

Rantyr Longstride

Rantyr's keen eyes and sharp ears always filled the boy with wonder. Everyday he found something new, even when looking around the Heortling stead he grew up in. After becoming devoted to Tatouth the Scout, Rantyr soon started working as a hunter for the Cyrling clan. He became adept at ambushing those who tried to raid the clan and grew to hate the treacherous Black Oak clan. Brave and clever, he won the Harvest Challenge last year and married the Harvest Queen, Lyzal Greyeyes, though he says he was 'just' lucky. Rantyr has become a charismatic and competent leader. He is skilled with the Ironwood Spear he found while hunting near Delecti's Marsh.



Physical Abilities

Ambush 13

Butcher Game 17

Close Combat (Fyrd Combat, Spear & Shield) 17

Dodge Attack 17

Farming 13

Hide in Cover 17

Jump 17

Keen Eyes 13

Ranged Combat (Archery, Javelin) 5w

Running 13

Set Traps 17

Stalk 17

Mental Abilities

Boast 17

Brew Woad 17

Dragon Pass Geography 13

Far Traveled 13

Heortling Customs 13

Heortlings Myths 13

Know Cyrling Clan Lands 13

Know Delecti's Marsh 13

Know Prey Animals 17

Leadership 1w

Listen 17

Mimic Animal Sounds 17

Mythology of Orlanth 17

Mythology of Thunder Brothers 17

Sense Change in Weather 17

Track 17

Personality

Active 17

Brave 13

Cautious 17

Charismatic 13

Clever 17

Curious 17

Hate Black Oak Clan 13

Patient 17

Responsible 17

Relationships

Cyrling Clan 13

Devoted to Tatouth The Scout (Orlanth Adventurous Subcult) 17

Family 13

Worship Storm Pantheon 13

Magic

Affinities

- *Combat (Aid Throw With Wind, Armor of Woad, Enchant Silver ritual, Flickering Blade, Leaping Shield, Overbear Foe, Spear Help, Sword Help) 17*
- *Movement (Burst of Speed, Fall Softly, Leap over Obstacle, Rock Jumping, Run on Mud, Run up Cliffs, Sunset Leap) 17*
- *Scouting (Find Path, Long Seeing, Remember Route, See Local Gods, See Nature Spirits) 17*

Ironwood Spear 13 (Special magical weapon)

Lucky 1w (Special magical ability)

Equipment

Bow & Arrow, Spear, Leather armor and shield, snares, collection of furs and pelts

Aileena Finovansdottir

Born the only child in a household with five-generations of ancestors worshipping Finovan the Raider, Aileena learned to many of his myths and stories and became an excellent storyteller herself. When she grew up, she dyed her hair red and joined Vinga's Warrior-women. When she returned home, she demanded admittance to the cult of her Ancestors. Her skills as a raider have made her rich but she is also generous. She takes her duties for Vinga the Protector seriously. She has drawn sword against a fellow Cyrling clansman to protect a young Black Oak child while raiding the enemy clan. The chieftain awarded her with the Thundershard Sword.



Physical Abilities

Acute Hearing 17

Close Combat (Spear, Spear and Shield, Sword and Shield) 5w

Fyrd Combat 17

Hide In Cover 17

Housework 13

Jump 17

Ranged Combat (Javelin) 17

Riding 17

Running 17

Spinning 13

Weaving 13

Mental Abilities

Boast 17

Dragon Pass Geography 13

Heortling Customs 13

Heortlings Myths 13

Know Cyrling Clan Lands 13

Mythology of Thunder Brothers (especially Finnovan) 1w

Mythology of Vinga 17

Plan Raids 13

Recognize Foes 17

Sense Change in Weather 17

Stay Awake 17

Storytelling 1w

Track 17

Wilderness Survival 17

Personality

Active 17

Boastful 17

Brave 17

Generous 13

Hate Black Oak Clan 13

Loyal 17

Protective 13

Proud 17

Serious 13

Relationships

Her Ancestors 13

Cyrling Clan 13

Cyrling Clan Warriors 17

Family 13

Devotee of Finovan the Raider (Vinga subcult)

Worship Storm Pantheon 13

Magic

Affinities

- Combat (*Deadly Spear Throw, Fight against Rapist, Fight against Uz, Leaping Shield, Mile Throw Javelin, Rolling Thunder, Searing Bolt, Spear Help, "Spare Me" Armor*) 17
- Movement (*Burst of Speed, Dodge Missiles, Leap over Water, Run on Treetop, Run on Snow*) 17
- Protection 17
- Raiding (*Attract Herd, Camouflage Animal, Hide Animal tracks, Silence Animal*) 17

Thundershard Sword 13 (special magical weapon)

Equipment

Chainmail hauberk and helmet, shield, spear, sword, dagger

Kost Stormttongue

Kost, a Heortling God-talker is a brave and loyal member of the Cyrling clan. His devotion to Helemakt, the Fighting Storm, lets him call upon the power of the storm when his people need him. He serves the clan as a farmer longs for combat and glory. Keen eyes, strong magic, quick reflexes (and on occasion hiding) have protected him against his enemies in the Black Oak clan. He prefers to fight with his Lightning Spear feat but he can wield sword and shield or apply first aid at need. Well-known and cheerful, Kost is a welcome guest at many hearths. He is generous with his wealth and has many friends.

