the World Council of Friends, then of the High Council of the Lands of Genertela. Trade, dominated by the cult of Issaries, was projected in three directions: trade with Kethaela went up the Great River; trade with Peloria went down the Oslir; and trade with Prax passed through the Oasis of Moonbroth.

In the Second Age, these three trade routes continued in use, and as Dragon Pass became the centre of the Empire of the Wyrms' Friends, trade was further stimulated. Maritime trade with the Jrusteli Empire followed the Kethaelan route, and the trade in Praxian slaves bound for Peloria expanded. Much of this trade was falsely presented as tribute, for although the Empire of the Wyrms' Friends demanded impressive quantities of resources, slaves and magic, it also gave much in return. Everywhere, demand for exotic goods was high. The cult of Issaries dominated all this trade via its networks, which stretched all around the world, including as far east and south as Kralorela and Pamaltela.

The decline at the end of the Second Age was abrupt. The Closing of the Oceans around 940 cut off Dragon Pass from maritime trade routes, and the collapse of the Empire of the Wyrms' Friends in 1042 led to the abandonment or destruction of many settlements. Some 78 years later, the Empire's successors turned against the

dragonewts. But when they approached Dragon Pass, their armies encountered a gathering of dragons from across all of space and time and were annihilated to the last combatant.

After the devastation wrought by the dragons during the Dragonkill War in 1120 ST, the region known as Dragon Pass became a virgin land once again, inhabited only by members of the elder races. The dragons had practically eradicated humanity from the region and forbade the survivors to return. More than a century later, members of the Orshanti clan, settled south of Dragon Pass, woke up with terrible headaches. Looking north, they saw the Red Moon high in the sky for the first time. Enestakos the Stargazer, one of the clan leaders, saw it as a sign that it would soon be time for mankind to return to the lands abandoned to the dragons. Sometime later, a stranger named Belintar set foot on the lands of Kethaela, home to the Orshanti. The stranger worshipped unknown gods, and his magic was powerful. He subdued the land, but the Orshanti, loyal to their gods, refused his domination and headed north. They formed the Black Spear clan, later to become the Colymar tribe. The Orshanti founded Clearwine. Soon, word spread that Dragon Pass was once again open to human settlement. A number of tribes decided to migrate there. The Dundelos tribe was one of them, along with the Balmyr, Culbrea, Malani and Torkani tribes. These tribes were given the common name of Quivini tribes, due to their proximity to the Quivin mountains, which dominate the region. The Dundelos "those of the forest" established their territory east of the mountains, bordering the chaparral plains of Prax. Their tribal chief was Venharl son of Horl. On his arrival, this fierce warrior was confronted by a large draconic population, particularly dragonewts.

His encounter with the dragons marked his spirit and that of his descendants. He became the bearer of part of an ancient spirit, that of a True Dragon fragmented in the wake of the Dragonkill. The dragon, which we'll call the Dragon-Spirit, remains dormant most of the time, content to influence the region's inhabitants from afar with dreams laden with mystery and unknown knowledge. The Dragon-Spirit is transmitted by blood, passing from ruler to ruler. Later, the dragonewt city to the north of Dundelos territory, on the present-day lands of the Swallow clan, mysteriously disappeared in a single night, leaving no trace.

It was during these periods of wandering that the tribe attached itself to the alynx guardian-spirit named Aloon. This spirit will be discussed in the scenarios section of this book.

A period of confrontation followed the establishment of the tribes. Some of them, whose names have been forgotten, were destroyed or absorbed by the main tribes, and territories regularly changed allegiance. This period of instability is referred to in the stories as the Conflict of the Tribes. The Dundelos, excelling in skirmish warfare and lightning raids, gained their credentials during these confrontations. They colonised the south-east of Dragon Pass and founded several forts. One of their heroes, Hender Eye-Stallion, rescued the Great Stallion of the Plains during an invasion of gorps. A special relationship developed between the Dundelos and the horses of the region. At the time, the Dundelos lived a rural existence.

In 1420, Derik, a warrior from the Blue Jay clan of the Dundelos tribe, led his herds to the border of Prax, in a region known as No Man's March. Derik and his riders claimed the right to settle on these lands and challenged the Praxians to dislodge them. The Praxian animal nomads soon responded but were defeated by Derik's skilled riders. After the victory, Derik founded the Pol-Joni clan, whose acceptance criteria were based not on lineage and past, but on acceptance of the clan's rules. As a result, the tribe attracted many wanderers and outcasts from other tribes. The Pol-Joni now stand between the Praxians and the Sartarites, managing the feat of being accepted — despite the occasional clash — by both.

The Dundelos' situation changed in 1470 when Sartar entered Dragon Pass. Sartar was a master of the Movement Rune, which changes things and brings progress. He gained great influence among the tribes, resolving conflicts and, above all, giving the Quivini the benefit of his supernatural talents as a builder. He

convinced the tribal chiefs — who each wanted to own a city as their capital — to make common cause and run the cities together through rings similar to the clan rings. He thus created the cities of Wilmskirk, then Jonstown.

In 1486, a man came to Sartar. His name was Swen Lightfoot, a warrior of the Balkoth tribe. He asked Sartar to come to the southeast of Dragon Pass, where his tribe and those of the Dundelos, Kheldon and Aranwyth lived. The region was unable to prosper at this time, as in addition to conflicts between the tribes, raids by the Praxian animal nomads regularly sowed Wastelands. Sartar accompanied Swen and spoke to the tribes. He convinced them to defend themselves together against the Praxians and founded Swenstown around a hundred-year-old tree overlooking the desert. Swen Lightfoot became the City Rex, and then the city's spirit guardian, inhabiting the tree.

Following this foundation, Sartar founded the great city of Boldhome. The tribes rallied around him and named him Prince of the Quivini. Sartar established the first ring of what was to become the Kingdom of Sartar. A few years later, he was challenged by the Feathered Horse Queen, leader of a neighbouring people of horsemen known as the Pure Horse People. Sartar and the Queen held contests, displaying their magic, but Sartar proved his superiority. The Queen, in particular, failed to convince Sartar's warriors to ride her people's horses. One of the reasons was the intervention of Jalasor son of Hender, a friend of Sartar who proved the superiority of the Dundelos mounts. Sartar paid tribute to Jalasor and won the loyalty of the Dundelos tribe of southeastern horsemen, whose horses became, even more than before, their great pride.

Sartar continued his prodigious feats, and as time went by, roads linked the main cities of the Dragon Pass. Swenstown prospered, to the great benefit of the tribes of the eponymous Confederation. The descendants of Sartar continued to rule the kingdom.

The Lunar Empire changed all that. The story of its conquests is well-known, as is the unholy magic it used. The last prince of Sartar, Salinarg, fell and the kingdom passed under the yoke of the worshippers of the Red Moon. Its forces occupied the cities, took over trade and desecrated the temples of the Storm gods. In 1613, an uprising broke out. It was led by Kallyr Starbrow, queen of the Kheldon, and Hofstaring Tree-Leaping, of the Culbrea. The revolt involved the powerful Colymar, Culbrea and Kheldon tribes. But the conflict bogged