

# THE ZIN LETTERS

GLORANTHAN FANZINE OF KALIKOS SOCIETY



Eastern  
Far Place Special



**Nervendi Clan:** Known as the Newcomers, the Nervendi arrived from Tarsh two generations later than the founding clans of Bachad Tribe. They were old fashioned and proud Elmali, but their steeds were in constant danger because of Aldachuri raids. The Swigel helped them, and when the Nervendi lost their warriors and wealth in the Righteous Wind Rebellion, most of the people sought shelter with their Swigel kin.

**Orgolmani Clan:** Tarshite exiles who settled in the Hidden Valley and Alone two generations ago. They were a large and prosperous clan, owning half of the houses in Alone and grazing healthy cattle. They lost dearly to Harvar's Gagarthi and Lunar allies in the battle of Gamla's Leap, and were betrayed in Alone. Harvar hunted them especially, and nearly all were slain, or sold as thralls. No fighting man of the clan survived.

**Rovantar Clan:** They arrived from Tarsh after Palashee Longaxe was slain in 1555. They were poor, yet wise and serene. Within a generation their chieftain was chosen the Bachad tribal king. Having repeatedly resettled before, they chose to fight Harvar to the last. They lost, and were divided. Those that sought peace

went to find the Brynheart Clan; those that still wanted to fight joined the Fastor Clan of the Tres.

**Taravading Clan:** Last of the aboriginal clans living in the Hidden Valley, the Taravadings were prosperous herders and hunters. When the original Alone Tribe was destroyed by Harvar after he subdued the Righteous Wind Rebellion, the Taravadings were divided. Some followed the Lunar Way, some returned to their Barntari roots, and some left to join their Storm-worshipping kin in other clans. The Taravading Clan lost its integrity, and its wyter vanished.

**Yerastori Clan:** An Ernaldan peace clan that settled in the Hidden Valley in 1582. They explored the wilderness, and eagerly studied old myths and legends. They found the Holy Oak Grove sacred to Yrsana, and were the first to enter the Caves of Asrelia in the Lizardwood Wilds. After suffering defeat against Harvar's men, the Yerastori Clan scattered, its bloodlines forming the nuclei of three communities: the Sarading Clan, the Yrsana Temple and the Earth Witch Ring of Lizardwood Wilds.

## Internal Friction

All clans in eastern Far Place support Orlanthei freedom and oppose Harvar Ironfist. This, however, doesn't mean that the clans have amiable relations. On the contrary, there are several dividing lines between and even within the clans.

**Rebellion:** Some say fighting stopped too easily. They say the defeat at Gamla's Leap was because of weak spears, because of wavering shieldwalls, because of weak souls. The Righteous Wind was defeated by the weakness of the clans. There are still strong men, strong hearts and strong magic left: revenge lives on! Let weaklings hide in the bushes.

**Lunar:** Many see Lunar as the oppressor, the horrible scheming force behind everything, the bringer of turmoil and suffering. But some note that in the absence of a true king, only the Lunars possess enough power to bring peace among the quarrelling clans. They say Harvar and the Lunars are different things, and that the Lunars may be the only power able to dispose Harvar.

**New home:** New tulas mean new neighbours and new borders. Not everyone is happy about the present state of things. Some would like larger tulas. Some are ready

to move again, further to the north and east. Many, especially the Ordaylans, still remember the eastern Far Place region as free hunting grounds, and wish to claim this freedom themselves.

**Small Sun:** Kinstrife between Elmali and Yelmaliens was one of the chief factors that allowed Harvar to seize power and eventually suppress faithful Orlanthei. While most tribes and clans have been purged, and some even have proclaimed the "Peace of One Sun", the embers haven't cooled yet. Faithful Elmali and their traditional Orlanthei friends scorn Yelmaliens, and the scorn is returned in full. The integrity of the Bachad Tribe especially suffers because of this strife.

**Neighbours:** Many clans of the Amad, Bachad and Tres Tribes have strong Elmali traditions. Combined with Darkness worshiping neighbours, this causes some friction between and inside the tribes. Some want to raid the Torkani and the trolls, while others hope to find new friends and new strength among them, to oppose Harvar and the Lunars.





# BACHAD TRIBE

The Bent But Unbroken

**Ilkka Leskelä**

## **Introduction**

The Bachad Tribe was created by the Bachad, Goldgoose and Swigel clans in 1492, when these Tarshite clans settled in the Far Place. Since then, the Bachad Clan has split into Garrik and Monrith clans. In the 16<sup>th</sup> century, two new clans joined the tribe: Rovantar and Nervendi. Both were lost in the Righteous Wind Rebellion in 1611, along with the Goldgoose Clan. The whole tribe then fled eastwards, through the Hidden Valley and into the Lizardwood Wilds. Settling in its present territory in 1612, the Bachad Tribe was joined by Mezeros Clan, and soon after by the new Brynheort Clan.

