PEOPLE & PLACES

FROM LAGERWATER STEAD - THE TRESDARNI:

Karlii Ravenbrow - newly-elected chieftain, seeking a match with the Danlarni chieftain Landos Freewind, thereby ending a bitter feud.

Karim Wildspear - clan champion of the Tresdarni, an aging and crafty hero of Daylanus the Conquering Wind, holder of the Spear Courage.

Braggi Dark Storm - Karim's first son, weaponthane of Heler the Black Ram.

Taros Oxback - second son of Karim, a deep-hearted Barnatari and god-talker.

Olenda Gorswalker - second daughter of Karim, a huntress of Odayla.

Danwyr Can't-Be-Moved! - third son, a young raider of Finovan, an alleged poet.

Kierston Two-Worlds - clan lawspeaker, confident and advisor to the chief.

AT BEARWATCH STEAD - THE DANLARNI:

Landos Freewind - widower chieftain, leader of the Blue Sword bloodline.

Nalda Copperhair, called Landosdotter - the chief's only daughter.

Murna Calf-friend - Nalda's cousin, confidante and messenger.

Erissa Silver-Herd - wealthy first daughter of Karim, devotee of Enferalda.

Anatyr the Steady - husband to Erissa, Elmali Thane, respected elder of the Three Crest bloodline.

Aeolan Broken Nose - ancient clan champion, Devotee of Helemakt.

Hirla Broadacres - husband's mother to Erissa, a respected elder.

Yelam Sun Charger - 'First Yelmalian' and leader of the Golden Amber bloodline.

Two Mountains - magical white bull belonging to Landos, won by raider's right from the Tresdarni, and the source of much of their feuding.

Old Honeytooth - ancient and powerful she-bear wyter of the clan.

SUITORS AND OTHER STRANGERS

Teg Mud on Wheel - a Lokarnos merchant of the Princeros tribe.

Saransor Fireblade - a Yelmalian cattle herder of the Vantaros tribe.

Finoval War-Born - a Dundealos warrior returned from Pavis.

Baranwolf BearClaw - an aging, eccentric Odaylan.

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BEYOND BEARWATCH STEAD

> "It's always rained here, ever since Skyriver Titan battled Korang the Slayer in the Great Before. So the earth has learned to resist the wyrd of water, and turned itself to thick, red clay. The plants and trees reach high in this place, and they put down mighty roots, and will weave themselves a'gether in a thick matting. Good Barntar struggles here, but he has gifted us miniature grains that do well enough in the wet, and vegetables aplenty. We rely on the bounty of the Wild Mother as well as on Ploughson, and honour them both at our altars.
>
> — *Lagerwater Tales: The Duckboards*.

Bearwatch Stead stands in proud isolation, surrounded and protected by the impenetrable gors and gallt, the eternal forests and waste. Here the rain falls every day, and the clansfolk of the Danlarni are hunters and forest gatherers as much as herders and farmers. They are self-reliant and suspicious of the outside world, which has "nothing that we want."

Three main bloodlines control the Danlarni clan. The **Blue Swords** are led by Landos Freewind, and comprise herders, farmers and professional warriors. The **Golden Amber** are Yelmalian, small in number but still influential. They live in their own section of the stead, and are gardeners, cattlemen and horse breeders with a small number of hunters. The **Three Crests** are led by Anatyr the Steady, and comprise herders, hunters and craftsfolk.

During the contests, the party may wish to venture beyond the stead. The following locales might be reached and returned from in a single day.

BoarRich Stead is a Danlarni stead that lies three hours to the north. It is famed for its amber, it's fiery sticklepick (fermented fish sauce), and for its finely carved ancestral totems of cedar and bloodwood. It's rugged hill ponies are prized throughout the Far Place.

Godi Gallt is a Danlarni stead several hours to the south west. It has close connections with nearby Uz, and occasionally trades exotic dark goods. Close to Ginijji, its folk are rough and live rugged even by the standards of the Far Walkers. It is famed for its intricate geometrically decorated rain cloaks, and for its chipped stone arrow and spear points, valued by hunters.

YellowMud is a Yelmalian hunting camp with close ties to Bearwatch, four hours from the stead. It is famed for its cedarblood.

AmberMist is a small camp maintained by Ormalayans of the Three Crest Bloodline, some three hours from the stead. It is famed for its furs, and for the exotic and magical berrywine the women there produce.

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Cloud Gallt is the main Danlarni hunting camp, some two hours from the stead. From here, hunters venture into the **Cloudy Banks**.

TooFar Fort is an abandoned stead west of Bearwatch. Originally settled by Blue Sword ancestors, it was destroyed in the First Chaos Breaking, and is haunted. Ancestral artifacts are known to be hidden somewhere at the stead, but even the Asrelians have never been able to find them.

There are **Youf ruins** to the east of Bearwatch, source of fabled and deadly treasures, but they lie in land claimed for the Beast Tribes, where no Far Walker should venture.

The **Cloudy Banks** are the main hunting grounds of the Danlarni. Among the valued beasts known to roam there are, in increasing order of difficulty to hunt:

- silver-tailed **Shiver Birds**, renowned for their healing;
- magically plumed **Goddess Birds**, with their earth nests and temple trees;
- stubborn and tough **Pronghorns**, famed for their flesh;
- the tempestuous **Horned Boars**, totemic beast of the Danlarni;
- majestic **Cloud-Piercers**, totemic deer that may only be hunted by women;
- silver-maned **Tree Bears**;
- far-ranging and deadly **Sabre Cats**, who hunt those who hunt them;
- gigantic **Razorback Boars**, who can burrow down to Hell itself; and
- the legendary and majestic **Aurochs**, who outsiders believe to exist only on the godplane.