

THE COMING STORM

THE RED COW VOLUME I



HQ
HeroQuest
ΔΡΟΜΟΣ ΙΘΙΩΝ ΔΕΛΤΑ
Glorantha

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CHAOSIUM
INC.



• Red Cow Book 1 •
THE COMING STORM



GLWZ

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May Arachne Solara bless and protect this book.

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• Chapter 1 • PREPARING FOR PLAY

THE COMING STORM IS A TWO-VOLUME CAMPAIGN THAT follows the day-to-day struggles of an Orlanthi clan as the Hero Wars begin in Dragon Pass. It takes your players from the Lunar Occupation, through the Windstop and the Dragonrise.

This volume provides the setting for that campaign, and covers the people whom your player characters will interact with and the places that they will visit. It also explains how to make characters for the campaign. It is suitable for both players and Game Master as it contains facts that characters that have grown up in this region would know.

The next volume contains a seven-year campaign that uses this setting, covering the struggle for survival of the Red Cow clan between 1618 and 1625. That volume is intended for Game Masters.

BEFORE STARTING

We recommend setting the parameters for your *HeroQuest Glorantha* game before character creation; this helps everyone create a character concept that fits with the setting.

The parameters are the genre, the setting, the mode, the premise and individual Narrative hooks.

You might need to change the parameters to fit your group's taste — Your Glorantha Will Vary.

We recommend that everyone play a Heortling hero, as they are members of the Red Cow clan community. You may also want to refer to *Sartar: Kingdom of Heroes Book One: Making Your Orlanthi Character and Clan*.

GENRE

A *HeroQuest Glorantha* game follows the logic of the narrative sources it emulates. The first genre *The Coming Storm* emulates is that of the Icelandic Sagas such as *Njal's Saga* and *Laxdaela Saga* where heroism happens in the ordinary toil of daily life, feuds last for generations, and life is short and uncertain.

In the sagas, honor and reputation are everything; any slight to honor has to be avenged by blood or money; someone whose honor is disparaged goads their kin into seeking restitution, through violence if necessary. People have a store of luck, life eats it away, and when that luck runs out, doom follows. Life is unfair and difficult. What matters is how you confront such adversity.

The sagas revel in strong women, doughty warriors, and learned chieftains. Action reveals the hero's personality, not introspection.

You can find a Gloranthan example of saga fiction in *Rastalulf's Saga* in *History of the Heortling Peoples*. If you and your players are

not familiar with the sagas, some historical fiction authors draw heavily on them such as Tim Severin's *Viking* series or Bernard Cornwell's *Saxon Stories*. If you prefer TV, look no further than the fictionalized Ragnar Lothbrok of *Vikings*.

The second genre *The Coming Storm* emulates is Sword and Sorcery. This is a tale of swashbuckling PCs risking all in the face of danger. There are proud barbarians and a decadent and decaying empire. There are primitive savages and sinister remnants of fallen civilizations. There are dark ruins and fabulous treasures to be won by the bold. Magic is common, but often individual. However, the stakes in the stories are personal triumph or loss not the world-spanning threats of epic fantasy. If the PCs fail, their families, kin, and loved ones may suffer, but the failure will not change the world.

This differs from epic fantasy where the events are world spanning in impact. Such games are possible in Glorantha, indeed the Hero Wars themselves are epic, but that genre is not the focus of this supplement.

SETTING

This game is set among the Red Cow clan between 1618 and 1625.

The Red Cow clan is a part of the Cinsina tribe; the Cinsina tribe is in turn part of the Jonstown Confederation, an alliance of tribes centered on the city of that name, and the Cinsina are one of the tribes of the kingdom of Sartar, as described in *Sartar: Kingdom of Heroes*. The Lunar Empire rules Sartar, though a puppet Prince, Temertain. The Seven Mothers missionaries preach the stories of the Red Moon Goddess and have banned the worship of Orlanth, the Storm King.

The chief enemy of the Confederation is the Telmori, a tribe of savage werewolves.

MODE

The most appropriate mode for this game is as a chronicle: the characters manage the economic and political affairs of a community, often over a large span of time. Players may play multiple characters, perhaps over several generations.

The mode suggests elements to build into your character.

Chronicle play reflects the saga genre and follows the PCs as members of the clan as they try to survive the Hero Wars. The focus remains on hearth and home. When the great events of the Hero Wars impact the Red Cow clan, the focus is on how the clan deals with the fallout of those events, not on the Hero Wars themselves.

PREMISE

The premise tells you what the PCs have in common and either explains or implies a collective goal. The short version of the premise as given in *HeroQuest Glorantha* is: “The heroes are members of a clan in Dragon Pass struggling against the oppressive magical might of the Lunar Empire.” A longer, more specific version for this game would be: “The Third Age is ending and the Hero Wars have begun; the characters are members of the Red Cow clan of the Cinsina tribe in Sartar and they must guide their clan to survive the Hero Wars that mark the ending of the Third Age.”

The best stories are more than just ‘stuff happens.’ However many role-playing games end up as just that — a series of unconnected if interesting events. In the best stories, a theme or premise unifies the events. We ask a question and answer it through the actions of the characters.

Another way to set the premise in *The Coming Storm* then is as a question: the Third Age is ending; how will your clan survive the Hero Wars? *The Coming Storm*, in the title of this book, is the Hero Wars themselves.

We recommend that you share both these premise with the players. If the players know the premise, the characters they create will have something to say about the questions raised.

We expand on this premise a little more below. Feel free to read it to the players.

THE THIRD AGE IS ENDING; HOW WILL YOUR CLAN SURVIVE THE HERO WARS?

This is the Third Age of Glorantha since Time began. The end of an age has always brought conflict and death. The First Age ended with Lokamayadon’s attempt to kill Orlanth and the war between Arkat and Gbaji; the Second Age ended with outraged natural forces drowning the God Learners, and the collapse of the Empire of the Wyrms Friends. The effects were far reaching. After the end of the Second Age, the oceans were Closed to shipping and Dragon Pass was forbidden to human settlement.

The Hero Wars mark the end of Glorantha, the end of the world, as we know it. Monstrous dangers have risen, great causes have been born, and the gods are waking. Cataclysms like this have occurred before. Everyone knows it. The only real question is, “What will **you** do about it?”

Many prophecies say the Hero Wars will begin in Dragon Pass, with the conflict between the Orlanthi and the Lunar Empire. Who can doubt that when the conflicts that have ended other ages began here?

In Sartar, a generation has grown up only knowing Lunar rule. Some have only known poverty, hunger, and death resisting the Red Moon; others have known prosperity, new opportunities, and joy by welcoming the Empire. Some have fought in a long rebellion; others have collaborated with the Empire. Which side will you choose?

The priests of Orlanth tell that the Red Moon is evil. The Goddess has embraced Chaos. The tyrannical Lunar Empire has stolen traditional freedoms. Will you form part of that rebellion?

The Lunar missionaries bring a message of co-operation and unity “We are all us.” The Seven Mothers missionaries help mothers with childbirth, heal the sick and injured, and help to feed the poor. The Empire’s soldiers drive bandits from the road. Will you co-operate with the Lunar Empire for a peaceful, prosperous life?

The Empire has ruled Sartar for sixteen long years. Rebel chieftains, such as Orstalar Spearlord and Venharl Stormbrow, violently resist the Empire, ambushing Lunar caravans, killing Lunar officials, and holding worship of Orlanth at sacred hilltops. The clans that aid them risk Lunar reprisals. Kallyr Starbrow, the rebel leader, fights against the Empire; she has failed once before and many suffered for joining her. Will you join Kallyr’s rebels fighting against the Empire?

Queen Ivartha of the Cinsina does not trust Kallyr Starbrow, accusing her of collaboration with the Telmori wolfmen. A Lunar, Jomes Hostralos, has kept the Telmori at bay since the Wolf Hunt. He is a ‘wall of spears’ against the Telmori and his settlers carve land from the forests that grew up after the destruction of the Maboder. He is an ally of the Cinsina. Yet, the surviving Maboder tribesfolk live in servitude on Jomes’ lands and their kin cry out for their freedom. Will you follow Queen Ivartha, who does not trust Kallyr Starbrow? Will you join Queen Ivartha in allying with the Lunar general Jomes to fight your greatest enemy the Telmori? Will you see your old enemies the Maboder returned to their ancestral lands?

NARRATIVE HOOKS

We recommend that the players come up with a Narrative Hook — an idea that will put pressure on the character to become involved in game events. The mode for *The Coming Storm* is chronicle, so the hook should describe the contribution the character makes to the community. The motivation is implicit; the character has to manage this resource, increasing its productivity and protecting it from outside threats. In addition, we recommend that the character’s narrative hook implies how they will respond to the premise — and help the clan survive the Hero Wars.

THIS IS NOT A STAND-ALONE GAME!

The Coming Storm is not a stand-alone game.

It is a supplement for Moon Design’s Sartar: Kingdom of Heroes, a game set in the high fantasy world of Glorantha. This supplement does not describe the game’s various core traits, present its rules for combat or provide a complete setting. These can be found in the HeroQuest Glorantha, Sartar: Kingdom of Heroes and the Sartar Companion.

The Coming Storm gives in-depth information about the Red Cow clan, part of the Cinsina tribe of the Kingdom of Sartar and their struggle against the Lunar Empire. You’ll need to consult HeroQuest Glorantha and Sartar: Kingdom of Heroes in order to play. Much essential information about Orlanthi lifestyle and history is given in Sartar: Kingdom of Heroes. The Sartar Companion is particularly useful, as it includes a description of Jonstown, a city in Cinsina lands, and two scenarios: The Crimson Bat Comes to Sartar and The Gifts of Stone which can form part of this campaign.

You may also find other products such as Pavis: Gateway to Adventure, The Book of Heortling Mythology and The Guide to Glorantha useful although they are not needed to play The Coming Storm.

Try to imply heroic action to save the clan, instead of everyday commitments.

- Barntarling tends to the herds and guards the animals. When the Hero Wars come, he will work to bring back the promised Aurochs to Dragon Pass, and hunt them with the prophesized liberator.
- Fintar is one of the chieftain's housecarls. When the Hero Wars come, he will take to the vanguard in the fight to defend the people of the clan from their enemies.
- Hedbrast is athane of the Red Cow clan; he manages a large farm that feeds many. When the Hero Wars come, he will help the tribe by using powers and secrets he has stolen from foreigners.

A good narrative hook tells the Game Master what kind of adventures the player is interested in having.

USING THE MATERIAL WITH EXISTING CHARACTERS

Some Game Masters may want to incorporate this material into an existing game. In this case, you probably have characters that are not members of the Red Cow clan, but want to know how best to involve them with the personalities and events here.

If the players are rebels then the easiest option may be to have them join one of the two main rebel leaders in this book who are operating in Cinsina lands — Orstalar Spearlord or Venharl Stormbrow. In this case, the premise would become “The characters are Sartarite rebels working against the Lunar Empire. An outlaw band, they live in hiding in the wilderness.”

If the characters are not committed rebels, or do not like the idea of being ‘on the run’ then we recommend incorporating them into Queen Ivartha’s household. In that case, the premise would be: “The characters are members of Queen Ivartha’s household. The Queen and her household are the source of justice and protection for the tribe.”

THE COMING STORM AND OTHER PUBLISHED SARTARITE CAMPAIGNS

The Colymar Campaign begun in the *Sartar: Kingdom of Heroes* book and continued in the *Sartar Companion* follows the epic

of the Argrath and offers the PCs the chance to be the movers and shakers of the Hero Wars. *The Coming Storm* by contrast deals with the fate of ordinary people in a world on the brink of a terrible conflict. The two thus provide alternate modes of play for a *HeroQuest Glorantha* game. *The Coming Storm* covers a period that includes some of the great events of the Hero Wars such as the siege of Whitewall. However, for this campaign they occur ‘off stage.’ Other Moon Designs products will cover these events, and you can certainly dovetail them into *The Coming Storm* if you wish.

You can use background and ideas from one campaign in the other. Characters from the Colymar Campaign may find themselves visiting the Red Cow or other Cinsina clans. If they are exiled, they may be able to serve their exile with Queen Ivartha. Characters from *The Coming Storm* may well travel to the Earth temples at Greenstone or Clearwine.

Many of the places encountered in the *Sartar Companion* appear in *The Coming Storm*. The PCs will certainly want to travel to Jonstown during the campaign, located as it is in the heart of the Cinsina lands. Many of the scenarios within that book could be easily located in Cinsina lands. For example, The Gifts of Stone takes place within the area covered by this work.

The Lunar Road to Pavis passes through the campaign area and that city can be an ideal detour or place of refuge for exiled PCs.

NPCs

NPCs are at the heart of a community centered game, and *The Coming Storm* has a lot of them. *The Coming Storm* uses the following format to describe NPCs.

NPC FORMAT

- **Bloodline:** The bloodline of the character and the birth clan of women married into the clan.
- **Faction:** The political faction that character is sympathetic to.
- **Age:** How old the character is.
- **Keywords:** The character’s occupational keyword, giving you some idea of what they know.
- **Magic:** The character’s cult and the Rune that they initiated or devoted with. You should use this for color when narrating the use of magic.
- **Look:** These are those little facets of appearance distinguishing a character: a gruff voice, a nervous twitch, and a vicious scar. They are a shorthand description — just enough to be memorable.

• Chapter 2 •

MAKING RED COW CHARACTERS

FEEL FREE TO MAKE THIS SECTION AVAILABLE TO YOUR PLAYERS. This is information they know. They can use their **Heortling Cultural Keyword** to exhibit the values and use the secrets listed here. The clan profile is more specific than the Heortling keyword in *HeroQuest Glorantha*: all Heortlings can fight, but members of the Red Cow favor the spear and axe. Player characters should use their **Community Red Cow Clan** keyword to interact with the friends and enemies listed here or draw on the clan's Resources.

HOME OF THE BRAVE

The Red Cow clan is the home of the PCs, their patrons, allies, and rivals. The players should ally themselves with or oppose the actions of the factions here. The future of the clan is the reason why the PCs risk their lives.

Conflict within the clan is usually political not violent, emotional not physical. Orlanth forbids violence between relatives, or kinstrife, as there can be no compensation. It brings Chaos into the world. The clan always seeks another way when violence threatens from within.

Romantic adventures also cross clan boundaries, because people do not marry their relatives. The Red Cow villages along the Heort and Danda rivers share locations with Blueberry, Dolutha, and Wulfsland neighbors. People often cross from one side to another especially during peak periods of the farm year, such as harvest or haymaking. The Danda Creek is seasonal, little more than a trickle, or even dry for much of Fire, Earth and Dark Seasons, only returning with the rains of Storm and Sea Season; at that time the passage of people between settlements on the western side of the Red Cow lands is unhindered by water.

THE RED COW CLAN PROFILE

Running the clan questionnaire from the *Sartar: Kingdom of Heroes* book helps the players to understand the myths and history of *their* clan. Using a published clan, like the Red Cow, could stand in the way of this. For this reason we suggest that you run through the clan questionnaire for the Red Cow with the players before you do character generation. Instead of the players deciding on the answers, read the answers given here.

You might be playing with a group familiar with Glorantha for whom the clan background needs no explanation; in that case just hand them the clan record sheet.

You may prefer to create your own clan using the clan generator, and use that with the material here. We would suggest that the easiest way to do that with this book is to pick one of the Cinsina clans described in **Distant Kin** (see page 88) and develop them more fully. Most of the material here will still be directly usable.

Wives come from 'somewhere else' so any PCs that have married into the clan may want to generate their clan profile with the clan generator. Again, these may well be the clans described in *Distant Kin*.

YOUR CLAN

You are a member of the Red Cow clan, named for the sacred red cows that you raise. Their breeding is a magical secret held by your clan.

Your clan has enemies whom you hate, allies whom you trust, and bonds of friendship with some Elder Races. Most likely, you hold these same prejudices. If you do not, your kin may distrust you!

Your clan is better than others are, and your people have skills of survival and making you have inherited.

Your clan has secrets that make you better than other people. As a member of the clan, your hero knows these secrets; they are part of him. Your hero would never tell anyone these secrets, although he might say, "That is just the way my clan is." He probably never even thinks about it, but rather knows that it is just a part of him, like seeing and running.

YOUR ANCESTORS

You live in the kingdom of Sartar in Dragon Pass. Five hundred years ago, the dragons razed this land, killing everyone who lived here. You are afraid of dragons.

When they left Heortland and Esrolia's North March, your ancestors settled in Duck Vale at the invitation of the King Varsmar of the Colymar. It was an ill-fated choice; for nine years, your ancestors had to fight for their survival, when the undead army marched forth from the Upland Marsh. Later, when King Varsmar made peace with the ducks, for protection from the undead army, your ancestors had to leave their homes in Duck Vale.

Your ancestors migrated northeast and found empty lands along the Creek. They made peace with the Ferfal Alliance, who had won the land from the Grazeland Pony Breeders at the Battle of the Sun Horses. This was good land and people grew prosperous and fat. That wealth attracted envy, and the Culbrea and Malani tried to drive your ancestors out, pushing them from the Lorthing and Boranini River valleys and the Arfritha Vale. Your ancestors joined the Sanchali tribe, and fought off the Culbrea and Malani at the Battle of Fordstone.

HEROQUEST

CLAN NAME

Red Cow

TRIBE

Cinsina

AGRICULTURE

Livestock/Small Farming

VALUES

Cautious
Courage
Shrewd

CLAN ABILITIES

Ride Horse
Ritual to Greet Trolls

CLAN CLAIM TO FAME

Famed for their Red Cows, which breed only here.

MAGIC

18

18

12W

12

9W

CLAN RESOURCES

PEACE

WEALTH

MORALE

WAR

ANCIENT

Uz

Dogs
Ogres

Grazers
Ducks
Telmori

RECENT

DRAGONS

fear

LUNARS

1/3 Friendly, 2/3 Hostile

CLAN TATTOOS

CLAN TATTOOS

Traditional

RING

Broddi

Borngold

Darna

Salissa

Kullina

Farandar

Frekor

POPULATION

120

330

THANES

CARLS

THRALLS?

X

CLAN WYTER

MANIFESTS AS

Grave Hill

RUNES

62

PATRON

Orlanth

THUNDER BROTHER

Heler

HEROQUEST SECRET

Stealing Bergilmer's cows

ABILITIES

Cause Rainstorm, Drown Ogre, Find a Way Out, Get Help from The Stars, Open Asrelia's Larder, Rain that Burns Chaos

NEIGHBORS

Friends:

Underwillow, Frithan, Blueberry.

Allies:

Greenhaft, Erlending, Toena, Ormarth.

Enemies:

Two-Pine, Emerald Sword.

NOTES

Ancestral Heroes:

Ogorvale Summer, Yinkin (from whom the clan claims descent), Garan the Low Star and Series the Star Lover.

Were amongst the settlers of Duck Vale, before the undead forced them out.

Fought for their lands against the Malani and Culbrea.

Suffered at the jaws of the Telmori, but survived in Red Cow Fort.

Fought for survival against the Dinacoli.

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COMING STORM — CHAPTER 2

You have never trusted the warlike Malani or Culbrea, who remain envious and determined to steal your cattle and land.

In the years of peace that followed, no one paid much attention to the Sanchali king. Then the Telmori came.

The Telmori are werewolves; monsters from nightmare. They look like people, but every Full Moon they turn into wolves. They become ravening beasts roaming the land killing and eating people and animals. Only enchanted weapons can pierce their hides.

Only heroes are brave enough to stand against them. They call the Cinsina the 'Brave Tribe' because they have enough courage. You have that courage.

The Telmori wiped out the Sanchali, killing their king and stealing the tribal regalia. Your old tribe was no more.

At the same time, the king of Tarsh crushed the Ferial Alliance, forcing refugees south of the Creek, and gave the land to Dinacol Hard-Rule. For the king of Tarsh, Dinacol kept the Telmori threat away, but enemies now surrounded the people of the lands south of the Creek.

It was Cinsin the Wolfskinner who organized the survivors in their forts and strongholds, and who kept the routes open between them. Your ancestors followed him willingly when he formed a tribe to pool your resources against the Telmori threat. Today you continue to support the Cinsina tribe because of the threat of the Telmori.

'Hauber' Jon united the tribes when Orstajor Black-Paws of the Telmori tried to obliterate all the people south of the Creek. You continue to support the Jonstown Confederation in his memory, because only the united tribes can defeat the Telmori. When the werewolves ate the Maboder tribe less than a generation ago, only the Jonstown Confederation could stop them — under the leadership of James. What weakens the confederation strengthens the Telmori.

AXE ORLANTHI

Your clan is counted amongst the Axe Orlanthi. The Axe Orlanthi tribes come from Heortland and the North March in Esrolia. Many trace their ancestry to the warrior bands that ruled the Adjusted Lands in the Second and early Third Ages. They worship Orlanth and Ernalda, herd, farm, and hunt, and fight amongst themselves. Some are patrilineal, belonging to their father's lineage; others are matrilineal, belonging to their mother's lineage.

The Axe Orlanthi do not object to owning slaves — but the Red Cow do not, as their *wyter*, Many-Breath was amongst those who welcomed the "Cloud Folk" or Karantuel to join his clan as free men during the Vingkotling Age. The Red Cow have many 'adopted' values from their pact with Many-Breath, which make them different to their kin who remained in Esrolia.

- **Primary Weapon:** Spear
- **Secondary Weapon:** Axe
- **Tertiary Weapon:** Javelin
- **Language:** Southern Theyalan

YOUR VALUES

You are independent and your honor is important. You respond with violence if provoked.

The clan gives you a place in society, rights within that society, and sides with you against outsiders. You must keep your word, aid in feeding and defending your kin, support the decisions of the moot, and make guests welcome at your hearth. Working together, you are safe from the seven dangers: strangers, foreigners, enemies, hostile gods, disease, hunger, and Chaos.

You worship the Storm Tribe. Orlanth is King of the Gods, and his wife Ernalda is the source of life. You know their myths and stories, and you have experienced many of them in the Holy Day ceremonies at your temple.

- **Cautious:** "Fools rush in. We prefer to tread carefully weighing our options before committing ourselves to action."
- **Courage:** "Who dares wins! Those who take bold action gain the greatest prizes. Cowards and losers get the dregs."
- **Shrewd:** "Keep your wits about you. The sharp mind is the greatest weapon. The sharp tongue is mightier than the axe."

These values can come into conflict. Which values will you choose to follow?

YOUR RESOURCES

Your clan is wealthy by the standards of Sartar, having prospered because you know the secret of birthing your famous red cows. The cows are important as sacrifices in many rituals. Clans across Sartar trade with you to obtain your cows, which never breed true outside your lands, so your customers must come back year after year.

Such wealth makes you the target of envy and jealousy. Your clan has had to train warriors to protect its wealth from those around you who would take it. Sometimes people just try to take the red cows instead of trading for them. The Dinacoli and Culbrea tribes have tried to overwhelm you many times.

AGRICULTURAL SPECIALTY

Your wealth comes from raising cattle in conjunction with grain farming; you practice mixed farming. Your clan raises sheep as well, however, cattle are much more important and the source of your clan's wealth.

YOUR CLAN LANDS

You farm the lands between the Heort Creek and the Danda Creek, where you raise the fine red cattle that give your clan its name. On the borders of Stagland and Jarolvale, enemies have always surrounded you: the Dinacoli across the Creek to the north, the Culbrea around Two-Pine Ridge and beyond in Lorthing Vale to the south, and the Telmori to the east.

Your clan owns the lands from Red Cow Fort to the Finger along the Heort Creek, and as far west as the Danda Creek. The land slopes down from the Quivin Mountains toward the Creek and the Donalf Flats beyond with hills separating the valleys through which the tributaries of the Creek run. You live in villages along the rivers where the floodwaters yield fine meadows of hay to feed fat cattle. You use the hills between the rivers for summer grazing for the cattle.

YOUR NEIGHBORS

Your neighbors to the northwest of the Danda Creek are old rivals: the Dolutha clan. To their south are friends, the Blueberry clan, once of the Culbrea, and now of the Cinsina.

To the south, lies Stagland, a lightly forested wild land the Cinsina and Culbrea tribes dispute with the Telmori. The clan's hunters often clash with the wolfmen here, and travel is dangerous.

Further south, across the Jonstown to Jarolar Keep Road from the Red Cow is the Two-Pine clan of the Culbrea. They were once trouble, but have been quiet in recent years; the Culbrea king is a weak coward.

To the east, across the Heort Creek, are the Lunar Grantland of Jomes Hostralos and the wilds of Stagland. Jomes is a strong ally against the Telmori.

To the north of the Creek are your old enemies the Emerald Sword clan of the Dinacoli tribe. You have feuded with them many times.

NUMBER OF PEOPLE

There are about 1500 people in the Red Cow clan. Of that 830 are adults and the rest are children. Of those adults, 134 or so have lived long enough to become elders of the clan (50+). These elders are a significant asset to the clan in the preservation of tradition, knowledge, and magic. They are roughly equal numbers of men and women.

The inner ring, the chieftain's housecarls, the priests who do not sit on the ring, the heads of the bloodlines and households, and members of the chieftain's household are thanes. Your clan supports some 120 thanes.

Most adults work on the land as farmers, herders, hunters, and fishers. Your clan has just over 330 carls who farm their own land. Of the remaining adults of your clan, most work on the thanes' farms as cottars. A small number, twenty or so, are destitute and scratch a living on marginal and wild lands, working as charcoal burners and firewood collectors, the 'stickpickers.'

BLOODLINES AND HOUSEHOLDS

Your clan has six bloodlines. The bloodlines are divided up into households, of which there are 30 in the Red Cow clan. A village is typically one household, with an additional six households in Red Cow Fort.

A typical household — and village — has 24 adults and 26 children. Of the adults 12 are men and 12 are women, of whom six of each gender are married couples. Of the adults four are thanes, 10 are carls, and 10 cottars. A typical household has four long houses — long, narrow, single-roomed farmhouses. Two thanes and their wives manage a house each. Both thanes have four unmarried cottars working for them, and four children. The remaining two houses have six adults: two carls and their wives, an unmarried carl, a cottar, and their eight children. The thanes and carls are usually within one degree of kinship, the cottars come from any bloodline; the wives all come from 'somewhere else' though on the borders it is usually from neighboring clans. The household works 11 hides of land — a hide is the traditional

amount of land required to feed a family — and has 88 oxen for plough teams, 30 other cows, 10 horses, 80 sheep, and 5 alynxes.

The four 'old' bloodlines are from the former the Drutorae clan and trace their descent from Karganar's Sons or their followers. The two 'new' bloodlines came from clans annihilated by the Telmori. All the bloodlines take the name of their founders.

- Largest of the bloodlines is the **Tormakting**, the descendants of Tormakt Stout-Hearted, second chieftain of the clan, which has about 150 adults.
- The **Sarostiping** descend from Sarostip Breaker-Of-Men and has about 100 adults.
- The **Bolthoring** descend from Bolthor Hairy-Brecks and has about 100 adults as well.
- The **Kerenelling** trace descent from Kerenelli Indigo-Warrior a son of the Blue Woman and Karganar from when he went upon the Orlanth and Aroka heroquest. Descendants of the Kerenelling bloodline often have a bluish tint to their skin, and silver or white hair. They have an affinity for the Water Rune and worship Heler. There are around 60 adults in the Kerenelling.
- Sardal Dawn-Raid led the survivors of the **Brusting** clan to safety after the Telmori slaughtered their clan in 1458. The clan calls their bloodline Sardaling after him.
- The **Osmanning** were also once a clan in their own right, bordering Stagland, but constant struggles with the Telmori took their toll. By 1474, they were so few in number that they could no longer stand on their own. Long alliances with the Drutorae by marriage made it easy for the Osmann survivors to merge with the Drutorae. After that merger, the clan began calling themselves the Red Cow. Both of the new bloodlines have around 60 adults.

Most of the bloodlines have as many children as adults and a dozen elders.

MARRIAGE

Married women come from 'someplace else.' Many of the Red Cow women come from Cinsina clans. Most of those come from the Frithan and the Underwillow, with a few women from the Dolutha. Numerous women come from the Red Cow's friend and neighbor, the Blueberry. They were once a Culbrea clan and are now part of the Cinsina. Some women come from other old Culbrea clans: the Goodhaven, and Greenhaft; these women tend to be among the young mothers of the clan. The Red Cow rarely takes wives from the Dinacoli or the Two-Pine because they feud with them. Sometimes women come from further away such as the Malani or Torkani, but usually within the Jonstown Confederation.

When a woman from the Blueberry, Frithan, or Underwillow joins, she finds herself among cousins and sisters who have made the journey before her. In the early days of her new life, she obtains comfort in her former clan mates. These bonds frequently persist and the relationship among Red Cow women from the same maiden clan is often strong.

The Frithan, Blueberry and Underwillow clans have dominated these kinship ties for generations. This has created strong bonds

of kinship between the clans. Red Cow folk have many in-laws in these two clans. Women who do not form part of these sororities may come to resent their influence on Red Cow politics. The one thing that unites women from the Frithan, Blueberry and Underwillow clans is attempts by upstarts from the Goodhaven or Greenhaft clans to influence the clan.

YOUR TATTOOS

Like all clans you have distinctive marks that display membership of you clan — usually given at initiation. The Red Cow clan tattoo is the head of an aurochs in black ink — the mighty cattle, sacred to Urox, which once roamed Dragon Pass. Men have the tattoo on their chests, women on their backs. It is a large tattoo, with the massive horns reaching to either side of the back or chest, and the snout of the animal reaching to the bottom of the sternum, or the middle of the back.

In addition, people have rank tattoos on their arms, depicting their roles as cottars, carls, thanes, priests, or chieftains and kings. Most people have their runes tattooed on them as well, marking their affiliation.

Some people have much more intricate tattoos, indicating cultic affiliations in detail, marking life events, or heroquests, or simply because they feel they enhance their beauty.

WAR OR PEACE?

You are a mixed clan, striking a balance between the violence of Storm and the harmony of the Earth. Of the Old Gods of the Celestial Court, Harana Ilor, ancient goddess of harmony and peace, is the one most favored by your clan.

FACTIONS

Your clan politics is personal and factional. The factions are not organized groupings with regular meetings or memberships but are alliances of like-minded people. Their leaders might be members of the ring, but sometimes hold no other position and qualify only by their passion for the cause and willingness to cajole and persuade their neighbors. Clan-folk do not use these names, they know their kin's political viewpoints. The labels are provided solely as a player convenience.

The **Free Sartar** faction keeps the flame of Sartar alive. Their numbers include supporters of the rebellion and guerrilla fighters against the Empire. Many are loyal to Kallyr Starbrow and fervent in opposition to the Empire. They seek to expel Jomes from the old Maboder lands, punish the Moon Winds, and liberate Sartar. Kullina the Fat, Farandar Orendalsson, Enerin Bristle-Beard and Kernalda Other-Ways are among the leaders of Free Sartar in the clan. Venharl Stormbrow and Orstalor Spearlord are the most famous rebel leaders operating in Cinsina lands.

The **Eye of the Hurricane** faction is isolationist, believing that involvement in the politics of the kingdom only leads to suffering. Though the tempest blows all around, they know all storms eventually blow out. They are the faction that refuses to talk of the Hero Wars and keep the troubles of the world outside. They want to raise families and cattle in peace and seek a peaceful

accommodation with the Empire. They respect Jomes alone as a 'fence of swords' against the Telmori. Broddi Strong-Kin, Lhankpentos the Blind and Griselda Gray-Tresses lead this group.

The **Conquering Storm** dreams of settling old scores. They are angry at the tradition of Red Cow payment of tribute to the Culbrea, and demand that the Red Cow continue to refuse to pay it. They want to keep the Culbrea split and weak. They do not wish the Maboder to return to their former lands, remembering many blood feuds. The Dinacoli are old enemies and they are happy to plunder the 'Fat Tribe.' This faction has long memories for old feuds and slights and contains many of the clan's traditionalists. Darna Longcoat, Jaranil the Thunder, Salissa Three-Husbands and Kangharl Black-Brow lead this faction.

The **Wolfskinners** hate and fear the Telmori above all else. Jomes led them against the wolfmen a generation ago and they would support him now. They do not trust Kallyr Starbrow. Ortossi Ketilsson, Frekor Deep-Woods, and Borngold Many-Brothers, who lead this faction, fear that Kallyr would give the werewolves Stagland, in return for their support in the Hero Wars. They worry that the Telmori would exploit conflict with the Empire to fall upon the tribes south of the Creek. With every decision the question for this group is, does it help us in the struggle with the Telmori?

The **Moon Winds** faction has converted to worship of the Red Goddess, usually through the Seven Mothers. They cite the example of the old chieftain Willem the Knowing who showed hospitality to the Lunar missionaries. They seek closer ties to the Empire pointing to the material and cultural benefits coming from embracing the Lunar Way. Bolik Red-Turner and Tarkalus Bigger-Boat lead this faction.

YOUR FRIENDS

Your friends stick by yours in your time of need as well as triumph. You have a long history of friendship with the Blueberry, Frithan and Underwillow clans. Many women marry into the Red Cow from those clans. That means you have kin there: cousins, aunts, and uncles. You would support these people whenever you could, because they would do the same for you.

- Blueberry, Cinsina tribe
- Frithan, Cinsina tribe
- Underwillow, Cinsina tribe

YOUR ALLIES

An ally is someone who co-operates with you to mutual advantage. You have alliances with the Erlending, Greenhaft, Orlmarth and Toena clans. Sometimes your wives come from these clans. Some of your kin live there. These people would help you, but expect you to reward them for their help or a share of the venture's proceeds. Generosity is a virtue, so if you need help from these people take them impressive gifts to win their support.

- Erlending, Torkani tribe
- Greenhaft, Cinsina tribe
- Orlmarth, Colymar tribe
- Toena, Aranwyth tribe

CLAN TREASURES

The Red Cow has thirteen great treasures. The clan holds them for the good of all, but dispenses them to its representatives in times of need. The exact effect depends as much on the ability of the wielder and the number of participants in the ritual as the power of the item. The clan's Magical Resources subsume many of these items as well as the *wyter*. Borrowing the clan's Magical Resources might involve the loan of one of these items.

- **Bag of Winds:** A leather sack containing Umbroli (see *Sartar: Kingdom of Heroes* page 129), which can be released in battle to fight the clan's enemies.
- **Esra's Basket:** Increases the yield of the clan's barley crops.
- **Jerra's Healing Broth Cauldron:** The clan's healers can use this cauldron to produce a chicken broth that helps fight disease and illness, or lift dampened spirits.
- **Glass Butterfly:** A magical glass butterfly that can carry short messages. Used as an emergency messenger by the clan, often in Dark Season when snowfalls prevent travel.
- **Lightning Band:** An armband studded with Air Runes. Wearing the band gives the wearer the ability to hurl lightning bolts from his spear tip.
- **Mahome's Fire Alynx:** This bronze fireguard has stylized sleeping shadow cats on the corners. A fire protected by the guards gives warmth and light, and uses little fuel, no matter the ambient conditions of wind and cold.
- **The Meteor Spear:** Garan gave this spear to the Red Cow to help their champions defend them in the Darkness. The Meteor Spear has a 6-foot shaft made from the hard black-wood of the Star Ash tree of the Heavens. Carven images of the Sky World, and the coming of the Star Captains to save mankind in the

Darkness, run up and down the length of the shaft. The spear tip, a leaf-shaped blade, is made from meteoric iron.

- **Orlanth's Rattle:** This oversized baby's rattle, that sounds like rolling thunder when shaken helps some of the clan's children grow faster to become warriors — very useful in troubled times. The Red Cow used Orlanth's Rattle to replenish the clan's ranks after many thanes died in the Lunar invasion of 1602. The "Rattle-Born" is a notorious group, because they grew to physical maturity without becoming emotionally mature at the same rate. The women would hesitate to use Orlanth's Rattle again — but the Hero Wars may create such a need.
- **Thunderous Comb:** This bronze comb helps summon a thunderstorm to the clan lands when combed through the hair.
- **Vargast's Ring:** This silver arm ring belonged to Vargast Redhand. Vargast lured heroes to fight for him, despite the desperation of his cause. The wearer finds it easy to recruit thanes to go into battle for him provided the conflict brings fame and glory.
- **Voriof's Crozier:** Gold plates this crooked staff along its length and a golden ram's head ornaments it. This staff blesses the clan's sheep and aids in finding lost clansfolk or livestock.
- **Uralda's Wagon:** This huge oak wagon has 6-foot diameter wheels and needs four oxen just to draw it. A copper statue of Uralda the Cow Mother rides in the cart. The god-talkers wheel the wagon around the clan lands on Clayday to bless the clan's herds in the coming year.
- **The Red Cows:** The clan's thirteenth treasure is its Red Cows, or more specifically the secret the clan knows ensuring they are born to their herds.

YOUR ENEMIES

An enemy is someone who is in direct conflict with your clan. Relations between your clans are difficult, often violently so. Your clans are likely feuding or have in the past and have serious ongoing disputes that have not been resolved.

- The Culbrea
- The Dinacoli
- The Dolutha
- Dragons
- The Empire
- Grazeland Pony Breeders
- Ogres
- The Telmori

THE CULBREA

The Culbrea envy your red cows. Sartar brokered an agreement that if you gave the Culbrea cows, they would not raid you. The Red Cow Tribute is one cow for every hundred Culbrea tribesmen. This is an outrage. The **Two-Pine** are the worst of the Culbrea bullyboys. That wretched clan prospers not by honest toil, bent over the plow, but by bloody raids on their neighbors — the Bloody Sword Tribute. Your clan has often been the target of these howling raiders from the south. Only the weakness of the king of the Culbrea, **Ranulf Turn-Tail**, has stopped this outrage.

THE DINACOLI

To the north, the **Emerald Sword** clan of the Dinacoli is an old foe. You have fought with them many times and you are feuding with them now — they have killed kinfolk and you have not been paid in blood or cows for those deaths.

The Dinacoli betrayed Sartar when the Empire invaded. They embraced the rule of the Lunar Empire and grew fat and rich. They prospered whilst you suffered from Imperial rule. Many in the clan say that you should make the Emerald Sword pay for your sufferings and take back from them what you lost.

THE DOLUTHA

The ambition of the chieftain of the Dolutha, **Ivar Quickstep**, is destroying his clan. You have always had a rivalry with the Dolutha, who live to the west of you. However, when the Empire came, Ivar embraced their rule and grew rich and fat on the Empire's favor. His clan has turned to foreign gods. Few keep the faith of Orlanth. He despises Queen Ivartha and instead

looks for allies among the Lords of the North, King Petrad of the Dinacoli, and Harvar Ironfist of Alda-Chur.

DRAGONS

You fear dragons and their kin. All right thinking men should, for the dragons killed every human that lived in the Pass five hundred years ago, and these were the Haunted Lands for two hundred years after that.

THE EMPIRE

The Empire rules Sartar now through the puppet king **Prince Temertain**. However, the Lunar kingdom of **Tarsh**, not the distant Empire, is the greatest threat to your kingdom. Under their

THE RED COW AND OGRES

Some families within the Tormakting bloodline can trace their descent back to ogres who survived the Darkness by worshipping Wakboth the Devil through his son Cacodemon. Most are unaware of this heritage, but from time-to-time the taint re-emerges and ogres trouble the Red Cow clan again. If the clan breaks Orlanth and Ernalda's laws, such as participating in kinstrike, then the clan loses the gods' protection and this taint is more likely to emerge.

At their initiation the sons of these families may reveal this taint. The taint's emergence may skip entire generations. Within the Red Cow, the taint is only passed down the male line.

The children of those who have embraced their ogre nature always encounter different choices during their initiation. The Red Cow ring knows of this possibility and in questioning youngsters about their initiation experiences watches for those who return 'tainted'. The ring kills those identified as ogres without hesitation, and disguises this from the wider clan as a rare death during initiation. Only the ring knows this secret, and would not reveal it outside the clan for fear of the reaction.

However, when generations have passed without children born with the taint, the ring grows less observant and new adult ogres may slip through. This is even more common if an ogre father concealed his identity and passed on initiation survival secrets to his sons.

Red Cow boys who possess this taint find it emerges when the men come to take them from their homes and put them under a blanket for the initiation rituals. The boy is overcome with lustful feelings. He sees women around the camp who flirt and tease them but never allow union. Whenever the boy mentions the girls in the camp, the men mock and pull him back to weapons training. The other boys talk about receiving instruction on sex, but he never receives it.

Orlind the Handsome Man, a figure the boy never knew was part of the clan keeps taking him aside for instruction during the initiation. Orlind tells the boy tales of Ragnaglar, son of Umath, in which Ragnaglar is a brave warrior and defender of Umath's camp. He learns that "no one can

make you do anything" and "violence is always an option."

One day, a beautiful girl leads the boy on, kissing and toying with him. When she refuses to couple with him, Orlind appears and tells the boy "violence is always an option, take her if you want her."

If the boy refuses Orlind kills him. If the boy knocks her to the floor he is overcome with powerful feelings of lust and rapes her crying, "no one can make you do anything." Orlind tells the boy to hide what has happened from the men.

When the boy goes to Orlanth's Hall, the girl appears and accuses him of raping her. Orlanth flies into a rage and banishes the boy, his breath driving the boy from the hall. Orlanth tells him he is an outlaw and that any man may kill him.

The darkness outside Orlanth's Hall is dreadful and filled with monsters.

Orlind appears and takes him back to his hall. Strangely, goats crop the grass outside the hall not sheep, and dogs bark to welcome Orlind home. It is cold and icy, and the hall is welcome with a bright fire burning, and meat cooking on a spit. Handsome warriors and beautiful women fill the hall. Orlind welcomes the boy to the hall and offers him hospitality: water, a place to sleep on the benches, and finally meat from the table.

Orlind tells the boy that these are the people of Ragnaglar, who showed the people how to separate between the weak "who were only fit to be treated as cattle" and the strong "who should rule." He also showed them the magic that eating people's flesh would make them strong. The initiate then realizes that the spit holds a human body, and one of the women of the hall slices off slivers onto a trencher and brings it to the initiate. "Eat this," Orlind tells him "and you will grow strong and handsome as we are, and you will be stronger than the men around you."

If the boy does not eat the flesh, Orlind kills him. If the boy eats the flesh Orlind shows the boy that he now has the Chaos Rune (♠) as well as the Air Rune (☼). Orlind then tells him that some men call him Cacodemon. He also explains that the boy must hide his true nature, because the "weak fools will be frightened of you and try to kill you."

king, Yarandros the Charger, they once governed all these lands. Now they are servants of the Lunar Empire and ride its coat tails to govern for their king in Sartar once again.

THE RED GODDESS

Your clan listened to the missionaries from the Lunar Empire to the north. When the Empire came, you were even ready to listen to their Governor. Some of the clan found comfort in the words of the Red Goddess and joined the Provincial Church. More than any other, the Sardaling bloodline welcomed the new ways of the **Seven Mothers**. You call these people Moon Winds, red-turners, and the ruptured. You tolerate their different ways, much as the old chieftain Willem the Knowing did. The outlaw priest Ashart Dusk-Eater says that the Red Moon is a wound in Orlanth's side and calls for Broddi Strong-Kin to outlaw the red-turners.

JOMES

Jomes Hostralos holds part of Stagland in grant from the Red Emperor. You are glad to have such staunch allies against the wolfmen as your neighbors in **Wulfsland**. However, the descendants of the Maboder tribe demand their old lands back. No one is sure what to do, because Jomes is a foe of the Telmori. The wolfmen haunt your borders and they would murder you in your bed if they thought you were weak. Still, the Maboder survivors follow Orlanth and Ernalda.

GRAZELAND PONY BREEDERS

When you arrived in Dragon Pass, you fought with the **Grazeland Pony Breeders**. Many of your ancestors' kin became slaves to the horse lords. You have had poor relations with the Pony Breeders who still consider your land their territory. They are too far away to be a regular threat.

OGRES

Your clan has often struggled with **ogres**. They tried to destroy you in the Great Darkness and continue to do so. You should be on your guard for ogres, who eat human flesh to live.

THE AUROCH BRINGERS

The aurochs once roamed throughout Kerofinela. The old prophecies say, "When the Argrath comes we will hunt aurochs once again in Dragon Pass."

The stockmen of the Red Cow clan want to bring back the great aurochs to Sartar. The results of their heroquesting so far are the clan's red cows. Soon they hope they will learn the secrets that let them raise aurochs again. Anyone who has participated in the quest of the Stealing of the Giant's Cows is counted amongst the Auroch Bringers.

The Auroch Bringers are the mightiest stockmen among the tribes of the Quivini; the fame of their cows has drawn raiders from everywhere and is the lure to the Lorthing Vale raiders. Outsiders seek their secret knowledge hoping to found their own herds of red cows.

TELMORI

You are descended from Yinkin and have always been an enemy of dogs. The Telmori **werewolves** to the east are just the latest dog enemy that your people have faced. You can never trust a Telmori. They are your worst enemy. Remember that. They are even worse than the Dinacoli. The Dinacoli are at least people you can reason with. They are even worse than the Culbrea. The Culbrea at least bleed when you stab them. They are even worse than the Lunar Empire. The Empire brought some good with them.

The Royal House of Sartar made peace between you and the Telmori. After the Empire came, the Telmori annihilated the Maboder tribe. Only the leadership of Queen Ivartha the Skinner and the heroism of Jomes 'Wulf' Hostralos saved the rest of you. They led you in a war against the wolves, a war that you won.

YOUR GODS

The Red Cow worship Orlanth and Ernalda as their most important deities.

- **Ernalda** ☐XIII — 336 initiates, 6 devotees
- **Orlanth** ㊄ — 221 initiates, 4 devotees
- **Barntar** ㊄ — 80 initiates
- **Seven Mothers** X⦿ — 60 initiates
- **Heler** ㊄ — 40 initiates, 1 devotee
- **Yinkin** ㊄ — 25 initiates
- **Odayla** ㊄ — 20 initiates, 1 devotee
- **Engizi the Skyriver Titan** ㊄ — 20 initiates
- **Vinga** ㊄ — 15 initiates
- **Issaries** ㊄ — 8 initiates
- **Humakt** †Y — 5 initiates, 1 devotee

The Kerenelling bloodline traces their ancestry to the Karantuel 'Cloud Folk' who the Red Cow's ancestors adopted in the Vingkotling Age. Many Kerenelling boys and girls have a blue tinge to their skin and white hair. Many of these people have an elemental Rune of Water (㊄) instead of Air (㊄) or Earth (☒) and worship Heler. These Heler worshippers are also initiates of the Engizi sub-cult (see *Sartar Companion*, page 265).

Many of the Sardaling fishermen have the elemental Rune of Water (㊄) instead of Air (㊄) or Earth (☐) and worship Engizi, approaching him either through the Rune of Water or the Rune of Movement. They often initiate into another Orlanthi deity as well, sometimes Heler. Much of the Sardaling bloodline has converted to the Seven Mothers; most believe it is because they feel ignored by the clan's leadership.

YOUR THUNDER BROTHER AND ANCESTRAL HERO

You trace your descent from Yinkin and all dogs, the descendants of Narga, are your enemies.

You descend from Vingkot by his daughter Orgorvale Summer. Orgorvale Summer was married to Ulanin the Rider.

During the Great Darkness, Garan the Low Star, the star lover of Serias, came to the aid of your people and you called yourselves the Garanvuli. Whitewall is your ancestral home.

Your clan has a special affinity with Heler, the rain god, and Orlanth's staunch companion. You honor him in your ceremonies and rejoice when the rains come in Sea Season. You keep a shrine to honor the watery god and Engizi, the Skyriver Titan.

YOUR HEROQUEST SECRET

Your clan knows the secret of the *Stealing of the Giant's Cows*. That is where the clan's red cows come from.

YOUR WYTER: MANY-BREATH 62

Many-Breath is your clan *wyter*. The refugees, who would later become the Red Cow, came to this land when the Colymar exiled them from the Durulz Valley. They were not a clan then, and they did not even have a leader. When they reached Grave Hill, the refugees recognized it as a barrow mound, a sacred place of the ancestors from the Storm Age.

The refugees made overtures of friendship and peace to Many-Breath, whose burial mound Grave Hill was, and he made his demands for recognition and respect. The people made their demands for protection, and Many-Breath made his demand for inclusion. Many-Breath then asked the people to choose a leader who would speak for them. The people chose Karganar Blood-Eye and in turn, he chose his ring. The clan was the Drutorae then, and did not know the secret of the red cows.

Many-Breath is Grave Hill. His soul is present in the soil and stone of the barrow mound within which he was buried. His bones still lie on a wagon cart, within the burial chamber at the heart of the mound, surrounded by pottery, bronze swords, spears, and daggers. A golden torc lies at the skeleton's throat and a golden funeral mask with stylized features covers his face. Remains of a chariot have mostly rotted away, only a few metal fittings endure. Disturbing Many-Breath's remains or stealing his treasure would be a terrible crime and the clan would hunt any thief down and kill them. The

chieftain comes into the chamber to talk to Many-Breath. Here he can see the ghostly form of Many-Breath and hear his voice.

The refugees were from different backgrounds and origins in Heortland. The Red Cow's mythic history is Many-Breath's mythic history, up until the point where he dies in the Storm Age. The clan inherited their identity from Many-Breath.

Many-Breath has the Air Rune (6) and the Movement Rune (2)

WYTER ABILITIES

Your *Wyter* has the following abilities:

- Cause Rainstorm
- Drown Ogre
- Find A Way Out
- Get Help From The Stars
- Open Asrelia's Larder
- Rain that Burns Chaos

CLAN HERO

ULANIN THE RIDER 2

Ulanin the Rider was an ancient Vingkotling Hero. With his deeds, Ulanin proved himself worthy of wedding Orgorvale Summer, the daughter of Vingkot, and their descendants founded the Orgorvaltes tribe.

You descend from the Orgorvaltes and consider Ulanin among your ancestors. Ulanin is important to you because without him there would be no red cows. Every year the clan performs the *Stealing of the Giant's Cows*; success means red cows will be born amidst the clan's herds that year, failure that only normal cows will be born.

The clan has a shrine to Ulanin in Red Cow Fort, and the clan offers sacrifices to Ulanin for success in cattle husbandry and raiding.

Ulanin the Rider is the default sub-cult for any member of the clan approaching Orlanth through the Movement Rune. In addition to the normal uses of the Movement Rune a follower of Ulanin can use their Movement Rune to: heal a horse, make a horse fight, perform great leaps on horseback, ride a horse in combat, speed a horse, stay mounted, talk to a horse, and tumble a horse and rider.

THE BOY WHO STOLE APPLES

Ulanin the Rider called Many-Breath to his household when he was young, when the boy stole fruit from his orchards. 'Good raiders are born, not found,' Ulanin was fond of saying. A great rider and warrior, Many-Breath grew to make good Ulanin's prediction bringing home glittering prizes to glorify his lord's hall.

A noted wolf-fighter, he drove off the Telmori attacks even when they came like waves. He saved the people at 'Seven Bright Feathers' by skating to warn them.

Many-Breath became king of the Orgorvaltes. He led them to many victories, but ogres infiltrated the tribe and betrayed him. In the end, his doom was to see his sons die before him, leaving only daughters. He died astride his horse, leading his thanes into battle against his enemies.

2 ULANIN'S THUNDEROUS CHARGE FEAT

Ulanin always led the Orgorvaltes' charge from the front, forming the thanes into a flying wedge. Few could stand without running, as the wind lifted the hooves of his horses to speed them at their foes. Their lances coursed with lightning and when their spear points struck the enemy shield wall there was a clap like thunder that tumbled his enemies leaving them reeling and stunned. With the enemy line broken, Ulanin would lay about him with his sword, crushing helms, decapitating heads, breaking collarbones. His horse reared and plunged in unison trampling his enemies under hoof. With the enemy in confusion, Ulanin would rally his companions despite the battle's din to return to his own lines.

CLAN MILITARY

Your clan can muster some 375 men and women for war. All adult members of the militia are members of the warband, but most form a reserve to the thanes called up only in time of need.

THANES

Your clan has fifty fighting thanes. The muster includes the clan chief, warlike council members and priests, bodyguard housecarls and other thanes, such as the heads of the bloodlines.

Your thanes know how to fight whilst mounted, following the traditions of your ancestor Ulanin the Rider. When fighting mounted, athane charges his enemy, hurls a javelin and wheels away from the line, hoping to break it. Once the enemy line is broken athane dismounts to press the fight.

MILITIA

Your clan militia or 'fyrd' numbers a hundred and sixty-five men and women, the better-equipped carls. They wear at least a quilted and padded jerkin or doublet, and wear helmets. Some are better-armed and armored, with good axes and metal armor; they form the 'short-call' — those most able to muster at short notice — such as when the clan is raided by its enemies.

The leaders of the bloodlines or their appointed thanes lead the militia.

SKIRMISHERS

These include young men and women, and the poor who do not have armor or weapons sufficient to be in the militia. They are scouts and skirmishers. They do little more than engage in missile fire with slings, javelins, or bows against enemies.

Your clan musters a hundred and fifty skirmishers.

HELPERS

The clan musters with around 25 helpers. They typically include healers, messengers, bearers and laborers, and whatever specialists might be helpful to the situation.

EXAMPLES OF CHARACTERS

Neil decides to narrate a *HeroQuest Glorantha* game set amidst the Red Cow and gathers his gaming group to make characters. The players Mark, Ben, Jeff, Kerstin, Erik, and Claudia glance through the first three Books of *Sartar: Kingdom of Heroes* and read the *Making Red Cow Characters* chapter of *The Coming Storm* (or at least listen to Neil's summary of them). Neil also consults the *Sartar Companion* to answer questions about *Heler*.

Neil explains the parameters of the game from **Preparing for Play**. He then asks everyone to ensure that they have a Narrative Hook that says how they will help their clan survive the Hero Wars.

The players create the following characters. Keywords are in bold for ease of reference.

THE VENGEFUL HUNTER

Erik's character conception is a backwoodsman who is confident in the wilderness and is skilled at tracking down the Red Cow's enemies: the Telmori. He takes as his keyword Hunter. Erik decides that he should be an initiate of Yinkin and picks the Yinkin Rune

to start at 1W. As an Orlanthi male, Erik takes the Air Rune for as well, and he takes the Life Rune to represent his character's love of bedding the young women of other clans.

Erik decides that his Narrative Hook is that as the Hero Wars approach he will lead his clan on the path of vengeance; vengeance against the Telmori for the blood debt of the past, vengeance against the Emerald Sword clan of the Dinacoli who murdered his father.

To cement his status as a Telmori killer, Erik takes Breakout Abilities of an iron knife and arrows (to better cut werewolves with). He also breaks out an Ability under his Yinkin Initiate to represent his adventures as a lover. He adds an Ability to his Heortling keyword for his hatred of the Red Cow's traditional enemies: the Dinacoli. Finally Erik adds the Flaw of *The Emerald Sword Killed My Father*, meaning he will find it hard to react peaceably in encounters with the northern neighbors.

In spending his points, Erik decides to make his Hunter keyword his best Ability and spends 10 points improving it. Erik adds two points to his dominant personality trait.

Erik has not added any specific relationships to Red Cow NPCs, bloodlines, or factions. After some discussion with Neil, Erik and Neil agree to let these emerge during play.

Erik also defines his appearance. He describes him as having: long lank dark hair, a short, ill-kept beard, piercing blue eyes and a deep green hooded cloak, trimmed with wolf fur.

Background

Hero Name: Olend Many-Moods

Player Name: Erik

Campaign: The Coming Storm

Culture: Heortling

Community: Red Cow Clan 13

Concept

Occupation Keyword: Hunter 7W

Iron Arrows +2

Iron Hunting Knife +2

Standard of Living: Common

Distinguishing Characteristic: Vengeful 15

Runes

⊙ Air 17

⌘ Yinkin 1W (lustful, curious, loyal)

Initiate of Yinkin

Flee Jealous Husband + 2

⌘ Life 13

Other

Keyword: Heortling Culture (Red Cow) 13

Hate Dinacoli + 1

Flaw: The Emerald Sword killed my father 7W

THE RATTLE-BORN WARRIOR

Mark is inspired by Neil’s description of the ‘Rattle-Born,’ babies brought to early maturity by placing Orlanth’s Rattle in their cradle when the clan needs warriors. He decides he wants to play a warrior who struggles with the issues caused by the lag between his physical and emotional maturity. After discussion, Neil suggests that Mark takes the Rattle-Born distinguishing characteristic as a keyword not an Ability, as Mark wants to break out a number of abilities under it.

Mark decides that his Narrative Hook is that he will prove the virtues of the Rattle-Born to the doubters in the clan. He will be a bold warrior who gives no quarter to the clan’s enemies, but also embody Orlanth’s virtues so that the clan learns to honor the Rattle-Born too.

Mark takes his three runes from the suggestions under the Mercenary keyword from *Sartar: Kingdom of Heroes* (which is much the same as Warrior in *HeroQuest Glorantha*).

After taking his five Breakout Abilities Mark decides that his encounter with Orlanth’s Rattle has strengthened his connection with Storm, and so spends 4 points to raise his Air Rune up to 5⚡. He spends another 4 points to raise his mercenary keyword, and 4 points on Rattle-Born — Mark really wants to emphasize his origins in play.

Neil suggests that he earn his keep as a bodyguard or housecarl to one of the Rivals — and Mark picks Kangharl Black-Brow as the most appropriate, taking membership of the Tormaking bloodline. Finally, for Flaws he also takes *Rattle-Born* representing his immaturity; Neil decides that the *Rattle-Born* Flaw will be at the same level as his keyword.

For appearance, Mark decides that he is baby-faced and cannot grow a beard yet, but he is tall, bull necked, and ripples with well-defined muscles.

Background

Hero Name: Londrol Spear-Rattler

Player Name: Mark

Campaign: The Coming Storm

Culture: Heortling

Community: Red Cow Clan 13
Housecarl to Kangharl Black-Brow +1
Member of the Tormatking Bloodline +1

Concept

Occupation Keyword: Mercenary 1⚡

Standard of Living: Common

Distinguishing Characteristic: Rattle Born
(see Other)

Runes

☉ Air 5⚡
Initiate of Orlanth (passionate, proud, unpredictable, violent)

☞ Movement 13⚡

† Death 13

Other

Keyword: Heortling Culture (Red Cow) 13

Keyword: Rattle Born 1
Berserker Rage +1
Big and Strong +1

Flaw: Rattle Born 1⚡

THE FEARLESS HEALER

Claudia decides she wants to play a healer, and she chooses the Harmony Rune at 1⚡ from the suggested runes for a healer. Claudia also decides that her healer is no wallflower and chooses fearless as her distinguishing characteristic.

Thinking about a Narrative Hook, Claudia is inspired by Neil talking about the Maboder, the Cinsina’s neighboring tribe who the Telmori annihilated. Claudia decides that her character is an adopted Maboder refugee. Claudia decides she will re-found the Maboder tribe when the Hero Wars come.

Claudia also chooses the Earth Rune, and decides to take the Life Rune so that she has all of Ernalda’s runes. Neil suggests that, as a Maboder refugee, the chieftain, Broddi Strong-Kin, adopted her into his household. Claudia decides that Broddi has spoilt his adopted daughter and showered her with fine jewels and clothes. Neil tells Claudia that she can use that as a Wealth Ability.

Neil also suggests that she might like to be a member of the rebel movement — the Daughters of Mabodh — so Claudia takes a relationship with Enastara the Red, the rebel leader. After discussion with Neil, Claudia takes these Breakout Abilities under her Heortling (Red Cow) keyword as they represent her background.

Finally, as a Flaw, Claudia decides that she is *Haughty* and thus has trouble making friends.

For appearance, Claudia decides that she has luxurious long raven hair, artfully arranged in braids and a fillet. Claudia decides that she always wears rich clothes, and has a necklace of golden lily shaped-beads — a present from her father.

Background

Hero Name: Maklami Friend of Heroes

Player Name: Claudia

Campaign: The Coming Storm

Culture: Heortling

Community: Red Cow Clan 13

Concept

Occupation Keyword: Healer 2⚡

Standard of Living: Prosperous

Distinguishing Characteristic: Fearless 17

Runes
☐ Earth 13 III Harmony 13𐌺 Initiate of Ernalda (forgiving, merciful, peaceful) X Life 13
Other
Keyword: Heortling Culture (Red Cow) 1𐌺 Adopted Daughter of Broddi Strong-Kin +1 Fine jewelry, clothes, and cosmetics +1 Follower of Enastara the Red +1
Flaw: Haughty 2𐌺

THE HONORABLE THANE

Jeff listens to Neil's description of the Red Cow's fame coming from their cows and decides he wants to be a cattleman. At first Neil thinks that Jeff wants to be a herder, but Jeff, a lover of westerns, says that he has in mind a cattle baron along the lines of the character Chisum, played by John Wayne in the movie of the same name. Neil suggests Jeff take the Thane keyword and Jeff agrees, identifying honor as the trait that most characterizes the Chisum character for him.

For a Narrative Hook, Jeff decides that he is paternalistic toward the community and wants to prove himself as a leader of men, who will shepherd the clan through the dark days ahead. Jeff decides that he even has ambitions for the chieftaincy himself, and wants to position himself against the Rivals.

As well as the Air Rune, Jeff chooses the Mastery Rune to represent his leadership of men, and the Truth Rune to represent that he is a man of honor. Jeff decides to take the Mastery Rune at 1𐌺 and approach Orlanth through it. One of the abilities Jeff breaks out from his thane keyword is Bronze Cuirass, Greaves, and Helm. Jeff imagines him in full panoply, and intends to use the Ability not just in combat, but also to impress and intimidate. Jeff also takes a specific Ability for his Wealth — a herd of red cows. He spends 10 points on his Thane keyword to raise it to 7𐌺; Jeff sees him as an established older man, and he wants to reflect his experience running a ranch.

Jeff also takes relationships with Kangharl Black-Brow of the Rivals, as a direct competitor in clan politics. Jeff decides that his own bloodline is the Bolthoring and takes a relationship to Enerin Bristle-Beard, knowing his ambition needs their support. Finally, he takes the Flaw of *Trusting* — Jeff decides that he likes to give people a second chance and can be taken advantage of.

Jeff describes him as tall and skinny, with short dark hair, a weather-beaten face, and a simple mustache and goatee beard.

Background
Hero Name: Rastalulf the Tall Player Name: Jeff Campaign: The Coming Storm Culture: Heortling Community: Red Cow Clan 13 Rival to Kangharl Black-Brow +1 Loyalty of Enerin Bristle-Beard +1
Concept
Occupation Keyword: Thane 7𐌺 Herds of Red Cows +1 Bronze Cuirass, Greaves, and Helm +1 Standard of Living: Prosperous Distinguishing Characteristic: Honorable (see Runes)

Runes
☉ Air 13 III Mastery 1𐌺 Initiate of Orlanth Honorable +1 (proud, just, authoritative) Y Truth 13
Other
Keyword: Heortling Culture (Red Cow) 13 Flaw: Trusting 7𐌺 Unspent Ability Points: 2

THE LAUGHING MERCENARY

Kerstin decides that she wants to play a warrior woman, whose sense of humor comes out even in the direst moments. Neil tells Kerstin that she could worship Orlanth through Vinga; Kerstin wants something a little different so she asks Neil about other options. Kerstin sees Humakt as too dour for her concept. Instead, Kerstin decides to be one of the Kerenelling bloodline who have the Water Rune and follow Heler. She takes the Movement Rune and Life Runes as well. Kerstin takes the Water Rune at 1𐌺. Kerstin decides to join the Engizi sub-cult at the start of play.

Kerstin decides for her Narrative Hook that she is a mercenary who has made her living fighting for coin for many years, but despite a cynical exterior now seeks something more. After some conversation with Neil, Kerstin decides that she is torn between Orstalar Spearlord the rebel leader, and Borngold Many-Brothers, her bloodline elder. She sees the Hero Wars as a conflict for her soul. She takes relationships with both from her Breakout Abilities.

For Flaws, Kerstin first looks at the suggested traits for the Water Rune and decides that she is *Impulsive*. She then takes *Unusual Appearance*, feeling that the way she looks will cause a reaction.

Kerstin focuses on the unique traits of her bloodline for her appearance: slate bluish skin and platinum blonde hair. Kerstin decides that she wears loose flowing clothing, disliking confinement, and always wears her hair unbound.

Background
Hero Name: Barbessa Laugh-Much
Player Name: Kerstin
Campaign: The Coming Storm
Culture: Heortling
Community: Red Cow Clan 13 Follower of Orstalor Spearlord +1 Follower of Borngold Many-Brothers +1
Concept
Occupation Keyword: Mercenary 7
Standard of Living: Common
Distinguishing Characteristic: Always Laughing 17
Runes
⚡ Water 1 (mercurial, capricious) Initiate of Heler Initiate of Engizi sub-cult
🌀 Movement 17
☠ Life 13
Other
Keyword: Heortling Culture (Red Cow) 13
Flaw: Impulsive 7
Flaw: Unusual Appearance 1
Unspent Additional Abilities: 1
Unspent Ability Points: 2

THE HARD-BITTEN CATTLE RAIDER

Ben has played a number of games of *King of Dragon Pass* and knows that the Orlanthi often steal their neighbors' cattle. He decides that he wants to play a notorious cattle raider. After some discussion with Neil, he decides to take Cattle Raider as his keyword over Mercenary. Ben determines that he has seen it all, and chooses hard-bitten as his dominant personality trait.

Ben decides that his Narrative Hook is that his character has fallen in love with a Talastaring settler in Wulfsland, who is a worshipper of the Seven Mothers. He states that they keep their love affair secret from their kinfolk, who would not approve of the match, and that he feels conflicted about the hatred for the Moon shown by many Orlanthi.

Ben chooses the Air Rune, Movement Rune, and the Death Rune. He decides to initiate to Orlanth, but chooses to do so

through his Movement Rune and so chooses that at 1. Neil suggests that as a cattle raider he should initiate to the sub-cult of Ulanin the Rider, who has a shrine in Red Cow Fort and Ben agrees.

Ben chooses to take an alynx for one of his abilities as a sidekick. He has read *Sartar: Kingdom of Heroes* and takes one of its three abilities as the Yinkin Rune at 17. He takes the Alynx keyword for another Ability at 17, and gives his companion Nine-Lives for its Ability at 13, deciding it is a lucky cat. Ben has 15 points to spend. He spends 4 points to raise the alynx's Yinkin Rune to 1 and make it an initiate of Yinkin. He then spends 7 points on its Alynx ability and 4 on Nine-Lives.

Ben then has to purchase other four abilities. He decides that his relationship with the Talastaring girl is his Flaw, and a source of trouble for him, not an asset. He discusses relationships with Neil. Learning that Broddi Strong-Kin dislikes cattle raids, but one of the Rivals Kangharl Black-Brow encourages them, Ben decides that he is a sworn man to Kangharl, and a member of the Tormaking bloodline. Ben also decides to take a Flaw, *Broddi Disapproves*, to represent the struggle he has convincing Broddi to authorize his raids.

Ben describes his appearance as a short, wiry, man with red hair and a red beard.

Background
Hero Name: Koschei the Weary
Player Name: Ben
Campaign: The Coming Storm
Culture: Heortling
Community: Red Cow Clan 15 Sworn Man to Kangharl Black-Brow +1 Member of the Tormaking bloodline +1
Concept
Occupation Keyword: Cattle Raider 7
Standard of Living: Common
Distinguishing Characteristic: Hard Bitten 15
Runes
🌀 Air 13
🌀 Movement 1 (adventurous, dynamic, impulsive, reckless) Initiate of Orlanth Initiate of Ulanin the Rider
☠ Death 13
Other
Keyword: Heortling Culture (Red Cow) 13
Companion: Lucky Alynx 15 Alynx 20 Yinkin 1 Nine-Lives 17
Flaw: In love with Talastaring settler of Wulfsland 7
Flaw: Broddi Disapproves 1

• Chapter 3 •

THE RED COW

RED COW FORT

HISTORY

RED COW FORT IS A SACRED SITE WHERE ULANIN the Rider killed the giant chieftain Bergilmer and stole his cattle, including his prize bull Gochbadun. Bergilmer's clan built the megalithic walls that surround the landward side of the fort.

The clan occupied this fort in the resettlement. It was Maklan the Fat and Good who first followed in Ulanin's footsteps and performed the *Stealing of the Giant's Cows*. The clan and the fort take their name from the sacred cows born into their herds on years when the clan successfully performs the quest.