The Bachad Tribe is a stubborn collection of hard-headed Orlanthe, Barntari, Elmali and Odaylans. Once praised as fighters and judges in the name of the Storm, they are now quiet and enduring, because Lunar and Harvar have forced the tribe into submission. The Bachad Tribal Ring does all it can to keep their oppressors satisfied enough to avoid armed repressions. But behind this curtain of peace and courtship, the Bachadings harbour Storm and Rebellion.

With many of the veteran warriors and leaders dead or in exile after the failed Righteous Wind Rebellion, Asrelian crones have risen to position of importance. They preserve more than food and tradition: the Earth Witch Ring has hidden the seed of a thunder to come, and jealously guards it. The crones knit the fabric of a future alliance. The Bachading clans have offered

refuge to many Orlanthe exiles and refugees who have been ousted out from their own communities.

At the present, the Bachad Tribe consists of five clans, and has a total population of just over four thousand.

## **Present relations**

Inside the Bachad Tribe, the chief controversy lies between the Garrik and Swigel clans. The Garrik are staunch Orlanthe, and usually oppose everything new. They are the prime Lunar-haters in the Bachad Tribe. The Swigel, on the other hand, have a very strong Elmali tradition, with aspects similar to the Yelmalian pantheon of the Aldachuri. In addition, they feel the Lunars are not totally hostile, but also offer possibilities.

The Monrith Clan has traditionally served as a conciliator between the Garrik and the Swigel, and has good relations with both clans. Thus far, Leofthan the Wise of Monrith, the present tribal king, has been able to keep the tribe united by making sound compromises, and giving personal help to all in need. The Brynheort support Monrith and Garrik because of their kin ties. They are impartial towards the Swigel, their stronger neighbours.

Of course, several ties bind the clans together. Strong support of Elmal in Monrith and Mezeros clans helps them to see the position of Swigel, and not even the Garrik Clan is without followers of Elmal. Swigel, Monrith and



## Lowstead and Nantar Bloodline

Lowstead is situated close to the summer pastures, high in the upper run of Little Mist Creek. It guards the clan tula towards the Indigo Mountains, and occasionally in the wintertime faces bands of trollkin and even trolls. The Upper Meadows around Voriof's Seat are worth the danger, however, as they give health and fertility to the cattle and sheep. There is a large inner bailey for keeping cattle through the winter.

The stead houses Nantar and Taravading bloodlines, both experts in raising cattle. *Hristhe Buttercheeks* is a caring cow mother, knowing everything about how to keep cattle healthy and happy. She also represents the Nantar bloodline in the inner Clan Ring. *Marak*

*Blackhead* is the clan's Uroxi weaponthane residing at Lowstead. He takes extra care that the wealth of the clan is free from any contamination. He occasionally invites his cult brothers to visit, and many know Lowstead as Lovestead or Horn(y)stead.

*Starkman Stampleteams*, brother to Aldred of the Furrows, is speaker of the Taravadings in Lowstead. He continues the Taravading tradition of Barntar the Herder, and is seen as an oddity by many in the clan. But Barntar blesses him and his cattle, and he has the best breeding bulls.

## Bruinstead and Derogvan Bloodline

The stead of the Darring and Derogvan hunters is hidden in a high vale near Ruffle Head, which is holy to Great Bear. The stead has next to no farmland and very few animals. In summertime most of the men range far and wide in the hills surrounding Indigo Mountains, disappearing for weeks at a time.

The Bruinstead Derogvans are known as loonies who shun away from village life and even their lowland family. They have good contacts and family ties to the Brynheort clan in the south-east, and in some way the stead is in-between the two clans. *Hard Ferensson* is a great hunter and Ordaylan chief of the highland camps, but it is his wife *Rendala Firmspeaker* who looks for the well-being of the steadfolk.

## Garrik Clan Ring

For a long time before moving to their present tula, the Garrik Clan had a Traditional Clan Ring. However, prior the hard trek and the resettlement, they elected a Lightbringer Ring to lead them through the change and turmoil. The hard times still continue.

### Inner Ring

*Orlanth* – Garred the Staff, of the Darring bloodline, initiate of Orlanthdar and Orlanthcarl, chieftain.

*Lbankor Mby* – Frum Cloudbrow, of the Darring bloodline, devotee of Orlanth/Andrin, lawspeaker and chief priest.

*Chalana Arroy* – Londara Lightfoot, of the Derogvan bloodline, initiate of Ernalda/Votenevra and Chalana Arroy/Pranjala, healer.

*Issaries* – Rostakos Widefathom, of the Sarandi bloodline, initiate of Issaries/Harst Bronzetonque, tradethane and priest.

*Flesh Man* – Aldred of the Furrows, of the Taravading bloodline, devotee of Barntar, ploughthane.

