



KING OF DRAGON PASS

Game Manual

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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 seven or eight 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 Orlanthe 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 Orlanthe is "But no one can live alone." All good Orlanthe 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 Orlanthe 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 four 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 Orlanthe 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 Orlanthe 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 Orlanthe'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 tutorial introduces most aspects of play, and this manual covers everything in detail. But if you like to dive straight in, at least read the following...

Advice: Tap the face at the bottom of the screen. You'll see the leaders of the clan, known as the Clan Ring. They can offer good advice, particularly if their skills are high. (To check their skills, tap 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.



Basic Info: The Menu button switches between screens. The More Info button at the bottom of the menu gives useful pointers and information about the current screen. Go to the Lore screen and poke around for information on the clan, its culture, and the myths of the gods which determine its fate. In game-initiated adventures, check the season and the identity and status of other clans by tapping the Info button.



Art Without Text: Tap a picture to see the game's art without text in the way.

The Many Paths: There is seldom just one proper response. Many choices test the abilities of your leaders against some 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. 21st-century ethics and morality won't take you to the end of the game. Neither will acting like Arnold Schwarzenegger in a fur loincloth.

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 — you're creating backstory. 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 tapping. At any point, you can skip to the end. Once you've completed the clan history, you can go back and start over from the Questionnaire Review screen.

You'll need to scroll to see all choices. Be sure to flick briskly so you don't pick an answer. You'll know you're at the end of the list when you see a thin gold bar. And remember, you can tap on the illustration to see it without text.

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 is your clan's most important deity: 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.

Winning as an Elmal clan can be significantly harder.

Earliest Famous Event

Each event starts your clan with knowledge of a different divine blessing. Most events also affect your [clan leaders' skills](#):

Healing of Orlanth: start with an extra Chalana Arroy blessing.

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.

Lhankor Mhy Learns to Use the Marking Bone: leaders are above average in Custom.

The First Pot: 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

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

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.

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 them 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 Lore screen's History & Culture section's notes on the Dragonkill for more on the civilization that last occupied Dragon Pass.

Dragons

Whatever attitude your ancestors had towards 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

Making Changes

If you decide to make changes, tap Back to return to the beginning of the questionnaire.

Clan Name

If you want, tap on 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 Normal level, beware the harder games.

The Hard game can be very difficult. We highly recommend trying Normal first.

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.

Sacred Time

Each year ends with the Sacred Time, a two-week celebration in which every Orlanthei 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 Orlanthei 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.

Clan magic represents your potential to perform rituals and call on the gods and clan ancestors in a crisis. It can fluctuate in response to events, and can sometimes dip below zero. It's renewed each Sacred Time.

Reputation and Recap

Sacred Time begins with a recap of the previous year, as well as an indication of how other clans view your [potential to be king](#).

Forecasts and Omens

Your god-talkers do their best to divine what dangers, blessings or opportunities the next year will provide. 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 Advisor button. Tap it to see 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 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 Orlanthei say about kings is meant to apply equally to queens; Orlanthei use the term kings to include queens.

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 Lore 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.

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)

Mysteries

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.

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. (Eural 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)

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

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 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.

A reserve of clan magic can be useful not only in case you are attacked, but also when dealing with various crises.

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. Having a Great Temple gives an extra point.

Reorganization Screen



We'll cover the rest of the [Clan screen](#) later. 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 lets you 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 clan types, see [Questionnaire](#).)

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 during the tutorial; if not, just tap the box to include or exclude a leader. One tip: tap 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 tap 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

How to care for herd animals 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 Orlanthe 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 members 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 Magic 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.

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.

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.

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

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](#). If you are playing an Orlanthi 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 Ernalda chief or an Elmal clan with an Elmali chief.

Behind-the-Scenes Positions

There are two other important positions on the ring, the roles of warleader and 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

In rare cases, a less-skilled worshipper of one of the war gods

battles and raids. If your normal warleader is wounded or absent, another ring member takes over.

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.

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.

Clan Screen



The first screen you see after every Sacred Time, the Clan 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](#), so this chapter will focus on the rest of the Clan 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 herds. There are two social classes within the farming population, carls and 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, it's 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.

Tap 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.

You have several options 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 to 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.

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

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.

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 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.

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 tap 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.

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.

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,

All the recruitment dialogs (Farmers, Weaponthanes, and Hunters) 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.

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.

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.

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

improve your skirmishing ability (see [battle tactics notes](#)), 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.

to farm.

Crafters

Crafters are farmers who manufacture goods for trade with other clans. There's a limit to the number of crafters that your clan can usefully employ (and normally that's the number you'll have). 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!