The clan is off the main royal roads of Sartar and is mostly a tribal center. However, for caravans from the south heading to Pavis, the Red Cow Trail from Dangerford and on through to Stonegate, provides a quicker route to the Pavis Road than heading north to Herongreen. For this reason many caravans heading out into Prax often take this trail, instead of the royal road.

THE FORT

The sandstone promontory of Borden Hill rises 450' above the surrounding floodplain of the Creek River. Steeply sloping for the first 325' the hill plateaus out to form an ideal defensive location. Located on a meander of Heort Creek, water surrounds Borden Hill on three sides providing a natural moat.

The walls of the fort protect the open side and surround the summit of Borden Hill. There are three gates into Red Cow. The main gate faces the landward approach. Two gates lead to the river, a main gate to the northeast, and a narrower access to the southeast.

POPULATION

Six hundred people live permanently at Red Cow Fort. Of those about three hundred and thirty are adults and the remainder are children. The people live in twelve households, some 50 hearths, with the largest household being the chieftain's.

Of the adults, 48 thanes live here, many from the chieftain's household, and housecarls, and the ring

and priests. Fifty crafters — potters, bone, wood, and stone carvers, smiths and cobblers — live in one or other of the thanes' households. Some 130 carls and 120 cottars live inside the walls but farm the lands around the fort. The clan musters some 65 militia, 60 skirmishers, and 25 helpers at Red Cow for the defense of the fort, more if the majority of the clan takes shelter in its walls.

ARRIVING AT RED COW FORT

FROM A DISTANCE

Visible for many miles around, Red Cow Fort is not just a refuge in times of trouble but a statement of wealth and power.

A patrol led by one of the housecarls usually meets visitors to Red Cow Fort, occasionally at the gate, sometimes further out. They welcome the travelers to the lands of the Red Cow and escort them to Red Cow Fort.

Visitors by trail or road may find that their first encounter is with a patrol of the Doblian Dogeaters. The Dogeaters harass strangers, always on the lookout for rebels, searching through belongings and trying to root out troublemakers. They will then escort them to Red Cow Fort.

RED COW FERRY

Red Cow is a crossing point of the Heort Creek. Because of the trail to Stonegate from the King's Road, a ferry runs from dawn-to-dusk between Red Cow Fort and the east bank of the Heort Creek. The Heort Creek is some 80' wide at this point, and too deep to wade. The ferry itself is simple, a large wooden raft, and two ropes stretched between the banks of the Heort Creek. The ferrymen pull the boat across the river using the two ropes. The ferrymen let the ropes sink to the bottom when the ferry is not in use.

WEEKLY MARKET

Red Cow Fort has a weekly market on Wildday. Travelers near the Telmori like the safety of the fort on the day when the wolves are running and the bothies are usually packed.

RIVER TRAFFIC

There is little river traffic on the Heort Creek. The Duck Trade Boats on the Creek stop at Dangerford as upstream from Isle Dangerous the Creek is unnavigable. Trade between Dangerford, Red Cow Fort, and beyond to Stonegate passes along the Red Cow Trail by mule instead.

What traffic there is on the river is fishermen, in Turtle Boats (see Sartar Companion, page 65). Most of these are single-fisherman sized boats, but some will bear 2-3 fishermen and Tarkalus' boat will carry six.

The fishermen only rarely navigate the Creek in search of fish. The fish there is plentiful, but the dangers of the waters greater.

Red Cow Fort is primarily a clan center; the clan stores a range of locally produced commodities here: grain, surplus cattle (especially the red cows so important in sacrifice), salted and smoked meat, fish, leather, wool, furs and hides. The produce is stored in storage pits and huts raised on posts. The Red Cow's redsmiths and potters work at their forges and kilns and produce a small surplus of pottery and bronze tools and weapons.

The clan trades the surpluses for goods that cannot be sourced locally: salt and other spices, bronze, iron, linen, wine, oil, horses, medicines and dyes. The primary trading partners are other clans but Jonstown's merchants also take some of the clan's agricultural surplus exchanging it for coin, which the clan uses to purchase goods manufactured by the artisans of that city.

STAYING AT THE FORT

Although Red Cow Fort has a weekly market, it did not traditionally have a recognizable 'inn.' The clan chieftain dealt with outsiders. Thanes and their retinue, who have no kin to lodge with, stayed in the mead-hall. Common folk stayed in one of the bothies under his hospitality. The visitors in the bothies received a blanket, but little else. Exceptions were sometimes made for 'interesting' visitors without noble rank. The enterprising local women also served cooked food and fresh ale, and provided washbowls and other comforts — for a price. If a caravan was visiting the atmosphere in the bothies became raucous.

In 1617, the Empire set up an inn at Red Cow Fort to cater for merchant traffic that had no desire to board with Broddi. Many bothies were knocked down to build the inn. Broddi chafes at the insult to his hospitality. However, the Etyries cult has promised Broddi that trade will flow into Red Cow with an inn.

Lunar officials tended to stay at the garrison and enjoy the hospitality of the commander, a gesture that Broddi finds insulting, suggesting that his hall is not good enough. Even Queen Ivartha respects Broddi's right to deal with outsiders.

ATTENDING THE MOOT

Clan folk come to Red Cow Fort for the moot. The clan holds a moot in Sea, Earth, and Storm Seasons. Everyone makes an effort to attend the Storm Season moot when the clan holds the chieftain's shout and the weapontake.

Speakers at the Red Cow moot do not stand upon a raised 'rock' so that the assembled clan can easily see and hear them. Instead, the clan uses a theater cut into the side of Borden Hill. Tiered stone benches overlook the Mooting Stage where the speaker stands to address the assembled crowd.

The lawspeaker stands upon this stage to recite a third of the law at the opening of every moot. At a trial, judge, juror, plaintiff, and defendant all take their place upon the stage, in full view of the assembled clan. When the ring addresses the clan, they do so from seats placed in a semi-circle upon the stage.

Elders of the clan sit in the lower benches, closest to the stage. The youngest members of the clan sit in the topmost seats, where their elders can better ignore their youthful enthusiasm.

During the moot, throngs of people crowd the narrow spaces in between the bothies, filling it with noise, smells, laughter, and anger.

GATE GUARDS

The gate guards report to Jaranil the Thunder and he to Broddi. The guards carry axes as well as a spear and shield, and have metal helmets. There is always one thane on duty and they often have bronze armor. The guards treat visitors with respect and courtesy, but have little time for troublemakers. They take outsiders and strangers to meet the chieftain or one of the ring.

GENERAL AUTHORITY ATTITUDES

The thanes of the clan are proud. The Cinsina have a noble history fighting the wolfmen and have earned their name the 'Brave Tribe.' The ring is not hostile towards the Lunars. In the past, a respected chieftain, Willem the Knowing, welcomed Lunar missionaries, and the Red Cow remain unconcerned with the missionaries preaching; however, they are less certain about the Empire the Lunars bring with them. The ring is cautious towards rebels, fearing the trouble that they might stir up, and remembering the price of Starbrow's Rebellion. The Empire is powerful adversary and the ring treats it with respect. The thanes are suspicious around enemy tribes, the Dinacoli and the Culbrea and watch such visitors closely. They are usually open to flattery and gifts to ignore small offences or infractions.

TREATMENT OF TROUBLEMAKERS

Troublemakers are taken before the chieftain and the ring for questioning. Cinsina troublemakers are exiled from the Fort; a legal case is initiated against them in the next tribal assembly (seeking fines and outlawry). Strangers are deemed to have violated their oath and the chieftain's protection is removed. Heavy fines and exile are common for crimes. Serious crimes can result in execution by the housecarls.

VISITING THE CHIEFTAIN

Broddi resides in his mead-hall in Red Cow Fort. He willingly sees visitors from within the clan and travelers from abroad. He believes all news important and likes to be accessible. Broddi is never alone though, four housecarls always stand guard and a member of the ring is often present to offer the chieftain advice.

Newcomers speaking before the chieftain will be asked their name, their background (clan, tribe, famous kinfolk), business, and length they intend to stay. Broddi expects a gift appropriate to the gift-giver's station but is forgiving of non-Orlanthi who may not know the custom. Broddi invites thanes, emissaries, and wealthy merchants to stay in his mead-hall, but suggests other visitors should lodge in the bothies. He will not suggest they stay at the inn.

THE QUEEN'S PROGRESS

The Cinsina still practice hosting the king or queen in turn as she travels around the clans. The queen spends each season with a clan determined by lot in Sacred Time. Queen Ivartha is always in Red Cow Fort in Dark Season, when travel is difficult. She is also here when either the Red Cow or Dolutha's turn comes up according to lot. Although she should stay with Ivar Quickstep when it falls to the Dolutha by lot, she does not feel welcome there and continues to stay at Red Cow Fort. This causes some muttering among the other clans because Queen Ivartha may be at Red Cow for 2-3 seasons in a year.



HOW DO YOU LIVE?

You live in a longhouse. A longhouse is a long, narrow, timber-framed building. The walls are of wattle-and-daub, the roof of tiles. The ceiling is open to the top of the rafters, which are used for storage. The floor is rough earth. Often, the building is divided into three portions: stalls for cattle, a single living space, and bedrooms. In richer houses the cattle live in a separate byre. You eat, talk, and, if you are a cottar who lives in a carl or thane's house sleep, in the main room. A stone lined cooking pit provides warmth; if you don't share the building with cattle it may run the length of the building, with benches to either side. In your bedroom, you have a mattress of straw with a feather quilt with a sheepskin blanket for the cold winter nights. If you are lucky, one of the village's shadow cats may keep you warm on cold nights. If you are a rich man, a thane or priest, you might have a carved bed and a mattress stuffed with goose and down. Furniture is scarce: a few pegs and chests for storage, a trestle table for eating, and a weighted loom for weaving. Outside there are barns, stables, byres, sheep sheds, a pigsty, a smithy, other outhouses, muck-heaps, and haystacks.

Men wear a simple knee-length tunic, and a wool cloak. Your tunic is woolen and may be cinched with a buckled belt. Thonged sandals keep your feet from getting too muddy or wet. Your cloak is made of wool and you wear it pinned on the right, so that your sword swings free. The brooch holding the cloak and your arm and finger-rings show your wealth. If you become a thane, you might have a sacred torc to wear. In hot weather, you may just wear a knee length skirt, and many of the followers of Orlanth

Thunderous wear nothing but their woad and tattoos. More expensive clothing may have a tasseled fringe and bright colors. You wear a broad-brimmed hat for working in the fields in summer, and felt cap to keep your head warm in winter.

Men favor beards or mustaches, in a variety of styles.

Women wear a wide sleeved, ankle-length linen dress, sometimes pleated. A small disc brooch holds the neckline opening closed. A bodice provides warmth if needed, and sandals protect the feet. Wealthier women wear a pleated skirt and bodice, which may be opened to reveal the breasts. In winter a woman wears a short cloak with a mantle. Whilst working, a women might wear a colored woolen pinafore dress to protect her clothes; a pair of oval broaches fastens the pinafore at each shoulder. A woman may also bind or cover her hair whilst working.

Women wear their hair in a variety of styles. Traditionally girls' hair is loose, and mothers' braided or up, but wealthier women tease their hair into a variety of fashionable styles.

Both sexes wear sheepskin in the coldest parts of winter: soft lined boots, leggings, and a jerkin or jacket.

You eat two meals a day, breakfast and supper. Breakfast is usually barley porridge. Dinner is a stew of meat, chicken or, fish and cheese. The meat is either smoked or salted to keep it through the winter. You take some cottage cheese, wrapped in a wet-linen cloth, out to the fields with you to eat as a mid-day meal, usually with some seasonal fruits. You always have barley bread. At feasts you may be lucky enough to drink wine or mead; otherwise you drink ale or buttermilk.

Queen Ivartha does not welcome newcomers to Red Cow Fort when she is here, but does receive guests and petitioners for her help. When she arrives her household fills the Great Hall, and some of her household have to lodge at the Thunder Brother's Barracks. Queen Ivartha loves to hear tales of wolf killing. She hands generous rewards to those who bring her wolf pelts, especially those of Telmori wolves.

TOWN GOVERNMENT

There is no distinction between town government and clan government in Red Cow Fort. The chieftain of the Red Cow, Broddi Strong-Kin governs here with the support of the ring.

PROPERTY

The Red Cow clan owns all land in the Red Cow Fort collectively, apart from the tribal king's mead-hall, which belongs to the tribe. The Red Cow ceded the land used by Empire to build its fort here after Starbrow's Rebellion.

HOUSING

Red Cow Fort is a place of safety for the clan in times of danger. People, and their cattle, can shelter within the walls of the fort. Much of the fort is common land, for people to camp and animals to graze when this happens.

The houses of Red Cow Fort belong to farmers who herd cattle in the rich meadows along the Creek. The herders stable their cattle in the byres here and stack hay from the rich meadowlands in large barns.

The houses cluster in households of four, sometimes five hearths. A thane usually leads a household, with carls living in the other houses who are within a degree of kinship of him. Cottars, who may be from different bloodlines, provide labor for the thane and carls. A stone wall surrounds the buildings belonging to each household — more as a boundary marker and pen for the household's animals than a defense.

CULTS OF RED COW FORT

See Page 15 for a full list of the cults of the Red Cow.

A stave-built building holds the shrine to Ulanin the Rider. It celebrates his role in stealing Bergilmer's cattle and providing the source of the Red Cow's wealth.

The Lunars continue allow the honoring of Ulanin here, not regarding it as banned “Orlanth worship.” This allows limited sacrifice to Orlanth, under the guise of worshipping the clan’s ancestor Ulanin the Rider.

The Loom House is a forty-foot square wooden building, with shingled roof and buttressing; it fulfills the day-to-day needs of the women of Red Cow and is the home of the Red Cow Women’s Circle.

LOCATIONS

1. THE HEORT CREEK

Red Cow Fort lies on a meander of the Heort Creek, which surrounds Borden Hill to the east, west and north. The Heort Creek provides a natural moat restricting access to Borden Hill.

2. THE CLIFF

This section of the promontory has no wall — the steep cliff that falls to the river here means that there is little fear of an organized assault scaling the cliff at this point. Because of this, it is one of the best viewing spots looking north toward the Donalf Flats, and the locals often come here for the view.

The cliff has also become the place where locals throw their rubbish into the Heort Creek below.

3. BORDEN HILL

The sandstone promontory of Borden Hill rises 450’ above the surrounding floodplain of the Creek River. Steeply sloped for the first 325’ the hill plateaus out to form an ideal defensive location. The sandstone of the upper hill is hard, that of the lower hill softened by the high water table. The sandstone splits causing caves and narrow paths between rocks.

The plateau of Borden Hill is oval shaped and some 1500’ along its longest axis, and some 1000’ along its short axis.

4. WALLS

The inner wall is a box rampart. Two lines of wooden uprights, joined at top and bottom form a series of boxes, filled with rubble for strength. The front of the box is vertical and faced with dry-stone walling. It stands 18’ high and is topped by a 3’ high dry-stone wall breastwork, and is backed with a sloping rampart of earth and rubble almost 30’ wide, adding strength and rigidity to the inner wall. The ramp also provides the defenders easy access to the battlements. The western, landward, side of the fort has two additional walls that are not surmounted with a palisade, but have a ditch between them.

5. STORAGE PITS

The storage pits here hold the clan’s supply of grain and barley. Red Cow Fort is prepared to feed the clan for a year, secure within its walls. Some suspect that the ring sealed treasures here too, safe from confiscation by the Empire.

6. GATES

These are the gates into Red Cow Fort. The gates are made of wood and the gateways themselves are short dry-stone wall lined passages.

Carvings of ram and bull’s heads adorn the gates, and visitors must pass “under the ram and bull.” Ramparts over the gateways provide a platform for defenders to hold the gates against battering rams.

7. THE ROADS

From the perimeter of the fort the Old Roads spiral inwards toward the citadel, tracing a Storm Rune, instead of taking the direct path. The Old Roads have a brushwood foundation, covered in sand and silt, and a surface of cobbles, smooth river stones.

When the Empire came they built the New Road, an earthed road with a gaveled surface, from the gates to the citadel and to the cliff beyond. Because the New Road bisects the fort, the missionaries now say that the Moon Rune has replaced the old Storm Rune.

8. EASTSIDE

Eastside is the slightly larger of the two settled areas of the fort, with seven of the fort’s households located here.

9. THUNDER BROTHER’S BARRACKS

Thanes visiting Red Cow Fort on clan business have the right to stay in this hall, with their retinue. It is intended to provide accommodation for those on clan business, whose household is not within the walls. Adjacent to the barracks is a small stable for the thane’s horses. The Thunder Brother’s barracks has a reputation for strong drink, armed warriors, and trouble.

10. FOUNDER’S SHRINE

This stave-built building holds the shrine to Ulanin the Rider. The clan’s carpenters have richly carved the doors and walls and where the pillars touch the roof and gables.

11. THE GREAT HALL

This is the hall of the Red Cow chieftain and the center of his household. It is grander than in many clans because Queen Ivartha

STORAGE PITS

Heortlings store the surplus grain harvested in Earth Season in flask-shaped pits dug in the earth, six feet deep and three feet across, made air- and watertight with a seal of clay and covered with a mound of earth to prevent the clay cracking and drying. This way of preserving grain, particularly seed grain, is a secret of Asrelia; her followers know that the grain sleeps, as Ernalda did in the Darkness, and will not germinate. For convenience, ready food grain is stored in granaries raised on posts, and transported there once a pit seal is broken. Asrelia’s priestesses know magic to reseal the pits if needed. Such pits also hoard valuables in times of trouble against future need. With the coming of the Lunars, many storage pits hide swords and treasures away from prying Imperial eyes.

Hill forts and other tribal or clan refuges host many such pits, sometimes a hundred or more, to guard the stored grain and provide a larder for times of trouble.

BOTHY

A bothy is a shelter from wind and rain available for anyone to use. Usually a bothy has one room with a hearth, a raised sleeping platform (to keep residents dry and out of drafts) and some tallow candles and firewood. Typically, a bothy can sleep between 2-8 people. Bothies can be found in highland areas as emergency shelter for herders or travelers in poor weather, but can also be found in lowland areas as temporary accommodation. Many are ruins made wind and watertight to serve as shelter, in other places they may be wooden cabins, or built from un-mortared stone. Local people usually maintain a bothy, aware that their own life could depend on others doing the same.

Bothies are particularly common in the lands close to the Telmori, as people often need to seek safety on Wildday. Many date from the Years in Hiding, when Telmori war parties threatened to drive the humans from the lands along the Creek.

stays here when she visits, as part of her right to a 'day-feed.' The Cinsina preserve this tradition because of the years when the Telmori overran these lands.

Within the hall, chieftain and king meet with the ring, greet visitors to the clan, listen to the complaints and concerns of their communities, and hold feasts to celebrate or mourn. When Queen Ivartha is present, the hall becomes crowded.

Perhaps the finest building in Red Cow Fort, the hall is 100 feet long, thirty feet wide, and twenty feet high. The carpenters of Red Cow built the hall strongly with thick-buttressed oak walls and pierced by four doors, one in each long wall, and one at either end. The clan's artisans carved richly decorated posts, doors, and gables. A louver in the roof lets smoke out and light in. There are also slotted windows high on the eastern wall, but most light comes for the central hearth or torches bracketed to the pillars.

A long fireplace runs through the center of the main hall; Mahome's Fire Alynx means that it never goes out or runs low on fuel. Murals painted on the wattle and daub depict the struggles of the Cinsina against the Culbrea, Dinacoli, and Telmori. The murals are simple but of high quality. The furnishings are of expert utility — the trestle tables easily bear the weight of the reveler who jumps to them, the firedogs rarely spill their contents into the hearth.

Interior walls partition the hall into four rooms: the hall proper, a kitchen with stone ovens, and the chieftain's and king's bedchambers. Retainers sleep on raised platforms that run the length of the hall between the pillars.

12. MARKET PLACE & THE GREENS

This is the market place. There is a weekly market here. At the markets the goods sellers often take over unoccupied bothies, which become a warren of temporary shops, leaving the open ground to the cattle market.

Like any Orlanthi town there is a Livestock Green here — where purchased animals are displayed for two weeks — so that any member of the clan can point out they are stolen so that the transaction is void. There is also a Treasure Green here — where if anyone can prove ownership of something taken in plunder, they get first choice of it when the treasure is divided.

13. THEATER

The stone benches of the theater are cut into the Big Cliff of Borden Hill. They overlook the flat rock Mooting Stage, which has seven stone seats in a semi-circle to its rear. Access to the theater is by a path from the Theater Gate.

The theater is intended for the clan moot but is used throughout the year by entertainers visiting Red Cow Fort. Storytelling and puppet shows are

the most common entertainments here, but if a Puppeteer Troupe visits, there may be singers, musicians, jugglers, acrobats, animal trainers, or other exotic performers. This has made the theater a draw for visitors from neighboring clans. Enterprising locals provide refreshments when a show is on.

14. VISITOR'S BOTHIES

When the clan assembles for the moot, those who cannot guest within the homes of kinfolk within the fort pick one of these bothies as temporary accommodation. During the moot, throngs of people crowd these narrow spaces, filling it with noise, odors, laughter and anger. Clan folk tend to have a regular bothy where they and their ancestors have gathered year-after-year. The bothies belong to the whole clan but taking another family's bothy would be an insult. At other times of the year, these walls shelter traders and clan folk who come to trade at the seasonal market.

15. THE RED INN

Erinala Goodale whose pies and ale once warmed visitors to the bothies converted to the Seven Mothers and the Empire built her the Red Inn. The Etyries cult hopes to attract traders to stop at the inn, on their way to Stonegate, Toena, or Pavis. The Etyries cult knocked down many of the bothies to make room for the construction of the Red Inn — a move that angered many who saw them as a manifestation of Orlanth's hospitality. People are outraged but the inn fills with visitors and silver flows in Red Cow's market.

The inn is three stories, with a common room, bar, and kitchen on the ground floor and private rooms for guests on the second, and for the innkeeper and her family on the third. The Red Inn has stone chimneys, built by masons from Jonstown, enabling building on multiple floors despite the cold winters; some members of the clan visit just to marvel at the stone fireplaces. Even Queen Ivartha has supped ale at the fireside here. There is a cellar beneath the inn, where Erinala stores ale. The patrons tell wild stories of secret tunnels under the Red Inn, running throughout Borden Hill that can be accessed from the cellars.

Outside, there are a privy, raised storage huts, and a stable where visitors may leave their horses, for a price.

Erinala's two daughters help her run the inn. A great troll called Baztak acts as bouncer — although most of the time he seems to drink in the cellar. No one knows quite what Erinala did to attract Baztak to her service, though the locals suggest he stays for her cooking and beer.

16. WATCH TOWER

Watchtowers stand along the walls at regular intervals. Square wooden towers they rise some twenty

feet above the wall and provide a clear view of the approaches to Red Cow. The younger warriors of the warband take turns manning these towers, day and night.

The Empire maintains its own watch from the Lunar fort and does not interfere with the local garrison.

17. WESTSIDE

There are only five households in the western settled area, slightly less than in Eastside. Derik Wood-Shaper, the clan's carpenter, lives here.

18. URN FIELD

The Red Cow builds funeral pyres to cremate their dead and inters the urn holding the ashes here.

19. THE LUNAR CITADEL

Before the Empire came, the ground here was a sacred space, intended for tribal ceremonies. The Lunars took that land, after Starbrow's Rebellion, to build their citadel. In return, the Cinsina kept their freedom and gained clans from the Culbrea.

The Empire chose this location because it is defensible, surrounded by a twenty-foot deep ditch. The ditch is V-shaped, seventy-five feet wide and faced with rubble on its slopes. The earth from the ditch is piled up to form a circular mound some 400' in diameter in the center of Red Cow Fort. This mound rises twenty feet above its surroundings, making a thirty-foot climb from the base of the ditch.

A wooden bridge just wide enough for an ox drawn cart provides access across the ditch. The last section can be drawn back up in times of trouble, isolating the Lunar citadel off from the rest of the fort.

A 12 feet high dry-stone wall surrounds the citadel atop the mound. Another inner dry-stone wall some 14 feet high is set 20 feet behind the outer wall — making a difficult double wall for attackers.

Two forty-foot stone towers topped with battlements flank wooden gates across an entrance passage piercing the two outer walls. The Empire keeps watch from these gates. The Empire is welcoming, "We Are All Us," but the guards keep out anyone without business within. Artisans, camp followers, Imperial officials, missionaries, traders, and soldiers are common visitors.

An inner courtyard houses the garrison, once an open space used for ceremonies. Within the courtyard is a final raised area some 15 feet above, surrounded by an 8-foot wall and accessed by a ramp. Originally this area held local shrines but now it holds the Seven Mothers temple.

The Lunar citadel towers above Red Cow Fort and intimidates the locals. They must constantly gaze up at their new overlords who look down upon them from their battlements. The effect on life in

Red Cow Fort is noticeable; people often glance up to the citadel and nod, when they want to imply that the Empire is always watching.

In the courtyard, wooden barracks house the garrison. Each barracks room holds eight men. The front portion of the room is an armory where the troops store their armor, spears, and shields. The rear portion houses bunk beds where the troops bed down. Cooking, eating, and washing facilities are separate and communal. The garrison commander has separate quarters from his men, a two story stone house with a chimney, built by stonemasons from Jonstown. The first floor space is a hall where the commander and his officers run the garrison. The private quarters on the floor above are comfortable compared to the barracks, but not luxurious.

The Seven Mothers temple is on the highest point of the citadel. It is the center of worship for the garrison and nearby clans — though most go to the temples in Stonegate or Jonstown for the big festivals. The Seven Mothers temple reflects the Orlanthi culture of the provinces, not the Pelorian culture of the goddess. Although built of stone it is a great hall, long and narrow with a high ceiling; engineers from Furthest designed the high vaulted ceiling. The only 'foreign' element is the raised porch in front of the entrance. The porch has painted wooden pillars and a large portico where temple business can be conducted. An altar in front allows 'open-air' services.

Wooden buildings alongside the temple house the priestesses and servants of the Seven Mothers mission. These homes are much the same as those the Orlanthi use. From here, the faithful venture forth to bring the word of the goddess to the backward barbarians of newly conquered Sartar.

20. LOOM HOUSE

A forty-foot square wooden building, with a shingled roof and buttressing; the fine Loom House of Red Cow Fort fulfills the day-to-day needs of the women of the clan and is the home of the Red Cow Women's Circle.

21. WILLANDRING'S FORGE

The giant's forge is an enormous barn like structure, thirty feet high. Despite his height, Willandring could not stand upright inside, but his crippled legs mean he pushes himself around in a cart. The interior is large, and a great stone bench serves Willandring as both bed at night, and a seat during the day.

There are three forges here, with stone hearths and chimneys to take the smoke out of the building; Karganar had strangers build them at great expense. The cost has more than repaid itself, this is the finest forge outside Jonstown, and people come from as far away as Stonegate, Dangerford,

BOTHY (CONT'D...)

In Cinsina lands, bothies may be surrounded by a ditch and bank enclosure, topped with a wooden wicker fence. A narrow entrance funnels into the enclosure. The perimeter wall is to keep livestock in but more importantly to keep Telmori wolfmen out. No one ventures far from such shelters on Wildday.

Those who use a bothy should replace the firewood and candles that they consume. There is no limit on the time that a traveler can stay in a bothy but custom dictates first-in, first-out; those who arrived longest ago should make way for newcomers who may have greater need. Long stays are discouraged because the bothy is intended for travelers.

Torkan's Last Fort and Toena Fort for work despite having their own smiths there. Despite the size of the building, the forges keep the building warm.

Although it is an earner of coin for the Red Cow, the forge also consumes considerable resources and the Red Cow's forests have dwindled feeding the forges, its herds feeding Willandring. Some look to the forests of Stagland as ideal for charcoal burners to find new fuel — if it was not for the Telmori who hunt there.

THE RED COW CLAN LANDS

The Red Cow clan lands form part of the drainage basin of the Creek River, nestled in-between the Heort and Danda Creek. The land slopes down from Two-Pine Ridge to the southeast toward the Donalf Flats across the Creek. These are low-lying fertile lands, good for breeding fat cattle, and with milder winters than in the rugged Quivin Mountains to the south.

GAZETTEER

ASHWATER FALL

A modest waterfall that falls some 20' into a pool below, surrounded by a dark grove of trees. This place is sacred to the Kerenelling bloodline. Only those who worship Heler come here. Flat stones along the banks of the Heort Creek above the falls serve as the base for the funeral pyres where they burn their dead. Kin sweep the ashes of their loved ones into the water when the pyre grows cold and the Heort Creek carries their remains over the falls. The grandmothers still tell of the funeral boat of Jarrigana the Unmatched whom the clan burnt here.

BARLEY LODGE

Kullina the Fat's home. It is small, with only a single hearth shared by Kullina and her family, her servants and her cottars who work the land.

BARROW MOUNDS

These are a group of two-dozen barrow mounds on the clan lands, the graves of Orgorvaltes heroes. The Barrow Mounds form part of the clan's sacred space and are at the heart of the clan's rituals. The clan does not allow outsiders to come here, and the clan *wyter* protects this place. The Red Cow uses these mounds for sacred rites, such as initiation and worship. Most are about 200 feet across and only 20 feet height but the largest, Grave Hill, is 150 feet high and 600 feet across.

BLACK GLASS RUINS

Ancient relics of the Empire of the Wyrms Friends lie here. Huge monolithic blocks of stone mark the remains of an EWF outpost. A great statue of an armored man towers over the broken walls and buildings. Much of the structure is melted like candle wax,

as if from great heat, perhaps a dragon's breath. A lesser god, the Shadow of Black Glass, cloaks the ruins in shadows, and there is a chill in the air. Creatures of Darkness, fungi and insects, thrive. Troll hunters from the nearby Sazdorf troll tribe (*Sartar Companion*, page 232) sometimes visit the ruins in search of rare foods and medicines.

BOLTHORINGHAM

The ancestral home of the Bolthoring bloodline. Bolthor cut the trees and cleared the fields here during the Resettlement and the people know many stories of the nearby landscape dating from that time.

BRIGHTWATER

Once this village was on the border with the Split Waters clan of the Maboder, now this village lies on the border with Stagland. The Split Waters and Red Cow often feuded and raids fell upon Brightwater. Since the destruction of the Maboder, the stead is more peaceful. The bloodline pressurizes Broddi to allow them to clear more land in Stagland for grazing.

BURNT OAK

This village lies close to the Burnt Wood. The village is mostly Tormaking. The Burnt Oak was once the center of a Dryad Grove, burnt down during the Resettlement. This village has trouble with raids by the vengeful elves from the Stinking Forest.

BURNT WOOD

During the resettlement, the Red Cow cut down much of the Stagland forest. The forest had grown during the Inhuman Occupation with the elves seeding new groves from the Stinking Forest. One grove of elves held out here until Karganar Blood-Eye performed Helamakt's *Sivin Feat* and burned the grove. Nothing has grown here since.

CLOUDBURST

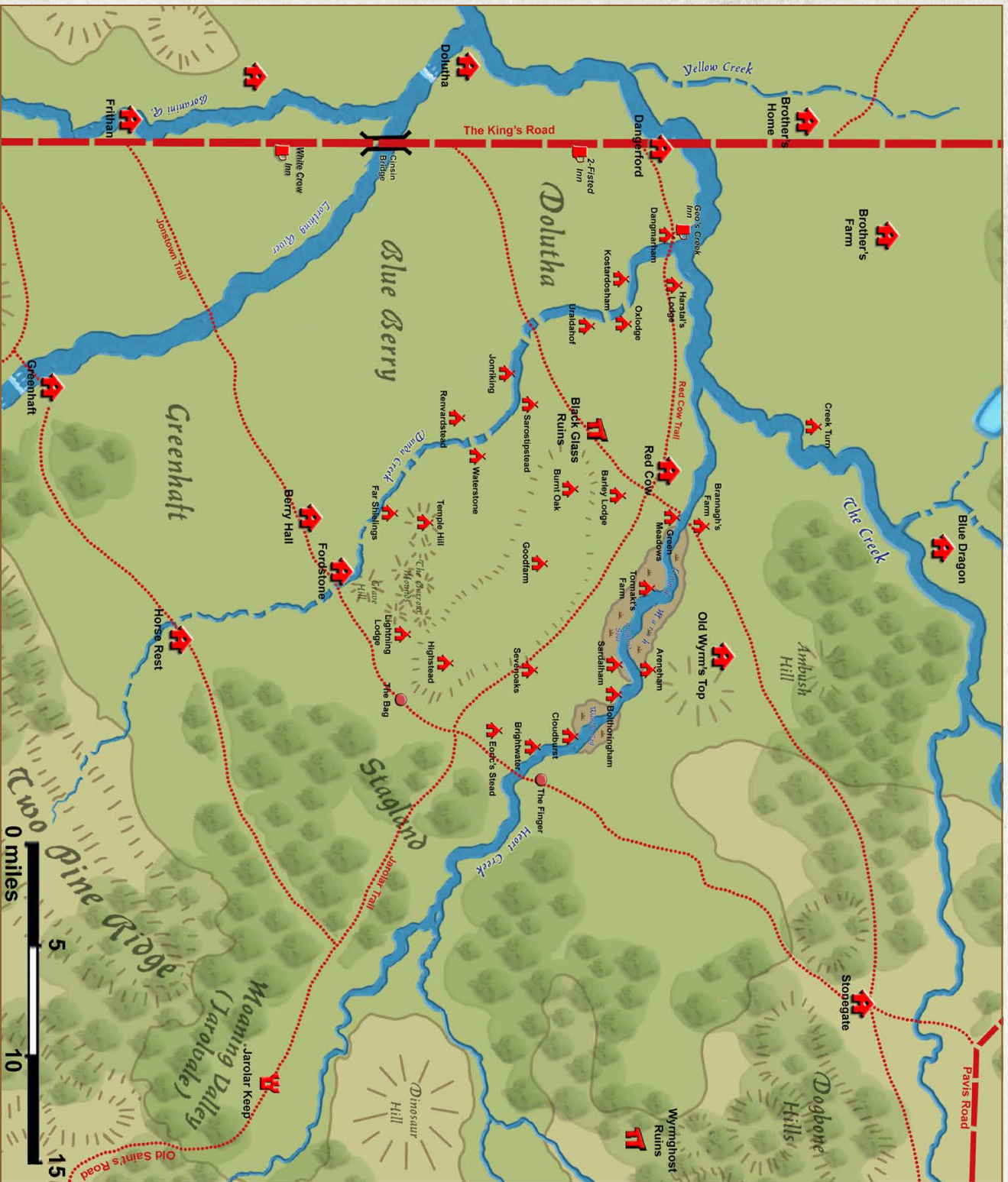
Kerenelli Indigo-Warrior founded this stead near to Ashwater Fall and there has been a village of the Kerenelling bloodline here ever since. There are fewer cows than elsewhere but sheep of every size, provenance, and color abound. The village is the subject of local gossip and scandal for the sexual mores of its residents.

DANDA CREEK

A seasonal tributary of the Creek that brings the rains from Two-Pine Ridge in the foothills of the Quivin Mountains. The Danda is a small river even in Sea or Storm Season, but slows to a trickle or even vanishes during Fire, Earth and Dark Seasons. Even when in flood, it is easily forded at Fordstone, or crossed by a simple bridge at one of the settlements up and down the flood plain, such as the one at Harstal's Lodge where the Red Cow to Dangerford Road crosses.

EORIC'S STEAD

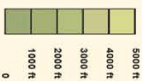
In 1596 raiders from the Split Waters clan of the Maboder tribe burnt Eoric's Stead to the ground, killing those trapped within. For many years, ghosts haunted Eoric's Stead, and no one could re-settle the stead. Farandar Orendalsson exacted blood vengeance



Red Cow Lands

Key

- Keep
 - Ruins
 - Town/Village
 - Farm/Steed*
 - Inn
 - Landmark
 - River
 - Seasonal River
 - Falls/Rapids
 - Woodland
- *Only those in Red Cow and bordering detailed



NYMPHS

Nymphs are a special type of female spirit entity, manifestations of the consciousness of nature associated with groves, lakes, rivers, or meadows. The locality is both home to and the body of a nymph. At will, the nymph can form (or dissipate) a mobile humanoid body from the substance of her home, permitting her to communicate and interact with other beings. This manifestation is real, but such a form limits the expression of her greater powers.

Nymphs usually take the appearance of a beautiful and desirable female of whatever species they are speaking with. When several beings look upon them, nymphs seem to be different species to each, if they wish. They can even appear as men when viewed by females. Nymphs manifest the primal consciousness of desire, and so most nymphs appear sexually attractive to sentient beings. Malignant nymphs, however, reflect a deep sense of rejection and are correspondingly hideous. The beauty or ugliness of a nymph is magical, and causes similar reactions in all humanoid races. Thus, even trolls find dryads alluring and hags terrifyingly ugly.

A water nymph's form is watery and malleable. This allows them to swim effortlessly through water, and dodge physical attacks by flowing around them.

Nymphs have many magical powers. They can control the currents of the river, and the plants and animals that live within it, reaching out to use their senses. Their magic allows others to breathe underwater or to extinguish fires and raise a concealing mist.

A nymph can sense all spirits within their home (even foreign spirits), and they usually rule and defend the other natural spirits and beings there. They cannot leave this abode for if they do, they die and their former sacred area withers and dies too.

In addition to their innate magical abilities, most nymphs have several other talents they can use as active magical abilities. In normal circumstances these phenomena appear to just happen, or else seem to be performed by parts of the nymph's home; plants, shadows, or river currents, for example, might conduct one of these talents.

on the burners and appeased the ghosts, allowing the re-settlement of the village some eleven-years ago.

FAR SHIELINGS

This village is near to the largest Blueberry clan village Fordstone. The young men and women of Far Shielings often sneak down to Fordstone in the summer months to flirt and laugh. Red Cow youngsters are a common sight in Fordstone and provided they keep out of trouble, welcome.

GRAVE HILL

The largest of the barrow mounds at 150 feet high and 600 feet across, this hill is sacred to Orlanth and the last resting place of

the Orgorvaltes king Jostharlos Many-Breath. When the refugees arrived here from Colymar lands, Karganar Blood-Eye negotiated with Many-Breath to become the *wyter* for a new clan. The Red Cow chieftain must still go to Many-Breath's burial chamber to consult with the *wyter*. This hill is the focus for the men's worship of Orlanth and the clan's worship of Many-Breath.

Grave Hill is artificial, a stepped pyramid built of chalk excavated from a surrounding ditch, whose seven tiers form a spiral pathway leading to its top. At the summit, the pyramid is flat; the priests use the platform here during the clan's ceremonies.

Earth banks line each tier, so that from the side, Grave Hill appears to be a grassy hill with a path spiraling around it.

Within the pyramid a passage leads to an inner chamber where the remains of Jostharlos still lie upon a crumbling wagon cart, surrounded by rich treasures. A ceremonial entrance with two stone pillars and a lintel, carved with runes denote the entrance to the passage. The passage lies facing the setting sun, which shines to illuminate the central burial chamber on midsummer's day.

The Ernaldans use this burial chamber for their sacred rites. Here they are under the earth, within the bosom of the mother. Grave Hill is the most sacred part of the clan *tula*. The clan would sacrifice much to prevent outsiders from profaning it.

GREEN MEADOWS

The richest of the Red Cow villages, Green Meadows is a Sarostiping stronghold. Over winter, a disproportionate number of the clan's famous red cows can be found in the byres here. Their Earth Season feasts, following the slaughter of those animals that cannot be kept through Dark and Storm Season are lavish, riotous affairs with guests from across the tribe. Green Meadows lies across a wooden bridge from Brannagh's Farm a Wulfsland steadfast. The Green Meadows folk have little contact with the folk of Brannagh's Farm, most of whom are settlers from Aggar. Nonetheless, both villages can easily see each other and the day-to-day activity of the fields. Jarkorl talks about cattle raids into Wulfsland, but Broddi forbids it, fearing Jones' retribution.

GOODFARM

Standing on a low rise in the center of the clan lands, it has a commanding view of the lands around the Heort Creek and out to Red Cow. The thane's longhouse is a fine building with huge carved ram's heads at either end.

HARSTAL'S LODGE

Located where the Red Cow to Dangerford Road crosses the Danda Creek, there is a wooden bridge across the Danda here. Harstal's Lodge lies on the east bank of the Danda Creek, and Dangmarham, a Dolutha village, lies on the west bank.

HEORT CREEK

The confluence of the Jarol River which drains the Wolf and Two-Pine Ridges, and the Torkan River which flows from the Still Lake in Torkan Vale, meet at Dinosaur Hill give rise to the Heort Creek. The Heort Creek is also known as the Wandle, for its nymph. She is a lover of Krikans, the spirit of the Creek River. The local anglers respect Wandle and fish here at her sufferance. She appears as a blue-skinned woman with long flowing hair.

The creatures of the river are hers to command, and no one fishes here without her consent. In return for allowing humans to fish her river, she demands that they defend her against pollution or attack. Many of the clan's fishers are enamored of Wandle and they would willingly come to her aid.

HIGHSTEAD

Lying to the south Highstead is on the low hills that begin to climb towards Two-Pine Ridge. It is higher than anywhere else outside the Barrow Mounds and has commanding views but is the village most often attacked by the Two-Pine, particularly in their Bloody Sword Tribute raids.

JAROLAR TRAIL/OLD SAINT'S ROAD

This trail runs from Red Cow up to Jarolar Keep. Beyond Jarolar Keep, this becomes the Old Saint's Road and it leads on to Battle Valley and Lorthing Vale.

JONSTOWN TRAIL

The trail runs from where 'the Red Cow Trail meets the Finger, passing the Bag, past Fordstone, through Greenhaft and on to Jonstown.'

LIGHTNING LODGE

This village and Temple Hill are the only Red Cow villages in the Barrow Mounds. The chief priest of Orlanth used to dwell here, and tend the Orlanth shrine at Grave Hill. After the Empire banned Orlanth worship, Jones sent soldiers to raze Lightning Lodge to the ground and arrest the chief priest Rangard Blacktooth. The soldiers captured Rangard who died in captivity, but his assistant Ashart Dusk-Eater escaped. The soldiers stole the sacred cattle and sheep that grazed these hills and sacrificed them to the Red Goddess. Some of the clan's red-turners even cut the sacred earth here with the plow.

LONG MARSH

The marsh lies along the Heort Creek about halfway between Red Cow and Wandle Bog. Unlike Wandle Bog, Long Marsh is not sacred, but of little use for grazing, except for some of the special breeds of sheep kept by the Kerenelli. Located in a sump, Long Marsh is shallow fresh water covered in grasses, rushes, reeds, and sedges. The Sardaling anglers hunt for crayfish and otters here. White-tailed deer also live in the marsh.

OXLODGE

This settlement on Danda Creek is connected to Kostardosham, a Dolutha village, by a wooden bridge. Kostardosham is larger than Ox lodge, and Ox lodge seems more like an outlying part of Kostardosham than an isolated stead. The locals join in with village activities and celebrations in Kostardosham, and to all intents and purposes are part of that community. However, the conflict between the Dolutha and the Red Cow means that Ox lodge can become the front line in times of difficulty, and friendships between the villages can turn to hate overnight.

RED COW TRAIL

Running from the King's Road, near Dangerford, out to Red Cow Fort and beyond to Stonegate, this is a busy track, good for carts and wagons. It brings trade to the Red Cow from the busy

Boldhome to Alda-Chur trade route. The Red Cow clan maintains the road and their thanes patrol it, escorting guests to Red Cow Fort for audience with the chieftain.

SARDALHAM

South of the Long Marsh, along the banks of the Heort Creek, Sardalham is homestead to the clan's fishers who make their living mainly from the river and the nearby marsh. Most fish in coracles, though some wade through the nearby marsh (one or two have perfected stilt walking). They draw the boats up along the shoreline here and there are smoking rooms for fish along the banks.

One of the elders here is Nisk Wood-Turner who was once the clan's carpenter. He knows the secret of carving 'living wood,' the doorposts, chairs, and hall-pillars he carved have animated faces able to speak simple sentences. Nisk mocks his kinsmen's conversion to the Moon, as do many of his carvings, unsettling those who live here.

Sardalham lies across the Heort Creek from Areneham, a Wulfsland steadfast. A ford connects the two villages and there is frequent contact to such an extent that the populations have merged. Many Wulfsland settlers now call Sardalham home. The Sardalings have turned to the Moon and the folk of Areneham are welcoming to their new 'brothers and sisters.' Leaders of both communities talk about cementing the relationship with marriages between their sons and daughters.

STAGLAND SOUR

This is a spirit place, where Kolat practitioners gather to worship the Creek and its tributaries. The Sardaling bloodline organizes many of these ceremonies. As a sacred space, Stagland Sour is considered part of the clan *tula*, though shamans of Kolat are allowed here, even if they are not from the clan.

SAROSTIPSTEAD

This stead lies at the confluence of the Danda Creek and the Burnt River where a good ford allows both rivers to be crossed. The Blueberry village of Jonriking lies on the far side of the Danda. There are many marriages between the two villages and in-laws regularly pass back and forth visiting daughters and grandchildren. The people here are proud of their heritage. Sarostip Breaker-Of-Men founded this village and the bloodline bearing his name.

SEVENOAKS

Lying northwest of Brightwater and Eoric's Stead, it is relatively poor. Sevenoaks is the 'misfit house' or 'trouble stead' where the quarrelsome, lazy, bungled and the botched of the clan seem to gravitate to cause trouble. It is a village of half-carls and cottars, a village of pigs and sheep with few cows.

STANDING STONES

These are groups of megaliths carved with stone faces. The faces represent Orlanth and the Thunder Brothers. Most are 15-20' high. The stones lie amidst the Barrow Mounds and everyone says that the Orgorvaltes put them here to mark their burial ground. They are a place of sacrifice and ritual. During storms, lightning often strikes the stones.

TEMPLE HILL

This and Lightning Lodge are the only two farmsteads in the sacred Barrow Mounds. Templehill is home to the chief priestess of Ernalda. The earth here is sacred, and no man may walk upon its sacred soils save when plowing and at harvest; at those times the women weep for the violence done to the earth. The herds of Red Cows that graze here are sacred to Uralda. The Uralda shrine is near to Templehill and the sacred cows grow fat on the local bounty.

TORMAKT'S FARM

The ancestral village of the Tormaking; the current buildings lie close to the old hall of Tormakt Stouthearted. A rich village in the heart of the clan lands, Tormakt's village has contributed to Tormaking dominance within the clan.

URALDAHOF

This village is renowned for its fine butter and cheese. The stead wives churn the milk from cows and sheep to make strongly salted butter from sour cream, soft cream and curds. The clan rarely drinks full milk; they boil it or serve it as buttermilk.

WANDLE BOG

This sphagnum bog along the Heort Creek is sacred to Engizi the Skyriver Titan. It forms part of the clan's sacred space, its *tula*. A place of sucking peat and quicksand, the sacred paths through the bog are treacherous, made more so by the constant swirling mist. The initiated do not share the trackways with those who do not follow Heler or Engizi. Those traveling here must sacrifice at the threshold when crossing into the marsh. Fine swords, elaborate broaches, silver torcs, and golden armbands lie beneath the water, granting safe passage. Heler would curse any who stole his tribute, taking their fertility from them until they atoned.

WATERSTONE

Two circular stone baths, fed by pipes, allow bathing in the hot-water springs nearby. Waterstone lies across the Danda Creek from the Blueberry village of Renvardstead at an easy ford, and Blueberry clan-folk frequently cross the ford to use the hot springs. Relationships between the two clans are warm and friendly. There are frequent marriages between members of the two villages.

IMPORTANT PEOPLE OF THE RED COW

These are the movers and shakers of the Red Cow, the people 'everyone knows.' Feel free to read the descriptions here to the players when they interact with these people. The players are part of a community and would certainly know these facts about their kinfolk.

THE INNER RING

Broddi Strong-Kin has been chieftain of the Red Cow since Starbrow's Rebellion.

Broddi has built his political strength through the web of cattle loans and gifts that he has made, which bind much of the clan to him in the moot. Broddi wants peace and prosperity for the clan and it has been his misfortune to lead in eventful times. The young men hunger for the plunder and wealth they could win by raiding the Dinacoli across the border.

The Inner Ring is Broddi's council of advisors. Members of the ring carry items of the clan regalia that mark their authority.

Farandar Orendalsson represents the farmers but does not have the support of all of them. Many claim he is too interested in supporting the rebellion to concentrate on local affairs. Farandar has kept his position with loans and gifts, but Jarkorl Snow-Whiskers has many supporters who say the position should be his. Kullina helps keep Farandar in power, because of his support for the rebel cause.

The high priestess of Ernalda, **Darna Longcoat** specializes in aiding those in need, who cannot refuse to become indebted her. She has woven a net of loans, gifts, and alliances to secure her position. Because these people could not refuse her gifts, or offer one in return, they are all obligated. She has many enemies, but few can act against her. Darna believes that the Red Cow should use the strength of the Cinsina to dominate their neighbors, but is far more interested in power for its own sake than any ideology. Darna Longcoat dislikes Kullina the Fat because she is a Culbrea woman, from the Blueberry, and not from an 'old Cinsina' clan such as the Underwillow or Frithan.

The clan loves the Esra priestess **Kullina the Fat** because she is generous, kind, and cheerful. Kullina has no love for the Empire. She empathizes with the struggle of the Daughters of Mabodh to drive Jomes Hostralos from Stagland. Kullina would support Farandar as chieftain if he promised Red Cow support for the Daughters.

Borngold Many-Brothers is a fierce enemy of the Telmori and friend to Queen Ivartha. He has ambitions to be chieftain of the clan. His bloodline would support him, as might the Queen.

Frekor Deep-Woods is the clan's master hunter and always reminds the clan of the Telmori threat. His hunters quarrel with the werewolves in Stagland and Torkan's Vale. He is the strongest voice in the clan against conflict with Jomes, for fear of weakening the 'alliance against the wolves.'

ORLANTH THE CHIEFTAIN: BRODDI STRONG-KIN 𐌹𐌺𐌹𐌹𐌹

Broddi is chieftain of the Red Cow, noted for his generosity and wealth. Once a renowned cattle raider, Broddi stole his wealth from the neighbors. Broddi has used that wealth for political power. Generous with gifts he can demand the support of many men.

Broddi was the year-husband of Entarios the Supporter in his youth. He has one son by this dalliance, Bardrinor the Good, a wealthy Jonstown cattle merchant (see *Sartar Companion*, page 13). Broddi has ambitions for this son to return to the clan and enter into politics. Because of his earlier marriage, Broddi can call



THE INNER RING

From left to right: Broddi Strong-Kin, Darna Longcoat, Salissa Three-Husbands, Kullina the Fat, Farandar Orendalsdon, Borngold Many-Brothers, Frekor Deep-Woods

on the support of the Greenstone Temple. His eldest by Emer Bridge-Water is Verlain Never-Doubt, a Storm Voice of Orlanth serving on the Cinsina ring. Broddi is immensely proud of him and hearkens to his every word — but Verlain has no political ambitions. Verlain and Bardrinor have so eclipsed his youngest son Jaraltyr the Dreamer, that Broddi shows him little love.

Broddi is a Storm Voice of Orlanth, and the priest of Ulanin the Rider for the Red Cow. As a cattle raider and cattleman, he is well suited to that role, and often leads the clan on the *Stealing of the Giant's Cows*.

Broddi is a man of compromise. When the Empire banned Orlanth, Broddi hid his worship behind Barntar. He has sought the path of peace with his neighbors, diffusing feuds with generous wergild payments, appeasing the missionaries and soldiers in the fort, and reining in the warlike ambitions of the young men. When Jaranil the Thunder calls for raids against the Culbrea and Dinacoli, Broddi opposes him.

The irony of the old cattle raider forbidding the young men the same chances he had is not lost on the clan. Broddi believes his leadership has saved the clan from the fate of the Firebull clan of the Sambari who were decimated for opposing the Empire.

He believes that leadership remains necessary to steer the clan through the Hero Wars and sees himself as a selfless man who has sacrificed his own wealth for his kin's survival. His detractors see him as a frightened old man denying the young the opportunities he once had. Broddi is bitter that they see him as cowardly when he feels he has no other choices.

His wife Emer Bridge-Water has borne him two sons and two daughters.

Broddi Strong-Kin 𐌹𐌺𐌹𐌹𐌹

Bloodline: Sarostiping

Faction: The Eye of the Hurricane

Age: 52

Keywords: Chieftain

Magic: Initiate of Barntar 𐌹, Initiate of Orlanth Rex 𐌹

Look: Short white beard; golden torc; dull, tired eyes

ERNALDA THE EARTH:

DARNA LONGCOAT 𐌹𐌺𐌹𐌹𐌹

Despite advancing years, Darna Longcoat is still a beautiful woman. She is tall and people call her "Longcoat" for her most treasured attire.

Darna has gained influence with her generosity. She is always ready to lend a helping hand when people fall on hard times.

Her critics suggest that she exploits the misfortune of others. Darna thrives by creating a network of debts and obligations that she can call on. Her acts of 'generosity' buy political support and power. Her opponents describe her as "the weaver" and say she really pulls the strings in the clan. It is certain that she has the command of enough debts and favors to be a decisive force in deciding who will become the next chieftain of the Red Cow clan after Broddi. She is known to favor Kangharl Black-Brow.

Griselda Gray-Tresses has never forgiven her for engineering her downfall. When the adultery of Orsta Trades-With-Trolls and Kalf Triplet-Born was revealed, Darna opposed the marriage and

forced Griselda to resign for supporting it, and bringing a curse upon the clan. She raised Orsta's daughter, Saroosa Dark-Wyrd, and taught her to despise her mother's weakness.

Her many enemies can never persuade Broddi that anything Darna has done is wrong. Darna can always explain her actions as generous and caring.

Many genuinely remain devoted to her because of her generosity in their time of need. Kangharl Black-Brow loves her, despite the age gap and begs her to divorce her husband Kenstran Sword-Tongue.

Darna dislikes Kullina the Fat and the women of the Culbrea clans for 'stealing' the opportunities of the Red Cow from her kin.

Darna Longcoat □□□□

Bloodline: Bolthoring nee Frithan

Faction: The Conquering Storm

Age: 50

Keywords: Priestess

Magic: Devotee of Ernalda □

Look: Long gray hair; long silk-lined coat; faded beauty; gold necklace

URALDA THE COW:

SALISSA THREE-HUSBANDS □✕✕

Salissa Three-husbands is proud, high-spirited, and beautiful.

Exceptionally skillful with her hands, she is one of the finest loom workers in the clan. Her cloth makes the priestesses' sacred clothing and the raiment that the goddess is clothed in each year.

Salissa resents Darna Longcoat and believes that she should be priestess of Ernalda for the clan instead. However, she cannot act because she owes her position to Darna and is obligated to her.

Unfortunately for Salissa's ambitions, she is not popular with everyone. She divorced her first husband Orlarn Friend-of-Heroes when she fell for the second, Orlgandus the White. The Osmannings have never forgiven her that slight. Orlgandus fell at Runegate, but Salissa remarried into the clan through her new husband Vasrenkarl Many-Brothers. Many Bolthorings said she was too quick to wed again. Darna Longcoat spoke up for her at every turn and obtained her the position as Uralda priestess on the ring.

Though she tows Darna's line politically, her true beliefs are close to Broddi's own.

She has nine sons by her husbands, five grown to manhood.

Salissa is an Earth Witch, a member of the Serdrodosa the Earth Witch tradition. She knows the secret of speaking into rocks and soil so that Ernalda will hear her, and how to find lost and hidden objects in the earth. She attends ceremonies to the Earth Witch at Six Sisters, led by Granny Maralda, a wandering shaman of the Division Hills. She does not speak of this, but practices in secret, often veiled, where her people need her. Griselda Gray-Tresses knows her secret.

Salissa Three-Husbands □✕✕

Bloodline: Sarostiping nee Underwillow

Faction: The Conquering Storm

Age: 44

Keywords: Priestess

Magic: Devotee of Ernalda ✕
Serdrodosa the Earth Witch Spirit Society ✕

Look: Long gray hair; long silk-lined coat; faded beauty; gold necklace

ESRA THE BARLEY MOTHER:

KULLINA THE FAT □✕□

Kullina the Fat is the priestess of Esra the Barley Mother, a generous and kind woman.

Her cheerful disposition has won her many friends and Kullina seeks to further her influence by those friendships.

Kullina has no love for the Empire and sympathizes with the struggle of the Daughters of Mabodh — who want help in driving Jomes from Wulfsland, so they can reclaim their birthright.

Darna Longcoat's dislikes Kullina's Culbrea clan birth and worries that her loyalty is not to the Cinsina. However, Kullina opposes the reunification of the Culbrea. She does not trust King Ranulf Turn-Tail.

Kullina would support Farandar to take Broddi's place on the ring — knowing that he would commit the Red Cow to aiding the rebellion.

Kullina the Fat □✕□

Bloodline: Tormakting nee Blueberry

Faction: Free Sartar

Age: 32

Keywords: Priestess

Magic: Devotee of Ernalda — Esra the Barley Mother sub-cult ✕

Look: Always eating something; big smile; copper bangles; plump

BARNTAR:

FARANDAR ORENDALSSON ㊦㊦

Youngest of three sons of Korlinalda the Holy, Farandar Orendalsson is the wealthiest farmer of the Osmanning bloodline.

He gained his wealth by leading his kin to reclaim Eoric's Stead from the ghosts of the blood feud that haunted it. The clan still tells stories of the many trials the Osmanning took to bring peace to the unquiet spirits of the village before they could settle there.

Farandar's good looks and lively manner make him popular with the women of the clan. He often gains the support of the farmers through charming their wives.

Farandar's ambition has soured his relationship with Broddi. Farandar does not feel Broddi has shown sufficient support for

THE RIVALS

Broddi has steered the clan safely through the Lunar Occupation since Valenstor paid the price of supporting Starbrow's Rebellion and went into exile. He has studiously avoided trouble, preserving the clan's Resources.

Broddi will be challenged for the leadership. In the campaign outlined in Volume Two that challenge comes in 1623 following the events of the Great Winter. In your game, it might come earlier.

However it happens, it is worth foreshadowing the Rivals who will compete for the chieftaincy of the Red Cow. These men are noted 'ring-givers' even now, generous thanes who attract others to their service and are powerful patrons and unforgiving enemies. Bringing them to the players' attention as events proceed makes their standing for election flow better in the story. Of course, one of the players may themselves hope to be chieftain one day and should emulate the generous patronage of these men.

the rebellion. He supports the Daughters of Mabodh and their quest to regain their birthright.

Farandar has two children by his wife Kareena Well-Fated.

Farandar Orendalsson 𐌲𐌹𐌺𐌰

Bloodline: Osmanning

Faction: Free Sartar

Age: 37

Keywords: Farmer

Magic: Initiate of Orlanth 𐌲

Look: Blue eyes; goatee beard; good sense of humor; red-hair; scratches his goatee while thinking

VORIOF THE SHEPHERD:

BORNGOLD MANY-BROTHERS 𐌲𐌹𐌺𐌰

Borngold Many-Brothers' appearance is striking. He has white hair and slate-blue skin. A thane, noted for leading raids through Telmori country into Aranwyth lands, Borngold has grown rich.

A follower of Heler, Borngold's lands have fine herds of indigo sheep instead of cattle. A magical cloud ram has sired many of Borngold's flock.

Borngold sees the Red Cow clan as a flock and he as the shepherd, guarding them from danger, ensuring they thrive and prosper. His paternalistic attitude is meant kindly — his own bloodline accepts it — but some see it as patronizing.

He hates the Telmori as sheep-killers and his iron tipped spear has impaled many Telmori. He has fought alongside Jomes and Queen Ivartha; he considers both of them friends. He has no desire to force Jomes from Wulfsland, seeing him as an ally against the Telmori, not as a follower of the hated Red Moon.

KANGHARL BLACK-BROW

The 'big man' of the Tormaking bloodline and most likely to take over from Lhankpentos when he retires or dies. He is a man of action who hates procrastinators and despises the Dinacoli and Culbrea tribes. PCs who want to triumph over the neighbors will gravitate towards him.

FARANDAR ORENDALSSON

The hero who exorcised the ghosts of Eoric's Stead, and a noted heroquester. He is strong supporter of the rebellion, and the Free Sartar faction clusters around him. PCs who want to support the rebellion will gravitate towards him.

BORNGOLD MANY-BROTHERS

Enemy of the Telmori, he has the ear of Queen Ivartha. He is also considered a holy man by the rain loving Red Cow. PCs who hate the Telmori will gravitate towards him.

Borngold Many-Brothers 𐌲𐌹𐌺𐌰

Bloodline: Kerenelling

Faction: The Wolfskinners

Age: 30

Keywords: Thane

Magic: Initiate of Heler 𐌲

Look: Croaky voice; shepherd's crook; slate-blue skin; white hair; whorls of tattoos across face

ODAYLA:

FREKOR DEEP-WOODS 𐌲𐌹𐌺𐌰

Frekor is a stereotypical 'mountain man.' He is more at home sleeping on the moss or around the campfire in the wilds than on the sleeping banks or mead benches of the hall.

Frekor dislikes politics despite his position on the ring. He believes in straight talking, in honor, and taking pride in yourself and your achievements. He has contempt for those who sully their honor, or act without pride. He dislikes those who display a sense of entitlement to the clan's aid, believing that the clan should help those who help themselves.

There is little Frekor does not know of woodcraft. His stalking and tracking abilities are legendary in the clan and nearly everyone can tell a 'Frekor story' about the wily old hunter. He knows the wilds of the clan lands, the ways of Stagland, and the paths of Torkan's Vale.

Frekor is a noted 'werewolf-fighter.' He often disappears into Stagland to hunt Telmori, with only his alynxes for company and the Shadow Bow for killing.

Frekor has an iron spear, iron long knife, and a set of iron arrows that he earned from the Cold Hard Iron Tribute. He fulfilled the tribute by leading dwarves from Dwarf Run to track dinosaurs in the Bush Range which the dwarves were able to control. Since

then Frekor has met with dwarves on other occasions but remains tight-lipped about what transactions occur.

Frekor Deep-Woods 𐌹𐌿𐌺𐌰

Bloodline: Sarostiping

Faction: The Wolfskinners

Age: 39

Keywords: Hunter

Magic: Devotee of Odayla 𐌺𐌰

Look: Buckskin clothing; long dark hair; quiet and reserved, often sitting alone even at a feast; quiver of arrows; scarred face

THE HOUSECARLS

The Housecarls are the chieftain's personal bodyguard. Many are drawn from the thanes.

Jaranil the Thunder leads the bodyguard. **Ortossi Ketilsson**, who is experienced beyond his years, is notorious for the brutal way he pursued blood vengeance against the Split Waters clan of the Maboder. **Jarstak Bristle-Beard**, one of the longest serving thanes, is his right hand man. The mothers still hold Jarstak to be an example of the dangers of forced maturity that Orlanth's Rattle brings. However, the other Rattle-Born thane is **Kernalda Other-Ways**, who brings joy and laughter to the Housecarls. **Aethelric the Girl** is obviously holy, he dresses and behaves as a

woman and lies with other men, and so his sacredness is obvious. The Red Cow clan with their many Heler worshippers accepts such behavior as natural for one who follows the shifting god of rain. Aethelric is a noted wolf-fighter who hates the Telmori.

HOUSECARL: JARANIL THE THUNDER 𐌺𐌰𐌹𐌺𐌰𐌽𐌰

Tall and strong, Jaranil the Thunder is the leader of the chieftain's housecarls. Jaranil has held this post for over ten years and become the experienced "old man" whom the chieftain and ring trust implicitly. When Jaranil speaks on matters of war folk fall silent, or are taken aside by thanes and told to "show some respect." Jaranil rarely argues with dissenters, preferring to simply ignore them, confident in his own position.

Jaranil is frustrated with Broddi's continual avoidance of conflict. He fears that the Red Cow will be seen as weak, which might attract a perfect storm of all their enemies — Emerald Sword, Two-Pine and Telmori. He is convinced that giving the occasional "bloody nose" is necessary to teach the neighbors a lesson. Jaranil is likely to sponsor a raid if the chieftain ignores the feelings of the young men. Jaranil supports Kangharl's ambitions and has given considerable credibility to him because of that support. Farandar remains jealous of that and seeks Jaranil for his own cause.

A Wind Lord of Orlanth, Jaranil protects and serves the clan's earth priestesses, and leads expeditions beyond the clan's boundaries. Jaranil's wife, Orvane Amber-Eyed, divorced him when he became a Wind Lord, unable to bear his infidelity, despite the god's blessing it as sacred. She returned to the Underwillow, but has taken no husband since. Jaranil still pines for her.



THE HOUSECARLS

From left to right: Jaranil the Thunder, Kernalda Other-Ways, Ortossi Ketilsson, Jarstak Bristle-Beard, Aethelric the Girl

Kernalda Other-Ways ✎✎†**Bloodline:** Tormakting**Faction:** The Conquering Storm**Age:** 42**Keywords:** Thane**Magic:** Devotee of Orlanth ✎**Look:** Scarred, large nose, receding hairline**HOUSECARL:****KERNALDA OTHER-WAYS** ✎✎†

Unpredictable Kernalda has a stormy temperament. About the only thing you can predict about her reaction is that it will be passionate. Kernalda does nothing in a perfunctory way. She does not suffer fools gladly. Nevertheless, she has as many lovers as enemies.

Kernalda's mother gave her Orlanth's Rattle to play with in the cradle. The elders frowned on the rattle being given to a girl, but she quickly grew into a tomboy who could hold her own with the boys, was ready with her fists, and could win a game of kick-the-ball.

Kernalda is a romantic who has fought with the Rebellion and hates the Empire. She is friends with Ortossi, but dislikes his brutality. For Kernalda war is a contest, not killing.

Kernalda believes that fear of the Empire has 'unmanned' Broddi, believing Broddi should allow the young men to raid and join the war against the Empire. 'Trouble helps us to grow' she is fond of saying.

She supports the ambitions of Borngold Many-Brothers to the chieftaincy. She has no desire for the role herself.

Kernalda Other-Ways ✎✎†**Bloodline:** Kerenelling**Faction:** Free Sartar**Age:** 37**Keywords:** Thane**Magic:** Initiate of Heler ✎**Look:** Fiery temper; full sleeve tattoos on arms; long white hair in a pigtail; slate complexion; touches people when in conversation**HOUSECARL:****ORTOSSI KETILSSON** ✎✎†

A deadly warrior whose brutality is legend, Ortossi's actions as a youth during a blood feud with the Split

Waters clan of the Maboder led to his exile from the Red Cow. He shared that exile with Queen Ivartha as part of her ill-fated expedition into Torkan's Vale. The Telmori annihilation of the Maboder ended that exile.

A renowned warrior he can run without tiring even when wearing armor. He carries a dragon-bone hilted sword, Wind-Slicer, which can fight alone. He knows *Brekun's Shield Fight* feat.

Ortossi is the foster son of Aska Almond-Eyed and Farandar Orendalsson's cousin. He has rebelled against Broddi's peaceful, conflict damping, reasoned approach. He tackles problems head on without thought or consideration. Ortossi is a huge disappointment to Aska. Her dissatisfaction only drives him to shut his ears to her pleading.

Ortossi remains staunchly loyal to his cousin Queen Ivartha and much of his opposition to the wolfmen is because of his unquestioning loyalty to her.

Ortossi Ketilsson ✎✎†**Bloodline:** Osmanning**Faction:** The Wolfskinners**Age:** 28**Keywords:** Thane**Magic:** Initiate of Orlanth ✎**Look:** Barely smiles; long dark hair; no sense of humor; sword scar from chin to right eye**HOUSECARL:****JARSTAK BRISTLE-BEARD** ✎✎†

Orlanth's Rattle quickened Jarstak. Strong, tempestuous, and quick like lightning he has grown to manhood while still but a boy.

His black moods and tantrums, born from immaturity, have offended many of the clan. His lack of maturity makes him jealous and frightened, and he reacts by bullying the carls and cottars. His contempt for women has earned him the enmity of the Women's Circle and he has never married. Broddi Strong-Kin thinks he is a thug. Kangharl Black-Brow regards him as useful.

Jarstak holds particular contempt for the thanes for he cannot see why he is not one himself. He rails against the unfairness and thinks of Umath who tore his place in the world with the cry 'violence is always an option.' Darna Longcoat listens, and feeds his anger and resentment, sharpening him until the time comes to ask him to cut.

