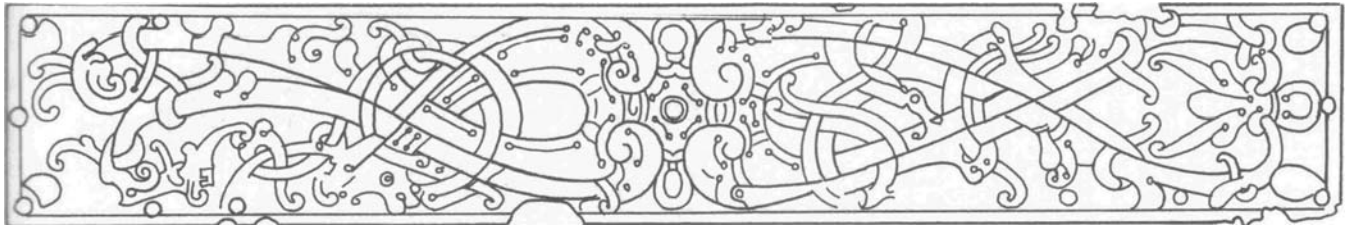


Book of the Red Cow

"The cease of majesty
Dies not alone; but, like a gulf, doth draw
What's near it with it: it is a massy wheel,
Fix'd on the summit of the highest mount,
To whose huge spokes ten thousand lesser things
Are mortised and adjoin'd; which, when it falls,
Each small annexment, petty consequence,
Attends the boisterous ruin. Never alone
Did the king sigh, but with a general groan."
– Hamlet, William Shakespeare





By Ian Cooper

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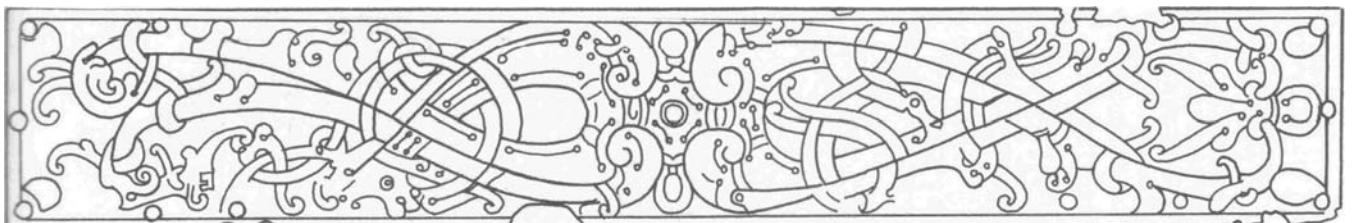
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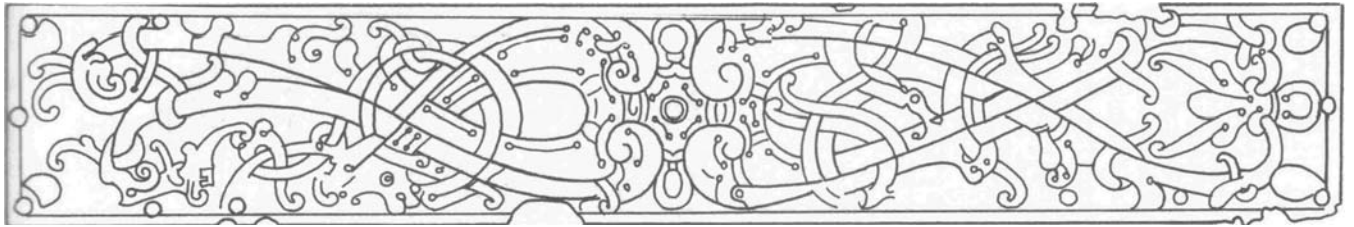
The background of the Cinsina tribe here draws on Heroes of Wisdom by Ingo Tschinke. References to that material are used with permission of the author, though the differences from Heroes of Wisdom here are my own and do not represent any one else but opinion.

Ideas for the Culbrea come from Heroes of Wisdom and material by Patrik Sandberg and Martin Laurie's Culbrea material (<http://home.swipnet.se/~w-59453/>).

Ideas on Heortling marriage are indebted to the article Of Courtship, Contests, and Cattle – John Hughes and Jeff Kyer <http://www.glorantha.com/new/courtship.html>

This project was inspired by the efforts of the Heortling Stead Project (<http://mythologic.info/stead/stead.html>) and John Hughes's excellent Far Point material (<http://mythologic.info/questlines/farpoint.html>)





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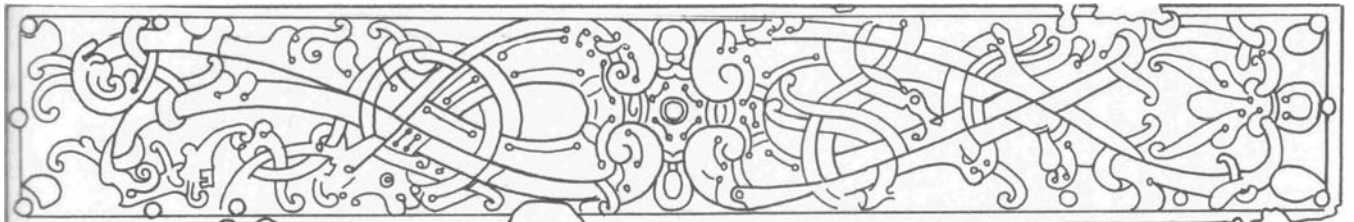
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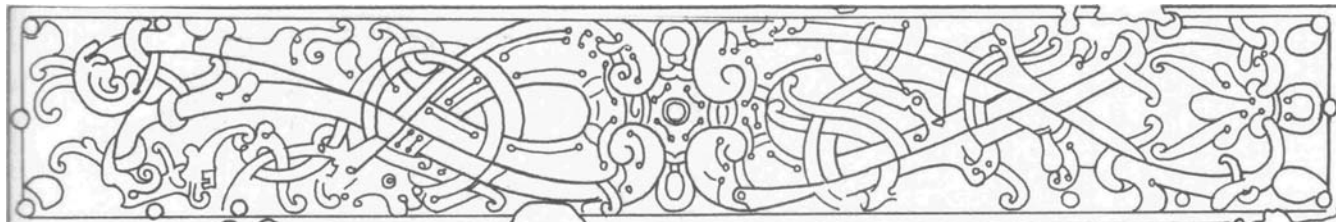
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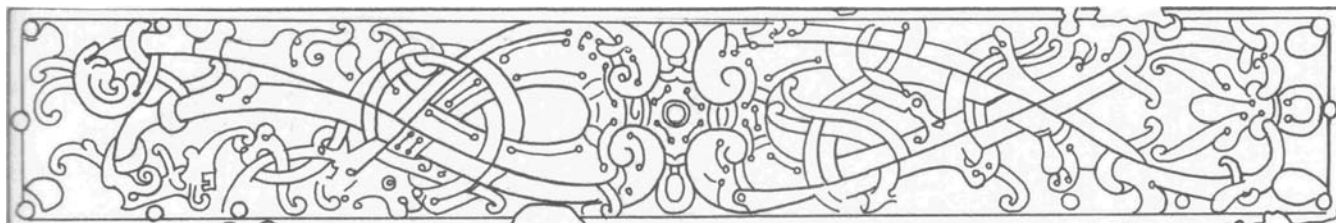
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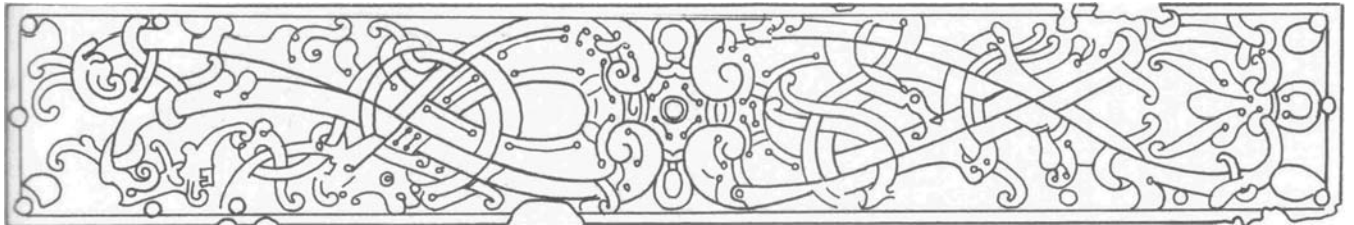
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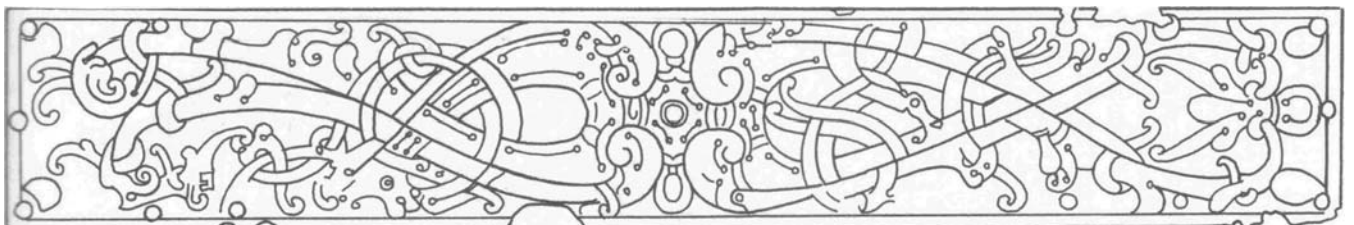
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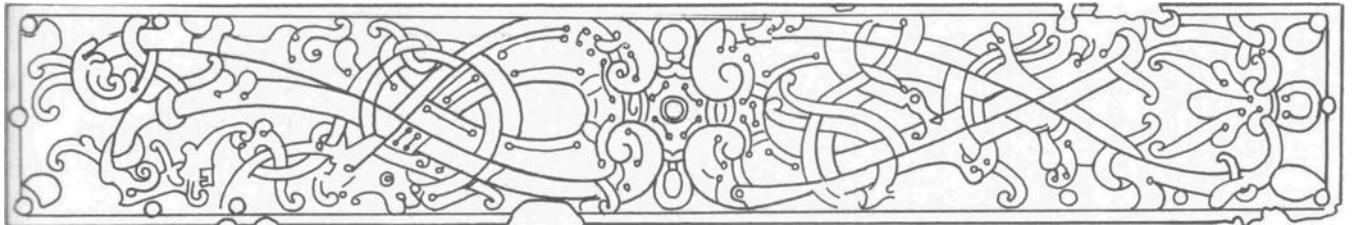
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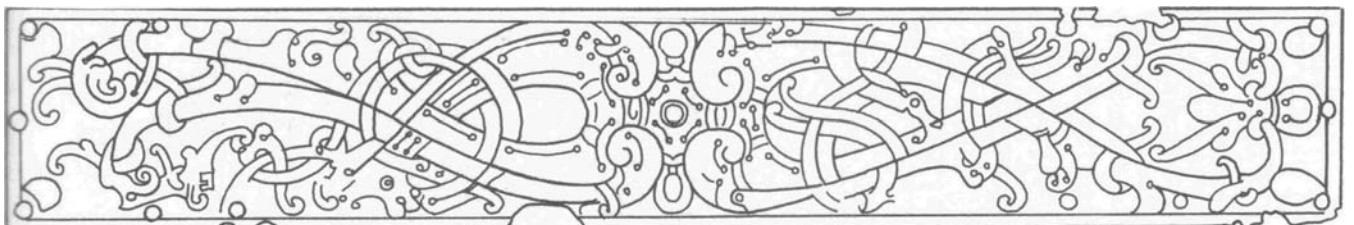
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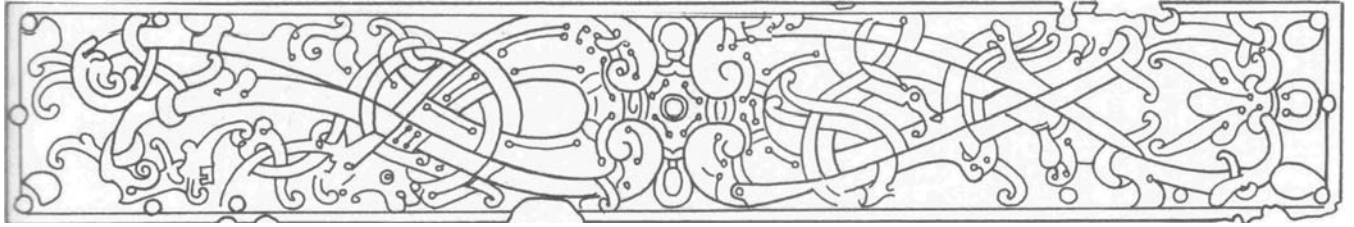
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Introduction

The focus of this campaign is the struggles that tear Sartar apart after the Empire destroys its ruling dynasty. With no central authority, old rivalries emerge. Will Sartar's tribes tear themselves apart? Freed from old pacts old feuds and grudges assert themselves. Civil war among the tribes of Sartar seems certain.

Recent Events

In 1601, Mirestranna, Queen of the Maboder tribe, and her children died in a house fire. Defying tradition, her younger brother Kathelranda seized the kingship of the tribe. Four years ago the Empire invaded Sartar; Kathelranda withheld the Maboder warband from the defense of the kingdom. The victorious Empire rewarded Kathelranda well. The Lunar governor has granted his tribe favorable trade and tax status and Kathelranda is frequently at the governor's side in Boldhome. Encouraged by the Empire, Kathelranda views his neighbors' lands and cattle with acquisitive eyes.

The Cinsina joined Prince Salinarg to defend the kingdom against the Lunar invasion. At Runegate Fort, Caroman Pass, and Boldhome, Red Cow clansmen fell and died before the onslaught. Few returned; the horrors they witnessed shattered those who did.

Who are the heroes?

The Lunar invasion slaughtered many of the clan's bravest warriors. The conflict sapped resistance from those who survived or stayed at home. With the Maboder pushing on their southern border, the Red Cow must turn to a new generation to preserve the clan.

When is it set?

The campaign begins in 1605, the year before the destruction of the Maboder and continues through the beginnings of Orlanthe expulsion of Lunar missionaries under the banner of the Righteous Wind in 1606 and the destruction of the Maboder. It concludes with the Wolf Hunt.

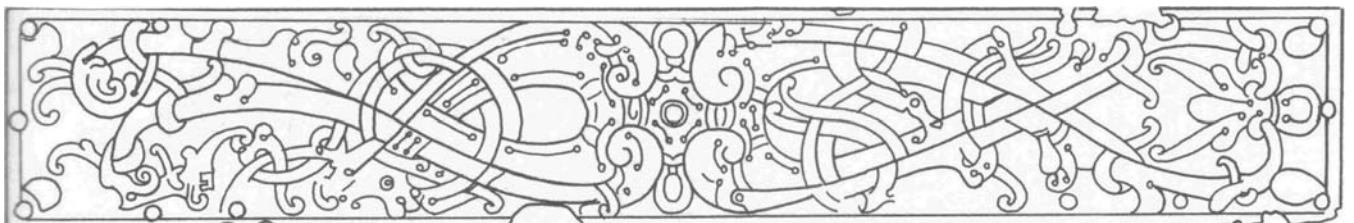
Protagonist Play

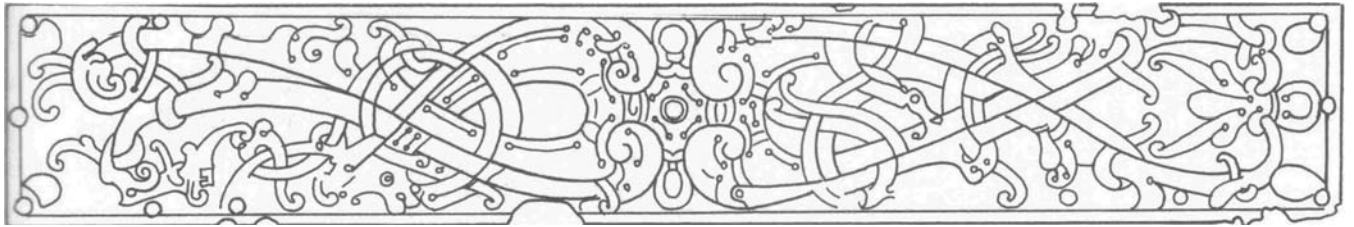
The suggested way to play Red Cow is Protagonist Play. In summary that means that the players create the stories that their characters participate in and the narrator orchestrates the narrator characters and events. Chris Chinn has written a good description of how Protagonist Play on RPG.NET: <http://www.rpg.net/news+reviews/columns/waystoplay25mar03.html>

The Hero Wars are between . . . Sartar and Empire

The house of Sartar is no more. Their last members – the Household of Death – died at the fall of Boldhome. The death of the prince of Sartar severed the bonds that tied the twenty-four tribes. Will the people of the kingdom remain true to Sartar's peace or will the old feuds and jealousies rise up now there is no one to suppress them.

Over a hundred years ago Tarsh fell to the Empire, its people turned from Orlanthe. Will the people continue to follow the king of the Storm Tribe, or will they turn to the Moon?





The Premise

Add a premise to protagonist play for the players to explore when telling their characters stories and you have a style of play some refer to as Narrativism (for more see Ron Edwards article on Narrativism at the Forge: http://www.indie-rpgs.com/_articles/narr_essay.html).

Ron Edwards highlights the premise of HeroQuest as being the setting. In the Hero Wars 'The Old World is over...' and the players can define the shape of the new one. In Red Cow we propose a premise that narrows the focus to 'The Kingdom of Sartar is over...' and 'Heortling culture is over' and asks the players to react to that challenge.

Heortling culture seems doomed. The Lunar Empire is a vibrant and dynamic culture whose message of tolerance, inclusiveness, and multiculturalism – 'We Are All Us' – is contending with a culture that is prejudiced, conservative, and xenophobic. For a brief moment, the ruling house of Sartar turned fractious, feuding hill tribes into a kingdom that began to show signs of a cultural renaissance. When the Lunars extinguished the Flame of Sartar, that renaissance ended too. The Heortlings find themselves in a poor choice between reverting to feuding tribalism or embracing Lunarization and an abandonment of their old ways.

The Setting

The setting as defined here is a tool for addressing the premise. Don't treat it as more than that, and if you need to change it to better explore the premise, do so.

For example, we suggest that the heroes worship only the usual community gods. That is because we believe people firmly within the society can better address the premise. After all, it is about that society coming apart. Changing religion might be a consequence of that in play, but we suggest starting within. However if a player feels strongly that they want to explore the premise in some way that this does not make possible then don't let the setting work against the story they want to tell, just change it.

What is the feel of the campaign?

The literary inspiration for this campaign comes from Viking sagas: blood feuds, pressing your case in the law court, spurring your reluctant kin to revenge, and leaving a proud heritage to your descendants.

The campaign focuses on the conflict internecine conflicts between clans, and the inexorable Lunarization of

Sartarite culture by the Empire. Suitable characters include bold warriors, doughty jurors, shrewd hearth mistresses, holy godi, and respected carls. Knowing what to do in a fight or being able to sway your kinfolk are valuable skills.

Historical and Fictional Sources

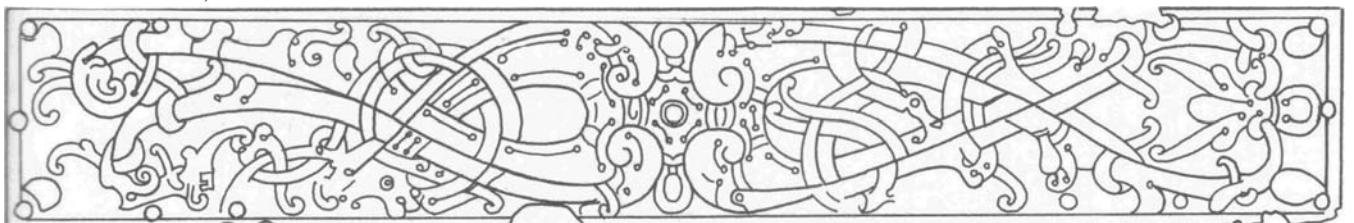
Beyond the Black River: Robert E Howard's Conan story features the savage Picts. We use Howard's Picts as a model for the savage Telmori. They are primal and unsettling to the characters in this setting.

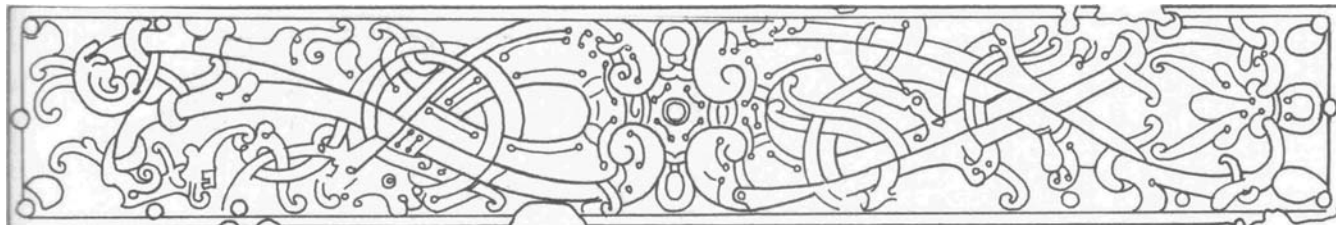
Dreaming the Eagle: The premise of Manda Scott's Boudicca series is similar to the premise of Red Cow. The British tribes, divided and feuding, fall to the Roman Empire. Divided and conquered the British culture in the south of the country begins to disappear under the pressure of Roman culture

Egil's Saga: This is less directly relevant than the others to the Red Cow premise, dealing with the Viking expeditions more than life within the community, but Greg Stafford says that Egil is the quintessential Orlanthi hero, so we include it here for reference.

Njal's Saga: The saga of burnt Njal is an epic tragedy of revenge, driven by human jealousy and greed. As events spiral out of control, ordinary men and women become prisoners of a cycle of killing and counter-killing that they cannot control.

Laxdaela Saga: This is a sweeping epic of a people, useful for understanding the feel of the saga of a community over the saga of individuals. Look for inspiration in Gudrun Osvif's-daughter whose unhappy marriage brings ruin to those around her.





Character Creation

The following modifiers apply when creating Red Cow characters.

- Hate Chaos 17
- Fear Dragons 15
- Friendly to Lunars 14
- Hate Arkat 1W
- Hate Pharaoh 13
- Hate Telmori 1W
- Return from Three Red Peak 17
- Running +5
- Skating +4

Remember that you do not have to take personality traits at this level. These values represent a typical member of the clan. However, beware mistrust if you have differing attitudes from your kin. The exception is that everyone has to take Fear Dragons at 17 and Hate Chaos at 10.

House Rule

If you get an ability twice, perhaps through narrative and keywords, each subsequent mention adds a +3. You can add abilities from both the appropriate HeroQuest keyword and Thunder Rebels keyword but you do not get a bonus for repeats between those.

All Red Cow clan members know the **Greet Trolls** ritual, which tells trolls that they intend a peaceful meeting and have strong friends and gods.

Red Cow warriors may take the **Quickened by Orlanth's Rattle** ability. The clan's magic has brought them to physical maturity early to replace their losses. Such

warriors are strong and fast, but immature and tempestuous. The tie to Orlanth Thunderous is always strong for the warriors who grew up shaking the god's rattle. How many winters has your character seen? How is he coping with his sudden adulthood?

Relationships

Red Cow is community centered. Heroes should have at least three relationships with other members of the clan or their enemies. One of those should be to someone at Brightwater stead. We provide some examples of personalities from the campaign that fit well into specific relationship roles.

Remember that all Heortlings belong to three communities (Thunder Rebels p.64): clan, temple, and hero band. There are three major temples: Hedkoranth, Helamakt, and Uralda. Examples of bands include the Red Bulls, the Wolf Skinners, the Auroch Bringers, and the King Fishers. All of these communities have their own wyter or guardian being. If none of the 'professional' bands suits you, propose a new one. Relationship Examples

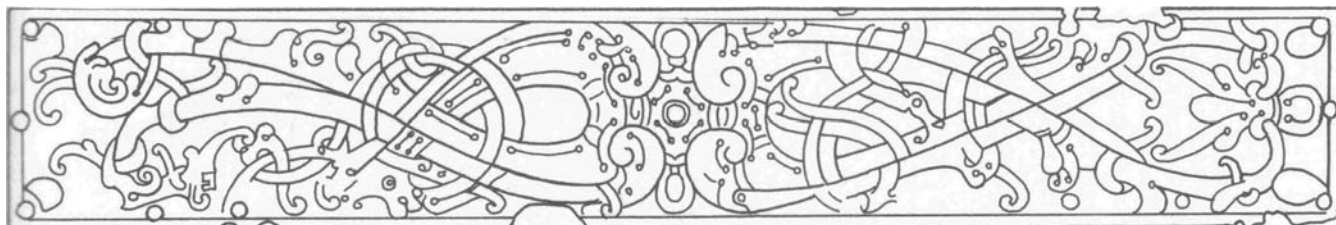
Patrons: Anyone who holds a position of responsibility in the clan can be a patron: members of the inner or outer ring, thanes, and master artisans, patriarchs of bloodlines, hall-heads, the warband leader, or one of his weaponthanes, a priest(ess) or godar.

Contacts: The Red Bulls, the women's circle, the outer ring, the inner ring, the King Fishers, the short-call, The Auroch Bringers, the Carls, the cottars, the stickpickers, the Wolf skinners, allied clans.

Allies: For married women – do you have allies among the kin of your former clan? Did your sister marry into another clan? Are there allies among your in-laws?

Adversary: A Split Waters or Six Stones clansman, a Telmori warrior or magician, a Lunar.

Red Cow is about the ordinary people in extraordinary times, about everyday folk who rise to become heroes. It is about the people of a community. It is about how that community copes when the world around it disintegrates. We encourage players to be ordinary folk, to worship Orlanth, Ernalda, or Heler, to work as farmers or steadwives





Red Cow Common Magic

Most people worship a common religion in addition to being an initiate of a favored aspect of Orlanth or Ernalda. A few people concentrate their magic. This tends to be priests and godi or those thinking of devotion. Besides Flesh Man, the Heortlings of Red Cow have additional common religions. See the example of Treebreaking Secrets in The Heroes Book.

Red Cow Specialized Magic

Heortlings worship Orlanth and Ernalda. Clan history and tradition favor some aspects and sub-cults. The Red Cow cannot provide enough worshippers to support all of Orlanth and Ernalda's roles.

Godtime alliances have led the clan to favor the Thunderous aspect of Orlanth over Adventurous. The clan has a special association with Hedkoranth who they aided at the three battles of Thrinbarri. There has always been a shrine to Hedkoranth on the clan lands. Here the Red Cow keeps the flint-tipped Thunder Spear one of the clan's sacred treasures, and a gift from Hedkoranth. These are the subcults and aspects open to heroes. See Thunder Rebels p.216-17 for more information on how widespread Orlanth's aspects are. Although the narrative character method only allows one specialized religion, keyword (see HeroQuest p.20) in the Red Cow campaign a hero may be a multiple initiate, provided the additional initiations be to sub-cults of the same god. The hero must pay for these out of their 20 points as per HeroQuest p.122.

Orlanth Adventurous: Drogarsi (skalds only), Ormalaya, *Ulanin the Rider*, Tatouth the Scout

Orlanth Allfather: Andrin, *Durev*, Harst, Orstan, *Poverri*, Rigsadal, *Starkval*

Orlanth Thunderous: Daylanus the Conquering Wind, Hedkoranth the Thunder Slinger, Helamakt the Fighting Storm, Ohorlanth the Great Storm, Yavor Lightning

Sub-cults in bold italics are the most popular.

The clan's Ernalda temple recognizes all aspects and subcults of the goddess (Thunder Rebels p.185) for both the women of the clan and those who live on their lands. Heroes can belong to any sub-cult or aspect of Ernalda. These subcults are the most popular.

Ernalda the Healer: Enferelda, Orgavale Summer, Jera

Ernalda the AllMother: Orane

Outlaws and Exiles

The Red Cow campaign is based firmly in the Red Cow *tula*. This means that anyone who leaves for an extended period, for example by being outlawed or fleeing to join the rebels in the hills is out of the game... for now.

Severance from kith and kin is a *huge* deal to a Heortling and it should be for you too. Of course, the saga nature of the game makes it likely that outlaws can return in a future game. Another character must take up the struggle in their place.

Marriage and Divorce

The Red Cow is patrilocal and patriarchal. They trace kinship through the male line. Young women leave the clan to marry. Divorce returns women to their birth clan, but children remain with clan. (Of course, there are exceptions for some of the forms or marriage).

Because of this, marriage and divorce may take female characters in and out of the campaign. Female characters need to choose between being an unmarried woman of the Red Cow, who might be 'married out' of the campaign or a married woman from another clan.

Can I worship someone other than Orlanth or Ernalda?

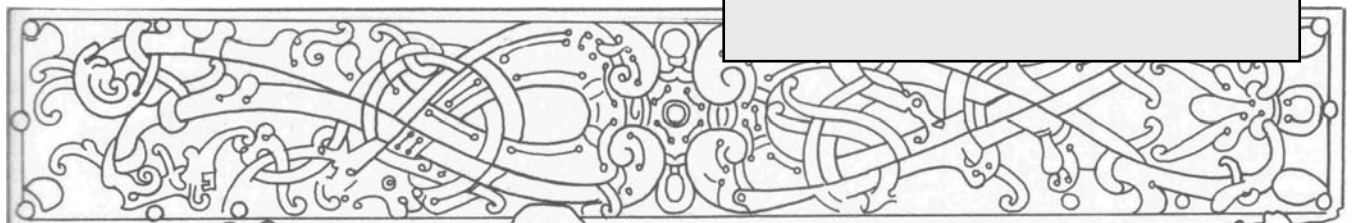
Only one in seven worship 'other paths'. Within the Red Cow, most of those follow Heler. Some special people do worship other members of the Storm Tribe, but most of these are narrator characters. Options from Storm Tribe open to player heroes in the Red Cow campaign are **Barntar**, **Heler**, **Rigsadal**, and **The Red Headed Woman** (only taken as temporary Ernalda convert – and you must identify whom you seek revenge on).

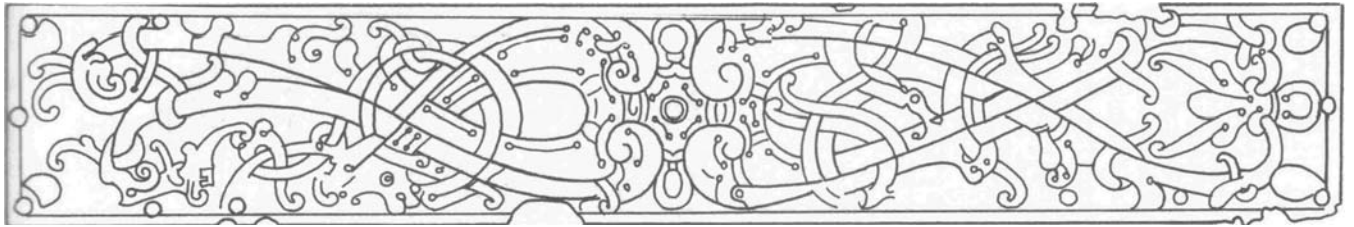
There may be opportunities for conversion to other members of the Storm Tribe during play – if the story suggests it and the play chooses it.

Can I play a Lunar convert?

You can play a 'red-turner' or Lunar convert in Red Cow. Of course most within the clan do not like the Empire, many had kin killed in the invasion, and you will bear the stigma of a collaborator. Perhaps you can prove their prejudices wrong.

Most converts follow the provincial church, but occasional heroes worship an individual from the Seven Mothers. See the *Imperial Lunar Handbook*
Homeland: Lunar Provinces





Esrola the Mother: Esra, Nevala, Uralda

Ernalda the Queen: Roitaina

Asrelia and Ty Kora Tek

Women progress through the Eernaldan religion as they pass through life's milestones: puberty, childbirth, and the menopause (see Storm Tribe p.17-18). Female heroes should choose an appropriate aspect: Healer before pregnancy, AllMother after childbirth (or Esrola or Queen), and Ty Kora Tek and Asrelia after menopause.

As always, the traditional one-in-seven do not worship Orlanth and Ernalda but follow other members of the Storm Tribe. Among the Red Cow, this amounts just under 100 adults. Most of the Red Cow's 'one-in-seven' belong to the Kerenelling bloodline and worship Heler. The Kerenelling descend from Karganar Bloodeye and the Blue Woman. They are Heler's help and recognized as having kinship to the Karantuel refugees that the clan adopted in the Gods' War. Their ancestry gives many Kerenelling a bluish tint to their skins and black, blue, or golden hair. Most live at Cloudburst Stead - the focus of local gossip. Kerenelling folk are different.

The Red Cow clan has supported the Redheaded lodge since the Resettlement. The Redheaded Lodge houses the Red Women of Vinga. The disastrous Lunar Invasion of 1602 has swelled the Redheaded lodge with widows and avenging daughters.

The chieftain's door thane, Kirnan Night-walker follows Rigsadal. Rigsadal was the clan's light in the darkness and the clan still honors him. Most who follow him worship him as a sub-cult of Orlanth Allfather, but the clan numbers both initiates and devotees of The Night Watchman.

Orkarl Bull-Rider follows Humakt, and lives a solitary, hermitic lifestyle in a cabin in the wild parts of the Red Cow tula bordering Maboder lands. Orkarl was once Belly Laugh and was chieftain of the Red Cow, but he fought and died with the fyrd at Caroman. His thanes carried his body from the field and resurrected him, but Orkarl has the relief sickness. He is the clan's only Humakti.

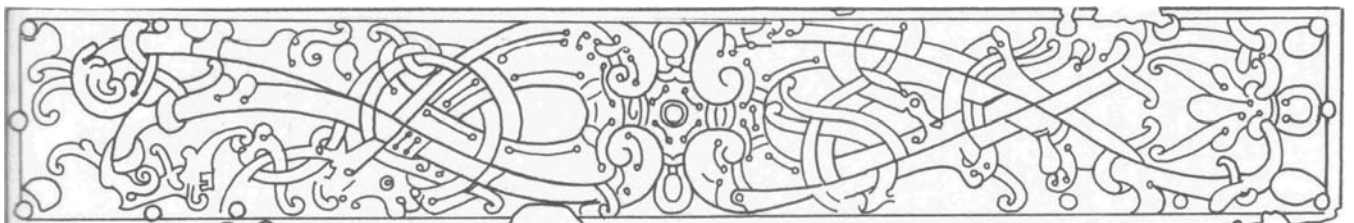
The clan has had Storm Bull worshippers in the past when they lived around the Print. Since moving north to Sartar, they have been far fewer. Still the occasional young man hears the call of the bull at his initiation.

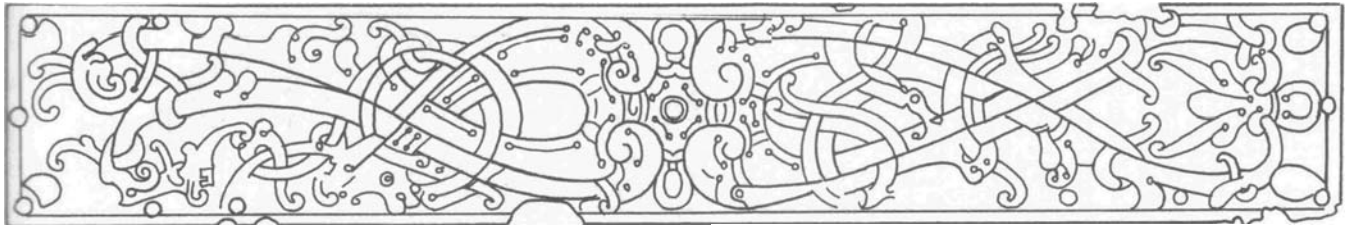
There have been missionaries of the Provincial Church in Red Cow ever since its garrisoning and some of the clan

have converted. The converts are distrusted by the rest of the clan, regarded as 'ruptureds', 'redturners', and 'moonlovers'. Nevertheless, they are still kin. The clan cold-shoulders and insults, but never attacks, them. The chieftain gives them none of the clan's odal property, so most must survive on the largesse of the mission.

The Saga System

This campaign uses the saga system on p.179 of Heroquest. Instead of progressing day-by-day, one or two adventures compress the significant events of a year. In between adventures, the characters may grow and develop, perhaps marrying and raising children. In addition to the benefits listed on p.179, everyone receives three hero points every Sacred Time to spend on relationships. If your hero gets married, has children, or helps around the farm then these points represent those efforts.





Cattle, Gifts, and Loans

At initiation, every boy receives his first herd. On marriage, every woman receives a dowry of a herd or bronze from her bloodline (see *Thunder Rebels* p28). They do well to husband their wealth and see it grow. A wealthy Heortling can provide for his kin and that represents political power in Heortling culture.

A cattle loan or cattle gift allows a rich man to bind his kin to service. This is how a clan works. The chieftain binds the bloodlines with the loan of odal cattle. Powerful men bind weaker ones. Broddi Strong-kin is one of the most powerful men of the Red Cow. He has many clients bound to him by cattle loaned from his own herds. Broddi is a 'ring-givers' – a man who distributes his wealth generously to his followers – men flock to his service.

Requesting Community Support

Requesting community support varies from the contest on *HeroQuest* p.90 to reflect the importance of wealth – particularly cattle loans and gifts – in buying influence. Wealth is always the ability used in a contest to gain support. Relationships can augment, but the ability to gift those whose support you seek or win them with cattle loans is paramount. Securing the support of the whole clan is a task for a rich man or woman!

Contest: Request Support from Community

Appropriate Ability: Wealth.

Typical Modifiers and Augments: Love [Community], Member of [Community], Generous, Heortling Customs -5, Orate -10, circumstances (see below), support from a related community.

Resistance: The **total support bonus** is based on community size; see the Community Support Bonus

This is a gifting culture. If you want to persuade someone in authority to help you, to allow a cattle raid, to pray to the gods on your behalf; then you give them gift. If you want men to serve as your followers, huscarls to serve as warriors in your stead, cottars to work your land; then you pay them with gifts.

table, *HeroQuest* p.90.

Total support—20W plus [total support bonus]

Extraordinary support—5W plus [total support bonus x1/2]

Moderate support—17 plus [total support bonus x 1/10]

Ordinary support—Automatic success *or* 14 (narrator's option)

Complete Victory: Hero receives one level of support more than he requested.

Major or Minor Victory: Hero receives requested support.

Marginal Victory or Tie: The community turns down the hero's request without prejudice. He still receives the benefits of **ordinary support**. The community may refer the hero to another group that can provide the requested support.

Marginal Defeat: The community provides limited resistance, but not enough to cause a penalty.

Minor Defeat: The community actively opposes the hero, resulting in **objection**.

Major Defeat: The community actively opposes the hero, resulting in **forbiddance**.

Complete Defeat: The community actively opposes the hero, resulting in **condemnation**.

Sample Circumstance Modifiers

See *HeroQuest* p.90.

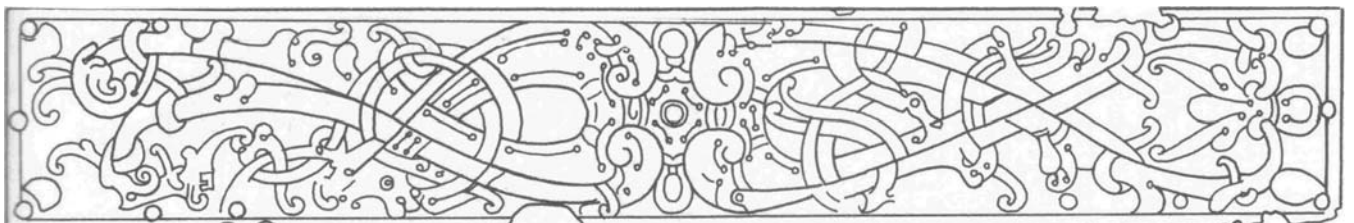
For a permanent point of reduction to the hero's wealth – spent on gifts: +5.

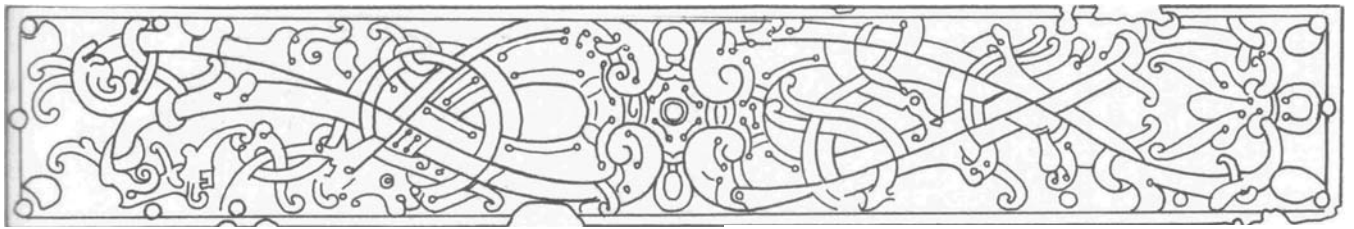
The hero has shown generosity previously: +5.

The hero has been miserly previously: -10 or more.

For a permanent point of reduction to the hero's wealth – spent on a feast: +5 per point of wealth spent to a maximum of +20.

The hero has previously broken hospitality laws: -5 to -10.





Family, Bloodline, Clan

Everyone can expect ordinary support from the family, bloodline, and clan (see Player Resources in *Barbarian Adventures*). You are expected to ask your family first and then your clan second. If your family will not support you, how can you expect your clan to do so? For example, if you want our kin to support a claim for compensation you should approach your family first and win their agreement. Approaches to your family use the normal support contest on *HeroQuest* p.90. In Heortling society, there is little difference between your and your families wealth.

With their support, you can approach a juror, backed by your family, and ask his opinion and support on the case. If he gives his support then you can approach the clan and ask the chieftain to take up your case. At each stage any support bonus you gain can be used to increase, your chances of the next community giving you support (see *HeroQuest* p.90). Failure to win support is always a negative to attempts to win influence from linked groups.

"We provide Recognition, Participation, Protection, Direction, Justice, and Revenge." - **Heort's Laws.**

Heort's Laws describe what ordinary support is in Orlanthe society. Recognition: A place in society. Participation: a share in the work of the clan and a share in the proceeds of that work. Protection: against the *Seven Dangers*: strangers, foreigners, enemies, hostile gods and spirits, disease, hunger, chaos. Direction: Heortling society has clear goals, being part of society gives direction. Justice: Fair and non-violent settlement of disputes. Revenge: "Violence is always an option"

Increasing Wealth

With wealth so important in influencing others a key question becomes: how do a gain or lose it.

Cows and Wealth

HeroQuest does not have an economic system but roughly, we equate three cows to one *Wealth*. Therefore, a character with *Wealth* 19 has 57 milk cows or equivalent wealth in goods.



Farming

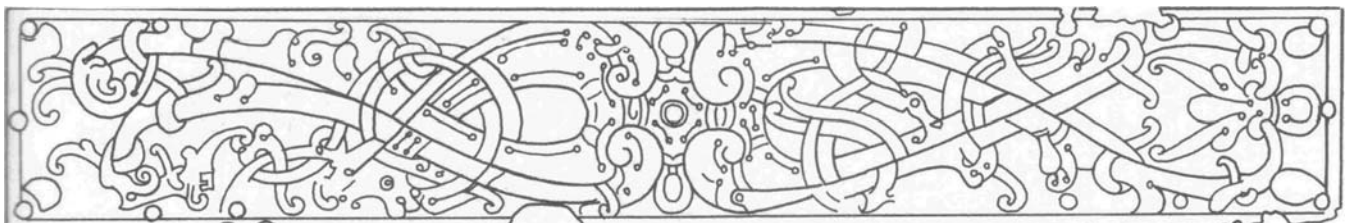
Good management of your existing wealth and the *odal* property granted to you by the clan generates new wealth (see *Thunder Rebels* p.27). Every Sacred Time farmers may try to increase their wealth based on the actions of the previous year. If several heroes join forces to increase one hero's wealth then treat this as a Mass Effort contest (*HeroQuest* p.183).

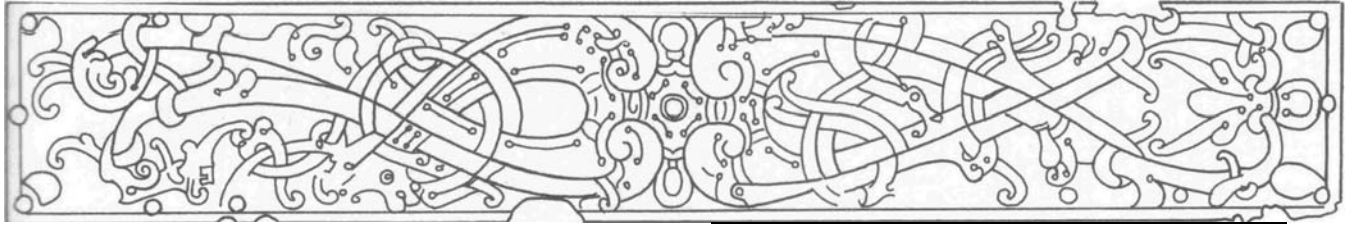
Contest: Manage Stead

Appropriate Abilities: Bring in Harvest -5, Farming -5, Fishing, Know Herd Animals -5, Manage Farm, Weaving -5, Work Hard -10

Typical Modifiers and Augments: Economic production based abilities from the Farmer, Fisherman, Herder, or Steadwife keyword; Making, Allfather, Bless Domestic Animals, Bless Domestic Plants, Barley, or Cattle affinities or feats from those affinities; Wealth.

Resistance: Desired wealth increase x5 (5 for +1, 10 for +2, 15 for +3, 20 for +4, 5W for +5, etc.).





Complete, Major, or Minor Victory: Target gains the attempted wealth.

Marginal Victory: Target gains 1/2 the attempted wealth increases.

Tie: No effect.

Marginal Defeat: Target loses to 1/2 the attempted wealth increase.

Minor, Major, or Complete Defeat: Target loses the attempted wealth increase.

Sample Circumstance Modifiers

Drought: -15.

Outbreak of disease among the cattle: -10 or more.

Blight amidst the crops: -10 or more.

Tooth-Grinder or Tooth-Barer sires your ewes: +10.

Plentiful rains fall in sea season and the harvest is dry: +5.

