

LEENDA

GORS-WALKER

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Home: Lagerwater Stead, Tresdarni Clan, Tovtaros Tribe. **Gender:** Female.
Personal Totems: Goddess Bird, Cloudpiercer*. **Current Hero Points:** 9.
Dominant Emotion: Awe. **Age:** 24.
Keywords: Unmarried Heortling woman, daughter of Karim Wildspear, Deep Hunter (Initiate) of Odayla the Wild Man.
Goals: Care for father Karim's health while maintaining vow of secrecy, assist brother Danwyr in marriage contests, understand and protect legacy of Spear 'Courage', pursue the Bear.

PHYSICAL

Butcher	19
Climbing	7W
Detect Valuables (Bird Gift)	19
Domestic Chores	13
Endure Elements	6W
Brew Healing Broth	17
Hide In Cover	18
Keen Hearing (Cloudpiercer Gift)	19
Make Cheese	13
Manage Household	16
Prepare Hides	2W
Ranged Combat (Spear Bow, Bear Bow, Sling)	9W
Run Without Tiring	19
Set Traps	17
Spinning & Weaving	14
Stalk	19
Wrestling	3W

MENTAL

Dragon Pass Geography	13
Find Shelter	19
First Aid	14
Fishing	2W
Heortling Customs	17
Heortling Myth	17
Husbandry	13



Know Local Area	4W
Know Plants	18
Know Prey Animals	4W
Learn from Birds	19
Maintain Peace In Stead	13
Mimic Animal Sounds	19
Mythology of Odayla	18
Mythology of Spear 'Courage'	14
Persuade Father	2W
Preserve Food	19



* A Cloudpiercer is *Megaloceros*, the giant Irish elk, whose antlers span more than three metres.

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GORS-WALKER

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RELATIONSHIPS

Birth Clan	13
Bloodline	13
Clan	13
Tribe	8
Father Karim: Love	19
Brother Braggi: Fear	14
Brother Taros: Respect	18
Sister Olenda: Love	12
Brother Danwyr: Love	16

PERSONALITY

Patient	19
Clever	16
Respectful of Nature	19
Melancholic	18
Proud	3☗
Solitary / Aloof	16

FLAWS

Hated by Alynxes	17
Sworn to Secrecy (Karim)	17
Touched by Wilderness	17
Family Reputation	12

MAGIC & HEROQUEST

Pantheon: Storm	16
Great Deity: Ernalda	16
Initiate of Odayla the Wild Man	3☗

Beast Charm: Cloudpiercer
(Cloudpiercer - Stalk - Keen Hearing - Proud)

Beast Charm: Goddess Bird
(Goddess Bird - Hide In Cover - Detect
Valuables - Aloof)

Intuite Mystery (Glimpse Bear)	19
Understand Cycles	17

FEATS & AFFINITIES

Bear 17 (Bear's Hide, Bear's Strength, Foraging, Hibernate, Identify Scent, Terrify Prey)

Hide 19 (Hide In Foliage, Mask Scent, Move Silently, Remain Motionless, Walk Among Prey)

Hunting 20 (Acute Vision, Arrow Sureshot, Attract Game Animal, Run Over Snow)

Far Walker 19 (Walk Without Tracks, Sense Animal Ancestor, Sense Wild Temple, Listen to Wilderness)

WEALTH

Rating: Minimal 5

Weregild: Carl

Items:

- Sturdy clothing
- Travelling cloak
- Bear Bow
- Beast charms
- Healing herbs
- Quartz knife
- Pieces of amber
- Bag of salt
- Antler hair pieces
- Crest of Goddess Bird plumage — has feathers from all seasons bar Fire.

FOLLOWERS

Sun Feather, Goddess Bird Power
Listen to Birds 1☗, Greeting Call 17.

Dark Feather, Goddess Bird Power
Bird Omen 1☗, Warning Call 17.



“MY STEAD IS MYSTERY. IN ALL THINGS, LET THE GORS PROVIDE.”

LENDA GORSWALKER



I am a huntress proud, and my home is in hunting camp and wilderness. My soul is ancient, and everywhere I see the past reflected in the present. I have no interest in hearth or herds or husband. *I have glimpsed the Bear.*

My stead is Mystery. The hills rise wild, the gors resound to the cry of the Lady.

There is a power in the gors, vast and unyielding. The landscape is *alive* with an ancient presence. The human tribes matter little here, clutching to their steads and hunting camps midst the eternal and unyielding majesty of the gors. Ancient powers do battle—Wind and Water, Rock and Air. The beast tribes reign in power, loyal to the Lady and her ancient law, and bound by Odayla in the Elemental Covenant, the Harmony that comes out of Death.

Though the Lady is wanton and fey, Odayla walks among the tribes of men. He speaks of his mother, that we might understand her power, and he binds the tribes of men and beast together in sacred covenant.

The Lady is cruel, but she is just. And the tribes of men are subject to her as strongly as the tribes of claw and wing and water. When the Far Walkers first came to the gors, our ancestors the Animal Twins bound the clans into the sacred covenant that is the Three Element Dance. Even Orlanth surrendered to the Lady when he walked in her Realm, and she blessed him with cubs. This is power, and this is mystery.