BREKUN'S SHIELD FIGHT

Brekun was armed with a noble spear and a sword capable of cutting unhanded, leaping and singing. Most of all he had his shields: razor-edged shield, spear shield, bound shield, and flight shield. He fought dawn to dusk.

Brekun blocked eight arrows and javelins with the Widow's Howl and sent them back against their senders. Bronze edges could not cut him and his shield beat off spear thrusts. He rained blows upon sword, shield and helm. With the rim shield, he cut Melifas' throat.

"There stands Brekun, among red steam rising hot from the pools dripping human blood. He will not stop until the gore sea is overflowing. He will not stand down until tomorrow's cock is done."

Ortossi Ketilsson ᠙᠙†

Bloodline: Tormakting

Faction: The Conquering Storm

Age: 26

Keywords: Thane

Magic: Initiate of Orlanth ᠖

Look: White hair; long beard; slate-blue skin; throws tantrums when he doesn't get his own way

HOUSECARL:

AETHELRIC THE GIRL 𐌹𐌿𐌿†

Aethelric is a Helering warrior and cross-dresser. Those around him account for his behavior by acknowledging that he has the Water Rune in his nature.

Aethelric is a dreamer, seeing things in standing water and preferring solitude. Since his mother's death he is friendly with Voranga Many-Sorrows. They are both considered 'odd' but 'holy' by most of the clan.

Aethelric earned his place amongst the housecarls as a renowned Telmori fighter. He often makes expeditions into the Stagland to kill wolfmen on Wildday. He has a pact with Yeerenis the Cloud Ram to hunt wolves. Aethelric lures them with his White Cloud Fleece then wields his father's Wolf-Killing Spear. Queen Ivartha admires his bravery.

His expeditions often take him near to Wulfsland steadfasts where he is an unusual but tolerated visitor. Jomes seems to approve of him, and the two have hunted Telmori together, and that is enough for most of the settlers.

Aethelric is uncomfortable among the other housecarls, rarely taking part in their boisterous games. Jaranil tries to speak to him about his isolation from the group but Aethelric shows little concern. Aethelric dislikes Jarstak Bristle-Beard as a bully, but is friendly with Kernalda Other-Ways.

Aethelric the Girl 𐌹𐌿𐌿†

Bloodline: Kerenelling

Faction: The Wolfskinners

Age: 29

Keywords: Mercenary

Magic: Initiate of Heler 𐌹

Look: Effeminate; long dark hair; wears women's clothing

THE PRIESTS

The Red Cow clan has three important shrines on the clan lands. The priests of these shrines are the spiritual authority of the clan.

The Empire has closed the shrine to Orlanth at Grave Hill. The priests conduct what worship they can in secret. Regular Lunar patrols from Red Cow Fort try to prevent access to Grave Hill throughout the year. Additionally, the garrison commander,

Phargentes Grinning-Scar, focuses on preventing access to other tribal temples in the area, such as Good Rain Hill over Grave Hill.

The garrison rarely interferes with Holy Days themselves, when the defenders are magically powerful. They focus instead on trying to arrest and crucify the priesthood. For this reason, the ring and god-talkers hide their worship of Orlanth behind that of Barntar — claiming that they no longer follow Orlanth. The Lunars understand this is often lip service but work to convert future generations by forcing Orlanth worship into hiding.

The Orlanthi priests have abandoned Lightning Lodge village and lie low, always fearful of betrayal by traitors and turncoats. **Ashart Dusk-Eater** lives in hiding at loyal hearths across the clan lands. Sometimes bounty hunters come close to finding him and he has to flee. Then he hides in cattle byres, haylofts or in the ruins on the clan lands. Supporters bring him food and supplies. This is dangerous. Phargentes has promised to crucify anyone harboring Ashart.

Broddi Strong-Kin is able to continue worship under the guise of Ulanin the Rider — the Empire understands this is suspect, but also knows the economic prosperity of the clan depends on the *Stealing of the Giant's Cows* and tolerates the worship of this cultural hero, for now.

Phargentes respects the Ernaldan ceremonies and **Darna Longcoat** keeps the Ernalda shrine at Grave Hill open. The clan exploits this to worship Orlanth at the shared rites.

The clan has hidden its most sacred Orlanthi treasures, such as the Meteor Spear, from the occupying forces and turncoats.

TEMPLES

The Empire has banned worship of Orlanth, and patrols from Red Cow Fort try to prevent Grave Hill from being used for worship. Despite the Empire's ban on the worship of Orlanth, **Ashart Dusk-Eater** tries to lead worship whenever he can. In addition to their local shrines, the Red Cow used to join the Cinsina tribe for worship. The coordinated effort of the tribe produced greater magical effect than the clans could alone. Ashart tries to continue this with pilgrimages to Orlanth's Hill for Thunder Day, and Good Rain Hill for Great Rain Day. This is dangerous because those who attend risk fines or crucifixion. Still Ashart expects many people to come from nearby clans and tribes join them.

Ernalda worship has few such restrictions. **Darna Longcoat** leads worship at Grave Hill and the Women's Circle continues to organize pilgrimages to Greenstone Temple in Ormthane Vale for Shroud Day.

The clan maintains a shrine to Ulanin the Rider in Red Cow Fort. The shrine honors Ulanin as an ancestor, but more for the gift of Red Cows to the clan. Ulanin is also recognized as a giant-slayer here, for this was where he overcame Bergilmer. The Empire allows worship of Ulanin to continue, aware that the hero is the economic lifeblood of the clan. **Broddi Strong-Kin** leads the clan's worship of Ulanin, and through that the collateral worship of Orlanth. For many who dare not risk worshipping with Ashart, Broddi's ceremonies are the only contact they get of their god.

THE ORLANTH SHRINE CHIEF PRIEST: ASHART DUSK-EATER ㉔㉕

Good-tempered, generous, and warm-hearted Ashart is the chief priest of Orlanth in the clan. The worship of Orlanth is banned, and with Lunar soldiers garrisoned at Red Cow Fort Ashart lives in hiding.

He has spent years of moving from village-to-village, evading the Lunar Army. This has left Ashart with good friends among many of the clan's families. At any moment, he may need to run from the hospitality of one village to find safety in another. Many have lied to keep his presence in a hayloft, cattle byre, or root cellar secret.

Sometimes Lunar sympathizers within the clan betray him to the authorities. Many a dawn raid has turned into a narrow escape cross-country. Ashart can never be sure who has betrayed him; however he has a score to settle with the Moon Winds one day.

Ashart's wife Hinalda the Enduring has been by his side throughout the years in hiding. His is intensely loyal to her as a result. They have no children, sacrificing domestic life for the need to keep moving.

Gringle Harvest-King and his wife Orsta Trades-With-Trolls have provided special help to Ashart, risking much to give him somewhere he could regularly call a 'home.' Ashart will never forget their kindness. Enerin Bristle-Beard is a close friend who always gave him a fast horse when he needed it. The two still sit together on Enerin's porch in quiet moments, admiring Enerin's fine horses.

As well as being a Storm Voice, Ashart is Wind Lord of Orlanth — a defender of the Earth and protector against Chaos. He has a friendly rivalry with Jarani the Thunder, which often expresses itself as competitive offers of help to the earth priestess of the Women's Circle.

Ashart Dusk-Eater ㉔㉕

Bloodline: Tormakting

Faction: Free Sartar

Age: 39

Keywords: Priest

Magic: Devotee of Orlanth ㉔

Look: Cheery smile; fat belly; thinning brown hair; short beard, conical hat

THE ERNALDA SHRINE

In accordance to tradition Darna Longcoat is the chief priestess of the Ernalda shrine as well as holding the Ernalda position on the ring.

THE ULANIN SHRINE

Within the Red Cow, the chieftain always holds the position of Priest of Ulanin. This reflects the importance of cattle to the Red

Cow; a chieftain must prove his worth as a cattleman, and as a raider. Any candidate for the chieftaincy should have undertaken the *Stealing of the Giant's Cows*. As the Lunar Empire allows worship of Ulanin — as the hero of the quest gives the clan its red cows, and thus its wealth — it also means the chieftain through collateral worship of Orlanth provides many men in the clan with the main worship ceremonies where they can reach their god.

THE HEADMEN

The headmen are the leaders of the Red Cow bloodlines. They are thanes, and sit upon the outer ring.

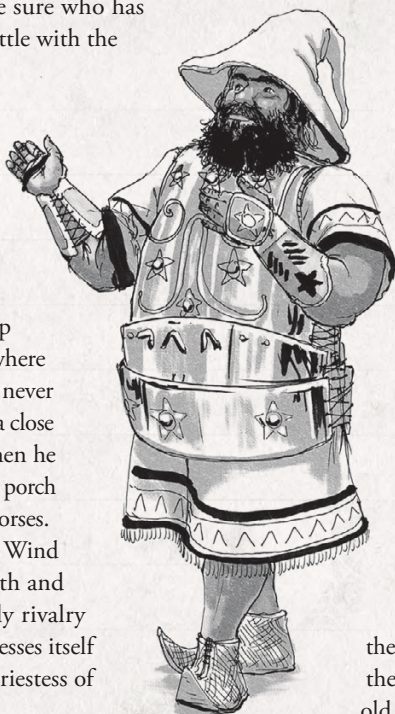
The Tormakting headman, **Lhankpentos the Blind** is the wisdom behind Broddi's chieftaincy. His support for Broddi keeps the chieftain secure, despite protests at his isolationism. Lhankpentos is an old man now and will die soon. His death will likely shake up Red Cow politics as his heir apparent, Kangharl Black-Brow is no supporter of Broddi.

Jarkorl Snow-Whiskers, the Sarostiping headman, resents Broddi appointing Farandar Orendalsson to the Barntar position on the ring. He accuses Farandar of more interest in war with the Empire than in the lives of the farmers and herders. He rails against Kullina the Fat for supporting 'her favorite' instead of doing what is best for the clan. As a representative of the cattle herders, Jarkorl is a natural supporter of the Eye of the Hurricane. For now he supports Broddi as there are few alternatives.

The Osmanning headman **Gringle Harvest-King** is a strong supporter of Broddi, and speaks of the guidance of the 'old man' in difficult years. He sees the path for the Red Cow as one of peace, even with old enemies like the Emerald Sword or Two-Pine. He does however fear the wolfmen. Gringle does not believe that the Telmori can be reasoned with. He might withdraw support for Broddi's isolationist position, if he believed it was allowing the Telmori to prosper.

The Bolthoring headman **Enerin Bristle-Beard** supports the Free Sartar faction. He is at the heart of the Rebellion in the Red Cow. A confidant of Kernalda Other-Ways, Enerin's bloodline aids the guerrillas fighting the Empire. Enerin campaigns for the clan to support Kallyr Starbrow. He calls on the clan to oust Jones and his settlers from Wulfsland. Kallyr, he tells the ring, has the loyalty of the Telmori as a descendant of Sartar.

Enerin has no love for **Tarkalus Bigger-Boat**, the Sardaling headman. Tarkalus and many of his bloodline are Moon Winds. When anyone questions why he turned his back on Orlanth, Tarkalus invokes the memory of the old chieftain Willem the Knowing, who listened to the Lunar priestesses. His kin are fishers. They always felt overlooked in a clan that prizes their red cattle above all else. By converting to the Moon, Tarkalus won them the favor of the Empire. They have grown prosperous on that patronage and Tarkalus and the Empire are popular.



TORMAKTING HEADMAN: LHANKPENTOS THE BLIND ㊦㊧

Lhankpentos is elderly with failing sight though in his youth he was a red-handed raider who fought many battles with the Emerald Sword clan of the Dinacoli and Split Waters clan of the Maboder.

He leads worship of Orlanth more openly than any other god-talker exclaiming that he is an “old man now” and “how will they punish me apart from hastening an old blind fool’s death?” Despite his white beard and toothless grin, he is a canny leader whose guile and cunning outwits his rivals. Lhankpentos’ political shrewdness got Broddi elected. If Lhankpentos dies, the wisdom behind Broddi’s leadership dies.

Lhankpentos lives with his sons Gringle Shield-Wall and Arlest the Unmatched on a wealthy stead. They have a fine collection of horses, and Lhankpentos is one of the best horse-fighting trainers in the clan.

Lhankpentos the Blind ㊦㊧

Bloodline: Tormakting

Faction: The Eye of the Hurricane

Age: 66

Keywords: Thane

Magic: Initiate of Orlanth ㊧

Look: Long white beard and hair; milky-white near blind eyes; toothless

SAROSTIPING: JARKORL SNOW-WHISKERS ㊦㊧

The clan respects Jarkorl because he is honest and guileless. He despises politics and fancy words. He is a straight talker who dislikes equivocators and liars.

Jarkorl’s popularity stems from his rise to wealth as a farmer not a sell-sword or raider. The bloodline’s carls see him as one of their own and trust him to speak for them on the ring.

Broddi Strong-Kin is a close cousin and Jarkorl supports Broddi but is disappointed that he appointed Farandar Orendalsson to the Barntar position on the ring, hoping for that role himself. Jarkorl counsels Broddi that the farmers fear the Telmori most of all and that defending the herds against the wolfmen is the job of the Red Cow chieftain, not pursuing old feuds.

His wife Insterid the Bent has borne him three strong sons and a daughter.

Jarkorl Snow-Whiskers ㊦㊧

Bloodline: Sarostiping

Faction: The Eye of the Hurricane

Age: 38

Keywords: Thane

Magic: Initiate of Orlanth ㊧

Look: Always tells the truth; bald; tall; long drooping white mustache

BOLTHORING: ENERIN BRISTLE-BEARD ㊦㊧

A wealthy farmer Enerin Bristle-Beard lives with his wife and three sons and grandchildren in Bolthoringham by the Heort Creek. His popularity among the Bolthoring led to his election as their headman.

Enerin has a fine stable of horses, most traded from Dolutha breeders. He is a rival to Lhankpentos the Blind for the title of best horse-fighting trainer in the clan. He loves the sport and lives for it. Losing a fight puts him in a bad mood for weeks (or until the next fight). At those times, his temper is vicious.

Enerin is a supporter of the rebellion. Venharl Stormbrow and Orstalar Spearlord are regular (but secret) visitors to his farm. He leads his kinsmen to ambush Lunar officials and soldiers, despite Broddi’s fear of retribution.

He despises the treacherous Moon Winds like Tarkalus Bigger-Boat and Bolik Red-Turner.

Enerin Bristle-Beard ㊦㊧

Bloodline: Bolthoring

Faction: Free Sartar

Age: 51

Keywords: Thane

Magic: Initiate of Orlanth ㊧

Look: Bushy mustache but light, stubbly, beard; long gray hair bound in a club; often walks around bare-chested; slack belly

SARDALING HEADMAN: TARKALUS BIGGER-BOAT ㊦㊧

Tarkalus’ family has always been fishermen. They ply their trade along the Creek and its tributaries, landing pike, roach, and lampreys.

As headman for the Sardaling, he wears the magic Frog Mask, permitting him to breathe underwater. His eight-man Turtle Boat is the largest in the clan. His brother Kenstran Water-Flyer built it and the two are inseparable on and off the water.

Tarkalus speaks for the fishermen of the clan, most of whom belong to the Sardaling bloodline. They complain the ring does not support them. They are right in this assertion — for the Red Cow cattle are wealth and whilst a fish is a welcome change of diet, few regard the fisherfolk as equals.

Tarkalus dislikes Broddi Strong-Kin. He believes him to be the most prejudiced of all the Red Cow’s cattlemen. Broddi cares little for what Tarkalus thinks, regarding the fisherfolk as little better than stickpickers.

The prejudice and contempt of the rest of the clan made the Sardaling fisherfolk ripe for conversion. The missionaries of the Seven Mothers targeted them during their Occupation, because they were so disaffected. Tarkalus converted because the missionaries promised a better life for the river folk. Things are better under the Empire. The Lunars trade luxuries for the Sardaling fish and many of his bloodline own amphorae of Pelorian wine and Esrolian glassware.

The people of Wulfsland are allies of the Sardalings and many marriages have been contracted binding the two closer together.

Tarkalus Bigger-Boat 𐌹𐌺𐌰

Bloodline: Sardaling

Faction: The Moon Winds

Age: 46

Keywords: Thane

Magic: Initiate of the Seven Mothers (Danfive Xaron) 𐌹, Initiate of Engizi the SkyriverTitan 𐌹

Look: Mustache; distrusting of anyone but close family; short-brown hair; skinny but well-muscled

KERENELLING HEADMAN: BORNGOLD MANY-BROTHERS

The Kerenelling headman Borngold Many-Brothers (see page 35) holds the position of Voriof on the inner ring as is traditional.

OSMANNING HEADMAN: GRINGLE HARVEST-KING 𐌹𐌺𐌰

Gringle is first a hard-working farmer. He is an example to those around him of Orlanth the simple farmer; a god-talker, his example helps many with their faith.

However, Gringle's rise to become first a thane and then the headman of his bloodline was a surprise.

His home, Sevenoaks village, was in decline, a village of half-carls and cottars. It was the Red Cow's trouble stead, where the

bungled and the botched lived. Each generation seemed to have a little less rather than a little more. Much of the village's wealth had gone in fines and wergild.

Gringle lived in the shadow of his brothers Vogarth Hearth-Guard and Invarth Red-Cloak, until he married Orsta Trades-With-Trolls. She saw his potential and gave him the self-confidence to achieve it.

Gringle turned around the fortunes of the village, providing the missing leadership it needed.

He is a supporter of Broddi Strong-Kin. Gringle knows how to fight, but speaks peace and negotiates instead of arguing. When he takes his spear from the rack by the door, it is with a heavy heart. He is good-tempered and generous.

He and Orsta Trades-With-Trolls have a son and two daughters. He was not Orsta's first choice, but made a happy life with her all the same. He longs to arrange a reconciliation between Orsta and her daughter.

Gringle Harvest-King 𐌹𐌺𐌰

Bloodline: Osmanning

Faction: The Eye of the Hurricane

Age: 54

Keywords: God-Talker, Thane

Magic: Initiate of Orlanth 𐌹

Look: Frequently naked apart from his cloak; short dark hair and beard; tattooed all over his body with 𐌹𐌺𐌰 Runes



THE HEADMEN

From left to right: Lhankpentos the Blind, Jarkorl Snow-Whiskers, Enerin Bristle-Beard, Tarkalus Bigger-Boat, Gringle Harvest-King



THE WOMEN'S CIRCLE

From left to right: Griselda Gray-Tresses, Ustarna Try-Much, Voranga Many-Sorrows

THE WOMEN'S CIRCLE

The Women's Circle is informal, but influential, a gathering of the leading women of the clan, who follow Ernalda's instruction to 'find another way.' Their links with sisters, aunts, and cousins in other clans provide informal channels of conversation between the clans helping to resolve disputes without law or violence.

Those women who are part of the clan council sit on the Women's Circle, as do the grandmothers, priestesses, and female god-talkers of the clan. The mothers of the Women's Circle view the world with the concerns of generations to come in mind, not the *now* of the men.

Their attitude toward the rebellion typifies this. The women remember Starbrow's ill-fated Rebellion. Kallyr Starbrow drove the Lunar Empire from Sartar and into Alda-Chur. The Empire rallied and returned in force to crush the uprising; those who supported the rebellion, such as the Culbrea tribe, suffered reprisals. The Women's Circle is not quick to recommend joining the rebel cause.

Griselda Gray-Tresses is the elder grandmother of the Women's Circle. The clan reveres her. Though the women strive to reach consensus, when the circle cannot reach a conclusion, hers is the final voice. She is an ally of Broddi Strong-Kin. He is eager to see her promoted to the ring — and is keen to replace Salissa Three-Husbands. Darna Longcoat is a keen rival. She is cautious about the Daughters of Mabodh. "Far better to allow Jomes and the Telmori to exhaust themselves fighting each other," she claims, "and move in later to defeat the weakened winner."

Ustarna Try-Much is the clan's best healer. Her herb garden is a place of peace and sanctuary where the clan's women sit and talk in the summer months. Her love for every one of the clan's children makes her an opponent of conflict and a seeker of other ways. Nearly everyone in the clan owes her for treating some injury or illness.

Voranga Many-Sorrows is an enigma. She speaks little on the dangers the clan faces, and when she does, her comments are oblique. No one can deny she seems to know many of the clan's secrets and lies. The other women are unsure whether to trust her, for she is solitary and weird. However, the Kerenelling regard her as holy and the circle could not exclude her.

ELDER GRANDMOTHER: GRISELDA GRAY-TRESSES □+■

Ambitious Griselda Gray-Tresses is tall and stately in bearing. Despite her age, she is still beautiful. She is the daughter of a long line of chieftains among the Underwillow, a distinction that has made her proud and haughty. Griselda Gray-Tresses considers herself second to no woman. Once she was on the ring, but Darna Longcoat's scheming replaced her. Griselda has never forgotten that slight. She nurses her hatred and would see Darna brought low before she dies.

Trusting to Broddi's stewardship, she remains loyal to him and his isolationist course.

As elder grandmother, she is present at all of the births and all of the deaths of the clan. Her tattoo stick makes the sacred clan mark upon everyone. She regards the clan as 'her children' and

she is both patronizing and concerned for their welfare. She has seen chieftains come and go; she knows that it is the women who endure and carry the clan forward.

She is influential member of the Auroch Bringers. She has participated in the *Stealing of the Giant's Cows* with Broddi Strong-Kin. The clan's cattlemen respect her for her wisdom, and are grateful for her blessings on their cattle. She has completed the *Uralda's Blessing* heroquest and the Women's Circle defer to her for that.

Morgan Sword-Tongue her son, left home many years ago and is serving as a mercenary in Pavis.

She goads and intimidates many of the clan's men. She thinks of most of them as fools who can accomplish little without a good woman.

Griselda Gray-Tresses □†⓪

Bloodline: Sarostiping nee Underwillow

Faction: The Coming Storm

Age: 66

Keywords: God-Talker

Magic: Devotee of Ernalda — Asrelia □

Look: Full sleeve tattoos on both arms; golden earrings; long gray tresses in braids; tall

HEALER:

USTARNA TRY-MUCH □□□

Ustarna is a clever, compassionate young woman. The clan respects her for her skills as a healer. Ustarna finds good in everyone, even Jarstak Bristle-Beard. She warms to people and expresses genuine interest in them and their dreams and nightmares. This instinctive empathy means that she is a friend with almost everyone.

Ustarna has translated her empathy into concern for her kin. She feels responsible for their happiness. The old clan healer Swena the Upright recognized her instinctive compassion and took her as an apprentice. Some of the other women balked at this, because Ustarna was new to the clan. Swena rapped her staff on the Loom House floor and shouted, "I will choose my apprentice, and I choose Ustarna." No one regrets the old woman's wisdom now.

Swena taught her never to be soft, believing in tough love. Ustarna is always caring even when she is scolding or nagging the patients in her care. Few seem to doubt that she has their best interests at heart.

Ustarna Try-Much □□□

Bloodline: Tormakting nee Frithan

Faction: The Eye of the Hurricane

Age: 26

Keywords: Healer

Magic: Initiate of Ernalda III

Look: Blue-eyes; compassionate; infectious laugh; long dark hair bound into two ridges with an elaborate copper S-shaped headdress; soft smile

RAINMAKER:

VORANGA MANY-SORROWS #ㄨㄣ

Voranga lives as a solitary hermit in a cave near Ashwater Fall, kept company by a pride of alynxes. She is a priestess of Tarena the Blue Woman, a sub-cult of Heler.

Voranga is a thoughtful woman, and many seek her for her wisdom. However, Voranga speaks in riddles, and is as hard to pin down as water.

Queen Ivartha supports Voranga as the Cinsina tribal Rainmaker. Voranga's duty is to increase the rainfall on the Cinsina's fields and meadows. The rainmaking rituals involve lovemaking in the fields. In spite of her age, she is still a handsome woman with youthful looks who has suitors from across the Cinsina tribe. Orstalar Spearlord is one of her suitors, and the Empire's Moon Dogs regularly try to catch him visiting her cave. Orstalar has always eluded them; mists and fogs conceal his departure. The tribe has enjoyed good years of rain since Orstalar began helping Voranga with her ceremonies.

She has married Red Cow men many times, and has many children from those unions, but she has never moved to any man's village, refusing to be 'second' to anyone, always being simply a 'love wife.' Voranga tells suitors, in her defense, that she has loved all her husbands but her watery nature cannot be held or contained.

She is sister to Borngold Many-Brothers. He idolizes her, yet she frustrates him constantly with her moods and behavior.

Voranga Many-Sorrows #ㄨㄣ

Bloodline: Kerenelling nee Torkani

Faction: The Wolfskinners

Age: 46

Keywords: Priestess

Magic: Devotee of Heler #

Look: Hums and sings nonsense to herself but has brief periods of intense clarity; long unbound silver hair; often seems 'not all there'; tall and willowy

OTHER THANES

Some of the clan's thanes stand further from the chieftain in influence. Outside of the inner ring or priesthood, unable to command the support of the bloodlines, these men still wield considerable influence and support. **Orkarl Iron-Beard** is the grand old man of the Red Cow clan. A former chieftain, Orkarl renounced all ambition to lead after the Lunar invasion. He lives as a recluse, avoiding the day-to-day affairs of the clan. No supporter of Broddi Strong-Kin, Orkarl is keen to see the Red Cow assert themselves, and avenge their suffering at the hands of the Dinacoli. **Kangharl Black-Brow** is the 'big man' of the Tormakting bloodline and most likely to take over from Lhankpentos when he retires or dies. A man without compromise he is a stalwart friend and unrelenting enemy.

THANE:

ORKARL IRON-BEARD 𐌲𐌹𐌿𐌹

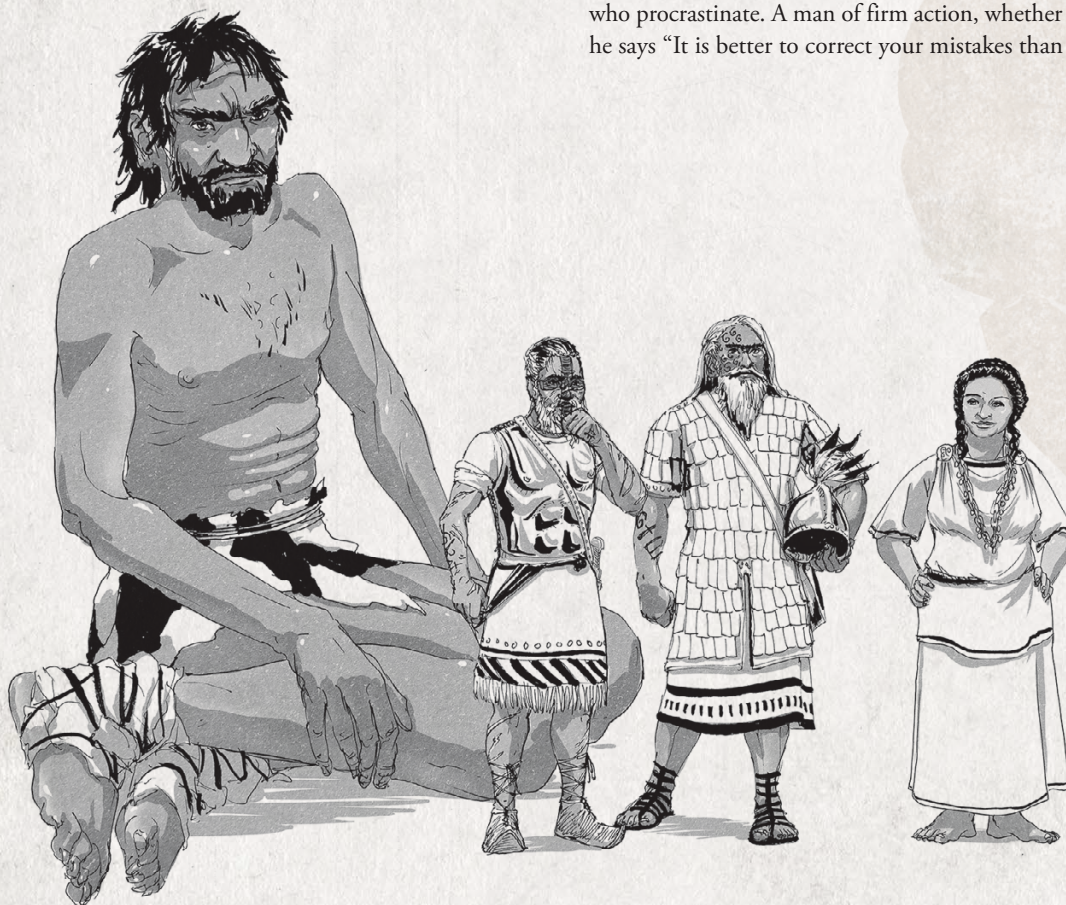
Orkarl was once called Bull-Rider because he led the charge against the Dinacoli, astride a great black bull, and before that Belly-Laugh and was chieftain of the Red Cow. At the Battle of Caroman, during the Lunar invasion of Sartar in 1602, he fought and died. Kesta's Splendorbread brought him back to life, but he came back changed. He had the re-life sickness after that and turned from Orlanth to Humakt, renouncing the chieftaincy.

For many years, Orkarl lived in isolation, cut-off from the rest of the clan. Many said he could not bear the company of people he felt he had failed. Orkarl's isolation only served to increase his legend among the clan, and many ambitious young men made a pilgrimage to his cabin to learn sword, spear, and shield from the master.

In his later years, Orkarl's pain has softened and he now lives amidst people once again. Many would see him chieftain again, but he always makes it clear he does not aspire to lead.

Despite his iron-gray hair, his muscles are still firm, his skills still sharp. Clad in bronze scale and closed helm he still strikes an imposing figure even Kernalda Other-Ways would fear to challenge.

Orkarl's biggest fear is dying in his bed.



OTHER NOTABLES

From left to right: Willandring the Giant, Orkarl Iron-Beard, Kangharl Black-Brow, Erinala Goodales

Orkarl Iron-Beard 𐌲𐌹𐌿𐌹

Bloodline: None

Faction: The Conquering Storm

Age: 52

Keywords: Thane

Magic: Initiate of Humakt †

Look: Iron gray beard and hair, scarred face and arms, wiry muscled frame

THANE:

KANGHARL BLACK-BROW 𐌲𐌹𐌿𐌹

Kangharl was a valiant raider when a young man. Now middle-aged he has turned his attention to raising cattle and sons. He had three sons by his wife, Yerestia Cat-Witch. Yerestia died three years ago in the 'Tormakt's Farm Massacre' when a group of Dinacoli raiders burned a hall, killing the women and children, including Yerestia. Kangharl has always wanted blood vengeance against Korlmhyor the Swift of the Emerald Sword clan and never accepted Broddi's settlement with Duruvan.

Kangharl has an authoritative presence. He prefers intimidation to negotiation. Some might call him a bully, a trait that has rubbed off on his sons. He despises and mocks the weak.

Kangharl believes in taking responsibility. He despises those who procrastinate. A man of firm action, whether right or wrong, he says "It is better to correct your mistakes than never to act."

He is loyal to his men — always supporting them in public even if he chastises them in private. Kangharl is generous when buying service with gifts, but he expects loyalty in return. He has little forgiveness for those who break their word or equivocate. He is a man of plain speech not “mealy mouthed excuses.”

Kangharl is in love with Darna Longcoat and courts her, hoping she will divorce her husband Kenstran Sword-Tongue. Kangharl and Darna would make a powerful political alliance to which many would be indebted. Supporters welcome the prospect as providing strong leadership to the clan in a time of crisis — opponents worry that it is too much power for one couple to wield.

Kangharl Black-Brow 𐌹𐌺𐌿

Bloodline: Tormakting

Faction: The Conquering Storm

Age: 40

Keywords: Thane

Magic: Initiate of Orlanth 𐌾

Look: Long gray beard and hair; thick dark uni-brow; swirling tattoos on the right side of his face

CRAFTSMEN

Like most Orlanthi clans, the Red Cow clan has three crafters: a redsmith (bronze-smith), a carpenter, and a potter. These crafters may employ members of their household in their trade, and occasionally take on one or two apprentices. The law considers crafters to have the wergild of a cottar, but the clan values those who have specialist knowledge. The chieftain's wife, **Emer Bridge-Water** is a master potter, but she throws few pots since she became a grandmother. Now she passes her skills on to **Bruthi the Gray**, a young Blueberry woman of considerable talent. Bruthi lives for her pottery, a fact that concerns her husband Andrin, who wishes she would pay him and the children more attention. **Derik Wood-Shaper** is angry at the low status of crafters. He fears his sons will seek work with the guilds in Jonstown where an artisan enjoys high status. He agitates for the clan to provide better for them. **Willandring the Giant**, the only non-human member of the clan, and the only thrall is both loved and feared. Loved for what his skills can produce on the anvil and forge, but feared for his promise of vengeance on the clan for his enslavement. **Erinala Goodale** keeps the clan's only inn — a recent Lunar addition, that many regard as unnecessary when visitors could either stay with the chieftain or in the bothies. The Empire's merchants seem to visit more now, so some have begun to see benefits in having an inn in Red Cow Fort.

REDSMITH:

WILLANDRING THE GIANT 𐌹

Willandring is a thirty five-foot tall mountain giant who has lived among the Red Cow since Karganar Blood-Eye brought his people to Red Cow Fort. Willandring lived in the fort then, part of a small group of giants holed up in their ancestor Bergilmer's former stading. Karganar killed the other giants, but hamstringed Willandring, the smith. He then forced the giant to work at his

forge for him. Willandring has toiled here as a prisoner ever since, nursing his hatred.

Willandring's enormous strength and size make the task of beating bronze into shape easy for him, often without the need to soften it in the forge. He also knows the secrets of blacksmithing or working iron, and fashions the iron spear points, arrowheads, and even axes the clan uses to kill werewolves — whenever Queen Ivartha can obtain the death-metal.

Willandring is circumspect about who taught him his metalworking skills. He speaks of a giant 'as tall as a mountain' who lives in a pass somewhere in the eastern Rockwood Mountains who trades some of the most valuable magical items in the world. No one believes him.

The hobbled giant pushes himself about Red Cow Fort in a handcart. Willandring has silently sworn that if his legs worked again he would reap revenge on the children of Karganar.

Many fear the friendship shown the giant by Ustarna Try-Much. She has become tempted to heal him and ill-treatment by the clan could push her to such an act out of spite. Whilst Ustarna naively believes Willandring would not take his revenge, the giant hungers for vengeance. Broddi Strong-Kin does not trust the imprisoned giant.

Willandring the Giant 𐌹

Bloodline: Thrall

Faction: himself

Keywords: Giant, Smith

Magic: 𐌹

Look: Thirty-five feet tall; hobbled — uses a handcart to push himself around; large nose; jutting lower jaw; shaggy hair; sullen and sad

INNKEEPER:

ERINALA GOODALE 𐌹𐌺𐌿𐌹

Erinala sates the hunger of visitors to Red Cow Fort with her hot pies and pasties, and slakes their thirst with her fresh ale. Her easy-going manner and readiness to laugh and gossip with anyone make her a firm favorite with regular visitors to Red Cow Fort. Most call on her as soon as they arrive to arrange food and drink for the night. Erinala encourages her guests to eat together when the weather is good enough for them to sit outside. A crowd often gathers in the summer for her 'parties.'

Erinala cannot abide violence. She will not serve known troublemakers and always tries to 'find the other way.'

The Empire approached Erinala to see if she would become proprietor of an inn here. She willingly took the role, a decision that helped many locals accept the idea. However, her husband, Harlanth the Bald, is uncomfortable Erinala can earn far more coin in looking after Red Cow's visitors than he earns as a cottar, laboring in other men's fields. The resentment has simmered over the years, and he opposes the idea of working for his wife in her new inn. Sureela encourages her to divorce him and remain in Red Cow Fort anyway. She hopes to teach Erinala secrets of the Mothers and initiate her into the Moon.

GIANTS

(HECALONTI, MOUNTAIN GIANT)

Giants are huge, dumb people. The typical giant is twenty feet or so in height, but smaller and larger individuals are common. A few giants are double this size.

Giants have low intelligence and are aggressive and argumentative, even amongst themselves. They can use their *Contrary* Ability to resist emotion or mind-affecting magic (use a Very High resistance). They are also primitive, and most lack the tools necessary for even simple culture. Almost all other races fear the mindless destruction that giants often cause.

Giants beat on their opponents with tree trunks or simply stomp them into the ground. Sometimes a giant will throw boulders to crush people or dwellings. Giants show no imagination in combat, and are easily outmaneuvered or tricked by a clever opponent.

- **Exceptional Abilities:** Contrary, Stomp, Tough, Tree Fighting.
- **Legendary Abilities:** Large, Strong

Erinala Goodale □IIIIX

Bloodline: Sarostiping nee Underwillow

Faction: The Moon Winds

Age: 24

Keywords: Innkeeper

Magic: Lay Member of the Seven Mothers □, Initiate of Ernalda □

Look: Pale complexion; buxom; hearty laugh

THE LUNAR GARRISON

GARRISON COMMANDER:

PHARGENTES GRINNING-SCAR ◊+IIII

Phargentes commands a detachment of 32 peltasts of the Doblian Dogeaters (see *Sartar Companion*, page 12), providing the garrison for Red Cow Fort. A career soldier, Phargentes is determined to acquit himself with honor. His unit's first year in the post has been rocky, as they learn to fight a guerrilla war. Youthful optimism has been replaced with cynicism as the sober reality of the conflict sinks in.

Phargentes came convinced that the Sartarites would welcome the Empire as it brought the benefits of the Red Goddess. He has been surprised by the hostility he has encountered. An ambush that left him with a vicious scar on one cheek colored his perception even more. Inside the forts and cities Phargentes feels that he and his men can relax, but in the backcountry, he feels threatened, isolated, and outnumbered.

His attitude, increasingly reflected by his men, is to assume that people outside the towns and cities are mostly rebel sympathizers,

outlaws, and thieves who deserve little compassion. His men have begun to disregard the 'rights' of locals, administering beatings and reprisals without reprimand. He regards most local demands for compensation for offenses as being attempts to profiteer from the Empire. "Better they fear us than they hold us in contempt," has become the Dogeater attitude.

He will talk as an equal with chieftains or priests, or members of the inner ring but dislikes the haughty attitude of other local thanes, most of whom he regards a 'jumped up' local strong men. Under orders from Jones he is trying to set up joint patrols into the wild areas to hunt down outlaws, but is worried that the local forces are just as likely to turn on his men as help them.

Phargentes often clashes with Estavia. Estavia sees the purpose of the Lunar presence in Red Cow Fort as being conversion of the people. Phargentes thinks it is about maintaining order and keeping the peace. She encourages the men to take part in games of kick-the-ball, sword-and-shields, and horse-fights with the locals. Phargentes frowns on such fraternization, worrying that it will lead to discipline issues or claims for compensation from the fractious locals.

Phargentes reports directly to Jones Hostralos.

Phargentes Grinning-Scar ◊+IIII

Nation: Tarsh

Faction: Lunar Empire

Age: 27

Keywords: Soldier

Magic: Initiate of the Seven Mothers — Yanafil Tarnils sub-cult ◊

Look: Scar on right cheek; swagger; thinning red hair

HIGH PRIESTESS OF THE LUNAR MISSION: ESTAVIA GOLDEYES ◊XIII

A committed young Tarshite woman Estavia left her home and clan in Furthest to join the new adventure among the hill folk to the south. She genuinely believes the Red Goddess will civilize the 'barbarians' of Sartar. She is committed to bringing the same religious transformation that Tarsh had to Sartar.

Mostly the missionaries come from Tarsh and the other provinces. Clans and leagues sponsor them, eager with the zeal of the newly converted. They bring the message of the goddess through the Provincial Church and the Seven Mothers. They recognize the Heortlings' lifestyle as being that of their ancestors and they bring a message tailored to help such people understand. Up to now, their proselytizing has been gentle, but the church presses the Red Cow mission to be more dynamic in bringing the Moon.

Estavia goes about her missionary work with zeal. She is seemingly tireless, rising early and remaining up late. She is rarely found 'cloistered' in the mission, and is usually out and about. Events have yet to wear her idealism down — she reacts to every setback or reversal by re-doubling her efforts. Most of the mission responds well to her enthusiasm, but Phargentes has begun to regard her as dangerously naïve.

Estavia works particularly with the clan's women, bringing healing magic and advice, helping with childcare and domestic



THE LUNAR GARRISON

From left to right: Phargentes Grinning-Scar, Estavia GoldEyes, Bolik Red-Turner, Sureela Far-Travelled

labor. While she helps, she tells stories of the Seven Mothers and of the Red Goddess. She is happiest when surrounded by children, because she sees them as the easiest to win to new thinking. She is also often found in Sardalham, where many have converted.

Estavia GoldEyes 〇XIII

Nation: Tarsh

Faction: Lunar Empire

Age: 27

Keywords: Priestess

Magic: Sevened Initiate of the Seven Mothers — Queen Deezola sub-cult 〇〇

Look: Willowy; golden eyes; winning smile

PRIEST OF THE BLACK MOON: BOLIK RED-TURNER 〇XY

Bolik is a convert to the provincial church. Employed as a priest of the Seven Mothers he now leads services for the faithful in Red Cow Fort. He is Estavia's protégé and she fawns over him. Some of the other priests of the mission resent her favoritism and bully Bolik when Estavia is out of sight. Phargentes finds him somewhat gauche and Jones finds the 'stuttering priest' amusing, but Bolik knows the Seven Mothers are with him every step that he takes.

As a teenager, Bolik was the victim of bullying by both his father and the other children of his home. He stuttered and they

would mock his speech. His father, known for his oratory, found his son's affliction particularly galling. Bolik was withdrawn and timid as a result. Estavia listened to him, recognized his intelligence, and helped him to speak despite his stutter. That kindness drew Bolik to the Seven Mothers.

The enthusiasm of the convert fires Bolik. He is immune to jibes and catcalling. He is earnest and no conversation is safe from his homilies or tales of the goddess. Many find this off-putting. The Red Cow thanes often mock him at feasts for this. At heart though, he is a good listener, kind-hearted, and loyal to his kin so he has had some success.

He has ambitions to build his own slave manor along the Heort Creek, much like those in the Nymie Valley.

He knows he will need considerable investment to fund this ambition and has applied to become the Tax Collector for the Cinsina, hoping to skim enough from that to fund his dreams.

Bolik Red-Turner 〇XY

Bloodline: Bolthoring

Faction: The Moon Winds

Age: 19

Keywords: Priest

Magic: Initiate of the Seven Mothers — Danfive Xaron sub-cult 〇

Look: Crimson cloak, pale complexion, and stutter

THE WAR OF THE ONE-EYED WOMAN

To settle an old feud with the Six Stones Orkarl married his sister Estava Golden-Hair to their chieftain Dangmag Spear-Rattler. Estava and Dangmag contracted a year-marriage to see if they got on well. Estava lost an eye in an accident at Dangmag's stead, and bore him no sons. When the year was out, Dangmag sent her away mounted on a one-eyed horse, led by a one-eyed man and followed by a one-eyed alynx. This was an insult to the Red Cow and the two clans fought the War of the One-Eyed Woman over that.

THE BURNING OF

PRIESTESS OF THE FULL MOON 'SHE WHO WAITS':

SUREELA FAR-TRAVELED ◻◻◻◻

Sureela has come a long way from her home in Sylila. She longed to leave the small-minded world of the village and visit the wide lands of the Empire. She ran away with some traveling entertainers and spent her early years earning her keep as a puppeteer, actor, and juggler in Jillaro. Inspired by the Conquering Daughter she decided to go south along the Daughter's Road. Along the way she became a mercenary, an assassin in a Dart War between associations vying for control of the trade along the Oslir, a caravan master who won and lost a fortune trading with the citadel of Elkoi in Balazar, an explorer of the ruins of Pavis and finally a missionary to the peoples of Dragon Pass.

Sureela loves adventure and excitement. It seems strange that she would find much to interest her in a backwater like Red Cow Fort instead of Jonstown or Boldhome. What draws Sureela here though is not the prospect of converting the barbarian hordes, but the excitement of the game of undermining the rebellion.

As priestess of She Who Waits, she is in charge of the Secret Moon and works to further the spread of the Red Goddess by any means (see Sevens and Illumination in *Pavis: Gateway to Adventure*, page 407). She travels in disguise among the clans, using actor's tricks and her own experience to portray herself as an Issaries Goldentongue merchant from the Bach tribe, a refugee from the Dundalos tribe, a wandering entertainer from a Puppeteer Troupe or a caravan guard. So convincing are her disguises she has wandered Red Cow Fort without anyone recognizing her.

She gains intelligence from many sources including a small band of small children who bring her tales in return for sweets. Some of her personas have reached the fringes of the rebellion, but she has yet to track down its leaders Orstalor Spearlord and Venharl Stormbrow. She knows about Ivartha's spymistress Camille, and enjoys the game of evasion with her.

Estavia has little idea how to use Sureela's abilities. Although Sureela reports to her, she has begun to ignore her, as Estavia's instructions are usually pastoral. Instead, Sureela wages her own war against the rebellion. Estavia would react badly if she found out what her priestess was doing.

Sureela Far-Traveled ◻◻◻◻

Nation: Sylila

Faction: Lunar Empire

Age: 29

Keywords: Spy

Magic: Sevens Initiate of the Seven Mothers — Yanafal Tarnils sub-cult ◻◻

Look: Long dark hair worn in a single plait, athletic build, wears men's clothing

RED COW CHIEFTAINS

Here is a list of the chieftains:

- **Karganar Blood-Eye:** 1412-1420; he negotiated with Many-Breath and formed the first clan.
- **Tormakt Stout-Hearted:** 1421-1425; he died fighting against the Culbrea.
- **Maklan the Fat and Good:** 1425-1433; he was the first to raise the red cows that made the clan famous.
- **Torlanth the Tall:** 1433-1441; The Great Peace occurred under his guidance; he prospered.
- **Edrath the Guileless:** 1442-1446; He was gullible and gave away much of our wealth.
- **Andrin the Doughty:** 1446-1452; He avenged the clan against those who fooled Edrath.
- **Hedbrast the Bold:** 1452-1455; He fell against the Telmori when they came south of the Creek.
- **Yinor Ever-Laughing:** 1455-1458; King Illaro wiped the smile from his face.
- **Starkor Two-Axes** 1458-1460; His rule was bloody and brief, but he kept us alive; the Telmori killed him.
- **Koschei the Archer:** 1460-1462; The Telmori killed him.
- **Broddi Iron-Wielder:** 1463-1466; The Telmori killed him.
- **Ashart Long-Limbed:** 1466-1470; The Telmori killed him.
- **Orkarl Badger-Beard:** 1470-1475; Joined Hauberk Jon in taking the fight to the wolf-men; the Telmori killed him.
- **Ilgan Raven-Flag:** 1475-1482; the people voted for him, despite the words of the blind woman. Under his rule the people joined first

the Jonstown Confederation and then Sartar's kingdom.

- **Willem the Knowing:** 1482-1500; he allowed the Lunar missionaries to preach in his hall.
- **Jaranil the Tall:** 1501-1511; single-handedly held the river gate at Red Cow Fort when the Dinacoli attacked.
- **Leika Wyrd-Weaver:** 1512-1520; she was the first woman to guide the clan. Her rule brought peace.
- **Andrin Rock-Buster:** 1521-1523; under his chieftainship the old feuds with the Dinacoli flared up.
- **Drenyani the Lucky:** 1524-1529; she brought peace with the Greenhaft clan after the Copper Ingots Feud.
- **Ashart Silver-Blade:** 1542-1548; he married the Blueberry chieftain's daughter Jafoksa Smoke-Eyes. The Blueberry clan helped raid the Split Waters of the Maboder after that.
- **Daylanor the Shieldless:** 1563-1573; he helped Jarosar Hothead build his road from Jonstown to Dangerous Isle, but earned the clan the undying enmity of the Elmali.
- **Gannara the Lowfire:** 1574-1577; she tried to weave peace with the Dinacoli but failed.
- **Orkarl Belly-Laugh:** 1578-1602; after his death, he renounced the chieftaincy and became called **Orkarl Iron-Beard** because he suffered from the re-life sickness.
- **Valenstor Moor-Leaper:** 1602-1613; led the people during the Wolf Hunt against the Telmori. He sided with Kallyr during her first rebellion and the clan removed him to avoid punishment from the Empire.
- **Broddi Strong-Kin:** 1613 — present.

LIVING MEMORY

1563-1573 DAYLANOR THE SHIELDLESS

Daylanor, born 1509, married Leika Herd-Rich who bore him three sons and two daughters: Krogar Shield-Breaker, Hindal Moor-Leaper, Orkarl Belly-Laugh who became chieftain, Estava the One-Eyed-Woman, and Unstana Peace Weaver.

For many years, Daylanor led his people against the Sun worshippers. He helped Jarosar Hothead build his road from Jonstown to Dangerous Isle, but earned the clan the undying enmity of the Dolutha. He fought against the Emerald Sword clan of the Dinacoli many times. When Yelmali came, Daylanor was among those opposed to the missionaries of the new god.

When the Red Cow joined King Tarkalor against the Kitori, Tarkalor reconciled Daylanor with the Sun worshippers, but there was still no love between them.

1574-77 GANNARA THE LOWFIRE

After Daylanor, Gannara tried to weave peace with the Emerald Sword clan. Gannara became distracted because she had to fight the Green Ale Feud with the Two-Pine chieftain Kulestan the Red, over the insult the Red Cow's emissaries had been offered when visiting Horse Rest.

1578-1602 ORKARL BELLY-LAUGH

Orkarl, born 1552, was the son of Daylanor the Shieldless.

During his father's chieftainship, the Emerald Sword clan raided the Red Cow. Orkarl mounted a bull and commanded his kinsmen to do likewise and that day Orkarl Bull-Rider's cavalry routed the Dinacoli.

Orkarl married Rostala Sun-willow of the Blueberry clan of the Culbrea. The Cinsina outlawed him in 1573 for killing a Dolutha thane, but he later returned to take his place as chieftain.

When King Tarkalor led Sartar to defeat in Tarsh in 1582 Orkarl led the Red Cow in support. He mourned the High King greatly at his death and sent fine gold torcs to his funeral.

Orkarl didn't want to be involved in the Ferry Feud with the Emerald Sword but he couldn't deny the right of Koschei Braggart's kin to blood vengeance. He joined the Dark Friends feud with the Emerald Sword on behalf of the Torkani. Mistress Sazdorf met with him to request his aid as a troll friend. The Sazdorf and the Torkani owe the Red Cow for that.

Later, Prince Terasarin made peace between the Dinacoli and the Emerald Sword, and Orkarl swore undying loyalty to his House because of that.

Orkarl had to confront Ulanin Iron-Side of the Two-Pine and his demands for the Seven Tributes. Orkarl formed an alliance with the Blueberry clan of the Culbrea. In some years they fought off the howling raiders from Horse Rest, in others they paid the Red Cow Tribute.

It was under his chieftainship that the clan suffered defeats at the Battle of the Finger against the Two-Pine, and the Burning of Eoric's Stead against the Maboder.

Orkarl led his people in defense of the kingdom when the Empire came. He escaped the Crimson Bat at Runegate, killed a Lunar thane at Caroman and unfurled the Red Cow's battle banner at Boldhome, standing beside Prince Salinarg. He died but his loyal thanes bought him back to life with Kesta's splendorbread; but he did not laugh for years and was no longer chieftain.

1602-1613 VALENSTOR MOOR-LEAPER

Valenstor led the clan after Orkarl fell. His eldest son Errol Laugh-Much took his father's laughter when he died at Caroman Pass.

EORIC'S STEAD

The Split Waters clan had long laid claim to lands north of the boundary from Fordstone to the Bag and the Finger. In the 1590s the Split Waters began a feud over the disputed land.

In 1596, a Split Waters raiding band burnt Eoric's Stead killing everyone inside.

Ghosts haunted the ruins of Eoric's Stead and all attempts to farm the land by the Red Cow failed with settlers driven out by the ghosts of those who died.

Many in the Red Cow will still not support the Daughters of Mabodh, whose leader is Enastara the Red, one of the burners, because of this history.

THE RESETTLEMENT OF EORIC'S STEAD

In 1605 Farandar Orendalsson attempted to appease the ghosts of Eoric's Stead. He discovered that their anger could not be sated until the burners had been brought to justice. Farandar and his supporters took blood vengeance against the burners, killing them individually or in small groups until the Split Waters chieftain Babessa the Merciless agreed compensation and outlawry for the burning. After that Farandar was able to settle Eoric's Stead again.

TORKAN'S VALE

When King Kathelranda of the Maboder led the resettlement of Torkan's Vale — Valenstor Moor-Leaper opposed Cinsina involvement, citing Sartar's pacts with the Telmori. Many young men went anyway. Their leader was Ivartha the Skinner, who took service with King Kathelranda. She earned the scars on her face when the Maboder were destroyed. Red Cow mothers still lament that their sons followed Ivartha on that doomed adventure.

THE FIRST & LAST STAND OF BRODDI STRONG-KIN

The Red Cow had paid tribute to the Two-Pine clan ever since Sartar had arranged a settlement with the Culbrea tribe. Following Starbrow's Rebellion the Culbrea were weakened: they had lost many of their warriors in the fighting; their king, Hofstaring Treeleaper was imprisoned in a Lunar Hell and Ranulf Turn-Tail sat on their throne.

In 1614, Broddi stopped paying the Red Cow Tribute, and encouraged the Blueberry,

Goodhaven and Greenhaft clans not to pay tribute either. Red Cow and Blueberry thanes stood shoulder-to-shoulder when the Two-Pine sought to exact tribute, and beat them off.

The Cinsina have not paid tribute to the Culbrea since then, and Broddi was carried to his hall standing on his shield, born by his four supporters, as befits a great war-leader in victory.

Some say that day was the first and last time that Kangharl spoke in praise of Broddi.

TORMAKT'S FARM MASSACRE

In 1615, an Emerald Sword cattle raid turned into a disaster when Korlmhyor the Swift and his brother Broyan Never-Quiet burned a hall, killing women and children. Broddi Strong-Kin negotiated compensation with Duruvan the

Fat but Kangharl Black-Brow always refused the blood money for his wife Yerestia Cat-Witch, saying that only blood vengeance could satisfy his honor.

Valenstor led the clan during the Burners of Eoric's Stead feud with the Split Waters clan of the Maboder and the subsequent Resettlement of Eoric's Stead.

When Kathelranda began settling Torkan's Vale he opposed Red Cow involvement

He led the people during the Wolf Hunt against the Telmori, and the clan exchanged promises of friendship with the Lunar general Jomes Hostralos.

Valenstor was chieftain when Findar Longsword of the Two-Pine renewed taking the Seven Tributes. The clan paid a heavy price in the Bloody Sword Tribute raids in 1611, and paid the Red Cow Tribute between 1611 and 1613. Many in the clan were angry at that, and Farandar Orendalsson challenged for the chieftaincy in 1612, but lost.

He opposed the election of Ivartha the Skinner to become Queen, despite her being a kinswoman and sided with Kallyr during her rebellion, leading the clan's warband in support, despite Queen Ivartha's opposition.

Jomes gave his old allies in the Red Cow a stark choice, supported by Ivartha and they removed Valenstor as chief to avoid further punishment from the Empire.

1613+ BRODDI STRONG-KIN

After the feuds with the Maboder, the Wolf Hunt, the Invasion and Starbrow's Rebellion the Red Cow

had grown tired of war. When Jomes sought assurances that they would no longer oppose the Empire, many were eager to elect Broddi Strong-Kin who promised to strive for peace.

For the last five years Broddi has worked to bring peace with the Empire.

Despite his best efforts to sweeten them, relations with the Dolutha soured when a diplomatic mission taking Ivar gifts of friendship and good will led by Salissa Three-Husbands, ended in disaster with the breaking of the Dolutha's sacred treasure, the spear Ferfal's Fire. Orlmakt Nine-Winds who broke the Dolutha's spear fled the clan before Broddi could exile him to appease Ivar.

Broddi negotiated peace with the Emerald Sword after the Tormakt's Farm Massacre. In 1617, Kangharl Black-Brow, never happy with the settlement, led a cattle raid against the Emerald Sword. Jarstak Bristle-Beard killed Torath Silk-Breeches and no offer of compensation by Broddi could settle the matter. The Emerald Sword champion, Rostakus Twice-Outlawed, tried to settle the feud in a duel at Dangerford; he killed the Red Cow champion Jordarn the Clash. Far from ending the feud this killing further enraged the Red Cow clan.

Kangharl opposes any attempts by Broddi to settle the Silk-Breeches feud, and young men, eager to flex their muscles against the old enemy north of the Creek, flock to his hall.

The Red Cow

Key

Faction

I The Conquering Storm

III The Eye of the Hurricane

S Free Sartar

☾ Moon Winds

▼ The Wolfskinners

Position

III The Ring

† The Huscarls

R The Priests

~ Thane

Σ Women's Circle

⚔ Other

Rival

Farandar

Oredalsson

Borngold Many-Brothers

Kangharl Black-Brow

Broddi Strong-Kin



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• Chapter 4 •

THE WOLFSLAYERS

HISTORY OF THE CINSINA

The Cinsina came to these lands three hundred years ago. They have had to fight many enemies to call them their own: the Grazeland Pony Breeders, cruel horse nomads, who used the land for summer pasture and dragged many clan folk into slavery, jealous Culbrea and Dinacoli kings who wanted the land for their own, and the Telmori, who were not people, and so savage that they ate whole clans.

THE TAMING OF DRAGON PASS

THE INHUMAN OCCUPATION

Five hundred years ago, the Dragonkill exterminated every human being in Dragon Pass. After that, people kept away from the dragon's ancestral home. No one dared pass the Crossline in the south or the

Deathline in the north. It became a haunted land, home only to the Elder Races. The trolls, elves, dwarves, and dragonewts dominated Dragon Pass, and squabbled among themselves. People call this period the Inhuman Occupation.

Three hundred years ago Belintar the Stranger swam ashore in Kethaela. After a five-year struggle, Belintar deposed the Only Old One, smashing the Castle of Black Glass. Belintar became the God-King, and declared that Kethaela was henceforth the 'Holy Country.'

Many of the people in Heortland disliked the God-King's rule. Colymar of the Orshanti raised the Black Spear and took his followers north. He bargained with the Kitori kings for passage and took his band across the Crossline into Dragon Pass.

THE NEW LAND

For ten years, no one knew that those traveling north had survived. Colymar's exiles found a new land and soon a town and villages were established. They could not keep their secret and by 1325, word had spread to those in Heortland: the wards had failed,

YOUR HISTORY

The clan's prejudices come from history. The PC's fathers tell them that the 'only good Telmori is a dead Telmori,' spit on the ground whenever someone mentions the Dinacoli, and turn around three times and ask the Finger Women for protection if someone mentions Brangbane's name rather than speaking of the King of the Ghouls. Their aunts tell them that Maggara Goodhaven-Born 'is a no-good' because she was born into a Culbrea clan, rather than the Underwillow. Their uncles mention cousin Hahlgim who was 'nailed to a cross' for keeping faith with Orlanth, and refuse to speak to the 'Moon Winds' who betrayed Orlanth and Ernalda to join the Seven Mothers.

THE LEFTOVER SAGAS

The Resettlement Sagas are the oral histories of the migration north from the Holy Country into the haunted lands of Dragon Pass. They preserve the history of 'how we came to live here.' The Sagas of the Leftovers are the stories of the people who the Resettlement sagas forgot — the ones who survived by becoming or doing something else. Fewer people listen to these stories now, but just sometimes a wandering skald decides to tell a tale of the 'forgotten people.'

LEFTOVER SAGAS: THE SANCHALI

Everyone remembers the Resettlement Sagas of how the Cinsina came to be — how Cinsin the Red saved the Sanchali survivors, huddled in their refuges, from the Telmori and became the king of a new tribe. But what fewer sagas tell is that not all of the survivors became Cinsina, some chose to remain Sanchali.

When peace was made there was no place for those that remained Sanchali — the settlement drew boundaries that excluded them. The Leftover sagas tell how Geo saved the Sanchali. Geo was one of Sartar's companions, his master-brewer and cook. He found a solution for the Sanchali by asking Sartar to grant the Sanchali permission to live on other tribe's lands, especially in the newly founded cities.

The clan became the first members of Geo's hospitality cult and worked as innkeepers, brewers, cooks, servers and bouncers. Some people called them 'Geo's Salvation Army' but others remember and called them the Sanchali. Even today the finest chefs and brewers take pride in their descent from the old tribe, and honor old bonds of kinship amongst themselves.



Colymar survived, and Dragon Pass was open again. Many of those that followed were adventurers, bandits, and ne'er do wells.

The Cinsina crossed the Crossline in 1379, bargaining and fighting their way past the clans south of the Quivin Mountains. Of course, the newcomers were not the Cinsina then, but a ragtag collection of bloodlines and families. They came from Heortland, and the North March in Esrolia. Many traced their ancestry to the warrior bands who ruled the Adjusted Lands in the Second and early Third Ages and shared lineage and history bound them together. Heroes and leaders emerged among the refugees in their struggle to forge a place for themselves in the new land.

Those who traveled first had already taken the lands to the south of the Quivin Mountains. King Varsmar of the Colymar invited the newcomers to join them and settle the under-populated lands along the Stream in Duck Vale. The duck folk resisted but the Colymar prevailed and in 1380, the newcomers formed new settlements allied to the Colymar. Three years later, an undead army walked out of the Upland Marsh, defeating a Lismelder force gathered to stop them and went on to kill the settlers and burn farms in the Durulz Valley.

In 1392, after nine years of fighting, King Varsmar learned that only the ducks could keep the undead armies from attacking.



LEFTOVER SAGAS: THE ARSGOL

The coming of Sartar forms the climax to many of the Resettlement Sagas — his arrival heralds a peace and prosperity for the tribes that is in stark contrast to the years of struggle before. Many sagas end with the building of Sartar's cities, uniting former foes against a common enemy, and a turning of the tribe's fortunes.

For many of the clans or tribes in the Leftover sagas, Sartar's arrival does not herald stability but change — he was a Larnsting after all. These are the clans and tribes who Sartar turned into something new, so that he could build his kingdom.

The Arsgol clan of the Malani had occupied an ancient hill fort on High Hill. It was always a center of worship for the inhabitants of Boranini Vale, and controlled access to

the strategically important routes into Arfritha Vale and to Boldhome. During the fight against the Telmori it was one of the refuges for beleaguered farmers.

When Sartar chose High Hill as the location of his new city Jonstown, he gave the Arsgol citizenship, land within and outside the city, and rights and privileges on the city council. In return, they surrendered land to the tribes of the confederation, and the temples within the city itself. No longer would the clan follow a chieftain, or Malani king, instead they would follow the elected mayor of Jonstown.

Even today the old families of Jonstown, and most powerful landholders outside the city, can trace their ancestry to the Arsgol clan.

He established a treaty with them to return to Durulz Valley in return for protection from the undead corpses of the Upland Marsh and ordered the settlers to leave. He paid the ducks compensation for their dead. He sent the newcomers away, telling them that there was no land for them, but giving them passage through Colymar lands, offering them continued protection and friendship.

In 1395, the settlers passed out of Colymar lands through Streamvale, over the Thunder Hills and paid tribute to pass the Malani of Arfritha Vale. They found the lands along the southern tributaries of the Creek, the Lorthing and Boranini Rivers had few settlers. The rich alluvial soils were ideal for growing hay and breeding fat cattle. By 1420, the leaders among the refugees had become the chieftains of new clans among the refugees: Underwillow, Frithan, Brusting, Osmann, and Drutorae.

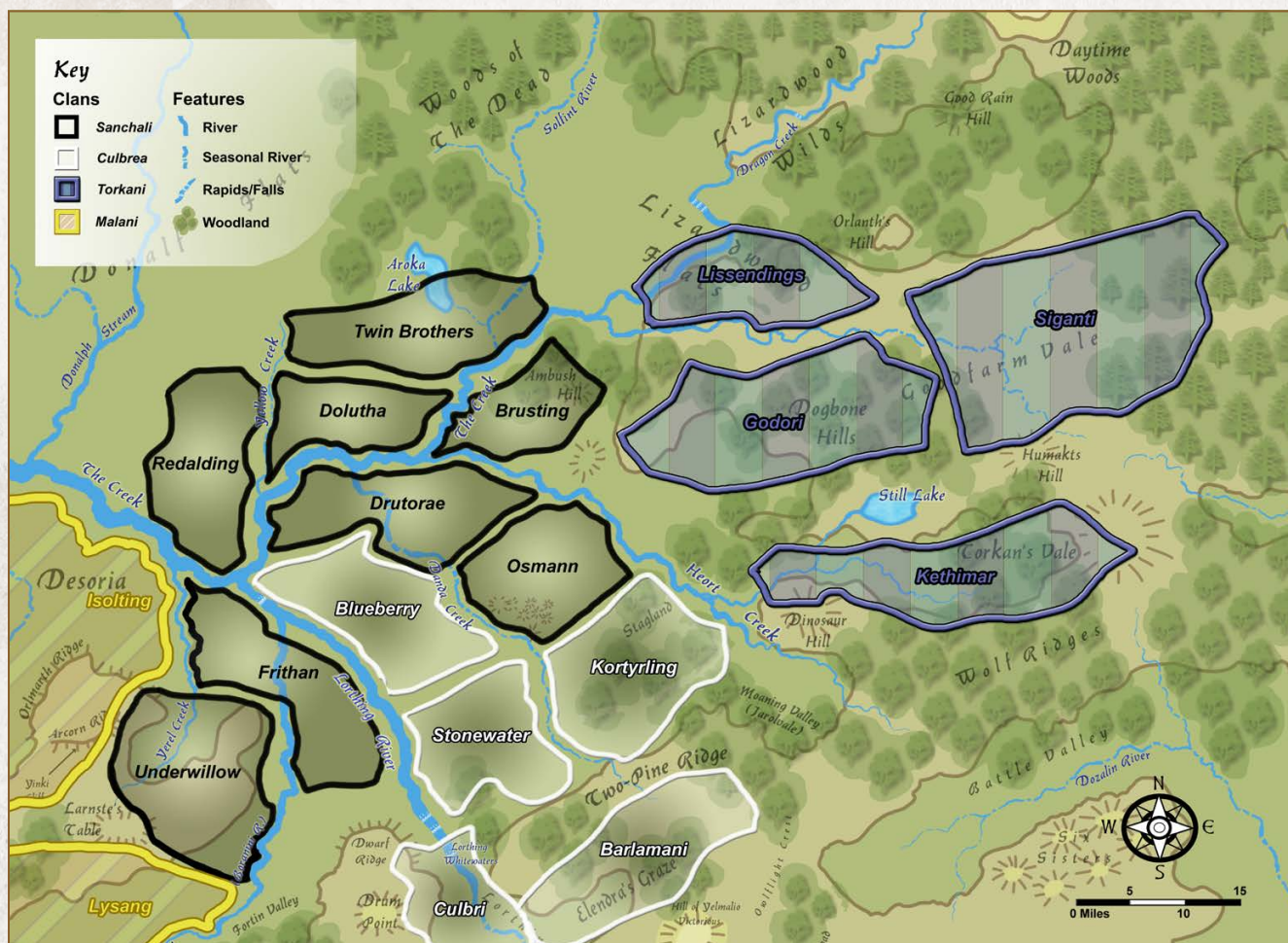
THE FERFAL ALLIANCE

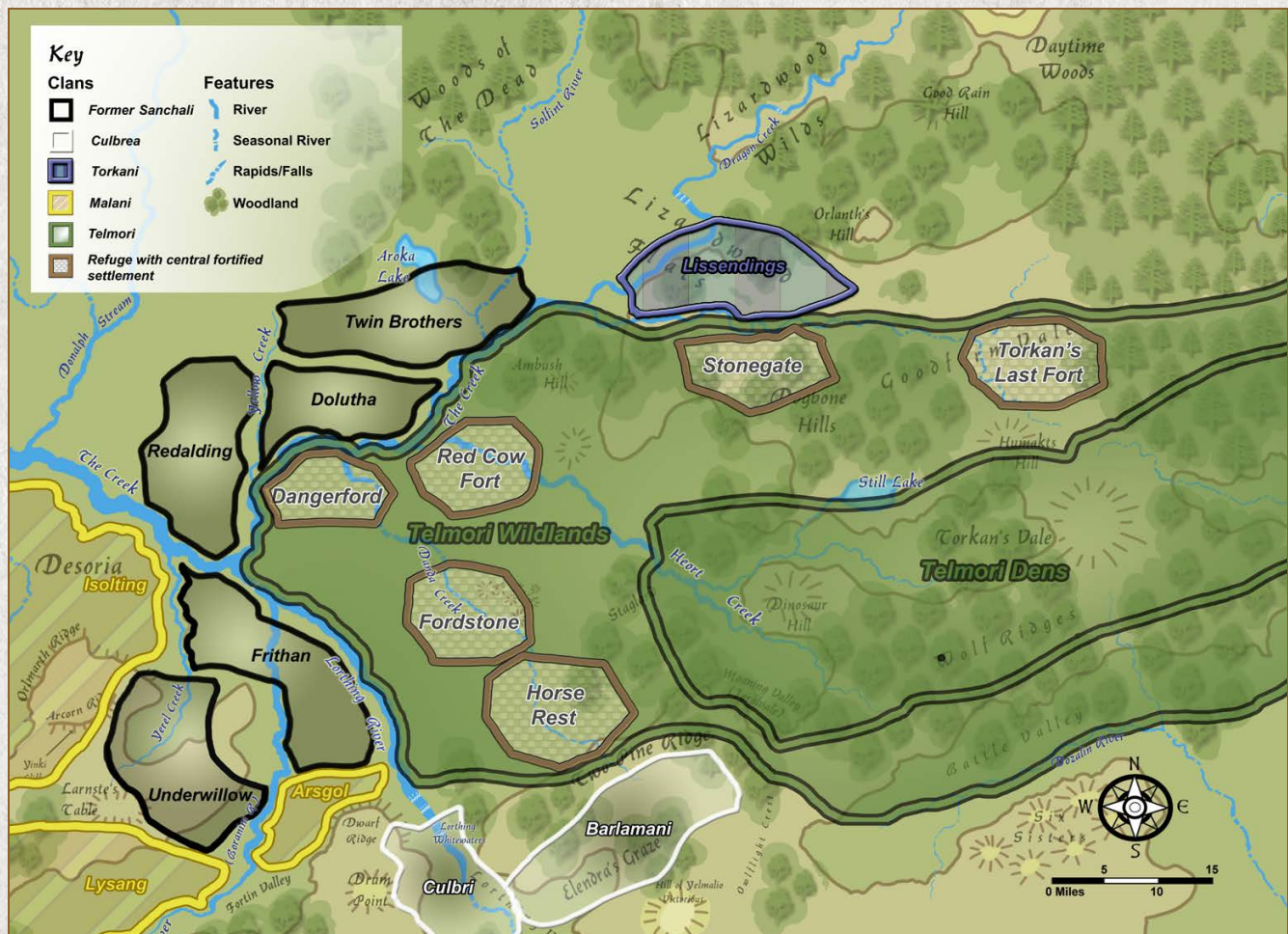
The settlers allied with the Dolutha, Redaldings and the Twin Brothers, a triaty of three clans living north of the Creek on the Donalf Flats and breeding fine horses. They called themselves the Ferfal Alliance and told the newcomers that they had come from the north, crossing the Deathline, fleeing from the expanding Lunar Empire. They spoke Tarshite, not the Southern Theyalan of the newcomers. The Ferfal Alliance had formed when a Grazer clan returned to their traditional summer pasturage along the

flood plain of the Creek. They found the settlers building their villages there. Negotiations broke down. The Grazeland Pony Breeders refused to share the land with people who worshipped a 'false sun.' A fight broke out, no one recalls who struck the first blow, and soon both Grazeland Pony Breeders and settlers were lamenting their dead. Ferfal Dolutha and his kin led their people to fight for their new land. Ferfal's brother Jarosar decapitated the Grazer chieftain at the Battle of the Sun Horses bringing the Ferfal Alliance victory, forcing the Grazeland Pony Breeders from the lands around the Creek. Even so Grazer raids continued, carrying off settlers to work as slaves for years to come.