*Eurmali* – Gaping Henarl, disowned by all bloodlines, Eurmali, joker and fool.

*Eighth* – Hristhe Buttercheeks, of the Nantar bloodline, devotee of Ernalda/Uralda, cattle mother.

### Outer Ring (Ginna Jar)

Everyone else mentioned in this article is a member of the Outer Ring, giving counsel to the inner Ring and taking its decisions to the steads.



women and children, but include everyone to whom the Ordaylan gives his protection: visiting traders, smiths, fishermen, etc. He takes responsibility for them as long as they choose to stay in his camp. The Ordaylan is swift to come between his cubs and any potential danger.

### *Summon Camp-members*

The Ordaylan can summon those having attended the blessing of the camp, whether in the camp or in the wilderness. This usually happens only if the camp is threatened, or if the Ordaylan knows that something threatens his followers in the wilderness. But when the Fire Season ends and the Stag Day draws close, the camp-members are summoned together to disband the camp and escort the cubs back to their winter homes.

### *Bear Dance*

The Bear Dance is a way for the Ordaylan to get advice or strength from the Great Bear. In the Bear Dance, the Great Bear is incarnated in the Ordaylan. The dance is a lengthy ritual lasting for hours. It involves purification rites in a sweat lodge, and drinking. Incarnating the Great Bear usually serves a function similar to the invocation of clan wyters: it is performed for communion and wisdom, not for brute strength.

It is possible for Odaylans to learn these feats individually. However, usually only persons who aspire to become Ordaylan devotees learn them.

### **Ordaylans, Women and Society**

Ordayla is a cult for men living in two worlds: Wilderness and Civilization (Earth). Being the Winter Woman of an Ordaylan can be a burden. Because of the seasonal nature of Ordaylan's movements, their wives staying in the tula must take more responsibility for summertime matters and young children. Everyone in the tula also knows of his other woman in the wilderness, even when the relationship between Ordayla and Velhara is no more than a ritual of the Bear Dance.

But the Winter Women have more freedom in organizing their household and politicking in the clan. Even though the Ordaylan stays away at least one season every year, his social role is still recognized within the tula. He commands respect from all fellow hunters and woodsmen, and the good wife caring for his upkeep in the tula usually receives her part of the respect.

Still, it can be hard for Ordaylans to find wives. When in the tula, the unmarried Ordaylan sleeps with the thanes, or even in the house of his mother or sister. In the Far Place, the bachelor Ordaylan sometimes figures in jokes.



## **Wilderness Camps and the Rebellion**

Some wilderness camps have become hiding places for refugees and freedom fighters outlawed by Harvar's regime, or exiled from their clans because of Lunar pressure. Many Ordaylan chiefs support these warriors, as long as there is no bad blood between their clans. They have even organized hunters into bands supporting the rebels in their raids and surprise assaults.

Harvar's men are now trying to locate the camps. They have already raided one camp, killing the Ordaylan chief and most of the camp-members. Last summer, Jarang Amber-eye, the camp chief of the Leoding Clan, denied protection to Bryggi the Young of the Fastor Clan, a well-known exile warrior and hothead.

Bryggi was ambushed by Harvar's Gagarthi the next day. Bryggi's kin and friends now blame Jarang and the Leoding Clan for Bryggi's death. Jarang insists that there were only cubs in his camp, and that Bryggi's presence would have meant their certain death. "Those hounds would have slaughtered everyone, as they did the Naldabarri, back when the Righteous Wind was blowing violence."

## **Ordayla the Bear Chief** *A subcult of Odayla*

**Worshippers:** Ordayla the Bear Chief is worshipped only in upland Tarsh and Far Place, and devoted worshippers are few. Their number directly corresponds to the number of highland wilderness camps used for hunting, fishing and gathering herbs. The Brynheort Clan in the Bachad Tribe is unique in that the whole clan is led by an Ordaylan chieftain.

**Mental Abilities:** Find Shelter, Mythology of Ordayla, Scent Mood in Camp.

**Virtues:** Responsible, Persistent.

**W Bear Chief** (Bear Dance, Bless Camp, Protect Cubs, Roar of Command, Summon Camp-followers)

Replace the Hide affinity of Odayla with the Bear Chief affinity of Ordayla.



**This** is the wild eastern edge of the **Far Place**, where battered yet hardy Orlanthei eke out their lives during times of turmoil. Squeezed between the Sons of Light and ancient lands of Shadow, they cling to tradition.

**Themes in this issue:**

- Challenges of the newly claimed territory
- Tribal and religious schism
- Disintegration and reforming of clans
- History of the eastern Far Place
- Bachad Tribe and Garrik Clan
- Cults and societies of marginal lands

The rather grim outlook is balanced by a glimpse on the Orlanthei sweat lodges and other aboriginal traditions.