I am but a woman, the smallest of my kin, a wild gorswalker without herds or hearth or husband. But I have glimpsed the Bear, the Great Bear, and the world has changed forever. Nothing can be as it was before.

I have totems two. The **Goddess Bird** makes her nest in Ernalda's bosom, and wears new plumage with each season. She listens to the secrets of the Earth, and knows where to seek its bright treasures. I have a crest of her feathers from every season bar one, and I must wait for Fire before it is complete.

The **Cloudpiercer** towers higher than a warrior, a proud and mighty defender of the uplands, lifting its wide-sweeping antlers like a mountain. The beast is sacred to my people, and only a woman may hunt it. Into its antlers we bind our greatest defensive magics, for nothing may pass when a cloudpiercer brays defiance.

My heart aches for the gors. I long to walk the Gifting Way, to wander in solitude amongst the wild hills with just spearbow and cloak, to tramp my lonely path in the vast wilds between Ginijji and Shadows Dance. I am happy there, in silent communion with the mystery of each wilderness creature, with the cycles of seasons and souls, life and death, no more and no less than a creature of the wilds. I would track the endless paths of the wild world and the god world. *I would track the Bear.*





But this I cannot do, for I am a daughter still, and my father has need of my care.

My father **Karim** is a hero of the clans, a champion blessed by the gods. It is only for him that I stay in stead, amidst the rowdy shouts and smells, hated by alynxes and snarled at by earth scratchers. Karim has a blessing and a secret curse. His blessing is the Spear Courage, gifted him by the God for a purpose still mysterious. I know more of the Spear than most, but that is little. In its season, it will be known.

His curse is a slow sickness that is killing him, a sickness that he seeks to hide from enemies and friends alike. I care for him as best I can, but he has sworn me to secrecy, and the silence I must keep is a heavy burden. He cannot cloak his illness forever, for it is now rooted deep, and is hard to hide.

At my father's side I journey now to Bearwatch Stead, my stormy brothers beside me. We go to negotiate peace between the clans, and to contest a matching for Danwyr, my youngest brother.

Of my brothers, **Braggi Hailblast** is a warrior without the wisdom of the wilderness, a wounded bear in need of healing. **Taros Oxback** is the opposite, a man who has opened his heart to the gors, even though he worships Barntar and clings to his fields and boundary stones. He is a sleeping bear who must be awakened. **Danwyr** is yet a cub, a cub with much promise it is true, yet in danger of learning too slowly.

At Bearwatch we shall be reunited with my sister, **Erissa**. She has changed much since her marriage, and is no longer the sister I knew. She has much of the Earth, yet too little mud on her ankles. She must learn to walk in wilderness. And she is a woman of power; perhaps she will know a way to heal my father.

I walk the Gifting Way. Not the short path, the path of the raider; nor the hard path, the path of making. I walk the beauty path, the path of the hunter. I walk the Gifting Way.

And I have glimpsed the Bear. I know that I will meet him again. I will track him, hunt him, wrestle him. And Mystery shall be mine.

In all things, let the gors provide.

THE SPEAR 'COURAGE'

The Spear 'Courage', also known as the Unity Spear or the Point of Odayla, is familiar to all Farwalkers as one of the twelve magical treasures or Shields of Odayla. These cult artefacts, rituals and weapons appear and disappear regularly throughout Far Point myth and history. Odaylans or others find them, use them, then return them to the gors, confident they will be found again when needed. In all things, the gors provide.

Other Shields of Odayla include the Orm Sword, the Cloak 'Persistence', The Dragon Seed and Thunder Bird's Nest.

Every child knows that the Spear 'Courage' has a secret name only the Odaylans know. Though you are an Odaylan, you do not know the secret name.

The Spear is first mentioned in *Taroskarla*, the founding tale of the Far Walkers. *Taroskarla* tells how Odayla quested to help the beast and human tribes of his realm survive the Greater Darkness. He won the Spear 'Courage' while raiding with his storm kin. He then made the Three Element Dance, binding the depleted tribes of Vidblain together in common cause against the armies of Chaos.

In the Third Age, when the Far Walkers made the Walking Journey to their new home in the Far Place, led by a star javelin and a righteous wind, the Spear is mentioned as being possessed by one of the sons of the Ridgeleaper.

In the seasons of the Far Walkers, the armies of Chaos have twice spilled out of Snakepipe Hollow to overrun the land. These are called the Chaos Breakings, for each time the tribes have forced the Unlife back from their steads and herds and towers.

In the First Chaos Breaking, the armies of Unlife advanced across the gors, and the Earth screamed in agony at their touch. Tovar the Hungry, who held the Spear named Courage, made peace among the feuding godar of the clans, and in their power they summoned Black Thunder Bird, the Wrath of Orlanth. The Unlife was broken, and the spear returned to the gors.

In the Second Chaos Breaking, an army of broo and tusk riders reached the high glass walls of Alda Chur. Harla Day-Of-Life, a gorswalker of Odayla, quested to the Eternal forest of Vidblain, the Wide Dark. She returned with the spear whose name is Courage, the spear that Odayla won from his Storm kin as he wove the Three Element Dance. Using the Spear in its Power, Harla rallied the despairing clans, Bluefoot and Lightfriend and Earth Reaper alike, and united they drove back the armies of despair. Harla then took the Spear and returned it to the gors.