THE SANCHALI

For a while, the settlers along the Creek prospered but soon their swelling herds attracted raiders from Lorthing Vale, Jarolvale, and Torkan's Vale. Envious cattle raids inevitably ended in deaths, and deaths led to blood feuds. Relations soured and the antagonism continued for many years. It came to a head in 1424 when the Culbrea tribe pushed north from Lorthing Vale toward the Creek. They seized the lands along the Lorthing and Boranini rivers between Larnste's Table and Drumtop pushing the new settlers north. At the same time, the Malani tribe came from the west declaring that the clans who had passed through Arfritha Vale now owed them tribute.





For two years, the Culbrea and Malani kings warred with the settlers threatening their extinction. It was Sanchal Crooked-Teeth, a Frithan chieftain, who united and saved them. He convinced the clan chieftains that they could only remain free by uniting as a tribe against their enemies. In 1426, he organized the clans' disparate warriors under one banner, fighting off the Malani and Culbrea at the Battle of Fordstone, later becoming the first king of the Sanchali tribe.

THE TELMORI

The Telmori werewolves were a nomadic hunter-gatherer people who spurned the plow, village, and smithy. They did not distinguish between two-legged and four-legged people, and in fact paired them from childhood as 'beast brothers.' People feared and fought them whenever they could, but pockets still lived to the north of Dragon Pass. A tribe of them migrated south in 1455, fighting with everyone they met on the way.

THE FALL OF THE SANCHALI

King Estavar Lightbringer of the Underwillow was the second king of the Sanchali. He always lived in Sanchal's shadow and it was as much as he could do to keep the newly formed tribe together. Once the threat from the Culbrea and Malani had subsided, people had little interest in the tribe.

King Estavar tried to unite the clans against the Telmori when they arrived, but the Telmori killed the king and his entire household.

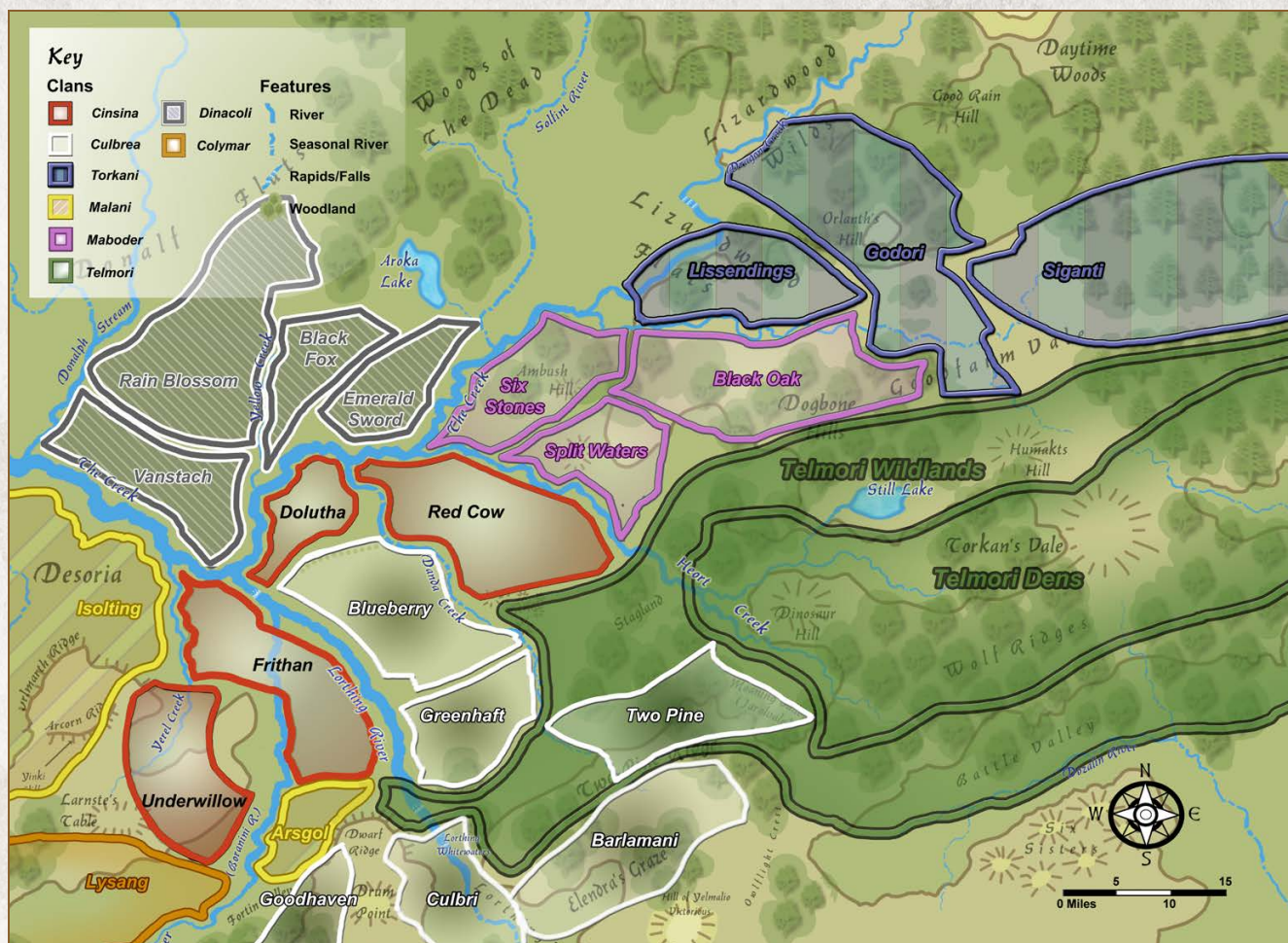
The Telmori stole the Sanchali's sacred regalia and afterwards the tribe was no more. The threat was too great for the scattered surviving clans. When the Telmori overran the Osmann clan, the survivors were so few that they joined with the Drutorae to become one clan (which would become the Red Cow). The survivors huddled in strongholds like Red Cow Fort and Dangerford and prayed to Orlanth for succor.

In Torkan's Vale, east of the Sanchali lands, the wolfmen fell upon the Torkani killing all they could catch and laying waste to the settler's villages. The werewolves settled the Wolf Ridges and raided the lands around.

ILLARO'S WAR

The Telmori had moved, or had been pushed south following the end of the Tarshite Civil War. In 1458, the victor in that struggle, King Illaro of Tarsh, marched south to bring the Quivini under Tarshite dominion. He dreamed of the Greater Tarsh of Yarandos the Charger, who once ruled all these lands. He raised mercenaries among the clans settled around Alda-Chur and then his army swept down Dwarf Valley and crossed the Donalf Flats.

When the Ferial Alliance tried to resist his advance, he crushed them at the Fall of Dangerford. Illaro's forces wiped out the Redaldings, and forced the Twin Brothers and Dolutha south of the Creek. The survivors fought with the Sanchali for land, and then King Illaro moved in demanding tribute from the exhausted survivors, marching south to Killard Vale before returning to Tarsh.



King Illaro gave Blueboar Fort to his companion Dinacol Hard-Rule, charging him with keeping the Telmori south of the Creek and taking the tribute from the clans there. However, Dinacol offered the clans little protection from the Telmori in return for their wealth.

THE YEARS IN HIDING

The Telmori continued to annihilate the clans south of the Creek and north of the Quivin Mountains. Their bands roamed as they willed, killing farmers, burning steads and villages, and devouring livestock. The Sanchali, Ferfal Alliance, and Torkani survivors huddled in whatever defensive locations they could find.

The Telmori all but obliterated the Twin Brothers during the Heort Creek Massacre and the survivors fled to their allies the Dolutha, hiding out on Isle Dangerous at Dangerford.

In 1363, Cinsin the Wolfskinner gathered survivors into Red Cow Fort. His household, the Wolfskinner, had iron weapons and magic and were amongst the most successful Telmori fighters. His reputation became strong enough to gather a number of surviving Sanchali clans around him along with the Dolutha survivors of the Ferfal Alliance. They pooled resources to create regalia and formed the Cinsina tribe. The Cinsina practice of the king moving from clan to clan each season began at this time. With roving bands of Telmori making travel dangerous for common folk, it was safer for the king and his household to travel to the clans. The clans welcomed the king's household

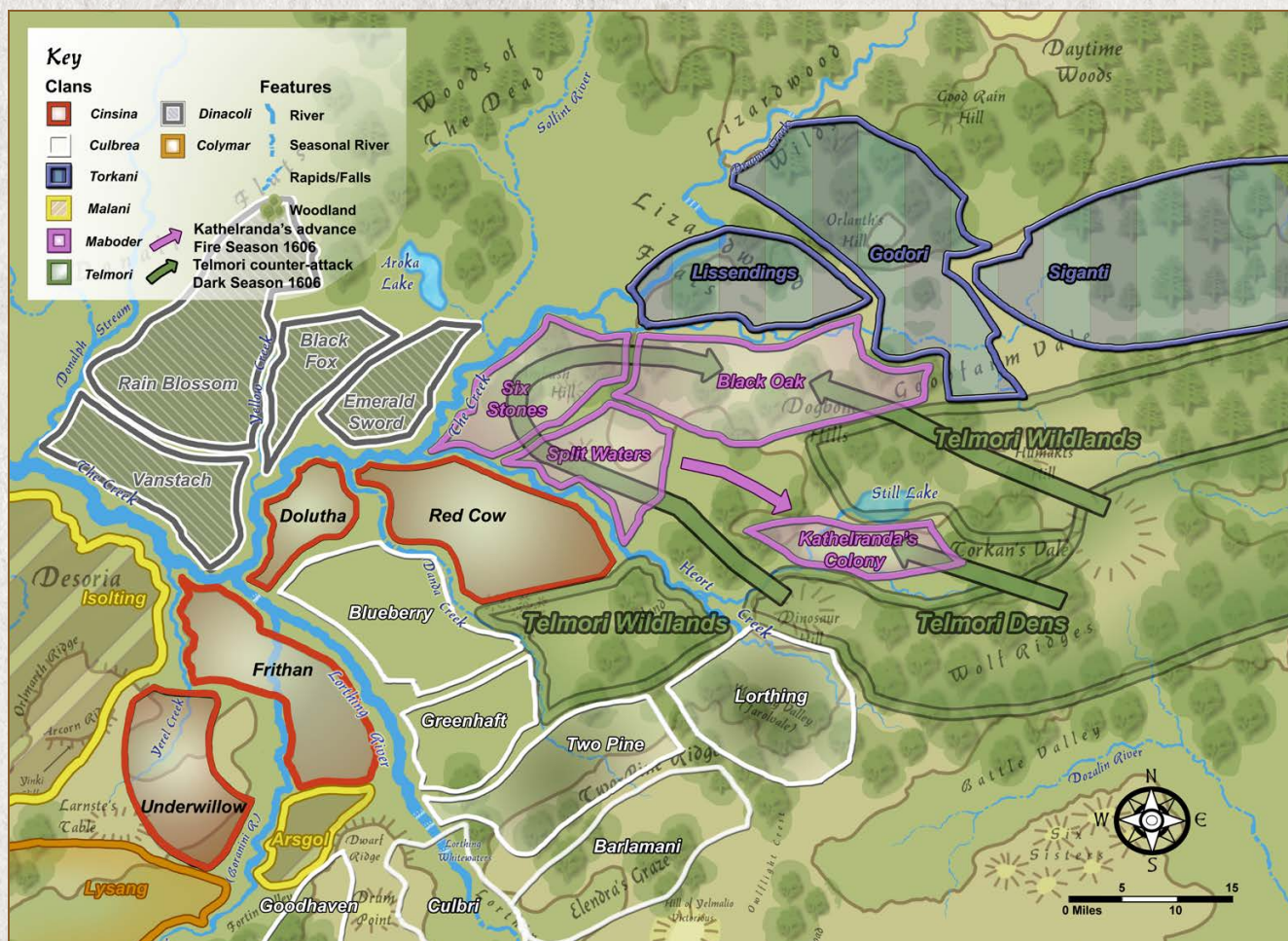
because the warriors of his household offered protection from the Telmori packs.

King Cinsin was the first to understand that the Telmori were strong only when they were united under a war-leader. He led his household on a raid that killed Heljar the Telmori war-leader and broke the unity of the Telmori. Before he could exploit his triumph, the Telmori in turn killed him.

Mabodh May-Not-Be-Moved also rose to prominence at this time. She cleared out the old hill fort at Stonegate and fortified it. Then she called survivors from nearby clans within the shadow of its walls. She made the clans switch to arable farming. With few livestock, they had less to attract Telmori raiders to their land than the Cinsina herders. They were also close enough to Stonegate to flee there given sufficient warning. The survivors gathered at Stonegate elected Mabodh the first queen of the tribe.

The Torkani survivors, driven north, threw themselves on the mercy of the trolls of the Indigo Mountains. The trolls agreed to protect the Torkani, if the Telmori should ever enter their lands, in return for the Indigo Tribute.

At times clans joined with the Culbrea and Malani for protection, hoping that the kings of those tribes could beat the wolfmen. However, these tribes had their own troubles such as when the Telmori annihilated the Stonewater and Kortyring clans of the Culbrea who lived around Two-Pine Ridge and Jarolvale. The tribal alliances of the clans in this region shifted continually as the fortunes of the kings rose and fell.



'HAUBERK' JON

The stalemate between the Telmori and the Orlanthi persisted between 1460 and 1470. The Orlanthi were strong enough to stay alive, but too weak to push the Telmori out.

In 1470, Orstajor Black-Paws rose to leadership amongst the Telmori packs. The shamans told the packs that he was the "Unchained One" of Telmori prophecy. Uniting the packs under the objective of killing every last Orlanthi south of the Creek, Orstajor began a wave of killing that started in the east and pressed west. People fled ahead of a wave of Telmori warriors migrating out of the Wolf Ridges. Doom seemed certain.

'Hauberk' Jon was a priest of Orlanth from the Malani who united the tribes — Cinsina, Culbrea, Maboder, Malani, and Torkani. Leading by example, he inspired others to fight back against the werewolves, becoming war-leader for the tribes in 1472.

In 1474, Jon seized the moment and led a daring band deep into Telmori territory to kill Orstajor Black-Paws and his household. After that, the wolfmen fought internally for leadership, blunting their threat to the Orlanthi tribes. Jon was unable to press home his advantage as his coalition suffered heavy losses in the fighting.

THE CINSINA KING'S LIST

- **Cinsin the Wolfskinner:** 1463-1467; first king of the Cinsina. The people survived due to his leadership.
- **Alebard Longshanks:** 1468-1472; first king from the Dolutha.

- **Gyffun Druggarson:** 1472-1474; a Drutorae clansman he took the tribe into the 'Hauberk' Jon's confederation against the Telmori. Telmori warriors captured and tortured him to death in the fighting that followed.
- **Branbrig Errolsson:** 1474-1478; of the Underwillow clan, he refused to fight with 'Hauberk' Jon.
- **Tarkal Gyffunson:** 1478-1500; from the Dolutha clan he led the tribe into the Jonstown Confederation. He was king when Sartar founded Boldhome and became King of Dragon Pass.
- **Koschei the Laggard:** 1500-1507; from the Frithan clan, he was king when Foul King Brangbane was ousted and fled to the Woods of the Dead.
- **Enent Storm-Wise:** 1508-1511; of the Underwillow clan, he once owned one of Sartar's Brass Mules.
- **Orlmakt Stout-Hearted:** 1511-1518; a Frithan clansman, he was brave but not overly bright.
- **Hiord the Sharp:** 1519-1523; from the Red Cow, during his reign the Kingdom of Sartar began.
- **Amald No-Bull:** 1524-1530; from the Red Cow, he hated liars and oath-breakers.
- **Jarstak the Lame:** 1531-38; from the Dolutha. Because of his affliction his wit was his weapon not the sword.
- **Saronil Gustandson:** 1538-1545; a Frithan, Saronil pursued the old conflict with the Culbrea over many years, which threatened the confederation. In 1543, the Two-Pine chieftain, Drondyr Quickblade saved Saronil from death.

while fighting beside the Prince against the Dinacoli at the Battle of the Donalf Flats. That ended the Culbrea and Cinsina feud and the Dinacoli paid Royal Tribute to the Jonstown Confederation afterwards.

- **Rostarlor Well-Advised:** 1545-1551; from the Underwillow, he surrounded himself with worshippers of Lhankor Mhy as advisors — the Council of Gray Sages.
- **Faran Flask-Beard:** 1551-1555; from the Red Cow, he led a disastrous war against the Dinacoli.
- **Janerra the Learned:** 1556-1559; from the Underwillow, Janerra was the first Queen of the Cinsina. Hers were the years of war against the evil Empire.
- **Ormasal Tooth-Wind:** 1560-1569; from the Dolutha, Ormasal negotiated the royal road from Jonstown to Isle Dangerous with Prince Jarosar.
- **Urika the Beautiful:** 1570-1573; from the Underwillow, Urika fell helping King Tarkalor defend the kingdom from the Empire.
- **Olend the Slim:** 1574-1575; from the Dolutha, he had the shortest reign of any king. He died in the Grazelands.
- **Kangharl Moon-Hater:** 1575-1579; from the Red Cow, he led people to fight in Tarsh.
- **Borngold the Upright:** 1580-1583; from the Frithan clan, he led the tribe at Grizzly Peak.
- **Ke vessa Red-Lip:** 1584-1589; an Underwillow queen and granddaughter of Janerra the Learned.
- **Dangmar the Red:** 1590-1594; from the Frithan clan, he fought with the Culbrea.
- **Gustand Harvarsson:** 1595 — 1602; from the Red Cow clan, he stood and died beside his lord Salinarg at Boldhome.
- **Garralor Hendriksson:** 1603-1613; he hailed from the Dolutha clan and sought to control the Jonstown Confederation at the expense of the Culbrea troublemakers. He co-operated with the Lunars and re-instituted the Council of Gray Sages.
- **Ivartha the Skinner:** 1613-present; she fought in the war against the Telmori alongside James Hostralos and became queen when Orlanth was banned.

SARTAR

Sartar came to Dragon Pass in 1470. Like Colymar, Sartar was a thane from the Orshanti clan of the Hendriki tribe in Heortland. Sartar knew secret Motion Rune Magic that gave him powers of growth and change. He altered the face of history and the land, as well as more mundane aspects of life. He was unusual for he refused to fight and, even when challenged, never raised weapon or magic against another person. This is not to say that others did not kill for him.

‘Hauberk’ Jon was busy trying to rebuild his coalition when Sartar approached him in 1480 and offered to make peace with the Telmori. In return he offered to show Jon and the tribes how to make a city afterwards.

Sartar went secretly among the Telmori, entering their sacred ceremonies. The Telmori threatened to kill him for his violating their rituals. Sartar told them he came to offer friendship and

offered his powers of transformation in return. The Telmori asked Sartar to resurrect their king. As was his way, he gave them something else, a gift that would transform them. Sartar produced a new king for them. No one had seen Ostling Four-wolf before, but there was no doubt he was a Telmori. No one could ever have more than one wolf brother, but Ostling had four. Ostling passed the leadership tests and so ruled the Telmori. From that time, the tribe was loyal to the Princes of the Sartar dynasty.

In 1482, the tribes agreed to implement Sartar’s plan to make a city. The Cinsina, Culbrea, Maboder, Malani, and Torkani tribes took part. Sartar established a confederation among them — governed by a City Ring — that allowed people from different tribes to work together. ‘Hauberk’ Jon was the first mayor, whose job was to represent the town’s residents on the City Ring. Afterwards he became the *wyter* for the city that bore his name — Jonstown.

THE LUNAR EMPIRE

THE FALL OF THE KINGDOM OF SARTAR

The kingdom of Sartar was a thorn in the Red Emperor’s side. King Tarkalor of Sartar supported the Tarsh Exiles, rebels who struggled against the Lunar dynasty on the Tarshite throne. Tarkalor died in the defeat of the Exiles by the Lunar Empire at the Battle of Grizzly Peak in 1582. His son, Prince Terasarin marched to the aid of the people of the Far Place when Lunar soldiers besieged Alda-Chur. Many Cinsina joined Prince Terasarin in liberating that city from the Lunar Empire. They cheered when one of his sons married a woman chieftain of the Tovtaros tribe, joining the tribes of the Far Place to Sartar. The Dinacoli joined the Jonstown Confederation, no longer in tribute but as a partner, and the Cinsina’s northern neighbors became part of the kingdom of Sartar. Prince Terasarin began a new road, north from Isle Dangerous to Alda-Chur.

The Empire could not ignore this. In 1602, they invaded Sartar. King Gustand Harvarsson led Cinsina warriors in support of Prince Salinarg and his Household of Death. King Gustand died alongside his Prince in the final battle at Boldhome and there were many Cinsina widows that year.

THE MABODER

When the Empire invaded Sartar, King Kathelranda withheld the Maboder warband from the defense of Sartar. The victorious Empire rewarded Kathelranda well. The Lunar governor granted his tribe favorable trade and tax status and Kathelranda was frequently at the governor’s side in Boldhome. Encouraged by the Empire, the Maboder demanded tribute from their neighbors. They called it the ‘Wolf Tax’ and justified the payment from their neighbors by being the ‘fence of swords against the Telmori.’ They had few friends left in the Jonstown Confederation by 1605.

In 1606, King Kathelranda began the colonization of Torkan’s Vale, gathering warriors from across the tribes to help him cross the Dogbone Hills. The colonization of Torkan’s Vale broke Sartar’s agreement.

Settling new land was not enough for Kathelranda — he intended to wipe out the Telmori. Confident of Lunar backing, he launched an expedition into the Wolf Ridges. In an event known as the Black Moon Massacre for its timing, Kathelranda’s warband fell upon

THE MOURNING OF THE MABODH

Gold eyes gleaming, and red jaws ravened,
Wolfmen and gray wolves, baying in battle,
With horrid howls, surrounding Stonegate.

Blood-thirsty beasts, Moon-lit the monsters,
Shield-boards they splintered, helmets hewed,
Mail-shirts mauled, good spears shattered.

Sword-man and shepherd, and carl and cottar,
Bravely and bold, in their desperate defiance,
They fought to thwart, the savage slaughter.

Bent and broken blades, for bronze was blunted,
Bitter now the battle, as the war-wall weakened,
Neither edge nor point, their pelts could pierce.

Scarlet splashed, the wolf-skinned unwounded,
Slew the sworn-men, and Kathelranda King,
Grim and greedily, set feasting on the fallen.

Wretched and weeping, the ill-fated followers,
Few those who fled then, woeful and weary,
Serve now as slaves, land and kin lamenting.

Telmori camps. Finding many of them undefended they set about killing old men, women, and children. Their intent was to wipe out the Telmori at their weakest moment. It failed because the warriors were away at a council of the packs to discuss the Maboder invasion of Torkan's Vale. The meeting had broken up in disharmony with the packs unable to agree a war leader. When the warriors returned they mourned their dead and swore vengeance. The drums along the Wolf Ridges called for war and the now outraged Telmori packs agreed to a war leader in Kostajor Wolf-Champion.

In the winter of 1606, the Telmori fell upon the Maboder villages. They killed every man, woman, and child they could find. Finally, they reached Stonegate. Rebels against the Empire, led by Dunorl Brandgorsson, helped the Telmori to capture Stonegate. Dunorl hoped to send a message to other tribes who might cooperate with the Empire. Betraying Stonegate's defenders they opened the gates to the Telmori who then took their bloody revenge for the Black Moon Massacre. The entire Maboder leadership was wiped out.

The Maboder survivors fled to nearby clans, many of whom rebuffed their former enemies. Tattered columns of refugees entered Jonstown and Boldhome to beg comfort from the Provincial Church's missions. They appealed to the Lunar governor during the Sacred Time rites of 1606, invoking their ancestors, and imploring vengeance.

THE WOLF HUNT

In 1607, the Lunar Army moved to avenge them.

The tribes of the Jonstown Confederation were eager to help, and defeat their old enemy the Telmori. King Garralor Hendriksson saw an opportunity to control the Jonstown City Ring at the expense

of the Culbrea — who the Lunars regarded as troublemakers. He supported the Lunars and persuaded the Cinsina to march under the Lunar banner.

James Hostralos, a career officer originally from Aggar, had experience fighting the Telmori in his own land. Before the destruction of the Maboder, he had made friends among the tribes who were agitating for war on the Telmori. His regiment, the Biliz Highlanders, fight as peltasts — light troops well suited to fighting this kind of guerrilla war. He captured two of the Helkos Brothers and executed one of them to prove his word. The war ended when James killed the wolf brother of Kostajor Wolf-Champion, king of the Telmori.

The Lunar governor gave James the former Maboder lands as his grant. The Maboder survivors who returned to their lands did so as slaves to work the lands of the Lunar veterans who now held the land.

STARBROW'S REBELLION

In 1611, the Lunar governor raised taxes and banned the worship of Orlanth among the tribes.

Many tribes resisted the prohibition on worshipping Orlanth. When Lunar troops tried to raze the temple on the Hill of Orlanth Victorious, in 1613, those tribes attacked and destroyed the Lunar column. The leaders of this rebellion were Kallyr Starbrow, queen of the Kheldon tribe, Hofstaring Treeleaper, king of the Culbrea tribe, and Kallai Rockbuster, king of the Colymar tribe. Kallyr lit the flame of Sartar, proving her right to inherit the throne.

Garralor Hendriksson refused to join them. He believed that Kallyr had forged alliances with the Telmori and his spies reported that Telmori had been involved in the destruction of the Lunar expeditionary force at the Hill of Orlanth. Believing Kallyr would betray the people to the Telmori, if it aided her quest for the throne of Sartar, he refused to raise the Cinsina. Instead he stood behind the new heir to the throne, Temertain, who had been found in the Holy Country. Garralor was instrumental in persuading the Gray Sages to support the 'Philosopher King.'

Still some Cinsina warriors joined for the chance to fight against the Empire. The rebellion failed and its leaders were forced into exile. The Lunars trapped Hofstaring Treeleaper in Hell and placed a puppet ruler with a weak claim, Prince Temertain, on the Sartarite throne.

Brofin the Beardless, the Dolutha chieftain, felt that his kinsman Garralor had betrayed the kingdom of Sartar. He exiled himself, and with his companions ambushed Garralor when the king's household entered Dangerford. The priests still say that the Dolutha are cursed for that.

THE STRONG PEACE

Following Starbrow's Rebellion, the Empire punished tribes and clans who would not renounce the leadership of Orlanth's worshippers. The Cinsina reacted by replacing Garralor Hendriksson as king with Ivartha the Skinner. She was a noted wolf-killer who was acceptable to the Empire because she had fought alongside King Kathelranda when he tried to settle Torkan's Vale, and James when he took vengeance for the Maboder upon the Telmori and worshipped Vinga not Orlanth.

With the transfer of Culbrea clans the Cinsina became the strongest tribe of the Jonstown Confederation. Queen Ivartha's

policy has been to aid the clans in resisting Dinacoli and Culbrea demands for tribute — and has won the clans' support for being strong against the old enemy.

But Queen Ivartha's attention has always been to the east and the Telmori, against whom she is ever vigilant.

THE TRIBAL WYTER

BLUE GHOST 𐌸𐌹

When Cinsin the Wolfskinner formed the tribe, the lesser god who answered Cinsin's call was Orlkarnth Blackbeard. Orlkarnth was the soul of a gruff Vingkotling warrior who had taken part in the Sword and Helm war and died in the Last Royal Betrayal. He helped to rally the clans, and weld them together to defend their homes. Later when the Telmori packs ate whole clans, Orlkarnth helped the people defend themselves.

Orlkarnth knows war, desperate struggles for survival and re-grouping in the face of overwhelming odds. He knows less about peace, reconciliation, and turning the other cheek. His 'ghostly' form appears as a translucent Orlanthi warrior, with a bluish shimmer, armed and armored for war.

Everyone in the tribe offers the first toast when drinking to 'the blue ghost' and pours a libation on the floor.

IMPORTANT PEOPLE OF THE CINSINA

QUEEN IVARTHA AND HER HOUSEHOLD

Queen Ivartha the Skinner is a tall and imposing woman with flame red-hair, her beauty marred by three livid scars running from her right eye to her chin, the reminder of a fight with the Telmori. Softly spoken, Ivartha's leadership is quiet and understated, not bold and brash. Her strength is in listening. Many have mistaken the queen's quietness for timidity, to their own cost. In battle, Ivartha is capable and not content to let others do her fighting for her.

Three groups comprise the Queen's Household. At any time, the queen supports thirty to forty thanes who form her bodyguard and tribal warband — the **Wolfskinners**. **Vastyr Bloody-Shirt** is sworn to protect Ivartha; she saved his life during the failed attempt to settle Torkan's Vale. He is the member of the household most often met by outsiders; his job is to control access to the queen, a job he fulfills by

mostly saying 'no.' Chieftains and thanes from across the Cinsina curse 'Bloody Vastyr' for his obduracy. **Leikori the Shadow's** methods are questionable but he is effective and Ivartha cares more about killing Telmori than honor.

Many of the Wolfskinners are exiles from their own clans, sent away to allow tempers in a blood feud to cool. They are killers, hard men who have taken life before, and would find it easy to do so again if their queen required it.

The queen also has two-dozen councilors. **Camille the Quick** is Ivartha's spy mistress. The Brave Tribe says that word reaches Camille the Quick when Jomes stubs a toe, but for now, she focuses her energies and attentions on news from the Telmori and not the Empire.

Finally, the queen also maintains a bonded trickster, **Janara the Swarthy**, as part of her household, strengthening the tribe's magic. Janara often causes outrage among the household. As with all tricksters, most of her schemes end up backfiring. Queen Ivartha claims to find some wisdom in Janara's ribaldry and some inspiration in her want of care for how others regard her. Still Janara will betray Ivartha, one day...

Apart from restrictions of establishment or tradition, members of the household do not have to come from the clans of the tribe. To attract the renowned men and women into service is a mark of greatness. In addition, they are above clan loyalties.

QUEEN OF THE CINSINA: IVARTHA THE SKINNER 𐌸𐌹𐌺𐌹𐌸𐌹

Ivartha the Skinner is the warrior-queen of the Cinsina tribe.

Ivartha's family was savaged in a Telmori raid when she was a young girl. She killed and skinned her first wolf in the year of her initiation to Vinga.

Ivartha was exiled from the Red Cow for her part in the feud with the Split Waters clan of the Maboder over the burning of Eoric's Stead. Whilst in exile, she was part of the attempt led by King Kathelranda of the Maboder to colonize Torkan's Vale with a disparate band of outlaws, bandits, and adventurers. There she first showed the leadership that marked her out for greatness; there she also learned her limits. She bears the scars of a werewolf's claws raked in three jagged lines across her face, earned when the Telmori overran the Maboder, whose king she served. She hates the Telmori for her losses, the itching of her scar a constant reminder of her hatred. The failure there still drives her.

She is a friend to Jomes Hostralos, a bond they forged in the Wolf Hunt. That bond helped her rise to become queen. The Empire wanted someone who they could work with, and Jomes was willing to vouch for her. Ivartha keeps it secret, but Lunar

IRON AND THE CINSINA

The Cinsina need iron (or other runic metals) to fight the Telmori as bronze weapons slip harmlessly from a werewolf's hide. The Cinsina willingly trade for these items whenever they can. The main source for iron weapons in Dragon Pass is the dwarves of Dwarf Mine.

Tarkal Gyffunson established the Cold Hard Iron Tribute with the Dwarf of Dwarf Mine. He traded food, service, or other stranger gifts in return for iron from the dwarves. The quantities were always small — a dozen spearheads, or a pair of daggers, or a sword.

Since then the dwarves have approached the Cinsina King, according to some unknown 'work schedule' of their devising to offer the Cold Hard Iron Tribute. The price is often high or difficult to collect, such as the time they demanded a dozen beakers of scorpion man venom, but the Cinsina need the iron to fight the Telmori so it is always accepted. The dwarves imply that failure to accept the 'contract' when offered might result in its ending.

Because of this deal the Cinsina thanes have more iron weapons than any other tribe in Dragon Pass.



THE CINSINA HOUSEHOLD

From left to right: Ivartha the Skinner, Vastyr Bloody-shirt, Leikorl the Shadow, Camille the Quick, Janara the Swarthy

silver helped her buy the support she needed to win her first election and a Lunar promise of lower taxes.

Once elected, she proved anything but the Empire's puppet. She did not despise the Lunars, but did reject the dishonor of the Occupation, the prohibition of the worship of Orlanth, and the collaboration of leaders like Ivar Quickstep. Forced to dance with the Empire she keeps the tribe out of the rebellion and prosperous while the Culbrea suffer. Moreover, she always watches the tribe's true enemies: the Telmori.

Ivartha has an on-off love affair with Kallai Hairy-Breeks on the Cinsina Ring, but she has known many lovers.

Ivartha the Skinner ㊦

Clan: Red Cow

Faction: Wolfskinners

Age: 45

Keywords: Warrior-Queen

Magic: Initiate of Orlanth — Vinga sub-cult ㊦

Look: Scarred face, silver torc, unbound red hair, wolfskin cloak

HOUSECARL:

VASTYR BLOODY-SHIRT ㊦

Vastyr is the victor of ten bloody duels; a former Greenhaft thane, he left his clan to earn coin with his sword, fighting in other men's

feuds and wars. He joined Ivartha's attempt to carve out a new clan in Torkan's Vale. After he lost his first duel, when Ivartha's cousin Ortossi Ketilsson beat him to within an inch of his life, the two became lovers and friends. Ivartha helped nurse his wounds, but the love affair has long since ended; Vastyr still hungers for a re-match with both Ivartha and her young cousin.

Vastyr always strikes from advantage or by trickery when he can, never believing in an even fight. Luck and a sixth sense for danger have kept him alive. Vastyr is phlegmatic about his lot in life. Battle-scars ruin his face; only a blind woman would find him attractive. His loneliness for a woman's touch makes him one of the most likely sources of betrayal within Ivartha's household. Sureela Far-Traveled exploits Vastyr's weakness and disguised as a Jonstown whore has ensnared his heart. For now she simply uses her disguise to extract information from Vastyr, but she might try to turn him against his former lover, if needed.

A grim and unsmiling man, Vastyr sees danger at every crossroads, and assassins at every door, an instinct that has kept those he guards alive. Others find his paranoia exasperating, usually because he prevents access to the queen. Ivartha finds his devotion to his job useful; it helps reduce the number of visitors she has to endure.

Vastyr and Orngerin Thundercape, a kinsman from the Greenhaft, are rivals to replace Jost Bronze-Side as leader of the clan. Vastyr would have Ivartha's support — for he would keep the clan in the Cinsina.

Vastyr Bloody-Shirt ᠎ᠠᠶᠢᠰᠢᠷ

Clan: Greenhaft

Faction: Wolfskinners

Age: 35

Keywords: Mercenary

Magic: Initiate of Orlanth ᠎ᠠ

Look: No beard, ruined face, shaved head, short and stocky

HOUSECARL:

LEIKORL THE SHADOW ᠎ᠠᠶᠢᠰᠢᠷ

A grim reputation follows Leikorl the Shadow, tales of his part in blood feuds and troll-fights that led to his exile from the Torkani.

Keen sighted and with a sharp sense of smell, Leikorl usually scouts ahead, slipping easily through the shadows. With silent footsteps and black-feather fletched arrows, he has taken many of his enemies without even a cry.

Ivartha attracted him to her service with the promise of testing his skills against the Telmori. He fought alongside her as a young warrior during the attempt to settle in Torkan's Vale. He was captured when the settlement fell to the Telmori. Most believed him dead. He learned to hate the wolfmen in captivity, after Jogar tortured many of his companions. Leikorl survived but not before being humiliated; he betrayed his companions and was nearly driven mad. He never talks about his time in captivity, for shame at his own actions to stay alive.

Leikorl has spent a lot of time scouting Torkan's Vale and the Wolf Ridges for the queen. To the Telmori he is a figure of fear and hatred, taking their kinfolk in the dark of the forest. He killed Sihala Sweet-Laugh, one of the wives of Black-Paws Helkos and still wears her wolf-pelt as a cloak. Her nephew, Ostling Spotted-Fur is the Telmori hostage to the Cinsina — Leikorl makes sure to wear the pelt whenever he meets Ostling.

The Telmori shaman Jogar has offered great rewards for the brave who brings him Leikorl's head.

Leikorl has a reputation for skulking in the shadows. Many in the clans distrust Leikorl, portraying him as an assassin. Leikorl plays up to that image and is brutal and merciless, knowing it enhances his reputation.

Leikorl the Shadow ᠎ᠠᠶᠢᠰᠢᠷ

Clan: Siganti (Torkani)

Faction: Wolfskinners

Age: 32

Keywords: Mercenary

Magic: Initiate of Orlanth ᠎ᠠ

Look: Beady eyes, clean-shaven, narrow face, thin; missing part of his scalp

SPY:

CAMILLE THE QUICK ᠎ᠠᠶᠢᠰᠢᠷ

Camille is from a poor Jonstown family. Her father, Gyffun Cheapshoes, made many sacrifices to pay for her apprenticeship at the Jonstown Library.

Camille worked hard to meet her parents' expectations, but she disliked the rarefied and scholarly atmosphere. Instead, she turned her skills to trafficking information. She has developed a network of contacts within the Jonstown Trade Ring and among the Dinacoli and Culbrea tribes. Whispers reach Camille even from Jones' household and the camps of the Telmori.

Camille has turned many of the techniques of the sage to espionage, committing extensive notes from her spies' reports into volumes she can later consult. These are written in her own cipher, to prevent exposure of her informants. Camille uses Lhankor Mhy's magic to ferret out hidden knowledge, check the truth of what she is told, and interrogate the queen's enemies.

Camille is apt at suborning people with gold or blackmail. She seems to have an uncanny ability to ferret out weaknesses that can be exploited to her advantage.

THE QUEEN'S PROGRESS

Orlanthi Law prescribes that: "A King can step into any household of his subjects, and stay for a Day-feed. He is always welcome, with his household, in the home of any noble or priest. He is the guest of his clan council." Orlanthi custom simplifies this to allow the clan to pay taxes to support the king and his household wherever he is.

Of course neither law nor custom speak adequately on this size of a household and everyone knows the story of Unhappy King Derik who had to dismiss his household one-by-one to be accommodated by his increasingly fractious subjects until, in the end, only his trickster accompanied him.

In most tribes the king has a year round seat, such as the Culbrea king at Fox Hollow, but among the Cinsina, tradition, born from years living in hiding from the Telmori, dictates that the king travel from clan to clan with their household. Holy Days and markets are the times that most people look to see or meet with the Queen as these are the times they can expect her household to arrive in their clan lands.

The itinerary of the king's progress varies from year-to-year; the god-talkers performing divinations during the Sacred Time to determine at which Holy Days the king will be present with which clans.

The bad blood between Queen Ivartha and Ivar Quickstep, the Dolutha chieftain, makes any stopover in Dolutha territory tense, and Ivartha tends to stay at Red Cow when her itinerary takes her to the Dolutha, remaining on the Dolutha territory only long enough to perform the requirements of office. The Dolutha find this intensely insulting; Ivartha means them to.

Camille the Quick ☐ΥΛ

Clan: Greenhaft

Faction: Wolfskinners

Age: 39

Keywords: Spymaster

Magic: Initiate of Lhankor Mhy Y

Look: Guttersnipe accent, heavy gold chains and earrings; pretty face; a fake beard consisting of two gold chains running to nose piercings, with a copper screen of chains hanging from it

TRICKSTER:

JANARA THE SWARTHY ☐.:X

Attractive enough to cause jealousy, Janara has never shied from using her beauty to seduce men and women, though she often ruins her looks by strolling around like an over-painted Jonstown whore.

Disinterested in love, Janara's seductions have always been about gain from another over-elaborate plan. Born in the Jonstown backstreets, Janara has survived as a con-artist, tricking her way into wealth and then losing it all again, when her bad luck dogged her and the scheme backfired.

Touched by the Trickster, Janara's attempts to disrupt the city would have had her hanged if Queen Ivartha had not bonded her.

For Janara, Ivartha's household is just a way to play her games in the 'big time' amongst kings, queens, and the fate of nations. Her greatest game so far has been the Lunar Empire, and Janara feels that her actions fooled the Empire into trusting the queen.

Janara hates Camille regarding her as an amateur in a world of deception and illusion that is her territory. She tries to embarrass her by feeding her false information, but the spymistress has seen through it all.

Janara the Swarthy ☐.:X

Family: Unknown (Illegitimate)

Faction: Who Knows?

Age: 28

Keywords: Con-Artist

Magic: Bonded Trickster .:

Look: Beautiful, dark skinned, thickly applied cosmetics

THE HOSTAGES

The Queen's household includes a number of hostages, whose life is forfeit should an alliance or treaty be broken. The Orlanthi practice of exchanging hostages is ancient and respected as a way to enforce treaty obligations following a military victory.

Queen Ivartha counts Telmori braves among her household, a condition of the settlement agreed by Jomes following the Wolf Hunt in 1607.

The hostages travel with the queen, for she needs them close to hand to dissuade the Telmori from believing that they could violate the treaty and still free them. Provided the Telmori meet their treaty obligations they are protected by Orlanthi hospitality.

HOSTAGE:

OSTLING SPOTTED-FUR ☐+▽

The son of Black-Paws Hostralos, grandson of Kostajor Wolf-Champion, and great-great grandson of Sartar, Ostling chafes at his role as Queen Ivartha's ill kept dog. Yet Ostling is a man of honor, who keeps Kostajor Wolf-Champion's word. He detests Leikorl the Shadow, who killed his aunt and stepmother, Sihala Sweet-Laugh. He is determined to kill him in revenge. He is loyal to his grandfather's kin — the House of Sartar.

He has few friends here, he knows their hatred for him, though Camille the Quick loves his stories of his homeland, and he has developed a taste for the drunken companionship of Vastyr Bloody-Shirt.

Loyal to his people, Ostling accepts his fate, but longs for revenge. Ostling has kept his eyes and ears open, learning the ways of his enemies, and their treacherous plans. He knows the contempt they hold his people in, and that there will never be peace.

He has nothing but contempt for their soft ways, cutting Grandmother Earth with their plows, penning the Lady of the Wilds' animals behind fences. He sees their spirits as dead, worn out by care.

Ostling often raises his ancestry, noting that: "The blood of the House of Sartar runs in my veins." He is dismayed by what he believes the kingdom has become now Prince Temertain is on the throne.

Ostling tries to spend his time learning the ways his enemy fights so that he can better defeat them in battle. He has learnt how the Orlanthi fight in the shield wall, the riddle of the sword, and the use of cavalry. He knows they spy on him, but he spies on them too.

Ostling Spotted-Fur ☐+▽

Clan: Far Runners (Telmori)

Faction: Telmori

Age: 28

Keywords: Telmori Brave

Magic: Telmor Spirit Society ▽

Look: Buckskin and rawhide clothing, high cheekbones, long loose hair, moccasins

THE QUEEN'S RING

THE CINSINA RING

Chalana Arroy: Thanelda Copper-Tongue

Elmal: Swendar Battle-Brother

Ernalda: Devina the Bountiful

Humakt: Karos Crow-Shadow

Issaries: Kalf Blinked-Twice

Kero Fin: Irnara Cat-Witch

Orlanth Thunderous: Verlain Never-Doubt

Urox: Toltar Gors-Born

Voria: Ereltha Herd-Healer

The ring is the governing body of the Cinsina. The queen leads, but the ring advises. The ring represents the voice of the people, the clans, and the cults. **Toltar Gors-Born** is an Uroxi Bull Priest, who knows Ivartha from the attempt to settle Wolf Stand. His poor manners and behavior upset many members of the ring but his presence strengthens their magic. Ivartha values him as a wolf-foe despite his behavior. Although the Empire hunts Storm Bulls, Toltar continues to make his way to council meetings, impressing Ivartha with his dependability and resourcefulness. **Karos Crow-Shadow** and **Irna Cat-Witch**, the blind old 'grandmother' of the tribe, support Queen Ivartha's struggle against the Telmori. They remember the destruction of the Maboder and the Wolf Hunt, and the tales of the long struggle against the wolfmen. They do not intend to let Ivartha forget, or the wolfmen to live in peace. Common folk call Toltar, Karos and Irna the 'Grim Three' and the frightening presence of these three councilors unsettles many an opponent.

Thanelda Copper-Tongue is the only one who seems to be able to calm Toltar. A priestess from the Chalana Arroy temple in Jonstown, Thanelda is the voice of peace and compromise on the ring, suggesting negotiation and dialog. Ivartha tries to be polite and even listens to her on negotiation with the Empire, but has little time for talk of peace with the wolfmen.

Verlain Never-Doubt and **Devina the Bountiful** of the Red Cow lead the Isolationists. Broddi Strong-Kin championed their appointment, rejecting Ivartha's candidates, who supported for calls for war with the Telmori, to pursue a path of isolation from the Hero Wars. Like many in their clan, these two care about cattle and

meadows above all else. Ivartha tries to turn Verlain and Devina to her cause but although they worry about the threat from the Culbrea and their demands for the Lorthing Vale tribute, she has not managed to rouse them to the threat posed by the wolfmen.

Kallai Hairy-Brecks, an adventurer, who spent time in Pavis, leads the Free Sartar supporters on the ring. Kallai tries hard to push everyone away from local disputes, such as struggles with the Culbrea tribe and the Telmori to focus everyone on the dangers posed by the Lunar Empire. Unlike Kalf, he is able to influence Ivartha, having been her on-off lover for a number of years. If Queen Ivartha acts for the rebellion, Kallai's pillow talk is more than likely the cause than Kalf's rallying cries.

Kalf Blinked-Twice supports Kallai. A Goldentongue merchant his caravan wanders throughout Cinsina territory and beyond, but he is always at the tribal market, hawking wares from some exotic locale in return for Cinsina goods that he will trade on. He uses his travel as an excuse to spy for the rebellion, and is quick to exhort the tribe to fulfill their obligations to Sartar by resisting the Occupation.

If Ivartha dislikes anyone on her ring though, it is **Swendar Battle-Brother**, whom she regards as Ivar Quickstep's stooge. Swendar only wants the best for his clan. He has made common cause with Verlain and Devina, who have no desire for civil war. He dislikes the Telmori as much as Ivartha. He hopes to trade support for her ambitions in Torkan's Vale for her leaving the Dolutha in peace. Swendar dislikes the Righteous Wind faction, especially Kalf, because he fears they are the most likely to push Ivartha to interfere.



THE QUEEN'S RING

From left to right: Toltar Gors-Born, Kallai Hairy-Brecks, Verlain Never-Doubt

Ereltha Herd-Healer is a Goodhaven traditionalist who keeps to the old ways and despises those who love of the Empire. Ereltha makes common cause with Kallai, trying to persuade Ivartha to see the struggle against the Empire as the priority for the Cinsina.

UROX:

TOLTAR GORS-BORN 𐌹𐌸𐌰

Originally, a Pol-Joni tribesman, Toltar is a foul-smelling, beer-swilling, braggart of a man rightfully thrown out of every decent village in Sartar.

A big, fat man, he is still a fearsome warrior. He knows no fear, and little restraint. He loves to drink, wench, and laugh at crude slapstick or misfortune.

He is a Bull Priest and leads a band of a dozen Bullmen, called the Bad Boys. They are almost as bad as Toltar and nearly everyone fears their visits. They bully, drink, and sleep their way around. Were it not for the protection they offer against Chaos, few would want them around.

Queen Ivartha loves him for the support he offers against the Telmori — who Toltar despises as Chaos. His initiation scars itch in the presence of the wolfmen.

With a raging temper, and quick judgment he is best not crossed. Intensely loyal to his battle-companions he is a welcome ally.

Toltar has a surprising love of music, and his band knows that all musicians that they encounter fall under his protection. Toltar loves to hear them play and generously rewards those who entertain him.

Toltar Gors-Born 𐌹𐌸𐌰

Clan: Ansil (Pol-Joni)

Faction: Wolfskinners

Age: 38

Keywords: Mercenary

Magic: Devotee of Urox 𐌹𐌸𐌰

Look: Big, fat, foul smelling, loud

ORLANTH ADVENTUROUS:

KALLAI HAIRY-BREEKS 𐌹𐌸𐌰

An Underwillow thane, Kallai Hairy-Breeks has been in exile for many years for killing a Malani tribesman in a blood feud. He spent many years adventuring in Pavis, returning to Sartar to aid the rebellion. Kallai tries to persuade Ivartha to stir the Cinsina to rebel against the Empire.

He returned to his clan once his exile was done but no one wanted to upset the Malani again, so Ivartha the Skinner, his lover, found him a role on the tribal ring, for which Kallai was grateful. He has never been able to get over his clan's ingratitude.

Kallai's face is burnt on one side, from a Dinacoli raid on his village during his childhood. He hates the Dinacoli with a passion and regards them as traitors to the tribe. He urges raids across the Creek and sponsors them when he can.

A Wind Lord of Orlanth, Kallai wanders incessantly, within and without Cinsina lands, exploring, bedding women, raiding, and looking for adventure. Many a young man has been led away by Kallai from his clan to loot the Big Rubble, join Joh Mith's caravan to Balazar, raid the Tusk Riders of the Stinking Forest, or kill Chaos in Snakepipe Hollow.

Kallai Hairy-Breeks 𐌹𐌸𐌰

Clan: Underwillow

Faction: Righteous Wind

Age: 33

Keywords: Thane

Magic: Devotee of Orlanth 𐌹𐌸𐌰

Look: Burn scars on left-side of face, gravelly-voiced, llama-hide trousers

ORLANTH THUNDEROUS:

VERLAIN NEVER-DOUBT 𐌹𐌸𐌰

Verlain Never-Doubt is the son of Broddi Strong-Kin. A holy man of Orlanth, he has never cut or bound his hair or beard, which hang to his waist. He is naked apart from a cloak; by exposing his skin to the air he better shows his devotion to Orlanth.

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A Storm Voice and Thunder Brother, he often leads secret worship of Orlanth Thunderous at Good Rain Hill, where his booming voice and commanding presence single him out in the crowd. Influenced by his father, he resists talk of joining the rebellion despite the fetters the Empire has placed on Orlanth's cult.

He has heroquested to increase the fertility of his cows and the seed of his bulls. He idolizes his father's husbandry and herds of red cows. Verlain longs to return the aurochs to Dragon Pass and has spent years researching myths to help him do that.

He is a happy man, whose belly laugh often enlivens grim council meetings. People warm to him, even Queen Ivartha, or his father's opponents in the Red Cow. He has no political ambition himself, focused on being a holy man of Orlanth.

Verlain Never-Doubt 𐄂𐄃𐄅

Clan: Red Cow

Faction: The Isolationists

Age: 33

Keywords: Priest

Magic: Devotee of Orlanth 𐄂

Look: Belly laugh, blue cloak, full body suit of tattoos, long-beard and hair, naked

CINSINA LANDS AND SURROUNDS

ARFRITHA RIVER (BORANINI RIVER)

A river that flows through the Arfritha Vale, a tributary of the Lorthing River.

AROKA LAKE

A large lake on the Donalf Flats, which feeds into the Creek, formed from the gushing of Aroka's blood when Orlanth killed it. The water still has a red tint to it.

APPLE LANE

A border hamlet in Swan Vale, located in territory disputed by the Colymar and Malani tribes, Apple Lane sits astride a frequently used secondary road.

BATTLE VALLEY

A valley on the border of Sartar and Prax so called because the Praxian nomads often raid here or take this route into Sartar. Many nations have fortified Battle Valley over the years and ruined forts litter the hillsides. One ruin is home to the Sazdorf trolls.

BERRYHALL

The heart of the Blueberry clan *tula*, a sacred grove which is home to a dryad. The trailing vines that give the clan its most famous harvest originate from this grove.

BLUE BOAR FORT

The fort is set atop the only hill that rises above the Donalf Flats. Three great earthen walls surround the hilltop. The Rain Blossom clan can drive all their families and livestock within the walls for shelter in time of trouble. A proud citadel crowns the fort's eastern side, the seat of the Dinacoli kings. So much wealth has flowed into Dinacoli lands during the Occupation that Blue Boar Fort has become a small town.

THE CREEK

A tributary of Creek-Stream River, also called Krikans, it is a younger brother of Skyriver Titan. When Skyriver Titan's life force was draining away after Korang the Slayer stabbed him, Creek leapt down onto the Indigo Mountains and added his power so that Skyriver Titan would not be washed away.

DANGERFORD FORT

This fort lies on the north side of the Creek at the best crossing point along the Donalf Flats. The crossing lies at Isle Dangerous, a famous dueling ground where people come to settle disputes. South of the fort lies the town of Dangerford, a frequent stop for travelers on the King's Road.

DAYTIME WOODS

These woods earn their name because only heroes should enter them at night, due to their proximity to the trolls of Dagori Inkarth who often hunt here. The Asmandi clan of the Torkani lives here; many say they are kin to the trolls.

DINOSAUR HILL

Here Maran birthed the stenogs, grazing beasts that trampled the countryside and were famed for their extreme stupidity. The hill is jagged and irregular, with frequent clefts lying between bare rock shelves trampled flat by stenogs in ancient times. Tough grass and sparse bushes cover the lower slopes. A shrine to Maran stands here, but the presence of the Telmori keeps it untended.

The stenogs were too dim-witted to survive the Darkness, but were reborn from this same hill during the days of the EWF. The Cinsina hero Amald the Spine-Crusher slew a group of the beasts dwelling here in the late fourteenth century. None have been seen since.

DISPUTED LANDS

The Cinsina, Culbrea, Jomeslanders and Telmori dispute this area. For now it is wild land, and all of those groups hunt here, although someone always tries to settle it sooner or later. The different claimants' hunters often clash here.

DOGBONE HILLS

These hills divide the Torkani and Telmori. The northern slopes are home to a few well-fortified Torkani villages, but for the most part only raiding and hunting parties visit the hills.

DONALF STREAM

A tributary of the Creek in the Donalf Flats.

DONALF FLATS

This region is a rich farming land with few hills, drained by the Creek and its tributaries, whose clans are now all part of the powerful Dinacoli tribe.

DOZALIN RIVER

A small seasonal river that takes snow melt from the Quivini foothills out into the Praxian chaparral in Sea Season, where it eventually dries up. It helps to irrigate the land close to the foothills providing lush grasses for the Pol-Joni clans who graze there.

DRAGON'S EYE

Thousands of dragonewts live here, making it one of their largest colonies in Glorantha. It is one of the few ancient strongholds of dragonkind to survive from before the Darkness. Here lives the Inhuman King, a true dragon incarnated in a lesser body, whose decisions rule the dragonewts of Dragon Pass. North of the Dragon's Eye are the Dragonewt Wildlands, rolling heaths where the dragonewts hunt and carry out their unfathomable rituals.

DRUM POINT

Called Drumtop, this hill was the drum of Lant Ulfar. The clans around it can gain special Drum magic when they drum upon it, and they do.

FORDSTONE

This small town is the center of the Blueberry clan. Many traders come here in early Fire Season for the blueberry harvest and the chance to trade for some.

FORLOSS HILLS

On the southern edge of Battle Valley, these hills have wooded groves and copses in the vales, and grassy ridges. Hunters from the Sazdorf trolls frequently stalk the Aranwyth tribe pastures. The Telmori have become a greater menace to the herds with each passing year.

FOX HOLLOW

The King's Hall for the Culbrea tribe. Ranulf Turn-Tail is the current king.

GEO'S CREEK INN

Situated at the Dangerford crossing of the Creek, in recent years, it has lost out to the Two Fisted Inn in popularity, because of its lack of welcome for Lunar travelers. It has become the center of opposition to Ivar Quickstep, the Dolutha chieftain.

GEO'S RIDGE INN

Located on the King's Road where the foothills of the Brambleberry Hills and Cherry Ridge give way to the Quivin Mountains. Because of the cold weather most of the inn is buried in the ground of the ridge, sunk below the surface, apart from a three courtyards permitting light into the building, around which the rooms are spaced. The walls, floors, and furniture in the rooms are made of stone. The roofs are of turf. The rooms even have a primitive drainage system so that visitors do not have to step out into the cold.

GEJAY HILLS OR LARNSTE HILLS

Wooded hills in Sartar, now home to the Lysang clan, now of the Malani. The Underwillow clan of the Cinsina keeps to the northern hills and lands around Larnste's Table.

GOODFARM VALE

The richest Torkani land. They settled this valley a generation after they arrived in Torkan's Vale, and it became the center of their tribal lands after the Telmori werewolves pushed them from that place.

GOODHAVEN

The Goodhaven clan of the Culbrea has grown rich from the trade that passes through their lands between Jonstown and Boldhome. The settlements of Goodhaven and Sunshine Inn are regular stopping points for caravans heading to or from Boldhome along the King's Road, before they climb into the mountain pass or emerge into the foothills.

GOOD RAIN HILL

Rearing two and a half thousand feet high at the southern tip of the Indigo Mountains foothills. At the summit of the hill stands a small lake, which freezes over every winter. Filled solely by rainwater rather than by any underground spring, this lake is a sacred site to Heler, and a small shrine stands on its banks. The hill is steep in places and reaching the lake involves an arduous climb, but it can be worth it. Collected with the proper rituals, water from the lake can enhance Heler's magics if sprinkled on the ground within a week.

GREENHAFT

This village is the center of the Greenhaft clan of the Cinsina tribe.

HERONGREEN

The Dinacoli settled the ancient Vingkotling fort during the Resettlement. Herongreen controls the road between Sartar and the Far Place and is a rich source of income to the Dinacoli.

HORSE REST

This large village is the center of the Two-Pine clan. Some think that the settlement gets its name for being a stopping point for travelers going from Jonstown to Jarolar Keep, but the village actually gets its name from being where the Two-Pine mercenaries rest over the winter.

JALDON'S REST

The Grave of Jaldon Goldentooth; Derik Pol-Joni ambushed and killed the Praxian hero's army along Waha's Trail.

JAROLAR KEEP

Saronil built the Keep of Sarotar, a broch, and his son Jarolar built the walls. The Lorthing clan of the Culbrea holds the fort.

JOMESLAND

James Hostralos defeated the Telmori and took the area known as Jomesland or Wulfsland in tribute. He settled Jomesland with outlaws, farmers from the Imperial Heartland, army veterans, and a few former Maboder clanfolk, who live as slaves.

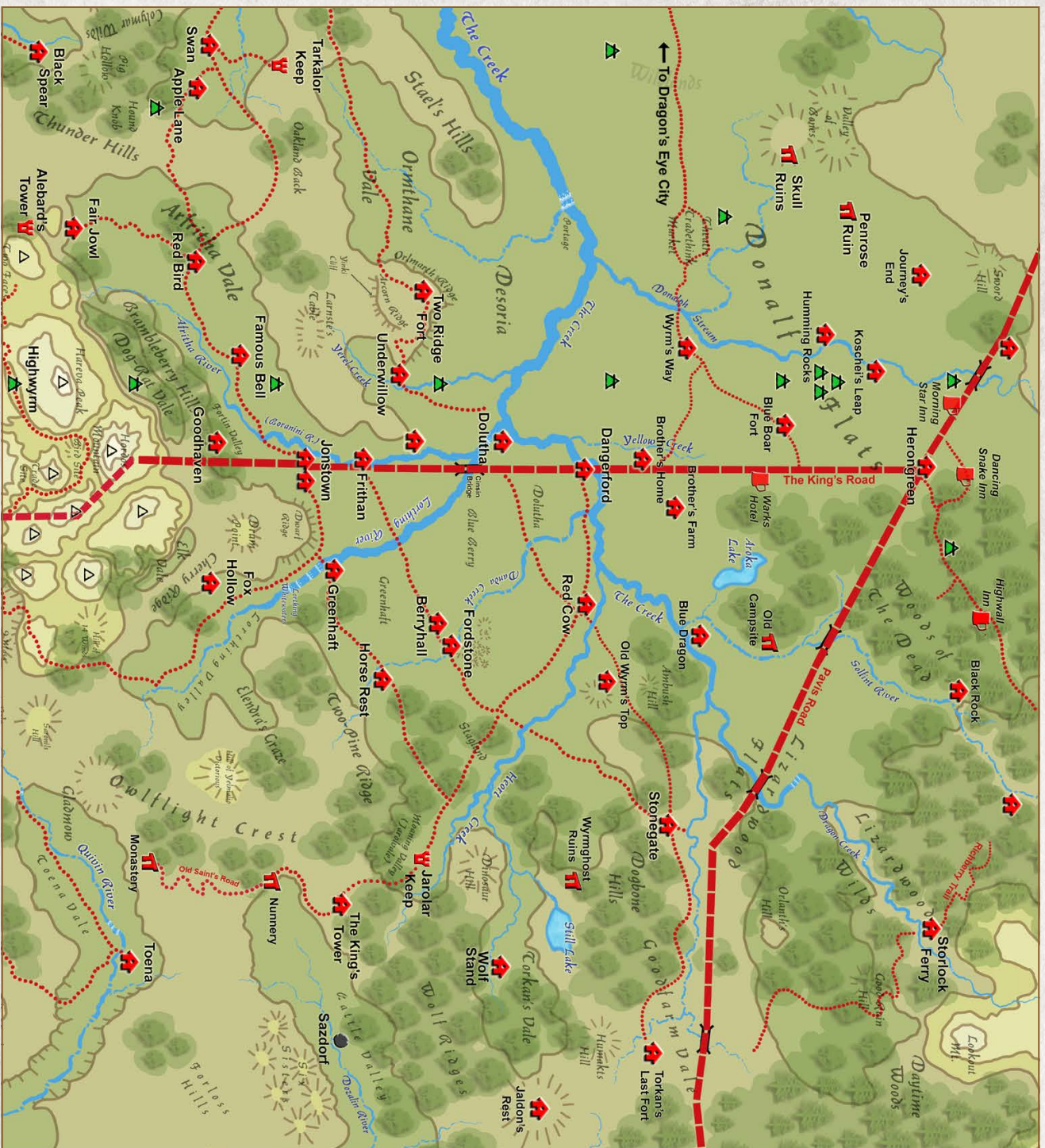
Cinsina

Land's and Surrounds

Key

	Peak		Bridge
	Tower		Road
	Place of Interest		Path/Trail
	Village/Town (<1,000)		
	Small City (1,000 - 3,000)		
	Inn		
	Troils (Uz)		
	Dragonewt Plinth		
	River		
	Seasonal River		
	Falls/Rapids		
	Forest		

0 Miles 10 20 30



JONSTOWN

Sartar founded the city in 1481 to settle a feud between Quivini tribes and the Telmori. It is an important marketplace and boasts the famous Jonstown Library, set up by Sartar's son Eonistaran the Sage. Only slightly less well-known is the House of Peace, a temple of Chalana Arroy. An old hill fort overlooks Sartar's modern city.

KING'S ROAD

Sartar built the section of this road that runs from Wilmskirk and Boldhome in the south to Jonstown. It is dwarf work and spectacular where it passes through the mountains. Terasarin extended the road from Jonstown through Dangerford and Herongreen to reach Alda-Chur uniting the people of the Far Place with Sartar. The road is strategically important as the main roadway for armies between the Far Place and the south. The Empire marched down it when it invaded, and when it defeated Starbrow's Rebellion. Many expect them to march down it again.

LORTHING RIVER AND THE LORTHING VALLEY

This rich valley is the heart of the Culbrea tribe. The Barlamani clan cultivates the northern lands of the valley while the Culbri clan, centered on Fox Hollow, lives in the south.

LIZARDWOOD FLATS

The Lizardwood Flats are home to the Bachad tribe, and the traditional point where the territories of the Far Place tribes begin.

LIZARDWOOD WILDS

These forests stretch between the Far Point and northern Sartar separating the Sun-worshipping tribes of the Far Point and the Darkness-worshipping Torkani tribe. Skirmishes are common here, and many raiding parties cross the woods in both directions. The lizards that dwell there now are mostly rat-sized and insignificant, a mere shadow of their former glory.

MOANING VALLEY

The Old Saint's Road winds through the Moaning Valley, and is the usual route for raiders from Prax. The King's Tower, a lonely watchtower, guards the passage from Battle Valley, atop the spire. The Lorthing clan tries to eke out a living here, despite the proximity to the Sazdorf trolls and the Telmori; most gather close to the protection of Jarolar's Keep.

ORLANTH'S HILL

An open-air temple to Orlanth stands at the summit, marked by standing stones and colored windsocks.

OLD WYRM'S TOP

The hill here gives its name to the village on the summit. The hill is covered with the broken remains of EWF villas; most have been picked apart for building materials. Much of the rubble has ended up in the impressive walls of the village. Many Maboder tribes folk who survived the fury of the wolfmen did so by sheltering behind those walls, and this village's proud boast is that it has never fallen to the wolfmen. It belongs to Jones now, its former inhabitants slaves for their new masters, but remains a hotbed of resistance to Jones' rule.