Cattle Loan

By tradition and law, a cattle loan is of nine cows and lasts for seven years. For the first three years, you pay back annually one-third of the loan -- three cows -- so that by the end of three years you have repaid the principal of the loan. For the following three years, you must pay back three cows in dairy produce, calves, or goods. In the sixth year, no payments are due, but in the seventh, you must return the original animals to the patron. You can terminate the loan by returning the original cows at any time.

Taking a cattle loan adds three to a hero's wealth. It costs one wealth each year for the first six years to service the debt and you must pay back the three wealth in the seventh year. The hero also gains the ability *Free Client of [Patron]* at 13 and for the period of the loan. The patron can expect a client's political support -- at the moot for example. By custom, a client should pay homage in the presence of his patron by rising to his feet.

A hero may give a cattle loan for the cost of three wealth to another member of the clan. The hero can expect to call upon their client's political support for the period of the loan and receives one wealth a year for the next six years.

The cattle loan is not about profit but about a rich-man spreading his political influence by loaning his wealth. Heortling law allows a man to take up to loans from up to three different men, though powerful men may object to their clients taking loans from their rivals.

Hervald seeks support

Hervald wants permission from the Sarostiping bloodline to outfit a trade expedition to a neighboring clan. Hervald seeks moderate support from his bloodline (resistance: 10W). Hervald is a young farmer -- wealth 13 -- so he has little chance on his own. Hervald has augments for his Relationship to Clan, Generosity, and Heortling Customs worth +5. The narrator decides that the others support the plan for a bonus of +5. This gives Hervald 3W. Hervald decides he wants to be certain of achieving his goal and takes two cattle loans to improve his influence: one from Broddi Strong-Kin, and one from Kornos Ever-On. Hervald is now a client of these men, but his wealth has increased by six. Hervald spends one point on gifts for the ring (+5) and adds the remaining 5 to his wealth (now 18). Hervald now has 13W against the ring's 10W resistance.

For the next six years, Hervald must pay two wealth each Sacred Time in repayment for his loans. He will need to make a profit from his ventures if he is not to see a slow reduction in his newfound status.

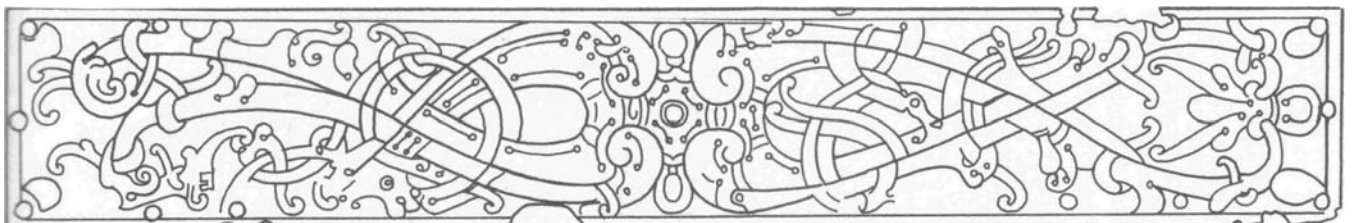
Cattle Gift

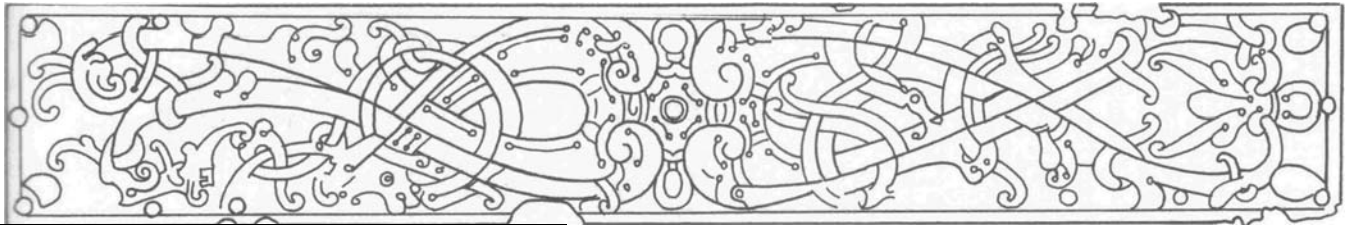
By tradition and law, a cattle gift is of cows equal to a man's *honor price*. A cattle gift binds the recipient to the giver more fully than a loan. A farmer repays the gift both in renders (agricultural produce like butter, cheese, and ale), service (political and military including obligations of hospitality to the giver), and labor. In addition, a third of all compensation due to the recipient including the payment of his wergild in the event of manslaughter is due to the giver. These obligations last until the recipient has compensated the giver to the full value of the gift. The community determines measures the payment of the compensation more than giver or recipient.

Taking a cattle gift adds a third to the hero's current wealth. The hero also gains the ability *Base Client of [Patron]* at 13 until the gift is repaid. The agreement binds the client in support of his patron. Each year the patron may ask for repayment of a portion of that debt in renders or service.

A hero can give a cattle gift and bind a narrator character to his service. The hero must pay wealth equivalent to half the man's wergild. They receive compensation or equivalent service every year in return. **A hero must purchase new followers obtained in play with a cattle-gift.**

Heortling allows a man to take up to three cattle gifts.





Vandarl takes a cattle gift

Vandarl is a Carl who aspires to greater prosperity (Wealth: 13). He takes a cattle gift from Broddi Strong-Kin. Broddi pays Vandarl 13 cattle and his wealth increases to 17. Vandarl takes Base Client of Broddi Strong-Kin at 13 and must pay Broddi renders and services.

Broddi can count on Vandarl's support in the moot and hospitality for him or his huscarls whenever he visits.

Cattle Raid

Raiding the neighbors is a traditional way for young men to increase the size of their herds. It is also a hazard to any farmer who may be subject to raids by his neighbors. For a warrior it is the main way to increase your wealth and hence your status.

A one-roll cattle raid contest can be an appropriate way for a warrior to try to increase their wealth.

See *Barbarian Adventures* p. 40-43 for details on running a cattle raid



Marriage

Marriage affects wealth. Dowry is one-fifth father's wealth; bride price is set from the daughter's economic value or attractiveness (one-tenth of best ability). Of course, people negotiate these numbers. Sealing an alliance or secure a love match may raise the dowry. [Figure the difference between the two numbers before rounding. This is the net wealth gained or lost.] A poor man may take the unattractive daughter of a rich man to gain wealth, or take a cattle loan from a rich man to secure a desirable one.

Divorce has consequences too. A woman always takes the value of her dowry when she leaves, she may be entitled to other wealth too.

Taxes and Tribute

You lose wealth every year in taxes and tribute. Every Sacred Time you must pay a tenth of your wealth in taxes to support the chieftain and his ring and the tribe (round up 0.5 or above). This is right and proper. Each Sacred Time you must pay a further twentieth of your wealth in tribute to the men of Jarol and Lorthing Vale. This is an outrage!

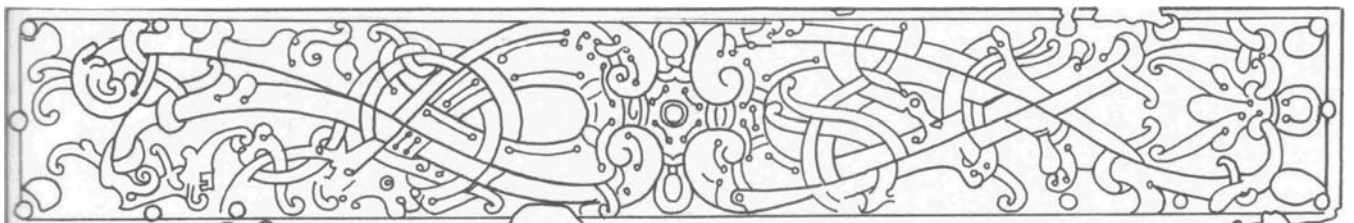
There are rumors that the Lunar military governor is thinking of taxing your clan for an additional tenth of your income. This is a doubling of your taxes. Rue the day!

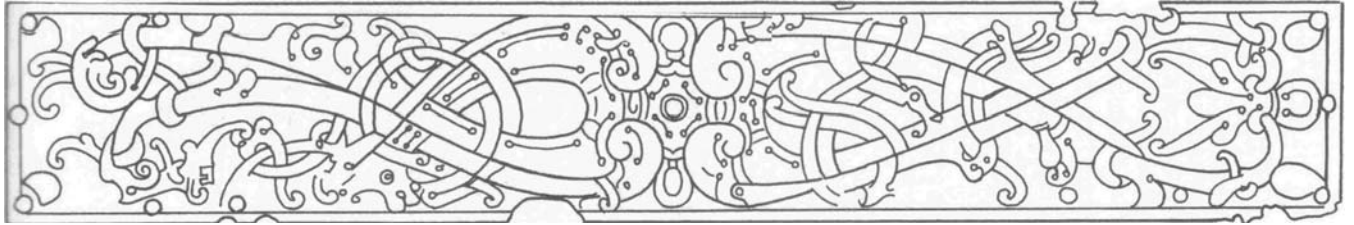
Hervald pays his taxes

Hervald has managed his new wealth well this year and gains five wealth to add to his existing 20 at Sacred Time. Hervald pays two of this to his patrons in repayment for his loan. He must pay a tenth of 20, or two wealth, to the clan to support the chieftain and his ring. In addition, Hervald must pay a twentieth of 20, or one wealth, to the men of Jarol Vale and Lorthing Vale in the Red Cow tribute. Hervald pays five wealth in taxes which wipes out any profit he made from his farming this year. If the Empire brings in their proposed taxes, he will be paying an additional two wealth a year and would be worse off at the end of the year than the start!

Wergild

Wergild is a man's price (see *Thunder Rebels* p.42-43) and you may have to pay it if a member of your clan kills someone. The amount you must pay depends upon how close the killer is to you in kinship. For example, your bloodline must pay out half the wealth of a man's wergild in cows for





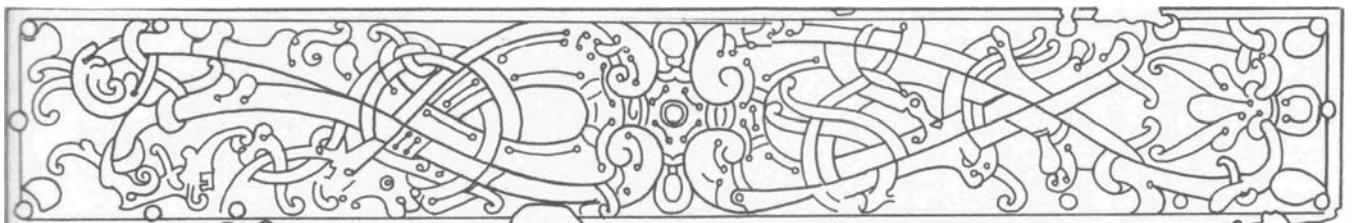
anyone a member kills. The spakeman apportions that debt among you and your kin. The killer or his family might expect to pay a quarter of a man's blood price in wealth. Other members of the bloodline might expect to pay the other quarter from amongst them.

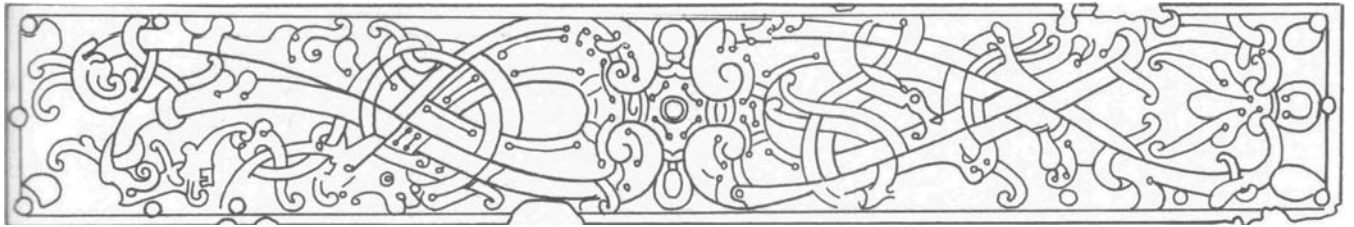
You do not gain wealth from receiving wergild, but your bloodline might lose wealth if the killer does not compensate you for a relative's death. Dead men cannot work fields or pastures. The narrator may penalize hero's wealth at Sacred Time if they have lost kin without adequate compensation. If you are patron to a client, you will lose income from him on his death.

A patron to a base receives a sixth of the man's value in wealth on his death.

Hervald pays wergild

Hervald killed a Split Waters man during a cattle raid. To prevent a feud the clan decides to pay wergild to the victim's kin. The Carl Hervald killed has a wergild of 25 cows, but after negotiation for provocation, the clans agree on a price of 20 cows. Hervald's bloodline must pay 10 cows to the Split Waters. The spakeman asks Hervald and his family to pay five cows in compensation. Hervald loses two wealth.





What My Grandfather Told Me

For more details on day-to-day life in a Heortling community see the Heortling 'What My Father Told Me' in HeroQuest voices and Thunder Rebels.

Who are you?

I am Hahlgrim Far-Walker, thane of the Red Cow clan and I am a man of the chieftain of this camp.

Who are we?

We are the Red Cow clan, from our sacred cows once raised at the ancient hill fort at the heart of our lands. Some people still call us the Drutorae or Osmann from the old clans that we grew from. Karganar Bloodeye and Jenesta Dreamer led us from our home in Heortland, north of the Quivin Mountains to the edges of the Creek. We were among the second wave of settlers of the Haunted Lands and triumphed in great struggles to conquer these lands.

Karganar brought us here because his ancestor was Ulanin the Rider. Ulanin was the husband of Orgavale Summer, who was a daughter of Vingkot. Together they founded the Orgorvaltes who lived in the lands around the Quivini Mountain.

These lands along the Heort Creek south to the Finger have always been ours, although the Split Waters dispute our claims to the best stag hunting lands to the south and show no respect for the ancient border markers. Their hunting parties often chase stags in our *tula* and we have to drive them off.

Where do our wives come from?

Just as Ernalda left her home at the Emperor's court to live with Orlanth and his kin, so our wives come from

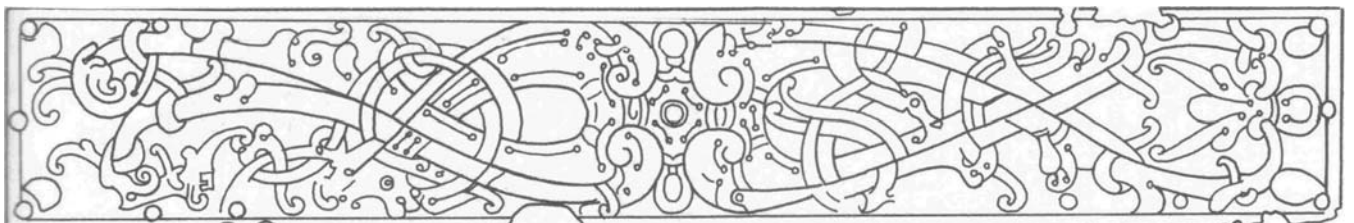
The Split Waters are perhaps our greatest enemy today. We fought the Seven Blows of Revenge when your great-uncle fell to a Split Waters arrow in the woods. The shame of the Burning of EoricStead still hangs heavy upon the men of Jarolvale.

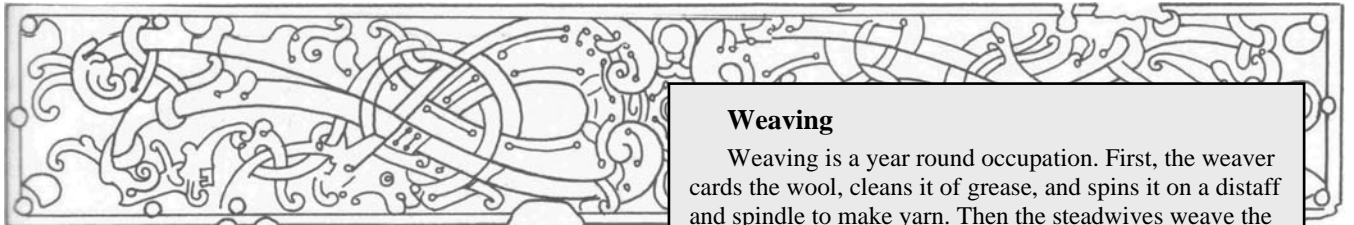
outside the clan, traveling from their bloodlines' stead to ours. The early days are often difficult for a new wife, because there is always suspicion with someone until she ties her fortunes to the bloodline. It is the birth of her first child, especially if it is a boy, which joins her to the community. We celebrate her new status with a welcoming feast, where she has the keys to some of the clan's stores. As a mother, she may speak at the moot and has authority within the family.

By tradition, our wives come from the other clans of the Cinsina: Underwillow, and Frithan. We only rarely take wives from the Dolutha for they are an Elmali clan and their magic wars with Heler who has long brought the rains that swell our clan's meadows. We have had a long relationship with the Culbrea tribe, sometimes good and sometimes bad and some of our wives come from our Culbrea neighbors the BlueBerry and Greenhaft clans. We do not take wives from the Gwandor clan because they take the Lorthing Vale tribute and are the source of the Bloody Sword raids.

We do not take wives from the Maboder. There is too much bad blood between them and us. We have feuded with the Split Waters clan many times. We fought the War of the One Eyed Woman over an ill-fated union with the Six Stones. Jistirra the Teacher from the Six Stones has married into our clan to bring peace between us. The elders speak of trouble in that marriage; I agree. We should not go against the old ways.

When my daughters, your sisters, marry they will leave the stead and go to live with the bloodline of their new husband. This is always a sad day and the men often weep at the parting. The women are much more practical of course, because they have made the journey their daughter's are about to begin. For them, knowing the opportunities that becoming a mother will bring their daughters tempers the sadness of parting.





Though our daughters have new kin, we still remember our bonds of blood, and thus we are bound to our neighbors. We can expect their help in times of ill fortune; often the women's circle calms disputes by negotiating with their sisters and daughters. In this, they are like Ernalda working quietly and unobtrusively to provide the best for their children. It is also, why we have a taboo on marrying the Maboder, for how would you feel if you had to kill your sister's new husband to avenge the death of your kin.

How do we live?

The 'Ring of Labor' describes the eighteen occupations: warlord, first, noble, priest, thane, skald, weaponthane, farmer, hunter, herder, fisherman, artisan, gardener, merchant, charcoal burner, puppeteers & jugglers, beggar, and thrall.

We are farmers and provide for our kin with plough and seed, like Orlanth, Durev, and Barntar. We raise fine cattle on the rich meadows down by the river. We need a lot of grazing for our herds, so our lands are distant from our neighbors, and we must always be alert to thieves from the Split Waters clan slipping over the border because there is none to come to our aid quickly.

There are fine trout and perch in the river and red deer roam freely in our lands. The doe are so fine that Telmori hunters come from afar to hunt here. Many a Cinsina warrior has earned his mead-hall boasts fighting against one of the Wolf Runners on our lands.

Brightwater stead is the finest place to live in all of the Red Cow's lands. The clan owns the stead, and the chieftain gives us *odal* rights to live in it and to work the lands. Many of the fat cattle you see grazing in the meadows belong to the clan too. We husband the lands and cattle that our kin have entrusted us, and from them pay our rent and taxes to the clan. The clan takes about a quarter of what we produce, the rest provides for our family and kin. As long as we manage our stead holding well it will provide for us and for our family. We all remember that no-good Haggard Blowhole who almost ruined us with the seven 'lazy' years when your ancestors almost starved amidst Ernalda's bounty.

We live in longhouses like this one, stave-built with the planks of the walls set edge-to-edge. They get their name from their size, and can be from forty to a hundred feet in length. Two fine rows of rune-carved pillars run down the middle of the hall to take the weight of the roof. Down each side runs a bank of earth, pinned back by slabs of stone and

Weaving

Weaving is a year round occupation. First, the weaver cards the wool, cleans it of grease, and spins it on a distaff and spindle to make yarn. Then the steadwives weave the yarn on an upright loom propped against the stead wall. A weaver uses a narrow loom for more intricate patterns. A steadwife may embroider rich cloth with needle and thread to make clothing fit for holy days and moots.

Crops

The Red Cow plant mainly barley with some wheat. The wheeled plow has a coulter and mould board. Plowing is a two-man job, one to guide the plow and keep the furrows straight, the other to goad the oxen.

Grain is ground into flour on hand-querns. Steadwives knead dough in a wooden trough by the hearth, shape it into a loaf, and then bake it over the fire on a stone slab or iron griddle.

Ale

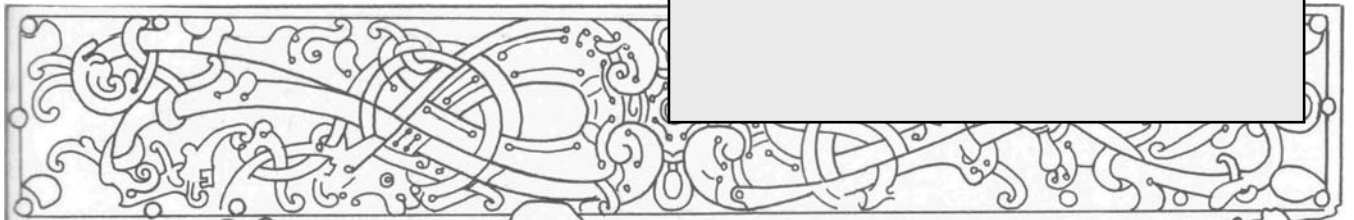
Heortlings make ale from barley malt. To make malt they seep the barley in water for three nights, leave it to dry for a day, and then pile it into a heap for three days. The malt germinates and is spread over the floor of the clan's malting house, and then turned for two weeks. After turning, the brewer lays the malt out on a haircloth and dries it over a kiln.

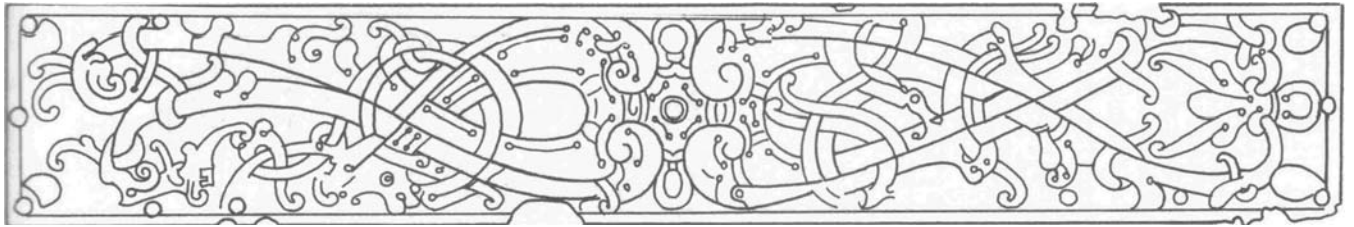
The steadwife mixes malt and water in a mash tun and leaves it for three days. She drains the wort off, takes a bush, and uses it to stir yeast into the worst. The ale ferments for three days and then barreled. Gruit a mixture of bog myrtle, rosemary, and yarrow gives the ale flavor.

The brewer can use the malt again. Ale is weak, especially from later washings of the mash (first water is strongest, small ale is weakest). A batch of ale is best drunk a couple of days after making while it is still fermenting. After a week, it is fit only for pigs. Serving week old ale would be an insult to a guest.

Cider

There are apple orchards throughout Heortling lands, their main purpose being apples for cider. The steadwife wraps the pulp or pomace in straw and press it to produce must. Then she ferments the must in barrels. Fermentation relies on wild yeast present in the apple and takes about a season, so cider made in the Earth season harvest is ready at the beginning of Storm season. Cider lasts well and is drunk in winter. To serve decant it into small earthenware vessels and drink from small cups.





wood to form a raised smooth floor. We leave the middle rough and fill it with a stone-lined hearth and a cooking pit. The doors are of strong wood and set in the long walls of the house. We carve the doorframe with images of the gods and heroes. The finest carvings are, of course, along the high-seat pillars in the centre of the hall.

In the day, the women work in the hall with distaff, spindle, and loom. In the evening, the tables are set and we sit by the long fires in the evening, eat, drink, and boast. At night, we sleep beside the fires warmth. Your mother and I have a cubicle, cut off by wooden partitions from the hall, where we enjoy a little privacy. Roll your bedding into a box to keep it out of the way during the day. You should own a mattress of straw with a feather quilt with a sheepskin blanket for the cold winter nights.

Tapestries and wall hangings decorate the walls of the stead, woven by the women at the loom or richly embroidered by hand. The tapestry on the north wall is the finest and tells some of the most important of our resettlement stories.



Around the hearth, you will find many of the most important

tools of the house: grinding querns, pots, pans, and cauldrons, pots and bowls, distaff and spindle, combs, linen-smoothers, tweezers, mirrors, and needles. Your mother knows where everything goes so do not move it without first asking her or your older sisters.

Furniture is scarce. While your mother and I have carved bed and a mattress stuffed with goose and down, you will have to rely on the benches. We store coins, jewelry, and fine linens in lockable chests; hooks on the walls hold buckets, pots, sacks, tools and weapons.

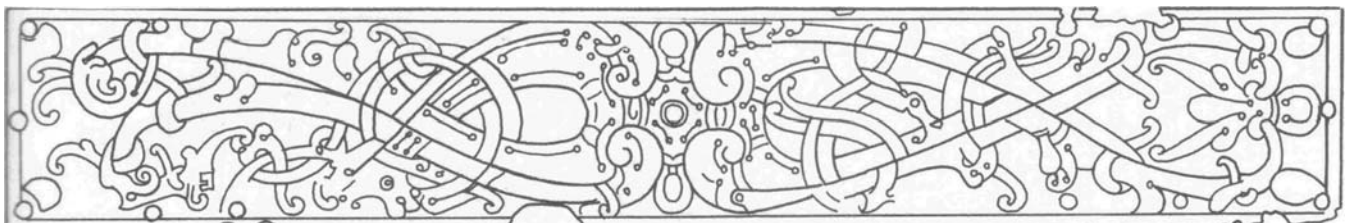
Slinker the old boar-tom and his mate Missy have the finest place among the rafters where they watch over the meats that hang smoking and ward off the mice and rats. Slinker was a fine herder in his day, but now his old bones get to rest by the fire and his many toms and queens by Missy do the work of the farm now.

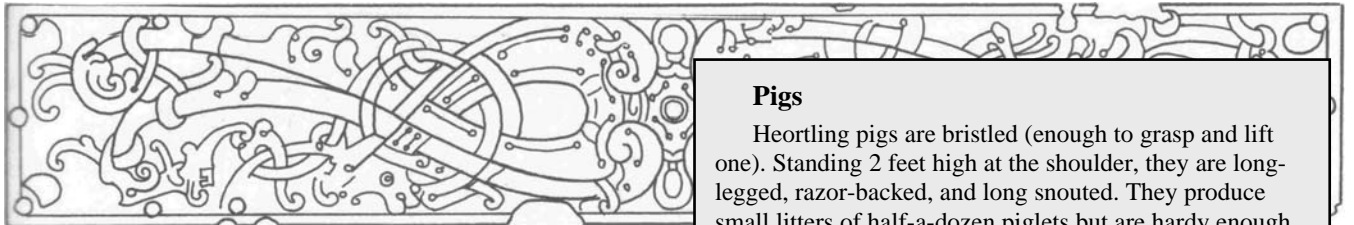
Of course, a farm is more than a longhouse and there are barns, stables, byres, sheep sheds, a pigsty, a smithy, other outhouses, muckheaps, and haystacks.

Your mother is mistress of the house and at her belt swings the keys to all our store cupboards and the granaries. We always put something aside in Asrelia's storage pits for when hard-times come, and we were thankful we did during the Red Rain years.

What work is there to do around here?

Farming is a cycle that follows the rhythm of the seasons. Their changes dictate the pace and pressure of our lives. Each year, when the winter snow melts and the rivers run high, and Ram day has passed we drive the cattle from their byres to the pastures to feed on the new grass. After Barntar's Plow Blessing Day, in Harmony week, we plow, sow, and harrow the crops in the fields. And if that was not enough we have to replenish the stores of fuel exhausted by winter by digging peat and cutting wood. We mend the walls that frost or snowfalls damage, so the cattle do not wander into the hayfields or the crops. The stickpickers manure the home field with the winter dung from the byres and sheepfolds.





Sea season is hard, backbreaking work after the enforced idleness of winter, but it can be good to be out of the stead again with the wind in your face. It is the hungriest time too, as our winter stores and storage pits are empty.

Sea season is also the time of fish festival when the Odaylans and fishermen give thanks for the Creek's bounty.

It is also the time of the clan moot. We settle winter's disputes, and hold the first tribal market – filled with the goods created on forges and looms during the long winter months.

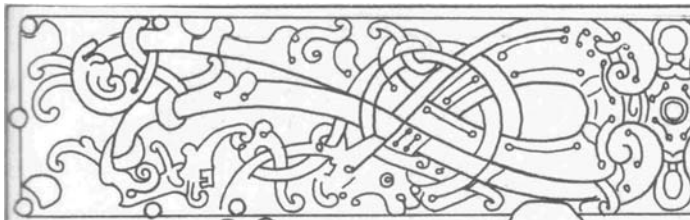
After lambing in Sea Season and shearing in the early days of Fire Season, we drive the flocks and herds into the pastures away from the stead. The herdsmen go with their charges to watch over them and keep them safe from Telmori and thieves.

Summer has less work and travel is easy so it is the time for traveling, trading, raiding, and war. At the end of summer, we hold the Lawstaff Day and the tribal moot when we bring lawsuits before the Cinsina king. Our Jarani lawspeakers wield the staff of Vingkot's law so that disputes from the raiding season do not fester over the whole winter. The clan sends many of its Carls to shout their support in the wapentake. Because so many people are there, a great market follows where we trade some of the surplus we will not need for winter. It is the time for marriages and the time to settle disputes.

There is always time for idle hands to help with the haymaking – it takes a lot of feed to keep cattle through the winter.

We look forward to the coming of Heler every year – for he has long friendships with our ancestors. In the years when he vanquishes Elmal, our pastures will be lush. Clouds Day in Fertility week is a great celebration for the whole clan, not just the Kerenelling bloodline. In the years when Elmal is strong the farmers worry that there will not be enough hay to feed the cattle through the long winter.

When summer turns to autumn, we must think about the harvest. This is the time of Goose Day and Reaping Day when we bring in Ernalda's bounty. We need all the farmhands at home to bring in the barley. Harvest is always a time for peace. The harvest ends on Rest Day and then we hold the clan moot. Then we take the advice of Kev and Harst and make sure that we will survive the winter and prosper in the coming year.



Pigs

Heortling pigs are bristled (enough to grasp and lift one). Standing 2 feet high at the shoulder, they are long-legged, razor-backed, and long snouted. They produce small litters of half-a-dozen piglets but are hardy enough to survive outside.

A herd of pigs is twelve sows and a boar. The swineherds usually take them to graze in the woods foraging amidst the roots for acorns, fungi, roots, and worms. In winter, the herders bring pigs into a sty in the stead and given the organic refuse to eat. The swineherds are also responsible for caring for the oak and beech trees of the tula as they produce the finest food for the pigs.

The clan keeps pigs for their meat and slaughters at around 2-3 years old. The high fat content of pig meat makes it easy to preserve for winter food.

Sheep

Sheep are from both vary-colored and the hairy-fleeced 'black-face' breeds. The clan also has some blue sheep sacred to Heler descended from a pair of friendly Storm Ram, Teeth-Grinder, and Teeth-Barer that visit the clan's flocks. All breeds have horns. The clan keeps sheep for milk and wool and only slaughters them at the end of their working life. In bad years, the clan culls the sheep to feed the clan before slaughtering cattle. Sheep usually provide mutton and not lamb for the table.

Poultry

The Red Cow keeps both chickens and geese, mainly for eggs. They are rare – a stead may have as few as ten hens and ten geese. Mostly the clan keeps them for eggs and slaughters them only for feasts.

Fish

The creek and its tributaries are a good source of fish. Fishing rights for a stretch of the river are odal and jealously guarded. The clan catches most fish in weirs or stationary nets, but any fisherman can use rod and line or net. Boats tend to be a coracle, though wealthy steads may have a clinker built boat with oars and a small sail.

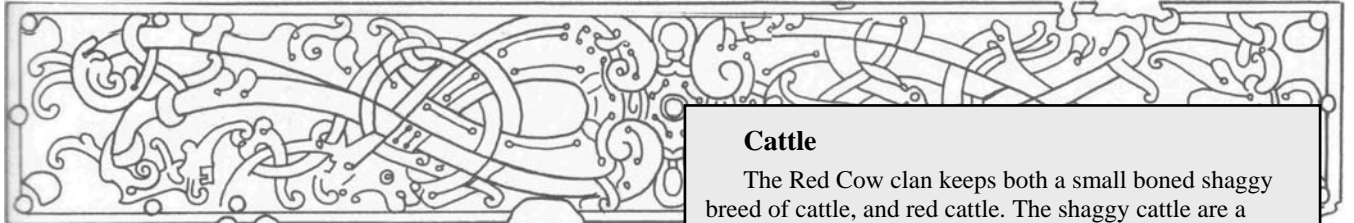
Fish tend to be bream, eels, minnows, perch, pike, trout, and lampreys.

Horses

Despite their ancestor Ulanin the Rider the Red Cow have little skill with breeding horses having no Elmal or Redalda worshippers within the clan. They trade with outsiders for their horses, with either the Dolutha clan or the Six Stones of the Maboder. Horses are both the traditional Galana ponies and the common Sered horse. Horses are expensive to keep, requiring a lot of fodder, and are thus the preserve of thanes and those with clan business. The Red Cow also keep horses for fighting as well as for riding and horse-fights are popular in the clan.

Alynxes

The shadow cats are ubiquitous among the Heortlings. Every stead has its herding and hunting cats as well as a good supply of mousers.



The cattle move onto the lower pastures by the river where we fatten them on the lush grasses. After Tribute Day winter approaches, and we must look to the number of cattle we can keep through the winter with our hay stores. On Slaughter and Sacrifice day, we butcher the rest, and smoke or salt them to keep them through the winter. The slaughter means there is plenty of meat for feasts and it is a great time for a man to show his status as a ring-giver or to marry his children. The buildings need to be prepared for winter less the first snowfall brings the roof in due to old and rotten timbers.

After Ancestor Day, it is usually too cold to travel and time for indoor work: turning hides from the slaughter into leather goods, and carving the bones into tools, and ornaments. It is a time for smelting bronze in the forge for new tools for the coming year. By Loom Day, the darkness is fierce and on a Brightnight Storm, you can hear the hairs in your nose crack as they freeze and thaw. By Thunder Day the worst is over though as Orlanth Stormfather begins to bring his great winds to drive away the dark. Still the cold lies upon the ground, Ernalda sleeps and the women cover her with a shroud until spring. The cattle winter safely in their byre, but must still be mucked out and fed, but it is still a warmer job than looking after the sheep that must graze outside with only a sheepfold for shelter from the elements.

On Wolf Day, the Odaylans lead the hunt for the wolves that prey upon the winter flocks. There is often trouble with the Telmori at this time.

Only the hardy few travel to the Dark season tribal market. The snow means travel is by sled, or skates if the Heort Creek has frozen over. But it can be worth the journey to trade surplus staples for luxuries to make the winter a little brighter in good years, or exchange treasures or favors for food in poor.

Storm season is a time of celebration when we honor our gods and goddesses. Orlanth and his kin war with Valind and his brothers for leadership of the pass. If we need to elect a new chieftain then we do it now, at the clan moot where we look to the year ahead and the omens from the sacred time. While this is time of celebration, there is plenty of need for carpentry skills around the stead to repair the damage of winter. The sacred time marks the passage from the darkness. It is when we tell the stories of Orlanth and the Lightbringers and of Heort. Every Steadwife tries to keep her larder well enough stocked to give everyone extra at this time.

Cattle

The Red Cow clan keeps both a small boned shaggy breed of cattle, and red cattle. The shaggy cattle are a hardy breed suited to upland pastures and harsh winters. Black in color they have long horns, rough shaggy coats and broad heads. They are small and hardy, standing 4 -5' at the shoulder, and produce excellent lean beef from even poor fodder.

The red cattle are less hardy but more valued. These shorthaired cattle are born with a dark red coloring. Larger than the shaggy cattle, standing 6'-7' at the shoulder, the males have long curving horns. These 'Red Cows' are the result of heroquesting to bring back the Aurochs - Ulanin's Red Cows - from the shaggy cattle. While the Red Cow has not succeeded yet, the Auroch Bringers grow closer. Worryingly encounters with the Red Broos have increased in recent heroquests - in myths where they were previously unknown

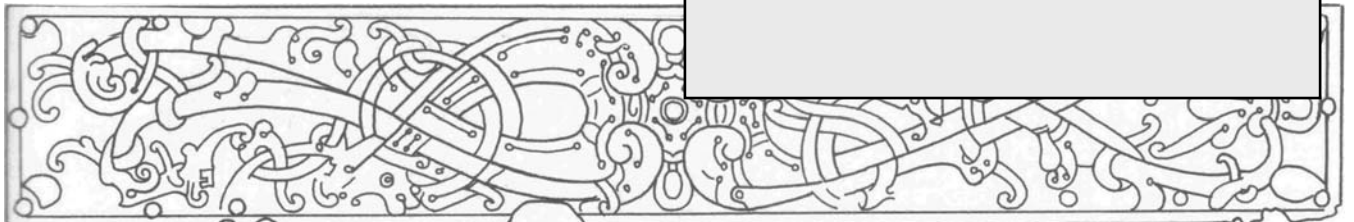
Andrin's law regards these as sacred to Orlanth and they are an important sacrifice animal. They are highly prized for their succulent flesh and sweet milk and much raided. They will not breed true outside Red Cow lands, birthing only normal cattle. The Culbrea take the Red Cow tribute from these clans.

The husbandmen keep about one bull for every twenty cows. They castrate the remainder for plough oxen or meat. Butchers slaughter the meat animals at about two years old. Cattle become fertile at about 18 months and remain fertile for about 12 years. The Red Cow slaughter barren cows but an animal can live about 20 years.

Pasturage for the cattle varies between the upland pastures in Sea Season when lower lying pastures along the river are flooded, with transhumance to the lowland pastures in summer where the herdsman fatten the cattle on grass prior to slaughter.

The Red Cow stall their cattle in byres in winter and feed them mainly hay, but also oats, wheat, beans, and in harsh winter's tree leaves. Gathering enough fodder to feed a sizeable herd through the winter is a year-round activity. Fodder supplies limit the cattle that the clan can keep through the winter. The slaughter of cattle peaks throughout the autumn winter months - Earth and Dark Season. Slaughter in the winter months also makes the meat easier to preserve.

Cattle are a mark of status. Owning oxen confers the status of carl and the law codes reckon the size of fines in cattle.





What do we eat?

Your mother prepares two meals a day: breakfast a couple of hours after dawn and supper at the end of the day. Breakfast is usually barley porridge and dinner a stew of meat, chicken or, fish and cheese. We always have barley bread and we drink ale. Most of the meat is mutton or pork but we raise fine cattle in these lands and we always have some beef at the earth-season slaughter or on the holy days. The fisherman catch perch, pike, roach, bream, and trout and we barter for a choice of their catch most weeks.

Wine is the finest of all drinks, served only at the highest tables, then cider and mead for feasts and finally your mother's ale, which we drink every day. Never drink the water or you will get sick!

Ale does not keep well so your mother and sister's must brew every week. When you think that we drink two to four pints a day, you can see why they said that 'Orane's work was never done'. The fresh ale is always the best, but it soon grows stale, and after a week the 'green' ale' is only fit for the pigs. Your grandmother Belvera the Lynx always hated our rot-root cousins from Seven Oaks stead. When she and Nevaki Long-Life came to blows over the Three Necklace Race, she served them green ale the next time they stayed at her hearth.

We drink buttermilk too. It is sour but refreshing.

The meat is either smoked or salted to keep it through the winter. We smoke meat in the rafters, and dry fish on racks, or pickle it in whey.

Rabbit, deer, and boar are always a fine addition to the table as are blackberries in season. The finest deer hunting is to the south in Stagland. The Split Waters clan of the Maboder does not respect the border markers at the Finger and come down from Jarolvale to hunt there.

What do we wear?

A man wears a simple knee-length tunic, long trousers and a cloak. Trousers are woolen and belted with a buckled belt. Thongs around your calves will help to keep them from getting too muddy.

Your cloak should be about five foot square and made of wool. Wear your cloak draped over you left shoulder and pinned with a cloak-pin on the right side, so that your sword always swings free. Many people like storm-plaids on their cloaks that show them to be Red Cow, but the followers of Orlanth Thunderous choose cloaks of deep blue died with



Clan Treasures

The Red Cow has thirteen great treasures. The clan holds them for 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.

Kesta's Splendourbread Oven (Allows the clan to bake loaves of Splendourbread on Ernaldaravandi – Orlanth's Holy Day – from wheat and honey. Masters of Luck and Death).

Esra' Basket (King of Dragon Pass, increases the yield of the clan's barley crops).

Heler's Drinking Horn (Warriors who drink mead from the horn before battle are staunch and resolute in battle)

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 (Plunder, p.36 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 (Plunder, p.39 an armband studded with Yavor Lightning 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 will give warmth and light, and use little fuel, no matter what the ambient conditions of wind and cold).

Orlanth's Rattle (King of Dragon Pass, 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).

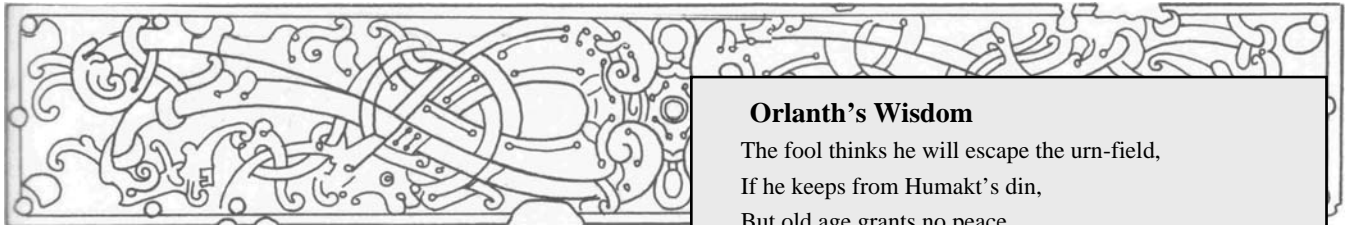
Humakt's Raven Banner (King of Dragon Pass, This raven banner surmounts an iron-shod pole filigreed with gold inlay. Arkat carried this standard before him in all his battles in Dragon Pass, before he became a troll. The banner, sacred to Humakt, brings great aid to those who fight with it, but at the certain cost of the standard-bearer).

Thunderous Comb (Wyrms' Footnotes, This bronze comb helps summon a thunder storm to the tula when combed through the hair)

Thunder Spear (a gift from Hedkoranth to the clan following their aid at the battle of Thrinbarri. The Thunder Spear is made of ash and tipped with flint. In battle, it can be hurled as a javelin with terrible force and a crack of thunder. After striking, it returns to the throwers hand).

Voriof's Crosier (this crooked staff is plated in gold along its length and its head is ornamented with a golden ram's head. This staff blesses the clan's sheep and aids in finding lost clans folk or livestock).

Urvalda's Wagon (this huge oak wagon has 6-foot diameter wheels and needs four oxen just to draw it. A copper statue of Urvalda the cow mother rides in the cart. The godi wheel the wagon around the tula on Hearth Day to bless the clan's herds in the coming year).



woad. The brooch that holds the cloak at your throat and your arm and finger-rings will show your wealth and skill as a raider. If you become a thane, you might have a sacred torc to wear.

In hot weather, many of the followers of Orlanth Thunderous like to go sky-clad under their cloaks wearing nothing but their woad and tattoos.

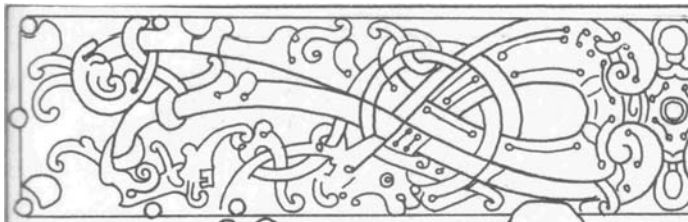
In winter, you may need to wear several tunics at once, linen under-pants, and a linen vest. If you are rich, or a skilled hunter, you might be able to afford clothing made from fur for extra warmth. Some people wear hats but I prefer to go bareheaded. Women wear a wide sleeved, knee-length linen dress, sometimes pleated. A small disc brooch holds the opening closed. Over this, a woman wears a colored woolen pinafore dress. A pair of oval broaches, usually bronze, fastens the overdress at each shoulder. Useful implements, like scissors and knives, hang from the brooches on straps or rings. Strings of colored beads often run between. In the winter, women wear knee-length leggings under their dress for extra warmth. Instead of a cloak, a woman will wear a shawl to keep out the cold of winter.

Men love fine beards. Growing your beard is a sign that you have reached manhood and reflects your virility and strength. There are many different styles, the Hedkoranth men for example favor braiding their beards into a fork, but I prefer the simple Durev beard that needs less grooming. Some men favor a mustache alone, but that is a northern affectation. Girls have their hair loose, but after their initiation, unmarried women wear their maiden's braids. After the birth of their first child, women coil their hair on top or at the back of their head in a mother's braid. Leaders among the women confine their hair, usually with a snood or circlet.

The cobbler cuts shoes from a single piece of leather sown together on the top of your foot and held tight at your ankle with rawhide. The cobbler can leave the hair on the leather to make your shoes warm in winter.

Who rules us?

Valenstor Moor-Leaper leads us now since Orkarl Belly-Laugh caught the Relife sickness. Orkarl was a strong chieftain, but sometimes those who see Death's dark vale never recover from the experience, and he lives alone now in severance from his kin. Valenstor was a great hero in his youth, who fought many times against the Split waters. He is a Wolf Skinner and still wears a wolf skin cloak. His grey



Orlanth's Wisdom

The fool thinks he will escape the urn-field,
If he keeps from Humakt's din,
But old age grants no peace,
Even if the spear does.

Eurmal lies awake at night,
Worrying about everything.
When Elmal raises the Lightbringers torch,
He is tired yet his troubles remain.