Unlike farmers and hunters, crafters' work does not keep them in combat shape, so they do not fight as part of the fyrd.

Thralls

Thralls are essentially slaves. They may be other Orlanathi captured in battle, hapless strangers purchased from traders, or even non-Orlanathi 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 may grow restless or intractable. This is more likely when you've taken thralls from feuding clans or from non-Orlanathi enemies. It's even more likely if you have sacrificed some thralls to the gods.

Whenever you own 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 Clan 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 clan mood are:

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

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

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.

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.

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

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. Tap 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.

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 Farming screen allows you to manage your herds of cattle, sheep, and pigs, and to clear land for planting. On the Farming 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.

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.

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.

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 are mostly forested, and provide hunting grounds for hunters and foraging space for pigs. 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 Farming screen tells you how many cattle, sheep, horses, and pigs you have in your herds. Although you can't use the Farming screen to immediately increase the size of your herds, you can use the Slaughter button to kill animals to provide food for the clan when you're facing Starvation (see 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 certain

For simplicity, *KoDP* lumps cows, sheep, and pigs into one statistic. This is called "cows" or "cattle" because that's the most important animal, but it reflects all three. Game crises may deal with sheep or pigs, in which case the aggregate "cow" value will change.

how well your herds are doing, tap your advisors.

Some of your cattle are oxen, used to plow the fields. Your advisors will remark on this as necessary.

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. Occasionally you'll have them stolen or wiped out by various disasters, which affects your total herd value.

Pigs

There's not much to say about pigs, except that 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 Farming 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.

Crops

Your fields are planted with a mix of three main crops. Barley is a fine food provider, and important to your people because it's used to make beer. 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 farmers plant some just in case. Wheat is riskier than rye, but richer in yield and in greater demand as a trading commodity.

Food

The Expected Harvest

The Farming screen lets you know what your farmers 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

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.

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.

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 crops equally, while Ernalda's Bless Crops does the most good for barley.

take in the Earth season harvest soon, is to slaughter enough animals to get 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.

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.

What went wrong? Check with your advisors. Perhaps your herds are so low that you no longer have enough oxen to plow your fields in Sea season. Maybe too many farmers are unhealthy, and they weren't able to take in the harvest. Or your pastures or wildland are no longer sufficient for the animals trying to feed off them.

Relations Screen



One of the first things you'll want to do is check the Relations 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. (Once you're in a tribe, tribe-mates are marked with a 'T'.)

The Relations 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 a formal relationship with them, such as an alliance or a feud. Once you get to the tribal level, the Relations screen can help you keep track of which clans are in which tribes.

Owe Favors Due Feuds

To show feuding clans, allies, etc., slide the list of categories to the left or right. The list shows whatever you put over the pointer in the center.

At a quick glance, the map in the Relations 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.

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.

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.

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 succeeded 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,

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.

- 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 (below)
- clans you owe favors to (below)
- the clans in a [tribe](#)... at the start of the game, the Colymar are the only tribe
- the clans in your tribe ... blank until you put a tribe together

Emissaries

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

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

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 tap 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.

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 and trails in Dragon Pass are dangerous. If bandits

Within both the Emissary and the Mission dialogs, tap the small icon



to call up the map.

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

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

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](#).

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.

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 thinks of you as an enemy.

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

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 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.

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.

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

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, 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.

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 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.

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.

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.

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).

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

Trading Partners & Trade Routes

Some Missions are principally concerned with establishing new trade routes. Clans with a trade route

War Screen

The War screen allows you to:

- recruit weaponthanes
- 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 [Clan screen](#).

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.

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.

The Short-Call

Cattle raids require a quick response, too quick for the fyrd to muster. 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.

Your short-call will start small. To make it bigger, sacrifice for more War blessings. When More Info is chock-full of War blessings, you'll have many more farmers who are ready for adventure.

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 steeds (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.

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 steeds. They also reduce the number of casualties your forces suffer when you choose Survival as your battle goal (see below). Fortification effects are cumulative; a stone wall and a ditch are better than just a stone wall.

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.

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.

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.

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](#) 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 Orlanthen 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.

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 defending 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.

It's generally not possible to launch raids against non-human or non-Orlanthen enemies. Their homes are usually either distant, secret, incredibly well-defended by Orlanthen 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.

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 determines 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.

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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 they are sacrificing. All your warriors participate in each sacrifice, so making two sacrifices takes twice as long as making one.

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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.

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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.

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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.

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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.

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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.

between them are said to be trading partners. Every trade route increases the amount of goods that your crafters can find markets for.