OWLFIGHT CREST

This range of hills was the border between the Culbrea and the Aranwyth tribes but since Starbrow's Rebellion, the hills have firmly been under the Aranwyth's control. The Hill of Orlanth Victorious is an important temple to Orlanth lies to the south and is where Orlanth began the Lightbringers' Quest.

PAVIS ROAD

This is not a Sartarite road but a Lunar military road crossing Prax and ending at the Sartarite colony of New Pavis.

RED BIRD

This fort lies in the Arfritha Vale; a curse bans all red birds from entering the Arfritha Vale where the fort sits.

RED COW FORT

This lies on a meander of the Heort Creek that forms a natural promontory, and the Red Cow clan has taken over the ancient fortifications here.

SAZDORF

The Sazdorf troll tribe lives in the Haunted Ruins within Battle Valley. They are famous amongst the Orlanthi for the struggles of the Temple of the Wooden Sword to replace Zorak Zoran with Humakt as their war god. They learnt from the human contact of that time and are able to bargain with the local clans, not just fight them.

SIX SISTERS

These six peaks in the Forloss Hills were spirits active during the time of the EWF. Each sister has the head of a particular animal set on a beautiful human body.

SOLFINT RIVER

A tributary of the Creek flowing, from the Indigo Mountains.

STAEI'S HILLS

A range of hills north of Ormthane Vale.

STAGLAND

These are disputed tribal lands between the Dogbone Hills and the Solfint River. The Red Cow hunters call this Stagland for the good deer hunting. Only the very brave hunt here though, for the Telmori considers this land theirs.

STONEGATE

Also known as Wulf Fort this was once the royal center of the Maboder tribe. After the Lunars under Jones defeated the Telmori in turn, the victorious soldiers built a new fort upon the site.

SUNSHINE INN

In Goodhaven clan lands, the Sunshine Inn lies along the King's Road from Jonstown to Boldhome. It is the last stop before travelers head into the Quivin Mountains, or the first welcome rest after they emerge and many of those making the journey between Boldhome and Jonstown stop here.

TORKAN'S LAST FORT

A fort in the Goodfarm Vale, built by the tribal founder on the ruins of an old hill fort, it is now the seat of the powerful Siganti clan.

TORKAN VALE

In 1460 a horde of Telmori werewolves descended upon the people of the valley, slew all they could catch, and laid waste the ancestral villages. The hunting bands of the Telmori make their home here and in the hills around.

The river that runs through Torkan's Vale flows only very slowly. Thick reed-beds cover the margins of the lake, while choking weeds and green scum spread out far from the shore in the summer months.

TWO FISTED INN

Grown popular since the Empire came, it extends a warm welcome to Lunar travelers. Many of the supply caravans running from Tarsh to the Empire pause here.

TWO-PINE RIDGE

The Two-Pine clan of the Culbrea holds this wooded ridge.

WHITE CROW INN

This inn lies on the southern side of Cinsin Bridge and is a major rest stop for caravans traveling between Jonstown and Dangerford. The lands here belong to the Frithan clan, who are only too happy to hire as guards to the travelers on the King's Road.

WOODS OF THE DEAD

Ghouls and other undead haunt these forested hills. Evil King Brangbane of the Dinacoli and his followers sought shelter here in 1501 after Sartar outlawed him. The undead militia of the Ghoul King still raids the villages and clan lands of their former tribesfolk.

WOLF STAND

In exile, Queen Ivartha once led settlers to colonize Torkan's Vale. She failed, and the resulting retaliation led to the destruction of the Maboder. Queen Ivartha still longs to return people to Torkan's Vale.

WOLF RIDGES

Sartar granted these hills to the Telmori. Wooded draws and copses characterize the vales, while the ridges above are grassy.

TEMPLES

AMBUSH HILL

A hill in Wulfsland, Ambush Hill rises six hundred feet above the woods of Stagland. Its top is bare and can be easily seen by anyone who climbs a Stagland tree. On the summit a henge of wood marks the site of an old temple to Orlanth.

In the Storm Age, Finovan watched for the Bull Leapers here and ambushed their sacred caravan. He stole their sacred purple bulls and added them to his own herd.

THE GIANT LANT ULFAR

Lant Ulfar the giant lived in the Quivin Mountains during the Gods Age. He was content just to live his life and beat his drum, but one god annoyed him: Larnste, the God of Motion. Larnste could not stop, no matter the need, but was always constantly in motion. His footsteps would interrupt Lant Ulfar's drumming, so the giant decided one day to stop Larnste. He set a trap on the top of a nearby hill, a table set with all the foods that gods love — stewed balarn fruit, juicy haunches of gazzam, and beakers of the effervescent wine of Stralos. He knew that this might tempt the god to run around the table to inspect the food, so he made a tanglefoot trap to slow the god, and he would drum the Slow Beat. With all this, he would stop the God of Motion, and in doing so make him cease to be, for Larnste cannot ever stop by his very nature.

Lant Ulfar sat behind his drum; with his drumsticks thrust into a little hill of dirt he scraped together, waiting for the little running pest. As he sat, he did not notice Orlanth Destor stalking up behind him. Orlanth knew what Lant Ulfar was doing, and did not want anything to happen to his uncle, Larnste. As Lant Ulfar saw Larnste approaching from far off he reached for his drumsticks to start the Slow Beat, but Orlanth dealt him such a blow that the giant's arm was severed, and with a second blow he was shattered into pieces. Orlanth hit him so hard that the giant's head flew to the table he had set for Larnste, and his heart flew farther, coming to rest on Two Ridge Top.

And so Larnste was able to enjoy his meal.

The Maboder used to worship Orlanth here, when not at the ceremonies at Good Rain Hill. Rebels continue to use it to worship Orlanth, especially the Daughters of Mabodh, despite the efforts of Jomes.

GOOD RAIN HILL

Good Rain Hill rears up two and a half thousand feet at the southern tip of the Indigo Mountains foothills. On the summit of the hill stands a small lake, which freezes over every winter. Filled solely by rainwater rather than by any underground spring, this lake is a sacred site to Heler, and a small shrine stands on its banks.

The hill is steep in places and reaching the lake involves an arduous climb, but it can be worth it. Collected with the proper rituals, water from the lake can enhance Heler's magics if sprinkled on the ground within a week.

The Cinsina and the Torkani use the shrine here for the worship of Orlanth and the Heler sub-cult.

HUMAKT'S HILL

In the Gods Age, Humakt struck his sword into the earth and sat on this hill. Afterwards people came and threw offerings into

the deep crevice made by his sword. Since then, it has remained a holy place to speak to Humakt.

The Cinsina and the Torkani use the shrine here for the worship of Humakt. The local Humakti regiment makes an effort to gather people here for worship on all of Humakt's Holy Days, and it forms the focus of Humakti in the region.

LARNSTE'S TABLE

Larnste's Table lies a few miles west of Jonstown in northern Sartar. Larnste raised this steep-sided plateau when he needed a place to rest his staff and gloves one day while he ate. Pilgrims travel to offer sacrifices to the Unfettered One — an epithet of both Larnste and Orlanth.

Larnste's Table is the most sacred holy place of Orlanth for the Cinsina and Malani tribes and an important temple for the Colymar as well. The temple receives gifts from Orlanthi throughout Dragon Pass and Sartar, making it the main source of wealth for the Underwillow clan.

The Underwillow clan has possessed this temple for generations, and successive chief priests have come from the clan.

In 1613, Fazzur Wideread defeated Kallyr Starbrow's Sartar Free Army at Larnste's Table. The Lunars claim to have fettered Orlanth with this victory. Orlanthi holy men seek magical means of freeing the Unfettered One and thereby reversing the Lunar triumph.

The Lunars suppress worship of Orlanth here, but the tribes continue worship of Orlanth in secret, especially on One Day.

ORLANTH'S HILL

This high domed hill is bare of trees and rises one thousand feet from the forests of the Lizardwood, north of Goodfarm Vale. The wind always seems to blow stronger here than nearby and lightning strikes frequently. An open-air temple stands at the summit, marked by standing stones and colored windsocks blowing in the breeze.

This temple is sacred to Orlanth Thunderous. The Cinsina often join the Torkani clans here for worship, particularly for the Thunder Day rites.

• Chapter 5 •

THE DOLUTHA

OLDEST OF THE CINSINA

THE DOLUTHA ARE THE 'TROUBLE CLAN' OF THE Cinsina. Orlanth and Ernalda both punish the Dolutha. They have a history of kinstrife — the crime without compensation — although the killers have sought to take the burden on themselves by becoming Humakti, or eating dirt; the ring has broken the gods' laws, committing secret murder and adultery. The clan *wyter* no longer speaks to the chieftain; without the gods' protection, the weakened clan suffers. The last priest of Orlanth, Hallarax, says the clan now has Chaos at its heart, the missionaries of the Seven Mothers welcomed by Ivar Quickstep.

The Red Cow and Dolutha have contended for the kingship of the Cinsina ever since the founding of the tribe. Usually the clans confine their rivalry to cattle and horse raids, but the occasional accidental injury or death leads to claims of compensation and sometimes feuds.

The Dolutha often view the Red Cow with jealousy, sometimes anger, and occasionally hatred. They envy the Red Cow's leadership of the tribe; it dominates their politics and ambitions. The Dolutha delight in undermining Red Cow leadership. Any misfortune, any adverse turn of events is seized upon to try to win advantage in the tribe.

Despite their troubled relations, the Dolutha and the Red Cow can act together. They share a hatred of the Dinacoli and the Telmori. Since the resettlement of Dragon Pass, they have fought together, bled together, and died together.

FIRST AMONG EQUALS

The Dolutha are proud of being the oldest of the Cinsina clans. When the other clans of the Cinsina were still preparing to leave in Heortland or the North March, their ancestors had already settled along the banks of the Creek. They are immensely proud of their status as 'first and oldest.' The Dolutha descend from the Ferfal Alliance: a triaty of horse-riding clans from Saird to the north of Dragon Pass who drove the Grazer clans from the grasslands along the Creek.

The Ferfalings bloodline of the Dolutha clan has a long tradition of worshipping Elmal the loyal thane. The influence of Elmal has set the Dolutha apart from the other clans of the Cinsina for generations. They have had Elmal chieftains throughout their history. The fine horses that the clan raises along the Creek are the envy of their neighbors and often the target of raids.

COLLABORATION WITH EMPIRE

Pride motivated the Dolutha to collaborate with the Empire. They had always believed themselves 'first among equals' and their chieftain Ivar Quickstep was ambitious. Ivar saw how the Maboder prospered from withholding their militia from the defense of the kingdom; he watched as the Dinacoli and Harvar Ironfist grew fat on Lunar trade. Welcoming the Empire promised riches and influence.

The Empire's wealth has flowed into Dangerford. The thanes of the clan fill their homes with Lunar pottery and glassware. The Dolutha's gifts outshine those of their neighbors.

Some resist. They fear the leadership of the clan has gone too far. They point to Ivar's enforcement of his rule with mercenaries. They cling to the worship of Orlanth and have no desire to embrace the Seven Mothers. They yearn to be free.

THE CLAN

There are about 1000 members of the clan; about 550 are adults with the remainder children. Of the adults, about 90 have lived long enough to become elders.

There are roughly equal numbers of men and women and about 75 thanes in the clan and 240 carls, with the remainder of the adults cottars or stickpickers. There have been many more of the latter in recent years, disenfranchised Orlanthi who refuse to turn from the old ways and worship the Seven Mothers.

The Dolutha lands lie along the Creek where it separates the Donalf Flats from Cinsina lands. The clan owns the lands south of the Creek between the Lorthing River and the Danda Creek, where the Dolutha raise cattle and fine horses.

At the heart of the clan lands is Dangerford Fort, which guards the best crossing along the

TALK LIKE A DOLUTHAN

The Dolutha clan descends from people who came south to Dragon Pass, from the Kynneling Alliance in Saird fleeing the expanding Lunar Empire. As such their ancestors' customs differed from many of their southern neighbors, and they did not speak Southern Theyalan. Long contact with the rest of the Cinsina on the south of the Creek meant the Dolutha switched to speaking Southern Theyalan over the years, losing many of their native differences. However, they still use some Tarshite words and follow some customs that bear more resemblance to northern tribes, such as the Dinacoli, than southern tribes like the Cinsina.

When times are difficult, other Cinsina clans are quick to point out these differences and question whether Dolutha loyalty lies "north or south of the Creek."

THE DOOM OF THE DOLUTHA

The Dolutha clan needs a hero, without one they will not survive the Hero Wars. Two murders, that of the Cinsina king Garralor, and that of the chieftain Good Arnal stain the clan — and mean the gods have turned their backs upon them. Kinstrife can never be fully remedied because there can be no compensation from your own kin. The consequence is to allow Chaos into the world.

Saving the clan is outside of this book. However, a clan can use the Summons of Evil (*Sartar: Kingdom of Heroes* page 92), pouring their sorrow and woe into it, and after a year of fighting and killing the enemies it summons, and burning the corpses on a fire, weep. After two more years of mourning, draining their tears into the empty space, the Dolutha will be as healed as they can ever be.

It may not be enough.

Creek at Dangerous Isle. The Dinacoli and the Cinsina have fought epic battles to control the fort and the crossing point. Dangerford is the heart of the Dolutha with over two-thirds of the clan living there.

The Dolutha's neighbors to the east across the Danda Creek are their old rivals, the Red Cow clan. To the south of them is the Blueberry clan, who joined the Cinsina after Starbrow's first rebellion; the Dolutha still mistrust these 'Culbrea' clans. To the east, across the Lorthing River is the Frithan clan of the Cinsina. To the north of the Creek is the Fox clan of the Dinacoli tribe.

CULTS OF THE DOLUTHA

The Dolutha worship Ernalda, queen of the Earth and her sons and husbands. Barntar and Elmal are the best gods for men to worship, though some still follow Orlanth. Since the arrival of the Lunar Empire, many people have converted to worship the Seven Mothers.

The clan has always honored Elmal the Sun. Members of the Ferfalings bloodline often receive the Fire Rune (☉) at their initiation. Women who are born with the Fire Rune worship Redalda, Elmal's wife.

Barntar is Ernalda's son and the farmers value his assistance raising their crops, tending to their cattle, and keeping their villages. Many of those who once followed Orlanth switched to follow Barntar, Orlanth's son when the Empire came. The Dolutha have become a clan of Barntar farmers ruled by an Elmali warrior-elite. Only a few men now openly worship Orlanth — others live in exile, as guests of other chieftains, nursing their grudges and waiting for the moment to take back their clan from the Moon Winds.

The Lunar mission has been surprisingly successful in gaining converts in Dangerford where its worshippers are craftsmen, mercenaries, healers, and traders. It is less successful in the remote farmsteads.

A small number of people worship Engizi, mostly the clan's fishermen.

Ernalda ☐XIII — 146 initiates, 3 devotees

Barntar ☉ — 90 initiates, 1 devotee

Seven Mothers X☉ — 60 initiates, 1 illuminate

Orlanth ☉ — 58 initiates, 2 devotees

Elmal ☉ — 40 initiates, 1 devotee

Redalda ☉ — 30 initiates

Engizi the Skyriver Titan ✕ — 15 initiates

Yinkin ☿ — 9 initiates

Issaries ♀ — 8 initiates

Vinga ☉ — 5 initiates

Humakt † — 3 initiates

DOLUTHA WYTER:

OLD MARTEN ☉

Old Marten was a brother of Ferfal. He died at the triumphant Battle of the Sun Horses, and the clan buried him in a grove of trees. After his death, Marten returned to the clan to watch over them. He has become disheartened since the clan turned from Orlanth and his magic is weak and does not speak to the chieftain, who he sees Elmal has cursed, so the clan only communicates with him through the rustle of trees in his grove.

THE BLOODLINES

There are four Dolutha bloodlines.

- The founder's bloodlines trace their descent from Ferfal and Jarosar, the **Ferfalings** and **Jarosarings**.
- The **Redaldings** and the **Twin Brothers** bloodlines trace their descent from the survivors of the other members of the original triaty of clans that settled north of Isle Dangerous. The Dinacoli destroyed the Redaldings and Twin Brothers and the survivors joined with the Dolutha forming the bloodlines that now bear their names.

POLITICAL FACTIONS

There are only two major factions in Dolutha politics.

- **The Loyal Thanes** support Ivar's continued chieftaincy. Their reasons are varied. Some welcome the changes that the Empire brought to Sartar and work for or await the Empire's return. They enjoy 'civilization' and have no desire to return to 'barbarism.' Some feel that prejudice against the Elmali lies at the heart of opposition to Ivar's chieftaincy. They are determined to resist what they see as Orlanthi arrogance. Others are frightened into supporting Ivar, afraid that they may themselves fall victim to retribution if Ivar is deposed, or that Ivar's henchman will punish them if they learn of dissent.
- **The New Wind** seeks to overthrow Ivar. At first, they were just rebels against the Empire, and their numbers were small. More join as Ivar's overturning of the old ways continues. As Ivar looks to protect his reign, he undermines it. The decision to remain on Dolutha lands or take refuge in the halls of nearby chieftains divides the New Wind. Many of their renowned leaders have sought exile in fear for their

lives. Many of the youngsters who now call for rebellion no longer respect these absentee leaders. This division helps to weaken the New Wind and keep Ivar in power.

DANGERFORD

WELCOME TO THE CITY

HISTORY

Arkat, in the First Age, fought a terrible battle at Isle Dangerous, the best crossing of the Creek. A large mound north of the ford houses the dead from that battle, and Dangerford Fort is built atop that mound. Later, the Ferfal Alliance defeated a Grazer army here to secure their right to the land, and a smaller mound, Dead Horse Hill, houses those dead.

Jarolar Saronilsson designed and built the fort on Arkat's Hill that guards the approach to Isle Dangerous, the best crossing of the Creek. The isle's name comes of its role in Cinsina and Dinacoli histories where it is often the site of great duels of champions, battles, or raids.

The Empire has heavily occupied this strategic river crossing. It is a center of Lunar military activity and a focus for guerrilla action by the rebels.

THE FORT AND VILLAGE

Dangerford has grown to become far more than a convenient river crossing, between Alda-Chur and Jonstown.

Dangerford Fort stands to the north of the Creek on Arkat's Hill. A stone tower stands at the fort's heart, surrounded by a palisade and guard towers. Smaller buildings run along the inside of the ramparts.

Dangerford Village lies on the opposite side of the river from the fort. The village is an important trade center on the road between Alda-Chur and Boldhome, with a thriving market. There is a sense of hustle and business here. Strangers regularly wander the streets, not just Dolutha clan-folk. The clan has benefited from all the trade.

POPULATION

Six hundred people live permanently in Dangerford. Only some fifty of these live in the Fort, the remainder lives in the village. There are 330 adults at Dangerford, the remainder children. Of the adults, fifty have lived long enough to be counted as elders. There are forty-five thanes in Dangerford, many of them Elmal from the Ferfalings bloodline. Of the remaining adults, 145 are carls, seventy are crafters, and 70 are cottars.

The population is divided into some 10 households in the Village and the chieftain's household in the Fort. Each household consists of four or five extended family hearths, each with about twelve family members, adults and children.

The Lunar Empire has a large presence at the strategically important crossing. A detachment of 80 soldiers keeps the crossing open. In addition twelve engineers and sixteen supply officers are stationed here to provide logistical support to the troops traveling south in support of the Empire's expansion into the Holy Country.

There are thirty-five members of the Seven Mothers mission, and 50 camp followers provide cooking, laundry, liquor, sexual services and sutlery to the garrison and troops passing through.

These occupying forces have almost doubled the adult population of Dangerford; the streets are filled with the occupying forces or their hangers-on. Many locals resent this.

ARRIVING AT DANGERFORD FORT

FROM A DISTANCE

The royal road from Alda-Chur to Boldhome crosses the Creek at Dangerford. Once the Creek formed the border between the Dinacoli and the Sanchali; now it forms the border between the Dinacoli and the Cinsina, and the crossing has seen many battles between the tribes.

Isle Dangerous provides the key to crossing the Creek. Although the river is 500' wide at this point, travelers only have to wade across two 100' stretches of water. In Fire Season, the water can be knee deep but, in Storm Season, it may be waist deep.

There are two hills either side of the king's road north of the Creek. Arkat's Hill is the taller, and Dangerford Fort is built atop that vantage point. Dead Horse Hill is the smaller hill.

Trade boats unload their cargo at Dangerford, and do not travel further upstream. Some boats disembark their cargo to take it south on the royal road to Jonstown or Boldhome from here, or north to Alda-Chur; some boats unload cargo and send it further on by the mule caravans taking the trail to Red Cow, Stonegate, and beyond to Torkan's Fort. Boats heading back down the Creek are usually carrying cattle or grain, brought by trail from Red Cow or Jomesland. Boats also pick up cargoes coming from Alda-Chur or Tarsh and carry it to Malani or Colymar lands.

Korolfin Longeye meets all visitors to Dangerford Village offering the Greeting to visitors unless they are thanes, priests, Imperial officials or wealthy merchants whom he takes to meet Ivar Quickstep.

STAYING AT THE FORT

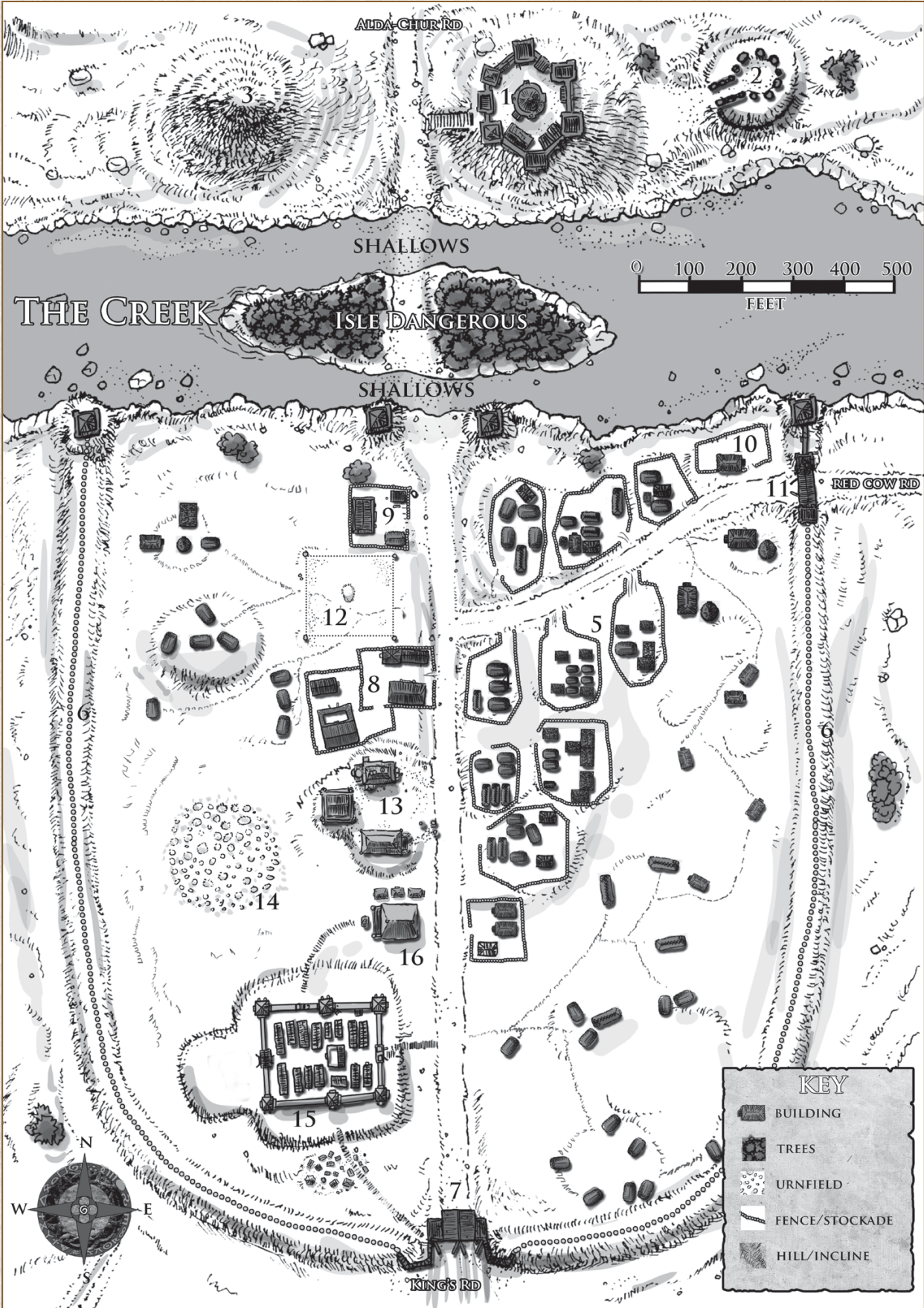
As an important crossing of the Creek, Dangerford often plays host to travelers who have no kin here. This has led to the growth of two local inns. Geo's Creek Inn was the original inn, founded by Sartar's companion Geo. The Two Fisted Inn came later, and has expanded under the Empire, as Lunar travelers are not welcome at Geo's.

Imperial couriers and officials with the right papers stay at the Imperial Way Station. This new building is more of a military post than an inn, but greasing the right palms with silver gets some Etyries merchants and priests rights to a good bed here for the night.

No one stays at the fort proper, Ivar sends visitors, regardless of status across the Creek to Dangerford Village.

GATE GUARDS

The Sworn Knives guard Dangerford Fort, manning both the gate and all six of the towers of the fort. Where it does not border the Creek, a circular wall surrounds Dangerford Village



with a gate to the south. Korolfin Longeye leads a patrol of the militia who patrols the walls, man the gates, and keep the peace in Dangerford Village.

WEEKLY MARKET

Dangerford has a weekly market on Wildday, when travelers in the region like to shelter from roaming Telmori. Astride the only crossing of the Creek on the King's Road Dangerford is a stopping point for caravans between Alda-Chur and Jonstown. Dangerford holds Dolutha surpluses of grain, horses, salted and smoked meat, leather, wool, furs and hides. Many people come from the Jonstown area to trade for horses here.

Once per season, merchants from the clans bring the surplus here to trade at the tribal market. There is a festival mood in Dangerford at this time, and it is not unusual for entertainers such as the Puppeteer Troupe to make an appearance. It can be a time for romance as youngsters from different clans visiting the market for the first time meet, and despite the peace of the market, it can also be a place where old rivalries and feuds spill out into duels on Isle Dangerous.

GENERAL AUTHORITY ATTITUDES

The Sworn Knives are professional soldiers wearing bronze scale armor and carrying swords and shields. They are firm but polite, resolute but calm, haughty and arrogant. They always question visitors to the fort and only allow entry to important people (emissaries, powerful merchants, Imperial officials) directing others to Dangerford Village and Korolfin Longeye. As 'men of coin' with no kinship to the Dolutha, they can be bribed to 'look the other way' in disputes or provide access to Ivar.

Korolfin Longeye and his watchmen look after Dangerford Village. Korolfin and the watch are stern but friendly, happy to help well-meaning travelers, but quick to stamp out trouble. They are open-minded, and have dealt with a wide range of visitors to the village over the years. Still old prejudices prevail, and while the watch might tolerate dwarves, they still bear hostility for Red Cow or Dinacoli visitors due to 'old scores.' Korolfin is scrupulously honest, but many of the watch are not above the odd bribe to look away from minor infractions.

The Lunar garrison patrols the road and the crossing, but rarely involve themselves in trouble in the village, unless it involves their own. The Lunar troops often harass Sartarites. Sometimes this is verbal abuse or beatings; sometimes it is seizure of goods or property. Appeals to other authorities because of this treatment are never successful.

TREATMENT OF TROUBLEMAKERS

Troublemakers are brought to the clan ring for judgment. Strangers have broken hospitality and the ring will fine and eject them. The ring fines members of the Dolutha clan and the money is used to pay compensation to their victims. Serious local troublemakers may be outlawed. The ring may bring members of Cinsina clans before the tribal courts to demand fines and even exile for offenders. Those who refuse to pay their fines run the risk of being killed by the kin of their victims.

Serious troublemakers — those who threaten the Occupation — are dealt with by the Lunar garrison and delivered by them to

the Garrison Commander for judgment. Rebels and those who harm Lunar citizens are crucified on Isle Dangerous.

VISITING THE CHIEFTAIN

Ivar Quickstep spends much of his time within Dangerford Fort. Unless the visitors are thanes, emissaries, or otherwise obviously wealthy or important gaining an audience with Ivar is difficult. The guards refer most people to Korolfin Longeye instead. Korolfin handles day-to-day business with an apologetic manner for his chieftain being 'busy.'

Ivar can never get warm; his hall always has a fire burning, and he is wrapped in furs, even on a hot day. The Sworn Knives protect the chieftain from outsiders during audiences — Korolfin Longeye protects the chieftain from betrayal by the Sworn Knives. Ivar only enjoys visitors who flatter him, or can offer support in his quest to become King of the Cinsina.

TOWN GOVERNMENT

There is no distinction between town and clan government in Dangerford. The chieftain of the Dolutha, Ivar Quickstep governs here with the support of the ring.

PROPERTY

The Dolutha clan owns all land in the Dangerford Fort and Village collectively. The Dolutha ceded the land used by Empire to build its fort after the Lunar Invasion.

HOUSING

Most houses in Dangerford Village are single-storied timber buildings with a thatch or shingled roof. Farmers usually have a shelter for livestock within the house; crafters have space for a workshop. Most houses have an outside garden for vegetables. Dangerford Village prospers from its location on a major trade route and some of the locals have earned enough to build stone houses or two-story timber houses with chimneys. Most of these houses also have cellars. Storage huts on four stilts, workshops, wells, toilets, refuse and storage pits complete the picture.

Horse-heads and tails predominate as a motif amongst the many carvings on posts and roof-beams.

LOCATIONS

1. DANGERFORD FORT

Prince Jarolar built the walls around Arkat's Hill. The outer face of the wall is a scarp of un-mortared stone blocks, separated by long horizontal timber poles spaced two feet apart, backed by a core of rubble 2' thick. The wall stands 20' high, and has a 5' wide catwalk. A 3' palisade tops it, shielding defenders from missiles. Six stone watchtowers, each forty-foot high stand along the perimeter. There is one main gate and two postern gates.

A round tower stands at the fort's heart. The tower is 45' tall, 60' in diameter. Wooden floors partition the tower into several levels. The ground floor is a storeroom, jail, and stable. The upper floors are the chieftain's hall and (above that) his private rooms. In

the wall-spaces are corridors and stairways connecting the tower's levels. A thatched roof crowns the tower, surrounded by ramparts giving a commanding view of the surrounding land.

Other buildings run along the inside of the walls, quarters, storerooms, and kitchens for the Sworn Knives.

2. OLD MARTEN'S CIRCLE

Old Marten's Circle, a henge, stands to the east of the fort. The clan *wyter*, Old Marten dwells here, and this is a shrine to the clan's ancestors.

3. DEAD HORSE HILL

When Ferfal Dolutha defeated the Grazeland Pony Breeders who claimed this land as their own — he buried their bodies here. This site is sacred to the memory of the clan's ancestors.

4. ISLE DANGEROUS

Isle Dangerous makes it possible to cross the Creek. The banks on the northern side are far steeper than those on the south. The island is some 300' across and 600' long. Trees cover the island, but a section of the royal road cuts clearly across it at the best fording point. The island has seen many clashes over the years and is also a traditional dueling ground for the local clans (see *Sartar: Kingdom of Heroes* page 216).

5. DANGERFORD VILLAGE

On the south side of the Creek Dangerford Village is a bustling village running either side of the royal road between Boldhome and Alda-Chur. The majority of the settlement is on either side of the royal road, further divided by the Red Cow Road to the east.

Along the royal road are small huts — when the market is closed the artisans of Dangerford still sell their goods to travelers from here along with food and ale sellers looking to supply the hungry and thirsty who do not have time to stop at the inn.

The residential area is parceled into households by wooden fences; the buildings within tend to belong to a bloodline, led by a thane. Many of the houses are home to the clan's artisans, weavers, carvers, potters, cloth, smiths, and leather workers. Households specialize in one type of work or another.

Settlement inside the walls is uneven. The households are on the eastern side of the road, leaving the west for the market and temples. The residential area stops short of the walls, with a strip some 100' wide around the perimeter used for grazing.

Along the Dangerford Village banks of the Creek the boatmen draw up their craft, to unload, take on cargo and passengers, or simply to rest for the night at one of the inns. The duck boats once stopped here, but the duck boatmen have not been seen since the Empire declared them scapegoats for Starbrow's Rebellion.

6. DANGERFORD WALLS

The village walls are of a later date than Prince Jarolar's walls around the fort, but use the same technique: a rubble or earth core, horizontal timbers, and a stone face with cross beams protruding through the stone facing. On the inside an earthen bank backs the wall. The walls surround the village apart from the banks of the Creek, which is considered defense enough against attack, even at the ford where Dangerford Fort guards the approach from the

north. The walls stand 6' high, and 30' wide. A 3' high wooden parapet surmounts the wall. There are no watchtowers on the walls.

7. THE SOUTH GATE

The South Gate pierces the walls, it is thirty feet wide, with two great wooden gates, but is set back in the earthworks, so that the entrance is down a narrow defile overlooked by ramparts on either side. Over the gate a wooden guardhouse provides a headquarters for Korlofin Longeye and quarters for the watch. The passage into Dangerford from the gate runs under this gatehouse.

8. THE IMPERIAL WAY STATION

The Way Station lies to the west of the royal road. It is a complex containing two enclosures. One contains the offices of the Spoken Word's courier system, where messengers check in, forward messages, and arrange for replacement mounts. A stable holds fresh mounts and provides care for horses that have just completed a leg. It also holds accommodation for the way station's staff. The other enclosure contains a small inn, with five separate guest rooms, an external kitchen, and spaces for animals and carts.

Lunar soldiers guard the way station and refuse entry to all those who do not carry passes from the Spoken Word of the Provincial Government entitling them to use official facilities.

9. GEO'S CREEK INN

Geo's Creek Inn stands on the south shore of the Creek at Dangerford, right next to the King's Road. A wooden wall surrounds a large courtyard, and its double-doors are always open. To the right and left of the gate are a small smithy and brewery. Against the back wall stands the inn itself, a two-story wooden building. The tavern, kitchen, and a small storeroom take up the ground floor. The second floor has a common sleeping area and a small room for the innkeeper. A hayloft above the second floor provides quarters for casual staff and the poorest travelers. The stables are outside, to the right of the inn.

A wanderer known only as "Rock" acquired the inn in 1616; the previous keeper went for a walk one night and never returned. The patrons still keep an empty seat and full tankard ready for him, just in case.

In the kitchen is a battered, bronze cauldron. Geo hung it over the fire years ago and it has remained there since. The 'Stewpot' is always full of fish stew. The amount of stew never seems to change; no matter what ingredients are added to the pot. Speculation suggests that all the Geo's Inn stewpots are connected and food is shared between them as needed.

The main staff members are Broyan the brewer, Broyan the cook, and Broyan the smith — the three Broyans — Whitefringe the stableman and Strong-arm the bouncer. In addition, various itinerants help to pay for their food and lodging. Many are outlaws from Dinacoli, Malani, Culbrea, and Cinsina clans.

Geo's Creek Inn has become the center for opposition to Ivar. The New Wind meets here under the watchful eye of Rock, safe from prying eyes and ears.

10. THE TWO FISTED INN

Before the Empire came the Two Fisted Inn made a loss — but the Etyries merchants subsidized Vasi Tight-Fist to keep an alternative

to Geo's Creek Inn open. The Inn is a two story wooden building built around a courtyard. The lower floor is a series of connected bars: the Old Bar is for Dangerford locals, who tend to dislike outsiders — it is often half-empty; the Moon Bar is for Lunar soldiers and administrators; the End Bar is for visitors who do not wish to frequent the other bars. The upper floors are bedrooms.

11. THE EAST GATE

Less impressive than the great South Gate, the single set of wooden doors here protects a 15' wide opening in the wall. A short defile forces attackers into a 'killing zone,' overlooked by battlements to either side. As at the South Gate, a wooden hall forms the gatehouse, over the top of the entrance passage through the wall into the Village.

12. DANGERFORD MARKET & THE GREENS

On the west side of the Boldhome road, lies Dangerford market. An area of open ground, the market is marked by a number of poles, carved with images of Issaries' children and grandchild. The whole market acts a shrine to Issaries, and the market boundary acts as a warding to protect those within from theft or violence. Vasi Tight-Fist is the current priest of the market, and he conducts the opening ceremony.

The market here is weekly, and once a season the tribal market is held here. During the tribal market Dangerford fills with throngs of outsiders, and a 'tent city' springs up on the western side of the fort. People travel from nearby clans to trade at the weekly market. During the tribal market Dinacoli, Malani, and Culbrea traders safely rub shoulders with Cinsina tribefolk.

Although the peace of the market protects visitors from violence, travelers from opposing clans in a blood feud may simply agree to 'take it to Isle Dangerous' where they can settle their dispute without offense to the gods or interference from the authorities.

There is a Livestock Green here — where purchased animals are displayed for two weeks — and a Treasure Green where plunder is displayed for owners to claim.

13. CULT CENTER

At the center of the settlement, west of the royal road is the cult center for the Dolutha. The stave-built temple of Orlanth is not used since the Occupation — Hallarax now conducts Orlanth worship at his home, in secret and in defiance of the Lunar Occupation.

By contrast the Ernalda Temple is still the focus for the clan. The outer wall is 24' high and each of the sides is 24' long, creating a 'cube.' Carved into each corner is a statue of an earth goddess: Asrelia,

Ernalda, Esrola, and Ty Kora Tek. A pair of doors provides a single entrance. Inside, there is a courtyard and within that the hall of Ernalda with its tiled roof. The hall provides a place for worshippers to gather as well as store the sacred statues of the goddess.

The Elmal Temple has benefited from the decline of the Orlanth Temple. It is a high-roofed wooden hall, with a buttressed lower level, and three wide doors. A carved horse head surmounts each gable end of the building, and ornate carvings cover the walls and buttresses both inside and out.

14. URN FIELD

The Dolutha builds funeral pyres to cremate their dead at the edge of the cult center. After cremation, the clan inters the urn containing the ashes of the dead here.

15. THE HOUSES-OF-THE-MOON

Dangerford is the strategic crossing point for armies to cross the Creek-Stream River and supplying the planned invasion of the Holy Country. The Empire maintains a permanent garrison here to guard the ford, royal road between Jonstown and Blue Boar Fort, and the road to Red Cow Fort and Stonegate.

The garrison is laid out in an orderly fashion. A rectangular ten-foot high wall surrounds the garrison, with a gate in each wall. At the heart of the garrison is the headquarters building. South of the headquarters lies the commander's house. Barracks blocks provide living quarters for the men of the garrison. The garrison also has a workshop for repairing equipment, an infirmary for wounded soldiers, a granary for food, and a latrine.

Outside the walls, to the south of the garrison, a disorderly collection of buildings houses the garrison's camp followers.

16. THE SEVEN MOTHERS TEMPLE

Located between the cult center and the Houses-of-the-Moon the Seven Mothers mission is a complex of four buildings. The temple of the Seven Mothers is a rectangular stone building with a peaked tiled roof, set upon a raised pedestal of stone. The front half is a colonnade portico, the rear half has seven doors leading to cells. In each cell is a statue to one of the Mothers and an altar for votive offerings. The other three buildings are smaller houses, accommodating the priests and priestesses stationed here. While locals tend to avoid the Houses-of-the-Moon, a regular stream of converts passes back and forth, worshipping or working for the mission.

The mission ranks above that at Red Cow Fort; Estavia GoldEyes reports to Alurae Sable-Fur who in turn reports directly to Ontorkol the Priest in Jonstown (*Sartar Companion*, page 15).

TELLER OF LIES

*In the Great Darkness,
when the world was
ruined and broken,
Orlanth left Elmal
in charge of the
Vingkotlings and
descended into the
Underworld to reconcile
with the Emperor.
Only by submitting to
self-judgment could he
hope to right the wrong
he created when he
killed the Emperor. In
Orlanth's absence, Chaos
tested Elmal's leadership
many times. He had
to fight Eater of Skin,
Author of Sores, and
Maker of Bad Growth.
Although he beat the
monsters off, it seemed
he would die from his
injuries in those fights,
but each morning he
rose to fight again.
Finally, Chaos tried
to tempt him instead.
Teller of Lies appeared to
Elmal in different guises
to attempt to get him to
flee, or to take Orlanth's
crown for himself. In
the end, Elmal tricked
Teller of Lies by offering
him his soul in the shape
of a stallion, but when
Teller of Lies devoured
the stallion, Elmal burst
forth from within Teller
of Lies, revealing Teller
of Lies to be an empty
god and destroying him.*

*For an Elmal ruler,
Teller of Lies is the
temptation that comes
with power and corrupts
and blinds.*

GOOD ARNAL, GHOUL THANE



Ivar Quickstep saw the advantages of the Empire to the Dolutha and persuaded Good Arnal, the old chieftain, to welcome their traders into Dangerford. He persuaded Arnal to put foreign mercenaries on the walls, to make the Tarshite caravans feel welcome and pushed for the Lunarization of the clan. Arnal would not go far enough, fast enough. Ivar wanted power, so he joined those who railed against the Empire. His own wife Twisted Morganeth was among them and he cajoled her to persuade Gudny Gold-Lamb that they had to oust Arnal. He told them the Lunars might 'buy' the election and they needed to exile him from the Dolutha. They kidnapped him, took him out into the woods, and staked him out for Orlanth to pass judgment. The next day he was gone, and everyone assumed the wolves took him.

Ivar betrayed Morganeth and Gudny then, seizing the chieftaincy and going further with the Lunarization than Arnal ever would. Morganeth recoiled in horror — unable to believe her Elmal following husband was a disloyal liar. Gudny sank into depression.

Good Arnal did not die that day; instead, he became a ghou, and thane to evil King Brangbane. Good Arnal wants revenge on Ivar, and his chieftaincy back. Still cognizant of his former life, Arnal lusts for revenge on his accusers and his former clan. He plans for the Dolutha to become a clan of thralls and food, ruled by a ring of ghouls.

IMPORTANT PEOPLE OF THE DOLUTHA

THE CHIEFTAIN'S HOUSEHOLD

Ivar Quickstep wraps himself in furs yet still he shivers with cold; neither sun nor fire will warm him for Elmal has sent a Warmth Stealer to punish his pride. He complains bitterly rubbing his hands, crying 'will I never be warm!' He cannot understand his god's displeasure, and begs his housecarls to find and kill the Warmth Stealer. He keeps his mistress **Zaleena Silver-Tongue**, close out of jealousy; convinced she is having other relationships he often flies into fits of rages against her. Her hostility is thinly veiled, her loyalty to her uncle all that keeps her here. She will push the boundaries of her own desires and needs as far as she can without betraying her mission here. **Andrin Slack-Word** is spoilt, scheming, and would rather not be here, but his escapades in Tarsh finally caught up with him. If he must remain here, then he wants to do so with as many of the comforts of civilization as he can. This means converting the clan to be more like those in Tarsh by welcoming the Empire. Andrin is determined to see that happen. He feels sorry for the local barbarians of course, their old

way of life is disappearing, but nothing should stand in the way of progress. He is bedding his father's mistress behind his back; the thrill of his father catching him makes the whole affair more exciting, and she is the only civilized woman for miles.

CHIEFTAIN: IVAR QUICKSTEP ○XⅪ

Ivar Quickstep's heart is filled with spite: for the Red Cow, for the dominance of the Orlanthi, for his once crippled leg. The Empire has fed his spite, and turned it to their advantage. With their aid, they whisper, the Dolutha can take their rightful place as leaders of the Cinsina. The Empire pours wealth and support into the Cinsina as more and more of the clan turns away from Orlanth.

Ivar was born club-footed. Mocked by other children, the kindness of a Lunar missionary, Alurae Sable-Fur, convinced him of the benefits of Lunar 'civilization.'

Like his father before him, Ivar followed Elmal. When the Red Cow held the Summer Queen ritual, Alurae showed Ivar how to defeat Heler in the ritual and become Esrola's Summer Husband. Ivar won Morganeth's hand in marriage and rubbed the Heler-loving Red Cow clan's faces in the dirt. The healing rains of the ritual cured Ivar's clubfoot and he became Quickstep. The failure to win Morganeth's hand in marriage broke Gudny Gold-Lamb.

Unlike his father, Ivar resented Elmal's place as Orlanth's loyal thane. Teller of Lies has whispered poisonous words in his ear and he longs to be king of the Cinsina.

Aided by Morganeth and Gudny, he overthrew Good Arnal to become chieftain. Aided by Alurae, Ivar welcomed the Empire to the clan.

Morganeth regrets her actions in the exile of Good Arnal, and spurns Ivar, who she knows betrayed her. Their marriage is loveless and without intimacy. As a result, Ivar has taken Zaleena Silver-Tongue as a mistress. Despite his adultery, the pair has yet to divorce. She wants to remain in the clan to make amends for her actions; he does not want her to return to the Red Cow.

Ivar Quickstep ○XⅪ

Bloodline: Ferfalings

Faction: The Loyal Thanes

Age: 54

Keywords: Chieftain

Magic: Initiate of Elmal ○

Look: Dark hair and eyes; mouth set in a cruel sneer; slight limp; wears furs even in summer

CHIEFTAIN'S MISTRESS: ZALEENA SILVER-TONGUE ○XⅪ

A niece of Jomes Hostralos, Zaleena's misfortune was to become the mistress of a barbarian chieftain.

Well-educated at Mirin's Cross, she expected to marry a rich man from the more 'civilized' parts of the provinces. Instead, she was sent to some unwashed barbarian's bed. She detests Ivar, but her beauty enables her to keep him enthralled.

She misses the perfumed luxuries of the provincial capital, the silk clothing, and the jewels. She mocks Ivar's attempts to provide her with luxuries; his gifts are not fit for her slaves.

Zaleena attended school alongside Andrin. She finds his company bearable; he has manners and an understanding of refinement. Over time, their relationship has become that of lovers. She smiles at the thought of bedding both father and son. She schemes to see Andrin step into his father's place as chieftain of the clan, then become king of the Cinsina. Privately though, Zaleena mocks Andrin as a cripple. She worries that any children she bears him, or his father would be crippled too, and plans to take a more handsome lover in secret to sire her children.

Zaleena encourages both father and son to tax the Orlanthi of the clan heavily, and keep in her in luxuries. She holds the common farmers of the clan in contempt. In turn, Zaleena is the focus of much of their hatred.

Zaleena fears Twisted Morganeth and her anger.

Zaleena Silver-Tongue ☉☿

Bloodline: None

Faction: The Loyal Thanes

Age: 19

Keywords: Noble

Magic: Initiate of the Seven Mothers ☉

Look: Gold jewelry; large dark eyes; long dark hair bound in a golden snood; perfumed; pretty face; skinny

CHIEFTAIN'S WIFE:

TWISTED MORGANETH ☐☿☿

Morganeth was not always twisted and bitter. Once she was the vibrant and beautiful. A daughter of the Red Cow clan, she is from the Osmanning bloodline and played with Ivartha the Skinner as a girl. She was proud to be chosen as the Summer Queen when the Red Cow tried to prove the triumph of Heler over Elmal. She hoped to marry Gudny Gold-Lamb, a suitor from the Dolutha and so weave peace between the two clans. She was as shocked as anyone when Ivar Clubfoot won the contest. Nevertheless, the gods favored him and healed his foot, so she gladly married into the Dolutha.

She fell in love with the proud young thane with fire in his belly. She aided his rise to the chieftaincy. When his lust for power for its own sake became clear she began to dislike what Ivar was becoming. When she realized he had betrayed Good Arnal for the Empire, she was shocked and disgusted at her own complicity.

Still she remains married in the hope of weaving peace between Red Cow and Dolutha.

Morganeth knows that Ivar has fallen for Zaleena. She does not care. She hopes it is not too late to begin a relationship with her true love Gudny Gold-Lamb.

Twisted Morganeth ☐☿☿

Bloodline: Dolutha nee Osmanning

Faction: The New Wind

Age: 38

Keywords: God-Talker

Magic: Initiate of Ernalda ☐

Look: Bitter and twisted; enamel hilted dagger; fine copper broaches; long dark hair in braids

CHIEFTAIN'S SON:

ANDRIN SLACK-WORD ☉☉☿

Andrin is the son of Ivar Quickstep. Spineless and scheming, he exploits the weak and the foolish. He is estranged from Morganeth his mother, who despises her son's lack of empathy, and arrogant contempt for his kin. Like his father and grandfather Andrin has a twisted left-foot, which means he limps as he walks. Andrin rides whenever he can, so that his crippled foot does not hamper him. Like his father and grandfather he was mocked as child, and Andrin is bitter towards his kin because of it.

With the aid of Jomes, Andrin spent almost two years at the Provincial University at Mirin's Cross. University life made him contemptuous of his rural origins, and he fell into drinking, gambling, and whoring. With little perseverance for real study, he bullied others into completing his coursework for him. When he left at the end of 1617, it was to avoid the authorities discovering he had stolen *The Grimoire of the Brazen Skull* from the University library; he still consults with the head, learning sorcerous spells from its lips.

Forced to return to an existence he despises, Andrin does not welcome his return to the Dolutha. He has no ambitions — other than the desire not to labor to earn a living. He will happily steal, cheat, or murder to achieve his ends.

Finding a like soul, he took up with Zaleena, and has become her lover behind his own father's back.

Along with Zaleena, Andrin is the focus of the anti-Lunar sentiment in the clan. His enemies would see him hanging from a noose — another act of kinstribe in an already doomed clan.

Andrin Slack-Word ☉☉☿

Bloodline: Ferfalings

Faction: The Loyal Thanes

Age: 21

Keywords: Thief

Magic: Initiate of the Seven Mothers ☉, The Grimoire of the Brazen Skull

Look: Foppish clothes; lisp; pretty boy looks; Tarshite mustache; Limps dragging twisted left foot



THE CHIEFTAIN'S HOUSEHOLD AND THE SWORN KNIVES

From left to right: Ivar Quickstep, Twisted Morganeth, Gudny Gold-Lamb, Korolfín Longeye, Jerasella Never-Doubt, Hastur Tarsh-Born

THE SWORN KNIVES

Hastur Tarsh-Born leads the Sworn Knives, mercenaries in the service of the Ivar Quickstep. Ivar persuaded Good Arnal that only the presence of mercenaries would persuade the Empire's merchants to trade at Dangerford. Ivar kept the mercenaries on after he took the chieftaincy and they work directly for him. He trusts their loyalty, bought in gold, more than he trusts his own thanes.

The Sworn Knives are organized into three squads of twelve men each. The band originates from northern Tarsh, but they have recruited Sartarites since coming here. The squads fight in a shield wall, armored in with leg greaves, bronze scale hauberk and helmet, and armed with a shield, long sword, and two throwing spears. Most members of the band worship Yanafal Tarnils, the Lunar war god, but Hastur cares little for a soldier's religion if he will swear an oath to obey orders.

MERCENARY CAPTAIN: HASTUR TARSH-BORN 𐌹𐌰𐌹𐌴

Hastur grew up in Slavewall in Tarsh. His father was a slaver, and Hastur spent many years raiding to capture new 'livestock' for his father's business. Hastur's upbringing left him tough and resourceful, but it also left him taciturn and self-reliant.

His men respect him, despite his lack of humor, for his prowess as a leader and soldier. He is harsh but fair with his men — accepting no challenge to his authority, but always looking to their interest. Most of his men regard the Dangerford garrison as 'easy money' if not as lucrative as war.

Hastur will follow Ivar's command as long as Ivar pays him to do so. He regards Ivar as broken by the weight of his rivalry with the Red Cow, but provided he continues to provide gold and silver,

Hastur will continue to serve him. At the same time, he despises Zaleena whose lack of discipline and self-control represents the worst excesses of the Empire.

Hastur Tarsh-Born 𐌹𐌰𐌹𐌴

Nation: Tarsh

Faction: The Loyal Thanes

Age: 39

Keywords: Hoplite

Magic: Initiate of Yanafal Tarnils 𐌹

Look: Athletic build; no sense of humor; scornful; slow speaker

THE INNER RING

THE DOLUTHA RING

Chieftain: Ivar Quickstep

Beren the Rider: Derik Storm-Biter

Elmalhara: Gudny Gold-Lamb

Elmal Hearth-Guard: Korolfín Longeye

Esrola: Kenala Long-Limbed

Kero Fin: Urossi Key-Keeper

Redalda: Yendessa Other-Ways

Gudny Gold-Lamb lives with the burden of his actions — the betrayal of the old Orlanthi chieftain Arnal. Whilst he bitterly regrets putting the clan into Ivar's hands, he fears what exposure of his part in it would mean — outlawry at least — and so keeps

his own counsel. **Korolfín Longeye** is the Dangerford Watchman, charged with keeping the peace within the Fort and protecting the village and its people. Ivar appointed Korolfín and Korolfín is loyal to a chosen leader, yet he despises the path his chieftain has taken. **Derik Storm-Biter** remains steadfastly loyal to his chieftain. Filled with a belief in Dolutha superiority, Derik is a terror of the Dolutha's neighbors; his raiders have robbed and pillaged their way to wealth. Derik believes that Broddi Strong-Kin of the Red Cow is a weak fool, who listens to the counsel of women. **Kenala Long-Limbed** loves the Empire and Ivar. Kenala warns that the Ernaldan priestess Jerasella leads the clan into kinstrike. Kenala cares little for politics, only that the clan is peaceful and wealthy. She will do what is necessary for that. **Yendessa Other-Ways** shows how much the clan has changed, for she was born in Tarsh. Her marriage into the clan was one of many that cemented loyalty to Tarsh into the Dolutha bloodlines. The kingdom of Sartar is foreign to her. Even Jerasella cannot doubt her love of horses and the blessings she has brought to the Dolutha's herds; what would a clan look like that embraces Sartar and Yendessa? Grandmother **Urossi** is the keeper of the keys to the clan's stores and secrets. Urossi supports Ivar Quickstep, and welcomes the full bellies the Empire brings. She remembers hard years in the past, when the crops failed. She is hungry to learn the Red Earth secrets, from the Lunar missionaries and grow maize.

ELMALHARA: GUDNY GOLD-LAMB 𐌹𐌸𐌺𐌰

Gudny Gold-Lamb is a dirt-eater, who ate soil to shield the Dolutha from Orlanth's wrath (see *Sartar: Kingdom of Heroes* page 90). Gudny left the old chieftain Good Arnal to die, staked out in the wilderness.

Good Arnal was a weak chieftain. He ignored the Empire's continual erosion of Dolutha rights and privileges. When the clan folk complained and talked about electing a new chief, he posted mercenaries on the walls at Dangerford. His new Lunar friend, Illaro Broken-Back, crucified a few 'rebels' and the clan lost their appetite to oust him.

Gudny, Ivar, and Morganeth met in secret. Deciding that Arnal had become a tyrant, they agreed to depose him. Arnal believed it was the only way to save his clan from being swallowed by Empire. Too late, he understood that Ivar had betrayed him, and the crime he swallowed the punishment for would not save his clan. In fact, it would make it worse.

Gudny is wracked with stabbing pains in his guts. He needs to defecate and urinate frequently, and painfully. He often sobs in pain when he does so. He tries to stick to plain food, gruel, and water, because it seems to irritate his condition less. His refusal to seek a healer at the House of Peace in Jonstown puzzles many. Gudny knows that all they would diagnose is that he is cursed.

Ivar Quickstep knows his secret and uses it to control him, threatening to reveal him to the clan. Because of this, Gudny does Ivar's bidding. Ivar knows his presence on the ring, and open support for Ivar's leadership, mollifies the rebels who bemoan Ivar's collaboration with the Empire. The traditionalists think of Gudny as 'our voice.'

None know that Gudny can no longer call on Orlanth's magic or protection. Gudny has become adept at asking Hallarax to take

his duties or excusing himself because 'the Empire is watching for open worship of Orlanth.'

Gudny is determined to atone for his actions, but remains paralyzed to reckon out how.

Gudny Gold-Lamb 𐌹𐌸𐌺𐌰

Bloodline: Jarosarings

Faction: The New Wind

Age: 48

Keywords: Thane

Magic: Initiate of Orlanth 𐌹

Flaw: Ate dirt to conceal crime of Good Arnal's banishment

Look: Frequently excuses himself to relieve himself; pale and tired; looks to be in constant pain

ELMAL HEARTH-GUARD: KOROLFIN LONGEYE 𐌹𐌸𐌺𐌰

Duty is everything to Korolfín Longeye. Korolfín owes a debt to Ivar, who saved his life once, and waits for the day the debt is paid. Until then, he tells his chieftain stories of Elmal's trials in the Darkness, in the hope that Ivar will understand his error. He realizes that Elmal's agents of reprisal afflict Ivar.

Korolfín believes that the Lunar Empire is a manifestation of Elmal's Darkness foe the Teller of Lies which appears seductive without and tempts men with fame and glory but is hollow within; the Teller of Lies hidden within the Empire has deceived Ivar. Unlike Elmal Ivar has not shown steadfast loyalty and has betrayed Orlanth.

Korolfín despises Andrin. He sees Zaleena for what she is. He resents Hastur Tarsh-Born as an outsider, who has taken the place of Dolutha thanes at Ivar's side.

Korolfín is the Watchman of Dangerford, and bears responsibility for keeping the peace in Dangerford. He carries the Watchman's Horn to summon help and as a badge of his office. When he blows the horn, he knows help will come.

Korolfín despises the Telmori and is a Wolfskinner. As a result, he has never shared Ivar's dislike of Queen Ivartha. When Ivar rails against the Queen, Korolfín keeps his mouth firmly shut.

One day, Korolfín will crack, and desert his post.

Korolfín Longeye 𐌹𐌸𐌺𐌰

Bloodline: Jarosarings

Faction: The Loyal Thanes

Age: 33

Keywords: Thane

Magic: Initiate of Elmal 𐌹

Look: Burnt left hand; piercing blue eyes; rasping voice; scarred chin

THE HOUSECARLS

Ivar relies on the Sworn Knives to fulfill the roles these thanes once took; he regards them as far more loyal. Korolfin Longeye chafes against this 'slight.'

THE PRIESTS

The priesthood is a thorn in Ivar's side, providing much of the criticism and opposition to his chieftaincy. If **Korolfin Longeye** nurses rebellion silently, **Jerasella Never-Doubt** uses the immunity her position grants her to speak out against Ivar and the Empire. Ivar is frightened by this loud woman, and the support she has from the women of the clan, and that fear allows her to prosecute her disquiet. Ivar Quickstep despises **Hallarax the Last Orlanthi**, the priest of Orlanth and has outlawed him, but Hallarax continues to live amidst the clan and outwit his agents at every turn. Jerasella Never-Doubt continues to support Hallarax, and he is loyal to her.

ERNALDA PRIESTESS:

JERASELLA NEVER-DOUBT □□□

Jerasella is confident, assertive, and stubborn. A large woman, she couples her intimidating manner with a strong physical presence. She refuses to accept a passive role. Ivar Quickstep is afraid of her, and she detests the Lunar loving chieftain in-turn.

She is among the leaders of the New Wind. She wants to see Orlanth take his place again in the clan. She has little time for those who collaborate with the Empire; particularly the Seven

Mothers converts whom she satirizes regularly. Andrin and Zaleena come in for particular scorn.

Jerasella seeks a new chieftain for the Dolutha but she is short of candidates. After all many left the clan in its time of need. She believes in Inganna Koscheisdottir, but is unsure that the clan would elect a woman.

She dominates her husband, Markaldor Far-Walker, who is devoted to her.

Jerasella Never-Doubt □□□

Bloodline: Twin Brothers

Faction: The New Wind

Age: 35

Keywords: Priestess

Magic: Devotee of Ernalda □

Look: Booming voice; big gold earrings; full-figured; large gold finger rings; plump

DOLUTHA REBELS

Disguised as Agina Wool-Hood, an itinerant sheltering at Geo's Creek Inn, **Inganna Koscheisdottir** is the leader of Dolutha rebellion against the Empire. The Empire has put a price on her head. She works in secret at the inn to better spy on the movements of Lunar troops and caravans using the crossing at Dangerford and ambushes the occasional caravan, plundering



DOLUTHA REBELS AND EMPIRE

From left to right: Inganna Koscheisdottir, Illaro Broken-back, Alurae Sable-Fur, Zaleena Silver-Tongue, Andrin Slack-Word

them to feed and equip the rebels. Inganna takes service with the caravan and betrays its movements to the brothers. She often returns looking the worst for the ambush, usually the only survivor. General Illaro Broken-Back has begun to grow suspicious of her 'luck.'

HIDDEN REBEL:

INGANNA KOSCHEISDOTTIR ᑭᑭᑭ

Inganna, the daughter of Koschei Boltorsson, was a rebellious and impetuous young woman who left home to join Kallyr Starbrow's Rebellion and has now returned to liberate her home.

Inganna feels guilt that she left her kin. She longs for the chance to redeem herself, save her clan and overthrow Ivar Quickstep, but for now, she lives in secret earning her keep as a mercenary caravan guard.

A Telmori ravaged her face, leaving her with ruinous scars to her face; she has hated the wolfmen ever since and still wears the wolf's hide as a trim on her hood.

Inganna Koscheisdottir ᑭᑭᑭ

Bloodline: Jarosarings

Faction: The New Wind

Age: 27

Keywords: Mercenary

Magic: Initiate of Orlanth Vinga sub-cult ᑭ

Look: Hooded blue cloak with wolf fur trim, long braid, scarred face

THE LUNAR GARRISON

The Empire stations a detachment of 80 soldiers at Dangerford. The current makeup of the detachment is 32 members of the Arrowstone Cavalry and 48 members of the First Tarshite Light Foot. Both units are headquartered in Jonstown (*Sartar Companion*, page 12). They patrol the royal road south to Jonstown and north to Blue Boar Fort, as well as the roads between Dangerford and Red Cow Fort.

When Lunar units move through Dangerford, the streets swell with visiting soldiers, and the inevitable drinking, gambling, whoring and fighting make the town unpleasant.

GARRISON COMMANDER:

ILLARO BROKEN-BACK ᑭᑭᑭ

Illaro was a promising young Lunar general who Sartarite rebels ambushed in the Ghost Gors near Alda-Chur and left for dead. He was found; his life saved, but left forever crippled, his legs useless lumps of flesh after his spine was severed by a rebel's sword. Once handsome, his face was ruined by another blow that smashed his jaw and wrecked his nose. The Deezola healers did their best, but Illaro would never walk again, or have the face that inspired men.

A desire for vengeance burns within him. Every morning when his slaves help him dress, his shame and suffering renew his hatred. He would have given up by now, ended it all, but for

the possibility of making the Sartarite rebels suffer.

Illaro resents his dependence on the younger officers to act as his legs. If he could dispense with their services he would.

Illaro controls a web of informers and spies, using them to undermine the rebellion. Wise to the ways of the enemy, he is clear that the assassination and murder of the rebel leaders such as Queen Kallyr and Venharl Stormbrow would sow confusion in the enemy ranks and prevent organized resistance.

Illaro still holds out hope for magic to restore his legs and face. Charlatans, mountebanks, con artists, surgeons, and healers beat a path to his door. He pays them all, hoping that one will deliver a cure. None have.

Illaro Broken-Back ᑭᑭᑭ

Tribe: Kordrosi

Faction: Lunar Empire

Age: 52

Keywords: General

Magic: Sevens Initiate of Yanafal Tarnils ᑭᑭ

Look: Crippled legs, ruined face, croaking voice

HIGH PRIESTESS OF THE LUNAR MISSION:

ALURAE SABLE-FUR ᑭᑭᑭ

A silver-haired woman of elder years, the lines on Alurae's face cannot disguise the fact she was once a beauty. She speaks little of the years she spent in service to the Provincial Church before being posted to the Dangerford mission; occasionally a bureaucrat from the Provinces or wealthy merchant arrives in town, to drop hints that she had kings and heroes amongst her admirers in her youth. She certainly has jewels and furs suggesting wealth greater than that owned by most of the church's missionaries.

Alurae prizes good manners and politeness and cannot abide rude behavior. She tries to help Illaro improve his manners and despises Andrin's behavior. Her demeanor and faded beauty mean that she is able to outshine anyone in Ivar Quickstep's hall, especially the over-painted Zaleena.

She dislikes Ivar as 'just another corrupt barbarian politician.' She is happy to use him, but has far more respect for Broddi Strong-Kin from the Red Cow who would not sell out his clan for a bag of gold.

Alurae is feisty, and while unfailingly polite is a stubborn thorn in the side of her opponents. She rarely takes 'no' for an answer, and her dogged determinism usually means she gets her own way.

Alurae Sable-Fur ᑭᑭᑭ

Nation: Sylila

Faction: Lunar Empire

Age: 63

Keywords: Missionary

Magic: Sevens Initiate of Queen Deezola ᑭᑭ

Look: Silver-haired, tall, wide-mouth

INDEX OF CINSINA NPCS

Name	Position	Bloodline	Faction	Page
Ivar Quickstep	Chieftain	Ferfalings	The Loyal Thanes	80
Zaleena Silver-Tongue	Chieftain's Mistress	Foreigner	The Loyal Thanes	80
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THE WHITE FOAL WAR

In 1608, Kulkand Blackhands of the Fox stole the prized white foal from Brofin's herds. Brofin was incensed and demanded that Kulkand return his horse. Kulkand refused. Rosserian the Quick, a Dolutha thane, stole back the foal, but in doing so killed Kulkand's son. Kulkand refused wergild, and demanded blood vengeance. The feud simmered the whole summer, but went quiet after the winter.

When Kulkand stole the foal again in 1609, Brofin led a raid into Fox territory to get it back. The raid failed, with the Dolutha taking losses at the Battle of Yellow Meadow. Brofin challenged Kulkand to a duel on Isle Dangerous to put the matter to rest. The chieftain won the day, and regained the foal.

DOLUTHA CHIEFTAINS

LIVING MEMORY

1590-1603 ORLNISKIS TWIST-FOOT

Born in 1540, Orlniskis grew wealthy selling prized horses to the households of every king in the Jonstown Confederation. Orlniskis loved horses — astride them he could forget his crippled foot, a defect he was born with.

He killed his first Emerald Sword man at 17 when he insulted him for being lame; he spent three years in exile in Dorasar's new city of Pavis for that killing.

After the Bitter Harvest Feud of 1564, in which he struck the Seven Sad Blows, Orlniskis agreed to marry the Emerald Sword woman Erinsulva Fine-Hair to make "peace across the Creek." When their child Ivar Clubfoot was born, Erinsulva left him, claiming that "One cripple was enough, two too much." Following that insult peace ended and the Crippled Foot Feud brought bloodshed between the clans for two more years. Exiled again for his part in the killings, Orlniskis and his infant son lived for seven years in exile in Tarsh. In exile, Orlniskis was a mercenary in the service of King Phargentes the Kingslayer of Tarsh. His son grew up in the Lunarized streets of Furthest.

Orlniskis was an elder by the time he became chieftain. The end of the struggle against the Empire in Tarsh and the invasions of Sartar marked his chieftaincy.

A son of the Sun, Orlniskis hated trolls and often led raids into Dagori Inkarth. One time, he sponsored an expedition to drive the Sazdorf troll

tribe from the Haunted Ruins, but he was beaten back and the trolls killed many of his companions.

He joined the defense of his kingdom, and died alongside the Red Cow chieftain Orkarl Belly-Laugh at Caroman Pass — but unlike the Red Cow chieftain no one brought Orlniskis back.

1603-1613 BROFIN THE BEARDLESS

After the Empire took Dangerford, the clan elected Brofin as chieftain.

The clan's troubles with the Fox clan of the Dinacoli plagued the clan during his chieftaincy. The men north of the Creek embraced the Empire and swaggered with entitlement. Between 1608 and 1610 Brofin fought the White Foal War with the Fox clan.

Brofin felt that Garralor, the Cinsina king had betrayed the kingdom of Sartar by refusing to back Starbrow's Rebellion. With his companions, he ambushed the king's household when it entered Dangerford. Brofin and his companions fled retribution.

Hallarax the Last Orlanthi says the clan is cursed because of the blood that Brofin spilt that day and is doomed to tear itself apart in kinstribe unless they can atone.

1613-1616 GOOD ARNAL

Good Arnal was an Orlanthi chieftain, who hid his worship behind that of Barntar. He tried to repair the clan after the troubled ending of Brofin's chieftaincy. He believed the greatest threat to the clan was the ambitious Emerald Sword clan, who like the other Dinacoli had made alliance with the Empire.