The foolish man counts his friends,
Among his bench-fellows at the feast,
But finds he has no one to counsel,
When he stands before the moot.

A hearth of you own is better, even if small.
Everyone is someone at home,
Though he has but a cottar's shack,
That is more than a stickpicker has.

On the open road keep your weapons,
Within a pace of your stride,
No one knows for certain in the open,
When he will have need of Elmal's Tongue.

Heort favors generous and brave men,
Rarely do they sweat nights with worry.
The coward jumps at every shadow,
The miser has few battle-brothers.

A man who takes up Humakt's wyrd,
Should rise early,
The sleeping alynx does not catch the sheep,
Nor the slumbering man victory.

Even a man with grim luck,
Has something to be grateful for.
One may have fine sons to shout his name,
Another the toast of his hearth-brothers.

Cattle die, kin die,
You will also die,
But one thing never dies,
A man's reputation.

Respect hospitality,
Do not repay your host
With abuse or blood on his hearth.
Eat your bread quietly, and be glad



hair and beard mark his many winters and Valenstor fights with words and wisdom not weapons now. The clan turned to him in their hour of need. Still many feel that since the loss of his sons at Caroman, Valenstor's breath blows weakly and his sight dims. He has allowed the Lunar missionaries into Red Cow fort. They fear Valenstor lacks the thunder needed for such times and will not survive any real testing.

Our clan is part of the Cinsina tribe and has been since we forged an alliance during the Resettlement of the Haunted Lands. We have many rights by tradition within the tribe, such as the Seven Fish Tribute and at least three seats upon the ring, but many obligations too such as leading our tribe in war against the Telmori. Still our tribal king cannot become an Emperor and we could leave the tribe at any time we wanted. Valenstor and the other clan chieftains elect the king of the Cinsina. Gragort 'Greybeard' Hendriksson of the Dolutha is the king since Gunar Grostyrsson died alongside Prince Salinarg at Boldhome. He is Elmali so we will never truly trust him, but loyalty to the Cinsina benefits us by providing strength against our enemies – the Maboder and the Telmori.

Who are our enemies?

When the king of the Cinsina called the Red Cow clan sent its fyrd to fight the Empire. We marched to war just as we when Tarkalor called us to defend the kingdom of Tarsh. The grandmother's were sad that day for they remembered the many young men lost to the clan at the Battle of Grizzly Peak. Once again, we marched to glory. Once again, we found death and defeat. We were with Prince Salinarg's army. We fled at Runegate to our shame. We stood and fought at Caroman Pass. At Boldhome Orkarl unfurled the Raven Banner.

The clan sent all its weaponthanes and over a hundred of the fyrd. Less than half returned. The

The Split Waters are perhaps our greatest enemy today. We fought the Seven Blows of Revenge when your great-uncle fell to a Split Waters arrow in the woods. The shame of the Burning of EoricStead still hangs heavy upon the men of Jarolvale.

We have fought many battles with the Six Stones of the Maboder – the clan across the Heort Creek from us. The Battle of Bloody Hill was the greatest of those fights and many heroes earned their mead that day. The women have tried many times to bring peace between our clans. So far, it has been ill fated. We fought the War of The One Eyed

Butter, Cheese and Milk

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.

Honey

Honey is the only sweetener and a vital ingredient in some herbal remedies and mead. Beeswax makes good slow burning candles. The clan's hunters gather most honey and wax from wild colonies. The hunters return repeatedly to the same hollow trees where the bees have built a hive, cutting a 'back door' into the trunk through which to retrieve the honeycombs.

Minlinster brewers build domed hives of wicker covered in clay to ensure the regular supply of honey their craft requires.

Mead

Brewing mead is the work of the clan's Minlinster brewer Oddi Red-cheeked. He presses honey from combs and then seeps water through the crushed remnants. He adds yeast to aid fermentation.

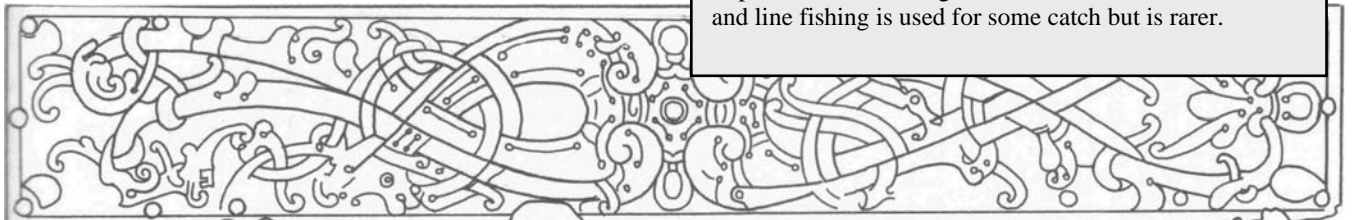
Mead is a strong drink served by kings and chieftains at feasts. Indeed the chieftain's hall is the meadhall. Mead is the source of poetic inspiration, and warriors who fight in battles 'pay for the mead' they have drunk sitting at the benches of the chieftain's hall.

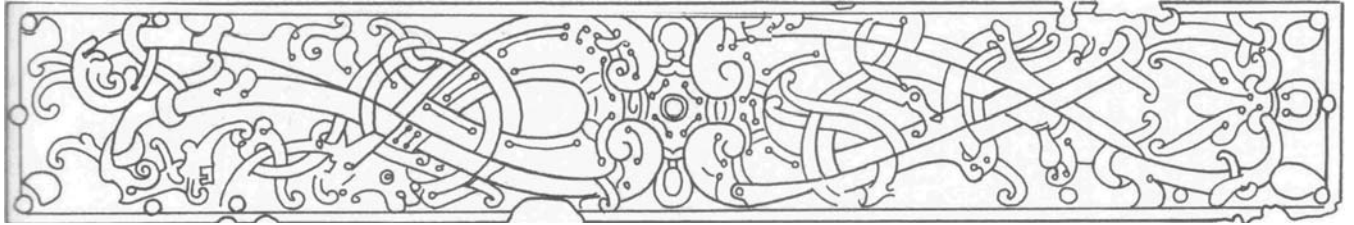
Hunting

The Red Cow hunters stalk big game in the woods along the Heort Creek and sometimes up into the Wolf Ridges. Mostly the hunters take deer, though they will hunt bear, much prized for its fur and claws. Heortling hunters stalk big game finishing them with bow or javelin. The stalk is often long, and requires knowledge of the animal and the tula, so as to understand where the animal will be as much as tracking. This allows the hunter on the trail to move quickly in pursuit. Even after the quarry is wounded the hunter may have to track it to its death. The hunters commonly use animal calls and decoys to lure prey. Several hunters co-operating together often use ambush tactics with some of the hunters driving the quarry toward others lying in ambush. Occasionally the hunters will corner animals in their lair such as a rabbit den, block up escape routes and flush the animals into nets or spears.

Traps are common such as the deadfall and pitfall to noose and snares laid to trap hares and foxes.

Fisherman use nets and spears to catch fish usually used from boats (mostly coracles). Basket traps are effective in strong currents to trap fish, and stone wiers trap fish where the height of the river fluctuates. Hook and line fishing is used for some catch but is rarer.





Woman when they returned the last attempt at peace with insults. Now the marriage of Jistirra the Teacher and Soratoros Twice-Outlawed bind us. That weaving does not look strong.

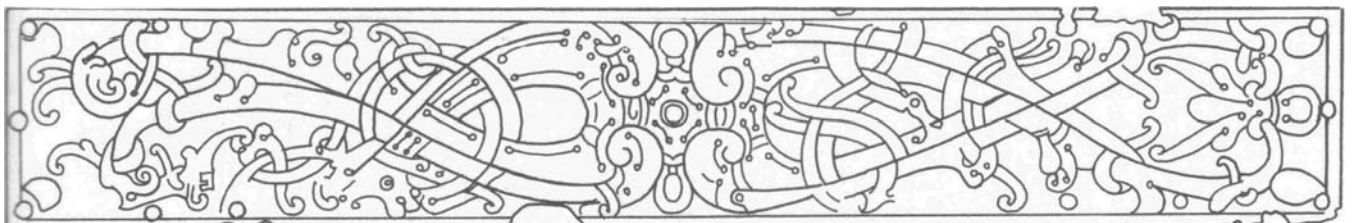
The Telmori have long preyed upon us. They are werewolves, who kill and eat our people and our herds. Only the royal house of Sartar could bring peace between us and bind the wolf men to his bidding. The house of Sartar is no more and our old foes stir. There are wolves amidst the sheepfolds and in the stag lands once again.

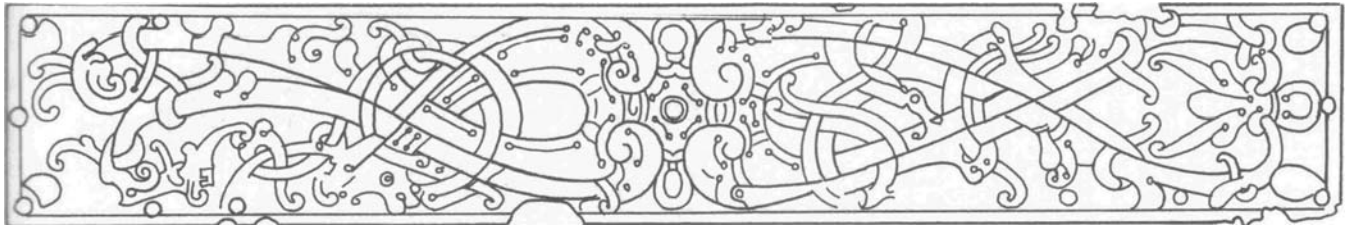
Sartar founded a kingdom that united the tribes of the Quivini. He built Jonstown to settle peace among the tribes 'south of the Creek and north of the Quivini'. His sons lead the Quivini after that. While the royal house thrived, we prospered from the king's peace. But the flame that once burned in Boldhome is extinguished cracks appear in the king's peace

Maboder tribe did not join the fight against the Empire. Now the Split Waters clan grows bold all along the Heort Creek. Envy the clan that has heroes to defend it. Pity the clan that needs them!

I believe that the Empire remains our greatest threat. They demand that we follow the unjust rule of an Emperor. Their goddess pollutes the Middle Air and breaks the Great Compromise. Some in the clan point to the example of Willem the Crouched, a great chieftain who once listened to the words of the Moon Woman. The red-turners and ruptureds turn away from Orlanth and Ernalda to the Moon.

The men of Lorthing Vale have long feuded with us. They are warlike and launch continual raids to carry of our wealth to their impoverished mountain steads. They force us to pay the Lorthing Vale, or Red Cow, tribute from among our sacred herds. The Gwandor clan is the worst among them. To keep their war magic strong they must take tributes from those around them. They try to take the Bloody Sword Tribute from us, and stir up the Telmori with their Wolf Tribute.





🌀 Clan Record Sheet ☐

Clan Name: Red Cow

Homeland: Sartar

Wealth: 15W

Storm/Earth Tribe Balance: 35 🌀 / 15

☐

Goals:

Other Secrets and Information

Clan slogan is 'No one can make you do anything'

We know a ritual greeting that tells trolls that a peaceful meeting is intended and that we have strong friends and gods.

When Lokyamayadon's name is mentioned, we spit on the ground and say, "Curse the High Wind"

Character Creation:

Hate Chaos 17

Fear Dragons 15

Friendly to Lunars 14

Hate Arkat 1W

Hate Pharaoh 13

Hate Telmori 1W

Return from Three Red Peak 17

Running +5

Skating +4

Attitudes

Lunar Friendship: Friendly to Lunars 14

Arkat: Hate Arkat 1W

Dragons: Fear Dragons 15

Prince Temertain:

Important People

Type of Clan Ring: Hill Ring, established by Orlanth after Orlanth after Ernalda had left, when life was in jeopardy

Chieftain: Valenstor Moor-Leaper

Champion: Jordarn the Clash

Chief Priest: Rangard Blacktooth (Hedkoranth Thunderous)

Chief Priestess: Griselda Raven-Black (Uralda the Cow Mother)

Healer: Swena the Upright

Lawspeaker: Minaryn the Deep

Warband Leader: Jaranil the Thunder The Ring

Orlanth the Chieftain: Valenstor Moor-Leaper

Ernalda the Earth: Griselda Raven-Black

Uralda the Cow: Darna Longcoat

Esra the Grain Goddess: Salissa Three-husbands

Durev the Steadman: Broddi Strong-Kin

Voriof* the Shepherd: Randalyar Tutor-To-Heroes

Ormalaya the Hunter: Mabar Bear-Cloak

Important Events

Treasured People: Full Dish and Spoon

Umah Roots: Defying the Bright Emperor

Orlanth's Army: When he explored the world of Esjenen below the Great Mountain

Wedding of Orlanth and Ernalda: Orlanth

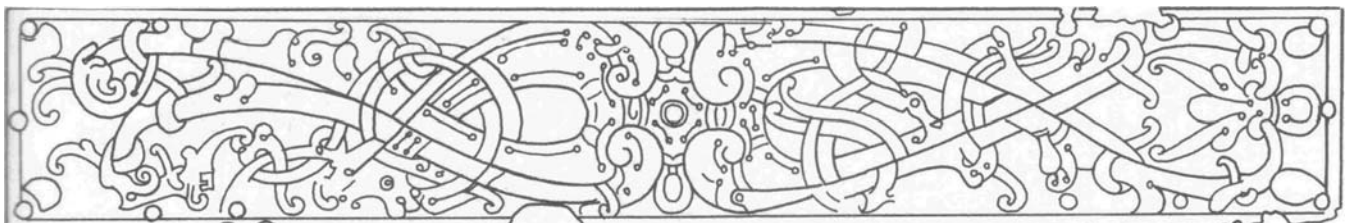
First Ancestor Clan: Dureving, the People of Durev, the Great Farmer; and his wife Orane the Great Steadwife

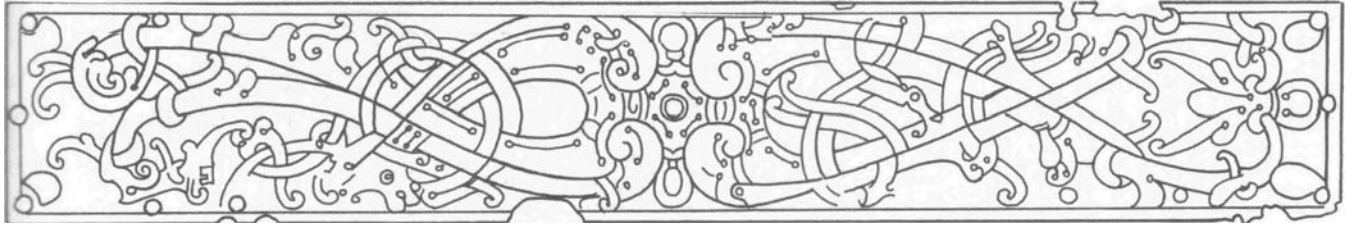
Ancient Enemy: The Wolf Tribe, beast people from the Spirit World

Ancient Hero: Hedkoranth the Thunder Slinger, who used the Thunderstone to gain victory at the three Battles of Thrinbarri

Subject Peoples: Karantuel, the "Cloud Folk" (We gave them equal rights; the farmers became Carls and the warriors became weaponthanes)

Chaos Foe: Ogres





Chaos Age Survival: Fled our way to survival

Unity Allies: The trolls, the darkness beings that had ruled everything in the Darkness, but now wanted you to call them Uz.

Heortlings: Our people descend from the Orgorvale Summer older daughter of Vingkot's Summer Wife.

Lokamayadon: We could not help ourselves; we were forced to follow him.

Arkat: Sent as many men as we could spare, but no more.

EWf: Negative - we resisted them, for we would never believe a dragon

Dragonkill: Kings should rule, because priests make errors when they try to lead people.

Home in Heortland: Karhend we lived near the Print, a valley stamped into the mountains by an ancient god. The lower half contains a forest of stone trees, animals, and occasional spirits. The upper half is filled with a fetid Chaos forest. Chaos monsters occasionally make it through the Stone Woods and destroy people. Another nearby feature is the Syphon River, a saltwater river that runs backwards from Choralinthor Bay into the terrible wilds of the Print.

The Resettlement: Some of us hated the Pharaoh, but others liked him, so our clan split to avoid kinstribe. We planned and went when we were properly equipped and prepared. We found some good land and settled.

New Tribes: We joined the Cinsina Tribe from the beginning

Sartar: He made peace with the Telmori wolfmen

Lunar missionaries: We welcomed them, and listened to their interesting new doctrines.

Tarkalor's War: We fought honorably, but not insanely.

Draw Your Clan Tattoo Here



Your Clan Wyter

Manifestation: A wind hawk

Communication: The cries of the hawk
Awareness 10w2

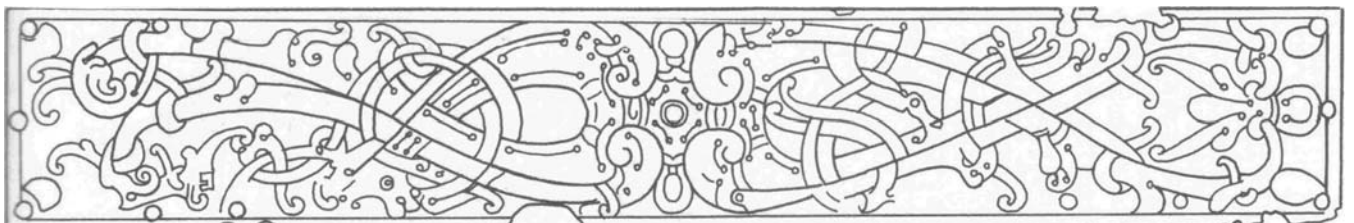
(Detect Enemies, Sense Ogres, Sense
Telmori)

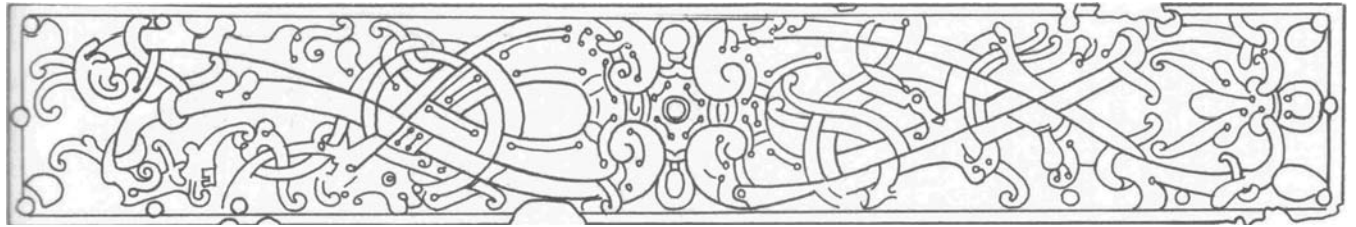
Defense 15w2

(Defy Authority, Defend Against Telmori)

Blessing 5w2

(Grain Blessing, Skate Marvels)





The Red Cow Chieftains

1337-1380 Karganar Bloodeye

Karganar, born ca. 1300, was the son of Olav the Black and led his people north when the Pharaoh brought old King Andrin back to life again. Karganar called his friends and family before him and said, "You all know there is trouble between me and King Andrin, and we will win nothing but trouble from that quarter. It seems to me that we have two choices, either to fly this land or let Andrin slaughter us in our own steads. Now while I would be happy to die alongside my kinsmen, I would not lead you to such a fate." Karganar seized Red Cow by force from Harvald Ironjaw "Lord of the Creek." He took the lands along the Heort Creek south to the Finger from Parzel Leapfoot in 1359. He died ca. 1380 and the clan buried him at in the urn field at Red Cow.

From his marriage to Jenesta Dreamer sprang three sons, and the founders of our bloodlines: Tormakt Stout-Hearted, his successor, Sarostip Breaker-Of-Men, and Bolthor Hairy-Brecks. He had Kerenelli Indigo-Warrior by the Blue Woman from when he performed the Orlanth against Aroka heroquest. That was Heler's help and since then that bloodline has been strong with the rain god's magic.

1380-1420 Tormakt Stout-Hearted

Born in 1350, Tormakt was married first to Frekora Many-Breath and then to Ke vessa Speaks-To-Stream, daughter of Londros Fighting-Kuk the Underwillow chief. He died fighting against the Maboder when the moved into Stagland and the clan buried him in the urn field at Red Cow.

1420-1460 Maklan the Fat and Good.

Maklan, born in 1396, married the daughter of the Cinsin the Red, who was to become king. In 1426, he took the people into the protection of the tribe when the men of Lorthing vale pushed into Stagland. Dwarf weapons aided the Culbrea king, Torgarl Grunnarson, in that fight. Those were dark times.

Maklan saved a Sanchali tribesman by wrestling the great bull of the Cinsina to the ground with his bare hands. When

Maklan asked for mercy for a Sanchali man who was to be crushed beneath its hooves, Cinsin promised the man's life if Maklan could save him. Maklan tore off its horns. We still drink from a cup made from that trophy at feasts. When Ferenessa Copper-Key heard of this feat, she left her husband for Maklan thus starting the feud between the Red Cow and Split Water.

In 1435, he led the Red Cow warriors in the vanguard under his king, when we drove the Maboder from Stagland. The Maboder lost the Telamar clan in that struggle. The tribe restored our fortunes at the Battle of Heort Creek.

Maklan increased the herds of the tribe. He was the first to go on the heroquest Ulanin's Great Raid. We hoped to bring the auroch back. In 1455, Maklan won the friendship of the Storm Rams Teeth-Grinder and Teeth-Barer when he speared the Gagarthi who had been hunting them. In thanks, Teeth-Grinder, and Teeth-Barer still visit the Red Cow and bless the rams with the blue sheep.

In 1458, he helped drive the Telmori scouts east of Stagland, and was saddened when the wolf men annihilated the Sanchali tribe. He welcomed the Sanchali survivors into the clan

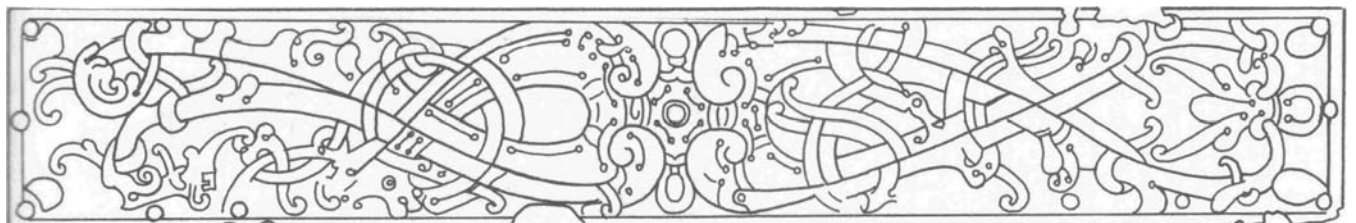
1460-1482 Ilgan Raven-Flag.

Ilgan, born 1420, was chieftain when the Telmori crossed the Creek. He received Humakt's Raven Banner from King Frawal of the Cinsina. Frawal had it from Hauberck Jon. The king unfurled the banner on Jon's raid against the Telmori. Hauberck Jon killed the Telmori king that day, but Humakt's Banner sealed King Frawal's fate. Ilgan was among those who defied Nilbor Nilsson after that and continued to fight with Jon.

There were many deaths among the tribe. We welcomed refugees from the Osmann clan, as Vingkot showed us in the Darkness. The widows of the Vorlong clan joined the Dolutha.

Ilgan was among those who voted for the Cinsina to join the Jonstown confederation, despite the words of the blind woman. High King Sartar made peace with the Telmori wolf men. We have always admired him for that and he won our loyalty to his kingdom and heirs.

Red robed missionaries came after Sartar's apotheosis, bringing the news of the Lunar Goddess. When their missionaries came, Willem gave them hospitality.



Ilgan's eldest son Maklan died when he sought the hand of an Underwillow woman.

Ilgan was famous for his temper. He ran off his daughter's suitors and outlawed a clansman whose only crime was to kill a white stag that Ilgan had reserved on a previous hunt. A black arrow killed him, while hunting in Stagland, and no one mourned him.

1482-1509 Willem the Knowing.

Willem, born 1455, had been educated at the Lhankor Mhy temple in Jonstown. This might not have suited him for election, but returning after Ilgan's death, he led a raid against the Split Water and brought home cattle and plunder from their chieftain's hall. He married an Underwillow woman. He led warriors to Tarsh when the Empire came but the soldiers of the moon wounded him at the Battle of Dancing Sisters. He never truly recovered from the axe wound he got there. The poets call him the Crouched or the Bent after that. He witnessed the foundation of Boldhome and the coronation of Sartar. When the Prince sought the Feathered Horse Queen's hand, he sought Willem's advice.

Sartar exchanged ambassadors with the King of Tarsh to promote peace and trade. Red robed missionaries came after Sartar's apotheosis, bringing the news of the Lunar Goddess. When their missionaries came, Willem gave them hospitality. He said that he never regretted learning from them about their new goddess despite the blow he got from her followers. He finally succumbed to his wounds in 1509 and the clan buried him at Red Cow.

1509-1542 Jaranil the Tall.

Jaranil, born 1492, was a young chieftain but a great warrior. He was marked for greatness when at just 15 he single-handedly held the river gate at Red Cow when the Dinacoli attacked. His brother Narden died in a feud with the Culbrea at the Battle of Bloody Hill.

Jaranil was married to Eonislara Star-Eyed daughter of the Frithan chieftain. When the Cinsina king sent warriors to aid Palashee Long-Axe and the Tarsh Exiles regain their kingdom from the Empire, Jaranil led the Red Cow weaponthanes to aid him.

He led the clan's warriors north against the Dinacoli when Prince Saronil called. He fought alongside the Culbrea at Donalf Flats. Drondar Gaudrysson, a Lorthing Vale man, saved King Sokial Grundarrson, king of the Cinsina in that battle and that settled the feud between them. He died from a Dinacoli spear after he unfurled the Raven Banner. He was the last chieftain the clan buried at Red Cow.

1542-1548 Ashart Silver-Blade

Born 1505, Ashart married the Blueberry chieftain's daughter Jafoksa Smoke-Eyes. The Blueberry clan helped raid the Split Waters after that.

He fortified Brightwater stead with the tower and the stead-folk buried him at the urn-field there. He entertained Prince Saronil at a mountain feast on Larnste's Table.

Ashart unfurled Humakt's Raven Banner in 1548 at the bloody Battle of Gavial's Ford against the Split Waters.

The Lorthing Vale Tribute

Since Maklan the Fat and Good went on Ulanin's Great Raid, the red cows of the clan have been the envy of other clans. The Red Cows do not breed true outside our tula, so many have come to our cattle markets to buy them, or slipped over our borders to steal them.

The envy of the men of Lorthing and Jarol Vale is great. In Ilgan's time, each Sea Season when the snows melted and they could travel the passes the men of these valleys would descend upon our lands to steal our cows.

The men of Lorthing and Jarol Vale outnumbered our weaponthanes five-to-one and when we tried to resist we suffered great losses.

Ilgan sought the aid of King Sartar and asked him to stop the punishing raids. Sartar replied that he could not stop the raiders because 'No one can make you do anything' was the first law. Instead, the good king brokered an agreement that if we gave the men of Lorthing and Jarol Vale some of the cows that they sought, they would not raid us for the rest.

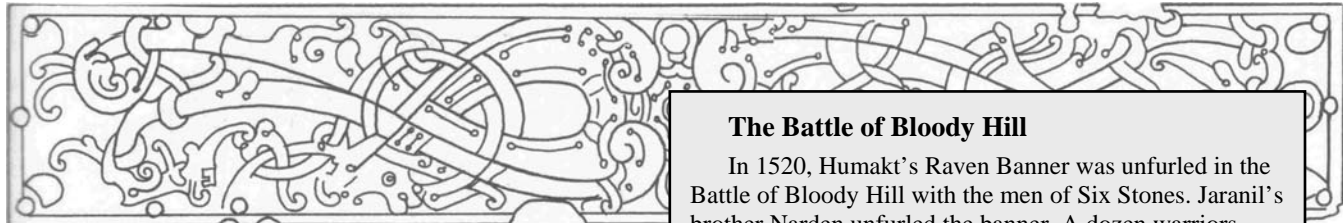
Every year we pay the Culbrea and Split Waters one cow for every hundred men of Lorthing and Jarol Vale. Every year we pay forty to fifty of our sacred red cows. Still they raid us, though not in force. The Lorthing Vale tribute, which they call the Red Cow Tribute to shame us, is an outrage.

The Bloody Sword Raids

The men of Lorthing Vale have long been wedded to the war god Humakt. The Gwandor clan is the worst among them. To remain a war clan they exact bloody tribute from the clans around them. They have committed these outrages for over a hundred years. The Gwandor clan is a constant threat to the peace of Sartar.

The Bloody Sword tribute is part of their ritual. It requires them to kill seven in a single raid and steal their bloody swords. We are often the target of these howling raiders from the north.

These raids just perpetuate feuds between the Gwandor and us. The king of the Culbrea and the Cinsina must stop this outrage.



1548-1578 Daylanor the Shield-less.

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

Daylanor was the first Heler chieftain and he always led his people against the sun. He helped Jarosar Hothead build his road from Jonstown to Dangerous Isle, but earned the clan the undying enmity of the Elmali. He fought against the Dinacoli many times when they tried to take lands south of the Creek and felled seven men at the Dangerous Isle. When Yelmali came, Daylanor was among those that opposed or drove away the missionaries of the new god.

When King Tarkalor led us to victory against the Kitori Daylanor led our warriors in support. That victory over darkness reconciled him with the sun-worshippers, but there was still no love between us

1578-1602 Orkarl Belly-Laugh.

Orkarl, born 1552, son of Daylanor the Shield-less, 8th chieftain. The second Heler chieftain Orkarl settled the feud with the Six Stones, enlarged Red Cow fort, and fought the War of the One-Eyed Woman against the Six Stones clan of the Maboder.

During his father's chieftainship, Orkarl was watching the herds when the Dinacoli raided Red Cow. He mounted a bull and commanded his kinsmen to do likewise. Orkarl Bull-Rider's cavalry charged the herd towards Red Cow fort and routed the enemy. The bull that carried Orkarl to victory escaped the slaughter for acting as Orkarl's steed and died of old age.

Orkarl married Rostala Sun-willow of the Barlamani clan of the Culbrea. The Cinsina outlawed him in 1573 for killing a Dolutha thane, but returned to take his place as chieftain. When King Tarkalor led us to defeat in Tarsh in 1582 Orkarl led our warriors in support. He mourned the High King greatly at his death and sent fine gold torcs to his funeral.

He fortified Brightwater with a palisade against the Split Waters. Moreover, it was under his chieftainship that the clan fought the Battle of The Finger. Orkarl was not at that fight, which might be the reason why the Split Waters won that day. After that, there was the burning of EoricStead by the main of Jarolvale, a shame that still hangs upon the Split Waters.

The Battle of Bloody Hill

In 1520, Humakt's Raven Banner was unfurled in the Battle of Bloody Hill with the men of Six Stones. Jaranil's brother Narden unfurled the banner. A dozen warriors guarded the flag and died one after another. A Maboder spear struck Morgan Pock-Marked, he collapsed but kept holding the flag up, ramming its pole into the bloody wound in his body until his companions fought to his side. He died then and we buried him in the urn-field at Red Cow with the other heroes.

The War of the One-Eyed Woman

To settle the old feud with the Six Stones Orkarl married his sister Estava Golden-Hair to Dangmag Spear-Rattler their chieftain. 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 shadow cat. This was an insult to the Red Cow. The two clans fought the War of the One-Eyed-Woman over that.

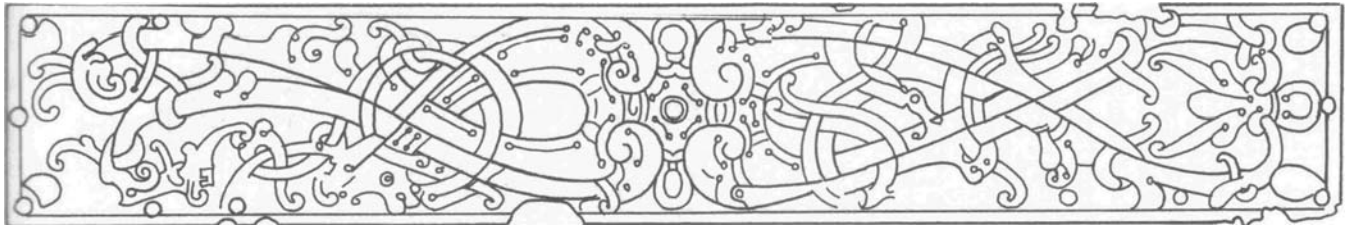
The Burning of Eoric's Stead

The burning of Eoric's stead is a tale of shame to the men of Jarolvale. The Split water's clan have long laid claim to lands north of old boundary that runs from Ford Stone to the Bag and to the Finger. In the 1590's the Split waters began a feud with the Red Cow over the disputed land. The conflict began with cattle raids but soon there were killings. The battle of the Finger was a disaster for the Red Cow – a surprise attack caught the warband unaware and many Osmanning died in that fight. In 1596, the burning of Eoric's Stead followed. Split Water's clansmen flushed by their victory overran the southernmost Red Cow stead. The farmer's took shelter in the stead, and when they would not come out, the Split Water's warband burnt them out. The shame of that acts haunts the men of Jarolvale and they halted their attacks.

Ghosts still haunt the ruins of Eoric's stead and all attempts to farm the land by men of Jarolvale or Red Cow have failed with settlers driven out by the ghosts of those who died.

Many Osmanning survivors from Eoric's stead live now in Brightwater and Seven Oaks. Their kinsfolk's cries for revenge haunt their dreams.

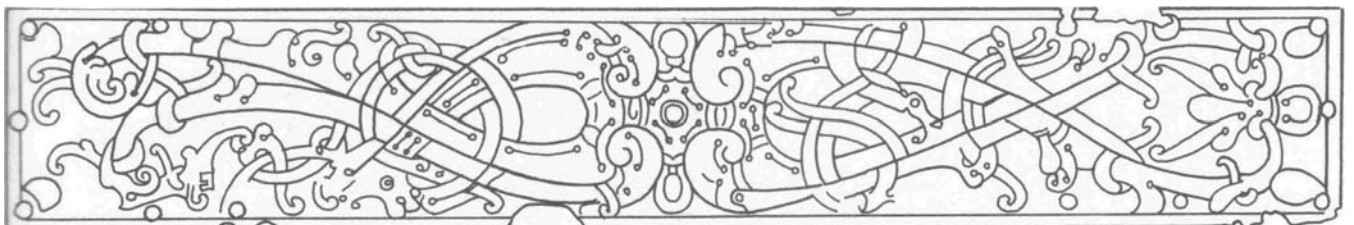


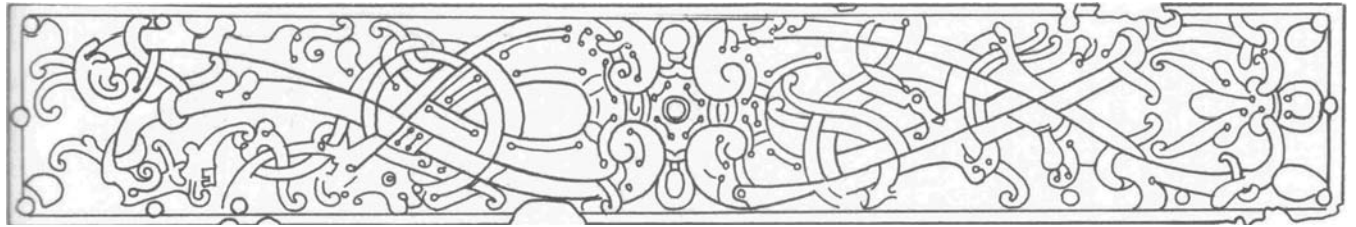


Orkarl led his people in defense of the kingdom when the Empire came. He escaped the bat at Runegate, killed a Lunar thane at Caroman and unfurled Humakt's Raven Banner at Boldhome, standing beside his king Gunar Grostyrsson. He died after that, his loyal thanes bought him back with Kesta's bread, but he never laughed again and was not chieftain after that.

1602+ Valenstor Moor-Leaper.

Valenstor was one of the Wolf Skinners but he was an old man when he took the chieftain's torc. The clan had too few young men to lead it after the Empire came.





People of the Red Cow

Orlanth the Chieftain: Valenstor Moor-Leaper

Valenstor Moor-Leaper, chieftain of the Red Cow, was once a doughty warrior. He still carries an iron blade and wears the wolf pelt of a Wolf skinner. His grey hair and beard mark his many winters; Valenstor fights with words and wisdom not weapons now. The clan turned to him in their hour of need, a steadying hand on the tiller. He is kind-hearted, generous and cautious.

Since the loss of his eldest son at the battle of Caroman, melancholy afflicts Valenstor. His finds his wayward youngest son Soratoros wanting in his brother's shadow, and neglects his wife Gavrena.

*Keywords: Chieftain 14***W**, *Warrior 7***W**, *Initiate Dar 12***W** & *Helamakt 7***W**; *Bloodline: Tormatking Faction: The Eye of the Hurricane*

Chieftain's Household

The chieftain's doorthane: Kirnan Night-walker

Kirnan Night-walker, the chieftain's doorthane maintains the clan tradition of following Rigsadal. A comely man Kirnan is tall too, and strong. He is a man of proud spirit, and well-trained in feats of war. He bears the Watchful Eye in his glittering left-socket, and none can catch him unaware. He bears the Thundering Horn to summon aid. Kirnan is noisy and boisterous, and given to jibes and mocking. Kirnan leads the chieftain's Four Storms. His wife is Redalanora Table-Turn. Clan gossips whisper that the pair has more influence over Valenstor than the ring itself. Broddi Strong-Kin often speaks against them.

*Keywords: Weaponthane 14***W** *Devotee of Rigsadal 12***W**; *Bloodline: Tormatking Faction: The Eye of the Hurricane*

Chieftain's son: Soratoros Twice-Outlawed

Dark-haired and with a crooked nose, Soratoros is ill favored in looks, especially in comparison to his older

brother Errol Laugh-Much. Errol's death has left a hole in their father's heart. Hotheaded attempts by this warrior to prove is worth have previously ended in disaster. Twice the Cinsina king exiled him for killing Dolutha men. A follower of Ereltharol the Black Ram, Soratoros epitomizes the black moods of his god's clouds. Soratoros would prove he could be chieftain, but has little hope. If his relationship to his father is cold, his relationship to his wife Jistirra the Teacher is acidic.

*Keywords: Warrior 8***W**, *Initiate Ereltharol the Black Ram 6***W**; *Bloodline: Tormatking Faction: The Conquering Storm*

The Chieftain's Wife: Gavrena the Witch

As the wife of Valenstor Moor-Leaper, Gavrena is the hearth mistress of Red Cow Fort. A confidant and mature woman, with a large frame and booming voice, Gavrena has a commanding presence and speaks boldly. Gavrena is a powerful devotee of Kev the Visionary and her foresight has led many to call her the Witch. The other women of the clan envy her fine scarlet cloak trimmed with needlework down to the waist, a gift from the Princes of Sartar. She resents the influence of Estava and Unstana on the clan calling them 'dried up old hags'.

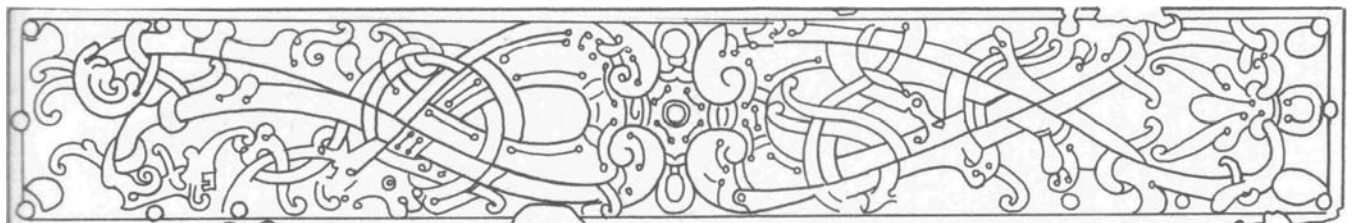
*Keywords: Hearth mistress 14***W** *Devotee of Kev the Visionary 3***W**; *Bloodline: Tormatking nee Underwillow Faction: The Eye of the Hurricane*

Old chieftain's foster-son: Kalf Triplet-Born

The third of triplets Kalf grew to age in Orkarl Belly-Laugh's household. When his foster-father severed kinship ties Valenstor took him in. Kalf's providential birth has always marked him as being fortunate; some call him Kalf the Lucky. A wealthy stead holder and fine cattleman, Kalf owns many of the finest 'red cows' on the tula. Kalf learnt his skill with a sword in secret under Orkarl's tutelage. He has little love for his foster brother Soratoros, and the two often quarrel. His former kin died at the burning of Eoric's Stead but so-far Kalf shows little interest in revenge.

*Keywords: Herder 8***W** *Initiate of Durev 9***W**; *Bloodline: Tormatking was Kerenelling Faction: The Peace Weavers*.

Orlanth's Rattle quickened Jarstak. Strong, tempestuous, and quick like lightning he has grown to manhood while still but a boy. His bluish skin and golden hair mark his Kerenelling origin.



Clan Dishthane: Redalanora Table-Turn

Born to a wealthy family Redalanora learnt from an early age to manage a farm's resources. Many mistake her shrewdness and foresight for miserliness. She was far older than her young husband Kirnan Night-Walker was when she married him but Redalanora's skill as a hearth mistress made him rich. Redalanora is past childbearing and she has taken Asrelia's path. She and Kirnan have no children but she bore three sons and two daughters to a Underwillow man before joining the clan. The other women sometimes speak against her for having children's future to protect while controlling the clan's taxes and stores.

Keywords: Merchant 12 **⚔**, *Clan Council member 17, Devotee of Asrelia and Ty Kora Tek 15* **⚔**; *Bloodline: Tormatking nee Frithan Faction: The Eye of the Hurricane*

Clan Skald: Kenstan Worm-Tongue

Kenstan grew quickly in his early youth and is big and strong. He is not good-looking with an ugly nose but dresses in the latest fashion. Once a noted weaponthane, Kenstan hung up his sword and took up the harp after Grizzly Peak. Kenstan has remarkable intelligence and is a great skald but his rhymes are bitter and his speech dour so the Red Cow calls him Worm-tongue. Kenstan has a great feud with the Split Waters skald DangMag the Raven. The two have fought a duel in kennings for the last decade.

Keywords: Skald 10 **⚔**, *Clan Council member 1* **⚔**, *Devotee of Drogarsi the Skald 9* **⚔**; *Bloodline: Sarostiping Faction: The Conquering Storm*

Lawspeakers

Lawthane: Minaryn the Deep

Minaryn was once a wealthy farmer, but now he is the valued lawspeaker of the clan. A handsome, beardless man, Minaryn is wise, foreknowing, and foresighted. The ring respects his good counsel, and Minaryn is always happy to give it. An initiate of Andrin and Jarani he knows clan and tribal law. A gentle and generous man, he has unraveled many a knotty problem. His wife, Beneva the Red is a high-spirited, woman, but hard-tempered. They have six children. His eldest son is Bolik Red Turner, Beneva has disowned him, but his father still sees him in secret.

Keywords: Farmer 6 **⚔**, *Lawspeaker 11* **⚔**, *Clan Council member 3* **⚔**, *Devotee of Jarani 11* **⚔**; *Bloodline: Bolthoring Faction: The Peace Weavers*

Juror: Duruvan Finehair

Duruvan is the wisest elder of the clan and can foresee the fates and fortunes of men. He lives with his wife on his prosperous stead, surrounded by his three sons and many adoring grandchildren. Few undertake great actions without consulting Durev first. He is a skilled reader of dreams, an expert with Andrin's law and can recite the homilies of Orlanth and Heort. Duruvan's word is valued and few of the clan would proceed with a legal action if he advised against it or stand if he chose to support it. Even the chieftain listens to his opinion.

The Ring

Orlanth the Chieftain: Valenstor Moor-Leaper
Ernalda the Earth: Griselda Raven-Black
Uralda the Cow: Darna Longcoat
Esra the Grain Goddess: Salissa Three-husbands
Durev the Steadman: Broddi Strong-Kin
Voriof the Shepherd: Randalyar Tutor-To-Heroes*
Ormalaya the Hunter: Mabar Bear-Cloak

The Kerenelli spakeman traditionally holds the Voriof position.

Where is the clan Trickster?

The Red Cow has no clan trickster or anyone filling one of the prescribed roles. Red Cow stories do tell of Tricksters – Maklan the Fat and Good had a celebrated bonded trickster – but recent chieftains have had no need of one. Instead, when the Red Cow uncovers a trickster they drive them away or hang them.

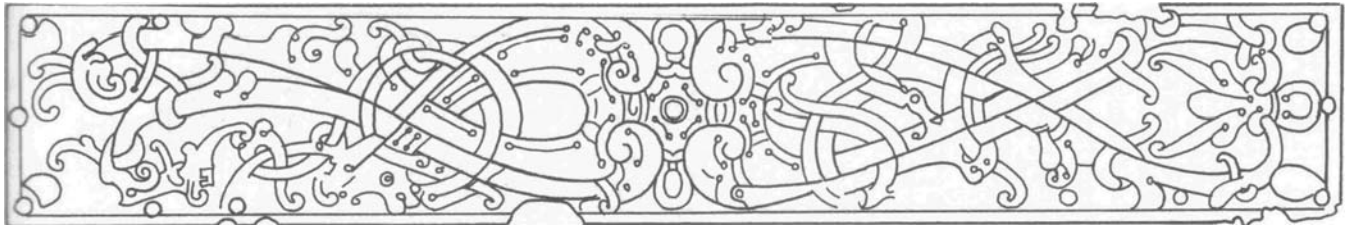
Women's ties of kinship

Women come from 'someplace else'. Most of the Red Cow women come from the Cinsina clans. Most of those come from the Lorthing and the Underwillow, with fewer women from the Dolutha. Some women come from the Culbrea, mainly the Blueberry, Goodhaven, and Greenhaft; few come from the Gwandor. The Red Cow rarely take wives from the Dinacoli or the Maboder, because they feud with them too often. Sometimes women come from further away such as the Malani or Torkani.

