

# Clan Record for Grundleforge

Clan Name: Grundleforge Home: Boulderloch Thane: Thunderforge  
 Thane: Jarl Duncan Gromf the Greater. He won a civil war. Accomplished warrior. Full adult.

Prestige: 6 Strength: 2 Wealth: 5  
 Clan age: 1,200 years. Dynasties: 4. Population: 1,200 (600 adults).

## The Stuff of Legends

Asset and Liability	Effect on Ratings	Story and Moral
Haunted	-1 Strength	A group of dwarves went to a mine with an elemental lord, they harnessed his power; the underlings were furious, earth elementals haunted them and busted up their mine, fighting to a stalemate. Throwing gems into an enchanted pit placated the elementals. <i>Greed buys peace.</i>
Sages and Learning	+1 Prestige +1 Wealth	A jarl grew weary of this warfare and expense, and each generation sent 100 adventurers into the world to search for lore on dealing with elementals, elemental mastery, and magic. They sought secret stores of knowledge. <i>Knowing is half the battle.</i>
Past Catastrophes	-1 Strength -1 Size	After generations of war, they found out how to unbind an elemental lord. The jarl, Thorvak, in his arrogance, had the priests of the clan cast the spell to destroy the elemental lord. The aspiring usurper, Loros, urged him on towards his destructive bad idea. The spell was successfully cast, a volcano erupted in the clanhome, driving the clan out and scattering them. <i>Magic is evil.</i>
Unstable	-1 Wealth +1 Dynasties	The influence of Loros over Thorvak was known through the clan, through rumors. The culture shifted among the homeless and leaderless clan. They spread and traveled, looking for a new place. Civil skirmishing ensued. <i>Unity is more precious than gold, and like gold, it can be stolen.</i>
Masters of the Craft	+1 Prestige +1 Wealth	Krendel Forgemaster was a master armorer, tutored by a different clan. He returned to his people, and united the clan because he had a suit of impervious armor (and he had his rivals dealt with through assassination.) He led the clan home, smote the ancestral lord, and reclaimed the forges. His armor was invulnerable to elemental magic. <i>One strong leader is better than many weak pretenders.</i>
Culturally Gifted	+1 Prestige +1 Wealth +1 Age	Through their travels, the clan met many other clans and cultures, learning the best and the worst of others in the world. Their perspective was broadened, and tragedy deepened their feeling. Also, since they were weak and non-threatening, they sold arms and armor to others at war. <i>Power comes not always from the heart of conflict, but sometimes from its edges.</i>

Generation Date:4.5.13

Keeper of the Clan:Shaun