To try to set up a new trade route, tap the Mission button, then choose a clan you do not already have a trading partnership with. When you tap the Establish Trade Route radio button, any other goals 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.

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.

The Clan Market

Back on the main Trade screen, at the lower left, you'll see a line saying something like 'Market: 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.

War Screen

The War screen allows you to:

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- build fortifications
- launch raids and cattle raids against other clans
- track the clan's recent military history

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Weaponthanes

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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.

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.

The Short-Call

Cattle raids require a quick response, too quick for the fyrd to muster. 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.

Your short-call will start small. To make it bigger, sacrifice for more War blessings. When More Info is chock-full of War blessings, you'll have many more farmers who are ready for adventure.

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 steeds (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.

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 steeds. They also reduce the number of casualties your forces suffer when you choose Survival as your battle goal (see below). Fortification effects are cumulative; a stone wall and a ditch are better than just a stone wall.

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.

Two fortifications have special functions:

- a watch tower increases your patrol's chances of spotting raids and cattle raids.
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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.

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.

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Cattle Raids

Stealing your neighbor's cows is an ancient and honorable Orlanthe 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.

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

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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.

It's generally not possible to launch raids against non-human or non-Orlanthe enemies. Their homes are usually either distant, secret, incredibly well-defended by Orlanthe 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.

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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 they are sacrificing. All your warriors participate in each sacrifice, so making two sacrifices takes twice as long as making one.

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, Orlanthe 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.

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.

While it may sometimes be useful to seize territory, winning the game depends on influence, not conquest.

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-Orlanthe 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

Orlanthe 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 War 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

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.

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.

Magic Screen

The Magic screen lets you:

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



Blessings: the Basics

Clans that sacrifice wisely for blessings can improve all aspects of their existence. The gods on the Magic screen are the major supernatural powers of the Orlanthe 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.

The deity list uses these icons to show the current temple size:
blank - no temple built
 - shrine
 - temple
 - Great Temple
 - The flame shows that you sacrificed within the last year.

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.

You can see a summary of the blessings you know on each screen's More Info page.

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 a 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 blessings 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, it will be available in the Sacrifice dialog and usually the temple. 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. (You can also see a summary of active blessings on each screen's More Info page.)

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 and cattle. 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 Magic 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: A few treasures can aid sacrifices.

Omens: When a 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 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

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 other clans' respect, and may give magical benefits.

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.

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

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,

Vigor

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

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.

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.

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.

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.

Remember, pigs — and all your herds — are included in your clan's Cows value. So increasing pigs increases Cows.

Eurmahl (YUR-mahl)

Eurmahl is the Trickster, always causing trouble. But he is also one of the Lightbringers, and helps bring about change in the world. Orlanthei clans do not build shrines to the trickster, so his blessings are only available through sacrifice when you have a Trickster on the ring. Eurmahl 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 Orlanthei's brother, but severed himself from his kin. He is still worshipped as the deadliest war god.

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

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.

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.

Market

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

Silvertongue

This blessing helps your traders and negotiators.

Spare Grain

This blessing is associated with Issaries' son Harst. It provides extra food each year, allowing your farmers to profit with many small barterers 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 (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 accepts 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 Alvnx god.



Friend of Yinkin

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

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.

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 is 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.



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.

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 Lore screen. To attempt a heroquest, your clan needs to know the details of the quest's associated myth. The game shows when you have sufficient knowledge of a myth: the myth acquires a mark ⊖ on the Lore screen to show that you've learned the details (or ⊕ if you know additional secrets). Read the myth to discover the best way to win the quest. Not all myths have heroquests associated with them.

Four 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 shaded text in the myth and are marked on the Lore Screen with ⊕ 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.

While the quester bears the brunt of the responsibility to perform the heroquest, sometimes the worshippers back home get an opportunity to help. This can significantly improve the odds of success.

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...

- Men can't attempt the Ernalda or Uralda quests.
- Humakti are forbidden from performing the Chalana Arroy quest.

- Female worshippers of Issaries 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 Orlanth quest 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.

Recall that a worshipper of Eurmal on the ring gives you the chance to spend an extra point of magic on Quests.

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. 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. 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 and Aroka: Prevents drought, gives your warriors a bonus in battle.

Uralda's Blessing: Increases cattle fertility and reduces cattle diseases.

Mythic Hints

Many — but not all — choices in a heroquest correspond to elements of the myth. At these points, you can tap the Mythic Hint button to see the choice that best matches.

You only get one hint per quest. You'll get an extra hint for the quest associated with your main deity — your quester is presumably very familiar with the story.

Just knowing what to do doesn't mean your quester can succeed at what it originally took a god to do. The previously-trodden paths are easier, however.