When women leave home they begin a new life and with the birth of their first child their fortunes are wedded to their new clan. However, they never lose their ties of kinship. When a woman from the Underwillow or Frithan join she will find herself among cousins and even sisters who have made the journey before her. In the early days of her new life she often finds comfort in her former clan mates. These bonds frequently persist and the relationship among Red Cow women from the same clan is frequently strong.

The Firthan and Underwillow clans dominate these kinship ties among the women, extending across generations. This has created strong bonds of kinship between the clans. Red Cow men have many in-laws among these two clans. In addition their own sisters marry into these clans further cementing the bonds of kinship.

The Underwillow dominate Red Cow politics as the beginning of the 17th century. Griselda Raven-Black the Red Cow high priestess is daughter to the Underwillow chief. Unstana the Peace Weaver, elder grandmother to the clan, is an Underwillow woman as is the chief's wife Gavrena the Witch. Emer Bridge-Water wife to the richest man of the clan, and Salissa Three-Husbands of the Underwillow has taken three Red Cow husbands. Darna Longcoat, the priestess of Uralda, is Frithan and resists what she perceives to be the Underwillow hegemony of the clan.



Keywords: Farmer 3 **W**, Lawspeaker 7 **W**, Clan Council member 13, Devotee of Andrin 12 **W**; Bloodline: Sardaling Faction: The Peace Weavers

Keywords: Lawspeaker 13 **W**, Clan Council member 17, Initiate of Andrin 5 **W**; Bloodline: Sarostiping Faction: We are All Us.

Weaponthanes

Champion: Jordarn the Clash

No fairer man has ever been born to the Red Cow. Jordarn has a striking eyes and a fair complexion. His is a devotee of the Great Storm. One of his four storms is his personal wind. He is a big, strong man and a better warrior than anyone else in the clan. Jordarn is skilled with his hands, and a strong swimmer. Yet he is also the humblest of men, and so popular that every child loves him. He is generous and cheerful. His foster-brother Toran Blackbeard dislikes him accusing him of neglecting the farm and their father Voskandoras One-Way.

Keywords: Champion 19 **W**, Warrior 2 **W**2, Clan Council member 17, Devotee of Ohorlanth the Great Storm 17 **W**; Sidekick: Umbroli Wind 8 **W**; Bloodline: Bolthoring Faction: The Righteous Wind

Warband Leader: Jaranil the Thunder

Tall and strong Jaranil the Thunder is the leader of the Red Bulls warband. A initiate of Helamakt the Fighting Storm, he has handsome features. Skilled in arms, he strikes so swiftly with his sword that three blades seem to flash through the air at once. The chieftain chose Jaranil from the weaponthanes. Some doubt his experience suggesting Valenstor chose him out of friendship. Jaranil still has to prove himself though his Four Storms swagger proudly. Jaraltry and Alebard trust him, but Ivartha covets his rank. Jaranil is courteous and an able orator, confidant with chieftains and kings.

Keywords: Warband Leader 1 **W**, Weaponthane 16 **W**, Warrior 1 **W**2, Clan Council member 2 **W**, Initiate of Helamakt 17 **W**, Daylanus 12 **W**; Bloodline: Tormatking Faction: The Conquering Storm

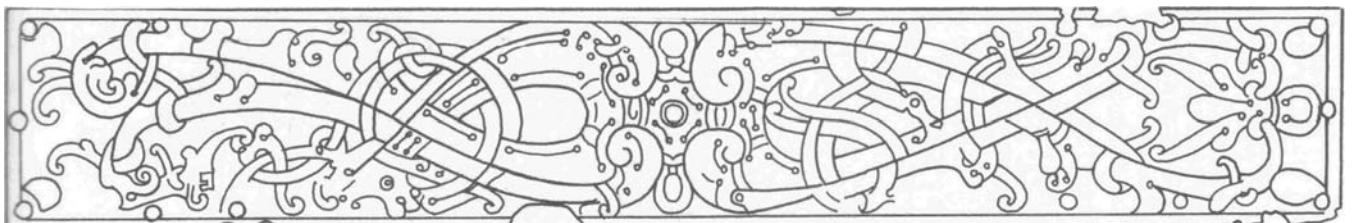
Jaraltry the Dreamer

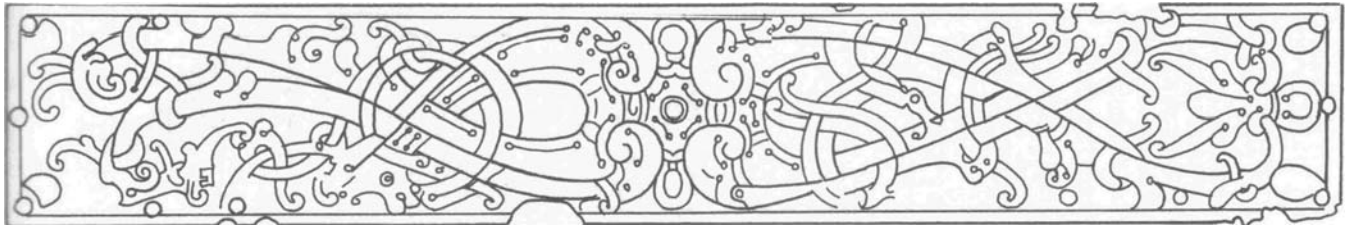
A devotee of the Thunder Slinger, Jaraltry is the best shot in the clan with a sling, and he has never missed his mark. He can leap more than his own height, with all his war-gear, and as far backwards as forwards. The youngest of the clan's weaponthanes Jaraltry has only just picked his Four Storms. He feels overshadowed by Alebard and Ivartha, and rails against the dull patrols and guard duty that seem to be his lot.



Juror: Enothan the Guileful

Perhaps the most skilled lawyer in the clan, but greedy, Enothan's knowledge has brought him wealth but few friends. Enothan knows all the fines and penalties, the rules of property, the very letter of the law. His application of the law has great concern for advantage and little concern for justice. Broddi Strong-Kin despises him, but Redalanora Table-Turn has called upon him when taxes are in dispute. Enothan seeks favor with the Empire and its officers often employ him to enforce the dictates. While he follows Andrin, many see him as a red-turner and collaborator.





Jaraltry is blue-eyed and ruddy-cheeked with thick curly hair. His father Broddi Strong-Kin does not approve of his career.

Keywords: Weaponthane 17, Warrior 16 **W**, *Clan Council member 17, Devotee of Hedkoraanth 17* **W**; *Sling 3* **W**
Bloodline: Sarostiping Faction: The Conquering Storm



Alebard Shadow-Trail

One of the Red Cow weaponthanes Alebard is the best horse rider in the clan, and can perform many tricks and stunts. He knows the secret of the shadow-trail. Because he is a devotee of Ulanin the Rider, the chieftain priest made Alebard the god-talker for the warband. Generous and gentle, Alebard is a fast friend but choosy about whom he makes friends with. His Four Storms are firmly loyal to him. Wealthy, Alebard's sister Oslessa the Broad Minded is the

most eligible girl in the clan. Alebard's rich father Ormasal Many-Torc plans to hold a contest for her hand.

Keywords: Weaponthane 1 **W**, *Warrior 3* **W****2**, *Clan Council member 18, Devotee of Ulanin the Rider 4* **W****2**; *Sling 3* **W****2** *Bloodline: Bolthoring Faction: The Conquering Storm*

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 bluish skin and golden hair mark his Kerenelling origin. His black moods and tantrums, born from immaturity, well suit a devotee of Ereltharol. His attitude, particularly towards women, has earned him the enmity of Ivartha the Skinner and the rivalry of Jaraltry the Dreamer. His Four Storms are quickened Kerenelling too, and swagger around the tula like street toughs. Many of the women's circle dislike Jarstak and his boys and point to them as an example of the problems of the quickening.

Keywords: Weaponthane 13, Warrior 13 **W**, *Devotee of Ereltharol the Black Ram 14* **W**; *Bloodline: Kerenelling Faction: The Conquering Storm*

Ivartha the Skinner

Ivartha is a warrior of ambition who intends to be a leader among men. She skinned her first wolf in the year of her initiation to Vinga. She is generous to her Four Storms and dresses in grand style. Ivartha has spent time outside the clan and powerful men have shown her great honor. She has traveled to Heortland and served Broyan of the Volsaxi. He regarded her as the most valiant of fighters in a perilous situation. Split Waters men killed her brother and father in the Burning of Eoric's stead. Ivartha has sworn vengeance against all the burners.

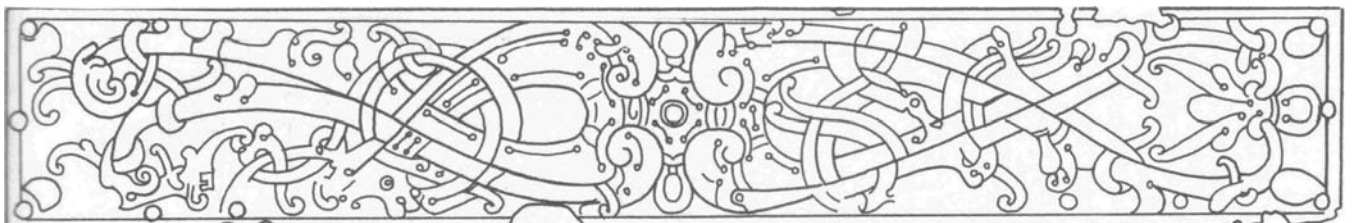
Keywords: Warrior 19 **W**, *Weaponthane 19, Clan Council member 6* **W**, *Initiate of Vinga Ohorlanth 17* **W**; *Sidekick: Umbroli Wind Strong 8* **W**; *Bloodline: Osmanning; Faction: The Wolf Skinners*

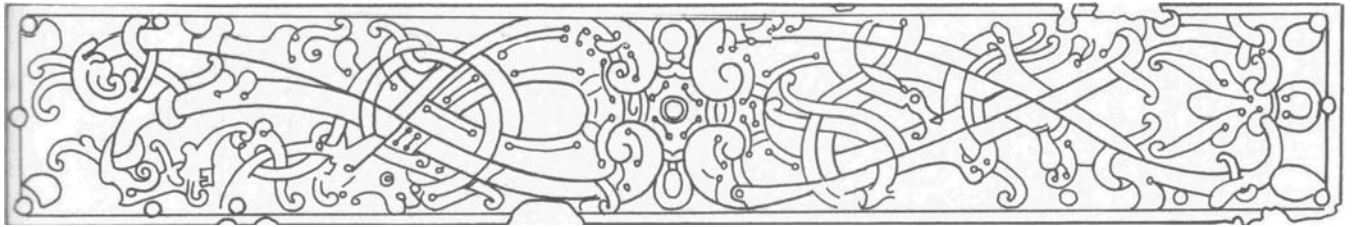
Master Craftsmen

The clan has other artisans, but these are the best known, the true masters.

Master Brewer: Desrada Copper-Kettle

Desrada is the clan's Minlinster brewer, but more than that one of the finest cooks among the 24 tribes. Her porridges and stews gladden the hearts of her clan. The





honey from Desrada's many hives have brought her great wealth much to the envy of Redalanora Table-Turn. The Kerenelling distrust Desrada because she comes from the Dolutha, but even they have a sweet tooth for her, pastries and cakes. He husband died in the invasion, and Desrada has never forgiven the Empire. She served James Hostralos green ale and her sons Jon Mouse-Bane and Kalf the Fat try to gather support to resist the Empire.

Keywords: Steadwife 8W2, Clan Council member 4W, Devotee of Minlinster the Brewer 16W; Bloodline: Bolthoring nee Dolutha Faction: The Righteous Wind

Master Smith: Willandring the Giant

Willandring is a mountain giant who has lived among the Red Cow since Karganar Blood-eye brought his people to Red Cow fort. Karganar hamstrung the giant and Willandring has worked the chieftain's forge since. The hobbled giant pushes himself about Red Cow in a handcart. Willandring has become a devotee of Gustbran and master to the Red Cow smiths, but few trust the imprisoned giant. He once swore that if his legs worked again he would reap revenge on the sons of Karganar. Many view with trepidation the friendship shown the giant by the Deezola priestess Estavia LarUnn.

Keywords: Giant, Large 15W2, Strong 15W2, Hamstrung 10W Smith 10W2, Devotee of Gustbran 14W; Bloodline: Thrall Faction: himself

Master Carpenter: Nisk Wood-Turner

Nisk Wood-Turner is the Red Cow's master carpenter. Together with his four apprentices, he sees to the clan's lumber needs, makes barrels for storage and carves fine woodcuts for pillars and high-seats. Nisk is a wise and peaceful man a model of modesty and self-control. His father Duruvan Finehair is not fond of him and speaks darkly of his fate. He has two sons out of wedlock and ten by his current wife Entra Harsh-Tongue. One of their children is Lismelder the Fair who the Split Waters skald DangMag the Raven praises in song to Nisk's anger and shame.

Keywords: Craftperson 6W2, Clan Council member 19, Devotee of Orstan the Carpenter 6W2; Bloodline: Sardaling Faction: The Eye of the Hurricane.

Master Potter: Emer Bridge-Water

Emer is the clan's master potter. Her husband is Broddi Strong-Kin and his father paid the Underwillow a fortune in cows as a bride-gift for her skills with clay. Lunar traders

export her beautifully patterned pots to Tarsh, which increases her kin's great wealth. Her awakened pots and daimone vessels have led kings in pilgrimage to her kiln. Jealous gossips accuse her of being a red-turner. Emer has three sons and two daughters. Out of jealousy for her good-fortune, Darna Longcoat opposes her admission to the women's circle. Her best friend Jistirra the Teacher seeks to change that.

Keywords: Craftperson 17W2, Clan Council member 17, Devotee of Pella the potter 10W2; Bloodline: Sarostiping nee Underwillow Faction: The Eye of the Hurricane.

Thanes and Doughty Men

Durev the Steadman: Broddi Strong-Kin

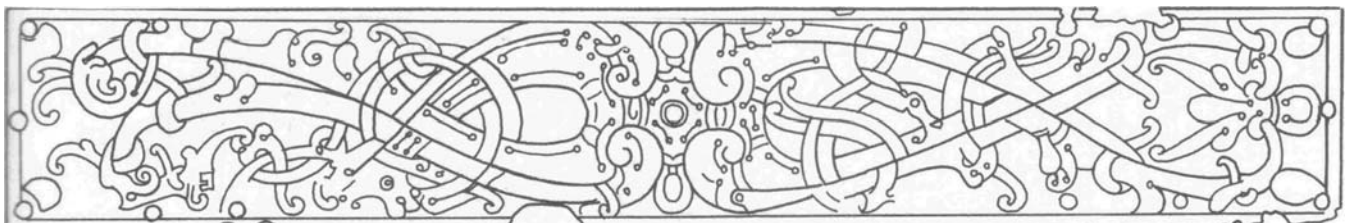
Broddi is a generous and wealthy man, of great-strength and brave in all his adventures. He was a noted cattle raider and warrior in his youth, but as the years passed settled down to the life of a farmer with the great wealth he had stolen. His good management of the land has increased his herds ten-fold and he is the richest man of the clan. He married Emer Bridge-Water and has three sons and two daughters by her. Broddi is popular among the farmers, but Valenstor resents him and questions why Broddi turned down the chieftainship when Orkarl fell.

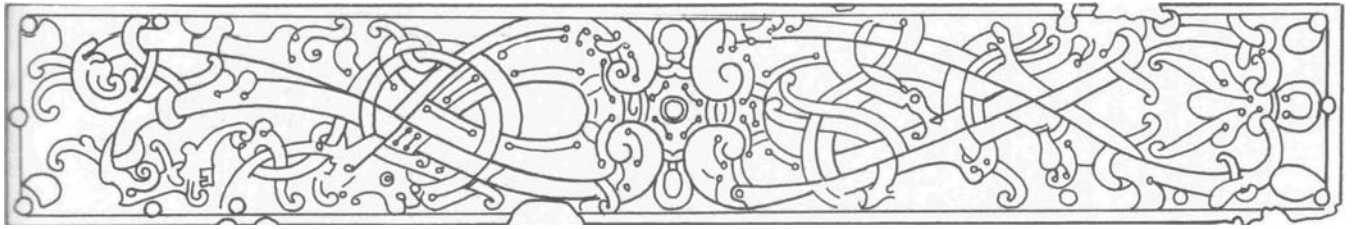
Keywords: Warrior 12W, Farmer 4W2, Clan Council member 9W, Initiate of Durev the Householder 16W; Bloodline: Sarostiping Faction: The Eye of the Hurricane

Bolthoring thane: Enfrew Steadfast

A thane of the Bolthoring bloodline Enfrew is a sullen man who makes little effort to get on with most people. A former warrior Enfrew retired to his stead many years ago. He lives there with his four sons casting envious glances at the wealth of Broddi Strong-Kin. He wears a red woolen tunic with a grey fur cloak about his shoulders. His sword is a fine weapon, with a hilt of ivory. He calls the sword Leg-Biter and no healer can mend its wounds. Enfrew mocks the recent defeats suffered by the clan and calls for raids against the neighbors.

Keywords: Warrior 5W, Farmer 15W, Clan Council member 3W, Initiate of Starkval the Weaponthane 8W, Flesh Man 7W; Bloodline: Bolthoring Faction: The Conquering Storm





Osmann spakeman: Hahlgrim Far-Walker

Hahlgrim is big and strong and joined the warband as a young warrior. He fought many times against the Split Waters clan. He killed Enastara the Red's father. Enastara led the Burners to Eoric's Stead to avenge that. Now a greybeard, he risers early to inspect his farm, crops, and cattle. A shrewd spakeman the bloodline listens to his counsel. Hahlgrim has four sons, three by his first wife who died in the burning and one by his present wife Tara Far-Kin. Hahlgrim and Orkarl were great friends and he mourns his fate. He mistrusts Broddi Strong-Kin's influence.

*Keywords: Warrior 12***W**, *Farmer 18***W**, *Clan Council member 3***W**, *Initiate of Ohorlanth 10***W** *Bloodline: Osmanning; Faction: The Conquering Storm*

Ormalaya the Hunter: Mabar Bear-Cloak

The best hunter of the clan, wise in the ways of the wild, Mabar represents the clan's hunters on the ring. A sure shot with his bow Mabar never misses. Never married Mabar is fatherly towards the young hunters of the clan. He has taken his Wanderlore rite. A Telmori hunter killed his favorite pupil, Umathkar Dark-Blood four years ago, and Mabar hates the wolf people. A Wolf Skinner Mabar earned his place by stalking and tracking Umathkar's killer. Ivartha and Valenstor respect him as 'one of the brotherhood' but Jomes Hostralos has struck up a special friendship.

*Keywords: Hunter 17***W**, *Devotee of Ormalaya 15***W**, *Clan Council member 2***W**, *Bloodline: Tormatking; Faction: The Wolf-Skinners*

Voriof the Shepherd, Kerenelling Spakeman: Randalyar Tutor-to-Heroes

Randalyar is a large man, with slate blue complexion. A veteran warrior there is no one in the clan is a better teacher of weapons. Randalyar has trained two generations of the best of the Red Cow and taken his lovers from amongst them. Jordarn the Clash was once a pupil and Jaraltryr the Dreamer a recent protégé. Randalyar's fighting style is graceful, agile, and balletic. All the warriors he trains become skilled dancers. His last lover died at Boldhome and he has yet to choose another from among the young warriors of the clan. Liek the Twin is his brother.

*Keywords: Warrior 5***W2**, *Clan Council member 6***W**, *Devotee of Uroth Bloodline: Kerenelling Faction: The Wolf-Skinners*

Plough Thane: Toran Blackbeard

Strong and handsome with good manners and fine clothes, Toran is perhaps the finest farmer in the clan and the voice of the clan's carls. Toran is frequently the spokesperson when the farmers feel overlooked. A devotee of Barntar, Toran owns an iron-shod plough and team of eight stone oxen that has never failed to cut the soil. He loves horse fighting, owns many fine stallions and is always looking out for more. He rails against his foster-brother Jordarn the Clash, who he feels neglected his duties to the farm and to their father Voskandoras One-Way.

*Keywords: Farmer 5***W2**, *Godi 12***W**, *Clan Council member 17*, *Devotee of Barntar 6***W2** *Bloodline: Bolthoring Faction: The Peace Weavers*

Trade Thane: Tonalandar Staff-Struck

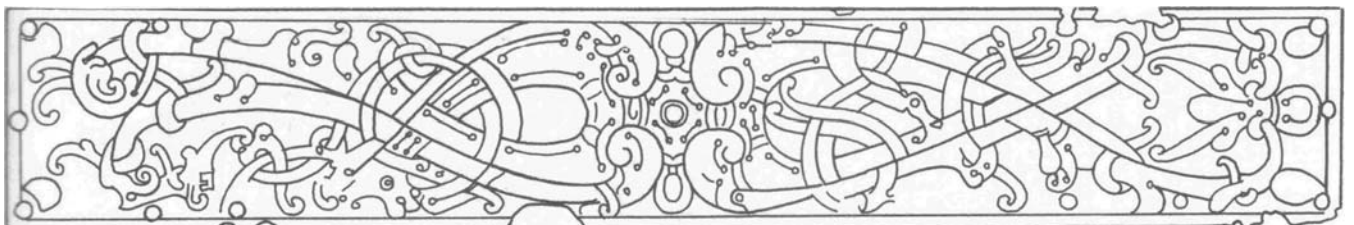
Tonalandar is the clan's trade thane. Rich and well to do, he is a strong and courteous man, though somewhat hasty in temper. With a honey-tongued voice and keen eye for a bargain or good deal, Tonalandar travels from stead-to-stead looking for produce or crafts to sell. He speaks many languages and knows the customs of foreigners. Tonalandar cares more about making a sale than politics. He is often in conflict with Redalanora over what is and is not surplus to the clan's need this year. He calls her that 'grasping crone'. Broddi Strong-Kin is a good friend.

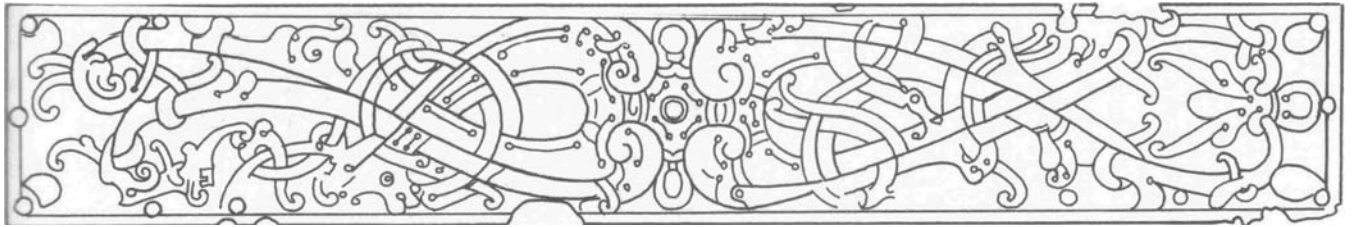
*Keywords: Merchant 17***W**, *Clan Council member 5***W**, *Initiate of Harst the Reeve 14***W** *Bloodline: Tormatking Faction: The Eye of the Hurricane*

Sarostiping spakeman: Kornos Ever-On

Kornos is a tall strong man, truehearted and guileless, but rather too ready to listen to flattery. He has many friends among the ring, and is much beloved by his relatives. Kenstan Worm-Tongue is his brother. Kornos looks to the cattle while Broddi Strong-Kin looks to politics and though middle aged still takes his turn among the herdsman in the far pastures. The bloodline's Carls see him as one of their own and look to him as a fellow farmer, trusting him to speak for them on the ring. His wife Keveessa Glad-Mood has borne him three strong sons.

*Keywords: Herder 13***W**, *Clan Council member 19*, *Initiate of Durev the Steadholder 10***W**, *Flesh Man 3***W** *Bloodline: Sarostiping Faction: The Conquering Storm*





Tormatking spakeman: Lhankpentos Snow-whiskers

Lhankpentos is an old man now with failing sight though in his youth he was a red-handed raider who fought many battles with the Split Waters. He remains a powerful godi of Helamakt. Despite his white beard and toothless grin, he is a canny leader whose guile and cunning often outwits his enemies. Many say that Lhankpentos's political shrewdness got Valenstor elected. He 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.

Keywords: Farmer 8 **LU**, *Godi 12* **LU**, *Clan Council member 14* **LU**, *Devotee of Helamakt the Fighting Storm 1* **LU**
Bloodline: Tormatking Faction: The Conquering Storm

Sardaling spakeman: Tarkalus Bigger-Boat

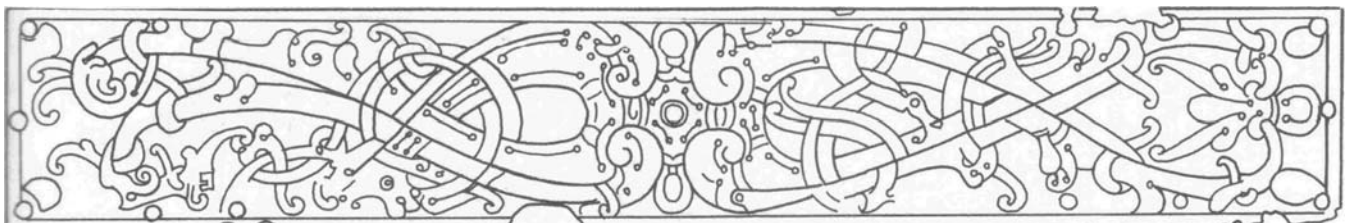
Tarkalus's bloodline has always been fishermen. Lithe but strong Tarkalus swims like an otter, can dive deeper and hold his breath longer than any other member of the clan. As spakeman for the bloodline, he wears the magic Frog Mask. His three-oared boat is the largest in the clan built by his brother Kenstran Water-Flyer, the finest boat builder in the clan. The two are inseparable. Tarkalus speaks for the fishermen of the river who worry the ring sees little beyond cows and do not understand the river. He dislikes Broddi Strong-Kin seeing him as the most prejudiced of the cattlemen.

Keywords: Fisherman 19 **LU**, *Clan Council member 1* **LU**, *Initiate of Poverri 9* **LU**, *Flesh Man 5* **LU** *Bloodline: Sardaling Faction: The Eye of the Hurricane*

Bolthoring spakeman: Voskandoras One-Way

A hardy farmer Voskandros lives with his wife and five sons and grandchildren on broad lands along the Heort Creek. Filled with hope, compassion, and generosity to his friends. In all things, Voskandros seeks to emulate Durev. He dislikes violence and fancy talk, and is happiest hard at work around the stead. Voskandros's popularity among the Bolthoring led to his election as their spakeman. Voskandros has never approved of his son Jordarn the Clash taking up the sword. Not all Bolthoring's love him. Ormasal Many-Torc contends that his wealth marks him as a better leader of the bloodline.

Keywords: Farmer 14 **LU**, *Devotee of Durev 13* **LU**, *Clan Council member 6* **LU**, *Bloodline: Bolthoring Faction: The Eye of the Hurricane*



The Women's Circle

The Elder Grandmothers

Unstana Peace-Weaver

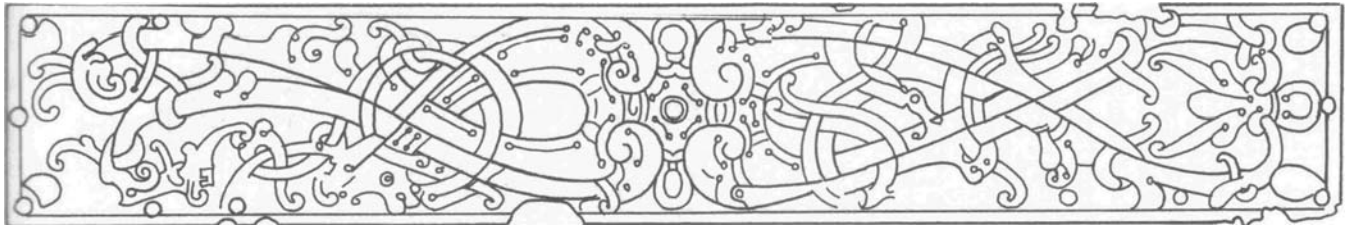
Unstana Peace Weaver is the daughter of Daylanor the Shieldless and sister to Orkarlu Belly-Laugh and Estava the One-Eyed-Woman. Once married to an Underwillow man she returned on his death. She knows the magical secrets of the clan. Unstana's tattoo stick makes the sacred marks upon every man, woman, and child throughout the clan. The elder grandmother of Asrelia and Ty Kora Tek Unstana dispenses from the store of women's wisdom to the hearth mistresses of the clan, and admonishes the young men for their failings. Some of the younger grandmothers resent her return to the clan of her birth.

Keywords: Chieftain Priestess 17 **LU**, *Clan Council member 11* **LU**, *Devotee of Asrelia and Ty Kora Tek 1* **LU**
Kerenelling Faction: The Peace Weavers

Estava the One-Eyed Woman

Estava is the one-eyed woman whose humiliation launched a war with the Six Stones clan. Since her divorce from Dangmag Spear-rattler, she has taken no lovers and borne no children. Bitter and resentful she dislikes the company of others, rarely leaving her sister Unstana's stead. There are still signs of her former beauty, but she does not even cover her missing eye with a patch. Her gaping socket can see the lies in men's hearts, and visions of the future. She is jealous with the secrets that she knows. She visits her brother Orkarl, but he refuses to recognize her now.

Keywords: Stead Mistress 13 **LU**, *Initiate of Asrelia and Ty Kora Tek 18* **LU** *Kerenelling Faction: The Eye of the Hurricane.*



The Red Bulls

No One Can Make You Do Anything!

Common Names: The Bully Boys, The Red Cow Gang.

Form: Orlanth Adventurous warband

Cultural Context: Warband for the Red Cow clan.

Ideology: 'No one can make you do anything!'; 'Today we prove our mead-hall boasts'.

Look and Feel: Like an Adventurous warband, but with Thunderous influences: naked woad wearing warriors, a barrage of sling stones, accompanied by stormy magic

Purpose: The warband protects the Red Cow clan from strangers and foreigners and conquers its enemies.

Headquarters: Thunder Barracks in Red Cow fort.

Reactions: The Empire is making noises about enforcing a ban on the worship of Orlanth. If the Empire enforces its occupation directives warbands, which are worship of Orlanth Adventurous, would be illegal.

Resources

Leader: Jaranil the Thunder.

Renowned Members: Alebard Shadow-Trail, Ivartha the Skinner, Jordarn the Clash, Jarstak Bristle-Bear.

Membership: The core of the warband is 6 weaponthanes (with their 4 storms). This makes the warband 30 strong. In addition, the warband can call on 150 huscarls and fyrdsmen. Before the Empire came, the Red Cow could call on 8 weaponthanes and 240 fyrdsmen. They lost a quarter of their warband in the invasion!

Other Contacts: The Red Cow clan, the Wolf skimmers.

Organization

The Red Bulls are the warband of the Red Cow (see *Thunder Rebels* p219-220). All adult members of the fyrd are members of the warband, but most form a reserve to the weaponthanes called up only in time of need. For the Red Cow membership of any of the Thunder Brothers qualifies for membership within the warband.

Their banner depicts a stylized red bull auroch snorting and pounding the earth. Unfurling the Red Bull banner is not undertaken lightly. It is a sign that chieftain will muster the fyrd and that the Red Cow march to war.

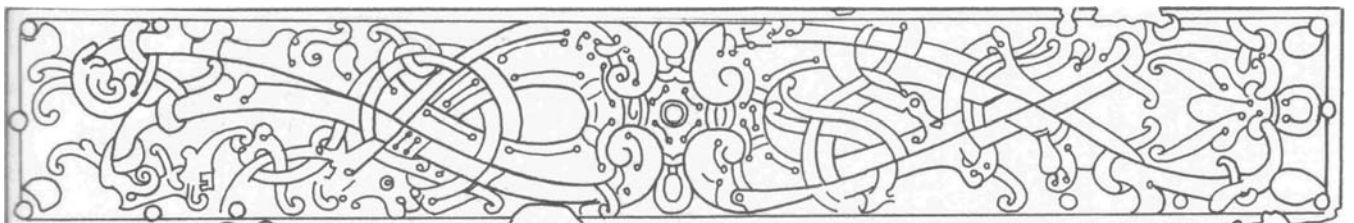
Membership Keyword

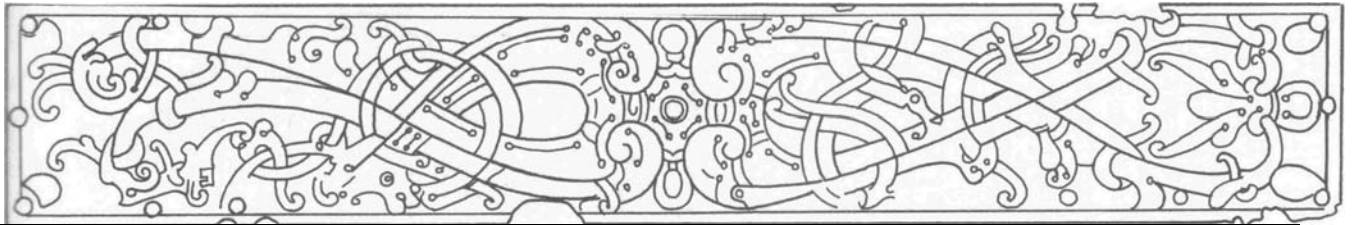
Membership Requirements: Members are drawn from the Red Cow clan. An existing warband member must sponsor someone who wishes to join. A new member must serve up to a year's probation before being fully recognized. Members must 'obey chosen leaders' and hand all plunder taken on raids to the leader who redistributes it.

Mundane Abilities Taught: Brew Woad, Dodge Attack, Mythology of Thunder Brothers, Shield Wall Fighting.

Typical Personality Traits: Dynamic, Proud, Responsible.

Magic: Members worship one of Orlanth's warband cults.





Kenstral Elf-breaker (Guardian Being)

Kenstral was a Vingkotling farm boy who aspired to take his place among the warriors. Despite mockery when Seravus the Enchanter stole the herd beasts he slapped a pot upon his head, beat his ploughshare into a sword, and took Gusty, the old wind who blew dead leaves around the farm as his Shield Thane

Kenstral is famous for his actions during the Greatwood against the elves, actions that earned him his place upon the mead benches. When the vines wrapped around the warriors he showed them how to scythe them away like weeds in the field. When the arrows rained down like leaves in the storm, Kenstral unleashed Gusty to blow them away like autumn leaves. When at last the warband became mired in the sap-bog Kenstral showed them how to keep moving. Finally, when Helamakt performed the Sivin Feat and burned the forest away, Kenstral stood at his back.

Now Kenstral is the *wyter* to the Red Bull warband. He knows good magic for helping the fyrd to put their farmer's skills to good use on the battlefield and for fighting elves.

Method: Emanation

Form: The Red Bull warband banner.

Communication: *Group Contact*; the embroidered bull on the banner changes its posture and position. Members of the warband can interpret the postures as simple messages or instructions.

Membership Requirements: Scorn Elves

Awareness 10**■**: (Find Way in Dark Wood, Sense Aldryami)

Defense 16**■**: (Blow Away Arrows)

Blessings 12**■**: (Burn Tree, Farmers to Fighters, Keep on Moving, Scythe Elves)

The Wolf Skinners

Kill Telmori!

Hauberk Jon of the Malani founded the Wolf Skinners in the fight against Telmori invaders over a hundred years ago. They were always foremost in the fighting against the wolf men. After Sartar made peace, he all but disbanded the Wolf Skinners in the settlement between people and Telmori.

With the fall of the house of Sartar, the Wolf Skinners carry the Head of the Ram high again. With the royal house gone, so have the agreements that bound Heortling and Telmori into uneasy peace. A feud that has simmered for a hundred and fifty years bubbles over again.

Common Names: Tol's Boys, Cloud Cats, Wolf Slayers

Form: A band of skilled woodsmen and werewolf fighters.

Cultural Context: The Telmori are an ancient enemy of the Heortling people, from before time. This band specializes in the backcountry fighting skills needed against Telmori.

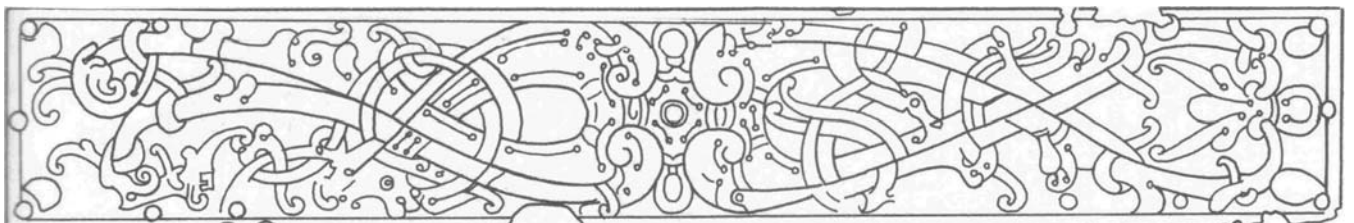
Ideology: The wolf men are monsters. The royal house of Sartar once kept them in check. Now the house of Sartar is gone, and with it the old treaties. We should drive them out of our lands.

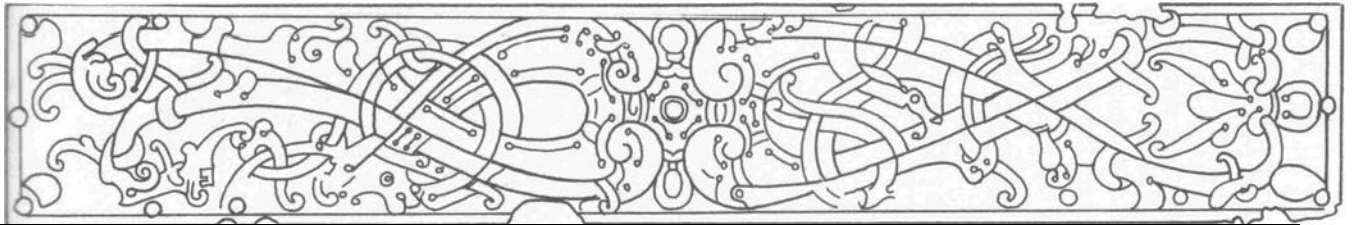
Look and Feel: A gruff band of hunters who specialize in the backcountry fighting skills needed to fight the Telmori. 'Injun' fighters.

Purpose: Kill Telmori!

Headquarters: Officially, the band has its headquarters in Jonstown at the shrine to its wyter Hauberk Jon. The band's home is wherever its members are active, usually in the wilds hunting Telmori.

Reactions: The Royal House of Sartar scorned the Wolf Skinners, citing Sartar's peace and the loyalty of the Telmori. Many within the rebellion keep faith with Sartar's treaties. However, those who border the wolf men have no illusions as to what the future holds and support the return of the wolf skinners.





Resources

Leader: The Maboder scout Londros Wolfs-Bane is a devotee of Tol and a fine warrior. He has slain nineteen Telmori and their wolf brothers in single combat with his alynx-brother Nisk. He preaches against the threat of the descendants of the Serpentbeast Brotherhood.

Renowned Members: Bender Sharp-Bone is a famed Odaylan hunter from the Blueberry. A Telmori war party wiped out his entire family. He has vowed to track down and kill every one. Ivartha the Skinner a Vingan thane of the Red Cow killed her first Telmori in the year of her initiation. Karos Sword-To-The-Wolves, once a Siganti warrior of the Torkani, Karos joined Humakt to spare his kin from responsibility for his terrible deeds against the wolf men. James Hostralos, commander of the Red Cow garrison fought Telmori in his native Aggar and now puts his skills to good use in Sartar. Varanor the Daring is a Tol devotee from the Treebrothers clan of the Malani. He is a famed Telmori hunter.

Membership: The membership of the band is around 250 and growing. Members come mainly from the Jonstown Confederation and Aranwyth.

Other Contacts: The Wolf Skinners cross clan, tribe, and culture boundaries. Members may be able to surmount old enmities by invoking the common struggle against the Telmori.

Organization

Every member of the Wolf Skinners works with an 'alynx brother', balancing a Telmori hunter's 'wolf brother'. Aspirants to the band can join provided they 'can work with an alynx on the hunt, track day-old wolf spoor, fight with spear or sword, and know killing magic'. A new initiate has a year to qualify for full membership. Alone, the initiate must kill a Telmori and his beast brother under a full moon and skin them. As a badge of honor, they wear this wolf-hide after. Many fail this initiation either through cowardice or through death.

Membership Keyword

Membership Requirements: A member must have an alynx, be able to track, fight, and know war magic. Finally, any candidate must meet and defeat a wolfbrother in combat, under a full moon, with only an alynx for companionship.

Abilities taught: Ambush, Leave No Tracks, Stalk, Tread Silently.

Typical Personality Traits: Hate Telmori.

Magic: Yinkin is the great wolf fighter and many of his worshippers are among the Wolf Skinners. The Wolf Skinners prize the hunting skills of Ormalyan and Odaylan hunters.

Orldarg Silver-Blade (Guardian Being)

Orldarg Silver Blade was a companion of King Vingkot during the Second Beast Wars. He fought against Tawari and Basmoli, but was best at killing Telmori, whom he hated. Orldarg took the fight to the Telmori in their woods, and his skilled woodcraft meant the wolf men never ambushed him. He fought elves later too when New Thrinbarri appeared. Outsiders just know Orldarg as **Head of the Ram**.

Method: Emanation

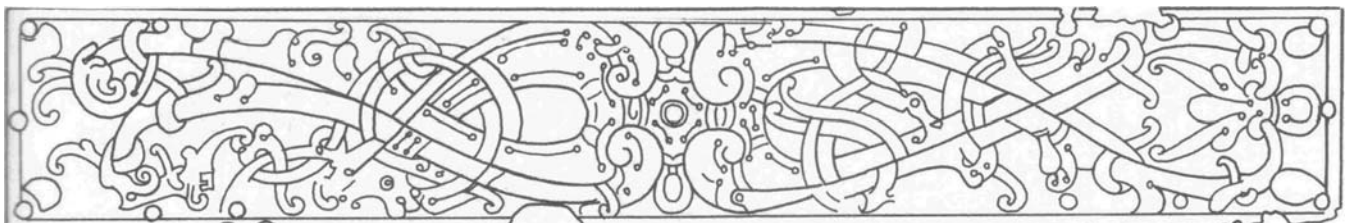
Form: Head of the Ram is the lime-coated head of a large ram, with horns plated in tin. Mounted upon a standard, the Wolf Skinners place Head of the Ram at the heart of their camp, or carry him before them into war with the wolf men. When Head of the Ram communicates his great spiraling ram's horns trumpet.

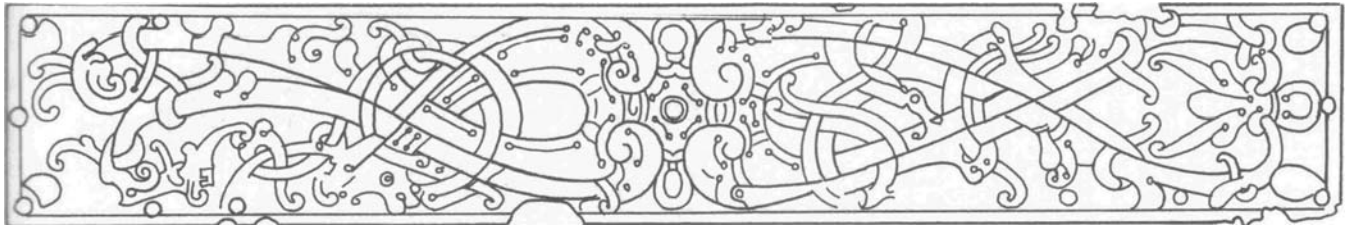
Membership Requirements: Members must kill wolves or dogs on sight, and may not eat them. They may not use any animist magic.

Awareness Function: Sense Ambush, Sense Telmori 10^W

Blessing Function: Pierce Wolf's Hide, See by Starlight 16^W

Defense Function: Leap from Jaws, Turn Flint 2^W





Uralda the Cow, Priestess of Roitaina the Ceremonialist: Darna Longcoat

Darna Longcoat is the fairest of women to look on. Tall of stature people call her "Longcoat". Darna can hide herself in her long dark hair. Lavish with the clan's resources for ceremonies and festivals many feel she is too hard-hearted toward the poorer folk of the clan the cottars and stickpickers. Skilled at Ernalda's rituals she leads the rituals of the clan. She knows many sacred tales of Orgavale Summer. She is eager to marry off Yesrela and remove her influence. Her husband Kenstran Sword-tongue has slain many Jarol Vale men but paid no wergild. He has not bettered Darna's temper.

*Keywords: Priestess 8***W***, Clan Council member 8***W***, Devotee of Roitaina 12***W***2 Sidekick: Warrior 12***W** *Bloodline: Bolthoring nee Frithan Faction: The Eye of the Hurricane*

Esra the Grain Goddess, Priestess of Esra: Salissa Three-husbands

Salissa Three-husbands is proud, high-spirited, and one of the fairest of women. Exceptionally skillful with her hands, she is the finest loom worker in the clan. She is the chief priestess of the barley-mother. Salissa is resentful of the greater role of Griselda Raven-Black. She divorced her first husband first 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 by handfasting Vasrenkarl Many-Brothers. Many Bolthorings said she was too quick to wed again. She has nine-sons by her husbands, five grown to men.

*Keywords: Chief Priestess 17***W***, Clan Council member 9***W***, Devotee of Esra the Barley Mother 12***W***2 Sidekick: Warrior 12***W** *Bloodline: Sarostiping nee Underwillow Faction: The Conquering Storm*

Priestess of Votenvra: Yesrela War-Born.

Yesrela was born while her father fought and died at Grizzly Peak. She has mistrusted the Empire ever since. The women's circle chose Yesrela is the leading unmarried woman of the clan. The holder is always a devotee and priestess of Votenvra. Yesrela knows secret versions of many of the goddess's stories. This gives her much magical power. She is the niece of Lhankpentos Snow-Whiskers and so far has been able to turn down the finest suitors from the Cinsina

and sometimes beyond. Darna Longcoat agitates for her marriage and Valenstor plots her destiny.