Good Arnal always had trouble on the Dinacoli Flats. The Emerald Sword clan was always raiding and Arnal had to fight the Three Widows feud.

THE KILLING OF GARRALOR

Many in the Cinsina perceived their king as a Lunar turncoat — the Empire's missionaries traveled as part of Garralor's household and so he obliged the clans to offer them hospitality too. The clans reviled the sight of the Lunar priestess Martara, who warmed Garralor's bed

and whispered in his ear. Brofin ambushed the king's household when they entered Dangerford. Brofin and his companions went south to the Holy Country after that, but no one in the Cinsina knows their fate.

It was Arnal who led the clan to make peace with the Empire, so that they might enjoy the same advantages as their neighbors across the Creek. He welcomed their traders into Dangerford market and hired Tarshite mercenaries to ensure the northern merchants felt safe. Some loyal Orlanthi accused him of selling the clan to the Empire, and Arnal became increasingly withdrawn, relying on Ivar, Orlniskis' son, and Ivar's Red Cow wife, Morganeth, for counsel.

Good Arnal disappeared in 1616, after Ivar Quickstep, Twisted Morganeth and Gudny Gold-Lamb usurped his chieftaincy and staked him out for Orlanth's judgment. His body has never been found. Some say he fled the clan in shame for having betrayed his ancestors, others that the Telmori took him.

1616+ IVAR QUICKSTEP

In 1597, Ivar Clubfoot won the Red Cow's Summer Queen rites. His deformed foot was healed by Heler's

rain and he took the hand of Morganeth, which made peace between the Red Cow and the Dolutha, whose relationship had been fractious for years.

Ivar wants to return the Dolutha to the leadership of the Cinsina. He reminds his kin that they are 'oldest of the Cinsina, first settlers along the Creek' tells them to demand the respect that has for too long gone to the Red Cow.

Sensing Broddi Strong-Kin's weakness Ivar has encouraged cattle raids against Red Cow as well as the 'old enemy' the Dinacoli. An attempt by Broddi Strong-Kin to send Ivar gifts and improve relations, ended with Orlmakt Nine-Winds breaking Ferfal's Fire, a sacred spear, and part of the clan regalia. Orlmakt fled justice, and Ivar spurned the Red Cow's offer of friendship.

The broken regalia have never been restored and the resulting impact on the clan's Sacred Time rituals has further contributed to the "Doom of the Dolutha."

THE THREE WIDOWS FEUD

The feud began in 1614, when Rostakus Twice-Outlawed of the Emerald Sword killed Hendath the Lame in a raid on Dangerford.

The feud escalated after Dara Raven-Tressed, a Dolutha girl, eloped with Silkinister Curly-Beard, an Emerald Sword man. Dara's brother, Starkor Quick-Blade, and her father, Varanvil Many-Horses took her back, killing Silkinister.

Dara fled, taking refuge with Rostakus Twice-Outlawed and demanding blood-vengeance against her own kin for her husband's murder.

After two-score deaths, Jomes put a stop to the feud, fearing that the road between Dangerford and Alda-Chur was becoming dangerous to travelers due to the risk of being caught up in the killings. The clans exiled many of those involved for three years, under Jomes' instruction, to allow tempers to cool.

Tempers still run high, and with many involved due to return in 1618 few hold out hope for peace.

• Chapter 6 •

DISTANT KIN

THE DISPUTED LANDS

The Disputed Lands are a no-man's land between the Cinsina, Culbrea, Jomeslanders and Telmori tribes. South of the Red Cow clan and north of the Two-Pine clan of the Culbrea this is a wild and uncultivated area. The stag and boar hunting is good and hunters from the three tribes often clash here.

OTHER CLANS OF THE CINSINA

THIS BOOK PROVIDES LESS DETAIL ON THE ON the other clans of the Cinsina. Some of this is due to space considerations. It also allows you to exercise your creativity, by adding flesh to the bones here. Game Masters who want the players to come from their own clan, instead of the Red Cow, can flesh out one of these clans as the home of their players instead. Game Masters who want to provide new rivals and allies can add them to these clans.

BLUEBERRY

The Blueberry clan lands are famed for the field of magic berries that make them rich. Fordstone is one of the wealthiest villages among the Cinsina, much of its wealth coming from the annual blue berry harvest. The Blueberry clan lands runs between the Danda Creek and Lorthing River, north of the Jonstown to Jarolar Keep Road and south of the Dolutha. They and their southern neighbors, the Greenhaft were once part of the Culbrea, but have moved to the Cinsina tribe since Starbrow's Rebellion. The Culbrea regard the Blueberry as 'traitors' to the tribe.

There are 1081 people in the Blueberry, 596 of them are adults, of whom 96 are elders, and 485 of them are children.

IMPORTANT PEOPLE

Chieftain: Edrath the Wise
Chief Priest: Dalfaran Chest-Butter
Chief Priestess: Venharla Plow-Priestess
Healer: Areni Alynx-Daughter
Lawspeaker: Fistivos the Wise
Warband Leader: Destoral the Short

FRITHAN

The Frithan clan occupies lands between the Boranini and Lorthing Rivers. The King's Road from Alda-Chur to Boldhome passes through the heart of their clan lands. Their chieftain's village at Frithan lies next to the King's Road near the Boranini River.

The White Crow Inn at Cinsin Bridge, where the King's Road crosses the Lorthing River is a well-liked rest stop for travelers. To the north of this inn lies the isle of Raven's Ait, amidst the confluence of the Lorthing and Boranini rivers, sacred to the tribe and where the tribal ring meets. To the south the Frithan clan lands extends north of Jonstown. West of the Boranini, the Frithan's neighbor is the Underwillow clan of the Cinsina. To the east, across the Lorthing River, the Dolutha clan of the Cinsina is their neighbor and to the south, the Blueberry clan, now of the Cinsina is their neighbor in Fortin Vale.

The Frithan are a War Clan and the most warlike of the Cinsina clans. Remittances from members of the clan serving with mercenary companies can be an important source of income to the clan in lean years.

A small clan, the Frithan numbers some 650 people, of whom 60 are elders, and 290 children.

IMPORTANT PEOPLE

Chieftain: Hingot Twice-Outlawed
Chief Priest: Orldarmon Hide-Of-Ox
Chief Priestess: Yrsa Herd-Rich
Healer: Minarika the Lark
Lawspeaker: Enent Snow-Whiskers
Warband Leader: Ranulf Shield-Wall

GREENHAFT

The Greenhaft clan occupies the lands between the Danda Creek and Lorthing River, north of the Jarolar Trail, with a northern border with the Frithan clan and a southern border in Fortin Vale with the Two-Pine clan of the Culbrea. To the north, they are neighbors to the Blueberry clan.

Greenhaft is also the small town, at a good fording point of the Lorthing River, north of Dwarf Ridge along the Jarolar Trail. This town is the seat of the clan, and they have profited from the trade that flows along the trail.

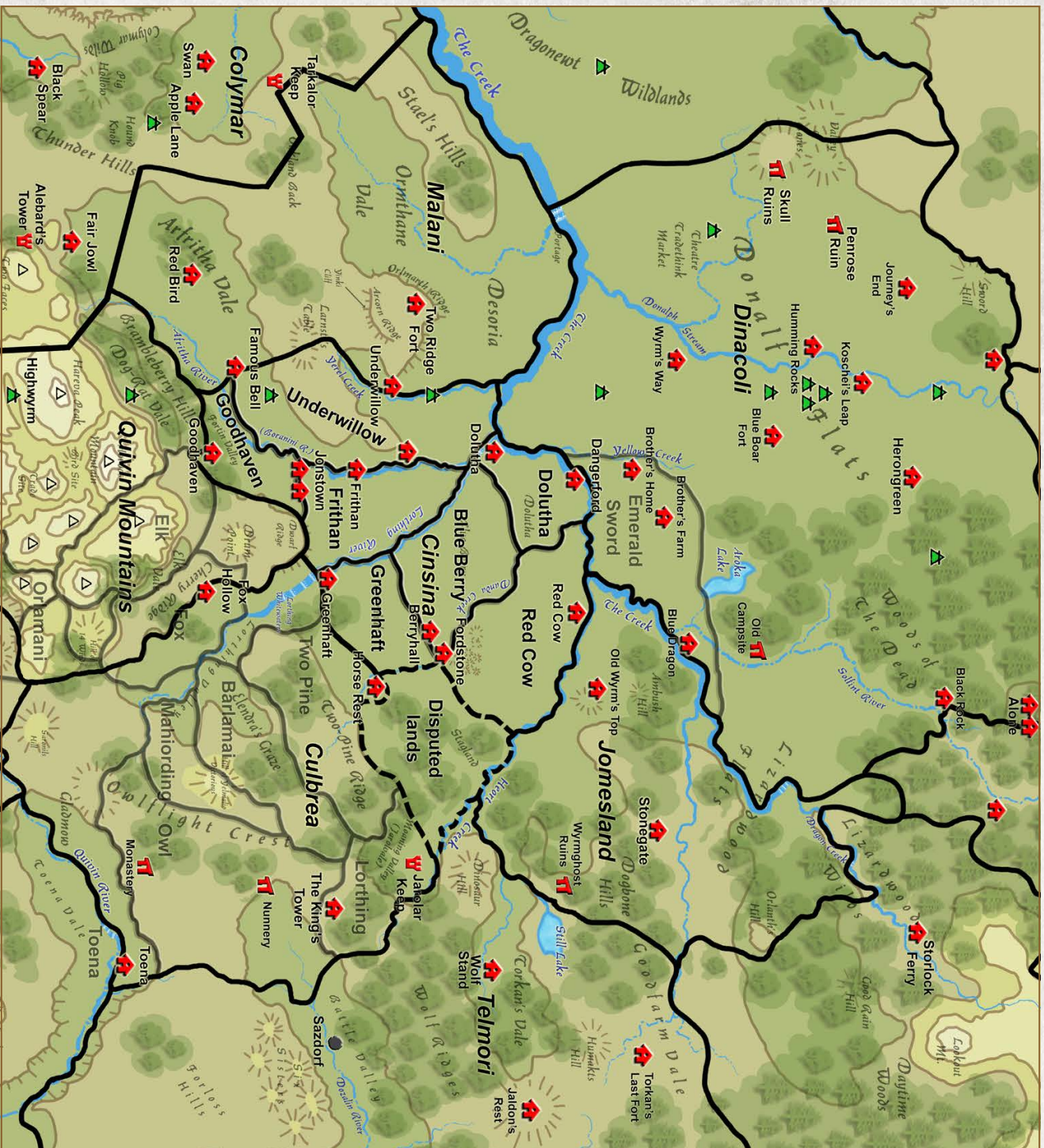
When the Greenhaft chieftain, Jost Bronze-Side refused to help Kallyr, Orngerin Thundercape, his warband leader, left the clan to follow her. He took many members of the clan's warband with him. Calling themselves the Last Breeze Orngerin's band took to the Quivin Hills. Some of the clan idealizes the Last Breeze as rebels but others curse them as

Northern Sartar Political Map

Key

Tribe Name	Other Clan Name
Cinsina Clan Name	
△ Peak	Border
W Tower	Disputed Border
TT Place of Interest	
Small City (1,000 - 3,000)	
Village/Town (<1,000)	
Troils (Uz)	
Dragonewt Plinth	
River	
Seasonal River	
Falls/Rapids	
Forest	

0 Miles 10 20 30



Cinsina, Dinacoli, & Culbrea

Key

Named only NPC (no bio in this book)

Faction

The Conquering Storm

The Isolationists

The Righteous Wind

The Wolfskinnors

The Empire

Position

Tribal Ring

The Housecarl's

The Priests

Chieftains, Thanes

Other

Cinsina Allegiances

The Cinsina: Loyal to Ivartha the Skinner

The Cinsina: Loyal to Ivar Quickstep

The Cinsina: Still with strong links Ranulf Turn-Tail

The Telmori

The Two-Pine

Isbarnessa Boarscar

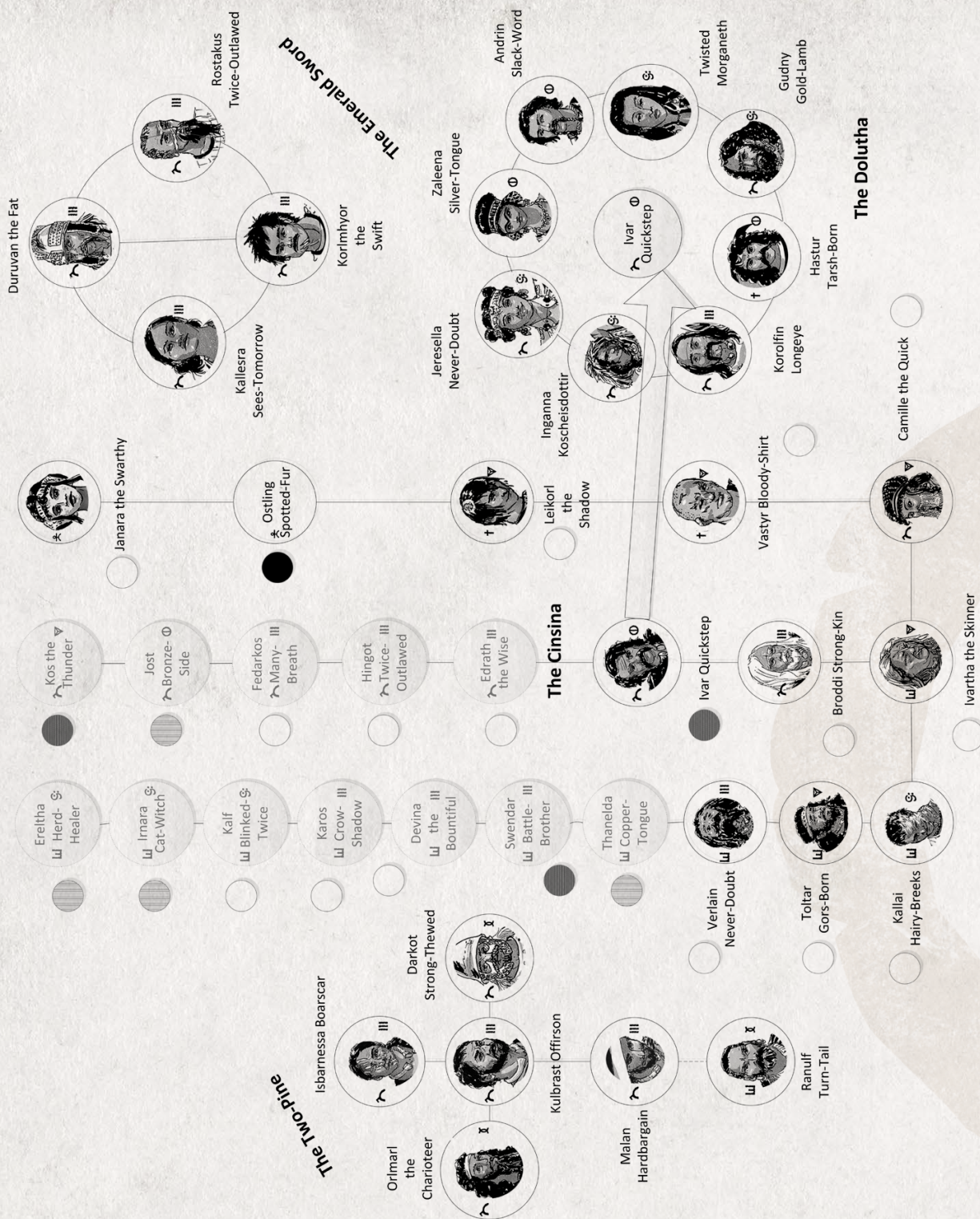
Orlmarl the Charioteer

Darkot Strong-Thewed

Kulbrast Offirson

Malan Hardbargain

Ranulf Turn-Tail



BLUEBERRIES (*Smilax Gloranthus*)

The Blueberry clan lands are home to a trailing prickly vine, with heart shaped shiny leaves and blue berries that grow in impenetrable thickets, and as a vine across trees and other plants. The plant is very resistant to damage, growing back after being cut down or consumed by fire.

Many parts of the plant are used for food and medicine. The roots of the plant are bitter, sticky, and strong smelling. Boiled and dried they provide an extract which can be used in small amounts as a flavoring for drinks, or, in greater amounts, as a cure for menstrual pain, bladder or kidney infections, anxiety, and heart pain.

The blue berries are rubbery with a large round seed. The vine bears berries throughout the winter. The juice acts as a painkiller, and is mildly euphoric. Some people become addicted to 'blue juice,' usually identifiable by a blue stain on the lips and tongue.

The Blueberry dryad lives in a sacred grove at Berryhall. Ancient pacts, agreed when the Blueberry clan's ancestors settled this land, ensure the blueberries continue to flourish here. Only the Ernaldan priestess of the clan is permitted to enter the grove and commune with the dryad, although an Orlanthi Wind Lord may enter on instruction from the priestess, to offer the dryad his aid for whatever troubles her plants or grove.

As a result, the vines do not grow outside these lands and only the Blueberry clan can cultivate them, grown across trellises on terraced south facing slopes. Blueberry Beer is a non-alcoholic flavored drink with a birchy flavor made from the root extract, popular across the Cinsina tribe and in Jonstown. The House of Peace is a customer for both the root and for 'blue juice' using it to ease the pain of patients, but traders come to buy from across Sartar and beyond.

bandits. The truth is somewhere in between. Jorst spits on the floor whenever Orngerin's name is mentioned and will have nothing to do with Kallyr's rebellion.

There are 800 people in the Greenhaft, 450 of them are adults, of whom 70 are elders, and 350 of them are children.

IMPORTANT PEOPLE

Chieftain: Jost Bronze-Side

Chief Priest: Haren Snow-Drift

Chief Priestess: Neva Many-Cow

Healer: Korli Copper-Kettle

Lawspeaker: Taren Sword-Tongue

Warband Leader: Korlmaran the Bold

GOODHAVEN

The Goodhaven occupy Goodhaven Vale south of Jonstown Hill, between the Brambleberry Hills and Dwarf Ridge.

The Goodhaven clan of the Cinsina has grown rich from the trade that passes through their lands between Jonstown and Boldhome. The settlements of Goodhaven and Sunshine Inn are regular stopping points for caravans heading to or from Boldhome along the King's Road, before they climb into the mountain pass or emerge into the foothills.

The Goodhaven refused to follow their king, Hofstaring Treeleaper, to war during Starbrow's Rebellion and were cursed by that powerful hero. Fazzur Wideread placed them under the protection of the Cinsina tribe.

The Goodhaven continue to worship Orlanth in the traditional manner.

Their chieftain Kos the Thunder respects Queen Ivartha as a Telmori fighter, but enjoys a good friendship with Ivar Quickstep as well.

There are 1200 people in the Goodhaven, 661 of them are adults, of whom 120 are elders, and 539 of them are children.

RAVEN'S AIT

This island, where the Lorthing and Boranini Rivers join, is the meeting place for the Cinsina tribal council. The island is large, some 800' long and 160' wide, covered in grasses, and willow trees. At the north end of the island a ring of thirteen standing stones marks the location of the tribal council meeting. A small wooden temple at the northern end of the island used to hold the tribes' Orlanth Rex Statues with the Fire Altar before the doors. The temple has not been used since the Empire repressed worship of Orlanth and the statues are hidden elsewhere. The southern end of the island is used when the tribe gathers for the moot. A large boulder acts as the law rock, from where the tribal lawspeaker recites the law.

This is a sacred space and the Frithan clan prevents access through the rest of the year, making the land a haven for all sorts of wildlife. In particular, ravens nest here, which the Frithan clan regard as a good omen.

IMPORTANT PEOPLE

Chieftain: Kos the Thunder

Chief Priest: Kagrad Blacktooth

Chief Priestess: Beva the Beautiful

Healer: Nevalessa First-Daughter

Lawspeaker: Ketil Heavy-Wyr

Warband Leader: Gralor Crow-Nose

UNDERWILLOW

The Underwillow clan occupies the lands between the Boranini River and the Yelm Creek, bordered on the north by the Creek and to the south extending to the southern tips of Larnste's

THE TABLE RACES

The Underwillow clan organizes races at Larnste's Table on Freezeday, Waterday, and Clayday of Fire Season, just before the annual tribal festivities at the end of the week. Larnste is the god of motion and these races celebrate motion in all its forms range from the competitive foot, horse, alynx, hawk, and chariot races through extreme events like climbing and bull running to the novelty rubble runner races. The events are both cross-country and on a flat track with the purse for the winner provided by a wealthythane, elder, or chieftain with the race then being named is his honor. People come from all over Sartar to participate or watch, particularly from the Cinsina and Malani tribes, and Jonstown. A tented city appears on Larnste's Table as everyone sleeps out, and entrepreneurs sell accommodation spaces to those who have none. Food sellers and tinkers hawk their wares in improvised markets, brewers sell kegs of ale, and entertainers such as the Puppeteer Troupes attend to provide entertainment in the evenings when the races stop. Gambling on the outcome of the races is endemic but few win or lose fortunes here. Entertainment is the order of the day, or the chance to meet distant kin, or find new marriage partners.

Table. To the south, the Lysang clan of the Malani lives in the Larnste Hills, to the west, the Isolting clan of the Malani. The Underwillow was one of the core clans of the Sanchali tribute and has a long and troubled history with the Malani. Malani kings from Two-Ridge fort have often imposed tribute upon the Underwillow clan.

The Underwillow have the hilliest land of all the Cinsina clans and the other clans often refer to them as 'rich in sheep' which is another way of saying poor. The clan has long been widely respected as the caretakers of the holy places atop Larnste's Table. The Underwillow is strongly traditional Orlanthi and used to derive much wealth from clans seeking the blessing of the Unfettered One. They have lost much of that income since the Empire closed access to the temple and posted guards.

There are a 1000 people in the Underwillow, 550 of them are adults, of whom 90 are elders, and 450 children.

IMPORTANT PEOPLE

Chieftain: Fedarkos Many-Breath

Chief Priest: Koroldos Peak-Flyer

Chief Priestess: Elnoressa the Wily

Healer: Orkassi Marrowbone

Lawspeaker: Bryggghel Many-Kin

Warband Leader: Enderos the Spike

• Chapter 7 •

THE TWO-PINE

THE BLOODY SWORDS

The Two-Pine clan of the Culbrea is the troublesome southern neighbor of the Red Cow. The Two-Pine are a War Clan. Tribute, raiding, and war supplement meager incomes from farming. Each summer, when farm labors end, the Two-Pine thanes rally men to their banners seeking plunder, service in other's wars, and tribute.

The Two-Pine's origins lie in the struggle against the Telmori. The Two-Pine formed from the survivors of the Stonewater and Kortyring clans, who the Telmori broke in 1463. The remnants formed a War Clan to take the fight to the Telmori, and fought for other clans against the wolfmen in return for coin. The Seven Tributes have their origin in the payments made by clans to the Two-Pine for protection from the Telmori.

THE FALL OF THE CULBREA

When General Fazzur defeated Kallyr Starbrow, the Culbrea king, Ranulf Turn-Tail, earned his nickname by fleeing when Lunar demons dragged Hofstaring Treeleaper into Hell. The Empire keeps Ranulf in power, as king of the Culbrea, believing him cowed. Jones is satisfied with his scrupulous and even servile obedience to their every demand, however humiliating. Because of this cooperation, King Ranulf's hall in Fox Hollow is rich and his hospitality substantial, even if a melancholy suffuses the tribe.

Many of the clans did not want to follow a loser, who had fled when his king fell. Those who were neighbors to Cinsina clans, and had kin amongst them, found it the easiest to break from the Culbrea. The Lunars encouraged this, eager to shatter this troublesome tribe, rewarding defecting clans with 'cloaks and pigs.'

King Ranulf remains unhappy that these clans are part of the Cinsina, and is keen to see them return to the fold. However, the clans have prospered under Queen Ivartha, and while she enjoys success they remain unconvinced that they should return.

THE SEVEN TRIBUTES

To use their clan's magic the Two-Pine clan must succeed each year at the Seven Tributes — a *This World* heroquest. However, the clan chieftain has not dared to attempt it since Starbrow's Rebellion, fearing Cinsina or Lunar reprisals. The clan chafes under its failure and many pressure the chieftain, Kulbrast Offirson.

The clan was once larger and more influential but the Two-Pine were in the thick of the fighting during Starbrow's Rebellion

and every family lost loved ones. Broddi Strong-Kin of the Red Cow regularly uses the Two-Pine as an example of what rebellion against the Empire brings.

Within the Two-Pine clan, many are increasingly resentful of the loss of the Culbrea's status to the Cinsina. 'We do the dying, while they get rich' is a common complaint. 'Kill them and take their things,' is the oft-heard solution.

THE CLAN

There are around 600 people in the Two-Pine clan. Of the 600 members of the clan, about 330 are adults and the rest are children; of those adults, about 50 have lived long enough to become elders. There are roughly equal numbers of men and women.

The clan supports about 90 thanes, including the ring and priesthood. This is far more than usual for a clan of this size, but as the Two-Pine is a War Clan the thanes make their living from fighting — either serving as mercenaries or extracting tribute from the neighbors.

Much of the clan lives in the village of Horse Rest on the road between Jarolar Keep and Jonstown. The remaining few members of the clan live in isolated steads along Two-Pine Ridge.

After Starbrow's Rebellion, the clan avoided conflict with the neighbors in favor of taking coin for military service in the many conflicts in Dragon Pass. Three years ago Two-Pine's thanes even led men in service of the Empire during the Grazelands campaign of 1615.

The Two-Pine clan is sometimes known by other names, the Gwandor and the Jotoring.

The Two-Pine lands are Two-Pine Ridge and the lands to the north of the ridge and south of the Jonstown to Jarolar Keep

HOFSTARING TREELEAPER ᄒᄒᄒ

Hofstaring was the greatest king the Culbrea ever had. Over 100 years old when he fought in Starbrow's Rebellion, he was famous for his leaping ability and his incredible magic spear Chest-Breaker that fought on its own. He was almost killed when the Empire sacked Boldhome but escaped with his leap. Beloved by the Storm God, King Hofstaring summoned the great flood that destroyed the Lunar Army before the Hill of Orlanth Victorious. It is a source of great shame for the Culbrea that Hofstaring's soul suffers in a Lunar Hell rather than serving as a thane of the gods as he deserves.

Road. To the south lies the Lorthing Vale, home of the Culbri and Barlamani clans of the Culbrea. To their west lies the Greenhaft clan, a former Culbrea clan that joined the Cinsina. To their east lies the Lorthing clan, another Culbrea clan. To the north, the Two-Pine's long border touches another Culbrea turncoat the Blueberry, along with its old enemy the Red Cow clan.

The Two-Pine's clan lands are hill-country where the land slopes up from the flatlands of the Cinsina to the Quivin Mountains. It is a harsh land of rocky slopes and steep valleys, little suited to the plow, though the clan keeps sheep.

THE BLOODLINES

There are four Two-Pine bloodlines.

- Two bloodlines trace their descent from the **Stonewater** and **Kortyriling** clans, named after the former clans.
- The **Greatblade** bloodline, centered on Death Hollow, have a long tradition of following Humakt. The Greatblade bloodline is famous for the struggles of its leader Findar Longsword. Findar became the chieftain of the Two-Pine following the Lunar invasion. He led the clan in resistance to the Empire. Following the failure of Starbrow's Rebellion, he was outlawed, along with many of his household. This bloodline has been weak ever since.

- Unusually, the **Valan** bloodline have grown rich not from war, but from acting as intermediaries. They negotiate the contracts for Two-Pine mercenaries and sell their plunder in the markets of Jonstown. Many complain that the Valan grow fat, while everyone else gets thinner.

CULTS OF THE TWO-PINE

Orlanth 𐌺𐌹𐌿𐌸 — 140 initiates, 2 devotees

Vinga 𐌹𐌺𐌺𐌹 — 35 initiates

Ernalda 𐌺𐌹𐌸𐌹 — 105 initiates, 3 devotees

Humakt 𐌹 — 15 initiates, 1 devotee

Urox 𐌹𐌺 — 15 initiates

Yinkin 𐌹 — 5 initiates

Odayla 𐌺𐌹 — 5 initiates

Issaries 𐌹𐌺 — 5 initiates

Kolat 𐌹𐌺 — 3 Spirit Society members

Valind 𐌹 — 2 initiates

TWO-PINE WYTER: GREATBLADE 𐌹𐌺

When the Telmori crossed the Creek, and fell upon the Stonewater and Kortyriling, the clanfolk were beaten back, all but annihilated, and even the ragged band of survivors looked doomed. To save them Orlrik Greatblade undertook a terrifying Humakti

THE SEVEN TRIBUTES

To use their community Magic Resource the Two-Pine must take Seven Tributes from one Sacred Time to the next. During Kulbrast's chieftaincy, the clan has never taken all the seven tributes and has lost access to its magic.

THE TEN-CART TRIBUTE

This tribute is taken from the Barlamani of the Culbrea for protection from the Cinsina. The Barlamani will only pay it if the Two-Pine have amassed the other tributes and are a War Clan.

THE BLUEBERRY TRIBUTE

The Two-Pine saved the Blueberry tribe from the Telmori. After that, the Blueberry paid the Two-Pine a basket of blueberries for every wolf pelt. Since the Blueberry clan transferred to the Cinsina this tribute has not been paid.

THE LORTHING GOLD TRIBUTE

The Lorthing gave the Two-Pine gold when they helped them win their lands. When Thegil the Bloody of the Two-Pine demanded that the Lorthing continue to pay them the gold annually, the Lorthing refused. A bloody feud developed which almost destroyed the Lorthing until they agreed to pay an annual tribute to the Two-Pine. The Lorthing have not paid since Starbrow's Rebellion. Many Two-Pine believe they owe the arrears.

THE WOLF PELT TRIBUTE

Every year the Two-Pine sent men into the Wolf Hills, every year they returned with wolf pelts. Since the Lorthing took Jarolar Keep, the Two-Pine have not raided the wolfmen. Jones is keen to employ the Two-Pine to hunt wolves on his border and Kulbrast is considering his offer.

THE BLOODY SWORD TRIBUTE

Seven weapons must be taken from foes killed in a raid on a single clan, from those who fought against the Two-Pine. Typically, the Two-Pine raid the Aranwyth or the Cinsina clans for this.

THE RED COW TRIBUTE

This is taken from the Red Cow clan of the Cinsina. The Two-Pine joined with other clans and stole so many cattle from the Red Cow that they appealed to Sartar for help. He organized this tribute saying that "No one can make you do anything but they can buy you!" The Red Cow has not paid this tribute since Starbrow's Rebellion.

THE FIRED THATCH TRIBUTE

The Greenhaft paid this to settle an ancient feud that saw their villages burnt by Two-Pine raiders in revenge for a drunken brawl. The Greenhaft stopped paying the tribute of gold and fine goods when they joined the Cinsina.

ritual. He sacrificed the Stonewater clan's fertility to empower his warriors and himself, and showed that Humakr's killing magic worked as well against werewolves as men.

Orlrik founded a new clan out of the survivors of the Stonewater and Kortyrling clans. Supported by his household, he consecrated a shrine on the site of the Humakr ritual. Nothing grew there now, so the people called the holy spot Death Hollow.

After that, Orlrik walked into Death Hollow, following a vision from his god, and vanished. The clan found his greatsword rammed into the ground at the edge of the Hollow. Since that time, the sword has contained Greatblade's spirit, ready to lead his people in battle.

POLITICAL FACTIONS

There are three major factions in Two-Pine politics.

- **The Righteous Wind** supports the rebellion. Inspired by Kallyr Starbrow they strive to free the kingdom. They cajole, persuade, and bully those who have not thrown their weight behind Kallyr. They despise all Lunars and are keen to see them driven from the kingdom. The fanatics among them do not even distinguish about the good that some, like Jones, might do.
- **The Conquering Storm** seeks to exact tribute from the Cinsina and Aranwyth. Injured pride and hard economics drive their need to raid them for plunder and tribute. The turncoat clans of Blueberry, Greenhaft, and Goodhaven are ripe for the plucking. It is time for the Two-Pine to teach them why they should never have left the Culbrea, and why the Cinsina cannot protect them.
- **The Eye of the Hurricane** tries to preserve the status quo. The Two-Pine are too weak to fight with their neighbors or the Empire. They seek to husband the Two-Pine's strength. With time, perhaps the Two-Pine will be great again. For now, they should seek to hold onto what they have.

IMPORTANT PEOPLE OF THE TWO-PINE

THE TWO-PINE RING

Chieftain: Kulbrast Offirson
Ernalda: Isbarnessa Boarscar
Barntar: Orstalar Ironplow
Odayla: Temertain Longnose

Issaries: Malan Hardbargain
Uralda: Leika Cow-Wise
Champion: Darkot Strong-Thewed

Kulbrast Offirson is unpopular with the young men of the Two-Pine clan. He has avoided taking the Seven Tributes and the young men say that the Two-Pine's neighbors no longer hold them in respect. Instead, counseled by **Isbarnessa Boarscar**, Kulbrast negotiates, compromises, and seeks peace with the neighbors, sending the young men to fight far away, even for the hated Empire. The young men respond that outsiders say that women rule the Two-Pine now. The younger generation calls for a return to the 'old days of bronze and blood.' Kulbrast faces a stark choice. Accede to their demands to raid, or risk losing the chieftaincy. **Orstalar Ironplow** supports Isbarnessa and seeks a new way for the clan, turning aside from the path of war — his path is difficult without heroquesting to change the clan, and the young men do not listen to him. **Malan Hardbargain** is pragmatic; the Empire has crushed the rebels before and will do so again — the clan's future lies in cooperation. **Leika Cow-Wise** would win tribute from the Red Cow again, and provide cows for the clan's altars and beef on the clan's plates. **Darkot Strong-Thewed** has withdrawn from clan life, disappointed that a once famous clan seems to be have lost its heart and soul. He distracts himself with a crusade against King Brangbane to avoid uncomfortable questions about the future.

CLAN CHIEFTAIN: KULBRAST OFFIRSON 𐌊𐌿𐌸𐌹𐌺𐌴𐌹𐌸𐌴𐌹𐌸𐌴𐌹𐌸𐌴

A bulky warrior with a grim demeanor, Kulbrast wants to do the best for his clan. For years, he has settled conflicts, sought another way, and woven peace.

His instincts are to lead his clan to collect the Seven Tributes, but because he is a realist, he keeps them at home, worrying and fretting for the future. He wants to preserve his clan's famous name, yet he wants to see the people live prosperous lives.

Wracked with indecision, he waits. All he needs is someone to jolt him in the right direction, and he might take the clan back to its traditional ways. For now, his warriors serve rich merchants, distant quarreling kings, and the Empire.

He listens to the counsel of his wife Isbarnessa Boarscar. Were he to change direction, she would be furious. Darkot Strong-Thewed holds out hope for Kulbrast returning the Two-Pine to greatness and the two get drunk together regularly, much to Isbarnessa's disgust.

He despises Orlmarl the Charioteer, but can do little against his rival's popularity without giving in to the calls of the young men. Kulbrast is afraid

RESTORING THE STONEWATER

Isbarnessa Boarscar would like to change the Two-Pine back to a Balanced Clan from a War Clan.

One option would be to simply to split the clan and form a new one — finding a new wyter to lead the new clan. Isbarnessa has considered this, but does not want to separate kin from each other.

The other is performing the Lightbringers' Quest to resurrect the Stonewater wyter and 'heal' Death Hollow. Such a ritual would require significant magical support, and still might result in those who were not happy with the change leaving the clan. It is unlikely that the Two-Pine or Culbrea would offer support for this — but a desperate Red Cow or Blueberry might — in order to turn their enemies away from the Seven Tributes.



THE TWO-PINE RING

From left to right: Kulbrast Offirson, Isbarnessa Boarscar, Malan Hardbargain, Darkot Strong-Thewed, Orlmarr the Charioteer

of Findar Longsword, the charismatic former chieftain who is a legend to the young men of the clan. Every year a few Two-Pine youngsters drift away to join Findar in exile, becoming the latest recruits to his Black Hill Band.

Kulbrast Offirson 𐌹𐌿𐌺𐌹𐌸𐌰

Bloodline: Stonewater

Faction: Eye of the Hurricane

Age: 45

Keywords: Chieftain

Magic: Initiate of Orlanth 𐌾

Look: Broken-nose, grim-faced, tall, and well-muscled

ERNALDA:

ISBARNESSA BOARSCAR 𐌹𐌿𐌺𐌹𐌸𐌰

Isbarnessa, the priestess of Ernalda, is strongly resolved to keep the clan alive through peace. A ferocious boar left her with scars that ruined her face.

The chieftain's wife, she is able to bend Kulbrast to her will and delights in her power to make her husband do her bidding.

Isbarnessa hears the young men's talk of glory and honor, but cajoles and browbeats them into obedience.

She dominates the Women's Circle. She uses her influence with the clan's wives and mothers to restrain the men. The young men resent the way she controls their fathers and uncles. She has many

enemies within the clan, who see Isbarnessa as the clan's jailer. She believes herself the reason the clan has not been destroyed during the Occupation.

Malan Hardbargain and Orstalor Ironplow are friends and allies in her quest to move the Two-Pine away from being a War Clan. Isbarnessa considers that the clan might even heroquest to change its nature, putting aside war in favor of a more balanced mix of Earth and Storm.

Isbarnessa Boarscar 𐌹𐌿𐌺𐌹𐌸𐌰

Bloodline: Stonewater

Faction: The Eye of the Hurricane

Age: 42

Keywords: Priestess

Magic: Devotee of Ernalda 𐌹𐌿𐌺𐌹𐌸𐌰

Look: Golden broaches, scarred face, soft-voice

ISSARIES:

MALAN HARDBARGAIN 𐌹𐌿𐌺𐌹𐌸𐌰

This Issaries Trader has increased his influence since the clan stopped taking tribute from its neighbors. Although his major trade is in the services of his clan's swords, Malan has done much to bring needed silver to the clan's chests. Malan is above petty tribal jealousies in negotiating contracts for the clan's mercenaries; he has also proved that he is not above working with the Empire.

The young men appreciate the need for Malan's services, but many dislike him because he does not fight himself, and they question whether he would fulfill the contracts he arranges.

Malan regards his perspective as that of the realist. Talk of rebellion, honor, and glory resulted in spilt Two-Pine blood, but nothing else. Malan knows that if the Two-Pine are to survive, the price of its young men's blood must be measured in silver, not glory. He is allied with Isbarnessa Boarscar.

Malan knows many 'movers and shakers' from his work. He is known to Jomes for his pragmatism, particularly his support in the Grazelands campaign. Darningle and Darvast Hornos often employ Two-Pine caravan guards and Malan is a regular at their Jonstown house (see *Sartar Companion*, page 13). He often visits the Wilmskirk merchant prince, Gold-Gotti. Ostensibly such visits are to sell Two-Pine's spears, but Malan is also part of Gold-Gotti's 'Two-Penny' spy network, a fact he hides from the clan.

Malan Hardbargain †6.

Bloodline: Valan

Faction: The Eye of the Hurricane

Age: 28

Keywords: Merchant

Magic: Initiate of Issaries †

Look: Narrow face, long nose, tall and thin

CHAMPION:

DARKOT STRONG-THEWED †6W

Darkot Strong-Thewed is the Sword of the Death Hollow temple of Humakt. His devotion to his god makes both animals and children nervous in his presence and the women shoo him away from pregnant mothers in case they miscarry. Garden flowers wilt when he is near and the healer allows him nowhere near her house.

Darkot despises the way the Two-Pine have lost their teeth. He blames Isbarnessa for weakening the traditions of the clan; he believes that he can turn Kulbrast back to the old path. He looks to the next generation to reclaim the Two-Pine birthright.

The more he sees the failure of the Two-Pine to keep to their old traditions, the more time he spends away from the clan, working for the tribal king, the Jonstown temple, or the Sword Hill congregation.

Darkot has become obsessed with the threat from the Woods of the Dead, and King Brangbane, seeing it as a Humakti's duty to

drive the ghouls out of Sartar. He continues to try to raise enough numbers for an expedition against the ghouls.

Darkot Strong-Thewed †6W

Bloodline: Greatblade

Faction: The Conquering Storm

Age: 28

Keywords: Thane

Magic: Devotee of Humakt †

Gifts: His shout can strike fear into enemy hearts — his voice frightens children and animals. Strikes wounds that don't heal (only magic not time can aid recovery from injuries sustained from losing a fight with Darkot).

Geas: Cannot be healed by magic, only time.

Look: Gray haired, his face is covered with lines and scars of a hundred battles. He never laughs

THANE:

ORLMARL THE CHARIOTEER 62†

Orlmarl the Charioteer spends most of his year at Fox Hollow in service of the king, only returning to Horse Rest for the winter. Orlmarl has served as charioteer to both Hofstaring Treeleaper and Ranulf Turn-Tail. This is mainly a ceremonial position, though Hofstaring did take his chariot to battle.

Orlmarl has a lean and wiry frame, and is very tall. His skin is azure, and marked him for Mastakos from an early age. At his physical peak, Orlmarl excels at athletic activities: chariot driving, javelin throwing, jumping, running, riding, swimming, and wrestling, loving to resolve disputes with a contest of some sort or another. He speaks quickly, and people have some trouble keeping up; he seems filled with nervous energy.

A Wind Lord of Orlanth, Orlmarl follows Mastakos the Charioteer. He can always leap back to Orlanth's Hill of Victory and knows the leaping magic that made Hofstaring famous, along with the famous Sunset Leap.

The Red Cow killed Orlmarl's brother, Hallarax at the Battle of the Finger. Of the seven killers, five still live: Farandar Orendalson, Kernalda Other-Ways, Ortossi Ketilsson, Rangard Pride-of-the-Mead-Bench, and Jarstak Bristle-Beard. The other two are dust and ash, Orlmarl killed them, and spent three years in exile in Pavis for each. He has spent six years out of the last seven in exile,

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Darkot Strong-Thewed	Champion	Greatblade	The Conquering Storm	97
Orlmarl the Charioteer	Thane	Greatblade	The Conquering Storm	97

for blood vengeance for his brother. Away from his children, the hatred of a lesser man might have ebbed in that time, but not Orlmarl — whose heart cries out for vengeance still.

Orlmarl does not care if Kulbrast supports him or not. On his farm, he has strong brothers, grieving uncles, and loyal housecarls who will back him in pursuing his blood feud. His sworn men followed him willingly into exile in Pavis, and plundered the ruins of the Big Rubble. Many furnished their own halls with the treasure they gained there. Mercenaries hired by that wealth drink at his table. They follow Orlmarl because he is a generous leader who has brought fame and wealth to his men even in exile.

The young men look to Orlmarl, with his wealth, and his sworn men and want to their own part of that destiny. They seek to join his household, or emulate him by seeking fame and fortune abroad. Many would back him as chieftain over Kulbrast — a fact not lost on his chieftain. Whatever Kulbrast decides, Orlmarl desires to ride to war with the Red Cow.

Only one man has ever come close to persuading Orlmarl to put aside his vengeance and focus on bringing down the Red Moon, Garrath Shardsword, another Orlanthi exile, who saved Orlmarl's life in the Big Rubble. Orlmarl still considers himself in Garrath's debt.

Orlmarl the Charioteer ᠖᠗†

Bloodline: Stonewater

Faction: The Conquering Storm

Age: 32

Keywords: Thane

Magic: Devotee of Orlanth — Mastakos
sub-cult ᠗

Look: Shoulder length brown hair; azure blue skin;
beard braided into two forks; tall, over 7' in height

TWO-PINE CHIEFTAINS

LIVING MEMORY

1574-77 KULESTAN THE RED

The Red Cow fought the Green Ale Feud with Kulestan the Red, over the insulting drink the Red Cow's emissaries, seeking to escape paying the Red Cow Tribute, had been offered when visiting Horse Rest.

1577-1582 KOSCHEI SURE-HANDED

Hofstaring Treeleaper led the tribe into Tarsh to fight alongside the Old Tarshites against the Hon-eel dynasty. Koschei Sure-Handed happily joined his king. Many clanfolk died, little treasure was returned, and Koschei fell, along with many of the tribe at the Battle of Grizzly Peak.

1582-1590 MANISKI THE LEAN

With too few thanes left after the disaster at Grizzly Peak to take the Seven Tributes, Maniski shepherded a clan "poor in sheep,

poorer in warriors." He died fighting the Telmori who plagued the weakened clan and tried to steal what little they had.

1590-1602 ULANIN IRON-SIDE

Ulanin returned to the clan from years of wandering, bearing the iron corselet that gave him his name.

Ulanin led a reversal of the clan's fortunes. He drove the Telmori from Two-Pine Ridge in 1590 and 1591 and took the Wolf Tribute for the first time in years. The Red Cow resisted, and the Two-Pine inflicted a heavy defeat on them at the Battle of the Finger. Following that he led the clan to take the Seven Tributes in 1592, and for five of the other ten years of his chieftaincy after that. Ulanin was often at Fox Hollow with his king, Hofstaring Treeleaper, who counted Ulanin amongst his trusted advisers.

Ulanin died leading his warband in the defense of the kingdom of Sartar, in support of King Hofstaring, who he loved so much.

1602-1607 HENDLAKAR THE SQUINTER

Hendlakar always hated the Telmori and happily led his people on the Wolf Hunt. He died when the wolfmen he was tracking led him and his household into an ambush.

1607-1611 ANDRIN THE UNINSPIRED

Andrin led his people on the Boar Hunt against the Tusk Riders of the Stinking Forest, but there was little plunder to be had. He never took the Seven Tributes, and the Blueberry and Red Cow poets gave him his nickname.

1611-1614 FINDAR LONGSWORD

Findar Longsword took the Seven Tributes each year from 1611 until 1613. The people loved him, because the Cinsina and Aranwyth clans showed the Two-Pine respect again, and tribute flowed into their halls. The Culbrea king Hofstaring Treeleaper often visited with Findar Longsword calling him: "first chieftain amongst the Culbrea."

Findar Longsword joined his king, Hofstaring Treeleaper, in defense of the Hill of Orlanth Victorious at the Battle of Hofstaring's Flood. The clan was amongst those who liberated Boldhome at the beginning of Starbrow's Rebellion. They took part in the liberation of Jonstown and were amongst those camped at Larnste's Table when the rebels surrendered to the Lunar Empire. When King Hofstaring was dragged into a Lunar Hell, Findar Longsword could not forgive the Empire; he continued to lead the clan's warband in a campaign against the Empire, raiding their supply lines. In the end the Lunars sent their troops to Horse Rest; their troops killed many Two-Pine clanfolk that day. Findar Longsword fled into hiding and is rumored to be in hiding somewhere around Jonstown, where he leads the Black Hill Band, a band of rebels.

The neighboring clans, long-suffering victims of the Two-Pine and their Seven Tributes, did not mourn Longsword's disappearance.

1614+ KULBRAST OFFIRSON

Kulbrast became chieftain because he was acceptable to the Empire, after the troublemaking of Findar Longsword. Like many chieftains after Starbrow's Rebellion, he seeks to avoid conflict and the wrath of the Empire, despite the urgings of his restless kin.

• Chapter 8 • THE EMERALD SWORD

THE EMERALD SWORD

THE DINACOLI AND THE CINSINA HAVE LONG been enemies. In 1458, King Illaro conquered this region, pushing the clans of the Ferfal Alliance south from the Donalf Flats across the Creek. He then demanded that the shattered clans pay tribute to Dinacol Hard-Rule. The Cinsina resent their northern neighbor and the Dinacoli king's demands from Blueboar Fort for his Tarsh Tax.

The Donalf Flats, the lowlands between the Quivin and Indigo Mountains are the most fertile land in the east of Dragon Pass. Because of this land the Dinacoli were once known as the 'Wealthy Tribe.' They are still the wealthiest tribe because of their fertile land and large size, but now they are just called the 'Far Tribe' by most people.

The tribes of the Donalf Flats, Far Place, and Tarsh came from north of Dragon Pass. Their customs and language are subtly different — just enough to create suspicion and mistrust (see *Sartar: Kingdom of Heroes*, pages 253-254).

The tribes of the Far Place were not even part of Sartar's kingdom at first, but of the kingdom of Tarsh. The Dinacoli, along with the other tribes of the Far Place only joined the kingdom in 1582 after the Battle of Grizzly Peak ended the dream of a re-united Tarsh. The Dinacoli became part of the Jonstown Confederation when they joined the kingdom; and then betrayed their new brothers when the Lunars invaded. King Petrad of the Dinacoli has given his allegiance to Duke Harvar in Alda-Chur.

THE CLAN

There are around 1500 people in the Emerald Sword clan. Of the members of the clan, about 833 are adults and the rest are children; of those adults, about 134 have lived long enough to become elders. There are roughly equal numbers of men and women. The clan makes its living from agriculture.

The Emerald Sword lands are north of the Creek, running along the border of the Red Cow clan and to their east Wulfsland. To the northeast, they are

bounded by Lake Aroka. The land here is flat and the soil fertile, good for raising crops and fine horses.

The clan supports 120 thanes on the inner and outer ring, some 360 carls, and 353 cottars.

CULTS OF THE EMERALD SWORD

Ernalda ☐ⅩIII — 262 initiates, 6 devotees

Seven Mothers Ⅹ☐† — 160 initiates

Barntar ☐† — 169 initiates, 2 devotees

Orlanth ☐ⅩIII — 108 initiates

Elmal ☐Y — 25 initiates

Redalda ☐Y — 20 initiates

Yinkin 卐 — 20 initiates

Vinga ☐ⅩIII — 15 initiates

Issaries 卐 — 15 initiates

Humakt †Y — 11 initiates

Odayla ☐ — 9 initiates

Kolat 卐 — 9 Spirit Society members

EMERALD SWORD WYTER: THE EMERALD SWORD 卐ⅩIII

Made of iron, an emerald flashes from this sword's pommel — home to the clan *wyter*, Andrin Rich-Horses. Andrin was one of the royal tribe of the Vingkotlings, the Kodigvari. He held firm to the belief that a man could never have enough land, enough cattle, or enough horses. He fought for seven days at the Battle of High Jumps Ford, to ensure that the great bull of Darworth was his. He rode his horse at the head of the Sunflower Charge. His sons inherited vast land, and lost it all in the Helm and Sword war. When the chieftain carries the Emerald Sword against the clan's enemies the cry is still "More land, more cattle, more horses!"

THE BLOODLINES

There are five Emerald Sword bloodlines.

- The **Yerestaring** and **Asarting** bloodlines are the oldest within the Emerald Sword clan and the most traditional. Few of its members have converted to the Lunar religion, instead they continue to hold faith with Orlanth. Duruvan has taken lands and cattle from them and they

TARSHITE

The Emerald Sword descends from people who came south to Tarsh, from the Kynneling Alliance fleeing the expanding Lunar Empire. As such their customs differ from many of their southern neighbors, and they do not speak the Southern Theyalan of the Kingdom of Sartar. Although living in Sartar has meant the Dinacoli can speak Sartarite, their speech is heavily accented and sometimes lacks idiomatic understanding. This only adds to the conflict between the Dinacoli and their southern neighbors.

are now the poorest bloodlines.

- The **Ranosing**, **Sasaring**, and **Haloricing** bloodlines have prospered under the Red Moon, gaining lands and positions that once went to the Yerestaring and Asarting bloodlines. They are strong supporters of the Empire.

POLITICAL FACTIONS

There are three major factions in Emerald Sword politics.

- The **Tarshite Loyalists** believe this land should return to the kingdom of Tarsh, accepting both the Hon-eel dynasty of Tarsh and the Empire as part of that.
- The **Ironfists** faction supports the Empire, but wants to remain independent of the kingdom of Tarsh. For now, they throw in their lot with Duke Harvar Ironfist. While Harvar supports the kingdom of Tarsh, he resists returning the Far Place to King Pharandros.
- The **Traditionalists** retain their worship of Orlanth. Their lands and cattle are forfeit to the converts, many now work others land. Most remain loyal to Old Tarsh though and not Sartar. The heart of their rebellion lies with the Exiles around Wintertop, not Kallyr Starbrow's Sartarite nationalism.

IMPORTANT PEOPLE OF THE EMERALD SWORD

THE EMERALD SWORD RING

Orlanth: Duruvan the Fat

Lhankor Mhy: Arnbord White-Leg

Chalana Arroy: Kallesra Sees-Tomorrow

Issaries: Helkan the Sleepy

Flesh Man: Randel the Straight

Eurmal: Rostakus Twice-Outlawed

Eighth: Tamara Little-Mouse

Duruvan the Fat leads the Emerald Sword ring. His interest is in a peaceful future for his clan without conflict. The Emerald Sword and Red Cow once feuded, but Broddi and Duruvan have worked together to bring peace. They are alike — aged warriors determined to bring the prosperity of peace to their clans. For Duruvan such peace flows from the Empire, and he hopes he can convince Broddi of that fact one day. Duruvan strives to turn his clan from Orlanth to the Red Moon, through the Seven Mothers. **Kallesra Sees-Tomorrow** welcomes the chieftain's focus on peace, and takes his lead in working to make peace with the people to the south. Whereas Duruvan seeks to win 'hearts and minds', Kallesra is more direct. She tries to build friendships with the Seven Mothers' worshippers among the Red Cow, convinced that working from within is the way forward. She differs from her chieftain in having far more loyalty to Tarsh than Harvar. **Rostakus Twice-Outlawed** challenges Duruvan's authority and right to lead. For Rostakus peace is a sign of weakness. If the Red

Cow chieftain is weak and sues for peace, then the Emerald Sword clan should just plunder them. He wants no peace with the Red Cow and will find any excuse to raid.

CHIEFTAIN:

DURUVAN THE FAT 0+11

Duruvan is fat because of his wealth, not his physique. Those expecting from his nickname to meet a pasty, tubby, middle-aged man are surprised to meet an iron-haired warrior of strong physique; Duruvan might even be considered handsome were it not for his broken-nose, ruined in a feud with the Red Cow and never set properly.

Duruvan was a notorious raider in his youth, who loved nothing more than stealing red cows from across the Creek. His conversion to the Moon tempered him. Now Duruvan sees the cost of war, and hears the pleas of the farmers for peace. With such rich lands, he now contents himself to raise fine horses and grain. He is slow to anger, patient, and measured in his speech. Duruvan has learnt the art of negotiation, Earnalda's Other Way, is often more profitable than war.

It would be a mistake to see Duruvan as weak because of that. Were he put to it, he would take up the Emerald Sword and ride to war.

Duruvan the Fat 0+11

Bloodline: Ranosing

Faction: Ironfists

Age: 45

Keywords: Chieftain

Magic: Initiate of the Seven Mothers 0

Look: Broken-nose, grim-faced, tall, well-muscled

CHALANA ARROY:

KALLESRA SEES-TOMORROW 0111X

Kallesra's work is her life. No walk is complete without her reciting the names of all the plants and herbs along the route, and their medicinal properties. When not in council, she can be found working in her herb garden or on her rounds tending to the sick. Her husband, Loricon Glad-Mood, and her own children are frequently neglected for the rest of the clan.

Kallesra loves the peace that the Empire has brought. She sees people living longer, and children with fuller bellies. She sees life thriving.

When Kallesra looks across the Creek, her heart goes out to the 'foolish' people who still follow Orlanth. She knows Ustarna Try-Much of the Red Cow clan. The two often meet in secret, to exchange herb lore and healing secrets. Kallesra hopes to persuade Ustarna to convert to the Red Moon. So far Ustarna is unconvinced, but Kallesra hopes to win her over.



THE EMERALD SWORD RING

From left to right: Duruvan the Fat, Kallesra Sees-Tomorrow, Rostakus Twice-Outlawed, Kortmyhor the Swift

Kallesra Sees-Tomorrow ●IIIIX

Bloodline: Haloricing

Faction: Tarshite Loyalists

Age: 28

Keywords: Healer

Magic: Initiate of the Seven Mothers ●

Look: Absent-minded, long dark hair, short, unkempt appearance

EURMAL:

ROSTAKUS TWICE-OUTLAWED ●+IX

Rostakus is a drunk. He drinks to forget the men he has sent to the urn-field, the wasted lives, the cry of battle, and the screams of men missing limbs, holding back guts from spilling to the floor.

The clash of armies is a fool's game where even the most skilled swordsman can be taken in the side by a novice with a spear.

Far better that two men should fight out the issue in the duel's circle, where skill and bravery count more than luck. Far better, indeed, that one man dies instead of many, when champions decide the day.

Despite his fondness for drink Rostakus is good company. He possesses a wit and optimism even in the worst of circumstances. His gallows humor is legendary. Once when caught by Red Cow thanes attempting to swim his captured herd back across the Creek he declared, "I only want the cows that are fast swimmers, the rest you can have back." He is also the master of one-liners in a duel, mocking his opponent's weaknesses and failings. Once, spotting

an obvious feint from Kernalda Other-Ways, he retorted "How like a woman to change her mind."

Rostakus is the scourge of the Cinsina, twice exiled for killing Dolutha clansmen. He worked as a mercenary in Tarsh during his exile, and still wears the glittering scale corselet that was a gift from King Pharandros. Rostakus boasts that he still has the king's ear.

He believes that he should be chieftain, not Duruvan. Duruvan keeps him on the ring because he thinks that will appease the aggressive elements of the clan. Rostakus knows that it is not enough.

Big, tall, and strong Rostakus has an intimidating physical presence that he uses whenever someone opposes him. Rostakus believes that 'might is right' and has little time for mercy or kindness. He wields a large double-handed axe, and likes nothing more than slicing the heads of Cinsina riders.

A rough man who plays rough games, Rostakus loves a good game of kick-the-ball between villages, if the prize is right.

Rostakus would like to take blood vengeance on Tormal Stand-Beside of the Dolutha for the death of his friend Orldag in a battle at Dangerford following a raid gone wrong.

Kallesra Sees-Tomorrow ●IIIIX

Bloodline: Haloricing

Faction: Tarshite Loyalists **Age:** 45

Keywords: Mercenary

Magic: Initiate of Orlanth ●

Look: Deep-voiced, scar from left eye to right-ear, strong, tall

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WARBAND LEADER:

KORLMHYOR THE SWIFT ㊦㊧

As a young man, Korlmhyor fought against the Lunar Empire's invasion of Sartar. He discovered that he loved to fight and hated to lose.

The arrival of the Empire was a culture shock. When he heard tales of Yanafal Tarnils he knew he had found a new path and was amongst the first in the clan to convert to the Seven Mothers on 'White Shirt Day' — when the Empire gave new converts a bleached linen shirt.

Korlmhyor has led the Emerald Sword as mercenaries for the Empire in the Wolf Hunt, the Building Wall battle, and he fought against Starbrow's Rebellion. After that, he returned home. For a while, he thought he had had enough of fighting and might settle down but farming and raising horses was never enough, and he began raiding the Cinsina and Torkani.

Korlmhyor realized that he lives for battle, the clash of bronze, and the cries of the wounded. He does not know how to live at peace.

Korlmhyor was responsible for the 'Tormakt's Farm Massacre' when a group of Dinacoli raiders burned a hall, killing women and children, including Yerestia Cat-Witch, Kangharl Black-Brow's first wife. Kangharl has always wanted blood vengeance against Korlmhyor and never accepted Broddi's settlement with Duruvan.

Korlmhyor never speaks to deny it, but he did not order the burning. He had left his younger brother, Broyan Never-Quiet, in charge of looting Tormakt's Farm while he screened the raiding party from any Red Cow counterattack. When he returned to find his brother had burned a hall to the ground because the residents had refused to open the doors, he beat his brother, and then took responsibility.

Korlmhyor is still haunted by the 'Tormakt's Farm Massacre.' Many of his own clan feted him as a hero for 'sticking it to the Red Cow.' The Red Cow clan hates him regarding him as an evil coward. He has never told the truth of what happened, believing it his responsibility regardless of whoever lit the flames.

THE BITTER HARVEST FEUD

In 1564, Orlniskis Twist-Foot criticized Erinorth the Rider's conversion of many Elmalis in the Emerald Sword to Yelmadio saying: "The Teller of Lies sows his seed amongst the fertile soils of the Emerald Sword, but they will reap a bitter harvest."

Orlniskis broke the hospitality offered by the Greeting when he killed the Yelmadio initiates who were amongst the Emerald Sword emissaries visiting his chieftain's hall. As they stood up to speak of their god, Orlniskis took his spear and shield and challenged the Yelmadios to prove their god's might in a duel. Orlniskis killed all seven in that fight; the Dolutha still call that the 'Seven Blows of Anger.'

When the Dolutha refused to pay compensation, and exile Orlniskis for his 'offense against the gods', the Emerald Sword and the Dolutha fought a feud to settle the matter. After two years of bloodletting the Dolutha had the upper hand, and the Emerald Sword sued for peace. Erinsulva Fine-Hair of the Emerald Sword married Orlniskis to bring peace. It lasted for two years before the Crippled Foot Feud broke out, plunging both clans into conflict again.

The Emerald Sword maintains that many of the problems that beset the Dolutha since have come because the gods turned their backs upon them after they broke the sacred trust of the Greeting.

Kallesra Sees-Tomorrow ㊦㊧

Bloodline: Ranosing

Faction: Tarshite Loyalists

Age: 36

Keywords: Thane

Magic: Initiate of the Seven Mothers ㊦

Look: Grim-faced, tall, scarred-chin

EMERALD SWORD CHIEFTAINS

LIVING MEMORY

1560-1567 ERINORTH THE RIDER

Erinorth the Rider was an Elmalis thane of the Emerald Sword clan. After Monrogh Lantern had his vision of the Many Suns, Erinorth was amongst those who converted to Yelmadio and began to preach amongst the Dinacoli with zeal; his new hoplite followers were so successful in raiding the clan's traditional enemies that the people made him their chieftain.

Erinorth was happy to join the Dinacoli fight against the Torkani, who were allies of the trolls, Yelmadio's great enemy. He was amongst those who burnt the Torkani queen Xerena.

When he tried to convert the Elmal worshipping Dolutha south of the Creek a young Dolutha thane Orlniskis Twist-Foot ignored the laws of hospitality and drove him out. The Emerald Sword and the Dolutha fought the Bitter Harvest feud for that.

Erninorth died on Orlniskis' spear during a duel on Isle Dangerous and his followers retired to the Amber Fields of Sun County after the clan people asked them to go, because the price they had paid in war with the Dolutha was too heavy.

1568-1577 KULFIN THE UNREADY

After the conflict with the Dinacoli the Emerald Sword chose a Wind Lord, Kulfin the Unready, to lead the clan. Kulfin was a noted adventurer who had recently returned from helping Dorasar settle New Pavis where he had made his fortune in the Big Rubble.

The conflict with the Torkani continued, but Kulfin doomed himself when he sought to reinstate the traditional Dinacoli tribute from the Cinsina, first imposed after the conquests of King Illaro Blacktooth of Tarsh as payment for 'protection' against the Telmori.

It may have been this arrogance, as much as the insult delivered by Erinsvula Fine-Hair when she divorced the Doluthan chieftain Orlniskis that led to the Crippled Foot Feud.

Kulfin died on the spear of Orlniskis Twist-Foot, and the Emerald Sword settled with the Dolutha. They resented that settlement years later when Orlniskis became chieftain of the Dolutha. Ivar Quickstep, the current Dolutha chieftain is Erinsvula Fine-Hair's child by Orlniskis. As such, he has kin amongst the Emerald Sword.

1578-1590 BROHARD HAIRYBREEKS

Brohard was chieftain when the Tarsh rebels lost to those loyal to the Hon-eel dynasty and the Lunar Empire at the Battle of Grizzly Peak. After that the Far Place joined Sartar.

Following Kulfin's failure to take the tribute from the Cinsina, the clan stopped looking south of the Creek and instead focused on trade and alliances with the clans around Alda-Chur.

Brohard continued to lead raids against the Erlending clan of the Torkani, stealing cattle and plundering their steeds throughout his chieftainship. He fought the Strange Sisters, and Dark Friends feuds with the Erlendings. He died when the Erlending Wind Lord, Alebard Long-Beard slew him in single combat at the Battle of Fleet Crossing.

The alliance between the Erlendings and the Red Cow stems from the Dark Friends feud, when Orkarl Belly-Laugh sent his horse-riding thanes to help the Torkani fight the Emerald Sword. The Sazdorf troll tribes brokered that alliance, and the Emerald Sword called the Red Cow and Erlendings the Dark Friends after that.

1591-1596 BROKAR SURE-HANDED

Brokar Sure-Handed fought the Ferry Feud against the Red Cow when Venharl Tangle-Hair killed Koschei Braggart. Neither he nor Orkarl Belly-Laugh really wanted that fight.

Brokar was amongst the first to object when the Dolutha appointed Orlniskis Twist-Foot chieftain — few had forgotten his role in the deaths of many of their kin. He encouraged cattle raids against the Dolutha.

THE CRIPPLED FOOT FEUD

When their child Ivar Clubfoot was born, Erinsulva left Orlniskis Twist-Foot, claiming that "One cripple was enough, two too much." Following that insult the peace made to end the Bitter Harvest feud broke and the Crippled Foot Feud began.

The bloodshed lasted for another two years, as the resentments and scores left over from the Bitter Harvest boiled over. When Rastnik the Red and Tarvik the Swarthy killed Orlniskis' uncle, Londrath the Unkempt, Orlniskis hunted them both through the streets of Pavis, where they tried to flee.

In the end, Orlniskis sent a message to Erinorth the Rider that they should "settle the matter on Isle Dangerous, with spear and shield as argument." Erinorth was blindly arrogant and felt sure that his god's magic would prove stronger than that of Orlniskis' god.

Orlniskis silenced Erinorth's cheering followers, who had been certain of their lord's victory, with one blow from a spear, thrown at a run, which pierced the visor of Erinorth's helm. Orlniskis stripped the body of its gilded armor and presented it to his chieftain as a gift, "to pay the debt to my kin for all the trouble I caused," before heading into exile.

1597-1602 ASHARL THE UNWASHED

Asharl the Unwashed had to fight the Barnwulf Boys' Feud against the Dolutha when Emerald Sword horse-thieves killed Barnwulf Smooth-Tongued's two sons when taking prize mares from his barn.

The feud faded with the threat from the Empire, although the bad feelings were never really resolved. The clan replaced Asharl when he tried to stand with his Prince against the Lunar invasion. Hahlgrim Wood-Nose had won promises of Lunar goodwill if the clan withheld their warband from the Seven Mothers missionaries. People saw their loyalty to Alda-Chur and not Boldhome and no one wanted to get into that fight.

1602-1607 HAHLGRIM WOOD-NOSE

Hahlgrim kept his people out of the fight when the Red Moon's soldiers marched into Sartar, and the Seven Mothers missionaries who had sought the clan's inaction rewarded the clan with Lunar favor.

Hahlgrim led the clan to plunder Erlending steeds with the backing of his new Lunar friends.

He joined the Wolf Hunt and led the clan in search of their old enemies, the Telmori, in support of Duke Jones. He died in that fight, when a pack of the Telmori ambushed him, along with many thanes of the Emerald Sword.

1607+ DURUVAN THE FAT

A famed cattle raider, Duruvan the Bold, the present chieftain was elected after Hahlgrim Wood-Nose fell in the Great Hunt.

Duruvan led his clan into the arms of the Empire's missionaries and the wealth that flowed down the Alda-Chur Road

from the Provinces. He was amongst those who supported King Petrad Redgold in 1613, when the king took the Dinacoli out of the Jonstown Confederation and into the protection of Duke Harvar Ironfist.

Duruvan hoped that leaving the Jonstown Confederation might put an end to the conflicts across the Creek, but he had to fight the Three Widows Feud with the Dolutha in 1614 and the Tormakt's Farm Massacre of 1615.

Last year, Kangharl Black-Brow of the Red Cow, whose wife had died in the Tormakt's Farm Massacre, led a cattle raid against

the Emerald Sword. Torath Silk-Breeches, an Emerald Sword man died during the raid.

Rostakus was keen to use the incident as an excuse for trouble and he called the offer an insult. He convinced an unhappy Duruvan the Fat to declare a blood feud with the Red Cow.

Rostakus tried to settle the matter in a duel with the old Red Cow clan champion Jordarn the Clash and killed him. Instead of settling the matter, this just made the Red Cow thanes more determined to seek blood vengeance.

The two clans are still fighting the Silk-Breeches feud.