Map Screen

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



Tap the checkboxes next to the map to hide or show clan names or tribal borders.

Scroll or zoom the map using the usual gestures.

Exploring

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

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!

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

Tap 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.

This even goes for your own clan tula. To explore your home tula, tap 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.

Under unusual circumstances, the starting position won't quite match your clan name. As long as you don't move the exploration cross, the game knows you're exploring your 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.

Lore 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](#).

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 Kero Fin, the mountain also called Wintertop. You know little of the outside geography shown on the map.

The clan's previous home was in Heortland, to the south and east. On an island just off the map is the City of Wonders, 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 clan's 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 entry 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 saga to see if the Sacred Time omen for the year suggested any course 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.

To share or save the saga of a particularly enjoyable game, tap the envelope icon at the top of the Saga Screen and e-mail it to yourself. (You'll need to have a valid account set up on your device, otherwise the button won't appear.)

KoDP saves the game every year, right before Sacred Time. The Saga Screen lets you pick a year to replay from. Scroll down for the Restore button.

The clan saga is also available within interactive scenes, by tapping the Info button. You won't be able to restore or e-mail, however.

Controls Screen



While you can control overall sound volume using the buttons on your device, the Controls screen lets you decide whether certain sounds are played at all. Background Music plays in the various management screens. Adventure Music is associated with the various crises. And Sound Effects relate to dialogs.

Tap New Game to start over from scratch. Once confirm this, there's no way to return to the current game.

If you have a Facebook account, you can post to your wall. (*KoDP* will never post on its own.) Even if you don't have an account, you can visit the developer's page.



If you have a Twitter account, you can tweet your progress. (*KoDP* will never post on its own.) Even if you don't have an account, you can see tweets relating to the game.



If your device supports Game Center, you can view or reset your [achievements](#).



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 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 recap 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 proved 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 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 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.

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.

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.

The negotiations require a delicate balance. If you promise too little, other clans will turn you down. Bigger promises make it

You needn't entirely discard the idea of inviting feuding clans into your

more likely that a 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.

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.

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.

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 the leader 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 the 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.

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.

Long-distance raids take the quickest and safest path to attack their foe. That path can change depending on weather, 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

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.

two clans, particularly when you're trying to elude someone else's patrols.

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 than the dispute in question was worth won't win the praise of its people.

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

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.

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 Relations screen allows you to see the status of the tribe's king, to check the tribal mood, and to choose your clan's standard policy at routine tribal moots.

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.

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.

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.

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.

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

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.

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.

Although you don't have access to all the detail shown in say the Clan screen, you can review the most important information by tapping the Info button.



Tap the background image to toggle the parchment and text off and on so that you can see the art. This also reveals six important values: your herds, food stockpile, total population, goods, clan magic, and weaponthanes.

Achievements

While the basic goal of *KoDP* is kingly victory, there are plenty of other goals. Achievements provide a way to track them (and share them with your friends). To enable achievements, you must log in to Game Center. You can do this when the game starts, or use the *Game Center* app before launching *KoDP*.

Your device must support Game Center. For example, an iPhone 3G does not.

Achievements include such things as collecting many treasures, winning not only as a king but as a queen, or exploring every last bit of the map. Some (like becoming Queen of Dragon Pass) are all or nothing. For others, you can see your progress.

You'll get a brief on-screen indication when you earn an achievement. You can review your achievements by tapping the trophy button in the Controls screen, or in the *Game Center* app. (You'll need to be connected to the Internet.)



Note that not every possible achievement will be listed. Accomplishing some achievements may reveal new ones, while others you'll simply earn due to story events.

Starting a new game doesn't reset your achievements — after all, you might want to win both as a Queen and a King. If you want to start over, you can clear all achievements from the Controls screen. Each player has their own achievements, so you could also log out using the *Game Center* app, and log in as a different player.

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

Remember that each screen has a More Info side, which shows magic that's relevant to that screen. It also has a brief summary of the screen.

Don't forget to check what your advisors have to say. If nothing else, you can learn a little of their personality.

Tap the art behind text to see it.

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, tap the season wheel to force time to pass.

Saving

KoDP saves the game when things change, so you don't have to worry about getting interrupted or running out of batteries. It will reopen to where you were, assuming your device supports iOS multitasking (and other apps don't reclaim its memory). If necessary, it will restart before an interactive scene.

To restore to an earlier point in time, use the Saga screen to choose the end of a year to go back to.

Tutorial

You'll only see the tutorial the very first time you play. To get it again (for example, if another player is using the same device), you can reset Game Center achievements from the Controls screen.

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.

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