*Keywords: Chief Priestess 5***W***, Clan Council member 19, Devotee of Votenvra the Earth Healer 15***W** *Bloodline: Tormatking Faction: The Righteous Wind*

Clan midwife: Dorasola Healing-Song

Dorasola is the clan's chief midwife. Not content raising five children of her own she has eased the birth of many of the clan's children. She knows the sacred birthing songs that keep the baby healthy and calm mothers and fathers. Her love for every one of the clan's children makes her opponent of conflict and a seeker of other ways. She is a tireless negotiator who has arbitrated many disputes. She is tireless and able to go from one delivery to another without sleep. Griselda Raven-Black listens to her counsel and even Darna Longcoat is grateful for her skill.

*Keywords: Healer 12***W***, Priestess 3***W***, Devotee of Eninta the Midwife 14***W** *Bloodline: Tormatking Faction: The Peace Weavers*

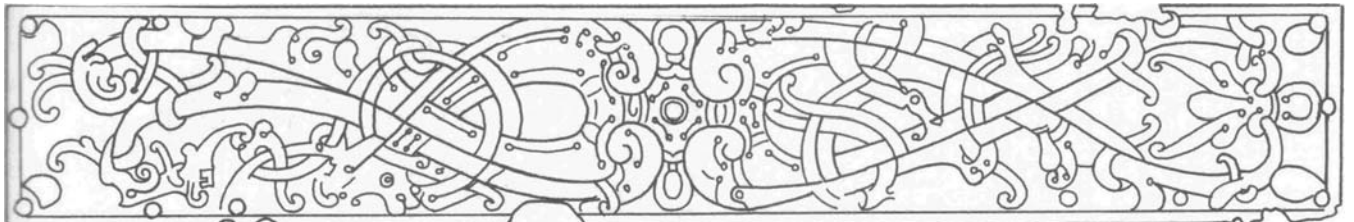
The chief matchmaker: Enothea Dawn-Child

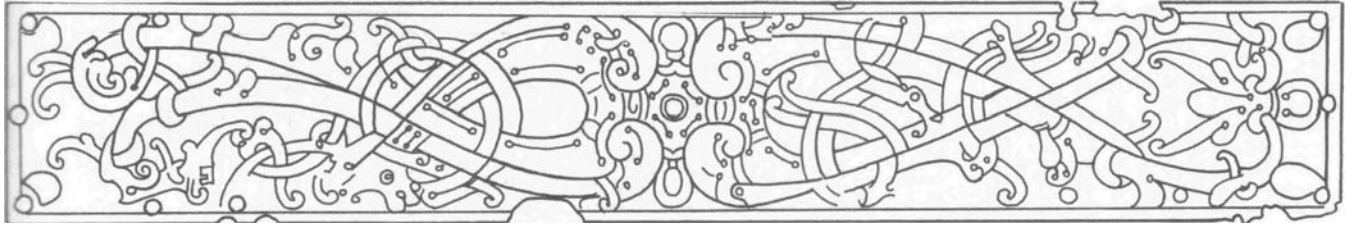
Enothea Dawn-Child is no romantic her position is too weighty for that. Instead, she has a keen eye for character, a good ear for listening, and a clever tongue for talking. She travels widely throughout Cinsina lands and beyond. She knows the quality and character of many of the men and women of the clans. She is politically canny and understands how to cement a good treaty with marriage. A close friend and confidant of Darna Longcoat she plans Yesrela's marriage. She resents Valenstor's interference and is sorry for the plight of Jistirra fearing adultery will befool the clan.

*Keywords: Steadwife 3***W***, Priestess 15***W***, Clan Council member 5***W***, Devotee of Vela the Matchmaker 13***W** *Bloodline: Tormatking nee Underwillow Faction: The Righteous Wind*

The best healer: Swena the Upright

Swena is the finest healer in the clan. Her skill with herbs and leechcraft has saved the lives of many of her kinsmen. Kind and compassionate Swena's tolerance and patience are legendary. She is tough with her patients suffering no malingers. Her herb garden is a treasure-trove of healing plants. Her husband Tormakt Green-hands is a skilled gardener, who tends the garden lovingly. The two are inseparable though Swena's renown eclipses her husband. The enmity between Yesrela and Darna troubles her. Swena





sees only trouble for the clan. She has healed too many of Jistirra's beatings too like Soratoros.

Keywords: Healer 16L, Priestess 3L, Clan Council member 2L, Devotee of Jera the Herbalist 14L Bloodline: Tormatking nee Frithan Faction: The Peace Weavers

The Enferelda godi: Jistirra the Teacher

Jistirra is the most beautiful woman of the Cinsina, and no less clever than she is good-looking. She takes great pride in her appearance; the adornments of other women are child's play by comparison. She is the shrewd, highly articulate and generous. Jistirra is a Six Stones woman married to the Red Cow in settlement for the war of the One-Eyed Woman and the Burning of Eoric's Stead. Jistirra detests her husband Soratoros. She has not divorced him solely for the sake of the settlement and their children. A godi of Enferelda she has the strongest supporting magic in the clan.

Keywords: Steadwife 6L, Godi 8L, Clan Council member 4L, Initiate of Enferelda 3L2 Bloodline: Tormatking nee Six Stones Faction: We Are All Us

Clan Dependants

Humakti hermit: Orkarl the Lonely

Orkarl the Lonely follows Humakt, and lives a solitary, hermitic lifestyle in a cabin in the wild parts of the Red Cow tula bordering Maboder lands. He is the clan's only Humakti. He spends his days practicing with his sword and patrolling the borders. Orkarl was once called Belly-laugh and was chieftain of the Red Cow, but he fought and died with the fyrd at Caroman. Orkarl was once called Bull-Rider because he led the bull riders charge against the Dinacoli. Kesta's Splendourbread brought him back after Caroman, but he has the relife sickness now. Estava the One-Eyed woman is Orkarl's sister.

Keywords: Warrior 12W2, Chieftain 12W, Devotee of Humakt 4W2, Bloodline: Tormatking Faction: The Eye of the Hurricane

The Hedkoranth Shrine

Chief Priest of Orlanth: Rangard Blacktooth

Rangard is the wisest and shrewdest of all those men in the clan without the gift of foresight. Good to his friends, Rangard is grim to his foes. Once a warrior now ceremony and poetry occupies Rangard's time. Rangard is the chief

priest of Orlanth in the clan. Four storms ward him and three junior priests help him to run the shrine. Jordarn and Alebard are among his friends. The clan's farmers led by Broddi the Strong agitate against Rangard's warlike position, but Rangard knows that the death of kings is a time of trouble that needs strength.

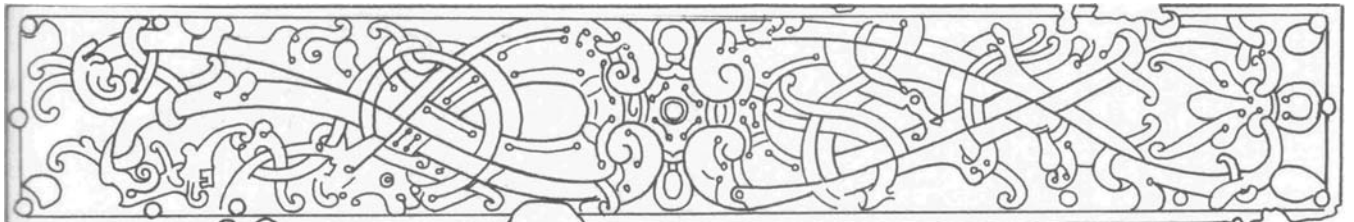
Keywords: Warrior 8L, Chief Priest 18L, Clan Council member 8L, Devotee of Hedkoranth 6L2, Bloodline: Sarostiping Faction: The Conquering Storm

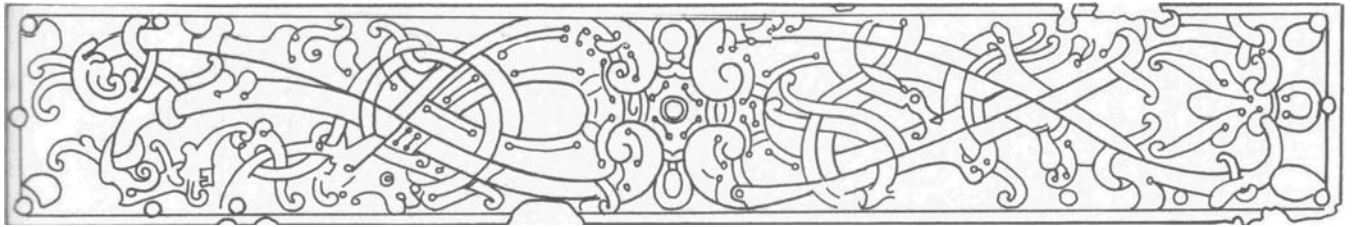
The Uralda Shrine

Ernalda the Earth, Chief Priestess of Ernalda: Griselda Raven-Black

Ambitious Griselda Raven-Black is tall and stately with waist length black hair. Despite her youth, Griselda has risen to pre-eminence among the priestesses. She is a beautiful and high-minded woman. She is the daughter of a long line of chieftains among the Underwillow. Her knowledge of her goddess's mysteries is deep. She has completed three heroquests. Her husband is Finoval Boundary-Walker a wealthy cattleman whose herds have increased under Griselda's wise husbandry. They are the wealthiest of the Sarostipings now, and even Kornos Ever-On turns to Griselda for guidance on the herds. Salissa Three-husbands seeks to undermine her position.

Keywords: Steadwife 6L2, Chief Priest 15L2, Clan Council member 11L, Devotee of Uralda 9L2, Bloodline: Sarostiping nee Underwillow Faction: The Conquering Storm





The Auroch Bringers

When the liberator comes, we will hunt aurochs.

The cattlemen of the Red Cow labor to bring back the great aurochs to Sartar. The results of their heroquesting so far are the clan's red cows. Soon they hope to raise red aurochs again. Even now, the Auroch Bringers are some of 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.

Common Names: The Red Men, The Cattle Boys

Form: A band of heroquesters dedicated to returning the aurochs.

Cultural Context: Herders and warriors working toward increasing the clan's wealth through heroquesting.

Ideology: The aurochs once roamed throughout Kerofinela we will return them. The old prophecies say that the liberator from Shepelkirt – the Red Wound – will hunt aurochs once again in Kerofinela.

Look and Feel: Farmers with an interest in myth and magic who seeks to explore the tales of Ulanin the Rider.

Purpose: Bring back the aurochs

Headquarters: The Red Cow clan is the center of the band. The focus is Red Cow fort itself where Ulanin the Rider once raised red aurochs in his own herd. Red Cow is a jumping off point for many heroquests that help breed fine red cattle.

Reactions: The clan actively supports the Auroch Bringers. The Red Men have heroquested with clan support more times than any other community. Outsiders seek their secret knowledge hoping to found their own herds of red cows.

Resources

Leader: Broddi Strong-Kin leads the Auroch Bringers. The Red Cows have brought his bloodline much wealth, but Broddi is anxious to move beyond these well-known quests to bring back the aurochs.

Renowned Members: Alebard Shadow-Trail is a devotee of Ulanin the Rider and keen to explore the myths of his god. Alebard has stolen Gochbadun from Bergilmer, and has fought the Seven Blows along the Creek. Orendal Hero-Walker is a leader among the stockmen, and supported by his wife Korlinalda the Holy, an Uralda devotee has brought red cows to Brightwater stead.

Membership: Most steads support two or three members of the Auroch Bringers, among both cattlemen, and the steadwives some more. For rituals or support, the Auroch Bringers can gather 60-80 members.

Other Contacts: The Auroch Bringers have strong connections to the Red Cow clan and to the Red Bulls warband. They also have ties to other followers of Ulanin, such as some of the Dundelos warbands.

Organization

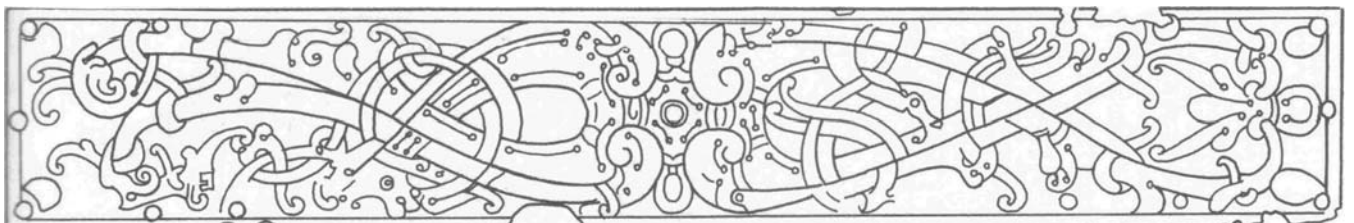
An elected leader, the 'Great Bull' leads the Auroch Bringers though a wise one relies on the advice given by the council formed from the experienced heroquesters among the band.

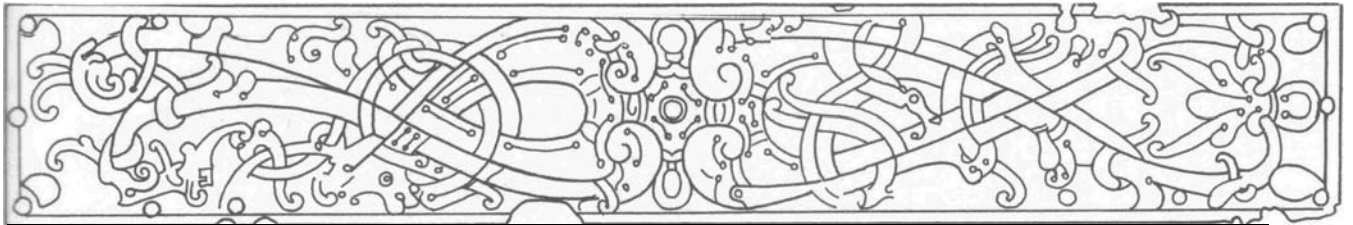
Membership Keyword

Membership Requirements: Both women and men are members of the Auroch Bringers but the leaders of the band will only reveal the sacred myths to women when they have given birth to a male child and have thus tied their fortunes to the clan. Members must support heroquests by members of the clan and allow their prize red bulls to sire other member's cows.

Mundane Abilities taught: Myths of Ulanin the Rider.

Typical Personality Traits: Ambitious.





Magic: While the band explores the myths of Ulanin the Rider, an important ancestor, only warriors are generally from his cult. Women tend to favor Uralda and Vorela.

Garnen Stout-Hearted (Guardian Being)

Garnen was Ulanin the Rider's cattleman. He kept the herds for Ulanin for years, husbanded both the auroch bull Gochbadun, and kept the Butter Cow amidst the herds for years. Garnen often accompanied Ulanin on raids, to herd the cattle back to Red Cow. A skilled breeder Garnen had adventures of his own, traveling throughout Kerofinela in search of better breeding stock. Sometimes of course, things did not work out the way he expected as with the Four Beans Trade and when the Alynxes Ran Off.

Method: Emanation.

Form: A cattle goad, bound in tin and carved with runes.

Membership Requirements: Have a herd of your own, with at least a seven cows.

Awareness Function: 12 \blacksquare (Sense Predator, Spot Find Breeding Stock)

Blessing Function: 14 \blacksquare (Bless Cows, Bless Bulls)

Defense Function: 10 \blacksquare (Bulls Hide, Tough as a Bull)

The King Fishers

We know the secrets of the river.

The fishermen of the Red Cow and Six Stones have made pacts and agreements with the sprit of the Wandle River (more commonly called the Heort Creek) that allow them to fish there. Only the King Fishers have rights to the river and they guard them jealously. Those who wish to fish the Wandle must join this band and learn its secrets or risk disaster upon the river.

Common Names: The Waterboys, the Wandle Boatmen

Form: Association of fisherman of the Wandle River.

Cultural Context: Fishing the river requires working with its landscape entities in a respectful fashion. This group honors the obligations of pacts made with the spirit of the Wandle when the Red Cow settled this land.

Ideology: Respect for the river and the gifts that it gives to the people who live along its shores.

Look and Feel: Fisherman's union.

Purpose: Maintain the pact with the Wandle.

Headquarters: The band is centered at Sardalham – stead of most of the fishermen from the Sardaling blood line and Areneham – stead of most of the Six Stones fishermen.

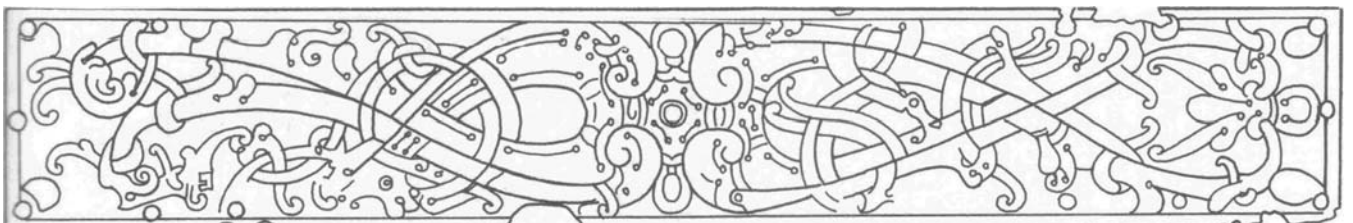
Reactions: The Red Cow and Six Stoners clans support the King Fishers. Their catch provides a valued addition to local foodstuffs and the flooding of the Wandle River helps keep the meadowlands along the riverbanks where many folks live is fertile without being destructive. The clans actively forbid those who are not members of this band from working the river. This is a cross-clan community, which leads some in both clans to suspect its members in times of conflict between the two clans. The river men have a bond that overrides traditional clan boundaries.

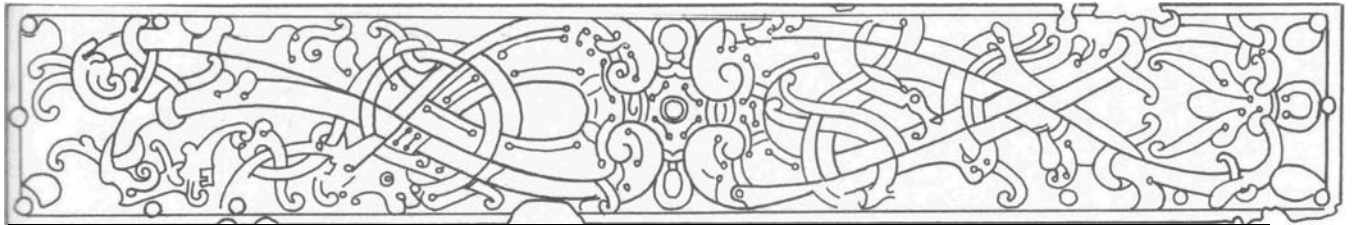
Resources

Leader: Tarkalus Bigger-Boat is the most experienced river man and leads the King Fishers.

Renowned Members: Poverin the Slim is a shaman of the Ganval practice who intercedes with the river spirits on behalf of the river men. No one is sure of his clan origins, but he hates the Telmori with passion. Askos Laugh-Much leads the Six Stones fisherman.

Membership: 200.





Other Contacts: The King Fishers have good relationships with fishermen along the Creek and the Engizi cult..

Organization

Both men and women can join the King Fishers. Although women rarely fish, they partake in other parts of the Wandle's bounty and offer their thanks for it at the river ceremonies like everyone else. Most ceremonies and rituals take place in the water, with people wading waist deep into the river to participate in the rituals. The rituals follow the seasonal ebb and flow of the river and its life.

Membership Keyword

Membership Requirements: Live along the river and live from its bounty.

Mundane Abilities taught: Boating, Swimming..

Typical Personality Traits: Patient.

Magic: Poverin the Slim can offer charms of river spirits to members of the hero band who have not concentrated their magic. Few river folk concentrate, for they work all the time with spirits in the river and daimone's on the land so find such specialization useless to those who have feet in both worlds.

Jaronaka Silver-Trout (Guardian Being)

Descriptive text about the hero band's guardian being. See the Guardian Beings article for details.

Method: Manifestation

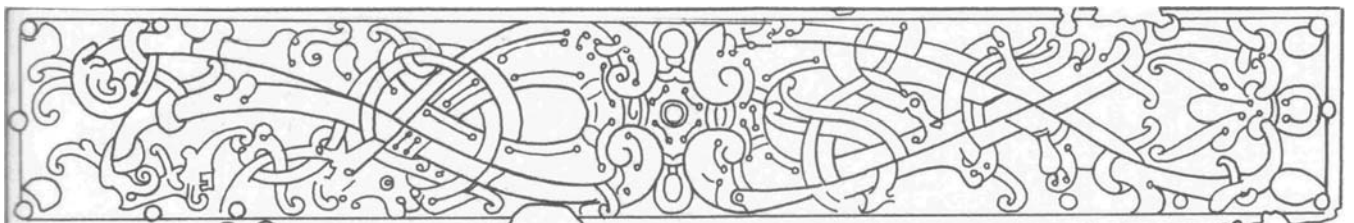
Form: Jaronaka manifests as a kingfisher. His call and flight patterns can be understood by the leader, though most people can pick up signs of trouble or goodwill easily.

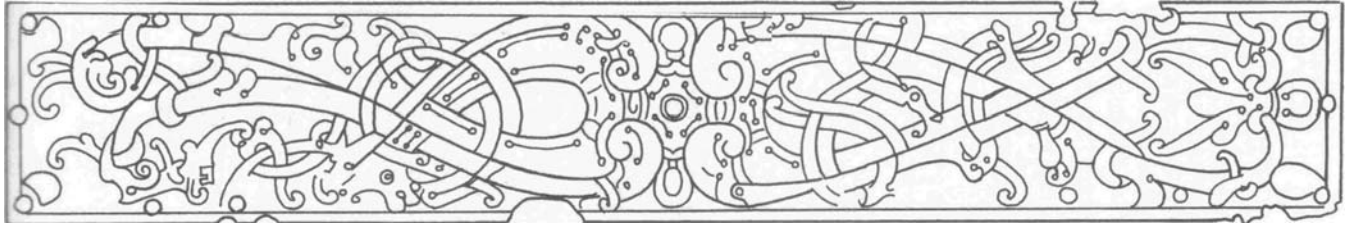
Membership Requirements: Members must say a little prayer of thanks whenever they take life from the river. They must respect the river and protect it from pollution or exploitation.

Awareness Function: Sense Health of River 9ld.

Blessing Function: Bless Boat 4ld.

Defense Function: Wild Flood 6ld.





The Heler Shrine

The Priest of Uroth: Ormalakor the Staunch

Slate-blue skin and white hair mark Ormalakor's as being of Kerenelli Indigo-Warrior's line by the Blue Woman. He can leap great-distances and over great-heights. His spear has shattered many a shield and his javelins rain like hail. Ormalakor prizes loyalty to one's comrades above all. A lusty man he spreads Heler's fertile rain wherever he can, and has angered many husbands and wives in neighboring clans. His belly laugh has raised many a low-spirit. The dutiful shepherd of Heler's shrine Ormalakor is beloved by his flock. He stands aloof from clan politics but mistrusts Redalanora's influence on the chieftain.

*Keywords: Warrior 16***W**, *Chief Priest 15***W**, *Clan Council member 3***W**, *Devotee of Uroth 4***W****2**, *Bloodline: Kerenelling Faction: The Righteous Wind*

The Priestess of Tarena: Yendessa Mother-Of-Heroes

Yendessa was born Frithan, but devoted to Tarena when she married Angorus Blue-Helm. She bore Angorus the twins: Randalyar and Liek, but was mother to many others after Angorus died by a succession of lovers. Dark, aloof, and mysterious Yendessa is at home wandering the Tula, naked but for woad in rain and storm. She communes with daimones as much as people. She speaks little but observes much so when she does people listen. She keeps many secrets. The Kerenelling regard her as sacred and speak prophecies of her sons. Griselda Raven-Black and Darna Longcoat say she is just a mad slut.

*Keywords: Steadwife 4***W**, *Chief Priestess 3***W****2**, *Clan Council member 17*, *Devotee of Tarena 15***W****2**, *Bloodline: Kerenelling nee Frithan Faction: The Eye of the Hurricane*

The Priest of Helamakt: Liek the Twin

Six personal winds surround Liek the Twin and the air around him is often cloudy and wet with rain. He goes storm clad year round and tattoos of power cover his blue-skin. He is the priest who unites both Thunderous and Heler worshippers with his joy in the storm. He is not a strong warrior but fights with his magic. The son of Yendessa Mother-of-Heroes Liek and his mother often commune together with the storm. His twin Randalyar is worldlier and

dislikes their detachment from sheep and people. Gavrena the Witch is a friend, which sets tongues wagging.

*Keywords: Warrior 4***W**, *Priest 15***W**, *Clan Council member 5***W**, *Devotee of Helamakt 3***W****2**, *Bloodline: Kerenelling Faction: The Eye of the Hurricane*

The Seven Mother's Mission

The Lunar Garrison Commander: James Hostralos

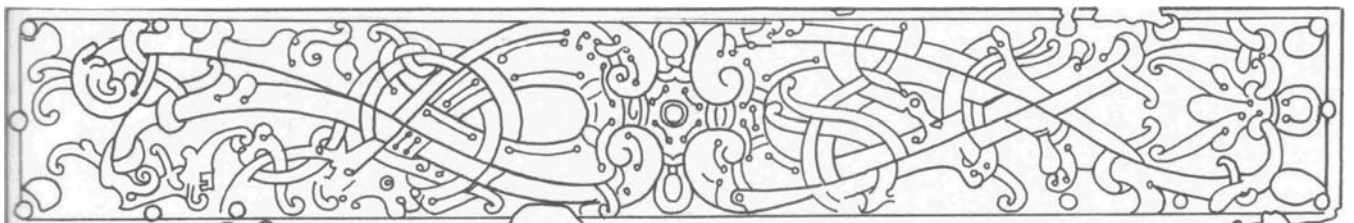
The charismatic commander of the Lunar garrison is a seasoned soldier from Aggar who leads from the front. Tough and courageous, James has earned the loyalty of his troops by living, fighting, and working alongside them. He is a natural leader who men want to follow. A cunning strategist he preaches 'speak softly but carry a big stick'. Fazzur Wideread is among its admirers and correspondents. A devotee of Yanafal Tarnils James has firmly embraced the Red Moon if not the Empire. A member of the Wolf Skinners Ivartha the Skinner owes him grudging respect and Valenstor is almost a friend.

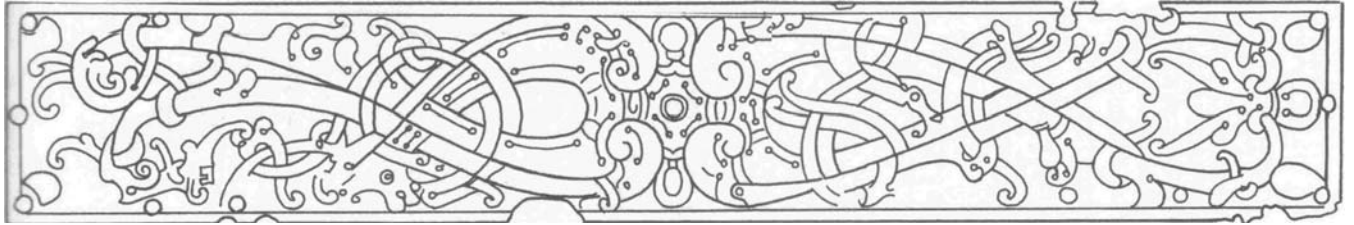
Keywords: Foot Soldier (Skirmisher) 3W2 Devotee of Natha 16W. Faction: The Wolf Skinners

Chief Priestess of the Lunar Mission: Estavia LarUnn

A committed young Tarshite woman Estavia left her home and clan in Dunstop to join the new adventure 'civilizing' the hill folk to the south. A devotee of Deezola the priestess has tried hard to emulate her goddess through healing the victims of the Lunar Empire's struggle: the widows and orphans of the Red Cow. Practical but stubborn her no-nonsense approach to helping the locals have won her grudging respect. Now the Women's Circle of the Red Cow cautiously welcomes her company and advice. She often guests with Swena the Upright and Jistirra the Teacher often comes for comfort and guidance.

*Keywords: Healer 15***W**, *Priest 12***W**, *Devotee of Deezola 17***W** *Faction: We Are All Us*





Mission priest: Bolik Red-Turner

The son of Minaryn the Deep Bolik is a committed convert to the provincial church. A priest of the Seven Mothers he leads services for the faithful in Red Cow fort. The enthusiasm of the recent convert fires Bolik. He is immune to gibes and catcalling. Earnest, no conversation is safe from his homilies or tales of the goddess. Still he is a good listener, kind-hearted, and loyal to his kin so he has had some success. Estavia finds him somewhat gauche and Jomes finds the 'stuttering priest' amusing, but Bolik knows the Seven Mothers are with him every step that he takes.

Keywords: Healer 15W, Priest 12W, Devotee of Deezola 17W
Bloodline: Bolthoring Faction: We Are All Us

Population breakdown

Figures based on those developed by the Heortling Stead Project

(<http://home.iprimus.com.au/pipn jim/stead/stead2.html#age>)

Total Clan or Stead Population :	1200	
Newborns	57	4.76%
Children (1-14)	383	31.97%
Initiands (15-19)	99	8.26%
Total Children	539	44.99%
Young Adults (20-34)	232 (265)*	22.12%
	254	
Mature Adults (35-59)	(290)	24.21%
Elders (60+)	104	8.68%
Total Adult	659	55.01%
Total	1198	100.00%
Newborn each year	4.70	28
Childbearing Women (15-44)	21.00	251
Av births/woman per year	0.22381	56

Approx one child per married woman every 2.5-3 years

*The reduced figures, from those in brackets, represent casualties in the Lunar invasion. Most of these casualties (33 young adults, and 36 mature adults) were men. Most of the Red Cow dead came from farmers mustering with the fyrd, rather than full-time warriors. The loss of young men has left the clan with a significant number of widows and dependant children.

Bloodlines of the Red Cow

See *Thunder Rebels* p.26 for more on Bloodlines

The four 'old' bloodlines of the Drutorae trace their descent from Karganar's Sons or their followers. The bloodlines take the name of their founders:

Tormatking: The descendants of Tormakt Stout-Hearted, second chieftain. *Population: c.350.*

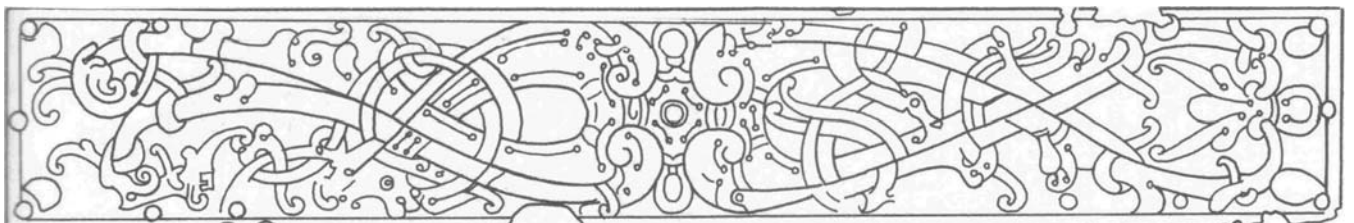
Renowned Members: Lhankpentos Snow-Whiskers (Tormatking spakeman), Valenstor Moor-Leaper (Orlanth the Chieftain), Kirnan Night-walker (The chieftain's doorthane), Soratoros Twice-Outlawed, Jistirra the Teacher, Gavrena the Witch, Kalf Triplet-Born, Redalanora Table-Turn (Clan Dishthane), Jaranil the Thunder (Warband Leader), Yesrela War-Born (Priestess of Voria), Enothea Dawn-Child (The chief matchmaker), Swena the Upright, Tonalandar Staff-Struck (Trade Thane),

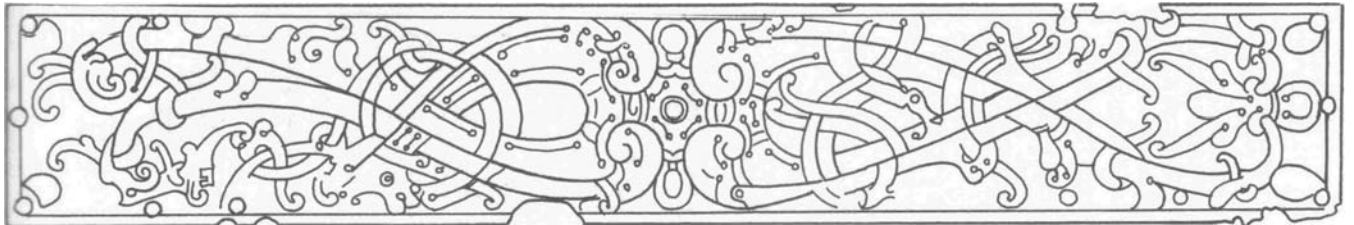
Sarostiping: This bloodline traces its descent from Sarostip Breaker-Of-Men. *Population: c. 200.*

Renowned Members: Kornos Ever-On (Sarostiping spakeman), Kenstan Worm-Tongue (Clan Skald), Enothan the Guileful (Juror), Jaraltry the Dreamer (Weaponthane), Broddi Strong-Kin (Durev the Steadman), Mabar Bear-Cloak (Ormalaya the Hunter), Salissa Three-husbands (Esra the Grain Goddess, Priestess of Esra), Rangard Blacktooth (Chief Priest of Orlanth), Griselda Raven-Black (Ernalda the Earth, Chief Priestess of Ernalda)

Bolthoring: The descendants of Bolthor Hairy-Brecks. *Population: c. 250.*

Renowned Members: Voskandoras One-Way (Bolthoring spakeman), Enfrew Steadfast (Bolthoring thane), Minaryn the Deep (Lawspeaker), Jordarn the Clash (Champion), Alebard Shadow-Trail (weaponthane), Desrada Copper-Kettle (Master Brewer), Emer Bridge-Water (Master Potter), Toran Blackbeard (Plough Thane), Darna Longcoat (Uralda the Cow, Priestess of Roitaina the Ceremonialist), Bolik Red-Turner





Kerenelling: Karganar had Kerenelli Indigo-Warrior by the Blue Woman from when he performed the Orlanth against Aroka heroquest. That was Heler's help and since then that bloodline has been strong with the rain god's magic. *Population: c. 150.*

Renowned Members: Randalyar Tutor-to-Heroes (Voriof the Shepherd, Kerenelling Spakeman), Jarstak Bristle-Beard (weaponthane), Ormalakor the Staunch (The Priest of Uroth), Yendessa Mother-Of-Heroes (The Priestess of Tarena), Liek the Twin (The Priest of Helamakt), Unstana Peace-Weaver, Estava the One-Eyed Woman, Orkarl the Lonely

The 'new' bloodlines have emerged since the beginning of the resettlement. These bloodlines came from clans annihilated by the Telmori.

Sardaling: Sardal Dawn-Raid led the survivors of the Brusting clan to safety after the Telmori slaughtered their clan in 1458. *Population: c. 100.*

Renowned Members: Tarkalus Bigger-Boat (Sardaling spakeman), Duruvan Finehair (Juror), Nisk Wood-Turner (Master Carpenter)

Osmanning: The Osmann were 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, although some people still use the old names of Drutorae or Osmann. *Population: c.150.*

Renowned Members: Hahlggrim Far-Walker (Osmann spakeman), Ivartha the Skinner (weaponthane)

Maiden clans

The Red Cow has links through marriage with other clans, particularly the other clans of the Cinsina. We list some of the renowned members.

Dolutha: Desrada Copper-Kettle (Master Brewer)

Underwillow: Emer Bridge-Water (Master Potter), Salissa Three-husbands (Esra the Grain Goddess, Priestess of Esra), Griselda Raven-Black (Ernalda the Earth, Chief Priestess of Ernalda), Gavrena the Witch, Enothea Dawn-Child (The chief matchmaker), Kallyna Bread-Woman

Frithan: Darna Longcoat (Uralda the Cow, Priestess of Roitaina the Ceremonialist), Yendessa Mother-Of-Heroes

(The Priestess of Tarena), Redalanora Table-Turn (Clan Dishthane), Swena the Upright

Six Stones: Jistirra the Teacher



Factions among the Red Cow

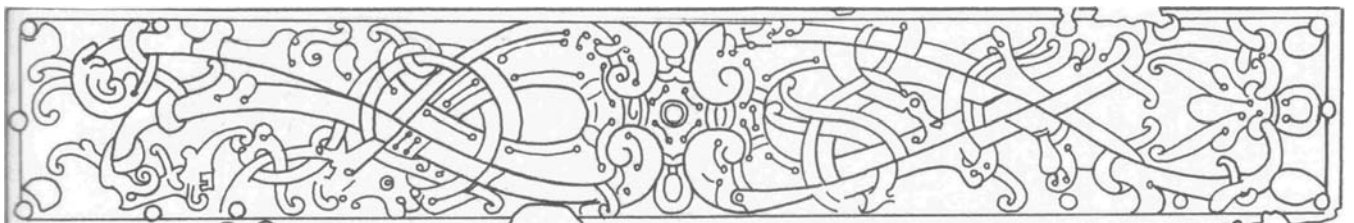
The Righteous Wind

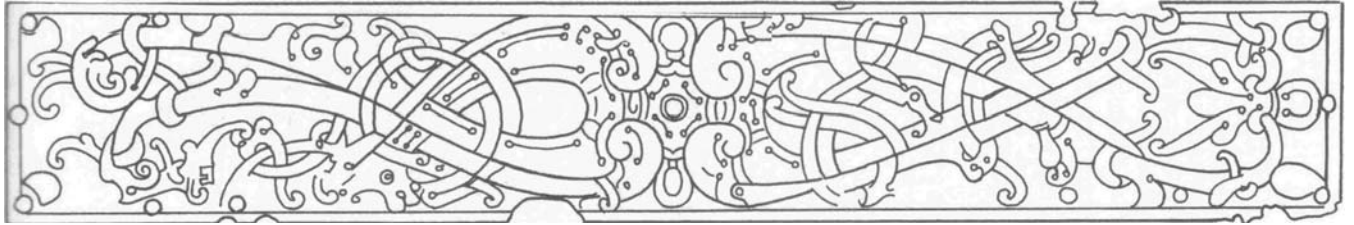
Some people are still loyal to Sartar's ideals even though the Empire extinguished his flame. Some people are loyal to the heir to the throne even though they are in hiding. Some people continue to fight a guerilla war against Lunar occupation. Expel the Lunar missionaries from the clan! Punish Lunar allies like the Maboder.

Renowned Members: Jordarn the Clash (champion), Yesrela War-Born (Priestess of Voria), Desrada Copper-Kettle (Master Brewer), Enothea Dawn-Child (The Chief Matchmaker), Swena the Upright, Ormalakor the Staunch (The Priest of Uroth), Kallyna Bread-Woman

The Peace Weavers

Unite or be defeated by the Moon Tribe! We must unite the Heortling people as Orlanth did to defeat the Fire Tribe.





With cattle, marriage, and peace rugs we can settle disputes and find 'another way'.

Renowned Members: Kalf Triplet-Born, Minaryn the Deep (lawspeaker), Duruvan Finehair (juror), Toran Blackbeard (Plough Thane), Voskandoras One-Way (Bolthoring spakeman), Unstana Peace-Weaver

The Conquering Storm

There are old scores to settle with our neighbors. We have feuded with many for generations. Now they are weak we can overcome our old foes and expand at their expense.

Renowned Members: Soratoros Twice-Outlawed, Kenstan Worm-Tongue (skald), Jaranil the Thunder (warband leader), Jaralstyr the Dreamer (weaponthane), Alebard Shadow-Trail (weaponthane), Jarstak Bristle-Beard (weaponthane), Enfrew Steadfast (Bolthoring thane), Hahlgrim Far-Walker (Osmanning spakeman), Kornos Ever-On (Sarostiping spakeman), Lhankpentos Snow-whiskers (Tormatking spakeman), Salissa Three-husbands (Esra the

The Wolf Skinners

The Telmori do not worship our gods. The Telmori are werewolves. The Telmori are chaos. They eat people. With the royal house gone, they are sure to rise again. It is time to take the war back to them. Kill Telmori!

Renowned Members: Ivartha the Skinner (weaponthane), Mabar Bear-Cloak (Ormalaya the Hunter), Randalyar Tutor-to-Heroes (Voriof the Shepherd, Kerenelling Spakeman), Jomes Hostralos (Lunar Garrison Commander)

We are all Us

The Lunars have conquered Sartar. The old ways are over and a new world is coming. We should embrace the new.

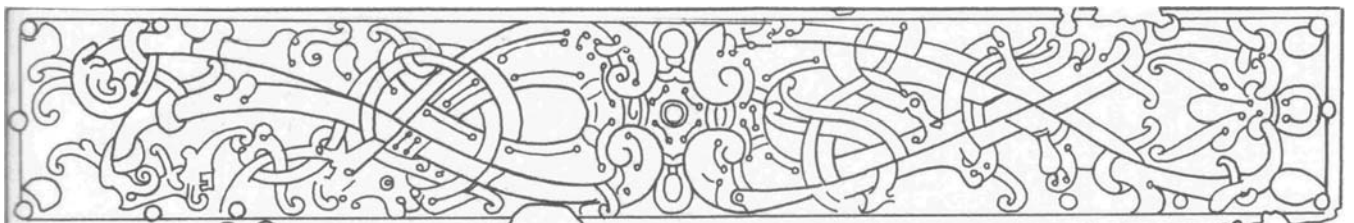
Renowned Members: Enothan the Guileful, Estavia LarUnn (Chief Priestess of the Lunar Mission), Bolik Red-Turner, Jistirra the Teacher

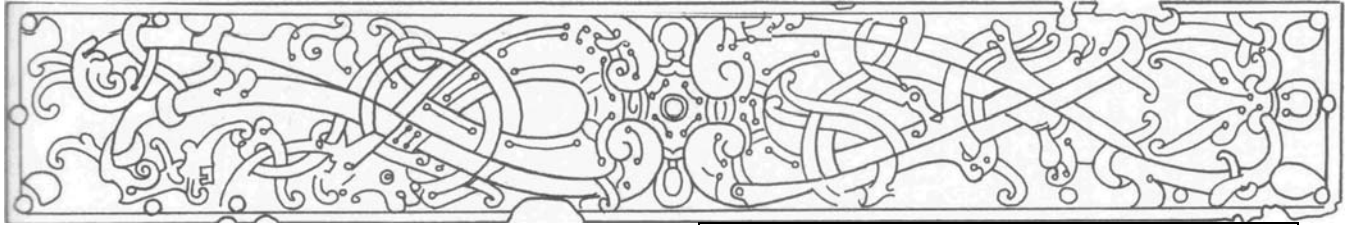
Grain Goddess, Priestess of Esra), Rangard Blacktooth (Chief Priest of Orlanth), Griselda Raven-Black (Ernalda the Earth, Chief Priestess of Ernalda)

The Eye of the Hurricane

While all a tempest blows around us, we do not need to be caught in its winds. We should look to our flocks, to our fields, and let the storm blow out.

Renowned Members: Valenstor Moor-Leaper (chieftain), Kirman Night-Walker (doorthane), Gavrena the Witch (chieftain's wife), Redalanora Table-Turn (dishthane), Nisk Wood-Turner (master carpenter), Emer Bridge-Water (master potter), Broddi Strong-Kin (Durev the Steadman), Tonalandar Staff-Struck (Trade Thane), Tarkalus Bigger-Boat (Sardaling spakeman), Estava the One-Eyed Woman, Darna Longcoat (Uralda the Cow, Priestess of Roitaina the Ceremonialist), Orkarl the Lonely, Yendessa Mother-Of-Heroes (The Priestess of Tarena), Liek the Twin (Priest of Helamakt)





Red Cow Steads

Barleylodge

Home of golden-haired Esra

Barleylodge is odal property of the clan and given to the Esra Priestess. It is a small, with only a single hearth shared by the priestess and her family with the two cottar families who work the priestess's *odal* grant, and her three servants.

Size: 21 stead holders.

Type: Single hearth stead.

Cultural Context: This stead is granted to the Esra priestess.

Look and Feel: Isolated Viking farmstead.

Significant Features: Sacred Barley Fields 5 \mathbb{L} 2, Narrow Channel 14 \mathbb{L} 2.

Leader: Salissa Three-husbands, the Esra priestess, Esra Grain-Goddess on the Ring

Renowned Members: Vasrenkarl Many-Brothers, cattleman.

Specialties: Barley, Tapestries

Security and Defenses: None

Guardian: Nalglanda Other-Ways.

Awareness: Sense Blight 19

Blessings: Bless Barley 3 \mathbb{L}

Defense: Appease Attacker 15

Bolthoringham

Rich Bolthoringham, stead of milk and honey.

Bolthoringham is the ancestral stead of the Bolthoring bloodline. Its position by the Heort Creek gives access to fine meadows where the cattle graze to produce fine milk and butter. The meadows have a variety of wild flowers that produce fine honey – much of it goes towards Desrada's ales and mead.

Size: 64 stead holders.

Type: Five hearths, and as many barns, byres, and outbuildings.

Cultural Context: A rich stead that is the heart of the Bolthoring bloodlines power.

Look and Feel: Viking village.

Significant Features: Lush Meadows 14 \mathbb{L} , Great Red Bull - 'Gochbad' Large 5 \mathbb{L} 2, Beehives 11 \mathbb{L}

Leader: Voskandoras One-Way, Bolthoring spakeman

Renowned Members: Tonalandar Staff-Struck, plough thane, Desrada Copper-Kettle

Specialties: Farming, Herding, Brewing

Security and Defenses: A watchtower.

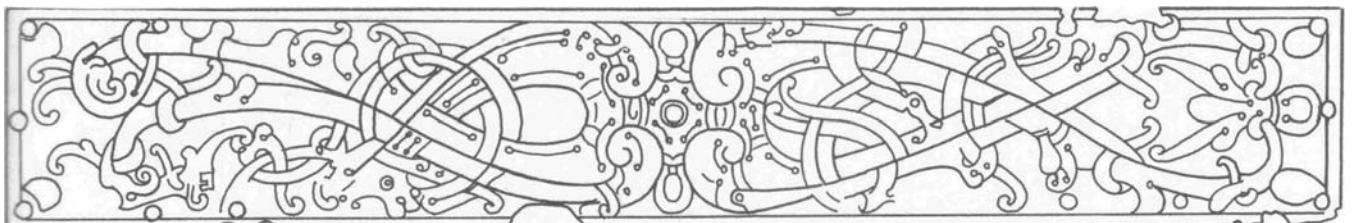
Guardian: Kurashorl White-Leg.