Physical Abilities

Acute Hearing 17

Close Combat (Fyrd Combat, Spear & Shield, Sword & Shield, Unarmed) 1w

Endure Weather 17

Farming 17

Hide in Cover 13

Keen Eyes 13

Make Simple Repairs 17

Manage Stead 17

Quick Reflexes 13

Ranged Combat (Javelin) 13

Running 13

Mental Abilities

Domestic Animal Care 17

Dragon Pass Geography 13

Heortling Customs 13

Heortlings Myths 13

First Aid 13

Initiate to Orlanth 17

Know Cyrling Clan Lands 17

Know Tribal Lands 13

Lawspeaking 13

Mythology of Orlanth 17

Mythology of Thunder Brothers 17

Perform Sacrifice 17

Pray to Orlanth 17

Predict Weather 17

Recognize Foes 13

Sense Gods Nearby 17

Sense Spirits Nearby 17

Stay Awake 17

Well-known 1w

Personality

Brave 13

Cheerful 13

Dynamic 17

Generous 13

Hate Black Oak Clan 13

Loyal 13

Pious 17

Stubborn 17

Relationships

Cyrling Clan 17

Devotee of Helemakt, Fighting Storm (subcult of Orlanth Thunderous) 17



Family 17

Tribe 13

Worship Storm Pantheon 17

Magic

Affinities

- Combat (*Blow Down Foe, Catch Arrows on Shield, Cutting Wind Blast, Entangling Gust, Shield Attack*) 17
- Storm (*Call Clouds, Call Snow, Gentle Rain, Killer Rain Gale, Start Thunderstorm, Storm Voice*) 17
- Wind (*Command Air Daimoines, Drive Away Clouds, Raise or Lower Wind, Snatch Breath, Still Whirlwind, Turn Wind*) 17

Lightning Spear feat 5w

Equipment

Leather helmet, shield, spear, sword, dagger, and portable ritual equipment

Angor Bullthrower

The Cyrling Clan is known for two things: Sheep and Thunderstones. Angor is a Heortling who represents both worlds - a shepherd who is an initiate of Hedkoranth the Thunder Slinger. He earned the name Bull-thrower when he beat a Storm Bull berserk in an arm-wrestling match, using his great strength to hurl him into the night. Ever since Lunar sorcerers burned Angor's stead, this gentle man has hated sorcerers and become a follower of Ranvold Meldekbane. He gained the magician-killing Vermilion Spear on a heroquest to the God World. When not tending his sheep with his alynx, Misha, he practices with his spear, drinks beer and avoids his wife Leika's attempts to make him do chores.



Physical Abilities

Arm Wrestling 13

Butcher 17

Climb 17

Close Combat (Fyrd Combat, Spear and Shield) 17

Consume Alcohol 13

Endure Weather 17

Farming 13

Ranged Combat (Javelin, Sling, Thrown Stone) 5w

Running 17

Strong 1w

Mental Abilities

Animal First Aid 17

Dragon Pass Geography 13

Heortling Customs 13

Heortlings Myths 13

Know Cyrling Clan Lands 13

Know Storm Realm (in the God World) 13

Know Herd Animals 17

Listen 17

Mythology of Orlanth 17

Mythology of Thunder Brothers 17

Mythology of Ranvold 17

Predict Weather 17

Recognize Sorcery 17

Spot Predator 17

Track 17

Train Alynx 17

Personality

Gentle 13

Hate Sorcerers 17

Patient 17

Proud 17

Watchful 17

Relationships

Cyrling Clan 13

Family 13

Initiate of Hedkoranth Thunder Slinger (Subcult of Orlanth Thunderous) 17

Initiate of Ranvold Meldekbane 17

Worship Storm Pantheon 13

Follower

Misha the Alynx

Close Combat 17

Alertness 13

Magic

Affinities

- **Fight Sorcery 1w**
- Storm 17
- Thunderstone 17
- Wind 17

Vermilion Spear 13 (special magical weapon)

2 Enchanted Thunderstones (special enchanted slingstones)

Equipment

Vermilion Spear, shield, leather armor, sling and pouch of stones,

Lyzal Greyeyes

When she was 12, Lyzal started to receive visions. These travails have given her eyes a focus rare among young Heortlings. When she came of age, she initiated into Enralda the Healer, becoming devoted to Kev The Visionary and initiated into Enferalda the Supporter. Lyzal's friendliness and intelligence make her a good conversationalist but sometimes her otherworldly visions overwhelm her and she sees things otherwise hidden. Lyzal was Harvest Queen last year and married the champion, Rantyr. Lyzal is now a respected Healer and the leader of the Cyrling clan's young women. Her bodyguard, Kurgan, protects her but she can still use a dagger or run at need.