THE DONALF FLATS

This region is a rich farming land with few hills, drained by the Donalf Stream and The Creek and its tributaries. The local clans are now all part of the powerful Dinacoli Tribe. The cattle here grow fat on rich grasses.

BLUE BOAR FORT

Blue Boar Fort is set atop the only hill that rises above the Donalf Flats.

Earth magics raised the mound on which the fort stands 15 feet above the flats. Three great earthen walls surround the hilltop and enclose an area of 120 acres.

A great stone sacred to the clan lies at the heart of the fort, the Rain Blossom stone, sacred to Orlanth Thunderous brings reliable rains to the grasslands here.

A proud citadel crowns the fort's eastern side, the seat of the Dinacoli kings since Dinacol Hard-Rule brought his people to this land. Foul King Brangbane made his "finger soup" here and murdered the women from whose hands he cut them. The ghosts of his victims, the Finger Women, still haunt the citadel.

The main gate of the fort is carved with scenes depicting Izen's Hunt for the Blue Boar.

Once Blue Boar Fort had few buildings. It was a ceremonial and tribal center, but otherwise had space so that the Rain Blossom Clan could drive all their families and livestock within the walls for shelter in time of trouble.

Since the Dinacoli allied with the Empire, wealth has flowed into the fort. The fort has begun to look more like a town. Craftsmen, many from Alda-Chur and Jonstown have built workshops here, traders built warehouses, and the Boar's Head Inn now caters for travelers who take the short detour from the King's Road rather than use the roadside stop of Wark's Hotel.

The Blue Boar heroquest is well known, and the fort is a common jumping-off place for hunters who wish to feed their clan or sire litters of strong and healthy piglets.

THE BLUE BOAR HEROQUEST

In the Storm Age Nandar-Nan, the savage Great Blue Boar was a famous beast child of Velhara. He terrorized farmers, smashing steeds, goring farmhands, and siring intractable offspring on the local sows. Nandar-Nan would also sometimes show up and alert a wild pig just as a hunter was approaching. Nandar-Nan was the goal of many a hunt, but no one, not even Odayla, could catch him.

One day Izen Swiftrunner finally caught him. He found some truffles and lured Nandar-Nan into an ambush. They struggled, but Izen won, slew Nandar-Nan, and buried his body on the Donalf Flats. The locals around Blue Boar Fort still revere Nandar-Nan and on occasion perform the quest to hunt him and return with magical boar tusks or other porcine gifts.

WARK'S HOTEL

This village along the King's Road lies between the territory of the Fox and the Rain Blossom clans of the Dinacoli. Wark is a survivor of the horrors of the Battle of Grizzly Peak. A thane of the Rain Blossom clan, he has spurned further service with the Dinacoli king and retired from fighting to set up a hostel for travelers along Terasarin's new road from Dangerford to Alda-Chur.

Wark's old hall has been converted into an inn, with his byres providing a stable for the mules, and his barns storage. Wark does not oversee affairs day-to-day being old, but his three sons continue their father's trade, and squabble about their inheritance.

His chief claims to be a Lunar deserter who was apprenticed to Beat-Pot Aelwrin; no one knows the truth, but he is a very good cook, for those who can pay.

• Chapter 9 •

REBELS

THE REBELLION

The Rebellion is not an organized force with one set of recognized leaders and an agreed command structure. It is individual and spontaneous as individuals choose between the ‘civilization’ of the Lunar Empire and the ‘freedom’ of the kingdom of Sartar and opt for the latter. Few of these rebels have contact with the leadership of the Sartar High Council.

Starbrow’s Rebellion was the last major revolt against Imperial rule. Rebels repelled a Lunar attempt to raze the Hill of Orlanth Victorious in Culbrea lands, and the subsequent uprising liberated much of Sartar. The Cinsina lands were no longer under the Red Moon and Jonstown was a free city but Lunar retaliation was swift and deadly. General Fazzur Wideread crushed the rebellion, and killed or outlawed its leadership. The brutal, punitive response of the Empire dissuaded many from further rebellion.

BROYAN OF WHITEWALL, THE LAST REBEL KING GSW

Broyan of Whitewall has fulfilled ancient prophecies and was given the sacred Sword and Helm of Vingkot by Great Orlanth himself. He returned from the Otherworld marked with the dangerous but sacred tattoos of the Kodigvari bloodline — a line of kings descended directly from Orlanth — marking him as the most magically important Orlanthi since Harmast Barefoot. Lunar sorcerers and Esrolian Grandmothers alike dread the return of a Kodigvari, but the Orlanthi rapturously welcomed the news.

In 1617 Broyan defeated the six guardians appointed by Belintar and resurrected the Kingdom of the Hendrikings at the sacred fortress of Whitewall.

As High King of the Hendrikings, Broyan is now leader of all free Orlanthi and widely viewed as King Vingkot returned and the fate of the Orlanthi people is in his hands.

King Broyan is off-stage in this campaign — but NPCs who long for freedom will consistently refer to him as the great hope for their liberation. Rebel leaders who the PCs do encounter, such as Kallyr, will refer to orders and direction from Broyan.

THE SARTAR HIGH COUNCIL

The Sartar High Council, is the successor to the Ring that once helped the Princes of Sartar to govern. The royal regalia of Sartar was scattered when Boldhome fell. The invaders took some parts, but several pieces were hidden or taken away in secret. Dunorl

Brandgorsson (see *Sartar Companion* page 33), athane of the Colymar tribe, escaped the fall of Boldhome with as many pieces as he could. He gave them to his chieftain, Kallai Rockbuster of the Colymar, to forge a new Ring. Hostfaring Treeleaper of the Culbrea and Minaryth Purple heroquested to replace the lost parts and the three reformed the kingdom’s broken Ring. The other artifacts attracted their bearers, who came slowly to the band.

After Starbrow’s rebellion many of the Sartar High Council were sent into exile or killed; the parts were scattered again. With Minaryth’s help, Kallyr Starbrow re-gathered the parts and replaced those she could not recover (such as when Kallai Rockbuster refused to help) and she has continued to lead the band in secret since.

The members of the Sartar High Council hold the regalia. They are the most important rebel leaders, dedicated to the cause and with the support of the desperate outlaws who comprise their warband. Of the rebel leaders of this supplement, Orstalar Spearlord and Orngerin Thundercape are on the Ring.

KALLYR STARBROW

Kallyr Starbrow is the foremost Sartarite leader of the rebellion and the most influential individual in Sartar. Queen of the Kheldon tribe and a member of the Royal House of Sartar, Kallyr is a Vingan, never wedded nor bedded since she took her oath to free Sartar from the Lunars. Kallyr is emotionally distant, aloof, proud — often arrogant — and ruthless in her relentless pursuit of a free Sartar. More than a decade ago, she went to the Sky World and conquered a Sky God. Now she bears his power in the jewel set in her forehead — the source of her epithet.

She has warred against the Lunars her entire adult life, fighting at Boldhome, in the Righteous Wind Rebellion, and Starbrow’s Rebellion; she now leads what is left of the anti-Lunar rebellion in Sartar. The Lunars have caught her several times but never managed to keep her. Kallyr leads the Sartar High Council and, after High King Broyan, is the Orlanthi leader most feared by the Lunar Empire.

Until the PCs come to her notice, their early contact will not be with her, but with her lieutenants. **Javern Spithorn** is the first link that the players will meet; **Orngerin Thundercape** (his superior) is the second.

Javern is a well-known and easily recognized member of Orngerin Thundercape’s band. He has a bull’s horn stuck right on top of his helmet with the curve arching backward. If asked about it he says, “It’s my ancestors’ custom,” and then spits upon the ground.

THE SILENT WIND

The core of the Silent Wind hero band came from members of the Greenhaft warband who went into exile with Orngerin. As they replaced losses suffered fighting in Kallyr's rebellion, and alongside King Broyan in Heortland, freedom fighters joined from clans of both Sartar and Volsaxiland, drawn to the charismatic Orngerin. Cliques within the band reflect these origins. Despite its diversity, the band is held together by loyalty to their commander and his leadership. There is no formal organization other than this bond of personal loyalty. Two things could see the seams pull apart: Orngerin's death, or a string of failures causing members to lose faith in his leadership.

Orngerin is a guerrilla fighter and emphasizes stealth and cunning over direct confrontation. The band tends to be armored in tube-and-yoke leather or linen armor and open helm, with a round shield, short sword or axe and javelins.

When in Sartar, the band tends to hide around Drum Point, raiding the area around Jonstown, and retreating into Lorthing Vale or even the Quivin Mountains if pressed. They have been known to operate with the Black Hill Band who also operate in this area. However, the band is often absent with Orngerin and Kallyr, frequently in Volsaxiland and so can't be said to have a territory to the extent the other bands here do.

There are some thirty-five warriors in the band at this time, and some twenty camp followers.

QUEEN OF THE KHELDON, LEADER OF THE SARTARITE REBELLION: KALLYR STARBROW LORICONSOTTIR ᠙᠙᠑᠕

Kallyr Starbrow is the daughter of Loricon, son of Rastoron, son of Jarolar, Prince of Sartar; and of Enerin Ironeye, daughter of Ferena the Herbalist, daughter of Ernalldness Freckles, daughter of Yerestia Knows-better, daughter of Ernalddinni Wolfkiller, who was on the Kheldon Ring when Sartar came to the land.

Kallyr is the queen of the Kheldon tribe. She is as powerful as a minor god—once she alone exterminated a tornado that was tearing up her home. She obtained the Sky Rune when she went to the Sky World to become Rigsdal's lover, in the form of a shining jewel set in her forehead.

The Lunars have caught Kallyr, but never kept her. Her followers dragged her, near dead, off the field at Boldhome, and she escaped. She was captured by Lunar sorcery at Larnste's Table, but she escaped. She was in Whitewall when it fell to the Lunars, but she escaped. She wears the regalia of the Sartar High Council. She heads a band of rebel fighters who will be called the Candle Dancers after the Shiprise in 1624.

Dreams told her that she will be a queen greater than her tribe, and she seeks this role. She is convinced of the truth of this prophecy and frequently takes gambles and risks because of that. She was surprised when her rebellion against the Empire failed—so sure was she of her destiny. She has not been troubled by

self-doubt following that defeat though; she remains convinced that her fate remains to be Prince of Sartar.

Kallyr's self-belief makes her willing to take risks. This attitude blinds her to the possibility of defeat or failure and makes her dangerous to those who work for her. Anyone in Kallyr's orbit should quickly learn that the casualty rate is high amongst her followers.

In private, the weight of Kallyr's destiny does lie heavily upon her. She loves Rigsdal, and is happiest in the Sky World, visiting him; the Middle World is filled with burdens of leadership and expectation.

Kallyr Starbrow Loriconsdottir ᠙᠙᠑᠕

Tribes: Kheldon

Age: 37

Keywords: Warrior-Queen

Magic: Initiate of Orlanth — Vinga sub-cult ᠙, Initiate of Rigsdal ᠙

Look: Silver torc, unbound red hair. Her stern demeanor would make her noticeable, but the bright star-like gem blazing on her forehead immediately captures the attention of all who see her. She seems distant to most people, and always speaks definitely: not "I hope..." or "try to..." but "this will happen..." and "you will..."

ORNGERIN THUNDERCAPE ᠙᠙᠑᠕

Orngerin Thundercape is one of Kallyr's most capable and trusted associates. "Constant as the rain in Sea Season, deadly as the lightning in Fire" is what the common people say about Orngerin Thundercape. He holds Sartar's Jewel on the Sartar High Council. A seasoned thane from the Greenhaft clan of the Cinsina tribe and Storm Voice of Orlanth, his competence, loyalty, and leadership have won him renown and a place as one of Kallyr's most trusted associates. When the Greenhaft chieftain, Jost Bronze-Side, refused to help Kallyr, Orngerin left to follow her, taking many members of the warband with him. They became the core of the Silent Wind band, and fought alongside him in Starbrow's Rebellion and went into exile with Kallyr to Heortland.

Whenever possible, he has people brought to him, rather than he going to them. Orngerin is a giant among men, if you measure by fame and glory. He has earned the respect and devotion of his loyal companions, who do his bidding without question. They know that Orlanth himself plucks up the souls of men who die defending their lord.

Orngerin Thundercape ᠙᠙᠑᠕

Faction: Free Sartar

Age: 32

Keywords: Thane

Magic: Devotee of Orlanth ᠙

Look: Always says, "Aye, yes" when he begins speaking; clean shaven; long hair

ACTS OF REBELLION

Most people are content to express dissenting views in the safety of their own home over a cup of ale, surrounded by kin. They do not proselytize or express their dissatisfaction anywhere that it might come to the attention of the Lunar authorities.

Some are prepared to commit acts of passive resistance — so-called *Bread Rebels*. Bread Rebels indulge in acts of sabotage against the occupying forces, often by ‘deliberate omission’ or ‘dereliction of duty.’ Bread Rebels fail to grind the grain properly leaving dirt and stones in the bread, sell the army horses that are going lame, give directions ‘the long way around,’ feed soldiers spoiled meat or foul ale, stage construction site accidents and use inferior building materials. Bread Rebels act as the ‘eyes and ears’ of the rebellion, reporting movements of troops and officials. People who ignore the prohibition on Orlanth and attend the ceremonies, but do not lead them, fall into this category too.

Faltika Far-Traveled of the Red Cow clan is a Bread Rebel. The clan matchmaker, she regularly travels between clans and she uses that as a cover to carry messages for the rebellion. She keeps her eyes and ears open and is an important source of information for rebels on what is happening. However, she never takes direct action herself.

Many Bread Rebels end up going further and take the first step to disobeying the edicts of the Occupation. Most could be crucified if they were caught. These *Claw Rebels* lead worship of Orlanth, provide hospitality to Orlanthi priests and outlawed rebels by hiding them in hay barns and cattle byres when the soldiers come, or guide rebels across clan lands. The Claw Rebels often hand out fines and beatings to those ‘guilty’ of collaborating with the Empire. Occasionally they take direct action against the Empire: ambushing and killing tax collectors, merchants, missionaries, and traitors. Claw Rebels need to be discreet enough about their actions that they can continue to live in their villages openly. Many affect the appearance of collaboration to cover for their activities.

Within the Red Cow clan, Gringle Harvest-King is a Claw Rebel. He shelters the outlawed Orlanthi priest Ashart Dusk-Eater from the Lunars.

If a Claw Rebel’s crimes become known, and they evade capture by the Lunars they become *Sword Rebels* forced to live as outlaws, in hiding. Cut-off from the restrictions of living in a community, the Sword Rebels engage in a guerilla campaign against the occupying army. They ambush Lunar patrols and supply caravans, and attack garrisons. The Lunar Army directs its attention to capturing and killing Sword Rebels, and despite the support of Claw Rebels, most do not survive long.

Orngerin Thundercape, Orstalar Spearlord and Venharl Stormbrow are Sword Rebels, because they live as outlaws, conducting guerrilla warfare against the Empire. Ashart Dusk-Eater of the Red Cow clan lives in hiding as a Sword Rebel because he is hunted by the Empire for continuing to conduct worship of Orlanth despite the Empire’s prohibition.

REBEL LEADERS

Some Sword Rebels survive long enough to gain notoriety and fame. Those that attract followers become rebel leaders. The following Rebel Leaders are the most significant in or near Cinsina lands: Orstalar Spearlord and Venharl Stormbrow.

RIVERSIDE GUERRILLA: ORSTALOR SPEARLORD 𐌀𐌀𐌀

Orstalar is from the Locaem tribe. When that tribe turned to the Lunars he walked from the chieftain’s hall, and none dared stop him. Once he raided cattle, now he raids the Empire. Many followed him into exile, forming the core of his warband, Miki’s Mudhens.

People call him the “Riverside Guerrilla.” He has a special relationship with the River, because he married the water nymph Wandle. No Lunar soldier dares pursue him within a quarter mile of the Creek, Stream, or River, and those who do are never seen again.

Orstalar uses no weapons except his long spears, which he can throw like javelins or wield with the delicacy of a flensing knife.

A member of the Sartar High Council and bearer of Sartar’s trowel, he leads worship of Orlanth at sites like Good Rain Hill

MIKI’S MUDHENS

Those who left the Locaem tribe with Orstalar formed the core of his warband in exile. Many have died fighting the Empire but new spears have filled out the ranks. Orstalar now recruits from amongst the Cinsina, Aranwyth, and Torkani who attend the ceremonies at Good Rain Hill. Many of the warband worship Heler either as a sub-cult of Orlanth or in his own right. The Heler worshippers can call upon Engizi when along the River and often use this to deadly effect such as the time they drowned a company of the Beryl Phalanx at Dwarf Ford in 1617.

Miki’s Mudhens are usually found in the Dogbone Hills, or in Torkan’s Vale near the Still Lake. They survive by hunting in the woods and gifts from Aranwyth, Torkani, and Cinsina clans. They raid all along the Creek-Stream River and so may be absent from these ‘home’ areas at any time.

The warband is organized similarly to a clan. Orstalar Spearlord is the chieftain of the band, and a ring drawn from the leading members of the warband supports him. Like any chieftain, Orstalar depends on the willing support of his band, and they could replace him. This would only be likely if Orstalar suffered a series of defeats that led to the band questioning his competency.

The band usually numbers some 80 members. Of these about ten are thanes, equipped with bronze scale or chain armor and horses; about twenty are warriors who have bronze helmets and leather armor; and another twenty are skirmishers. Much of the equipment is looted from Lunar units. The remaining thirty members of the band are supporters including healers and camp followers.

The band’s name is a joking reference to a children’s tale.



THE REBELS

From left to right: Kallyr Starbrow, Orngerin Thundercape, Orstalar Spearlord, Venharl Stormbrow

and Larnste's Table. He launches guerilla action against the Lunar supply line that runs from Too Far, through Trader's Valley, Glasswall, Alda-Chur, Herongreen, Dangerford, Jonstown and beyond to Boldhome. He is known for ambushing caravans at Dwarf Ford, and fleeing through Snakepipe Hollow, where Lunar soldiers fear to pursue him.

Orstalar is a good-humored man prone to laughing and joking. His black humor — seeing the funny side of reversals — has kept his followers spirits up during their long exile.

Orstalar is particularly welcome among the Red Cow because of his association with Engizi and Heler. He is a frequent lover of Voranga Many-Sorrows, and the clan says that their union blesses their meadows with rain. Orstalar often joins the clan for worship at Good Rain Hill, and is firm friends with Ashart, the hidden Orlanthi priest. Ashart can often be found hiding with Orstalar.

Orstalar Spearlord 𐌀𐌀𐌀

Faction: Free Sartar

Age: 43

Keywords: Thane

Magic: Devotee of Heler/Engizi 𐌀

Look: Orstalar is a huge man, but no one calls him "fat" without suffering his wrath. His followers call him "bear bellied" when describing him or talking about his size

REBEL LEADER: VENHARL STORMBROW 𐌀𐌀𐌀

Venharl Venharlson was a thane of the Firebull clan; he left his home to fight the Empire and swore loyalty to Kallyr Starbrow, he is famed for his many adventures with Orngerin Thundercape.

He is a master of guerilla warfare. His Storm Rams are a thorn in the side of the Empire but he does not see eye-to-eye with Queen Ivartha. She resents the rebel leaders, unelected 'strong men' on her 'patch.' Broddi resents Venharl's presence in his neighborhood, luring the young men away with tales of adventure and glory. Venharl's actions jeopardize the accommodation Broddi has reached with the Empire. Fazzur Wideread has placed a huge bounty on Venharl's head.

Venharl has heroquested several times. On one, he awakened and befriended the minor Storm God Blackcloud. On another, he obtained Heler's magical helmet Stormbrow, which can shoot hailstones the size of hen's eggs at an opponent.

Venharl Stormbrow 𐌀𐌀𐌀

Faction: Free Sartar

Age: 43

Keywords: Thane

Magic: Devotee of Orlanth 𐌀

Look: Always wears the storm-helm; blunt nose, curly red beard and hair

Empire, Rebels, & Telmori

Key

Faction

⌘ The Rebellion

⌘ The Empire

Position

† Lunar Garrison

R Seven Mothers

Allegiances

● The Lunar Garrison

● Wulfsland

● The Seven Mothers Mission

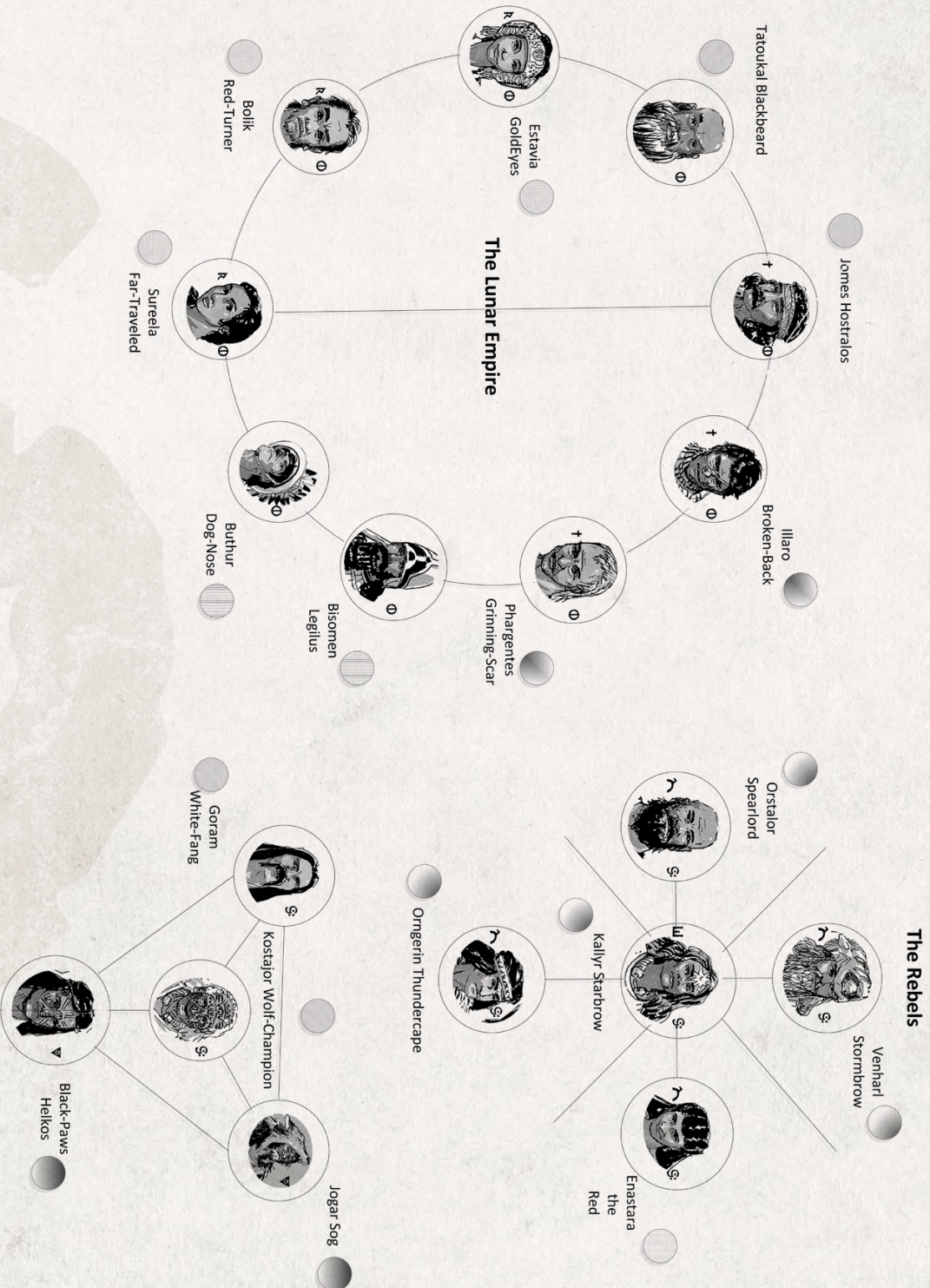
● Bounty Hunters

● The Candle Dancers:
Kallyr's Starbrow's
Rebels

● The Daughters of
Maboth

● The Telmori Royal
Guard

● Jogar Sog



VENHARL'S STORM RAMS

The Storm Rams all know storm or wind-related magic. Wherever they go, they bring a constant overcast with them. This is a manifestation of the warband's *wyter*, Blackcloud, and from it they call all manner of Storm magic. Appearing as a dark cloud heavier in Storm and Darkness seasons, lightest in Fire Season, Blackcloud can come down to the ground to hide members of the warband, or stay in the air, ready to use its magic directly or to Augment warband members.

The Storm Rams are well equipped with bronze scale armor and helmets, decorated with ram's horns, and shields painted with blue rams. They cut an imposing figure, admired by young men and women.

The size of Venharl's band varies, waxing and waning with the rebellion's fortunes, but the core of the band numbers forty warriors. These numbers can be swelled with

local 'auxiliaries' if needed. Along with the warriors, some twenty 'camp followers' live with the band and cook and clean, fix weapons and armor, make clothing, and tend to the sick and injured.

The band is to be found in Battle Valley and Moaning Valley, though they maintain their distance from the Sazdorf trolls. They often occupy the King's Tower on the Finger. When that location becomes compromised, they decamp to the Dogbone Hills until any Moon Dogs lose interest. They tend to raid the Lunar caravans along the King's Road, but have been known to raid caravans along the Pavis Road, and even Pimper's Block.

The band is organized much like a War Clan. Venharl is the chieftain of the band, and he has a ring of seven advisors to counsel him.

REBEL HIDEOUTS

The rough country to the east of Red Cow lands — the southern Dogbone Hills, the southern part of Stagland and Torkan's Vale provide a refuge for many rebels.

The land here is a wilderness. Cutting the earth with the plough has been forbidden since Sartar made his peace with the Telmori. Since then, the Dogbone Hills and Torkan's Vale have had no permanent settlement. The southern part of Stagland is covered in woods that grew after the Telmori annihilation of the Maboder a decade ago. The Telmori hunt here, as do braver hunters from the Cinsina and the Torkani. Meetings between the wolfmen and Sartarite hunters are frequently violent if one side or the other believes it has the advantage.

Outlaws have been hiding in the Dogbone Hills and Torkan's Vale since Sartar's settlement and the area is notorious for harboring bandits. With the Occupation, many of those bandits are rebels, hiding from the Lunar Empire. The bandits mostly live in temporary camps of tents, bivouacs, and temporary shelters. Sometimes a rebel or bandit gang risks building something more permanent — but this rarely lasts. The wolfmen, bounty hunters, or local thanes usually ambush outlaws who stay in one place too long.

Outlaws and bandits here live by hunting. As such, they tend to cluster in small groups to avoid putting too much pressure on one area.

WOLF STAND

Wolf Stand is the site of a fortified stead in Torkan's Vale set on a mound of earth, some 20 feet high, and 100 feet across, surrounded by a five-foot high dry stone wall. Much of the wall is vitrified glass; a remnant of the Dragonkill when a dragon's breath melted whatever EWF outpost was here. Within the walls, successive groups have built wooden longhouses, only to abandon

CRANNOG

A crannog is a man-made island in a lake. To make a crannog, start with a shoal or small island; drive oak piles into the ground to form an enclosure about 200' in diameter. Fill the space in between with rubble, wood, and earth and pack it down to a flat surface. Then build your houses atop it and surround with a palisade.

Over time, trees and brush will cover an abandoned crannog because local herbivores cannot access the island to graze it. The Still Lake crannogs are old and abandoned, and the outlaws who camp here rarely cut the vegetation down. Instead, they live amidst the cover provided by the island's vegetation in tents or bivouacs.

them under attack from the Telmori. Queen Ivartha the Skinner camped at Wolf Stand when she was in temporary exile from the Red Cow for her part in a blood feud with the Split Waters clan of the Maboder.

At any given time, a bandit or rebel gang may be holed up at Wolf Stand.

STILL LAKE

A number of crannogs (*see box, above*) provide defensible locations on the Still Lake. The Heortlings built them in the First Age as places of safety from Palangio the Iron Vrok, a general of Nysalor's Bright Empire. Access to the crannogs is difficult, because it involves moving across causeways now hidden by the choking reed beds. The hidden causeways give defenders a huge advantage against attackers who must pick their way through.

BATTLE VALLEY, SIX SISTERS, AND THE FINGER

On the far side of the Wolf Ridges and Jarolvale lie Battle Valley and the Six Sisters.

Battle Valley is home to the Sazdorf troll tribe, but small groups of humans have hidden here from time to time in the EWF ruins. Lunar patrols rarely sweep through the valley and the Cinsina and Aranwyth tribes have little interest in hunting rebels. See the *Sartar Companion* for more information.

Six Sisters is a well-known formation of hills. Shamans come here from time-to-time and know how to obtain aid from the spirits here. The limestone massifs are a good place to hide.

The Moaning Valley cuts through the Wolf Ridges to connect Battle Valley to Stagland. The Finger is a high peak (4,300' tall) between Battle Valley and Moaning Valley. At its summit is the King's Tower, a sturdy stone watchtower and encampment built by Sartar. Prince Temertain has never sent anyone to occupy the tower, confident there is little threat from the Animal Nomads since the Lunar Empire defeated them at the Battle of Moonbroth. Rebel bands have since used it as a hideout and headquarters. It is particularly defensible, because the climb is precarious and the only safe way to reach the tower is by flying.

THE GOOD PLACE

To the east of the Telmori Hunting Lands Sartar gives way to the Plains of Prax. The lush grasslands on the verges of the chaparral receive the best rainfall blowing east from Dragon Pass. The land is not good enough for crops, but sheep, cattle, and horses can graze here.

The Pol-Joni tribe dominates here and the Empire exerts little influence having no designs on the Praxian wastes. The Animal Nomads sometimes raid the Pol-Joni; sometimes raiding deeper into Sartar, seeking metal and slaves. The Sable Riders, who have Lunar backing, have become the dominant tribe in Prax, having pushed the others into the Wastes and are the most prevalent of the Pol-Joni's foes.

This has been a common 'last refuge' for the Orlanthi of Dragon Pass and Sword Rebels are often to be found hiding amidst the Pol-Joni of the Good Place, or further south towards the Verge. Most Sword Rebels go here when they realize that the Empire is on their trail, in the hope that things will cool down allowing them to return.

CONTACTING THE REBELS

The simplest way to contact the rebels is to enter the wilderness blowing hunting horns, lighting campfires, and making enough noise to scare off all local game. This brings the travelers to the attention of anyone in the area. The trouble with this approach is that it will attract *everyone* nearby. The likely result is as often an ambush by a Telmori warband, bounty hunters, or bandit gang as it is to draw the rebels. This is a high-risk strategy.

Tracking the rebel bands is a Very High difficulty; otherwise, the Empire's agents would long ago have found them. However, Defeat may indicate that the players find the band they were seeking, when that band ambushes them. A quick tongue explaining their presence may win them blindfolded entry into the rebel camp.

On a Major or Complete Defeat, the ambushers are more likely Telmori or Lunar bounty hunters.

Finally, the bands do have regular rendezvous points where small patrols meet with Claw or Bread Rebel sympathizers. These rebels can guide the players to a meeting place. Then it is a question of camping out until a rebel patrol makes contact. Once again, the rebel patrol always tries to 'ambush' anyone at these sites, in case they have been compromised. As above, visitors to the rebel camp are usually blindfolded so that they cannot reveal the camp's location.

MOON DOGS

The Empire employs specialists whose job is to hunt down rebels. These men and women include bounty hunters as well as regular forces. Privately though, many commanders dislike these individuals regarding them as 'troublemaking adventurers.' These 'Moon Dogs' focus on hunting down Sword Rebels. All these units engage in irregular warfare, spending long periods in areas only informally under control of the Empire; they are self-reliant, independent and usually have access to magic tailored to their task.

USING THE MOON DOGS

The Moon Dogs are there to provide opposition to players who wish to engage in rebel activity. While the targets of the Sword Rebels — garrison units on patrol, or armies on the march — are on the defensive against the rebels, these units take the fight to them. Once the players get comfortable meeting with Orstalar Spearlord at a crannog on Still Lake, have Legate Bisomen Legilus launch a surprise attack intended to kill the clustered group of rebels. When the players are sleeping off the victory feast with Venharl on the Dogbone Hills, have Buthur Dog-Nose strike.

These enemies should develop new tactics and deploy new units to counter the threat offered by the players and their allies. If the players create a pattern of action, let them perhaps get away with it twice, but then deploy new units to counter the threat. One of the Lunar Empire's advantages is its diversity and they probably have some specialists somewhere who can counter any threat.

BOUNTY HUNTER: BUTHUR DOG-NOSE ☉+▼

Buthur Dog-Nose is unmistakable because he has a dog's nose. He often adopts canine positions when speaking or hunting, as though he were a dog himself. With their long enmity towards dogs the Red Cow clan finds his behavior disturbing.

When on a mission, he is accompanied only by his four bodyguards and his servants. The servants keep camp, forage and hunt for food, and generally do all the mundane tasks so that Buthur and his men can track their quarry. Buthur is unusually attached to his servants, and will break off pursuit or combat if they are in danger.

Buthur worships ViSarta, an ancient Pelandan hunter and chieftain. Buthur is not interested in fighting as much as he is in

getting his quarry. He will avoid conflict with other parties, and will often use ambush tactics to take out his target, then rush forward to secure the body. He and his men are also experienced in non-lethal combat for those contracts where the fugitive must be returned alive.

Buthur is a hunter but not necessarily a killer, and does not seek combat or confrontation. He just wants to be paid his extravagant fee, do his tracking job, turn over the quarry to his employer, and go home. Even with his impressive bodyguard, he will always run instead of fight.

Whenever the PCs think they are well hidden or have escaped, Buthur can find them. He travels on foot with his bodyguard, sniffing the ground, air and twigs. He *can* be ambushed, and any fight with this colorful group is entertaining, but he always tries to escape. Moreover, he usually succeeds, always returning to lead the enemy to the PCs.

Buthur Dog-Nose ◊†▽

Nation: Pelanda

Faction: Lunar Empire

Age: 32

Keywords: Hunter

Magic: Devotee of ViSarta ▽

Look: Dog nose, dog postures, calls his servants by job not name

BUTHUR'S COMPANIONS

THE BULL ◊††

The bull is a Carmanian cataphract, a mounted warrior. Both he and his horse wear bronze scale armor. His helmet has a visor, shaped into a face with only eye slits. He carries a twelve-foot bronze tipped lance and charges his foes. He carries a mace to smash skulls with afterwards. He is High or Very High in a fight due to all that armor and the shock of his charge.

He is a nobleman in Carmania, haughty and considers all barbarians beneath him.

The Bull ◊††

Nation: Carmania

Faction: Lunar Empire

Age: 33

Keywords: Cataphract

Magic: Devotee of Aronius Jaranthir ◊

Look: Aristocratic features, chink of armor, piercing blue eyes

THE LION ◊†▽

The Lion is an old hunting companion of Buthur. A minor son of a Dara Happan noble family, he had become bored with expeditions tracking game in Peloria. Buthur promised him the chance to hunt the greatest quarry of all, man. He worships the

Dara Happan Lion god Durbadath and considers himself superior to the barbarians of Dragon Pass, rarely choosing to speak in their presence, and taking offense if spoken to.

The Lion ◊†▽

Nation: Dara Happa

Faction: Lunar Empire

Age: 28

Keywords: Hunter

Magic: Initiate of Durbadath †

Look: Wears a lion hide cloak and hood, fights with bronze claws on fists, stocky build

THE HUNTER †▽◊

The Hunter is an Arirae tribesman. Arir is a land of clans held together by the bonds of the hunt, the way of the warrior, and dynastic bloodlines descended from the gods. He lives for the challenge of the hunt, and stalking sapient prey is the greatest thrill of all. Buthur has promised him the chance to hunt Telmori as part of the payment for his services.

The Hunter †▽◊

Nation: Arir

Faction: Lunar Empire

Age: 24

Keywords: Hunter

Magic: Initiate of Kenstrata †

Look: Bald head, loincloth, tribal tattoos on his face in swirling patterns

THE SHAMAN ◊▽✕

The Shaman belongs to a petty animist tradition of Durnvok, a barren land in southern Pelanda. He has charms for foraging, eating, and healing. His main role is to provide for the band in the wilderness or drive off enemy spirits.

The Shaman ◊▽✕

Nation: Durnvok

Faction: Lunar Empire

Age: 37

Keywords: Shaman

Magic: Shaman of the Bald Pig Tradition ▽

Look: The shaman wears a ritual pig's skin as a cape and grunts and snorts as he invokes his spirits

CHEAP SIX PACK

Cheap Six Pack are Buthur's servants. They cook, clean, set up the camp, tend the fire, run errands, etc. They don't expect to fight and



MOON DOGS

From left to right: Buthur Dog-Nose, Bisomen Legilus

Buthur does not expect them to either. Buthur shows an unusual attachment to his servants, and tries to keep them from harm.

LEGATE BISOMEN LEGILUS ☐Y

Bisomen is a younger son from a prominent noble family of Doblian. The family is Carmanian and lost prestige and power when the Carmanian Empire fell. Since then generations of the family have tried to restore the family's fortunes through service in the Imperial Military. Dragon Pass is seen as a good posting, the chance to earn wealth in foreign wars, but Bisomen knows that the real wealth will be found in the invasion of the Holy Country and longs for a transfer there.

Bisomen was raised within the strict caste system of the Black and White laws that cover behavior in every circumstance. He is strict and pious and finds it hard to adapt his behavior to local circumstance. As a *karmanoi*, one of the ruling castes, he considers it beneath him to look after his own kit or food on the march, or deal with the local farmers. He is much more willing to address local thanes, chieftains, and kings, but is bemused by displays or demands of equality.

Bisomen is practical and experienced. He is a cavalry officer, striking with speed, surprise, and savagery, but sometimes uses foot troops ineffectively.

Rather than regular army regiments, he commands a unit called a vexilla, the innovative and flexible task force instituted by the Lunar war god Yanafal Tarnils. His vexilla is tasked to hunt down and kill rebels.

Legate Bisomen Legilus ☐Y

Nation: Doblian

Faction: Lunar Empire

Age: 28

Keywords: Cataphract

Magic: Initiate of Aronius Jaranthir ○

Look: Aristocratic Bearing, oiled beard, speaks in halting Sartarite

THE LEGATE'S VEXILLA

The *vexilla* is an independent command drawing its strength from regiments across the Empire. The vexilla allows units to be detached from their regiment and its standard or *lares*, without losing access to their unique magics. This ability to raise small tactical formations below the level of a regiment gives Lunar generals flexibility when dealing with threats that cannot simply be engaged on the field of battle. Vexilla are ideal units for the kind of irregular warfare common in Sartar.

The vexilla consists of a headquarters and three units drawn from regular Lunar regiments stationed in Jonstown: the Arrowstone Cavalry, the Mirinite Swords, and the Doblian Dogeaters. One of these is a cavalry unit, one medium infantry, and the other a supporting infantry unit. In addition, the unit has a baggage train of camp followers.

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Buthur Dog-Nose	Bounty Hunter	Lunar Empire	Lunar Empire	111
Bisomen Legilus	Legate	Lunar Empire	Lunar Empire	113

The vexilla is organized and disciplined. When on the march it makes a fortified camp every night, erecting a picket fence around it.

Arrowstone Cavalry

The Arrowstone regiment is medium cavalry unit that fights in the Kastokus style. In Sartar, they patrol the roads in groups of 12 men — a troop leader and 11 troopers. The Legate has a special bodyguard division of 20 veterans.

The Kastokus style emerged in the wars against the nomads of Pent. A Kastokus trooper carries two bows. They use the small bow to shoot from horseback and a larger bow to use on foot. They are also trained to fight dismounted, forming a shield wall, bristling with spears, and move and turn in formation.

The Arrowstone Cavalry recruits in Oraya. The settlers in the Redlands bordering Pent are descended from volunteers, exiles, and fugitives, and organize themselves on principles of political and social equality. They often seem more like the eastern horsemen than settlers from the Empire in clothing and custom. Kastoks are a border guard and territorial militia, the “living wall” of the Empire.

The Mirinite Swords

The Steel Swords are a unit of medium infantry from Holay in the provinces. Members wear felt armor and carry a large round shield, heavy throwing spear, and a sword.

The Mirinite Swords fight on foot, interlocking their shields to form a shield wall. They throw their heavy spears before closing with opponents and then close in stabbing with their famous steel swords. NCOs blow a whistle to rotate exhausted front-line troops for those in the rear, keeping the fighters fresh. They form a wedge to break an enemy shield wall and a square if threatened by cavalry.

The Legate has a unit of twelve swordsmen.

The Doblian Dogeaters

The Doblian Dogeaters are a peltast unit from the Lunar Heartland Corps native to Carmania but so badly mauled at the hands of General Yanafal Tarnils they converted to become followers of the Red Goddess. They worship Sakkar, the saber-toothed tiger

god, who the Dara Happans know as the Great Fear. They have a rivalry with the Lasadag Lions, another Heartland Corps unit for mythic reasons.

They carry javelins with which they pepper their targets before charging the enemy and cutting him down with a rhomphaia — a double handed polearm with a curved sword on the end of a 3-4' haft.

They wear whatever clothes they choose, not a uniform, but the color of the sleeves denotes their rank, red (highest), black, or green (lowest).

Twenty Doblian Dogeaters serve with the Legate.

THE REBELS AND THE TELMORI

The rebels have aided and sought aid from the Telmori at different times. The Fourstar battle band, which included Kallyr Starbrow, and other famous rebels and outlaws fought alongside the Telmori against Jomes during the Wolf Hunt of 1607. Kallyr supported the Telmori in defense of the peace that Sartar had made with the wolfmen, which agreed the borders of their traditional hunting grounds, and the friendship of the Sartarite dynasty. During her 1613 rebellion, Kallyr Starbrow called on the Telmori to honor their obligations and fight in her bodyguard. She reminded them of the commitment she showed to Sartar's agreement six years earlier.

Both Orstalar Spearlord and Venharl Stormbrow have good relations with the Telmori, and in particular the leader, Kostajor Wolf-Champion. As such, the packs permit them to move through their areas, provided they do not violate sacred sites, or cut the skin of Grandmother Earth with plows. Neither Orstalar nor Venharl discuss this arrangement openly with the Cinsina, knowing their attitude to the wolfmen.

The association of the rebels with the Telmori has colored the attitude of the tribes of the Jonstown Confederation toward Kallyr Starbrow. Her relationship to the wolfmen is problematic amongst the Cinsina, Torkani, and Aranwyth in particular. Queen Ivartha has a personal dislike for Kallyr based on her ties with the Telmori.

• Chapter 10 •

THE WOODS OF THE DEAD

THE EATERS OF THE DEAD

IN 1496, BRANGBANE, THE KING OF THE DINACOLI WAS BADLY wounded fighting against the Hon-eel dynasty in Tarsh. Crippled by an axe blow to the spine, most believed he would never walk again. His companions bore him home on a litter. The sad party made camp at Dwarf Ford on their journey home. As the king slept fitfully, close to the chaotic influence of Snakepipe Hollow, Nontraya the Taker entered his fevered dreams. Nontraya whispered to Brangbane of a healing broth, which would heal his wounds — but that healing came at a terrible price — Nontraya told Brangbane to brew a ‘soup’ from human flesh.

Brangbane negotiated for a wife from a distant clan. He paid in gold, enough to keep the girl’s family from asking why their daughter should marry a king. The family never heard from her again. After ‘marrying’ her Brangbane began to eat her, part-by-part. At first, he took her fingers, just enough to heal his injury, but soon he noticed that the soup stopped him aging too. Brangbane continued to take parts of her body to make his soup until her wounds could no longer be hidden. Then he killed her, claiming that she had left him. Deprived of the source of his immortality he arranged to marry again, and again.

In 1501, Sartar uncovered Brangbane’s plot when he received complaints from families whose daughters had gone missing. In disguise, Sartar moved among the Dinacoli until he had uncovered the truth, a mutilated ‘wife,’ and the unmarked graves of

his victims. Sartar outlawed Brangbane and summoned help to punish the “foul king.” Brangbane fled with his closest followers before Sartar could catch up with him. Not to be outfoxed, Sartar cursed the king and so that the punishment might fit the crime, he gave the king an insatiable appetite, but made all food repulsive to him. Sartar damned Brangbane to starve.

Brangbane found a solution. While real food was repulsive to him, taboo foods were not. Brangbane survived by dining on dead and rotting human flesh. Better yet for Brangbane, eating the flesh of the dead allowed him to continue his foul ritual. Thus Brangbane defied Sartar, defied death.

The Orlanthi call these eaters-of-the-dead ‘ghouls.’ Ghouls look much as they did in life, but over the years, their skin takes on a papery texture. Puncture their skin and they do not bleed. Their nerve endings die out and they no longer feel; they can lose a limb without shock. Ghouls seem to have tremendous strength and endurance because this ‘lack of pain’ enables them to stretch their bodies to the limit and beyond.

Ghouls do not rot or decay, provided they continue to regularly eat human flesh. Should they fail to eat a corpse a week, the ghoul begins to decay as age catches up with them. Light accelerates this process, quickening the process that causes the ghoul’s skin to dry out, causing it to crumble. A ghoul exposed to daylight must eat more to repair the resulting damage. An already starving ghoul exposed to light begins to disintegrate, unable to repair their body. Even in this state a ghoul who is then fed a human corpse will revive. A hungry ghoul would eventually crumble, but most find food or die trying before that point.

A ghoul’s howl is terrifying to living creatures; so frightful even seasoned warriors drop their weapons and flee in terror. Ghouls raise the howl when hunting prey. Resisting a ghoul’s howl is a High or Very High difficulty.

A ghoul’s bite injects a paralyzing poison. The poison is a High resistance.

Although a ghoul will use its bite to subdue prey, most ghouls continue to use the weapons and armor that they used in life. Most have had many years to perfect their weapon skills and are High or Very High.

BRANGBANE, KING OF THE GHOULS

Despite being over 150 years old, Brangbane does not look a day over thirty. From a distance he is a handsome man still, fit and in prime condition. Close up his skin is pale and parchment like, stretched a little too thin over his bones. Vain, he often checks his appearance in a long-handled silver mirror he has his handmaiden carry for him. She is a thrall, usually a young girl, missing many

THE UNLIFE RUNE



MEANING: UNDEAD

This Form Rune is a Chaotic perversion of the Life and Death Runes. It is the insatiable hunger of the Void, draining Life from others to preserve a hollow existence. Those who embrace this rune are cut off from the mystic unity of Glorantha and cast apart from Life and Death. It is the rune of Nontraya the Taker, the enemy of Eernalda.

Unlife has power over Life and will often have a situational bonus when it is resisted by Life. Death has power over Unlife, for the Final Death destroys Unlife, and users of the Death Rune often have a situational bonus against use of Unlife.

fingers. His handmaidens never last long for as soon as Brangbane notices any sign of himself aging or suffering damage, he kills and eats them to regenerate his decaying flesh.

He spends much of his time in his kingly hall, its walls hung with moldering tapestries, its tables furnished with tarnished silver tableware. If Brangbane sees the decay he does not show it, believing himself surrounded by the trappings of a fortune won from years of raiding. When Brangbane does leave his hall he never travels by day, always returning home before the sun's rays can age his skin.

He rides a fearsome black horse that snorts flame and wears a hauberk of boiled and blackened leather fashioned from the hides of warriors he has killed. Brangbane carries his deadly blade Mistletoe, a magical bronze sword with a hilt made of human bones.

Brangbane acts on whim. Capricious and cruel, he sports with his victims, tormenting them with the promise of liberty only to cut a new part from their body or torture them until they die.

BRANGBANE'S THRALLS

Brangbane's ghouls have learnt to keep people as cattle, reducing the number that must be culled from the local population. Humans captured on raids are kept as thralls. Their hair is regularly cropped short and a leather collar fixed around their neck. When working in the fields the slaves are chained by the neck or hobbled so that they cannot flee. This slave population works small clearings in the woods. Their diet is fruit and barley that they grow themselves; the ghouls prefer barley-fed flesh.

While the ghoulish thanes live in halls, their human cattle live in 'byres' sleeping chained on straw pallets. Villages also have sunken buildings used to store barley, fruit, and other food. Worse though are the smoking sheds where butchered humans are hung to smoke so that their meat will keep.

There are no livestock on the farms. Animals cannot tolerate the ghouls' presence. Humans are the only 'cattle' kept by the ghouls and as well as meat, they use the bodies for their other needs. Human skin is tanned to provide leather for clothing and tools. The ghouls are particularly fond of covering their shields in the tanned hides from human faces. The slave collars the thralls wear come from human skin too. Human hair is woven to make clothing. Human bone is used for tools, combs, and pins.

Some thralls are given the 'opportunity' to act as overseers of their fellows slaves. These slaves avoid the cooking pot in return for enforcing their master's rule with whip and club. The thralls hate the overseers who have betrayed their own kind even more than they hate the ghouls.

Slaves who try to escape are hunted for sport by the ghouls. Their howl scares most escapees to the point that they become lost in the woods, unable to escape their masters, who can run without tiring.

When Brangbane's ghouls raid surrounding clans, they usually seek fresh livestock. They conduct these 'cattle raids' in a cruel mockery of Orlanthi tradition.

THE FINGER WOMEN

The Finger Women are the avenging ghosts of Brangbane's wives. Denied proper burial their souls wander; unable to find peace until Brangbane is brought to account for his crimes. They haunt the Woods of the Dead still, working to aid those who fight against the ghouls. All Sartarites know a ritual to summon the help of the Finger Women against the ghouls. A player hero can invoke the Finger Women at their *Your Clan* rating when struggling against ghouls. Anyone with it as an Ability should gain a specific Ability bonus. The ghosts appear to attack the ghouls. They appear as beautiful young women, but transform into nightmarish forms to strike a ghoul, biting with their teeth and pummeling with their mutilated hands.

THE WOODS

The Woods of the Dead are a cool, humid, dark, and forbidding spruce-fir forest. The forest is continuous, with occasional clearings for the ghoul villages. The forest canopy has grown thick with few people to cut it, and little light penetrates to the forest floor which is littered with half-rotting logs. Undergrowth is patchy, just some bushes and wildflowers. Sight lines are short, much of the forest seems uniform, and it is easy to become turned around and lost.

There is little animal life within the forest. The presence of the ghouls has frightened away most of the deer and hares that would normally make their home here. Crows however are here in abundance. They caw from the treetops to warn the living, clustering around the ghoul villages where their hoarse calls can be deafening. The crows are Humakt's servants feeding off any carrion in the forest and nearby lands, denying the flesh to the ghouls.

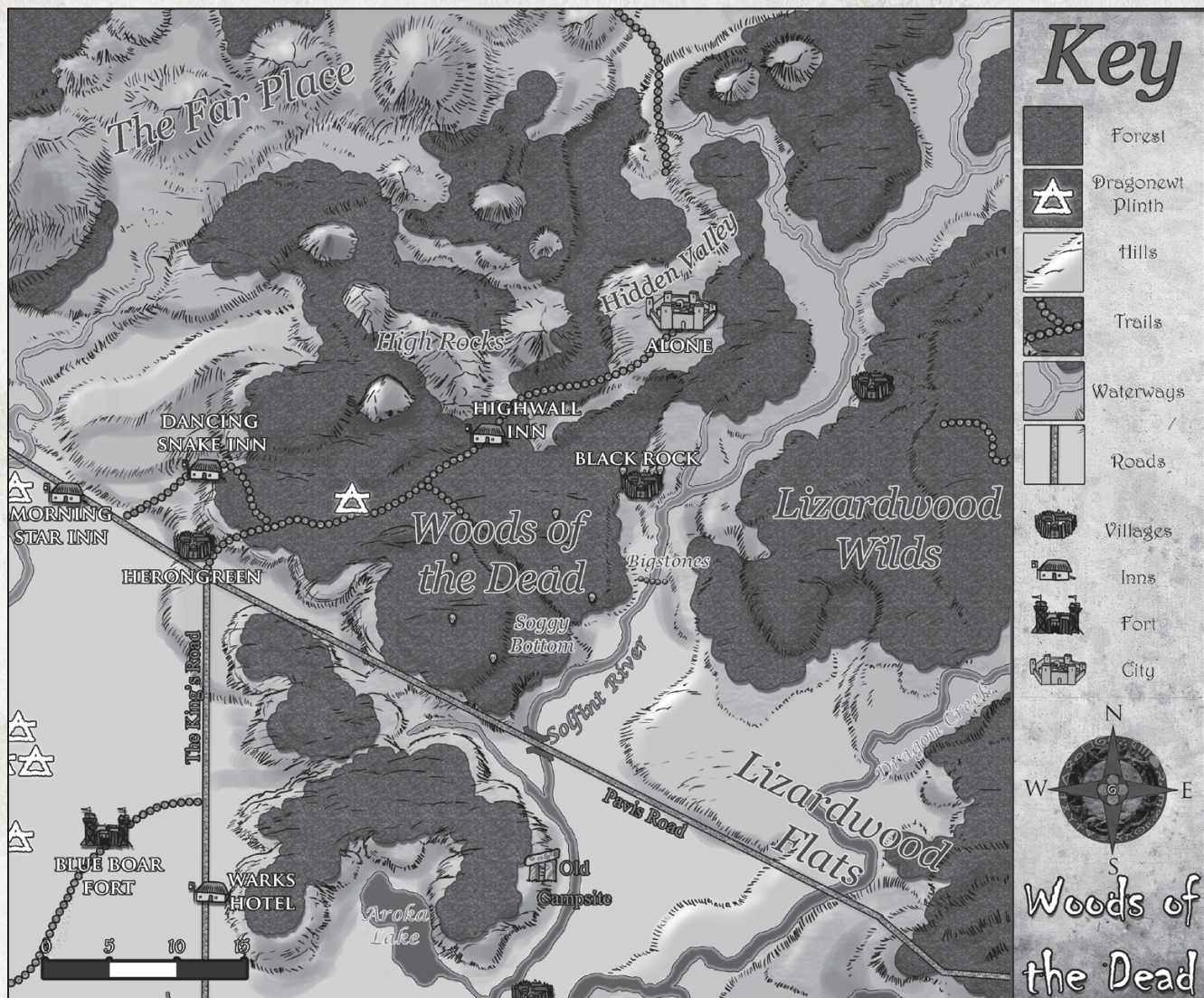
LOCATIONS WITHIN THE WOODS OF THE DEAD

BIG STONES CROSSING

These rocks provide the best natural crossing of the Solfont within the Woods of the Dead. A set of five broad flat stones, with a short jump in between, are usually safe, if slippery. Surrounding them are a set of stones whose shapes remind people of rabbits, owls, frogs, foxes, and bears. The ghouls sometimes ambush travelers here, waiting until one half of the group is across the Solfont before attacking.

BLACK ROCK VILLAGE

Built on King's Hill, Brangbane's 'royal stead' is a mockery of an Orlanthi hill fort. His hall surmounts the crest of the hill, surrounding it are the homes of his loyal lieutenants, the pens where their slave population is kept and the butchery houses



where bodies are allowed to rot until they reach their full flavor. A palisade wall surmounts an earthwork forms the outer defenses, with access provided by a simple gatehouse.

HIGH ROCKS

A scattering of hills rises in the north of the woods. The wet weather in this region has eroded many caves in these hills. It was in these caves that Brangbane first sheltered from the sun, and he lived here for many years gathering his followers around him. Some ghouls still call the caves home, but most of Brangbane's followers regard them as 'degenerate'.

The hill under Black Rock village still has connections to the cave system where Brangbane once sheltered, allowing Brangbane an escape route.

HIGHWALL INN

This inn along the road between Alone and Herongreen provides a place of relative safety for travelers having to pass the Woods of the Dead. Ghouls abhor daylight for its aging effects so the major danger to travelers comes in passing near the woods at night. The Highwall Inn, named for the strong palisade wall that surrounds it provides a place of safety and comfort for travelers, with enough

THE SECRET OF HIGHWALL INN

Jafoska and Baran survive despite the proximity of the Woods of the Dead by murdering travelers who they do not believe will be missed, and offering their butchered corpses to the ghouls in horrific feasts at the inn. Jafoska seduces the guests, kills them, and robs them, and Baran butchers them. They hang the meat in the cellar, to ensure they have food when their ghoulish guests decide to call. The pair are not sure what would happen if they had no meat, but do not want to find out.

The pair have amassed a small fortune from robbery, enough to set themselves up elsewhere and do have an escape tunnel under the inn and out beyond the wall.

space for the caravans that pass up and down the road to stable their animals for the night. The innkeeper Jafoska Warm-Heart is beautiful woman, who escaped a life of prostitution on the streets of Alone, by marrying the old innkeeper, Derik Finehair. Derik died and left Jafoska the inn. Her cook, Baran the Chop also serves

as the Inn's bouncer. He is a capable man, for even when there are no caravans, Jafoska and Baran seem able to defend themselves against the ghouls.

SOGGY BOTTOM

This low lying area, in the south of the woods is boggy and treacherous with quicksand. The ghouls know routes through, but outsiders and captives don't and often meet their doom, sucked into the quagmire here.

SURROUNDING LANDS

ALONE

In 1583, Terasarin founded Alone amid deep and hostile forests as he led Tarsh survivors from the Battle of Grizzly Peak. Here amid the peace of the Hidden Valley they turned from the world, exhausted by the long years of struggle. They remained hidden for less than a generation, and it is now the tribal center for the Amad and Bachad tribes.

Alone resisted Harvar Ironfist, and suffered for it. After he quelled the Righteous Wind Revolt, Harvar punished whoever had not helped him or resisted the rebels. Mercenaries entered the town by treachery, then burned part and slaughtered the inhabitants.

Only five hundred remain now. The two tribes swore an oath of subservience to Harvar and pay heavy tribute.

HERONGREEN

Herongreen controls the road between the Far Place and Sartar, and is a rich source of income to the Dinacoli Tribe.

In the Storm Age, Larnste cut his foot upon the pinnacle Enduring, which was and is and will ever be. It is a mighty landmark, its razor heights hidden in cloud, and Herongreen sits at its base. Varanor Smoke-of-Altars used the cast of its shadow to mark the walls of his palisade, and it took him four years to complete them.

The Dinacoli settled the ancient Vingkotling fort.

The sacred Herons of the Green have always "provided omens of peace and war," and the locals protect them. Now they cry through the night, and their chicks' plumage is tipped blood red, a terrible omen.

HIDDEN VALLEY

This fertile valley amidst the wet forested hills of the Far Place, the Gors, was carved by the Solfint River is one of the few valleys suitable for raising fat cattle for the tribes of Northern Sartar. It is named for the narrow mouth to the valley, which leads onto the Donalf Flats. That valley mouth is dominated by the Woods of the Dead, which dissuaded nearby tribes for exploring this area for generations. Even now few choose to pass along the road from Herongreen to Alone, unless they are in well protected caravans. The Bachad tribe clung to their isolation in this territory for many years, sheltering from the Tarshite Civil War. Now the Hidden Valley is a refuge from Harvar.

The tribes here are all renowned troll fighters, due to their proximity to the nearby troll-haunted Indigo Mountains.

In the Storm Age, young Barntar grazed his hardy Redmane cattle here until a great bear killed them. Barntar drove the bear away, but it has come back many times. He then built a lodge from the felled trees, and set boundary stones at the edges of the clearing, so that the forest never came back. That lodge was here for many years, and is now a shrine. Barntari hold a big bear hunt there every year.

LIZARDWOOD WILDS

These pine forests lie between the territories of the tribes of the Far Place and those of the Torkani Skirmishes are common, and many raiding parties cross the woods in both directions.

The woods are sacred to Asrelia, and many strange primeval reptiles created by that goddess inhabited them in ancient times. The lizards that dwell there now are mostly rat-sized and insignificant, mere shadows of their former glory. Nonetheless, they are in unusual profusion, in both number and types, and few of them seem to mind the cold of winter as much as they would elsewhere. Wise travelers avoid hurting them, for fear of angering Asrelia.

SOLFINT RIVER

The Solfint is seasonal. Fed by the rains from Skyfall Lake the Solfint is a wild and unpredictable river. The Solfint's icy waters often break their banks during Dark, Storm, and Sea Season, but the river can run dry in Fire and Earth Season. Spirits haunt the river that only the Amad clans have learnt to appease. Nonetheless, many healing herbs grow in the nearby meadows, and small swimming reptiles frequent its banks where it passes through the Lizardwood.

• Chapter 11 •

WULFSLAND

THE MABODER

The Maboder tribe lived close to the Telmori in Stagland. They survived unmolested because they kept no livestock and the wolfmen had little interest in their barley. Mabodh May-Not-Be-Moved, the Ernalda priestess who saved the clans organized them as a 'triaty' with each clan taking wives from one other. This gave them strong bonds of kinship. With Stonegate as a place of refuge, the Maboder survived the years in hiding.

KING KATHELRANDA

King Kathelranda changed the Maboder. Traditionally, the Maboder had elected queens to the Black Oak Throne, but in 1601, when his sister, Mirestranna, died in a fire, Kathelranda became king, supported by Lunar money. Kathelranda returned the favor and withheld the Maboder from coming to the aid of the kingdom during the invasion. King Kathelranda believed that the Empire would help him defeat the Telmori.

THE WOLF HUNT

In 1605, Kathelranda's warband slaughtered a group of Telmori old men, women, and children in the Black Moon Massacre. In revenge, during the winter of 1606, the Telmori fell upon the Maboder villages. They killed every man, woman, and child they could find. Finally, they reached Stonegate. The entire Maboder leadership was wiped out.

The Lunars could not let the loss of their ally go unpunished. The governor, Euglyptus the Fat, appointed James Hostralos, a Lunar officer from Aggar, to lead the raid. James had experience of fighting the Telmori in his homeland, and his men were used to guerilla warfare. In a daring raid, James captured two of the Helkos Brothers and then executed one of them. He also slew the beast brother of Kostajor Wolf-Champion, "King of the Telmori," and wore its skin. Then he forced the Telmori to negotiate peace and exchange hostages. After that, people called James 'Wulf.'

The Lunar Empire rewarded James by granting him the old Maboder lands and its survivors. The grateful Jonstown Confederation did not protest, despite angry protests from the remaining Maboder.

THE GRANTLAND

The Empire has a policy of granting land upon its borders to reward military leaders — often with the hope of helping to pacify

that area. Other local examples include the grant to Sir Ethilrist of Black Horse County and the grant to Raus of Rone along the River of Cradles.

Officially called Jamesland, most people refer to James' Lunar grant as Wulfsland. The grant extends south from the Creek bordered by the Heort Creek, and the Red Cow, to the west. To the east lie the Dogbone Hills and Torkan's Vale, as far as Dinosaur Hill in the south. The land rises from the Heort Creek in the west to the Dogbone Hills in the east. Settlements cluster along the Creek in a rough line from Stonegate Fort to Red Cow Fort, with the number dropping off as you travel south toward Stagland.

As of 1618, there are 3,000 people in Wulfsland, 1,500 settlers, and 1,500 slaves, mostly Maboder survivors. Of these 1650 are adults, and 1350 children. Of the adults, around 100 are elders. They are roughly equal numbers of men and women. Most adults work on the land either farming or hunting.

COLONIST ORIGINS

Most of the settlers are Lunar veterans owed lands for service. The veterans tend to be ultra-loyal refusing to hear a bad word said about 'Old Wulf.' From Aggar, the settlers' lives are similar to their Sartarite cousins and many worship Barntar, and even Orlanth, as well as the Seven Mothers. Many have taken wives from among the surviving Maboder women, married into the Cinsina, Aranwyth, and Torkani and married off their daughters in return.

THRALLS

The Maboder survivors returned to their land as thralls for the new homesteaders, marked out by their close-cropped hair and leather slave-collars. A few Maboder women earned their freedom as wives for the new settlers and a few Maboder men earned theirs when the masters gave them weapons to help defend the village. Most continue to live in servitude.

The life of thralls varies; nobles, thanes, and priests may have domestic slaves and tend to treat them well, treating them as servants; artisans tend to have skilled thralls, who are valued possessions; farmers tend to have laborers, who do the most back-breaking work on the farm — their lives are often short.

The cult of Ernalda the Slave is popular amongst the thralls. This is Ernalda in her aspect as a prisoner of the Emperor's Court, before Orlanth freed her. She teaches endurance and forbearance to her faithful.

POLITICAL FACTIONS

James is the ruler of his grant. There is no challenge to his rule, and the succession of the grant is his to decide. James has little time for talk of 'chosen leaders' and stamps on those who call for

elections. He has no time for the Orlanthi principle that 'No one can make you do anything.'

An underground movement, the Daughters of Mabodh, exists among the slaves, keeping the worship of Orlanth and the promise of liberation alive.

As well as being a governor of his own lands, James is also a Field Commander within the army.

- **The Imperial Loyalists** say that James' first loyalty is to the Empire and that it must work to further the ambitions of the Lunar governor Fazzur Wiederead in subjugating Sartar.
- **The Own Two Feet** movement believes that the grantland should look to its own needs, characterizing the Empire as a disinterested parent at best. They point to James' alliance with the Sartarite tribes during the Wolf Hunt, the friendly cooperation with the Jonstown Confederation in maintaining the 'fence against the wolves', and intermarriage with local clans and say 'we need to form alliances with these people, not alienate them.'
- The rebels of the **Daughters of Mabodh** know that this is Maboder land and will fight for its return. They seek the return of the rule of their line of queens and their old lands. They want to throw James out. War makes strange bedfellows, and the remnants of a tribe who collaborated with the Empire, now find themselves allied with those who would expel all remnants of the Empire from Sartar.

STONEGATE

HISTORY

Stonegate Fort was the seat of the Maboder tribe, until their destruction by the Telmori. The fighting here was fierce and the Telmori burnt the wooden buildings to the ground. Only three things survived: portions of the old wall of the fort including the Stone Gate, the temples of Ernalda and Orlanth, and the Hall of the Black Oak Throne of the Maboder tribe. Since it has become a Grantland, many people now call this Wulf Fort.

THE FORT

Stonegate is a circular fort 600' in diameter surrounded by a dry moat some twenty feet across and six feet deep, and a wall that rises some ten feet. In places the wall is a high wooden palisade and in other places the remains of the old Maboder-era box rampart. There are four stone towers spaced around the perimeter, two either side of the gate. The watchtowers rise some 30' high, 20' above the surrounding walls, each tower is covered with a tile roof. James keeps a permanent guard in the towers, watching for Telmori attack signaled from beacons on distant steadfastings.

There is only one entrance into and out of the fort, the famous Stone Gate with its huge stone blocks for gateposts and lintel. A narrow gap in the circling embankment and dry moat provides access to the gate.

THE BORDER WULF PELTASTS

James has a responsibility to raise a local unit for the Provincial Army, the Border Wulf Peltasts. The Wulfslanders usually refer to members of the unit as Bordermen.

They are organized as a modern Lunar unit with standardized equipment. Each man is armed with a crescent shaped wicker shield, covered with sheepskin. The shield has a single handgrip and is designed for parrying rather than sheltering behind. The shield also has a strap for carrying on the back. A peltast carries two javelins. The usual tactic is for a peltast to run in, throw the javelins, and then run away before the enemy can close, but the javelin can be used as a stabbing spear if needed. Their uniform is a white tunic, banded in red, with a long cloak, and high soft boots for running. Headgear is a long-eared cap, traditionally made of fox skin. James allows the men to wear a cap fashioned from wolfskin instead, and trim their cloak with wolf fur.

Of the adults within Wulfsland about 200 can be called upon for military service. About half of these are veterans.

POPULATION

About 200 Lunar settlers call Stonegate Fort home. Of these about 110 are adults and 90 children. Of the adults, 15 have lived long enough to be considered elders. The population is divided into eight households, with James' the largest.

In addition, there are about 40 slaves in Stonegate, most descended from survivors of the Maboder tribe. About 30 of the slaves are adults and another ten children. Most of the slaves work as domestic help. A household has 3-4 slaves. Some are domestic slaves who sweep the cinders from the fire, fetch water, and perform other drudgery around the house; others work as laborers in the craft halls or in the fields.

Stonegate is a craft center for Wulfsland. There is a smith, potter, carpenter, carvers of wood, stone, and antler, leather workers and tanners. The crafters provide much of the needs of the people of Wulfsland they cannot manufacture in their own steadfastings.

Children play in the streets and alleyways; cats, pigs, and chickens roam. This is a home for James' people and not simply a garrison town.

ARRIVING AT STONEGATE FORT

FROM A DISTANCE

Stonegate lies north of the Dogbone Hills in the south of the Good River in Goodfarm Vale. The soils here are a rich dark loam and the land is well suited to growing wheat instead of the barley common on the poorer soils of much of Sartar.