Awareness: Sense Flood 19

Blessings: Bless Plough 3 \mathbb{L}

Defense: Flee Enemy 15

Sevenoaks is one of the three Osmanning steads that joined Red Cow in the time of Ilgan Raven-Flag, when the Telmori expanded. Lying northwest of Brightwater and Eoric's Stead, it is the 'safest' of the Osmanning steads. It is however relatively poor. Continual failure to husband the clan's odal assets has led to the wealth of those here declining, as they have to make up the shortfall from their personal wealth, or by taking loans. It is a stead of half-carls and cottars. It is a stead of pigs and sheep with few cows.





Burnt Oak

Stead of grandmothers, elf foe.

This stead lies close to the Burnt Wood. The stead relies on cereal crops more than livestock, because of the rich soils here but Kalf Triplet-Born keeps a fine herd of cattle. The stead is mostly Tormatking. The Burnt Oak was once the center of a Dryad Grove, now the stead wyter inhabits it. This stead has more trouble than anywhere else does with the raids of vengeful elves.

Size: 72 stead holders.

Type: Six hearths, slightly fewer byres, three good-sized barns, a lot of root cellars and storage pits for grain and outbuildings.

Cultural Context: A prosperous farm whose storage pits overflow with barley, and brews fine ale.

Look and Feel: Viking village.

Significant Features: Fertile Soil 8 \blacksquare , No Nearby Woods 5 \blacksquare 2, Many Storage Pits 10 \blacksquare

Leader: Tonalandar Staff-Struck, Trade thane

Renowned Members, Swena the Upright, Kalf Triplet-Born

Specialties: Herding

Security and Defenses: None.

Guardian: Skovaki Moot-Dancer.

Awareness: Sense Danger 8 \blacksquare

Blessings: Bless Barley 2 \blacksquare

Defense: Hide from Foes 5 \blacksquare

Brightwater

Stead of heroes, urn-field of grief.

This stead lies on rich meadowlands, but lies on the border with the Maboder clans of the Split Waters and Six Stones. The stead is mainly Osmanning. Raids often fall upon Brightwater, making off with its hard-earned wealth.

Size: 74 stead holders.

Type: Six hearths, five byres, two good-sized barns, and a lot of root cellars and outbuildings.

Cultural Context: A frontier stead that often has trouble with the neighbors.

Look and Feel: Viking village.



How Many Magicians?

The number of magicians a clan supports depends on resources.

All Orlanthe are communal worshippers of the Storm Tribe. They have to go the twenty-eight holy days and fourteen sacred time days every year. All Orlanthe adults are initiates and in addition to the main celebrations spend about another twenty-eight days in additional worship and the same again doing mundane work for the temple (*Thunder Rebels* p.62) – on average, two days a week. Clans accept this burden because of the magical benefits they receive in return. A devotee spends an additional eighty-four days in private worship – four days of every week. The clan must provide for people with this level of religious commitment. They are the priests, godi, and thanes of the clan – its chief magical resource. Typically, a clan can support more than 3-5% of its population in non-productive roles, so this limits the number of devotees. Among a war clan, many of these magicians are among the weaponthanes, in a peace clan among the farmers and the Women's Circle.

The Red Cow can support between 20 and 32 magicians. These are concentrated among the inner and outer ring, the thanes of the clan and those people who show exceptional promise or talent.

Jostharlos Many-Breath (Guardian Being)

Jostharlos Many-Breath is the Red Cow clan wyter (see *Thunder Rebels* p.96-100). He is also sometimes called White-Beak for his current form – a wind hawk – who circles above the *tula*.

Ulanin the Rider called Jostharlos 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, Jostharlos grew to make good Ulanin's prediction bringing home glittering prizes to glory 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. In time, with his lord's passing, Jostharlos rose to be a king among the Orgorvaltes himself. 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.

Method: Manifestation

Form: A Wind Hawk. Wind Hawks are the children of Tarena and the Golden Archer, and sacred to their lord Orlanthe – *Thunder Rebels* p.127.

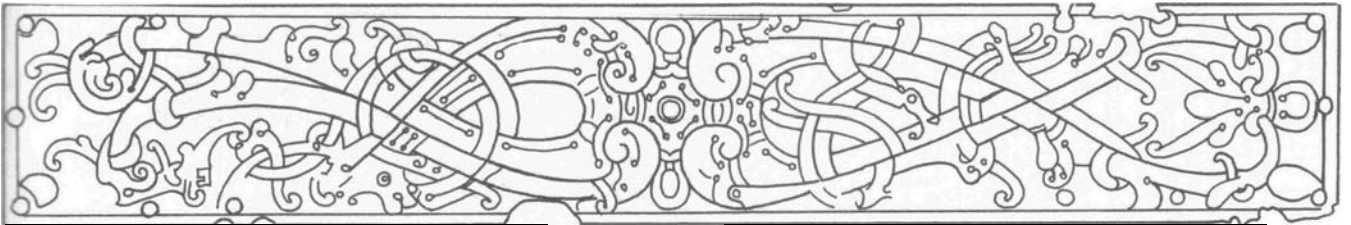
Communication: *Group Contact;* White-Beak's calls and cries can be interpreted by many in the clan, though each chieftain knows the language well enough to imitate a wind hawk and communicate.

Membership Requirements:

Awareness 10 \blacksquare 2: (Detect Enemies, Sense Ogres, Sense Telmori)

Defense 15 \blacksquare 2: (Defend Against Telmori, Defy Authority)

Blessings 5 \blacksquare 2: (Grain Blessing, Skate Marvels)



Significant Features: Lush Meadows 5 \blacksquare , Good Fishing 15 \blacksquare

Leader: Hahlgrim Far-Walker, Osmanning spakeman

Renowned Members, Arkell the Tall, Orendal Hero-Walker, Korlinalda the Holy

Specialties: Farming, Herding

Security and Defenses: Watchtower and palisade wall.

Guardian: Yorsath Three-Sticks.

Awareness: Track Down Killers 8 \blacksquare

Blessings: Fight for Family 4 \blacksquare

Defense: Evade Enemy 3 \blacksquare

Blessings: Fight for Family 4 \blacksquare

Defense: Evade Enemy 3 \blacksquare

Eoric's Stead

Fell to the burners, call to vengeance.

In 1596, Split Waters raiders burnt Eoric's stead to the ground, incinerating those trapped within. This was a terrible crime. Ghosts now haunt Eoric's stead, unquiet souls doomed to haunt the living until they are appeased. So far all attempts to resettle Eoric's Stead have failed, the re-settlers driven away from the haunted stead by its ghosts.

Size: Haunted by ghosts.

Type: The burnt remains of four hearths, a good-sized barn, three byres, a loom house, and outbuildings. Much of it is overgrown with weeds and grasses.

Cultural Context: Ruined stead, burnt to the ground by the neighbors.

Look and Feel: Ruined village.

Significant Features: Haunted 8 \blacksquare

Guardian: None

Cloudburst

Staunch as Heler, blue-skinned stead.

Cloudburst stead is the heart of the Kerenelling bloodline near to Ashwater falls. Since the time of Kerenelli Indigo-Warrior, there has been a stead of the Helerings here. There are fewer cows here than elsewhere but sheep of every size, provenance, and color abound. The stead is the subject of local gossip and scandal for the sexual mores of its locals. There are no other Kerenelling steads, the other members of the bloodline are scattered on steads dominated by other bloodlines.

Size: 96 stead holders.

Type: Seven hearths, four good-sized barns, three folds, a large loom house, and outbuildings.

Cultural Context: Large sheep farm full of the 'one-in-seven'.

Look and Feel: Celtic village.

Significant Features: Fine Wool 10 \blacksquare , Sheep's Cheese 5 \blacksquare

Renowned Facilities: Large Loom House for spinning all that wool

Leader: Randalyar Tutor-to-Heroes, Kerenelling spakeman, Voriof the Shepherd on the Ring

Renowned Members, Ormalakor the Staunch, Yendessa Mother-Of-Heroes, Liek the Twin

Specialties: Sheep, Wool

Security and Defenses: None.

Guardian: Yorsath Three-Sticks.

Awareness: Track Down Killers 8 \blacksquare

Green Meadows

Rich meadows of cattle, Ernalda's bounty.

Located along the Heort Creek this stead enjoys the richest of the clan's meadowlands, and here graze fine herds of cattle, with many red cows among them. The richest of the Red Cow steads, Green Meadows is a Sarostiping stronghold. Broddi Strong-Kin's cattle wealth is here and not at Goodfarm, and he continues to live here most of the year, causing some friction with Kornos.

Size: 84 stead holders.

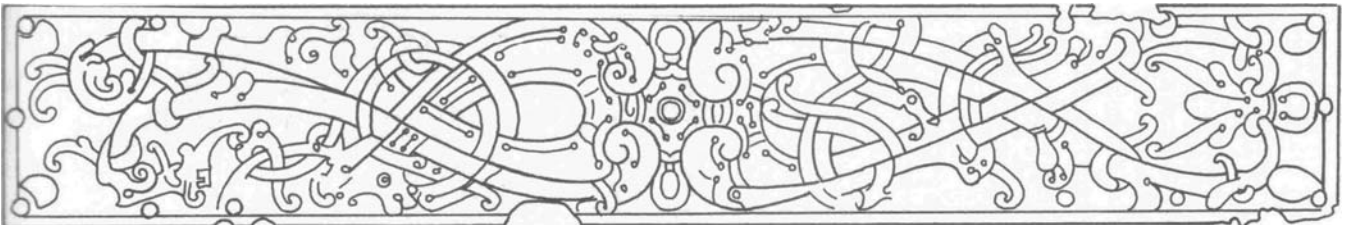
Type: Seven hearths, five byres, two good-sized barns, a loom house, kiln, and outbuildings.

Cultural Context: A prosperous stead along the river, many of the hearths here have slate roves and fine carvings on the posts.

Look and Feel: Wealthy Viking village.

Significant Features: Lush Meadows 15 \blacksquare , Rich Herds 10 \blacksquare , Fine Pottery 18 \blacksquare

Leader: Kornos Ever-On, Sarostiping spakeman





Renowned Members: Enothan the Guileful, Broddi Strong-Kin, Durev on the Ring, Emer Bridge-Water

Specialties: Herding, Pottery

Security and Defenses: Watchtower.

Guardian: Minaryn Rich-Harvest.

Awareness: Sense Flood 5⚔

Blessings: Fatten Cows 8⚔

Defense: Shield from Blows 2⚔

building with huge carved ram's heads at either end. Broddi Strong-kin is absent most of the year at Green Meadows, but visits Goodfarm as a summer retreat.

Size: 16 stead holders.

Type: Single hearth, two byres, a medium barn and outbuildings.

Cultural Context: This stead belongs to the Durev member of the Ring. Two cottar families help run it, and three servants attend to his needs.

Look and Feel: Viking Stead.

Significant Features: Commanding View 9⚔

Leader: Broddi Strong-Kin, Durev on the Ring

Specialties: Farming

Security and Defenses: None.

Guardian: Senessa Dawn-Child.

Awareness: Sense Enemy 1⚔

Blessings: Gladden Mood 1⚔

Defense: Run and Hide 1⚔

Far Shielings

Fair lodge of the shielings, summer's heart.

Far from the rich meadows by the Heort Creek, the land here is for summer grazing. The Voria priestess has her lodge here, often the center of summer activities in the shielings. This lodge is close to the border with the BlueBerry and Goodhaven clans. Youngsters from all three clans often congregate and meet here in the summer months.

Size: 16 stead holders.

Type: Single hearth, one byre and fold, a small barn and outbuildings.

Cultural Context: This stead belongs to the Voria priestess of the clan. Two cottar families help run it, and three servants attend to her needs.

Look and Feel: Viking Stead.

Significant Features: Summer Grazing 8⚔

Leader: Yesrela War-Born, Priestess of Voria

Specialties: Herding, Shearing

Security and Defenses: None.

Guardian: Senessa Dawn-Child.

Awareness: Sense Enemy 1⚔

Blessings: Gladden Mood 1⚔

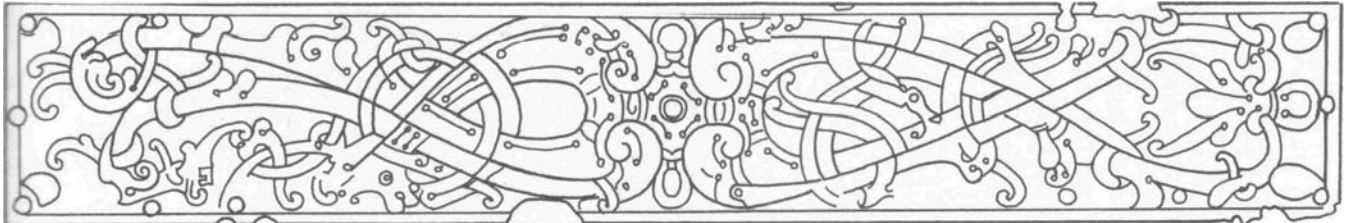
Defense: Run and Hide 1⚔

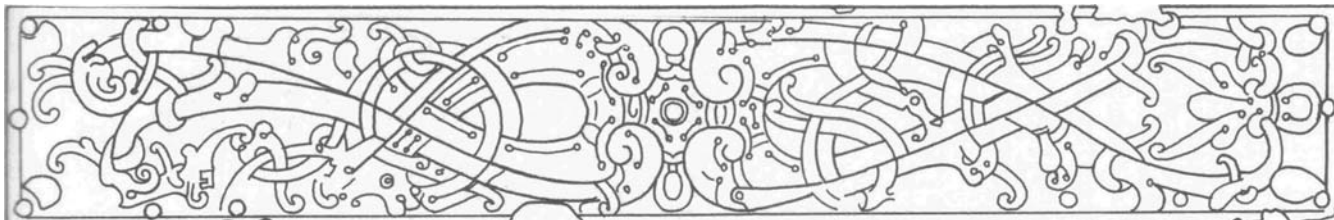


Goodfarm

High standing hall, above the Wandle.

Goodfarm is the lodge of the Durev Ring member. It stands on a low rise in the center of the tula, which has a commanding view of the lands around the Heort Creek and out to Red Cow. The longhouse is a fine





Harstal's Lodge

Stead of Law, Hall of Oaths.

Named for a legendary lawspeaker of the clan, Harstal's Lodge is the home of the clan's lawspeaker and his family. The hall is large and capable of holding many visitors – the lawspeaker may need to take oaths. There are many guests here, seeking the lawspeakers counsel on matters local and foreign.

Size: 12 stead holders.

Type: Single hearth, single byre, a small barn, and outbuildings.

Cultural Context: This stead belongs to the Lawspeaker A cottar families help run it.

Look and Feel: Viking Stead.

Significant Features: Big Hall 5⚔

Leader: Minaryn the Deep, Clan Lawspeaker

Renowned Members: Beneva the Red

Specialties: Andrin's Law

Security and Defenses: None.

Guardian: Orand the Straight.

Awareness: Sense Lie 19

Blessings: Back Oath 19

Defense: Righteous Anger 19

Renowned Members: Unstana Peace-Weaver, Estava the One-Eyed Woman

Specialties: Herding

Security and Defenses: None.

Guardian: Eonistaran the Widower.

Awareness: Find Wife 6⚔

Blessings: Start Fire with Finger 1⚔

Defense: Hide in Hills 8⚔

Lightning Lodge

Stead of Lightning, Helamakt's home.

Lightning Lodge and Temple Hill are the only Red Cow steads in the Barrow Mounds. This is sacred land. The chief priest of Orlanth dwells here, and tends the Helamakt shrine at Grave Hill. Although cattle and sheep graze the sacred hills around Lightning Lodge, amidst the standing stones, the farmers do not cut the earth with the plough. The cottars of the stead fatten the livestock for sacrifice. Lightning on the tula often strikes the stones here, making storms around the stead perilous and spectacular.

Size: 26 stead holders.

Type: Two hearths, two byres, a medium barn, and outbuildings.

Cultural Context: This stead belongs to the chief priest of Orlanth. Two cottar families help to run it. Three priests and four huscarls accompany the chief priest and lodge here. Five servants aid the priests.

Look and Feel: Large Hall surrounded by farm.

Significant Features: Big Hall 8⚔

Leader: Rangard Blacktooth, Chief Priest of Orlanth

Specialties: Shrine

Security and Defenses: None.

Guardian: Oddi Lightning Boy.

Awareness: Sense Trespasser 1⚔

Blessings: Lightning Bolt 1⚔

Defense: Wall of Winds 1⚔

Highstead

Stead of the hills, clash of swords.

Lying to the south Highstead is on the low hills that begin to climb towards Two-Pine Ridge. Still it is higher than anywhere else is on the clan's tula. The stead has commanding views and excellent summer grazing, but is the stead most often attacked by the Gwandor, particularly in their Bloody Sword raids. This is a Tormatking stead.

Size: 65 stead holders.

Type: Five hearths, three byres, three small barns, and outbuildings.

Cultural Context: hilltop stead close to feuding neighbors

Look and Feel: Viking Stead.

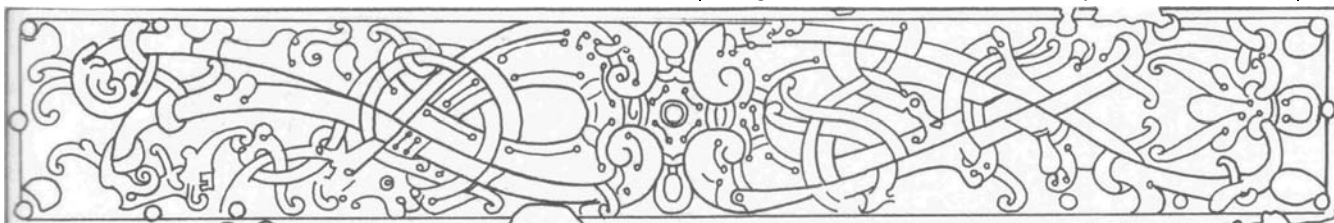
Significant Features: High Viewpoint 5⚔

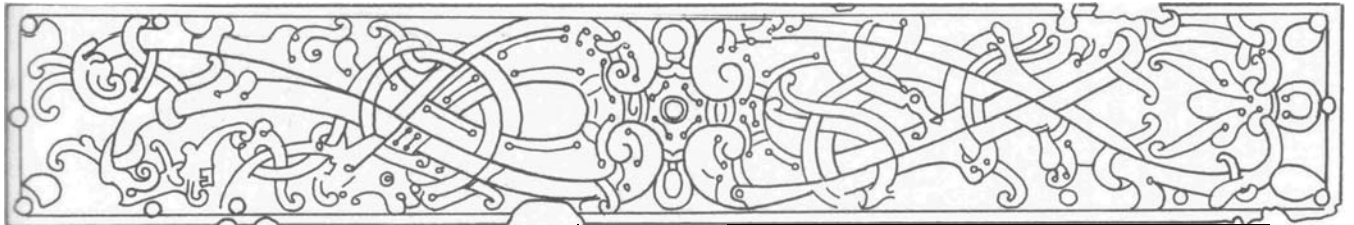
Leader: Willandring Dark-Blood

Middlemarsh

Between the marshes, lie fine pastures.

Lying northwest of Wandle Bog and southeast of Long Marsh, Middlemarsh is literally in the middle of





the marshes. The land here is excellent meadowland for the production of hay, and the grazing of cattle. This is a wealthy Bolthoring stead, more prosperous than Bolthoringham, but without its ancestral connections.

Size: 84 stead holders.

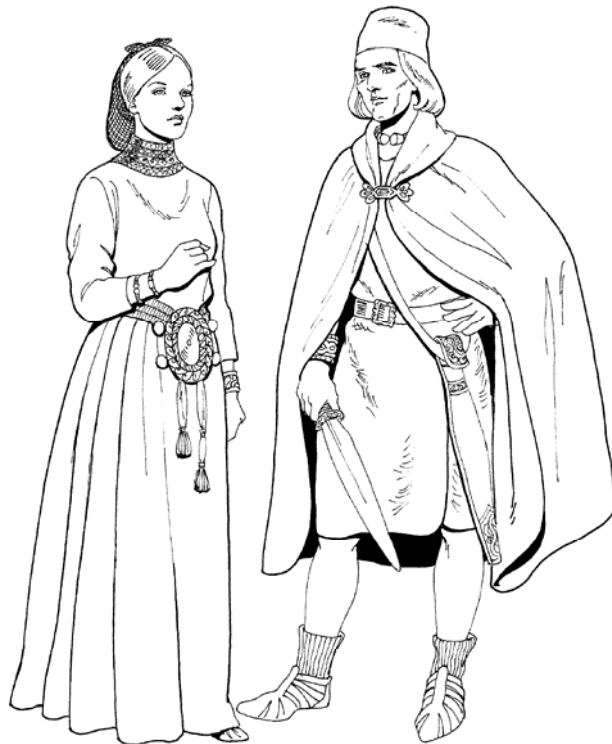
Type: Seven hearths, four byres, three large barns, and outbuildings.

Cultural Context: This lowland stead is one of the main providers of hay to the Red Cow and the abundance here makes it possible to feed so many cattle through the winter.

Look and Feel: Viking Stead.

Significant Features: Hay 15

Leader: Enfrew Steadfast



Renowned Members: The Sons of Enfrew Steadfast, Ormasal Many-Torc 'wealthiest of the Bolthorings'

Specialties: Farming, Herding

Security and Defenses: None.

Guardian: Gora Spear-Breaker.

Awareness: Sense Flood 1

Blessings: Bless Meadow 5

Defense: Break Spears 9

Oxlodge

Heart of an ox, the champion's portion.

Oxlodge is the champion's stead. Jordarn the Clash, the champion, spends as much time at Red Cow, training with the weaponthanes of the Thunder Brothers barracks as here, but this retreat allows him to enjoy a family life away from the bachelor lifestyle there. In summer though, Jordarn often holds his training sessions here amidst its peaceful elm groves. Sometimes these sessions are private with only his four storms, away from the crowds of Red Cow.

Size: 20 stead holders.

Type: Two hearths, one byre, one medium barn, and outbuildings.

Cultural Context: This stead is home to the clan champion and his family, along with two cottar families who run it, his four storms, and two cottar servants.

Look and Feel: Viking Stead.

Significant Features: Peaceful elm groves 5

Leader: Jordarn the Clash

Security and Defenses: None.

Guardian: Hofstarend Leapfoot.

Awareness: Sense Enemy 1

Blessings: Leapfoot 1

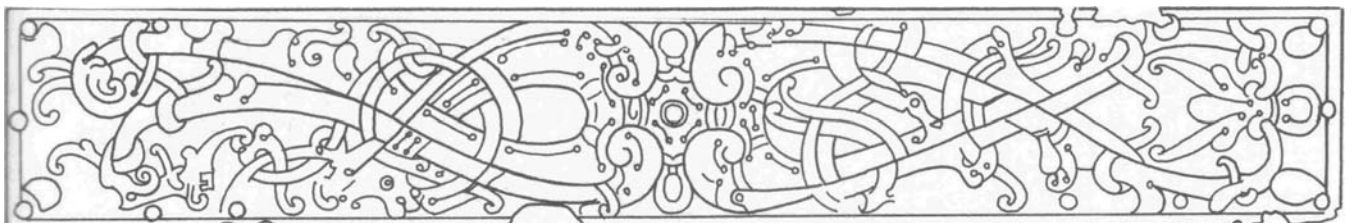
Defense: Peace 1

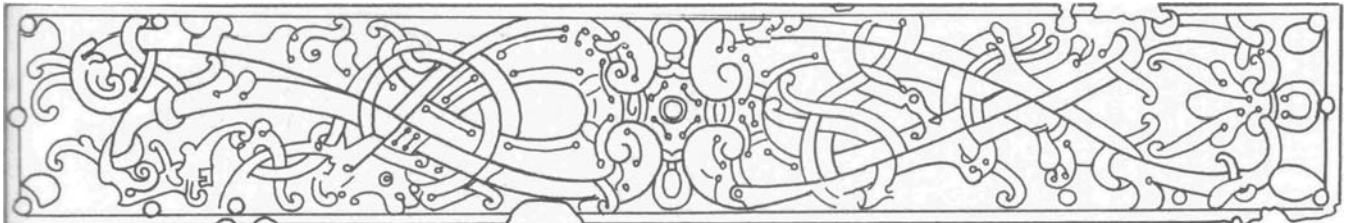
Redheaded Lodge

Red haired lodge, women's fury.

The Redheaded lodge is home to the clan's Vingans. An isolated stead run by a few cottars, who do little more than garden, its purpose is sacred not economic. Ivartha leads the clan's Vingans, but divides her time between here and the Thunder Brother's barracks in Red Cow. The other Vingans come and go too, viewing the lodge more as a spiritual retreat than a home.

Size: 8 stead holders.





Type: One hearth, one fold, one small barn, and outbuildings.

Cultural Context: This stead is home to the clan Vingans, both those that the goddess calls at initiation and the Red Women. Not all the Vingans live here, but all have a place here if they wish it. Two cottar servants see to the women's needs

Look and Feel: Viking Stead.

Leader: Ivartha the Skinner, Weaponthane

Security and Defenses: None.

Guardian: Hofstarend Leapfoot.

Awareness: Sense Enemy 1L

Blessings: Leapfoot 1L

Defense: Peace 1L

and twenty members of the Lunar garrison and mission.

Type: Fifteen hearths, ten byres, ten medium barns, and outbuildings.

Cultural Context: A hill fort is not just a defensive structure in times of trouble, but a chieftain's residence, market, and year-round home to many families. It impresses rivals and deters enemies.

Look and Feel: Celtic Hill Fort.

Significant Features: Earthen Walls 5L2, Storage Pits 10L, Great Mead Hall 10L

Leader: Valenstor Moor-Leaper

Renowned Members: Gavrena the Witch, Kirnan Night-walker, Soratoros Twice-Outlawed, Jistirra the Teacher, Redalanora Table-Turn, Kenstan Worm-Tongue, Jaranil the Thunder, Jaraltr the Dreamer, Alebard Shadow-Trail, Jarstak Bristle-Beard, Jomes Hostralos, Estavia LarUnn, Bolik Red-Turner, Kallyna Bread-Woman

Specialties: Farming, Herding

Security and Defenses: Hill fort.

Guardian: Gringle the Crow.

Awareness: Sense Raiders 15L

Blessings: Bless Well 5L

Defense: Strong Walls 10L

Red Cow

Ulanin's hill fort, river walled fortress.

A Vingkotling hill fort, Red Cow is the seat of the clan chieftain and the largest settlement home to some 200 people. The clansfolk here are mostly Tormatking, but there are Sarostiping and Bolthoring families here too. Members of all the bloodlines live here at times. Its wealthy market attracts many people from outside the clan, some of whom dwell here year round.

A year ago, the Lunars established a garrison and mission in Red Cow. The garrison keeps the roads open to travel: along the King's Road, south of Dangerford to the Boldhome, and along the road to Jonstown. The mission has expanded along with it, drawing converts from Cinsina lands and around.

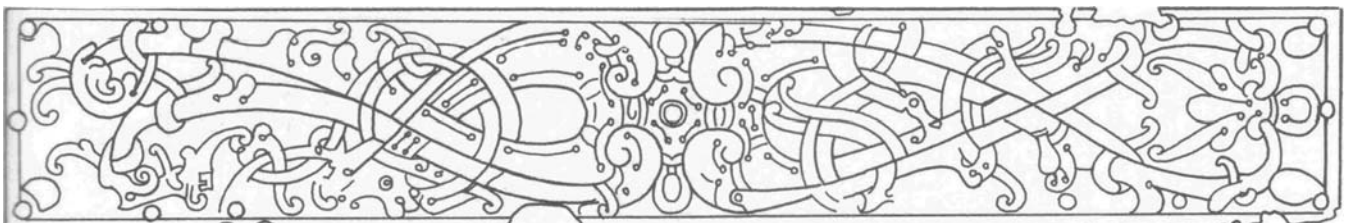
The Heort Creek surrounds the fort on three-sides forming a natural moat and the loop of the creek constricts the approach on the open side. The scale of the building here is immense, worthy of the ancestors. In places, the earthen walls melt into glass, where the dragons burnt the walls of the ancient hill fort during the Dragonkill.

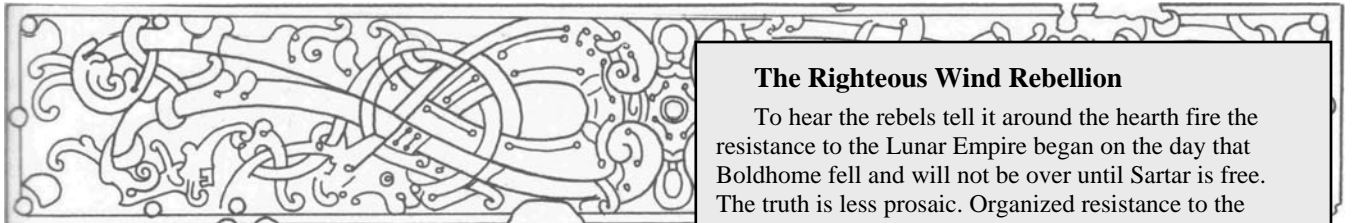
Size: 200 stead holders (Tormatking 134, Sarostiping 34, and Bolthoring 32). One hundred

Sardalham

Boat home, River's Edge.

South of the Long Marsh, along the banks of the Heort Creek, Sardalham is homestead to the clan's anglers 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. Tarkalus bigger-boat keeps an oared, clinker built boat, which is the best boat on the Heort Creek. Although Tarkalus sometimes ventures onto the Creek, he has never tried to break the ducks monopoly on water transport there.





Duruvan Finehair one of the clan's most capable jurors lives here. Many have trekked out to fish with Duruvan, while he contemplates their case.

Nisk Wood-Turner lives here and so the hearths here have some of the finest carving in the clan. Indeed some of the carving here, door-posts, chairs and stead-pillars are 'living wood'.

Size: 60 stead holders.

Type: Five hearths, two smoking, and drying sheds, one medium barns, two boathouses, and outbuildings.

Cultural Context: The only Sardaling stead and home to the clan's fishermen. Life here is different to the farms elsewhere.

Look and Feel: Fishing village.

Significant Features: Boathouse 5^W, Fish 10^W

Leader: Tarkalus Bigger-Boat

Renowned Members: Duruvan Finehair, Nisk Wood-Turner

Specialties: Fishing, Boating

Security and Defenses: None.

Guardian: Hedkoral Great Heart.

Awareness: See In Water 1^W

Blessings: Bless Fish 5^W

Defense: Hide in Marsh 5^W

Sarostipstead

Proud stead, Sarostip's home.

The ancestral heart of the Sarostiping bloodline, Green Meadows eclipses Sarostipstead in wealth and influence. Still the people here are proud of the heritage living where Sarostip Breaker-Of-Men once did, and can point to the ruins of his hall.

Size: 76 stead holders.

Type: Six hearths, four byres, two good-sized barns, and outbuildings.

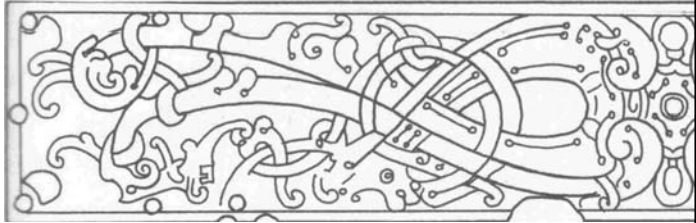
Cultural Context: The ancestral stead of the Sarostiping.

Look and Feel: Viking village.

Significant Features: Faded grandeur 5^W, Large Hall 10^W

Leader: Jarastan Boundary-Walker

Renowned Members: Loricon the Young, Lekirassa Twice-Blessed



The Righteous Wind Rebellion

To hear the rebels tell it around the hearth fire the resistance to the Lunar Empire began on the day that Boldhome fell and will not be over until Sartar is free. The truth is less prosaic. Organized resistance to the Empire died along with the Household of Death at the fall of Boldhome. The tribes' military strength was shattered in the invasion – the warbands suffered heavy casualties – and would take years to recover. Confrontation with the Empire, rebellion, was not possible. Resistance centered on protecting members of the royal house, fled into hiding in the marsh, mountains, and wilds from Lunar 'hunt-and-kill' teams.

Three years later as the Empire begins garrisoning and colonizing outside the cities, resistance stirs, but most tribes focus on surviving or settling old scores. At this time resistance is a personal activity carried out by small bands and centered on strong leaders. Support for the rebels is mixed. Lunar reprisals can be brutal and many clan rings forbid guerilla activity from fear. Most tribes are inward looking concerned with day-to-day survival and settling old scores with their neighbors. Few hold to the dream of Sartar any more.


An organized rebellion centered on former leaders of Sartar is developing, but contact with disparate rebels is patchy and there is no overall leadership at this time. Word has begun to spread of the 'Righteous Wind' that will cleanse Sartar of traitors and invaders, but is just a shared dream at this time not a movement.

The Occupation

Sartar is under military rule. The Empire has imposed the Occupation Laws over the existing Jarani law codes, though few lawspeakers know them, and fewer recognize them. Boldhome remains the center of Lunar administration with garrisons in all the cities and the strategic hill forts. Content to pursue a long game, the military governor, Euglyptus the Fat, pursues a policy of divide and conquer, favoring client kings over their rivals, allowing feuds to continue unchecked where once the House of Sartar would have intervened. Thus the Maboder, who withheld their fyrd, prosper from Lunar legal judgments, while their neighbors decline. To all extents and purposes, the kingdom of Sartar has ceased to exist and no one fulfills the offices of the prince or his ring. Without central authority, civil strife divides the kingdom, making the imposition of Lunar authority simple.

While the 'big stick' of the army waits in the towns and roads Lunar missionaries and traders 'speak softly' bringing the word of the goddess and the benefits of Empire. Disillusioned with a defeated god, many Sartarites, particularly those with less of a stake in the status quo are eager to hear the message of the goddess or embrace the material wealth of the Empire.

The downside of the Empire is years away. The Empire has yet to tax the tribes, or ban the worship of Orlanth. However, Euglyptus has commissioned the army to prepare a census of every man, woman, child, building, and animal in Sartar to begin profiting from the new conquest.



Specialties: Farming, Herding
Security and Defenses: None.
Guardian: Jarlandor the Black.
Awareness: Smell Wolves 5⚔
Blessings: Heal Members 4⚔
Defense: Hide in fields 5⚔

Sevenoaks

Half-Carl's stead, ruin of dreams.

Sevenoaks is one of the three Osmanning steads that joined Red Cow in the time of Ilgan Raven-Flag, when the Telmori expanded. Lying northwest of Brightwater and Eoric's Stead, it is the 'safest' of the Osmanning steads. It is however relatively poor. Continual failure to husband the clan's odal assets has led to the wealth of those here declining, as they have to make up the shortfall from their personal wealth, or by taking loans. It is a stead of half-carls and cottars. It is a stead of pigs and sheep with few cows.

Size: 60 stead holders.
Type: Five hearths, two byres, one good-sized barns, and outbuildings.
Cultural Context: A dilapidated stead, with leaking roofs, rotten fabrics, and ruined dreams.
Look and Feel: Impoverished Viking village.
Significant Features: Leaky Roofs 5⚔, Damp and Cold 10⚔
Leader: Minlin All-Talk
Renowned Members: Suchessa Storm-Watcher, Eonisorl Bent-Back
Specialties: Farming, Herding
Security and Defenses: Watchtower.
Guardian: Maltus Storm-Wise.
Awareness: Sense Trouble 8⚔
Blessings: Care Not 4⚔
Defense: Take him instead 3⚔

Templehill

Earth's sweet lodge, stead of bounty.

Templehill and Lightning Lodge are the only two steads in the sacred Barrow Mounds. Templehill is home to the chief priestess of Ernalda. The earth here is

Teeth-Grinder and Teeth-Barer

Maklan the Fat and Good won the friendship of these two Storm Rams when he saw off the Gagarthi bandits who chased this pair from their summer home in the Quivin mountains intent on their fleeces. Maklan and his four storms fought on land and wind before overcoming their foes. They hung the Gagarthi from the Gallows Oaks and speared them, as a warning to others.

Since then Teeth-Grinder and Teeth-Barer have become regular visitors to the *tula* arriving especially to frolic with the clan's ewes in late Earth Season.

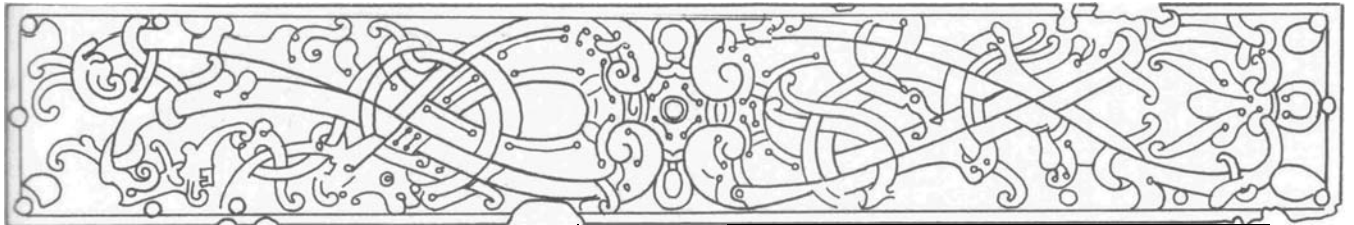
The clan's elders say that if you are in trouble and you whistle right, then if Teeth-Grinder and Teeth-Barer are running on the clouds nearby they will fly to your aid.

Storm Ram: Butt 8W, Agile 12W, Make Thunder 12W

See Anaxial's Roster p.198.

The Billiz Highlanders

This vexilla of the Provincial Army recruits exclusively from the highland clansmen of the Billiz Hills in Aggar. James Hostralos founded the Highlanders and he leads them. He marches his men into battle to the strains of his Brannagh piper Vandarl Redbeard. Recruits are experienced hillmen, often with a few battles with local Orlanthi bandits or Telmori to their name. They are ideally suited for soldiering in Sartar. James has used their affinity to the local people to conduct a 'hearts and minds' campaign and his troops are as frequently found raising a barn as seeing off Telmori raiders. James has organized his troops as peltasts – lightly armored and equipped with a partial-moon shield and a brace of javelins. Their mobility surprises Heortlings used to slower Lunar hoplites.



sacred, and no man may walk upon its sacred soils apart from plowing and 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, and may only be eaten as part of a sacrifice. The Uralda shrine is near to Templehill and the sacred cows grow fat on the local bounty.

Size: 30 stead holders.

Type: Two hearths, two byres, one good-sized barns, and outbuildings.

Cultural Context: The chief priestess's stead, she lives here with two cottar families, four warriors as bodyguards, three priestesses, and five servants. Because these lands are sacred, the farmers and herders are unmarried women, maidens, divorcées, and widows.

Look and Feel: Viking village.

Significant Features: Sacred Land 10^W, Harmony 5^W

Leader: Griselda Raven-Black, The Chief Priestess of Ernalda, Ernalda the Earth on the Ring

Renowned Members: Barana the Sow, Helga the Daring

Specialties: Religion

Security and Defenses: None.

Guardian: Jareka Mistress-Of-Tales

Awareness: Feel Disharmony 1^W

Blessings: Enliven Story 1^W

Defense: Nest of Vipers 1^W

Cultural Context: The ancestral stead of the Tormatking.

Look and Feel: Viking village.

Significant Features: Large Hall 10^W

Leader: Lhankpentos Snow-Whiskers

Renowned Members: Enothea Dawn-Child

Specialties: Farming, Herding

Security and Defenses: None.

Guardian: Chernan Shield-Breaker.

Awareness: Sense Fear 5^W

Blessings: Stout Heart 1^W

Defense: Break Shields 9^W

Uraldahof

Milk's home, butter stead.

This lodge belongs to the Uralda priestess. There is always some bad feeling that the Ernalda priestess at Templehill is closer to the Uralda shrine in the Barrow Mounds, for Uraldahof lies outside the sacred Barrow Mounds. Darna Longcoat has been particularly vociferous in suggesting that the two steads should swap. The grasslands here are lush cleared woodland, and the cattle here produce rich milk and cheeses.

Size: 18 stead holders.

Type: Two hearths, two byres, one good-sized barns, and outbuildings.

Cultural Context: The stead of the clan's Uralda priestess

Look and Feel: Viking stead.

Significant Features: Magnificent Tapestries 8^W

Leader: Darna Longcoat

Renowned Members: Kenstran Sword-Tongue

Specialties: Herding, Cheese

Security and Defenses: None.

Guardian: Dushi Chest-Butter.

Awareness: Sense Bullsitch 1^W

Blessings: Bless Cheese 1^W

Defense: Run From Trouble 1^W

Tormakt's Farm

Stout-Hearted home, strength of the clan.

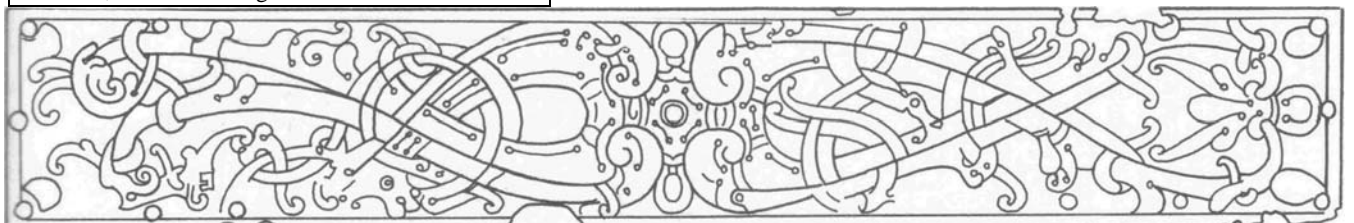
The ancestral stead of the Tormatking, the current buildings lie close to the old hall of Tormakt Stout-Hearted. A rich stead in the heart of the tula, Tormakt's stead has contributed to Tormatking dominance within the clan. In consequence, Red Cow fort has now eclipsed it as home to the bloodline. The patriarch of the bloodline still dwells here in his ancestors stead though, and he wields an authority that even the chieftain in Red Cow must respect.

Size: 60 stead holders.

Type: Five hearths, four byres, two good-sized barns, and outbuildings.

Waterstone

Stout-Hearted home, strength of the clan.





Waterstone lies alongside hot-water springs. Two circular stone baths, fed by pipes, allow bathing. Both baths are about 13 feet across with steps down and benches. People come from across the *tula* to bathe in the waters. Shelters allow the bathers to change. Women also come here to wash clothes.

The spring is a spirit place. The spirit of the spring, Hotfoot, is mischievous and enjoys practical jokes. The locals put up with this in return for the pleasure of a warm bath.

Waterstone is a mixed Sarostiping and Bolthoring stead.

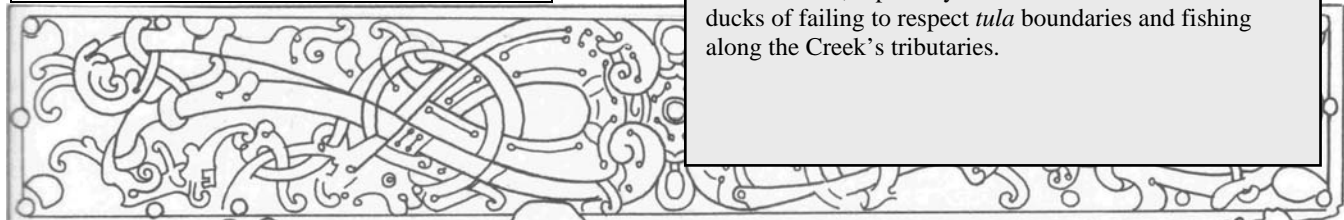
Size: 60 stead holders.
Type: Five hearths, three byres, two large barns, and outbuildings.
Cultural Context: Pleasant stead by hot springs
Look and Feel: Viking village.
Significant Features: Hot Springs 15^W
Leader: Jarkorl the Low
Renowned Members: Rolla the Coarse, Swendar the Swarthy, Kagra the Contrary, Venharl Friend-Of-Heroes
Specialties: Farming, Herding
 Security and Defenses: None.
Guardian: Rostarlos the Goose.
Awareness: Sense Thieves 5^W
Blessings: Soft Sleep 1^W
Defense: Gaggle together 9^W

Woodlea

Home to the hunter, wolf danger home

Woodlea lies near White Deer Wood, which has some of the best hunting on the *tula*, but Telmori bachelor packs hunt here too since the invasion. The Ormalaya thane holds this stead in odal.

Size: 12 stead holders.
Type: One hearth, one good-sized smoke house, and outbuildings.
Cultural Context: The stead of the clan's Ormalaya the Hunter thane. A small family of cottars lives here and maintains the stead. They are hunters and gatherers, not farmers
Look and Feel: Viking stead.



Our Friends the Trolls

Keep a clear mind with strangers
 Even the ugliest Dark Troll
 Can learn to be a true friend!
 - Orlanth's Wisdom

A small clan of trolls lives in the Black Glass ruins on the *tula*. The Red Cow did not drive the trolls out of their *tula* in the Resettlement but learned to live in peace with their neighbors. The hunters share the game around Black Glass without fear, though the giant insects that abound there make odd meals.

At the Dawn, there was a new mood of co-operation among the survivors. The Unity Council was just one example of this friendship. The Only Old One had helped many people around Dragon Pass to survive so co-operation between humans and trolls was natural.

For many these friendships did not last. The project that created the new god Gbaji and the wars that followed divided broke the unity.

The Red Cow's ancestors never forgot how trolls and people worked together in Kerofinela. The elders still speak warmly of the days of the Only Old One to the south before the hated Pharaoh came and everyone knows the greeting rituals that allows people and trolls to meet in safety.