Physical Abilities

Close Combat (Dagger) 13

First Aid 1w

Gentle Touch 17

Housework 13

Running 13

Spinning 13

Splint and Bandage 17

Strong 17

Weaving 13

Mental Abilities

Calm Patient 17

Compelling Gaze 13

Conversation 13

Dragon Pass Geography 13

Find Hidden Things 13

Find Pure Water 17

Heortling Customs 13

Heortlings Myths 13

Herbalist 17

Intelligent 13

Know Cyrling Clan Lands 13

Leadership 17

Make Healing Broth 17

Mythology of Enralda 17

Recognize Illness 17

Respected 13

Personality

Calm 17

Dedicated 17

Empathetic 17

Friendly 13

Relationships

Cyrling Clan 13

Cyrling Clan Young Women 17

Devotee of Kev the Visionary 17

Initiate of Enfaralda the Supporter 17

Family 13

Patients 17

Worship Storm Pantheon 13

Follower

Kurgan the Bodyguard

Bodyguard 17

Tough 13



Magic

Affinities

- Endurance 17
- Heal *People* (Cure Disease, Diminish Injury, Ease Pain, Make Less Tired, Prevent Dying, Remove Hurt) 17
- Heal *Relationships* (Boost Confidence, Kiss and Make Up, Prevent Anger, Reach Consensus, Sting Pride, Stop Argument) 17
- **Visions** (Discern Truth, Know Results, Resist Madness, See Visions Clearly, Understand Motivations, Understand Omens) 5w

See Otherworld 1w (Special Magical Ability)

Equipment

First aid kit with bandages, salves and ordinary medicines, dagger, pillow

Rana Shadowmane

Rana always knew what the Cyrling Clan alynxes said. From an early age, the cats taught this Heortling much. She moves gracefully and can hide and sneak as well as her feline friends. Her devotion to Yinkin as a god-talker is as natural as a cat lounging in front of a hearth. Charming and beautiful, Rana wanders the tribal lands as an entertainer with her alynx companions: Tat and Tol. She loves uncovering secrets and talking to other travelers and traders to get the latest gossip. Some clan-mates consider her nosy but she is loyal to her clan and defends her kinfolk bravely as she travels.

Physical Abilities

Acute Hearing 17

Beautiful 17

Close Combat (Claw and Bite) 17

Dance with Alynxes 1w

Dodge 17

Endure Bad Weather 17

Graceful 13

Go Without Food 17

Hide in Cover 13

Housework 13

Jump 17

Sneak 13

Spinning 13

Weaving 13

Mental Abilities

Cadge and Scrounge 17

Communicate with Alynxes (Automatic magical ability)

Dragon Pass Geography 13

Flirt 17

Gossiping and Rumor- mongering 1w

Heortling Customs 13

Heortlings Myths 13

Know Cyrling Clan Lands 13

Know Local Area 17

Know Travelers 13

Light Sleeper 17

Mythology of Yinkin 17

Play Audience 17

Spot Sucker 17

Storytelling 13

Uncover Secrets 13

Personality

Brave 13

Curious 17

Charming 13

Hedonistic 17

Joyful 17

Loyal 13

Nosey 13

Relationships

Cyrling Clan 13

Family 13

Worship Storm Pantheon 13

Contacts

Entertainers 13

Innkeepers & Brewers 13

Traders & Peddlers 13

Traveling Companions 13



Followers

Tat (Alynx)

Cat Dance 17

Get Underfoot 13

Tol (Alynx)

Look Appealing 17

Steal Food 13

Magic

Affinities

- Hunting (*Grow Claws, Leap from Hiding, Move Without Sound, Paralyzing Bite, Scent Foe*) 17
- Sensuality (*Feel No Guilt, Preen Self, Seduce, Sleep Anywhere*) 17
- Perception (*Identify Scent, Ferret Out Secret, Find Hidden Thing, See In Dark, See Hidden Being*) 17

Equipment

Staff, dagger, leather tunic, dancing clothes, props for dance act