Travelers to Stonegate either come along the trail from Red Cow Fort (usually from Dangerford or Jonstown) or come down the Pavis Road, a Lunar military road that runs from Alda-Chur to Pavis, and ford the Good River to cross from Torkani lands into Wulfsland.

Most visitors are Wulfslanders who come to Stonegate to worship at the Seven Mothers mission or obtain goods at the trading post.

Many of those seeking shelter inside Stonegate's walls are those caught in the wrong place as Wildday approaches, and keen to seek shelter from the wolfmen on their day of transformation.

A patrol of Bordermen meets any visitors to Stonegate. A typical patrol is of eight men led by a Centurion. The patrol is usually relaxed with visitors, more concerned with the threat of Telmori raiders than rebels. They escort visitors to Stonegate.

GATE GUARDS

A Centurion of the Border Wulf Peltasts is always on guard at the gates. Half-a-dozen veterans who have linen and scale armor and swords accompany him. There is no entry fee to Stonegate, and the guards are under strict instructions from Jones not to hassle or extort bribes from visitors. There is little through-traffic to Stonegate, except at the weekly market, and the guards take strangers to Jones or Tatoukal his spymaster.

GENERAL AUTHORITY ATTITUDES

Jones' officers and guards are proud of their reputation as tough men and women carving a new life on the frontier. They are touchy about any insults including suggestions of cowardice or weakness. They tend to have a "frontier" attitude with little regard for codes of law or bureaucracy.

Although they themselves are only recently part of the Empire, the settlers regard native Sartarites as barbarians and thieves.

TREATMENT OF TROUBLEMAKERS

Jones does not tolerate outsiders causing trouble and neither do his men, incarcerating them in cells to await his pleasure. Jones sees all troublemakers personally and punishes disorderly conduct with fines and outlawry from Wulfsland. For offenses that are more serious, he may impose heavier fines and seek justice from the offender's tribe. Jones executes the worst troublemakers, crucifying them outside the gates.

VISITING JONES

Jones is conscious of his position and status and does not give audience to adventurers, common tradesman, or other itinerants. Jones' staff direct most inquires to Tatoukal who is always keen for the intelligence in any gossip. Jones sees chieftains and kings when they visit, or their representatives. Jones is businesslike and efficient. He is also aware that his time deserves a gift appropriate to the giver's station, and gets touchy if the locals do not show him this courtesy. He gifts generously to dignitaries,

often imported Lunar luxuries such as jars of wine, to better show the benefits of the Empire.

TOWN GOVERNMENT

Jones is the town government and his household its administration. Jones considers himself a Field Commander for the Empire, not a town mayor, and leaves much of the day-to-day administration to Tatoukal. Stonegate is run as a frontier fort in the 'wilderness' a place from which to conduct the colonization of the Grantland, amidst the opposition of the Telmori.

BORDER WULF PELTASTS

In times of emergency, Stonegate musters its contingent of Bordermen. Stonegate Fort contains many experienced veterans who form the core of the Border Wulf Peltasts. There are some 60 Bordermen in Stonegate.

PROPERTY

All land within the walls belongs to Jones as part of the Emperor's grant to him for his service in the Wolf Hunt. The residents tithe at each harvest to Jones for the use of the land. Jones uses the tithes to pay for the Border Wulf Peltasts and his own household.

HOUSING

Buildings within the fort are of timber, but have stone chimneys, and are two-storied.

CULTS OF STONEGATE

Barntar — 175 initiates

Ernalda ☐XIII — 200 initiates (an additional 200 slaves worship Ernalda the Slave)

Issaries †† — 5 initiates

Etyries — 5 initiates

Odayla ☉ — 20 initiates

Seven Mothers XΦ† — 45 initiates

LOCATIONS

1. THE STONE GATE

The famous Stone Gate is framed by 20' stone high pillars, topped by a thick lintel stone. The gates themselves are of bronze bound wood. Access to the gate is by a narrow defile, formed by stone walls, from where defenders can rain down javelins upon attackers.

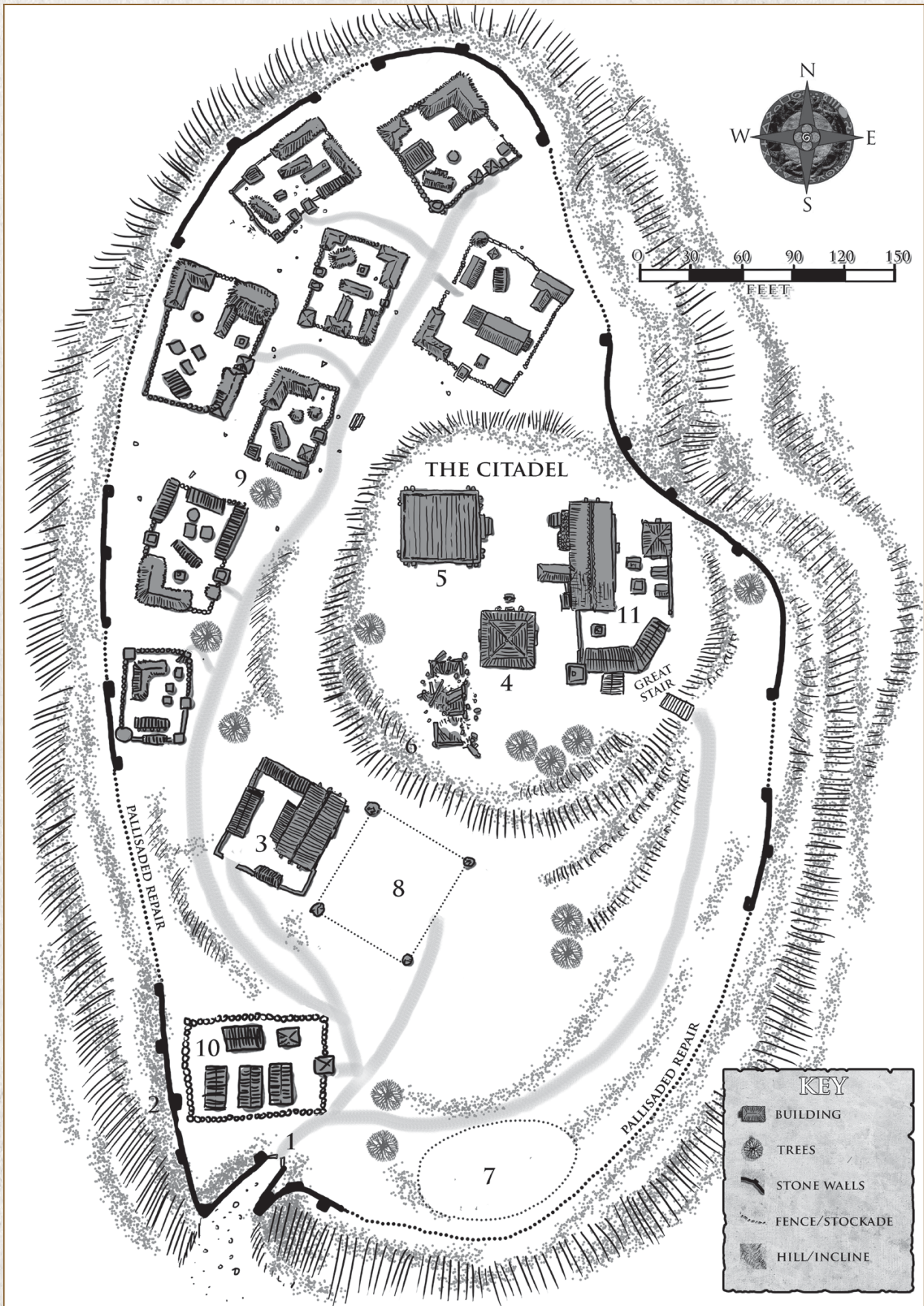
The stone walls end a short distance either side of the gate. They are the ruins of the old hill fort, and have been incorporated by the defenders into their new defenses.

Inside the gate is an open space with a well. Jones uses this as a parade ground for his troops, but it also serves for public meetings and a weekly market.

ERNALDA AND SLAVES

Ernalda served as a handmaiden in the Emperor's household, weaving cloth for the Imperial Court. She and her retinue endured many hardships from the cruel whims of the court. Although Orlanth freed her, the goddess remembers her captivity and so has always listened to the prayers of those in bondage, and given them succor.

Only free men can worship Orlanth, but in areas where people keep slaves, Ernalda still receives worship from those in captivity. In many cases the slaves only worship as lay members, and often this worship is in secret, with images of the face of the Mother scratched with sticks into the mud and earth, and sacrifices of food pressed into her 'mouth.'



2. THE WALLS

The original defense of Stonegate was a box rampart, some ten feet high, defended by a twenty-foot wide and six foot deep ditch. The Telmori annihilation of the Maboder destroyed much of this original wall; the few portions that remain have been incorporated into the new defenses. The new defenses are a timber palisade some ten-foot high, which runs along the perimeter of the old wall.

Four stone towers remain from the original defenses. They are spaced around the wall, two on either side of the gate. These watchtowers rise some 30' high, 20' above the surrounding walls.

3. THE TRADING POST

The Etyries cult runs an inn here in an attempt to attract traders traveling the military road to Pavis to stop for the night; most caravans come from Herongreen and the post does not see the trade its founders hoped for.

A small number of rooms at the Trading Post are available for hire. Clean and comfortable, they are in the eaves of the roof of the building and can be too hot in summer and too cold in winter but the Trading Post has no competition.

The Trading Post has a boarding stable. Visitors can leave horses and mules here for a modest fee.

It sells wine (served watered down in a bowl) and is the closest thing in the fort to a tavern. Locals can often be found sitting on the porch sipping a bowl, gossiping, and watching the comings and goings of the fort.

Pharandros White-Beard runs the trading post with his wife Mara the Haughty. His son Arim and daughter Pharzeela helps with the running of the trading post.

4. THE SEVEN MOTHERS MISSION

The Seven Mothers mission is a two-story building at the heart of the fort. It provides accommodation for the priesthood and their assistants, as well as temple for worship, with gilded wooden statues of the gods and goddesses.

5. ERNALDA TEMPLE

The temple to Ernalda is a simple building where the sacred statues of the goddess are kept and the priestess holds the meetings of the Women's Circle. The priestess conducts ceremonies to Ernalda outside; they are well attended by both free and slaves.

6. ORLANTH TEMPLE

The old Maboder Orlanth temple is in ruins. Blackened by fire, its roof sagging from neglected damage, and its floors rotten from rain and snow that falls through the holes in the roof, the temple shows the neglect of the religion of the King of Storm. Pigs root in the temple grounds now, kept by one of the local farmers. No one has been brave enough to knock the remains down, although it is a common topic around the fort.

7. URN FIELD

Most of the settlers are Orlanthi by culture if not faith and still build funeral pyres to cremate their dead. After cremation, the residents inter the urn containing the ashes of the dead here.

8. THE MARKET PLACE & THE GREENS

The center of the fort is an Etyries market ground where there is a weekly market. This is a farmer's market. People come from across Wulfsland to buy and traders come to sell. Pharandros White-Beard is the god-talker for the market, and conducts the opening and closing ceremonies. He charges a tithe to sell goods here, half of which he keeps, half of which goes to Jones.

The people here are mostly Orlanthi, and the Livestock and Treasure Greens serve the same purpose as elsewhere — allowing everyone to witness purchases or plunder and thus prevent disputes.

9. THE HOLDINGS

The Holdings are the households of the common folk of Stonegate. They circle around the perimeter wall, away from the ceremonial and administrative center of the fort. Low walls divide the households, and their gardens, byres, outhouses, and storage huts from each other. Many of the residential buildings are two-stories with stone chimneys. The Red Cow, used to hearths and smoke filtering through the eaves, often gawp at these buildings!

10. THE BORDER WOLF PELTASTS BARRACKS

The barracks support those members of the cadre of the Border Wolf Peltasts who do not have their own home in Stonegate. There are spaces for about 30 Bordermen, but at the current time, only fifteen live here. The barracks consists of three blocks, each of which provides home for ten men, a common room for meals, and an armory for weapons. The barracks also has a shared latrine, kitchen, and a drill yard where weapons practice takes place.

Strangers are not welcome in the barracks. A guard of four Bordermen will ask outsiders to leave, directing them to the Trading Post and the market.

11. THE HALL OF THE BLACK OAK THRONE

This stone walled enclosure is the former residence of Maboder kings, and one of the few surviving buildings from that era.

Within the enclosure the buildings are of stone. The Hall of the Black Oak Throne still stands and surrounding it are a number of buildings for servants, byres, and stables. Many of these buildings show signs of repair. New storage huts, raised on four posts hold grain and roots.

The Hall of the Black Oak Throne consists of a central aisled hall with two rows of pillars running down the center, and space to either side, much like an Orlanthi hall. A vent in the ceiling lets out smoke from a central hearth set in a stone bowl. It is here that Jones or his household hold meetings with important visitors and hold feasts. The Black Oak Throne is still on a raised dais at one of the room. Its surface bears scratch and sword marks, but remarkably it is still intact. Jones conducts his business seated in the throne of the former kings of the tribe.

Windows are high and small, allowing the building to be easily defended and serve as a final stronghold if invaders pass the fort's walls. It also keeps out assassins.

The intent is to overawe local chieftains, and paint on the pillars and walls provide lavish decoration.

To either side of the corridor smaller rooms form wings and serve as kitchen, private bedrooms, offices, and storerooms. If needed Tatoukal presses some of the storerooms into service as cells.

STEADFASTS

Outside of Stonegate, most of the farmers live in steadfasts, or heavily fortified villages. This is Telmori country and people cluster together for safety. A circular wooden palisade surrounds a steadfast, its ramparts 12' high. A pair of strong doors bars access. Steadfasts shut their doors at night and throughout Wildday. Few people travel on Wildday and many are even afraid to work in the fields out of sight of the steadfast. Within the steadfast are the houses of the local farmers — stave built longhouses like those of their neighbors. There is just enough room for byres and stables to keep prize animals and some sunken cellars with a few days' supply of root vegetables and firewood; just enough room that the men can hold the wall against attack. There is still not enough room for everything and granaries and haylofts, usually of no interest to Telmori raiders, remain outside the safety of the walls. On a Wildday, livestock chokes the narrow alleys between the houses.

IMPORTANT PEOPLE OF WULFSLAND

JOMES' HOUSEHOLD

Most of Jomes' Household has been with him since his appointment as a Field Commander in the Provincial Army. **Tatoukal Blackbeard** is his intelligence officer, running a network of informants to keep Jomes informed on affairs both local and distant. A member of the Overseer's Hand, he is the eyes and ears of the Provincial Government in Wulfsland. Tatoukal reports to Dagius Furius. He wants Jomes to take stronger action to fight against the rebellious Sartarites.

FIELD COMMANDER: JOMES 'WULF' HOSTRALOS III●W

Jomes Hostralos, a Lunar officer from Aggar, one of the Provincial Army's Field Commanders. After an early career in Aggar, which included fighting the local Telmori, King Rascius of Aggar put him forward for a post in the Provincial Army. He earned a reputation for decisive and aggressive military action during the Lunar invasion of Sartar, such as when he led a charge of the Drenthi Grims at the Battle of Caroman Pass, or made a heroic assault into the East Pocket during the battle of Boldhome. Jomes earned a reputation for leading from the front, fighting alongside his men, and taking personal risks. The decisive charge, the "Jomes Dash," became

his trademark. He also earned a reputation for flamboyance with showy personal touches to his uniform such as his deerskin jacket or red scarf, frequently copied by his men.

Jomes rose to fame when Governor Euglyptus gave him command of the Lunar forces engaged in the 'Wolf Hunt,' the campaign against the Telmori in the Wolf Hills, following the destruction of the Maboder. Jomes showed considerable flexibility combining locally raised volunteers with Lunar units into an effective fighting force. Jomes' campaign was highly successful. He captured two of the Helkos Brothers as hostages, and executed one of them when the Telmori broke their word. He slew the beast brother of Kostajor Wolf-Champion, king of the Telmori and forced the Telmori to negotiate peace.

He received the old Maboder lands in reward from the Lunar Governor for his actions. He also earned the respect and co-operation of Telmori fighters among the tribes of the Jonstown Confederation such as Queen Ivartha.

After that, the local people began calling Jomes "Wulf."

A big tall man with long curly hair and mustaches, Jomes is a charismatic presence despite his years. He is simply spoken, blunt, and honest. His motto is 'never apologize, never explain.' A soldier's soldier, Jomes earned the respect and loyalty of his men by fighting and living alongside them. He always wears the skin of Kostajor Wolf-Champion's wolf brother.

Jomes 'Wulf' Hostralos III●W

Nation: Aggar

Faction: Own Two Feet

Age: 50

Keywords: Lunar Officer

Magic: Initiate of Polaris III, Orogeria ●

Look: Buckskin jacket, long mustaches, red scarf

SPYMASTER: TATOUKAL BLACKBEARD ○YW

Tatoukal grew up in the City of 10,000 Magicians in Aggar. His father apprenticed him to the Irippi Ontor scholars but Tatoukal quickly became bored with illuminating manuscripts and cataloging dusty tomes. He used his father's contacts to join the Entalothosium, the Lunar military intelligence corps, serving notably as a Field Intelligence Officer for a number of units fighting in Dragon Pass and the Holy Country.

A master of lies, he showed a talent for gathering intelligence, and persuading people to spy for the Empire through bribery or blackmail. Unquestionably loyal to the Empire, Tatoukal was

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Name	Position	Bloodline	Faction	Page
Jomes Hostralos	Field Commander	Own Two Feet	Own Two Feet	124
Tatoukal Blackbeard	Intelligence Officer	Imperial Loyalists	Imperial Loyalists	124
Enastara the Red	Maboder Rebel Leader	Daughters of Mabodh	Daughters of Mabodh	125

contacted by the Provincial Overseer to serve as one of his agents, the Overseer's Hand. Tatoukal reports to Dagius Furius in Boldhome. Bearing a bronze rod topped with a silver hand, Tatoukal's job is to be the Provincial Overseer's eyes and ears in Wulfsland.

Tatoukal knows that his predecessor, Pandarious, died during an incident at Dangerford. Tatoukal is uncertain what happened, but rumors persist that a supporter of General Fazzur had Pandarious killed. Tatoukal would like to know the truth of these serious allegations, but too few people who were present seem willing to talk.

Tatoukal Blackbeard 𐌹𐌿𐌿𐌿

Nation: Aggar

Faction: Imperial Loyalists

Age: 55

Keywords: Spy

Magic: Initiate of Irripi Ontor 𐌹

Look: Bald head, long gray beard, rod of office

THE DAUGHTERS OF MABODH

Scattered Maboder survivors exist within nearby clans and as slaves in Wulfsland. The Daughters of Mabodh have never accepted that the fate of their people is to be Lunar slaves and work to recover that which was lost. The Daughters have secreted much of the tribal regalia, though some is missing, and the Black Oak Throne is in Jones' hands. The other tribes make little effort to help the Daughters; the return of the Maboder would disrupt the new balance of power within the Jonstown Confederation.

The leader of the Daughters of Mabodh is **Enastara the Red**, former warband leader of the Split Waters clan. Enastara drifts between Red Cow, Dangerford, and Jonstown, often in disguise to avoid Lunar assassins.

The active membership of the daughters is around 50, although there are 1000 Maboder among the thralls of Wulfsland and another 200-300 refugees who married into nearby clans.

MABODER REBEL LEADER:

ENASTARA THE RED 𐌹𐌿𐌿𐌿

Enastara can barely sleep at nights for guilt. She was one of the leaders of the Black Moon Massacre which prompted Telmori rage; a rage that spilled into the destruction of her clan and tribe.

Enastara longs for atonement by re-making her tribe, gathering the scattered survivors, and forcing out Jones. Like Orlanth, she will fix what she has broken.

Enastara is unsurprised by the lack of aid for her people from their neighbors — the Red Cow clan killed her father Narden Black-Mood in a feud — why would they care about her people now?

Despite advancing years, Enastara still maintains the beauty that led many to follow her lead. Her blue eyes still flash and long brown hair has yet to be touched with gray.

Enastara the Red 𐌹𐌿𐌿𐌿

Faction: Daughters of Mabodh

Age: 48

Keywords: Thane

Magic: Initiate of Orlanth — Vinga sub-cult 𐌹

Look: Blue eyes, long brown hair, yellow cloak



WULFLANDERS

From left to right: Jones 'Wulf' Hostralos, Tatoukal Blackbeard, Enastara the Red

• Chapter 12 •

THE TELMORI

HSUNCHEN

Hsunchen is a scholarly name for the many primitive tribes who worship animal ancestors as their primary deity. They regard all their spirits to be of their animal totem i.e. wolf, bear, lion despite the physical shape that a member of the tribe takes. Usually they know magic that allows them to reshape as either human or animal.

When Telmor and his pack ate the Sun, the Long Winter began. After the Long Winter, the surviving Hsunchen existed in small groups mostly living in isolation. In Fronela, the Hykimi were an exception. Neighboring Dawn Age cultures such as the Lightbringers, Kralorelans and the Seshnegi overwhelmed most Hsunchen groups. Their animal background was forgotten apart from clan history, lineage stories, or ancestral tales. A few thrived such as the Rathori and Pralori.

SOCIETY

THE TELMORI ARE PRIMITIVE HUNTERS ORGANIZED in packs, use stone, and wood for tools, and wear hides and furs. They are a *Hsunchen* people who know they are descended from wolves. The Telmori scorn towns and villages and wander throughout their territory, relying on natural shelters such as caves for their 'dens'. Their technology is similar to people from the Paleolithic, instead of the Bronze Age of their Orlanthi neighbors.

People have little property, because when people transform to wolf form every Wildday they have no hands to carry possessions. Clothes are hides, bound together with sinew and gut, weapons are flint and wood, and cooking implements are skins and bone. Everything is functional and crude. The Telmori have little need to trade with outsiders, further isolating them.

The Telmori are unusual even amongst Hsunchen, for the level to which they incorporate their beast brothers into their society and web of dependence and integration. Their shamans change places with their brother wolves.

Men and women hunt, make tools, gather food, and perform chores around the camp. Ability not gender determines roles. The women are no less hardy than men, except when heavily pregnant, and the pack often takes refuge in their hidden dens at that time.

The pack centers on the mothers, revering the Life Keepers, and people trace their descent through the female line. Men join the pack by marriage, chosen from among the most promising bachelors by the pack's leader, when a woman becomes old enough to marry or her husband dies. Packs avoid marriage with people who are closer than second cousins, but do not marry outside the Telmori, which would be 'bestiality.' Although descent is determined through the female side, social structure is that of a wolf pack.

A pack is usually small, about 10-30 people, centered on a leader, with the others ranked according to their relationship to the leader. Leadership is personal. People become leaders because others follow them; leadership shifts as people come and go from the pack and as people succeed or fail. The

pack is more important than the individual is. A pack has one family of wolves associated with them.

There are 10,000 Telmori in Dragon Pass. Most live in the area around the Wolf Hills, Torkan's Vale, Dogbone Hills, and Stagland in Sartar. Of those 5,500 are adults and the remainder children. Of the adults some 800 have lived long enough to be elders (60+). A typical pack consists of 12 adults and 8 children, with none of the adults being an elder.

Most Telmori are hunter-gatherers. There are no more than 60 shamans amongst the packs; most are Tergavi supported by multiple packs related by matrilineal descent. Usually only one shaman in a generation is an Ituvan. The packs support 250 full-time warriors, or braves. A hundred of these are members of the Telmori Royal Guard; the others lead raids on the Telmori's neighbors to steal sheep or even cattle. This number conceals the effectiveness of the Telmori in war, because immunity to non-magical weapons in wolf form means that a Telmori werewolf is more than a match for any Orlanthi militia fighter.

Packs have distinctive facial tattoos that mark membership. The lower jaw is left clean, in contrast to the inked faces.

When local resources permit, such as in Earth Season, packs related via the female line gather to worship and socialize and as many as a 100 people may be in one camp at a time. Packs may come into conflict with each other over access to resources such as territory or women. Raiding and feuds are common.

Men who wish to mate have to leave the pack after adulthood. They may marry into another pack, or join or form one of the many bachelor packs roaming the fringes of the Telmori lands.

Packs tend to keep to a traditional, but ill-defined territory. When packs meet, the outcome depends upon the relationship between the leaders, not on custom.

Spirits often protect the dens, but they are not always inhabited. The dens are the closest dwellings to permanent villages the Wolf People have. Pregnant women, nursing mothers, and elders may live in these dens throughout the year. These 'permanent' residents supplement their diet from hunting and gathering with horticulture. Sartar wed the Telmori leader Harung Thongtop to Ground-berry Green-Blush, a bush dryad whose children have been cultivated around these dens by selected men and women ever since.

TELMORI LONG BARROWS

The Telmori roamed throughout Cinsina lands during The Years in Hiding, and a number of Telmori long barrows remain there from those years. The Cinsina know these are haunted places, cursed by Telmori shamans, and containing the spirits of Telmori ancestors. The Cinsina avoid them as taboo places and warn off adventurers who might try to rob them, for fear of what they would unleash. Only with the efforts of Kolating shaman can such places be cleared for farming.

Violation of such a barrow is taboo and brings the wrath of the Telmori.

The dead, both human and wolf, are taken to banked enclosures near to these dens. There the bodies are exposed to the elements and the effect of predators, until only the bones remain. The skeletons are then carried into a timbered mortuary where they are interned, sometimes with goods that were important to them in life.

Only a Tergavi shaman is allowed to enter the mortuary, or touch the bones of the ancestors. The entrance to the barrow is used for public ceremonial activity.

Once a mortuary is filled, the Telmori cover it with turf, returning the ancestors to the safety of Grandmother Earth, leaving a long barrow.

There is no body of law or established punishments; the packs make their own rules, however there are taboos such as cutting Grandmother Earth's skin with a plow.

When external forces or disaster threatens, the packs gather as a tribe until the danger passes. These gatherings form around charismatic and popular leaders, who the Orlanthi often style kings or chieftains, though their positions have no formality. Leaders depend upon their personal ability and continued successes for their authority. Kostajor is the leader most recognized by outsiders and often confused as their king, though he has done little in recent years, since the death of his wolf brother, and is an old man.

WOLF BROTHER

The Telmori know that there is no difference between two-legged and four-legged members of the pack. All share a common ancestor. A Telmori addresses a wolf as 'brother,' 'sister,' or even 'wife.' Children play with cubs from infancy, and learn to hunt with them.

As part of the initiation rites into adulthood, a Telmori finds his or her "wolf brother." Human and wolf brother are companions in life, hunting, and warfare. Their bond is closer than between siblings or lovers, and for life. As man and wolf train together, it is possible to increase their communication beyond mere verbal commands. A Telmori will demand equal booty from successes for his beast, defend it with his life, and listen to it as much as any chieftain or king.

The size and intelligence of a wolf brother lends status to his human companion within the pack. If the wolf brother dies, or is killed, another may not be found. Telmori wolves are of greater size and intelligence than normal wolves.

TELMORI DANCING

Telmori religious ceremonies involve dancing to celebrate the hunt, to heal, to cleanse the earth of evil spirits, to remember their ancestors. The dances act out the stories of the great spirits and ancestors of the people. The dancers wear sacred regalia, gathered for the dance, such as breastplates of animal bones or feathers. Each dancer must gather their regalia by themselves. A Telmori's wolf brother participates in the dance, and the two move in harmony to the beat of the drum, the main Telmori musical instrument. Around them, the pack raises their voices in a Howl.

The Telmori raise a Howl in other circumstances. Before a hunt, the hunters howl to bind the hunting band together. After a hunt the Telmori howl to re-assemble their scattered members. Warriors howl before a warband sets off, and Telmori passing through another pack's territory will howl to alert the other pack that they wish to pass through. Finally howling is also used as a warning, when strangers or enemies enter a pack's territory.

HISTORY

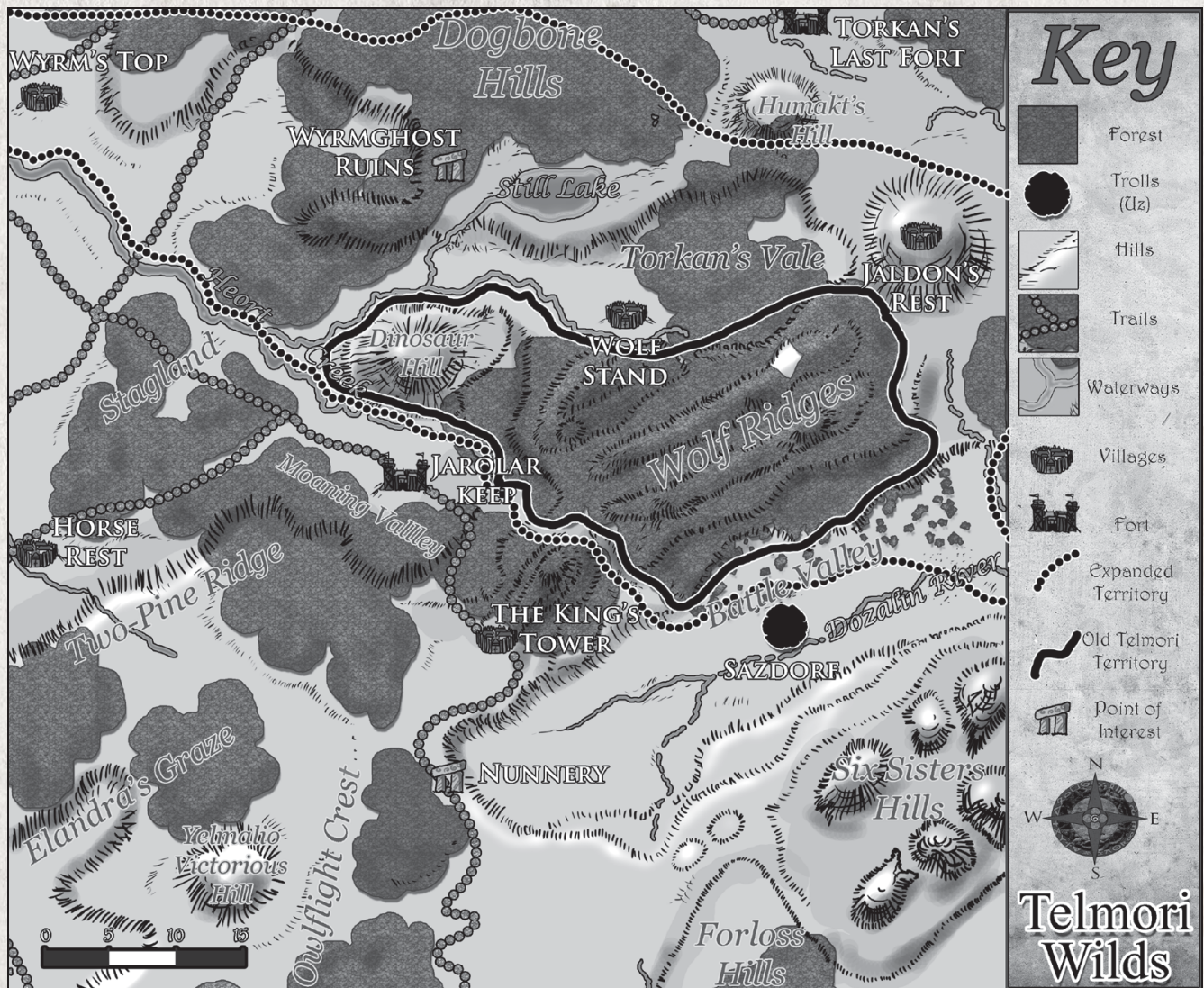
Before the First Age, the Telmori lived in northern Ralios and southeastern Fronela. The Fronelan Telmori tribes allied with the Bright Empire in the First Age. The god Nysalor, who guided the Bright Empire, blessed his allies by enabling them to take wolf form without magical aid.

In 470, Nysalor's enemy, a Westerner called Arkat, crushed and scattered the Telmori. Those who fled to Fronela were later defeated and cursed by Talor the Laughing Warrior forcing them to take wolf form once a week, every Wildday. Talor revealed that Nysalor's blessing carried the taint of Chaos. Reviled and feared the Telmori fled east dispersing from Ralios to Dragon Pass.

The descendants of those who served the Bright Empire lose control over the animal half of their spirit and become wolves from dusk to dawn each Wildday. Their shape-changing ability transforms man into a wolf. In wolf form, instinct takes control, and reason dims. Personality is continuous. A person remembers their actions as a wolf, and a wolf remembers their actions as a person, but in each form, actions in the other seem strange, almost dreamlike.

When they take the form of wolves, their hides cannot be cut by bronze or bone, crushed by stone or wood, or mangled by flesh or claw (iron, magic, and enchanted weapons harm them as they would normally). The Telmori take wolf form as soon as the sun goes down on Wildday and remain a wolf until sunrise; a few possess the magical power to become wolves on any day they want.

Attempting to harm a Telmori with un-enchanted weapon has a Nearly Impossible resistance. Enhancing a weapon with magic helps it cut through a Telmori's hide, but the wolf's hide still blunts the force of the weapon, and fighting a Telmori with magic has a High or Very High resistance.



WEREWOLVES AND THE FULL MOON

Because of the association of both the Red Moon and the Telmori with Chaos, the fall of Full Moon Day on Wildday in Dragon Pass has led many to believe that the Telmori become werewolves with the Full Moon. In fact, the curse predates the return of the Moon to the Middle Air.

Powerful Telmori know Spirit Magic that allows them to 'wear their skins', clothing themselves in their protective hides as though it were a cloak, with their human face peering from within the jaws of their wolf one. In this way, a Telmori is able to gain the protection of his skin from normal weapons over much of his body, although a few vulnerable parts remain like the face. When a Telmori wears his skin, the head is animated, the eyes swiveling, the nose sniffing at the air, the tongue panting — and the Telmori is able to take advantage of his wolf senses in this form.

This immunity to weapons is one reason why the clans fear the Telmori and have fallen so many times to their attacks.

RELIGION

Hsunchen people descend from an animal ancestor and are kin to beasts. Their shamans help them to connect with their heritage, to restore their lost

parts of their souls, giving them the animal powers their ancestors once lost. During initiation into adulthood, Hsunchen learn to recognize and awaken the animal half of their spirits. All adult Hsunchen are able to take at least some physical features of their associated beast, and their heroes can usually transform themselves fully.

All Hsunchen peoples share the Korgatsu Tradition. Korgatsu is the most popular Hsunchen name of the Cosmic Dragon (sometimes said to be a serpent) that was torn apart, and whose parts made the universe and its inhabitants. When Death came into the world the faithful and moral among the people found Korgatsu again in the Spirit World. They learned how to help descendants who were still living, how to be reborn again, and what new ceremonies were necessary to preserve the world.

Only shamans can contact Korgatsu directly, who provides those brave enough to do so with esoteric and cosmic insights. Most people instead worship their animal ancestor. Everyone has access

THE TELMORI ROYAL GUARD

Sartar brought the Telmori Ostling Four-wolf, to be their king. Ostling knew the secrets of their Wildday change and the people had hope that their curse could be lifted.

Sartar's granddaughter, Onelisin Cat-Witch took Ostling Four-wolf as a lover. Their child was Kostajor Wolf-Champion who was always loyal to his kin, and he formed the Telmori Royal Guard to protect the House of Sartar.

The Telmori Royal Guard comprises a hundred braves — who swear loyalty unto death to the House of Sartar. When one of the bodyguards dies, the body is sent home to the Wolf Hills and another brave travels to Boldhome takes their place. When a body cannot be recovered then there is no replacement — the bodyguard once numbered a hundred and twenty. Competition for places is intense, for service is a great honor. Dead members of the Telmori Royal Guard are buried in long barrows reserved exclusively for them.

The Telmori follow their oath with devotion, and the bodyguard would rather die than fail to carry out their duty. Only death frees a Telmori from this oath, even if he has retired. Kostajor Wolf-Champion has honored the oath many times during and since his service with the Telmori Royal Guard.

The bodyguards learn to use bronze weapons, increasing their ability to protect the Prince when not in wolf form.

to minor animal spirits of the tradition, many of whom have no human descendants to help with everyday tasks.

SPIRIT SOCIETIES

A number of spirits are important to the Telmori.

Telmor is the father of all wolves, and all Telmori join his worship. Without him, they would not be people. There is little differentiation between men and women or between humans and wolves. The Telmor Spirit Society is the center of the tradition and the choice for most people, who do not want to become shamans.

Some spirits, companions of Telmor, such as Lorel the Hunter and Denmother provide more specialized choices. Others such as Tergavi and Ituvanu are the preserve of shamans. Still other like Earthmaker, Earth Witch, The Four Companions, Raven the Trickster, Spider Woman, the King of Above and the King of Below are known but people do not worship them.

TELMOR ▼†

Hykim and Mikyh are the founders of the Animal Tribes. They had many children, the last of whom was the Mother of Mammals. She had many children, including Fralar, the god of carnivores. Fralar's greatest child was Telmor, Father of Wolves. In the Gods War, Telmor and his pack ate the Sun, and began the Long Winter. As such Telmor is not just the ancestor of the Telmori but a death god.

LOREL THE HUNTER STAR ☉☿

Lorel is one of the children of the First Hunter. He is the chief of the Hunting Spirits and unlike his father is accessible to people. Every year he circles all the way around the sky performing his duties. He is the patron of bachelor packs and archery. He is also young and naive, well-intentioned but ill-informed and without wisdom or experience.

DENMOTHER □■

Denmother is the spirit of domestic activity for the Telmori, sometimes considered the patron of older women. She discovered and raised Lorel during the Great Darkness. Cave paintings depict Denmother as a comely old woman bearing a chopping knife and cooking skins. Denmother is loving, caring, and responsible to her children. She is a source of healing and blessings.

TERGAVI ☼✱

After Telmor and his pack ate the Sun, many became confused as to who was living and who was dead. Tergavi was the pack member who could scent the difference. He stopped the dead from haunting the pack by appeasing their spirits and sending them away. Then he protected the living by marking the places where the dead dwelt.

Tergavi, or 'See All,' are the shamans of the Telmori. Tergavi deal with the spirits of the ancestors and alone know the pack's most sacred holy places, where the bones of the ancestors lie. They mark these places so that others will not stumble across them. Only Tergavi may use the sacred paints that adorn the walls of the pack's caves, appease the animal ancestors, and keep the game returning year-after-year.

ITUVANU ✨

In the Long Winter, many monsters and spirits attacked the Telmori people. Ituvanu recognized the power of the outsiders, and rather than being afraid of them, sought to harness it for the good of the tribe. Everyone else thought Ituvanu crazy, but Ituvanu had always been happy to endure pain and suffering for the sake of his pack. In every generation, a few rare individuals come to his practice.

Followers of Ituvanu enter the Spirit World to seek out powerful spirits from outside the tradition and bind them. The practice offers no spirits of its own; instead, the shaman must always deal with outsiders. This activity pollutes Ituvanu shamans who may not interact with spirits from within the Telmori tradition. In compensation, the Ituvanu shaman may use the founder's secrets to bind spirits from outside the tradition. This is a dangerous activity, for binding these spirits makes an enemy of their tradition. Followers of the offended practice will always be hostile to the shaman, and spirits may ambush him in the Spirit World.

NARRATING THE TELMORI

We have not provided keywords for the Telmori people or their religion. The Telmori are an enemy people and this campaign does not focus on playing the Telmori as characters.

For enemies you only need two things in *HeroQuest Glorantha*, a resistance, set from your own judgment or the pass/fail cycle, and guidance on how to portray them. See the *Sartar Companion* pages 140-141 for a typical Telmori encounter.

Here, we outline how to run typical Telmori characters that the PCs might meet. Make up new animist magical powers or cultural details as you see fit. You do not have to explain, instead focus on the needs of the story when thinking about what your Telmori need to do.

TELMORI HUNTER

Within the Wolf Ridges, this is a family hunting food. Away from the Wolf Ridges, this is likely to be a bachelor pack. A hunt begins with the Howl, warning other packs away from the area. Desperate hunters will rustle sheep, cows, and pigs from nearby Orlanthi. The Telmori hunters work in co-operation with their wolf brothers. Hunters use flint-tipped javelins to bring down game, and finish the wounded animal with flint knives and hand axes. Telmori hunters use spirits to help them with their work. Some hunters are members of the Lorel the Hunter Star Spirit Society. They are easy to spot, being the only Telmori who know the secret of bows.

TELMORI BRAVE

Within the Wolf Ridges, Telmori braves may be patrolling their pack's territory, but they might be a war party feuding with other packs. Outside of the Wolf Ridges, this is always a war party bent on killing Orlanthi. A war party begins at night with dances and painting as the Telmori call for the favor of Telmor in smiting their enemies. The shaman may torture and mutilate the pack's enemies, tied to upright stakes, as the drums beat in frenzy, and the brave's imbibe the sacred mushroom drinks. The braves paint their faces black, black face paint is for war alone. The next day, as the drums resound, the Telmori braves run to meet their enemies. The usual Telmori tactic is guerilla warfare. They strike from ambush, and retreat when outnumbered. The club, tomahawk, and knife are the weapons of war. A brave shows his courage in hand-to-hand fighting, scrabbling on the floor with his enemy and so braves do not use missile weapons. Often war parties attack on Wildday so that the braves will be shape-changed into werewolves when they attack. A brave often uses Spirit Magic to don his wolf-skin and protect himself against un-enchanted weapons, bite his foe, or rake him with his claws.

TELMORI WAR CHIEF

A war chief leads a war party. He comes to the fore in times of trouble when war threatens the packs. While the pack is at war, all the braves in the pack must obey him. This is true even when several packs join to make war on their enemies. When the war ends, he has no authority. Men choose a war chief to follow, by picking the bravest and smartest fighter amongst them. War chiefs are charismatic individuals who hold their band together by sheer force of personality. Braves flock to successful war chiefs, and desert those who lose. A Telmori war chief is always a bold and resourceful leader, otherwise he would not have gained a following, and you

should play them as such. Wolf brothers of equal stature always accompany such men. Orlanthi often mistake important war chiefs for chieftains or even kings, but they have no such status. The most famous Telmori war chief is Kostajor Wolf-Champion who foolish Sartarites often think of as the 'King of the Telmori.' Kostajor was war chief for all the packs, when they combined to slaughter the Maboder. A war chief has certain privileges, such as all the loot from a raid, and certain obligations, including rewarding all his followers. Telmori war chiefs may use leadership magic like *Summon War Party with Howl* and *Rally War Party*.

TELMORI SHAMAN

The Telmori shaman is the spiritual leader of the people. Not all packs have a shaman, but all of the packs have contact with them at the gatherings. A shaman is always different, even contrary. They behave in strange ways such as dressing in the opposite sex's clothing or cutting their hair. They break taboos such as wounding Grandmother Earth's skin or wearing black face paint when it is not war. Most shamans are **Tergavi** who deal with the dead. They wear necklaces of bones. They paint their bodies black and outline their own skeletons in white. They carry the sacred paints that they use to paint the den walls with pictures of the dead. They talk to dead people. A spirit wolf brother accompanies them, their fetch, which guards their form when they journey to the Other Side. They can swap bodies with their wolf brother. Far more frightening though is the **Ituvanu** shaman who deals with 'demons' from other traditions, enslaving them to his will. PCs can recognize such a shaman because he fails to cast a normal shadow. Instead, his shadow moves of its own accord, for it is the shaman's fetch. It glides and flows invisibly through shadows, or flows unsettlingly across ground and walls in full daylight. The magic such shaman can wield is unpredictable as it is all stolen. Ituvanu shaman often use giant snakes as servants and assassins.

IMPORTANT PEOPLE OF THE TELMORI

The Telmori want to drive Jomes Hostralos from Wulfsland. In 1618, a new leader, the Telmori shaman **Jogar Sog** emerges. Unafraid of Jomes and driven by visions of his people's doom in the Hero Wars, he is uncaring of the settlements made after the Wolf Hunt.

Jogar is determined to prevent his people's doom by driving the humans out of Dragon Pass. He has seen in a vision that the Sartarites will kill them in the Hero Wars. Filled with fear, Jogar has little mercy, captives are sadistically tortured and their mutilated bodies left as warnings to others.

Kostajor Wolf-Champion has yet to challenge Jogar, though he is known to have been loyal to the Royal House. An old man now, he rarely speaks on such issues, though his words will carry great weight if he does.

Goram White-Fang is an enemy of Jogar, but his absence at Prince Temertain's side has allowed Jogar space to influence the young Telmori braves.



THE TELMORI

From left to right: Kostajor Wolf-champion, Black-Paw Helkos, Goram White-Fang, Jogar Sog

KOSTAJOR WOLF-CHAMPION AND HIS SONS

TELMORI 'KING':

KOSTAJOR WOLF-CHAMPION 𐌹𐌿𐌺

The Orlanthi tribal leaders assume that the Telmori tribe must have a king. This is a misunderstanding of Telmori culture, but when the Telmori deal with the Orlanthi Kostajor Wolf-Champion stands in for them as their 'king.' Kostajor is over eighty-years old, and respected for his wisdom in guiding the people.

Kostajor is the son of Ostling Four-wolf, 'King of the Telmori,' and Onelisin Cat-Witch the granddaughter of Sartar. He is continually torn between his savage Telmori nature and the loyalty he has to his mother's kin. The savagery of his five sons, the Helkos Brothers, is tamed only by their loyalty to their father's Royal House.

An old man now, Kostajor is still one of the most famous warriors in Dragon Pass. He formed part of the Telmori bodyguard to Prince Jarolar Longstride of Sartar as a young brave. He saved Jarolar's son, Prince Jarosar Longarrow, from the disastrous defeat at Dwarf Run. He was one of the trusted advisers of Tarkalor Trollkiller, both in his war with the Kitori and the conflict in Tarsh; he saved Tarkalor's son Terasarin at Grizzly Peak. Even as an old man, Prince Terasarin sought his counsel. He was too old to fight with the Household of Death, but he sheltered Kallyr Starbrow when she fled Lunar assassins.

He led his people against the Maboder tribe when they broke Sartar's treaties — and Kallyr showed the loyalty of the House of Sartar by fighting alongside him then. Jones killed his wolf

brother and one of his sons in the subsequent fight, and a broken hearted Kostajor sued for peace. He still hates Jones, who now wears the skin of his wolf brother as a cloak.

Kostajor has never recovered from the death of his wolf brother. His grandson is now a hostage — at the mercy of Queen Ivartha. The light has gone out of the old man's eyes, and he has grown thin and wasted. Many people whisper that perhaps it would have been better if he had died along with his wolf brother instead of being tortured by the years that were to come.

Now Kostajor sits quietly by the fire. He hunts only on Wildday when he assumes wolf-form. Some say he waits for death, others that he waits patiently and quietly to have his vengeance on Jones.

Kostajor Wolf-Champion 𐌹𐌿𐌺

Faction: Telmori

Age: 82

Keywords: War Chief

Magic: Telmor Spirit Society ▼

Look: Gray hair, tall, thin

WAR CHIEF:

BLACK-PAWS HELKOS 𐌹𐌿𐌺

Black-Paws Helkos is the oldest son of Kostajor Wolf-Champion. Jones Hostralos killed one of his five brothers and Black-Paws has sworn revenge against Jones for this act. Now only Helkos and his brother Goram survive from amongst Kostajor's children.

THE HELKOS BROTHERS

Kostajor Wolf-Champion had five sons, the Helkos Brothers — who were notorious both for their savagery in battle and their loyalty to the House of Sartar. All were descendants of Sartar. They were the backbone of the Telmori Royal Guard, which was founded by their father to protect the Royal House of Sartar.

Two of the Helkos brother died at the Battle of Grizzly Peak. They gave their lives so that their father might escape from that slaughter with the heir to the throne, Terasarin.

Prince Terasarin kept close council with those who had saved him as a boy. To the disgust of many in the Jonstown Confederation, he married the remaining three Helkos Brothers to his daughters. That ended tragically when Terasarin's daughters were killed in the Holy Country, with no children.

When the Maboder defied Sartar's treaties with the Telmori, the Helkos Brothers were the leaders of the destruction of that tribe. James Hostralos captured two of them, and executed one of them to prove his word.

Now only Black-Paws Helkos and Goram White-Fang remain.

Black-Paws served in the Telmori Royal Guard — as such he dresses in 'civilized' clothing of tunic and trousers, wears gold and silver arm rings, and carries a spear, sword, and shield. This may surprise people only used to seeing Telmori savages.

His first wife was a daughter of Prince Terasarin. She died in the Holy Country before they had children.

After that Black-Paws turned his back on his brothers' service to the House of Sartar. He does meet with Kallyr Starbrow and considers her the true heir to the throne. He would sell his life to protect her, much as his father would have sold his.

Seven summers ago, while stalking deer, Black-Paws came across a group of Orlanthi attacking the camp of Laguala Red-Snout. He led his small party of hunters to the rescue of the camp, driving off the attackers, who included Frekor Deep-Woods of the Red Cow. Laguala was grateful and offered Helkos his two daughters in marriage. Their younger sister, Sihala Sweet-Laugh begged her father not to part her from her sisters and so became Black-Paws' wife as well. Leikorl the Shadow killed Sihala Sweet-Laugh on Wildday, and skinned her to wear as a trophy. Black-Paws howled for seven days to mourn her. He has sworn vengeance upon Leikorl for the act.

Black-Paws still has three wives, and so spends many hours stalking deer in Stagland, to escape their nagging. He tries to avoid Red Cow or Wulfsland hunters, for fear of breaking the treaty, but kills any foolish enough to try to hunt him.

Four years ago when a Telmori hunting pack stole a red cow from Cloudburst Stead, along the Heort Creek, Borngold Many-Brothers demanded retribution. With Aethelric the Girl, he tracked the Telmori to Black-Paws' pack. Citing Sartar's treaty, Borngold demanded compensation and the brave who had stolen the cow. Black-Paws refused claiming that the brave was a guest from another pack, and that he had no authority over him.

Borngold complained to Queen Ivartha, and they led a band of the Wolf Skinners into the Wolf Hills seeking vengeance. When Black-Paws again refused to hand over the brave, the two sides clashed at Pine Stand. Borngold and Ivartha's forces were beaten back, and the Queen and Red Cow councilor were among the few survivors to escape.

Since then, his pack has waged guerilla war with the Sartarite clans along the border, and the Wulfslanders. James has put a price on his head. He has killed seven who have tried to claim the bounty.

Black-Paws' only son by his second wife, Ostling, remains a hostage in Queen Ivartha's household. Black-Paws is worried that Ivartha will decide that his pack's acts are enough justification to kill his son. If Ostling were killed, then Black-Paws would seek vengeance.

Black-Paws Helkos 𐄀𐄁𐄂

Faction: Telmori

Age: 54

Keywords: War Chief

Magic: Telmor Spirit Society ▼

Look: High cheek-bones, long black hair, tall

PRINCE OF SARTAR'S BODYGUARD: GORAM WHITE-FANG 𐄀𐄁𐄂

Goram White-Fang is the current leader of the Telmori Royal Guard, the bodyguard of the Prince of Sartar. He is devoted to that service.

Goram is dour, taciturn and silent. He dislikes those who do not take life seriously, those who speak at unnecessary length or just indulge in small talk. Temertain's court regard him as humorless, he regards them as unworldly. As a result, Goram keeps to the company of his men, and keeps the Prince's court out of his path.

Goram is one of the Helkos Brothers. His father is Kostajor Wolf-Champion, his great-grandfather Prince Sartar. It is from the blood-kinship that his loyalty to the House of Sartar stems. Like Black-Paws, he dresses as a 'civilized' Orlanthi and uses metal weapons and armor.

When the Telmori rose against the Maboder, Goram White-Fang led the Royal Guard against the Orlanthi, because the Maboder had broken Sartar's treaties and a descendant of the Royal House, Kallyr Starbrow, fought alongside the Telmori. In 1613, when Starbrow raised the tribes in rebellion, he fought alongside her.

But now with a member of the Royal House in Boldhome, Goram obeys the Prince — as he once obeyed Kallyr. Goram sometimes chafes at obeying Prince Temertain; he preferred Kallyr, but he knows that sacred oaths are often difficult — the power lies in keeping them. The only thing that might free him from his oath would be if the Prince obviously broke Sartar's promise to help free the Telmori of their curse.

For now, Goram remains aloof from Telmori politics, though he fears Jogar Sog's influence, believing that the Ituvanu are dangerous and make pacts with forces beyond their control.

Goram White-Fang 𐄀𐄁𐄂

Faction: Telmori

Age: 47

Keywords: War Chief

Magic: Telmor Spirit Society ▼

Look: Dark hair, tall, long mustache, usually 'wearing his skin'

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THE PRIESTS

ITUVANU SHAMAN: JOGAR SOG ♀♂

Jogar Sog is the son of Minanco Sog, who some called White Snout. His mother was Vorena the Rattle, the daughter of Kostajor Wolf-Champion. Her siblings are the Helkos Brothers. As such, Black-Paws is his uncle and Kostajor his great-uncle. It also means that Jogar is related to the House of Sartar, a connection he has done his best to bury the pain of, and will kill any who mention it.

Jogar proved his abilities as a warrior when the Telmori battled to destroy Wolf Stand, the settlement Ivartha the Skinner began in Torkan's Vale during her exile.

On the Wolf Hunt, Jomes Hostralos blinded him in one-eye. He began to get visions after that, and his father, a Telmor shaman, began to instruct him in shamanic practice, taking him on Other Side journeys. To his father's horror it quickly became clear that his son was an Ituvanu, one who would capture the spirits of other traditions, binding them to his service. Minanco mourned his son that day, for he realized he would not live to old age. Jogar was re-born an Ituvanu shaman when he found his shadow self on the Killing Pine.

Among the first spirits that Jogar bound to his service were the Owl and Crow spirits that had once fought the Corvid War. His enemies came to fear the great White Owl demon and the cruel Black Crow.

Jogar took part in the ambush of the Wolfskinners at Pine Stand; he was the decoy pretending to be a lame wolf. The Wolfskinners escaped the killing ground and Aethelric the Girl took Jogar's other eye. He sees now through the eyes of his wolf brother.

Jogar has waged war against the Red Cow, Two-Pine, Lorthing, and Wulfsland without cease. He killed the stickpickers who were cutting wood in the Dogbone Hills; he took Leikorl the Shadow hostage after the Ox-Wagon Fight and tortured him near to death before he escaped. He still holds Leikorl's scalp and he plans to use it to take control of Leikorl with a snake spirit and try to kill Ivartha.

He hates all humans. He delights in their torture and wears a cloak made from the skins of those he has flayed alive. His drums are bound in human skin.

In addition to hunting bird spirits, Jogar has bound snake spirits to his service. As well as deadly assassins, he often uses his snake spirits as spies, seeing through their eyes, or to possess victims and force their bodies to his will.

Jogar Sog ♀♂

Faction: Telmori

Age: 44

Keywords: Shaman

Magic: Shaman of Ituvanu ♂

Look: Cloak of human skin, disconnected shadow, empty eye-sockets

• Chapter 13 • APPENDICES

GENERAL TERMINOLOGY

The following terms are used in describing Gloranthan institutions. Whilst there are similarities to a greater or lesser degree between the societies and cultures of Glorantha and those of terrestrial history, the use of these terms should not be confused

as indicating anything but a superficial resemblance. No Orlanthi society is analogous to that of the Vikings, Kelts or Anglo-Saxons; the Lunars are neither Romans nor Babylonians. The use of Old or Middle English or Latin terms should not be taken as indicating an exact correspondence beyond the general meaning. Whilst it is useful to employ historical comparisons, these can be misleading.

Term	Meaning
Carl	A free class of farmers. To qualify, a man must have an ox-team and plow.
Chief	The head of a clan.
Cottar	A free class of farmers, usually shepherds.
EWf	The Empire of the Wyrms Friends; the empire which dominated Dragon Pass in the Second Age.
Fyrd	The militia of a clan.
God-talker	Holy person chosen by the gods to communicate with them.
Half-carl	A free class of farmers. To qualify, a man must have half an ox-team and a plow.
Housecarl	The household troops of a chief or king.
Juror	A Lawspeaker or a person designated to speak for a clan or tribe.
King	The head of a tribe.
Kinstrife	Violent conflict within a clan.
Lawspeaker	A person knowledgeable of the laws and traditions.
Legate	A general officer of the Lunar Army.
Noble	A clan chief or a tribal king or queen.
Peltast	A type of light infantry often deployed as skirmishers.
Prince	The one who takes the 'First' position; the supreme ruler of Sartar.
Queen	The head of a tribe.
Shield wall	A wall of shields formed by fighters standing shoulder to shoulder, holding their shields so that they overlap.
Stead	A village.
Steadfast	A fortified village.
Stickpicker	Lowest free class in Orlanthi society.
Thane	The head of a household, a merchant, a god-talker, craftsman, a housecarl, a member of the clan council.
Thrall	A slave, legally not identified as a person.
Triaty	A set of three clans which only take wives from each other.
Tula	The land of an Orlanthi clan.
Vexilla	A sub-division of the Lunar Army, often composed of companies from several regiments.
Wergild	The legal reparation due according to the value of an individual in restitution for injury or death.
Wyter	A spirit or minor god, which represents a community of Orlanthi.

MILITARY TERMINOLOGY

Type	Meaning
Heavy Infantry	Typically armored with bronze or leather armor and armed with spear and sword. Heavy Infantry most typically fights in a phalanx or shield wall. A regiment of Heavy Infantry is typically around 1,000 soldiers.
Light Infantry	Light infantry is used as a skirmishing screen ahead of the main body of infantry. A regiment of Light Infantry is typically around 1,000 soldiers.
Light Cavalry	Armed with missile weapons, typically bows or throwing javelins. They skirmish with the foe, withdrawing from any offensive only to turn around and counterattack once the offensive is spent. A regiment of Light Cavalry is typically around 500 soldiers.
Heavy Cavalry	Engages in direct contact with the foe, usually with lances (spears), sometimes with swords, maces, or axes. A regiment of Heavy Cavalry is typically around 500 soldiers.

Armor	Meaning
Leather	Most commonly the linethorax or a leather lamellar cuirass. It typically includes a conical or open bronze helmet.
Bronze	Commonly a scale or chain hauberk or a bronze breastplate. It typically includes an open or full bronze helmet and greaves.

Weapons	Meaning
Axe	A single or double-headed cutting weapon used either one or two-handed.
Bow	Typically a self bow or a composite bow.
Javelin	A short spear between 3 and 6 feet long and balanced for throwing.
Khopesh	A sickle-sword with a curved single edged blade used for slashing and for disarming an opponent.
Kontos	A type of long cavalry lance about 12 to 14 feet long.
Kopis	A curved single-edged blade used for cutting and thrusting.
Long Spear	Between 6 and 12 feet long and usually used overhand.
Mace	Has a heavy head on a solid shaft used to bludgeon opponents.
Pike	A long thrusting spear between 10 and 25 feet long.
Rhomphaia	A straight or slightly curved single-edged blade attached to a pole considerably shorter than the blade.
Shields	Round, crescent-shaped or rectangular and come in a variety of sizes depending on the regiment.
Sling	A pouch on a cord used to throw a blunt projectile of stone, clay or lead 'sling-bullet'.
Sword	A long, leaf-shaped blade used for cutting and thrusting.

Hero Ofend Many-Moods

Player Name Erik

Benefits & Consequences

Campaign *The Coming Storm*

Runes

6 Air 17

☸ Yin Yin 1 11 (lustful, curious, loyal)

Initiate of Yinkin

Flee jealous Husband + 2

⌘ Life 13

Distinguishing Characteristic

Vengeful 15

Standard of Living

Common

Keywords & Abilities

Occupation Keyword: Hunter 7w

Iron Arrows + 2

Iron Hunting Knife + 2

Heartling Culture (Red Cow) 13

Hate Dinacoli + 1

Community: Red Cow Clan 13

Flaws

The Emerald Sword killed my father 7w

Unspent Additional Abilities

Ability Points

Magic Points

Hero Points

Hero Londrol Spear-Rattler

Player Name	Mark
1. A. Smith	10
2. B. Jones	15
3. C. Brown	20
4. D. White	25
5. E. Black	30
6. F. Green	35
7. G. Taylor	40
8. H. Wilson	45
9. I. Moore	50
10. J. Davis	55
11. K. Miller	60
12. L. Hall	65
13. M. King	70
14. N. Scott	75
15. O. Adams	80
16. P. Baker	85
17. Q. Clark	90
18. R. Evans	95
19. S. Lewis	100
20. T. Walker	105
21. U. Young	110
22. V. Hill	115
23. W. Scott	120
24. X. Green	125
25. Y. Brown	130
26. Z. White	135
27. AA. Black	140
28. AB. Green	145
29. AC. Brown	150
30. AD. White	155
31. AE. Black	160
32. AF. Green	165
33. AG. Brown	170
34. AH. White	175
35. AI. Black	180
36. AJ. Green	185
37. AK. Brown	190
38. AL. White	195
39. AM. Black	200
40. AN. Green	205
41. AO. Brown	210
42. AP. White	215
43. AQ. Black	220
44. AR. Green	225
45. AS. Brown	230
46. AT. White	235
47. AU. Black	240
48. AV. Green	245
49. AW. Brown	250
50. AX. White	255
51. AY. Black	260
52. AZ. Green	265
53. BA. Brown	270
54. BB. White	275
55. BC. Black	280
56. BD. Green	285
57. BE. Brown	290
58. BF. White	295
59. BG. Black	300
60. BH. Green	305
61. BI. Brown	310
62. BJ. White	315
63. BK. Black	320
64. BL. Green	325
65. BM. Brown	330
66. BN. White	335
67. BO. Black	340
68. BP. Green	345
69. BQ. Brown	350
70. BR. White	355
71. BS. Black	360
72. BT. Green	365
73. BU. Brown	370
74. BV. White	375
75. BW. Black	380
76. BX. Green	385
77. BY. Brown	390
78. BZ. White	395
79. CA. Black	400
80. CB. Green	405
81. CC. Brown	410
82. CD. White	415
83. CE. Black	420
84. CF. Green	425
85. CG. Brown	430
86. CH. White	435
87. CI. Black	440
88. CJ. Green	445
89. CK. Brown	450
90. CL. White	455
91. CM. Black	460
92. CN. Green	465
93. CO. Brown	470
94. CP. White	475
95. CQ. Black	480
96. CR. Green	485
97. CS. Brown	490
98. CT. White	495
99. CU. Black	500
100. CV. Green	505
101. CW. Brown	510
102. CX. White	515
103. CY. Black	520
104. CZ. Green	525
105. DA. Brown	530
106. DB. White	535
107. DC. Black	540
108. DD. Green	545
109. DE. Brown	550
110. DF. White	555
111. DG. Black	560
112. DH. Green	565
113. DI. Brown	570
114. DJ. White	575
115. DK. Black	580
116. DL. Green	585
117. DM. Brown	590
118. DN. White	595
119. DO. Black	600
120. DP. Green	605
121. DQ. Brown	610
122. DR. White	615
123. DS. Black	620
124. DT. Green	625
125. DU. Brown	630
126. DV. White	635
127. DW. Black	640
128. DX. Green	645
129. DY. Brown	650
130. DZ. White	655
131. EA. Black	660
132. EB. Green	665
133. EC. Brown	670
134. ED. White	675
135. EE. Black	680
136. EF. Green	685
137. EG. Brown	690
138. EH. White	695
139. EI. Black	700
140. EJ. Green	705
141. EK. Brown	710
142. EL. White	715
143. EM. Black	720
144. EN. Green	725

Campaign *The Coming Storm*

Runes

6 Air 5w

Initiate of Drfanth

(passionate, proud, unpredictable, violent)

2 Movement 13

† Death 13

Benefits & Consequences

Distinguishing Characteristic

Rattle Born (see Keywords & Abilities)

Standard of Living

Common

Keywords & Abilities

Occupation Keyword: Mercenary |

Battle Born I

Berserker Rage +1

Big and Strong + 1

Heartling Culture (Red Cow) 13

Hate Dinacoli + 1

Community: Red Cow Clan 13

Housecarl to Kangharl Black-Brow +1

Member of the Tormatking Bloodline +1

Flaws

Rattle Born 1

Unspent Additional Abilities

Ability Points

Magic Points

Hero Points

Hero Maklami Friend of Heroes

Player Name *Claudia*

Benefits & Consequences

Campaign *The Coming Storm*

Runes

□ Earth 13

III Harmony 13W

Initiate of Ernafda

(forgiving, merciful, peaceful)

⌘ Life 13

Distinguishing Characteristic

Fearless 17

Standard of Living

Prosperous

Keywords & Abilities

Occupation Keyword: Healer 2

Heartling Culture (Red Cow) |

Adopted Daughter of Broddi Strong-Kin + 1

Fine jewellery, clothes, and cosmetics + 1

Follower of Enastara the Red +1

Community: Red Cow Clan 13

Flaws

Haughty 2w

Unspent Additional Abilities

Ability Points

Magic Points

Hero Points

Hero Rastalulf the Tall

Player Name *Jeff*

Campaign *The Coming Storm*

Runes

6 Air 13

III Mastery | W

Initiate of Drfanth

Honorable + 1 (proud, just, authoritative)

Y Truth 13

Benefits & Consequences

Distinguishing Characteristic

Honorable (see Runes)

Standard of Living

Prosperous

Keywords & Abilities

Occupation Keyword: Thane 7w

Herds of Red Cows +1

Bronze Cuirass, Greaves, and Helm +1

Heartling Culture (Red Cow) 13

Community: Red Cow Clan 13

Rival to Kangaroo Black-Brow +1

Loyalty of Enerin Bristle-Beard +1

Flaws

Trusting 7w

Unspent Additional Abilities

Ability Points 2

Magic Points

Hero Points

Hero Barbessa Laugh-Much

Player Name Kerstin

Campaign *The Coming Storm*

Runes

Water 1 (mercurial, capricious)

Initiate of Helper

Initiate of Engizi sub-cult

2 Movement 17

⌘ Life 13

Benefits & Consequences

Distinguishing Characteristic

Always Laughing 17

Standard of Living

Common

Keywords & Abilities

Occupation Keyword: Mercenary

Heartling Culture (Red Cow) 13

Community: Red Cow Clan 13

Follower of Drstator Spearlord +1

Follower of Borngold Many-Brothers + 1

Flaws

Impulsive **Tw**

Unusual Appearance |

Unspent Additional Abilities

Ability Points 2

Magic Points

Hero Points

Hero Koschei the Weary

Player Name Ben

Campaign *The Coming Storm*

Runes

6 Air 13

2 Movement 1 W

(adventurous, dynamic, impulsive, reckless)

Initiate of Drfant

Initiate of Ulanin the Rider Initiate of Orfanth

† Death 13

Benefits & Consequences

Distinguishing Characteristic

Hard Bitten 15

Standard of Living

Common

Keywords & Abilities

Occupation Keyword: Cattle Raider 

Heartling Culture (Red Cow) 13

Community: Red Cow Clan 13

Sworn Man to Kangharl Black-Brow +1

Member of the Tormakting bloodline +1

Companion: Lucky Alynx 15

Alynx 20

Yinkin 1W

Nine-Lives 17

Flaws

In love with Talastaring settler of Wulfsland 7w

Broddi Disapproves

Unspent Additional Abilities

Ability Points

Magic Points

Hero Points

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JOIN THE HEROES OF THE RED COW

In Sartar, the Red Cow clan are surrounded by their enemies and occupied by the Lunar Empire. To their south the Culbrea tribe cast greedy eyes on the clan's cows, to the north the treacherous Dinacoli seek vengeance for old wounds, and to the east the monstrous Telmori, a tribe of werewolves listen to a new leader, Jogar Sog, who calls on the wolfmen to slaughter their neighbors. The winds that bring the Hero Wars are blowing, can your heroes see your clan through *The Coming Storm*?

The Coming Storm is the guide to the *Glorantha* setting of the Red Cow clan in Sartar. With over 60 detailed and

illustrated NPCs, write-ups of all major locations, maps, history of the Cinsina, and details of the neighbouring Dolutha, Two Pine, and Emerald Sword clans. Also covered are the Telmori werewolves, Wulfsland settlers, local rebel leaders and the ghouls of the Woods of the Dead. This book provides everything you need to run a classic clan-based Sartarite campaign.

The Coming Storm forms the setting for the forthcoming *The Eleven Lights* an epic campaign taking the Red Cow through the opening days of the Hero Wars from 1618-1625.



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