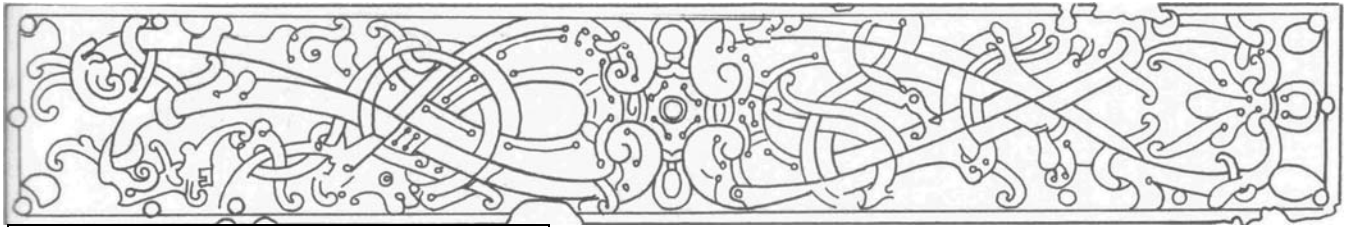
Trolls have always lived in Dragon Pass. Now they are in strength only in its margins: Shadow's Dance and the Shadow Plateau. However, trolls still live in dark and shadowed places throughout Sartar, especially in the mountains. A large group – the Sazdorf – lives in Battle Valley on the far side of Jarolvale. Outsiders driven by religion or fear sometimes come to raid the trolls – the Red Cow always drives them away.

Troll merchants and occasionally caravans enter the *tula* on their way to Black Glass. Tonalandar knows the best things to trade with and for when that happens.

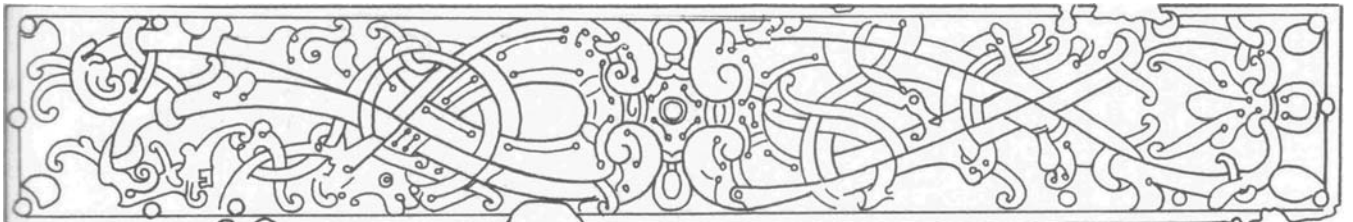
The troll most Red Cow people see is Burdak Belly-Laugh – an Argan Argar merchant. Runaway or feral trollkin plague steads occasionally. The trolls do not demand wergild for dead or injured trollkin, but do not pay for their damages either.

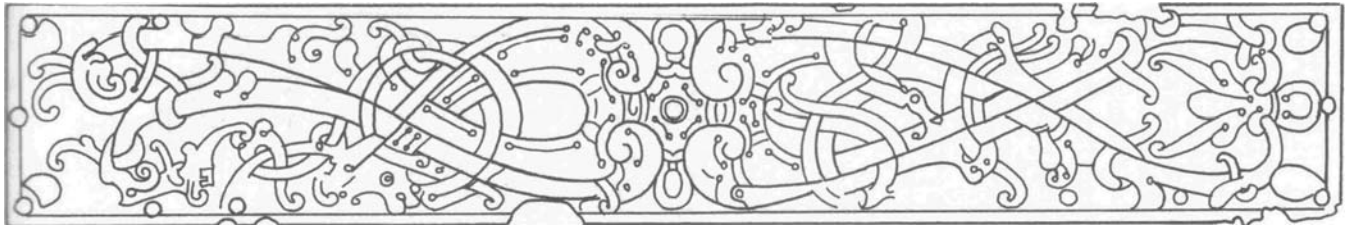
Duck Boats

Sartar granted the ducks rights to the river trade along the Creek-Stream and they enforce their privileges jealously. There is a duck boat station at the confluence of the Creek and the Danda Creek where traders must transfer goods from the coracles and boats of the Red Cow to duck barges for travel down river. There are ducks here throughout the year; sometimes they come into Red Cow fort. The clansfolk trade with the ducks but has little love for them, especially the fisherman who accuse the ducks of failing to respect *tula* boundaries and fishing along the Creek's tributaries.



Significant Features: Smoke Room 10¹
Leader: Mabar Bear-Cloak, Ormalaya on the Ring
Security and Defenses: None.
Guardian: Orstanal Spear-Tongue.
Awareness: Sense Wolf 1¹
Blessings: Gather berries 1¹
Defense: Hide From Trouble 1¹





Red Cow Tula

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 Kerenelli. Flat stones along the banks of the Heort Creek above the falls serve as the base for funeral pyres where they burn their dead (*Storm Tribe* p.77). Kin sweep their loved ones ashes into the water when the pyre grows cold and the Heort Creek sweeps their remains over the falls. The grandmothers still tell of the funeral boat of Jarrigana the Unmatched who the clan burnt here.

Barrow Mounds: These are a group of two dozen Vingkotling barrow mounds on the tula, graves of Orgorvaltes heroes. The Red Cow uses these mounds for sacred rites, such as initiation and worship because there are few hills on the tula. Most are about 200 feet across and only 20 feet height but the largest, Grave Hill, is 100 feet high and 1000 feet across.

Black Glass Ruins: These ruins from the EWF are troll-haunted. The Red Cow knows rites that allow them to approach in safety but most avoid this area for its strange insect game and fungal plants. A landscape daimon keeps the ruins here shadowed and cool provided the trolls worship her.

Shadow of Black Glass

Form: A darkness that permeates the ruins. The daimone's presence means that it is always twilight or night here and chill.

Functions:

Awareness: Touched by Shadow 15 \blacksquare 2

Blessings: Chill the Air 5 \blacksquare 2, Cloak in Shadow 5 \blacksquare 2

Defense: Wall of Darkness 5 \blacksquare 2

Burnt Wood: Elves are an old enemy of the Red Cow. During the resettlement, the Red Cow cut down much of the Stagland forest, which had re-grown during the Inhuman Occupation. That worsened the enmity, for the elves were trying to seed new groves from the Stinking Forest. One stubborn grove of elves held out here until Karganar Bloodeye performed Helamakt's Sivin Feet and burned the grove. Nothing has grown here since.

Dragon's Ruins: Huge monolithic blocks of stone mark the remains of a 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 some great heat, perhaps a dragon's breath. Its purpose is lost in the midst of history, though dragonewts still sometimes appear here performing their strange rituals. While the clan tends to avoid the ruins for that reason, the walls are intact enough in places to defend, so these ruins are sometimes a place of retreat and safety.

Gallows Oaks: The clan hangs nithings and outlaws for their bootless crimes here.

Gavial's Ford: There was a battle against the Six Stones here

Grave Hill: The largest of the barrow mounds at 100 feet high and 1000 feet across. This hill is sacred to Hedkoranth and is the last resting place of the Orgorvaltes king Voranor Blacktooth.

The entrance to the mound lies to its north and leads to a passage the climbs to a huge inner chamber where the remains of Voranor still lie upon a crumbling wagon cart, surrounded by rich treasures. The Ernaldans use this burial chamber for their sacred rites. Here they are under the earth, within the bosom of the mother.

Grave Hill

Form: The air over the Grave Hill barrow mound and down to the standing stones depicting Hedkoranth's rune.

Functions:

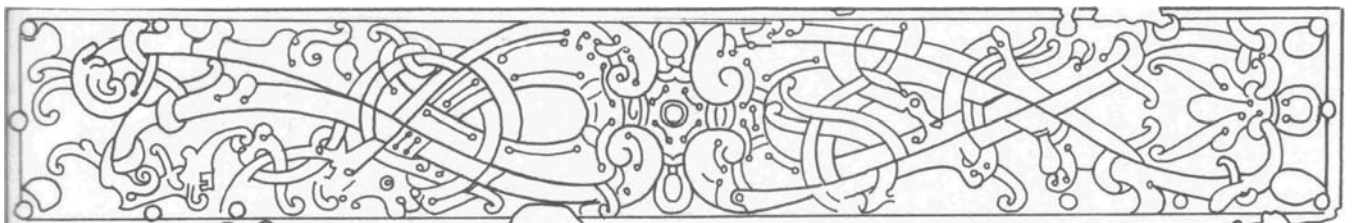
Awareness: What Blows in the Wind 15 \blacksquare 2

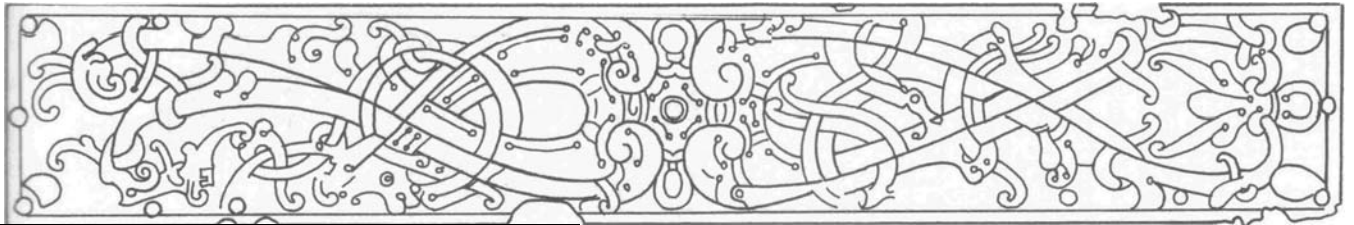
Blessings: Enchant Thunderstone 5 \blacksquare 2

Defense: Hailstorm 5 \blacksquare 2

Heort Creek: The Jarol River whose drainage basin is the Wolf and Two Pine Ridges, and the Torkan River, which flows from the Still Lake in Torkan Vale, meet at Dinosaur Hill and their confluence gives rise to the Heort Creek.

The Heort Creek is also the Wandle, for its spirit. Wandle was one of the lieutenants of Krikans, the spirit of the Creek. The local anglers respect Wandle and fish here at his sufferance. When people want to worship, they go to the Stagland Sour.





Wandle

Form: The body of the Heort Creek, from the confluence at Dinosaur Hill down to the Creek.

Functions:

Awareness: Sense Pollution 15

Blessings: Wash Clean 3W

Defense: Wall of Water 15

Jarolar Trail: This trail runs from Red Cow up to Jarolar Keep. Maintenance of the trail is an obligation on the clans that live along it, by the House of Sartar, to 'keep the trail free of obstruction to trade and travel'. That obligation extends to both filling potholes, clearing fallen trees, and patrolling the route for bandits.

Jonstown Trail: The Jonstown trail runs from where 'the Red Cow trail meets the Finger, passed the Bag, across the Lorthing, past Greenhaft and to Jonstown'. The Jonstown confederation agreed the upkeep and patrolling of the road. Since the fall of the kingdom, the clans have not honored these agreements and the road falls into disrepair. The Red Cow shares the responsibility for their section of the road with the Split Waters and Gwandor. Feuds with those clans have meant no one will agree who should maintain the roads. Outlaws lurk along the Jonstown trail now, and much trade seeks safer routes to market, cutting off Jarolar Keep from trade. The Split Waters call for the Empire to take over maintenance and policing of the road.

Long Marsh: The Long Marsh lies along the Heort Creek about halfway between Red Cow and Wandle Bog. Unlike Wandle, 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 Otter here. White-tailed deer live in the marsh too.

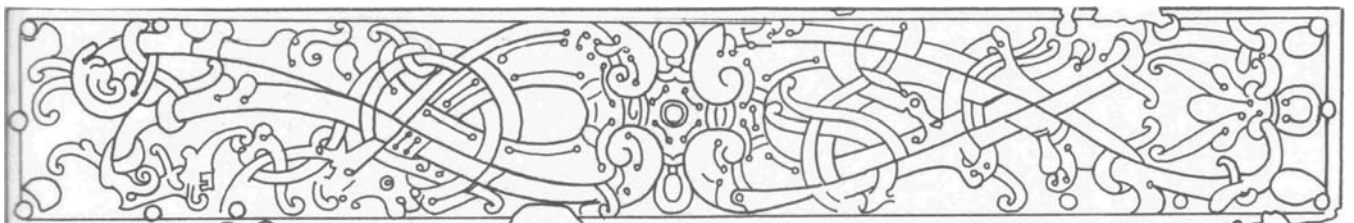
Red Cow Trail: The Red Cow trail runs from the King's Road, near Dangerford, out to Red Cow fort. It is a busy track, good for carts and wagons, bringing trade to the Red Cow from the busy Boldhome to AldaChur trade route. The Red Cow clan maintains the road and his weaponthanes patrol it, escorting guests to Red Cow fort for audience with the chieftain.

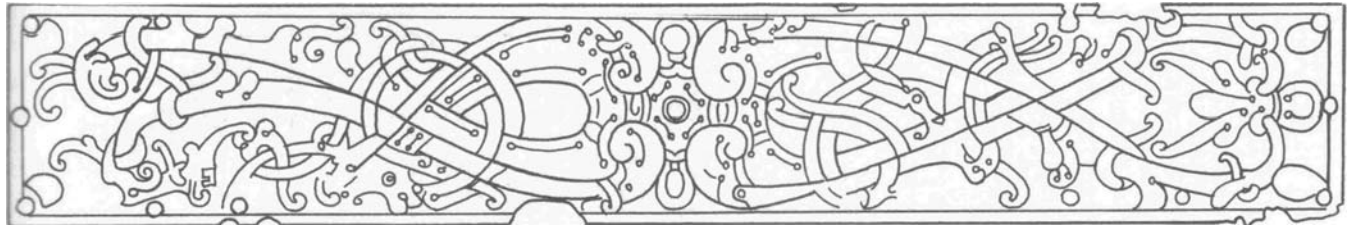
Stagland Sour: This is a spirit place, where Ganval practitioners gather to worship the Creek and its tributaries. The fishermen of the Heort Creek often join these ceremonies.

Standing Stones: These are groups of megaliths tracing runes. The stones lie amidst the Barrow Mounds and everyone says that the Orgorvaltes put them here to mark their burial ground. The biggest group of stones, by Grave Hill, traces Hedkoranth's rune and is his shrine but the patterns of many heroes and gods are here. They are a place of sacrifice and ritual.

Wandle Bog: This sphagnum bog along the Heort Creek is sacred to the Helerings. A place of sucking peat and quicksand the paths through the bog are treacherous made more so by the constant swirling mist. The paths and tracks through the bog are sacred, and the initiated do not share them with those who do not follow Heler. Those traveling here must give at the threshold as one crosses into the marsh. Fine swords, elaborate broaches, silver torcs, and golden armbands lie beneath the water, granting safe passage.

White Deer Wood: This wood has some of the best deer hunting on the Red Cow *tula*, but its proximity to Dinosaur Hill means bachelor packs of Telmori often raid here for the sweet succulent young bucks and ewes of the woods. The occasional Heortling deer has been spotted here too.





Brightwater Stead

Brightwater is the closest stead to the border markers with the Split Waters clan at the Finger and the Bag. Brightwater is the only stead with a watchtower, ditch, and palisade wall other than Red Cow itself.

Brightwater is mainly an Osmanning bloodline stead, descended as Eoric's stead was from the survivors of the Osmann clan who joined with the Drutorae to form the Red Cow. The Osmann bloodline ancestors remain angry about the burning of Eoric's stead.

Osmann built Brightwater above lush river meadows along the Heort Creek. Situated in prime grazing the stead is rich in cattle, and the subject of many a covetous eye across the border. Once the ancestral seat of the Osmanning chieftains the proud history of Brightwater Hall puts many of its neighbors to shame.

There are 74 people in the stead. 42 are adults and 33 are children of varying ages. Of the adults, eight are elders. From the remaining 34, 12 are wives, originally from another clan. The other 22 are adults of the bloodline: 17 men and five unmarried women. Of the adults, 17 are members of the *fyrð*.

Population breakdown figures based on those developed by the Heortling Stead Project

(<http://home.iprimus.com.au/pipnjim/stead/stead2.html#age>)

Total Clan or Stead Population: 74

Newborns	4	5.33%
Children (1-14)	23	30.67%
Initiands (15-19)	6	8.00%
Total Children	33	44.00%

Young Adults (20-34)	17 (18)*	22.67%
Mature Adults (35-59)	17 (18)	22.67%
Elders (60+)	8	10.67%
Total Adult	42	56.00%
Total	75	100.00%

Newborn each year 4.00

Childbearing Women (15-44) 16.00

Av births/woman per year 0.25

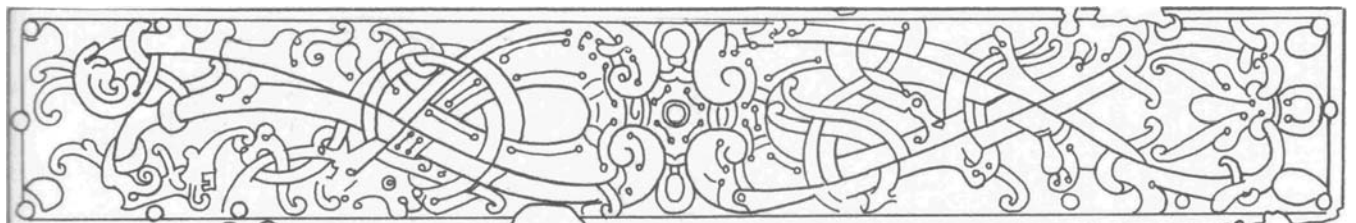
Approx one child per married woman every 2.5-3 years

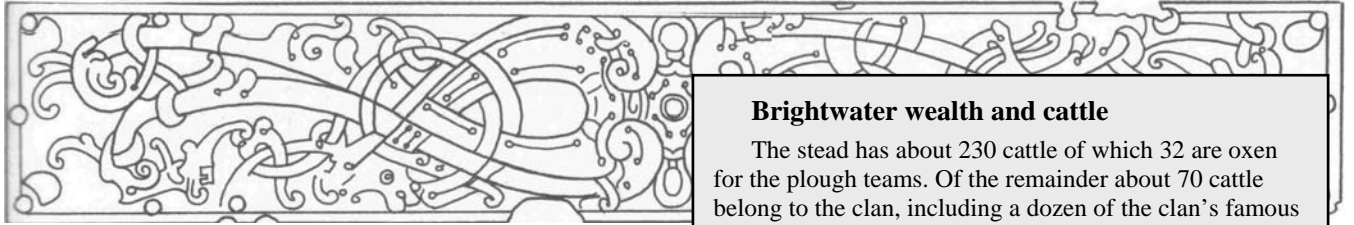
The stead can muster about 18 members of the *fyrð*

* The figures in the brackets represent population figures before casualties in the Lunar Invasion. The stead supports two widows from the war and their children.

The people of Brightwater form six hearths, averaging about a dozen people each: an elder (Grandma or Grandpa), three mature adults (Mom, Dad, and Uncle), three young adults (Son, Daughter, and Daughter in Law), and five children (two younger siblings and three grandchildren). Dad will usually be a Carl with his own plow team. If he is wealthy, he will have provided plow teams to his sons who will be Carl's (or half-Carls if they must share with their brothers). Otherwise, his children will be cottars until they increase their fortunes and must work on another Carl's fields (often their father's but not always). See *Thunder Rebels 39-41* for more on social ranks.

The scene of much conflict between the two clans, skalds call Brightwater 'A place for heroes and widows; stead of courage; urn-field of grief'.



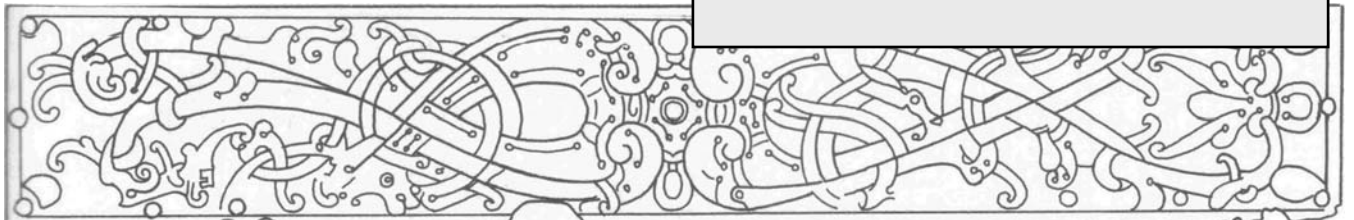


Brightwater has a main hall, where the spakeman (or patriarch) of the Osmanning bloodline lives with his family. At a hundred feet long, with a thatched roof it is the largest of the hearths. It is about forty feet wide but its two longest sides curve markedly inwards at the gable ends. The bloodline holds the carved pillars of the high seat in the hall sacred to their founders. They form the sacred space for the bloodline's ancestor rites (see *Thunder Rebels* p.26) their bloodline would fail if they were lost. Two rows of posts down the middle of the building support the roof. Down either side runs an earthen bank, edged with stones that forms a raised floor. Here guests and the *spakeman's* family sleep, with chests and pegs for their most treasured possessions. The patriarch and the hearth mistress can draw a wooden privacy screen for a modicum of

privacy from the hustle of the hall. Tapestries and carved wooden paneling decorate the walls. In the center is a long stone-lined hearth and cooking pit. The spakeman's hall has stood here for over a hundred years. The roof has been replaced, the walls fixed and patched, but generations of Osmannings have lived inside its walls. The spakeman's hall holds the first hearth, dedicated to Elmal. Five smaller longhouses surround the main hall. Two of these longhouses are new, built by survivors of the Burning of Eoric's stead. The survivors found safety within Orkarl's Wall and under Ashart's Tower and a new life with kin. For more on Heortling longhouses see *Thunder Rebels* p. 30-31.

Orkarl's Wall is the wooden palisade that surrounds the stead – built to protect the stead from Split Waters raids. Ashart's watchtower lies at the center of the stead. The wood and stone tower offers a commanding view of the land around. From here, the stead guards can easily spot raiders and call the clansfolk to the safety of Orkarl's Wall by blowing Ashart's Call - the large bronze carnyx kept atop the watchtower.

Surrounding the long houses are many other buildings. Seven large byres provide shelter for the cattle in winter. The most prestigious byre houses the stead's precious red cattle; the clan's carpenters carved sacred stories of Ulanin the Rider on its posts and lintels. Two large hay barns keep the cattle easily fed on cold winter nights. A Loom House holds the sacred space of the women, where they weave but also where women's rites take place and where children are born. Sunken buildings, sealed with earth magics, preserve the harvest. The hearth mistress of Brightwater Hall holds their keys. A small smithy provides most of the stead's need for bronze working. In a hut with open slatted walls, racks of dry fish and game cure in the wind. A path of split logs wends



Brightwater wealth and cattle

The stead has about 230 cattle of which 32 are oxen for the plough teams. Of the remainder about 70 cattle belong to the clan, including a dozen of the clan's famous Red Cows, the rest belong to the bloodline. There are about 12 bulls in the fields, one for about every 20 cows. The stead has about 700 sheep, 300 pigs with about 20 boars, and about 30 alynxes.

The stead pays 30 cows worth of taxes every year to the clan. Of these 25 go to support the chieftain, his household and the ring, and five go to the tribe. The stead only pays some of this in cows, exchanging sheep, barley, and bronze for some of this figure.

In time of Trouble

Everyone in Brightwater knows where the three places of safety are to go to in times of trouble.

First Safety: in times of trouble, when Ashart's Call is herd, head for Brightwater stead and the shelter of Orkarl's walls.

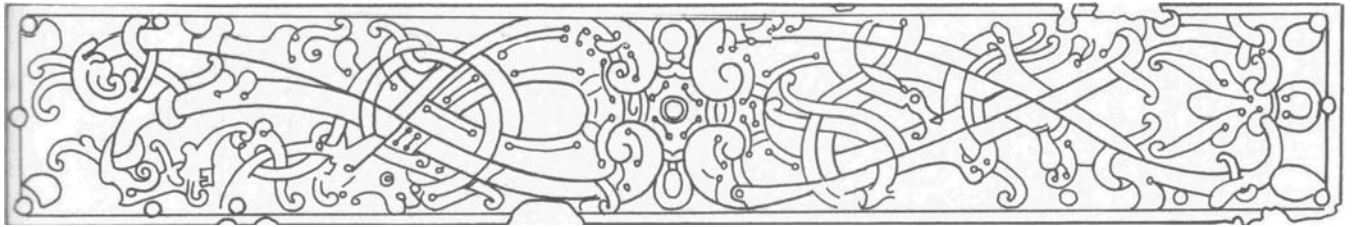
Second Safety: If Orkarl's Walls should fail, second safety lies in Dragon Ruins. Solid stone walls offer protection amidst the ghosts of ancient empire.

Third Safety: If the Dragon's Ruins cannot hold then flee to Red Cow fort. Here the whole clan and its livestock may take shelter to ride out the storm.

House Carls

The weaponthanes and their Four Storms live in the Thunder Brothers barracks in Red Cow fort. Though they ride patrol, they can be a long way off when trouble comes. Therefore, steads that are rich enough, particularly those with thanes, often support their own full-time warriors called house carls or huscarls. Huscarls are part of the *fyrð*. Most are part of the reserve for the warband, called upon for war or raiding. A weaponthane might call a huscarl who catches his eye to be one of his Four Storms.

Players who take the Warrior keyword are most likely a Brightwater huscarl, because this gives them a reason to be around the stead.



and winds between the buildings, keeping feet out of the mud. See *Thunder Rebels* p.33 for more.

The sacred order of space, (see *Thunder Rebels* p.118), influences the layout of the buildings in the stead. The spakeman's hall lies in the north. Gates pierce each of the four directions. You only leave by the west gate, Humakt's Gate, in death. Then your relatives carry you on a litter to the pyre and thence to the urn field, that sits outside it. Most

visitors pass through the south gate, or Starkval's Gate, where a gatehouse allows the guards to control traffic. Farmers drive their livestock through Barntar's Gate in the east. Only thanes, nobles, and kings may pass through the north gate when they visit Brightwater. Steads are aligned on a north-south axis (*Thunder Rebels* p.31). At its northern end are the shrines to the ancestors, at its south those to Mahome and the household goddesses.

Yorsarth Three-Sticks (Brightwater stead Guardian Being)

Yorsarth was a Vingkotling hero during the Sword and Helm saga. Yorsarth was a humble cattleman, until Kodigvari raiders killed his brothers. He put down hoe and picked up his spear and shield to avenge their deaths. The 'twelve blows of anger' is still a popular tale. When he was done, Yorsarth returned home to his herd, and tried to live out his remaining days in peace. However, trouble came looking for Yorsarth – the sons and daughters of those he killed. He fought them too, but they kept coming. Finally, he tried to stop the fighting. He failed, but his efforts live in song.

Method: Emanation

Form: A fine tin knife with a flint set in its pommel. The knife can fly, often darts around the stead in emergency. Brightwater folk know to grasp its handle, to understand its message. Mostly Yorsarth sleeps safely in a scabbard at Hahlggrim's belt.

Communication: Group Contact: Yorsarth is able to speak mind-to-mind with anyone holding the dagger. When Yorsarth speaks, St. Elmo's fire ripples up and down the dagger.

Membership Requirements: Restrictions, actions, or strange behavior required of members by the guardian entity.

Awareness Function: Track Down Killers 8

Blessing Function: Fight For Family 4

Defense Function: Evade Enemy 3

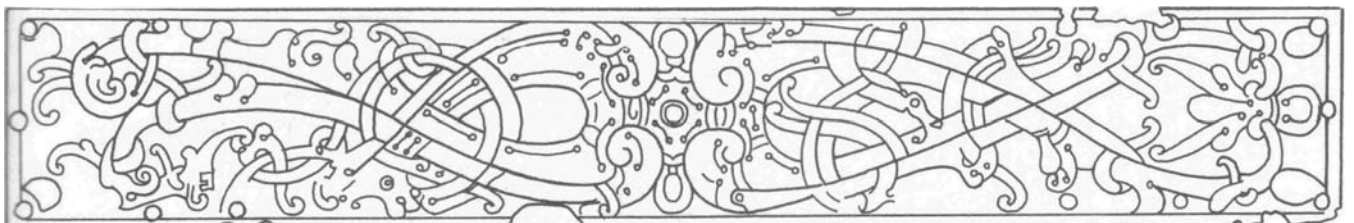
There is also a steam bath. The steam bath is a small building with a stone floor and a peat hearth where the clan heat stones red-hot then throw water over them so that the steam fills the air. A shelf runs around the inside of the bath and those who like their bath hot lie out there. The steam bath is the best place to freshen up after a night of too much mead or ale. It is a place of informal gathering and gossip.

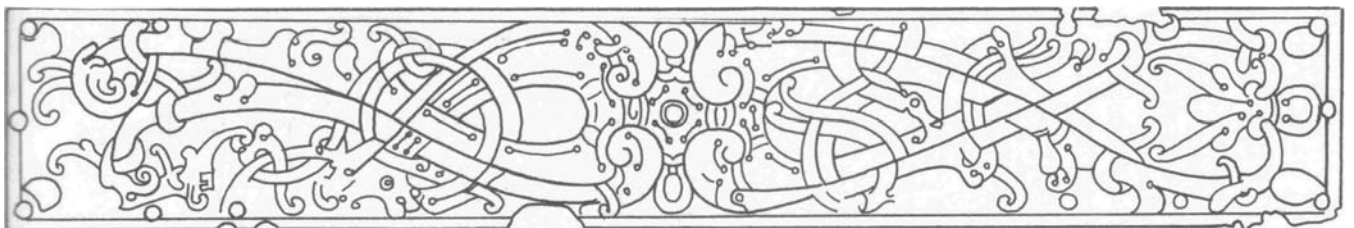
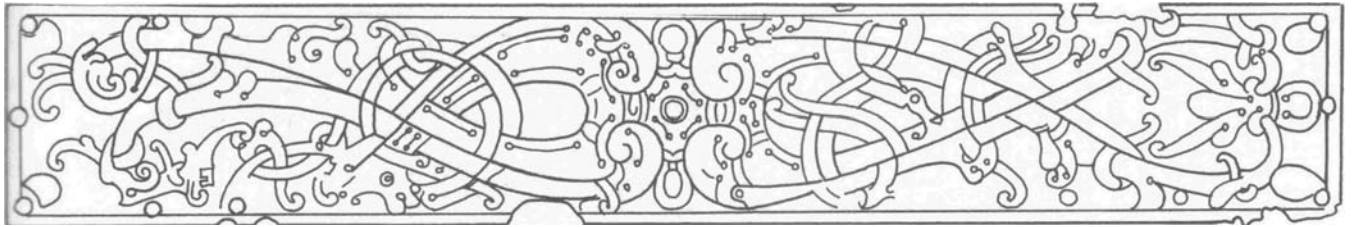
In front of the stead is the 'homefield', lovingly manured to produce the finest hay. Only the 'homefield boar' can graze within its stone walls fattening up for the One-Day sacrifice. Beyond the homefield lie other pastures of rich flood-plain grasses, walled but not manured. Further away lay the ploughed fields and the common summer grazing. In the furthest fields, temporary stone shelters or shielings, provide overnight accommodation for those tending to the cattle and flocks away from the stead.

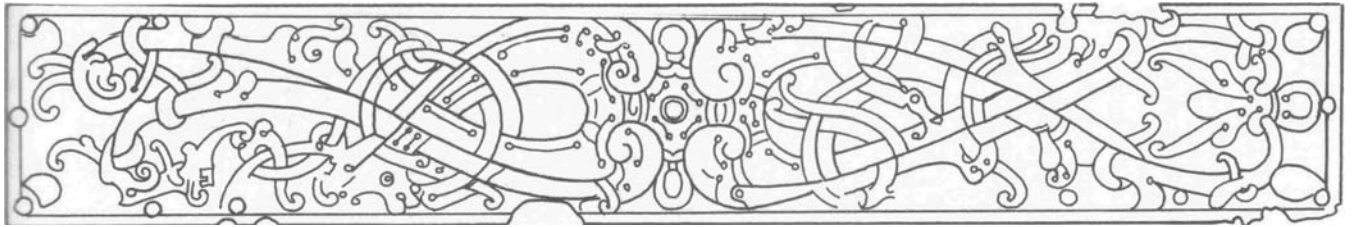
- 4: Root cellars
- 5: Brightwater byre
- 6: Smithy
- 7: Arkell's Hall byre
- 8: Arkell's Hall
- 9: Barntar's Gate
- 10: Orendal's Hall byres
- 11: Smoking Room
- 12: Steam bath
- 13: South barn
- 14: Orendal's Hall
- 15: Starkval's Gate
- 16: Umathkar's Hall
- 17: Umathkar's byre
- 18: Agrand's Hall
- 19: The Deep Well
- 20: Darrold's Hall
- 21: Agrand's byre
- 22: The Loom House
- 23: Root cellars
- 24: Humakt's Gate
- 25: North barn
- 26: Thunder box
- 27: The urn field
- 28: The standing stones

Brightwater stead key

- 1: Chieftain's Gate
- 2: Brightwater Hall
- 3: Red Cow byre







People of Brightwater

We omit many of the young adults to allow space for heroes, sidekicks, and followers. Heroes may come from any of the hearths here, either as one of the unnamed children or as more distant relations or foster children.

Elder grandmother of Brightwater: Estaki Burnt-Lodge

Hahlgrim's aunt Estaki has the scars over her body to prove she was at Eoric's stead when it burnt to the ground. Her grey eyes speak of the sadness. She is strict with the children admonishing them with the hardship of her life. Estaki is the memory of the women. A Ty Kora Tek crone she is at the births and the deaths. Everyone in the stead respects her. She knows their secret rituals and the workings of the sacred. She respects Tara's healing and shows the girl kindness, but believes Ellisif is too soft on her children.

Keywords: Stead wife 5 **LU***2, Initiate of Asrelia and Ty Kora Tek 15* **LU***, Flesh Man 6* **LU***, Bloodline: Osmanning nee Frithan Faction: The Conquering Storm Age: 72*

Elder grandmother of Brightwater: Briga Swan-Neck

Briga was the seventh of seven Frithan sisters, all of whom married Red Cow men. Domineering and ambitious they ruled their men with wills of iron. When gathered together they struck fear into bold warrior's hearts. Now only Briga, Hahlgrim's mother, and her sister Estaki remain. Kullina Golden-Tresses died in the Burning. An Asrelian crone Briga keeps keys to the stores of the stead but defers to her older sister Estaki. Keeping her place by the fire, she can upbraid Keveessa and Tara when they fail to keep house the right way. Once an initiate of Kev she still knows a dreaming ritual.

Keywords: Stead wife 16 **LU***, Initiate of Asrelia and Ty Kora Tek 8* **LU***, Bloodline: Osmanning nee Frithan Faction: The Eye of the Hurricane Age: 65*

Osmann spakeman: Hahlgrim Far-Walker

Brightwater Hall hearth mistress: Tara Far-Kin

Hahlgrim Far-Walkers first wife Epara Deep-Brow died in the Burning. An initiate of Mahome Tara Far-Kin is the salve for the hurt. She heard of Hahlgrim's loss in poems of the Burning and traveled far from her own kin across the Quivin Mountains to bring him comfort. Younger than

Epara's sons, they resent her replacing their mother. With the birth of her first child Harvar Leapfoot, she has secured her place amidst the clan. Enothea Dawn-Child disapproves of Tara's self-made match. She has made friends with Yendessa Mother-Of-Heroes. Epara's ghost haunts her to reclaim and avenge Eoric's stead.

Keywords: Hearth mistress 15 **LU***, Initiate of Mahome 7* **LU***, Flesh Man 1* **LU***, Bloodline: Osmanning nee Kheldon Faction: The Conquering Storm Age: 32*

Arkell's Hall head: Arkell the Tall

Arkell is the eldest of Hahlgrim Far-Walker's sons and the head of his own hearth. A tall and strong man Arkell is a good swordsman; can swim like a seal; is among the most swift-footed of men; and bold and dauntless. Arkell has is a fine wordsmith and noted for his repartee. He has the makings of a good skald too. His wife Keveessa has borne him strong children. Arkell dreams of the mead-hall glory that will never be his. Still he spends much time with his friends Ivartha the Skinner or Jordarn the Clash.

Keywords: Farmer 18 **LU***, Initiate of Durev 5* **LU***, Flesh Man 6* **LU***, Bloodline: Osmanning Faction: The Eye of the Hurricane Age: 42*

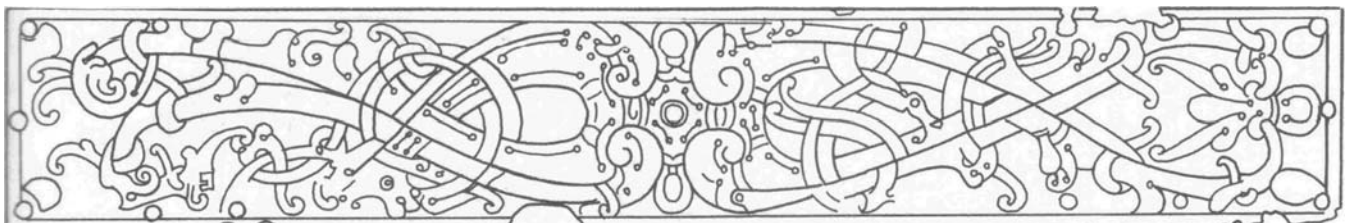
Arkell's Hall hearth mistress: Keveessa the White

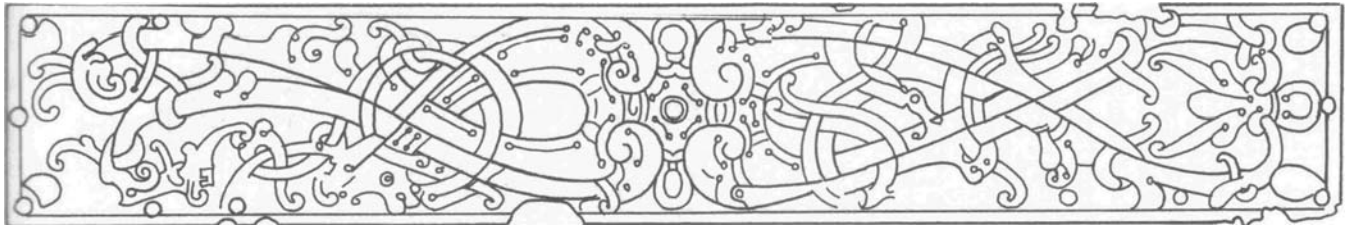
Keveessa knows that one day she will be hearth mistress of Brightwater Hall. She lives for that day. A proud steadwife she has made Arkell's Hall a fine home and brought wealth to her husband Arkell, but always wants more. Keveessa grew up in a rich Underwillow stead and expects Arkell to provide a similar standing of living. She demand a standard of behavior that she frequently finds lacking amidst her in laws. Keveessa tries to ingratiate herself and her family with Griselda Raven-Black. An initiate of Orane the steadwife she has born Arkell three children. Tara thinks she is a snob.

Keywords: Hearth mistress 12 **LU***, Initiate of Orane 9* **W***, Bloodline: Osmanning nee Underwillow Faction: The Eye of the Hurricane Age: 39*

Ellisif Leaping-Salmon

Better looking than his older brother Arkell, Ellisif is Hahlgrim's prodigal son. Despite his initiation to Durev Ellisif never seemed content with life on the land. A failed attempt to set up his own hearth and a misguided attempt to be a trader lie behind him. Each time Hahlgrim welcomes him home and sets him up once again. Now a humble farmer,





Ellisif is trying to make a go of life on the land again. A charming storyteller and wit he has many friends and is the life and soul of Brightwater feasts. His wife Maldri and children are devoted to him.

Keywords: Farmer 6 **W**, *Merchant 1* **W**, *Initiate of Durev 3* **W**, *Flesh Man 3* **W**, *Bloodline: Osmanning Faction: The Righteous Wind Age: 41*

Maldri Deepback

Maldri Deepback has the patience of Ty Kora Tek. She loves her husband Ellisif through all his crazy schemes. She fusses over her children and fishes them out of their scrapes and disasters alike. She astounds the Women's Circle with her skill as a steadwife, her seeming ability to conjure something from nothing. She shows the jack-of-all-trades ability to get things done of a true Orane initiate. Her company and advice is much valued Darna Longcoat and Brodri Strong-Kin has visited her hearth for cakes and sympathy. Life with Ellisif means she is no slouch with a spear when defending her children.

Keywords: Stead wife 1 **W**, *Initiate of Orane 14* **W**, *Bloodline: Osmanning nee Frithan Faction: The Righteous Wind Age: 39*

Orendal's Hall head: Orendal Hero-Walker

Like his brother Ellisif, Orendal is fair of face and has fine hair. A strong man he is skilled in arms, but spends most of his time herding the stead's cattle. Prominent among the Auroch Bringers he has completed two heroquests. The young stockmen of the stead look up to him. Orendal hates having to pay the Lorthing Vale Tribute and rails against the Culbrea. He keeps huscarls against raiders and looks to the fortification of the stead. He despises his brother Ellisif and his children who he regards as wastrels. He has three children by his own wife.

Keywords: Herder 6 **W**, *Devotee of Starkval 9* **W**, *Bloodline: Osmanning Faction: The Conquering Storm Age: 39*

Orendal's Hall hearth mistress: Korlinalda the Holy

Korlinalda is the youngest daughter-in-law to Hahlgrim and his favorite. He dotes on her as if she were his own. Orendal sometimes resents their closeness. Orendal married Korlinalda as much for her devotion to Uralda as her skills as a steadwife and she has become a powerful voice alongside him in the Auroch Bringers. A convincing speaker

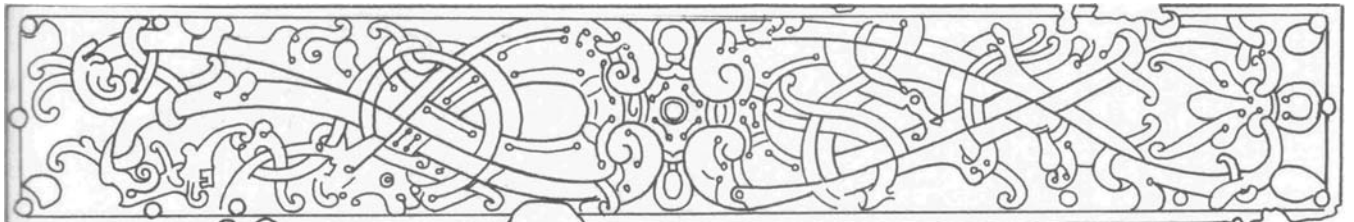
Korlinalda is influential among the women of Brightwater and much respected as a god. She dislikes Ellisif and Maldri fearing they will eat up the wealth everyone else work for, and shuts down talk of rebellion pointing the clan's losses in the war.

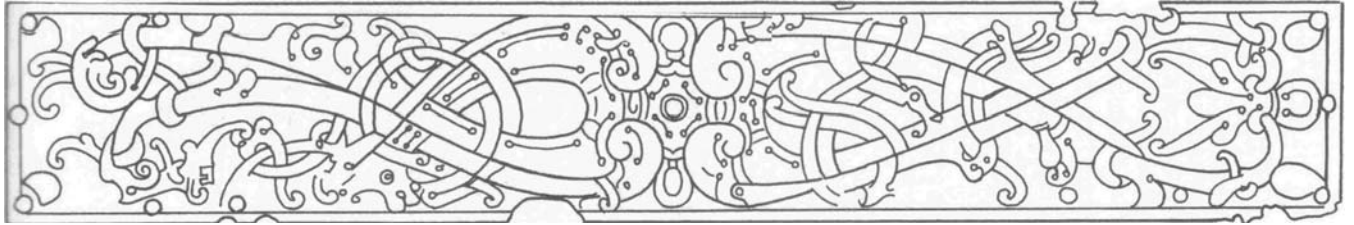
Keywords: Stead wife 14 **W**, *Godi 4* **W**, *Devotee of Uralda 8* **W**, *Bloodline: Osmanning nee Underwillow Faction: The Conquering Storm Age: 37*



Brightwater Hall: Killer Oddi

Oddi is a killer, who the tribe has twice outlawed for the manslaughter of Split Waters men. Hotheaded and impulsive he is also a doughty warrior who Hahlgrim appeases to help defend against raiders. He has trophies of his service against the Lunar invasion a fine iron sword and hauberk. An initiate of Yavor Lightning, Feren is widely traveled from his years in exile. Asborn Dark-Blood of the Burners has sworn





vengeance against Oddi, as has Boltor Bluebreaks of the Gwador. Oddi loves horse fighting, sword-and-shields and kick-the-ball. He owns four black fighting stallions, a gift from the chieftain.

Keywords: Warrior 14 **W** *Initiate of Yavor Lightning 9* **W**,
Bloodline: Osmanning Faction: The Conquering Storm Age: 34

Orendal's Hall: Harvar Fine-Horses

Harvar is the Brightwater redsmith. A man of artistic leaning the clan knows his work for its beautiful swirling patterns. He sings songs of power over the bronze as he works. Originally, from Eoric's stead his wife died in the Burning. In battle, he swings hammer and sword with deadly effect. His wife's ghost haunts him still. Harvar is a captivating storyteller who knows the clan's history. He is the finest horse breeder in the clan. He is the first to trade with Vinin Lightbringer. He hates the thought of Kevevsa becoming hearth-mistress of Brightwater Hall.

Keywords: Smith 14 **W** *Initiate of Gustbran 9* **W**,
Bloodline: Osmanning Faction: The Conquering Storm Age: 34

Arkell's Hall: Nevana Dream-Blessed

Kevevsa and Arkell's daughter Nevana is gay and she has never married. Her mother is ashamed of this and tries to confine her within Brightwater, where she works as a healer. Ellisif Leaping-Salmon and Maldri Deepback are supportive and Nevana stays in their hearth more. The connection to her goddess Bevara has always been strong for Nevana. She has many dreams and visions. Many hope that one day she will devote and become a godi. Nevana is less interested. She longs for adventure and the chance to leave the hearth perhaps in support of the warriors.

Keywords: Healer 1 **W**, *Initiate of Bevara 7* **W**, *Bloodline: Osmanning Faction: The Conquering Storm Age: 21*

Darrol'd's Hall head: Korol Cattle-Warden

Korol is a cottar who lives by working others fields and herds. Solid and dependable, Korol does not aspire to the responsibility of his own plough-team. He is satisfied here, as leader of the cottars who toil for others. Those who live in the hall respect him, or his bullish frame and booming voice teach them to do so. He allows no challenges to his authority in the hall. Korol allows no one to court his daughter Arlesta. An initiate of Durev he is reliable and Arkell and Orendal trust him. He admires Maldri, but despises Ellisif and he often tries to woo her.

