

Tostades' Fort

The old world is far away, but we shall build a new one in this wilderness

After a half wane in the service of the Empire, senior hepton Veritus Tostades was looking forwards to retirement and the grant of land that was his due. His officers gave him a choice – enough ground to scratch a living in the shadow of Raibinath, at the heart of the Empire, or enough land to live like a king on the frontier.

Accepting the challenge, Tostades gathered his old army friends about him and with their families they travelled far away to the barbarian province of Sartar. With the help of the authorities they have constructed a fortified villa on the south facing slopes of their valley in the Quivini Mountains and seen off the unkempt barbarians who claimed the land before. Now they are ready to build new lives in the service of the Empire.

Common Names:	Veritus' Boys (from army). Incomers, Land thieves, (from local Heortlings)
Form:	Settlers. Heavily armed settlers, with the contacts to call in favours from the occupation forces.
Cultural Context:	Ex-soldiers trying to bring civilisation to the wilds.
Ideology:	“We’re just here trying to make a living. We want to raise our crops and raise our children. But if they think we’re just going to sit back after they attack our lands, injure poor Marcus and steal our cattle they’ve got another think coming.” Lucas Appius, shortly before the sack and burning of Threespear village, 1623.
Look and Feel:	Grizzled veterans of the Lunar Army’s toughest campaigns now trying to live as farmers in a strange land. They’re happy enough to live with their new neighbours, but won’t hesitate to use their military experience against them if they overstep the mark.
Purpose:	They really are just trying to settle down and live a peaceful life. Can they help it if their land claim is just part of a plan to weaken the power of the Heortling tribes by disrupting their traditional lifestyle.
Headquarters:	Tostades Valley in the Southern Quinvivi, known to the locals as Bearclaw Valley, after a clan that once lived there. Members of the band may often be found in the local army camps - either attending services or just talking over old times.
Reactions:	Most Lunar citizens recognize that they are brave pioneers, bringing culture to the benighted. Some junior Lunar officers think that their settlement is doomed, that they’re likely to provoke a tribal backlash which destroy all they’re trying to build. The barbarians are hostile, especially the ones who claimed that land for themselves.

Resources

- Leader:** **Veritus Tostades** was for 27 years a soldier in the Steel Sword Legion. He was never an officer, but as Hepton, but his boys looked up to him as their leader and would have followed him to the gates of Hell. Now he's getting on, but still able to command their loyalty.
- Renowned Members:** **Berutha Tostades**, his wife, leads the womenfolk of the fort and follows Dendara Jera. **Torvalus Marof** is one of the few soldiers who did not serve under Tostades, but was an Elmali cavalryman of the Furthest Lancers. Tostades consults him on most matters of barbarian etiquette, something Torvalus thinks he understands far better than he does. **Jecry Three-Finger** served as a scout and forager for the Steel Sword Legion and still serves as a scout and forager today. He's the one most likely to be out in the woods to spot incoming travellers. **Dunstan Redsmith** makes and maintains the Forts weapons.
- Membership:** There are about forty ex-soldiers living in Tostades Fort and the surrounding area. With their wives, children and chattels they number about two hundred in all.
- Other Contacts:** Tostades Fort can call on support from the local soldiery, who are usually well disposed to old comrades. As Lunar Citizens they have advantages in lawsuits over the local barbarians – at least at Imperial courts. It would barely occur to them to bring a case to a tribal moot.

Organization

A group of old comrades trying to build a new life outside the army.

Membership Keyword

- Membership Requirements:** Have at least one resident in the fort vouch for you and be accepted by the rest.
- Physical Abilities taught:** None.
- Mental Abilities taught:** Dragon Pass geography. Barbarian customs.
- Typical Personality Traits:** Loyal, Stubborn.

Magic: Nothing enforced, though most of the former soldiers are initiates of Yanfal Tarnils, as they were in their army days.

The Tostades Ancestors (Lares Guardian Being)

In all his travels Veritus Tostades carried his lares with him, a shrine to his ancestors. Daily he offered prayers, food and drink to them, and they protected him on his travels. Now they protect the community he's established.

Method: Emanation.

Form: A portable shrine, now in the Tostades house at the centre of the fort. The shrine has small statues representing Tostades most significant ancestors.

Membership Requirements: The ancestors demand that one of their descendants should offer them a short prayer, food and drink at the break of each day. They particularly favour food and drink made by a descendant, but accept offerings grown or prepared by strangers.

Awareness Function: See Spirit 20

Blessing Function: Heal Relationships 20

Defense Function: Defend against Otherworld Being 5☐