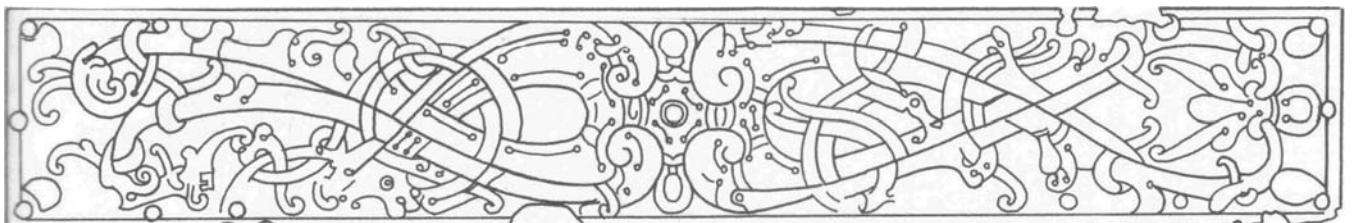
Keywords: Farmer 5 **W**, *Initiate of Durev 5* **W**, *Flesh Man 3* **W**, *Bloodline: Osmanning Faction: The Eye of the Hurricane Age: 45*

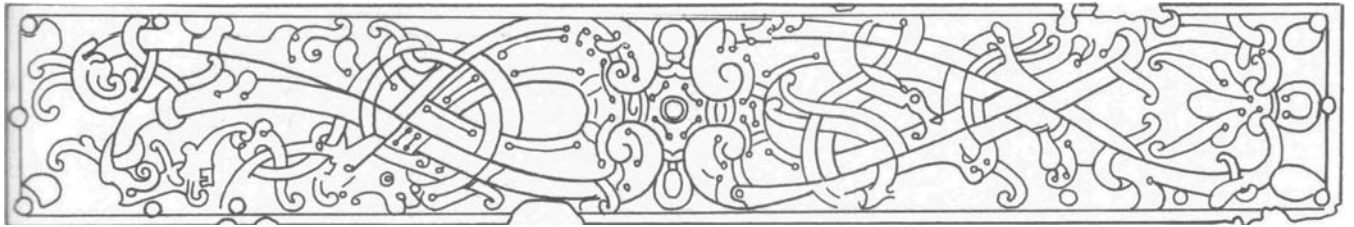
Garrath Pig-Thane

Garrath Pig-Thane is the rabble-rouser of the stead's cottars. A shepherd, Garrath is always complaining, hotheaded, and fractious. Garrath resents his lot in life, but is too lazy to change it, doing just enough to get by. Korol tolerates him, because he is a good with a spear and shield, and cunning in a fight. He has seen off Telmori and Split Waters rustlers. Arlesta dislikes him because he is a bully and refuses to pull his weight around the hearth, relying on his status as the cottar's muscle. Garrath is a rebel who chafes against authority.

Keywords: Herder 5 **W**, *Initiate of Durev 2* **W**, *Flesh Man 19*, *Bloodline: Osmanning Faction: The Eye of the Hurricane Age: 27*

The hearths of Umathkar's Hall and Agrand's Hall are vague to allow player addition in their narratives. Players are encouraged to negotiate with the narrator over naming the leaders of these steads, their wives, and children. If a player wants to define a hearth to come from, this is the place to put them.





(15-44)

Sevenoaks stead

Sevenoaks is one of the three Osmanning steads that joined Red Cow in the time of Ilgan Raven-Flag, when the Telmori expanded. Lying northeast of Brightwater and Eoric's Stead is the 'safest' of the Osmanning steads. It is poor. Continual failure to husband the clan's odal assets has led to the wealth of those here declining, as they have to make up the shortfall from their personal wealth, or by taking loans. It is a stead of half-carls and cottars. It is a stead of pigs and sheep with few cows.

There are 59 people in Sevenoaks. Thirty-four are adults and 25 children. Of the adults, six are elders and 14 are wives from other clans. The remaining 14 are adults of the bloodline.

Total Clan or Stead Population: 60

Newborns	2	3.39%
Children (1-14)	18	30.51%
Initiands (15-19)	5	8.47%
Total Children	25	42.37%
Young Adults (20-34)	12	20.34%
Mature Adults (35-59)	16	27.12%
Elders (60+)	6	10.17%
Total Adult	34	57.63%
Total	59	100.00%
Newborn each year	2.00	2
Childbearing Women	12.00	16

Av births/woman per year 0.166667 3.580952

Approx one child per married woman every 2.5-3 years

The stead can muster about 14 members of the fyrd

* The figures in the brackets represent population figures before casualties in the Lunar Invasion. The stead supports two widows from the war and their children.

The stead holders of Sevenoaks live in five hearths. Each hearth averages an elder (grandmother), the hall head and hearth mistress, their two sons and their two wives and an unmarried adult sibling and the five children of the married couple. There are no Carls at Sevenoaks. Instead, the hall heads must share their oxen to muster a plough team. Their sons do not even have their own oxen and work as cottars on their father's land. Sevenoaks has squandered what odal wealth the clan has given it and each generation seems to have a little less rather than a little more. Much of the steads wealth has gone in fines and wergild, paid to those with whom the stead's hotheads find themselves in dispute. Two byres and one good-sized barn complete the buildings. There is no smithy or the like at Sevenoaks.

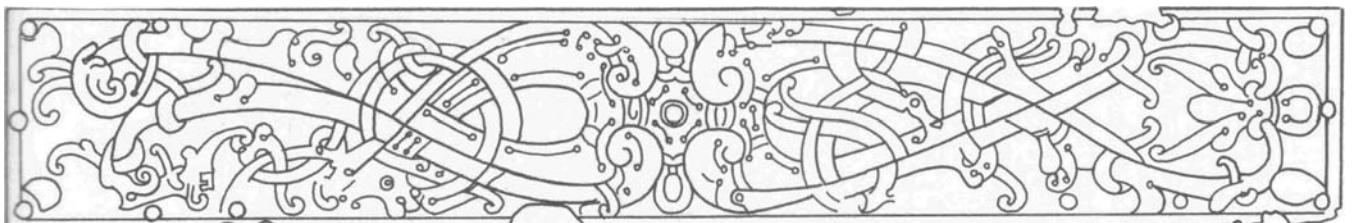
People of Sevenoaks

Minlin's Hall head: Minlin All-Talk

Minlin lost an arm at the Battle of Caroman Pass, a blow that left him bitter, resentful, and reliant on his sons Jotoran the Restless and Farad the Slow to work the farm to his direction. Minlin is a knowledgeable farmer, initiated to Durev, who knows all the times for planting and harvesting and caring for the stock. Before his injury, he seemed most likely to own his own plough team and bring more odal land and cattle the Sevenoaks. The other farmers look to him for guidance. He drinks to forget, and his wife, Brutha Good-Weaver, feels his temper.

Keywords: Farmer 3u2, Initiate of Durev 7u, Bloodline: Osmanning Faction: The Eye of the Hurricane Age: 43

Gringle is a hard-working farmer. His father Eonisorl Bent-Back cannot work and his brothers Invarth Red-Cloak and Vogarth Hearth-Guard do not want to, so he manages the family's odal land almost single-handedly.



Ernalda Godi, Minlin's Hall: Suchessa Land-Speaker

Suchessa is a wild-eyed young steadwife, touched by Mahome's inner fire. That touch brought her skill with magic and she is a devotee of Mahome and the stead's god of Ernalda. Suchessa is otherworldly and speaks with daimones more easily than with people. Her husband, Jotoran the Restless, lusts after her beauty but dislikes her devotion. She has borne him three daughters, Jenesta, Kareena, and Miranna but he still longs for sons. Byrgga Told-You-So fears Suchessa's next child will kill her. Suchessa rails at the poverty of the stead and goads the menfolk to demand more from their wealthy kin.

Keywords: Stead wife 4L, Devotee of Mahome 10L, Bloodline: Osmanning nee Blueberry Faction: The Eye of the Hurricane Age: 24

Eonisorl's Hall head: Eonisorl Bent-Back

Old age has bent Eonisorl double, but not lessened his drinking. A skald and former weaponthane, Eonisorl retired to Sevenoaks when he became an elder. An initiate of Drogarsi Eonisorl's weapons now are his biting satire and cutting wit. Eonisorl's hall is renowned for its lavish feasts; Eonisorl is renowned for his disappearing wealth. His dresses

his wife, Pelessa Rich-Coat, in wealth despite their poverty. Eonisorl dotes on his younger sons, Invarth Red-Cloak and Vogarth Hearth-Guard, and spurs them to take wealth from neighboring clans, but mocks the eldest boy Gringle Harvest-King as a 'farmer'. He longs for his sons to be weaponthanes.

Keywords: Skald 1L2, Weaponthane 16, Warrior 20L, Initiate of Drogarsi 14L, Bloodline: Osmanning Faction: The Conquering Storm Age: 62

Eonisorl's Hall, Huscarl: Invarth Red-Cloak

Invarth is a tall, strong man with a hasty temper. He has killed both Maboder and Culbrea men on raids. Invarth is a warrior and initiate to Ulanin who chooses to live by raiding but his small herds belie the wergilds that have impoverished his family. He longs to be a weaponthane. He knows the steads, trails, and wild country of the neighboring tulas. His father Eonisorl dotes on him, but Invarth longs for the old man to die so that he can claim his inheritance. His wife Harla Grey-Skirts goads him to try raids that are more ambitious and bring back plunder.

Keywords: Warrior 2L2, Initiate of Ulanin 12L, Bloodline: Osmanning Faction: The Conquering Storm Age 42

Maltus Storm-Wise (Sevenoaks stead Guardian Being)

Maltus was a stubborn Vingkotling cottar who took Umath's message 'No one can make you do anything' to heart and resisted all authority. Stories of his stubborn refusal to follow orders and his luck in getting out of trouble for doing so form a body of Ogorvaltes tales. Red Cow folk say someone has the 'luck of Maltus' when they escape responsibility for something bad happening. Generally he is seen as a negative example when compared to Orlanth taking responsibility for his actions, but the folk of Sevenoaks have always found escaping the blame easier than putting things right.

A lot of Orlanthi do not regard Maltus as very virtuous, after all Orlanth took responsibility for his actions and fixed his mistakes. Sevenoakers just shrug such suggestions off.

Method: Emanation

Form: The sacred grove of seven oaks is home to Maltus Storm-Wise. Everyone in the stead knows that this is where Maltus lives and it is where the stead goes when people need his help.

Communication: Group Contact: When Maltus speaks, a wind blows through the grove, the leaves rustle, and the branches move. The current headman of the stead can communicate with Maltus directly, but everyone can recognize when Maltus predicts trouble.

Membership Requirements: Never admit responsibility for anything – good or bad.

Awareness Function: Sense Trouble 8L

Blessing Function: Escape Responsibility 4L

Defense Function: Blame him instead 3L

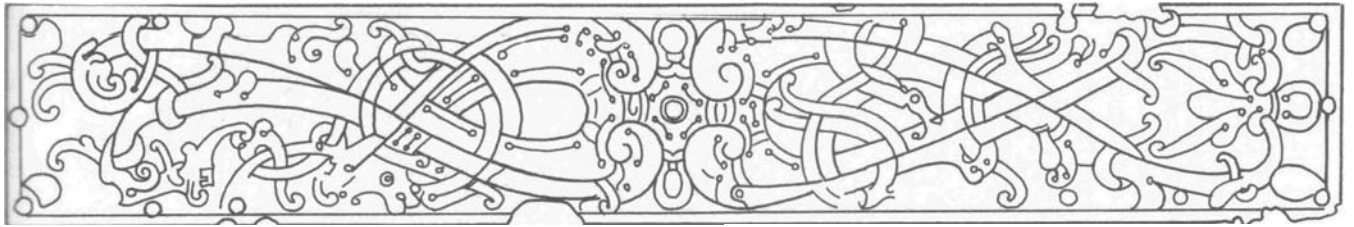
Eonisorl's Hall, Huscarl: Vogarth Hearth-Guard

Vogarth is a brutal bully who despises the weak and fears only the strong. He intimidates and cajoles those who meet him into getting what he wants. He reveres his brother Invarth, but despises his father Eonisorl as a cripple. His wife Keviki the Brazen is a punch-bag for his wild temper. Vogarth is a warrior scorning the farmer's life in favor of raiding. Initiated to Hedkoranth, Vogarth has a pouch of thunderstones for his sling and knows the Three-As-One feat. His sword, Foe-Reaper has taken seven Maboder lives. Orstandrin Harsh-Tongue seeks blood vengeance upon Vogarth for his sister's death.

Keywords: Warrior 18L, Initiate of Hedkoranth 13L, Bloodline: Osmanning Faction: The Conquering Storm Age 38

Eonisorl's Hall, Steadwife: Keviki the Brazen

Keviki is Vogarth Hearth-Guard's buxom steadwife. Keviki is looking for the next husband to replace Vogarth Hearth-Guard. She detests Vogarth's constant beatings, but she will not leave without finding a new husband. She loves her two sons Finoval, and Starkval and she will not abandon them. She flirts, and teases other men, but Vogarth's reputation has deterred adultery. She has become a skilled liar. She detests Invarth Red-Cloak for leading Vogarth on fool's raids and Eonisorl Bent-Back as a cruel old man. She



lusts after Gringle Harvest-King as a good husband. Keviki initiated to Orane and follows the Flesh Man religion.

Keywords: Steadwife 5 **W**, *Hearthmistress 19, Initiate of Orane 8* **W**, *Flesh Man 17; Bloodline: Osmanning nee Frithan Faction: The Eye of the Storm*

Eonisorl's Hall, Godi, Cottar: Gringle Harvest-King

Gringle is a hard-working farmer. His father Eonisorl Bent-Back cannot work and his brothers Invarth Red-Cloak and Vogarth Hearth-Guard do not want to, so he manages the family's odal land almost single-handedly. Good-tempered, generous, and hard working the Osmanning bloodline respects Gringle as the 'best hope' for his family. A devotee of Ohorlanth he is the steads Orlanth godi. He won his prize red bull, Badun, on an Auroch Bringer heroquest. A member of the fyrd, Enerin knows how to use a sling, spear and shield, but speaks peace and negotiates instead of arguing. His kin mock him for that.

Keywords: Farmer 14 **W**, *Godi 3* **W**, *Devotee of Ohorlanth 10* **W**, *Bloodline: Osmanning Faction: The Eye of the Storm Age 34*

Enerin's Hall head, Juror: Enerin Light-Bearer

Unkind clan folk might suggest that Enerin Light-Bearer has such skill with Andrin's Law, because he has so much work as plaintiff for the Osmannings of Sevenoaks who are always in so much trouble over disputed ownership of cows or property. Enerin would care little, for he seems aloof from mocks and jibes. His legal wisdom is pronounced in folksy terms and homespun clichés, but too many opponents underestimate his ability to recite Andrin's Law. Enerin admires Duruvan, holds grudging respect for Minaryn, but dislikes Enothan and Redalanora. Everyone knows he has a sweet-tooth and has taken many a case in return for honeyed-cakes.

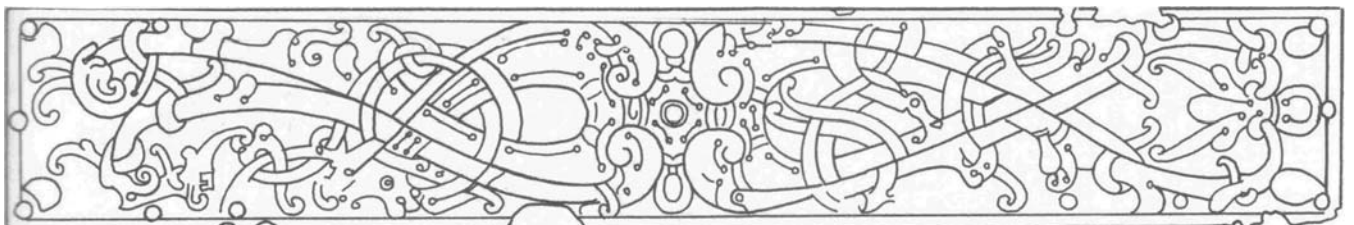
Keywords: Farmer 1 **W**, *Lawspeaker 13* **W**, *Initiate of Andrin 12* **W**, *Bloodline: Osmanning Faction: The Conquering Storm Age 54*

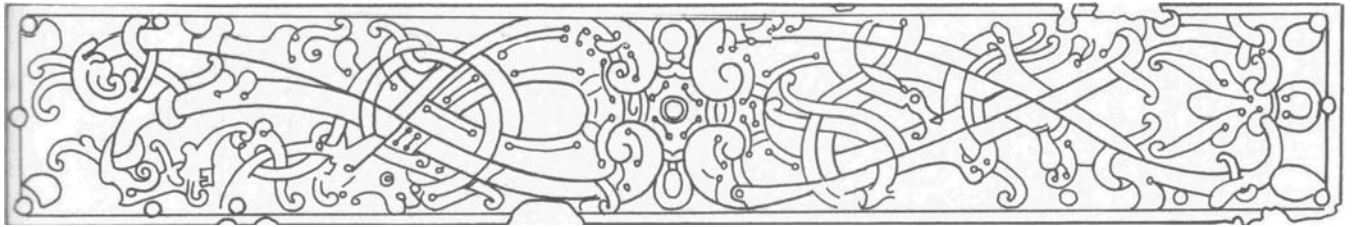


Enerin's Hall, Hearthmistress, Midwife: Byrgga Told-You-So

Byrgga Told-You-So is a big-hearted mother of two. She is the hearthmistress of Enerin's Hall and wife to Enerin Light-Bearer. She has given birth to his two sons Derik Travel-Shirt and Mikhil Try-Much and his daughter Joressa Skin-Like-Snow, who married Kuschildar Many-Storm a Frithan man. Byrgga is the midwife of the stead and an initiate of Eninta the Midwife. Byrgga is patient enough for long labor, compassionate, but firm. She mothers the young men and women of the clan, who are afraid of her disapproval. Yet she defends them against criticism by outsiders. Her passionate support has saved many from punishment by the bloodline.

Keywords: Steadwife 15 **W**, *Hearthmistress 1* **W**, *Initiate of Orane 10* **W**, *Flesh Man 4* **W**, *Bloodline: Osmanning nee Frithan Faction: The Peace Weavers Age 50*





Kulbrandor's Hall, Head: Kulbrandor the Lost

One-armed Kulbrandor is a poor cottar who cannot afford his own oxen. Instead, Kulbrandor is a herdsman for the clan's cattle and sheep. He has traveled all over the tula, often going him into the shielings up by Krogar's Wood in Fire Season. He lost his arm at Boldhome. He has two sons Heltyr the Wanderer and Londros Forkbeard by his wife Hahla Many-Brothers. He is too poor to afford a dowry for his daughter Butari Sow-Mother. A hardworking man, he despises Enisorl Bent-Back and his sons who have wealth without any hard work, and takes delight in their growing poverty.

Keywords: Herder 5 **LU**, *Initiate of Ohorlanth 15* **LU**;
Bloodline: Osmanning Faction: The Eye of the Hurricane
Age 55

Kulbrandor's Hall, Stickpicker: Heltyr the Wanderer

Kulbrandor makes his living as a charcoal burner, and knows the trails and paths of Charcoal Wood. Heltyr is tall and ugly, and although he is only one-eyed, he is keen-sighted. Kulbrandor is a renowned liar. He swears he lost the eye to an elf in Krogar's Woods; no one believes him. Nevertheless, he practices stalking with his bow. He loves his father, Kulbrandor the Lost. He conspires with his younger brother Londros Forkbeard. Determined to be the leader in any group, he is bad at taking orders, but enjoys telling others what to do. That makes him a resentful stickpicker.

Keywords: Stickpicker 8 **LU**, *Initiate of Ohorlanth 3* **LU**,
Flesh Man 2 **LU**; *Bloodline: Osmanning Faction: The*
Conquering Storm Age 28

Kulbrandor's Hall, Gardener: Londros Forkbeard

Londros is a tall, strong, black-haired man. As he grew older, everyone could see he would turn out greedy. So far, his aspirations have failed. Londros Forkbeard is the stead gardener tending the vegetable plots and herbs around Sevenoaks stead. He is proud and angered by his stickpicker-status. He is grasping and hard. Londros is thick-as-thieves from his brother Heltyr, and the two always have a crazy scheme to get rich. A member of the fyrd he is adept with spear and shield. Gavrena the Witch prophesized he would have a short life and die before his father.

Keywords: Stickpicker 5 **LU**, *Initiate of Durev 20*, *Flesh*
Man 17; *Bloodline: Osmanning Faction: The Conquering*
Storm Age 25

Aransand's Hall, Head: Aransand Never-There

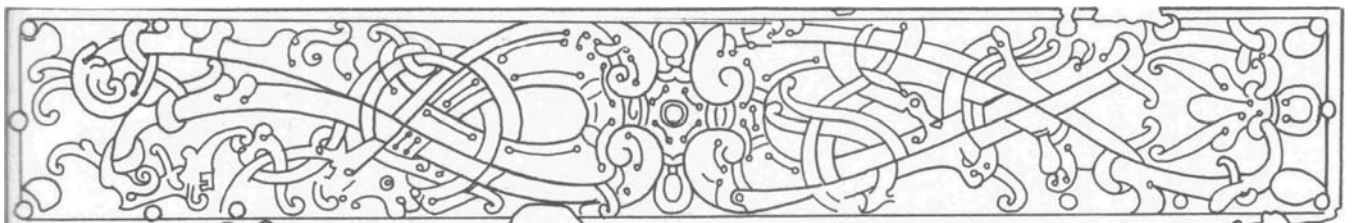
Aransand is exceptionally well liked by the steadholders of Sevenoaks for his charm and wit. While Aransand toils over the plough, he shares with the other farmers he makes most of his wealth from acting as an intermediary in bartering between Red Cow steads. He always has 'a deal on the go', and is looking for a buyer for this or a seller for that. He was born with the 'gift of the gab' and he can sell just about anything. His sons Destorus the Brazen and Tarkalus Sun-Torch, by his wife Intagana Belly-Ache, conspire with him in his ventures.

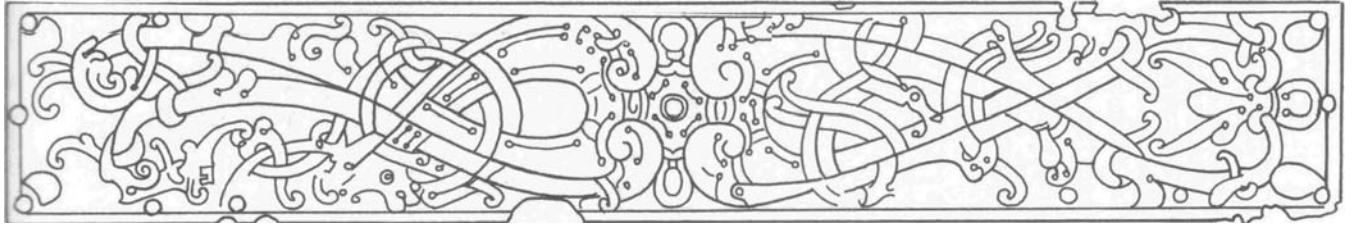
Keywords: Farmer 8 **LU**, *Merchant 19* *Initiate of Harst*
3 **LU**; *Bloodline: Osmanning Faction: The Eye of the*
Hurricane Age 47

Sigmundorl's Hall, Head: Sigmundorl the Shadow

Sigmundorl is a quiet and private farmer. Sevenoaks folk call him taciturn and un-neighborly, because he and his family rarely help around the community. Sigmundorl only adds his oxen to the plough team grudgingly. Sigmundorl is a knowledgeable in husbandry and his hearth has a good surplus of pigs and sheep most years. His is now the wealthiest of the Sevenoaks hearths. His wife, Hemradi Tub-Mash, does not mix with the other women, and Sigmundorl speaks for her in public. Sigmundorl has two sons, Ordag Fighting-Cuk and Thandren the Proud. Sigmundorl is strict with them and their wives.

Keywords: Farmer 5 **LU**, *Initiate of Durev 8* **LU**, *Flesh Man*
2 **LU**; *Bloodline: Osmanning Faction: The Eye of the*
Hurricane






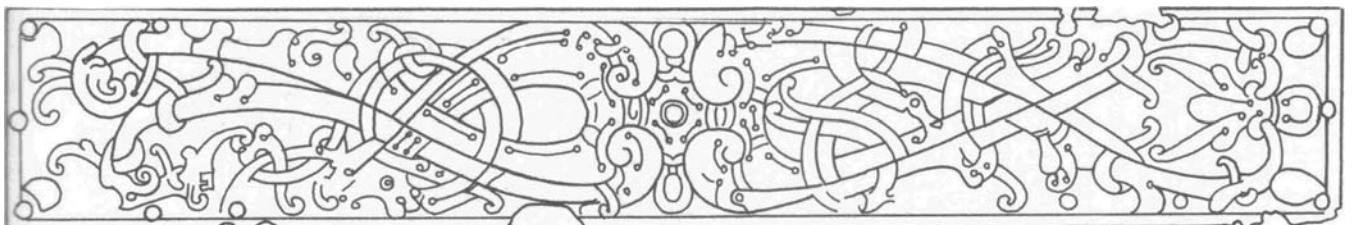


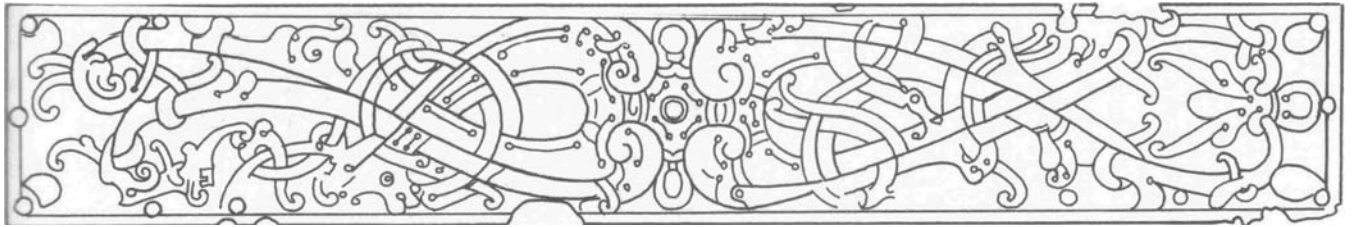
Sigmundorl's Hall: Thandren the Proud

Thandren is the second son of Sigmundorl the Shadow and Hemradi Tub Mash. His wife, Henna Many-Sorrows, is a harassed mother to their four children. A hard-working farmer, Thandren chafes at the isolation of his hearth from the stead. He meets in secret with the Eonisorl boys. He admires Gringle, but Invarth and Vogarath pressure him to

join them in raiding. Both have been giving him spear and shield lessons. Thandren dislikes the Empire, and wishes his family had fought at Boldhome. He has become a member of the rebellion and meets with Maldri Deepback. He has become an accomplished liar.

Keywords: Farmer 10  *Initiate of Durev 3* , *Flesh Man 2* ; *Bloodline: Osmanning Faction: The Righteous Wind*





Red Cow Fort

Ulanin the Rider raised the earthen walls of this hilltop fort that encompasses a half-mile wide circle of land. Ulanin stabled Gochbadun, the auroch bull, here when he stole him from the giant Bergilmer. The Drutorae clan occupied this fort in the resettlement, taking their name, Red Cow, from Gochbadun himself. Red Cow fort is a sacred site to Ulanin and heroquesters often make their crossing to the Otherworld at his shrine here.

Red Cow Fort surmounts Borden Hill rises 450' above the surrounding land. A promontory at the confluence of the Creek and Heort Creek, river waters surround Borden Hill on three sides providing a natural moat. The walls of the fort surround the summit of Borden Hill. The outermost walls encircle the hill at about 325' allowing the highest portion of the hill, now a Lunar fort, to tower some 125' above the outer ramparts.

A Guide to Red Cow Fort.

1, 11: Heort Creek

Red Cow Fort lies at the confluence of the Creek to the north and the Heort Creek to the east and south. The Creek provides a defensive moat restricting access to the western approach. River trade passes up and down the Creek.

2: Rubbish heap

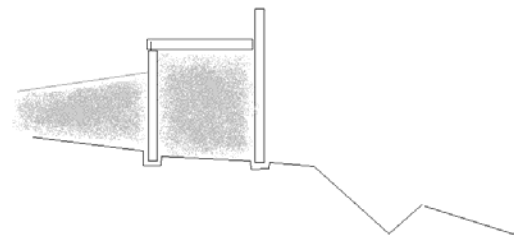
The locals throw their waste over the walls here. Heortlings tend to recycle as much as they can, but people do throw out things that they cannot repair or salvage like broken wooden bowls and plates, pots and some animal bones. The Lunars soldiers are more wasteful and since their coming, the rubbish tip has grown.

3: Borden Hill

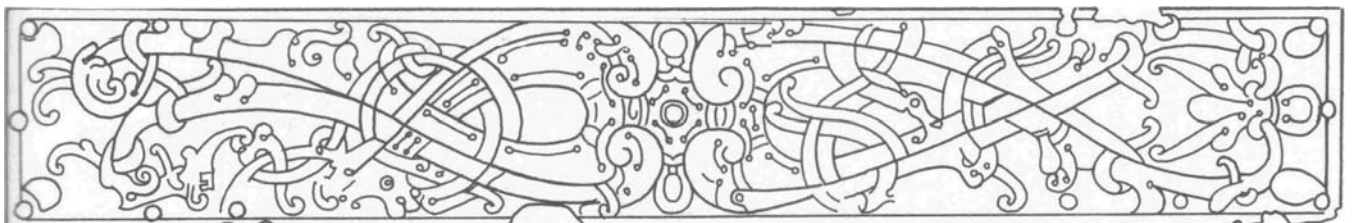
The sandstone promontory of Borden Hill rises 450' above the surrounding floodplain of the Creek River. Steeply sloped for the first 325' the hill plateaus out to form an ideal defensive location. The sandstone of the upper hill is hard, that of the lower hill softened by the high water table. The sandstone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

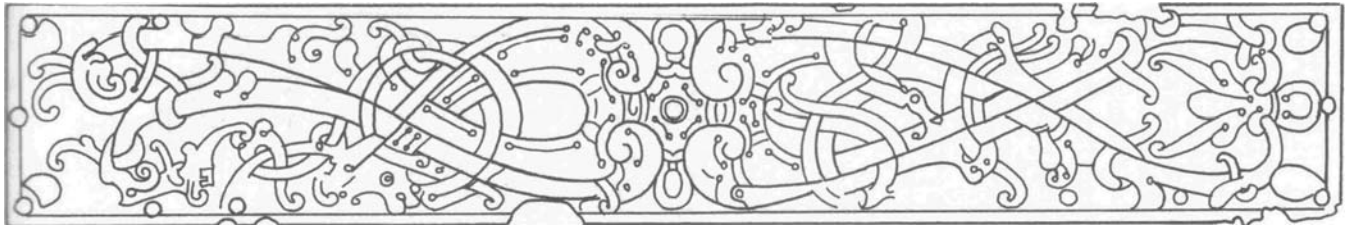
4, 8, 9, 10: Walls

The Drutorae rebuilt the broken, but megalithic, main wall of Red Cow Fort in a box-rampart style. The clan's craftsmen excavated rubble and soil from a shallow ditch and held it with two rows of timber 8' apart, the timbers in each row being evenly spaced allowing cross bracing. Between the vertical posts on the back and front walls, a half-timbered wall prevents the rubble from spilling out. The builders backed the box-rampart wall is backed by a loping rampart behind the inner row, almost 30' wide, adding strength and rigidity to the inner wall and adding ease of access. The wall stands 12' high. A 3' high wooden breastwork protects the defenders.



“Gochbadun was a great auroch bursting with vigor and health. He could sire fifty cows every morning and they all gave birth to a fine calf by sunset. He had a white head and white feet, but his body was the red color of blood. All his offspring were colored the same way; the skalds call them the Red Cows of the Orgorvaltes.” - Dragon Pass





The west, landward, side of the fort has two additional walls, with a ditch between them. Dragon's fire vitrified the rubble and soil of these walls during the Dragonkill. Now their sharp obsidian edges form an obstacle exploited by the fort's defenders.

5: Storage Pits

The storage pits (*Dragon Pass* p.35) here hold the clan's supply of grain and barley and are under control of the Foodthane. Some suspect that the ring sealed treasures here too, safe from confiscation by the Empire.

6, 16, 28: Gates

There are three gates into Red Cow. The gateways are short timber-lined passages 11' longest at the end of a courtyard where the builders turned the box rampart back into the fort. Gates Wooden bridges extend from the ramparts over the gateways, allowing uninterrupted access to the walls to the defenders and providing a platform from which to defend the gate. Guard posts, recessed into the ramparts on each side, provide shelter for those on watch. The main gate faces the landward approach and is a two-door in turning gateway. Two gates lead to the river, one a two-door gate protected by a horn to the northeast, the other a narrow single-door access to the southeast. A horn of the box rampart protects the landward and main river gates, offering the defenders a narrow corridor into which to force attackers.

7, 12, 13: Tormatking longhouses, byres, and barns

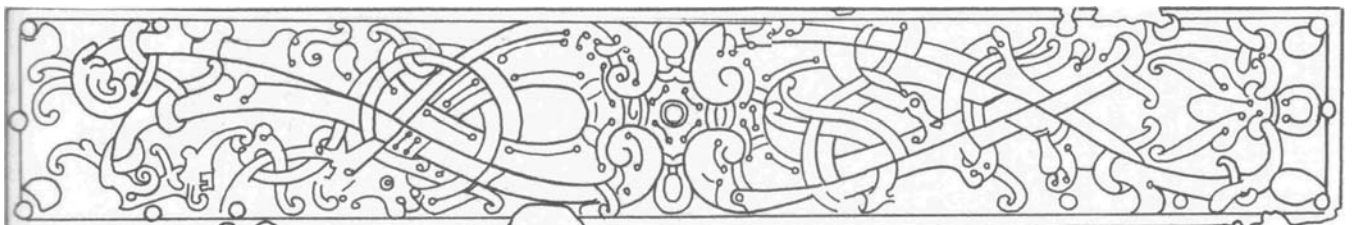
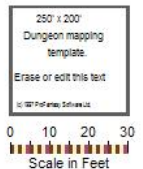
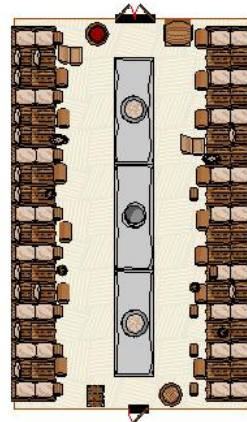
The longhouses here belong to the members of the Tormatking bloodline who herd cattle in the rich meadows along the Creek. The Tormatking stable their cattle in the byres here and stack hay from the rich meadowlands in large barns. At about 130, the Tormatking outnumber other bloodlines here. As well as herders Red Cow fort has many of the clan's artisans who work from their houses here (they also work the strip of land around the house). The Tormatking artisans in Red Cow include bone and antler workers, carpenters, a redsmith, leatherworkers, weavers, a baker, a glassworker, a monier (whose guilders bear the stamp of the House of Sartar), and potters. While most steads have clansfolk who can ply these crafts the artisans of Red Cow are specialists who produce high quality work for those who can afford it. The market and proximity to the river create a wide market for these trades, and the presence of the Empire has increased the demand for local goods. Many artisans have grown rich working for the Empire.

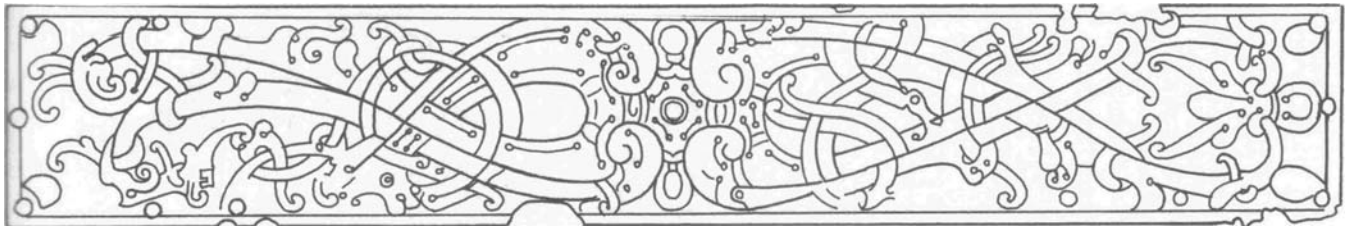
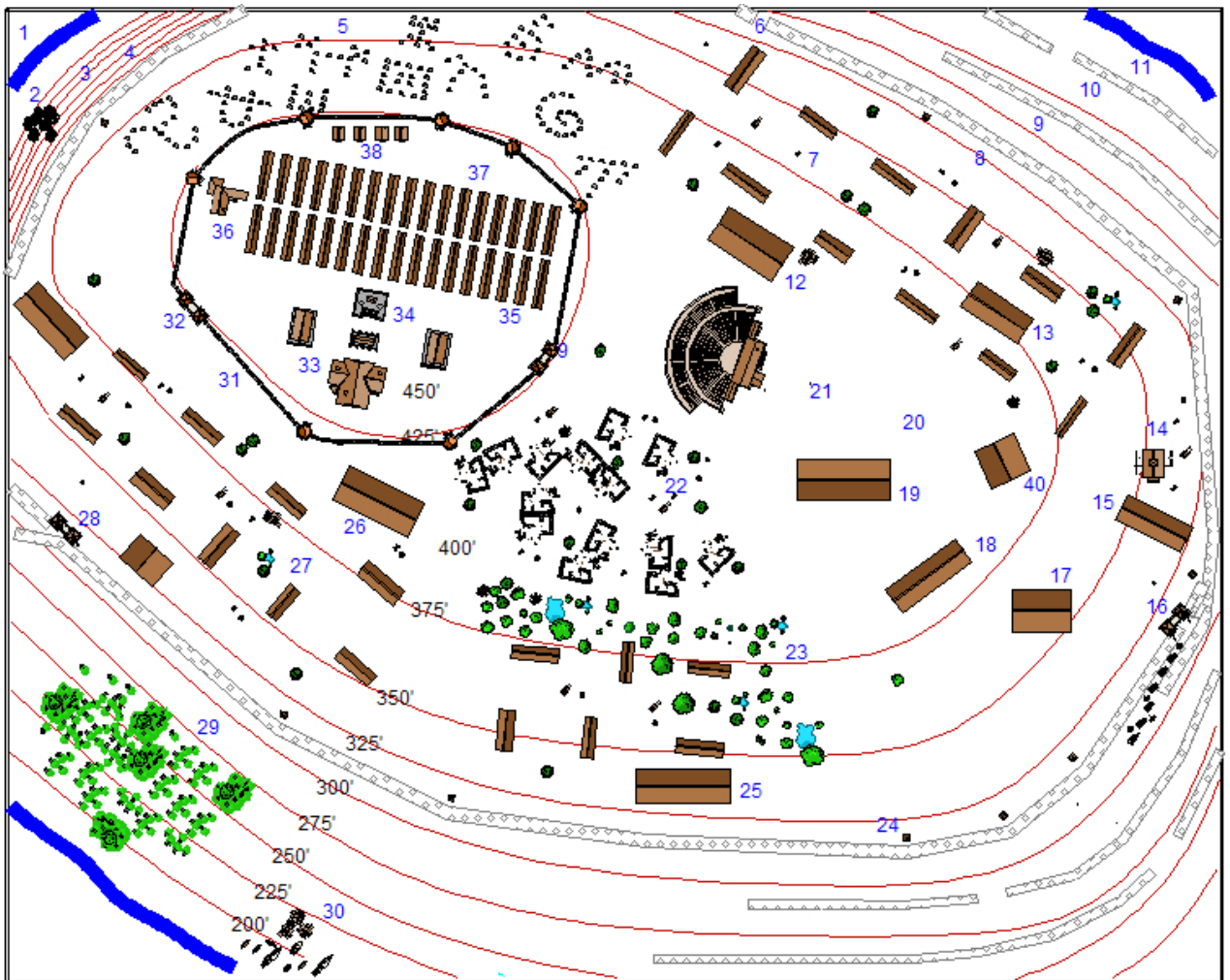
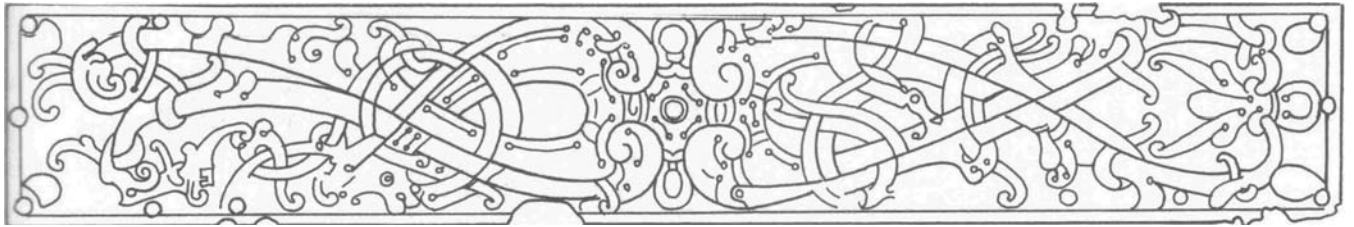
14: Thane's Stables

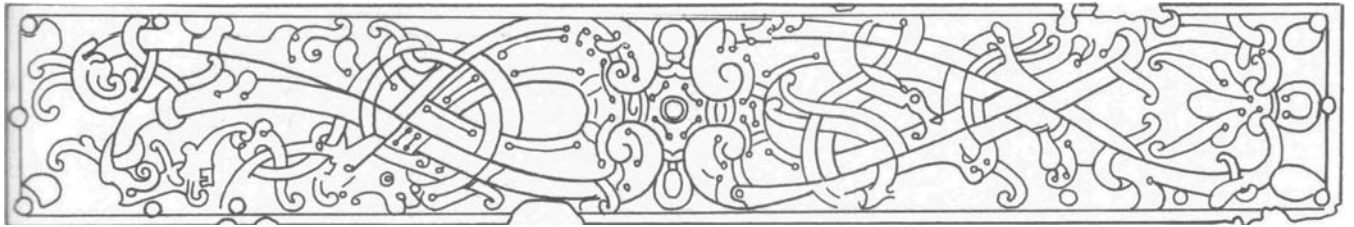
A horse is the mark of a Heortling thane and the clan keeps a stable of horses for the many thanes at the fort under the watchful eye of the clan's horsethane.

15: Thunder Brother's Barracks

The unmarried weaponthanes of the clan's warband live in this hall. The Thunder Brother's barracks has a reputation for strong drink, armed warriors, and trouble. Everyone knows of the loyalty of the warriors here to each other and their chief, though their separation from everyday folk regularly leads to accusations of elitism from the carls. Tradition divides the warriors into the battle-hardened veterans 'against one foe he attacks, against two he stands his ground, against three he holds the ground, and retreats only when outnumbered four-to-one' and the untried recruits.







17: Founder's Shrine

This stave-built building holds the shrine to Ulanin the Rider and Orgorvale Summer celebrates their role as founder of the Orgorvaltes from whom the Red Cow reckons their descent. The clansfolk honor other famous ancestors of the clan here too including Jondalar who was one of the Hendrieki leaders, Karganar Bloodeye who led the people to Dragon Pass, and the bloodline founders. The clan's carpenters have richly carved the doors and walls along with the points where the pillars touch the roof and the gables.

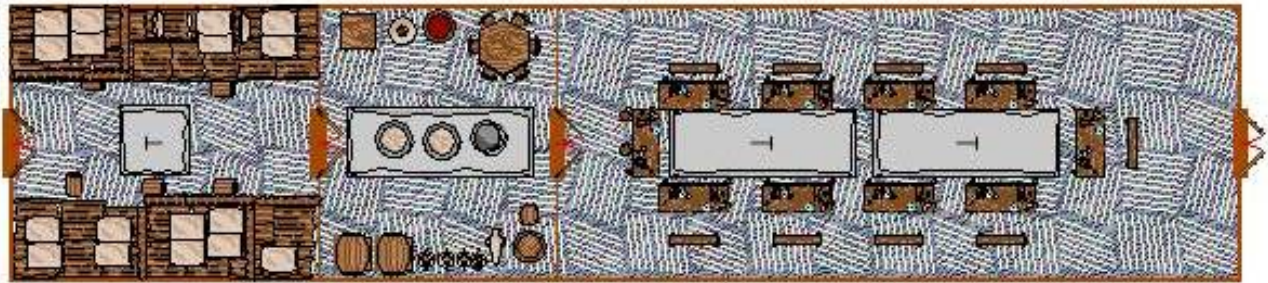
18: Red Cow Chieftain's Mead Hall

Overshadowed by the neighboring King's Hall, the Chieftain's Hall is warmer and friendlier by virtue of year-round occupation by the elected chief of the clan. The chieftain's mead hall is 100 feet long, twenty feet wide, and

forty feet high built with oak-buttressed walls and pillars. A central louver in the tiled roof illuminates the hall but dimly with most light coming for the central hearth or torches bracketed to the pillars. If the king's hall is ostentatious in its carvings and display of treasures, the chieftain's hall is a place of understated quality and workaday comfort. The tapestries in the hall 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.

Everything about the hall says that this is a living and working space, the heart of a community, not a gilded hall to cow the impressionable.

Internal walls partition the hall into three spaces: the hall proper, a kitchen, and the private chambers of the chief and his household.



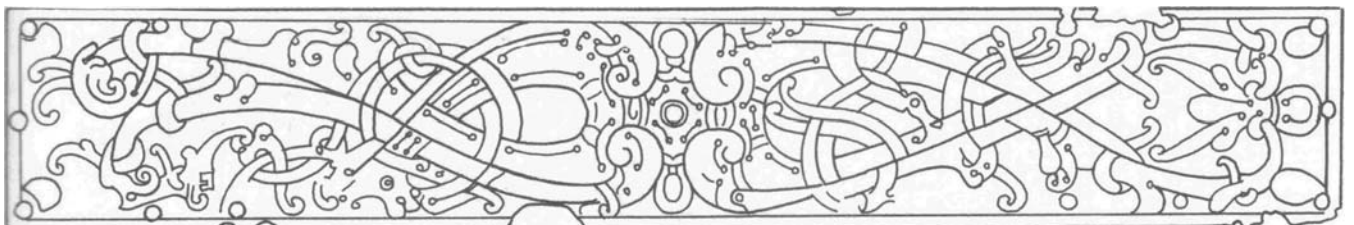
19: Cinsina King's Mead Hall

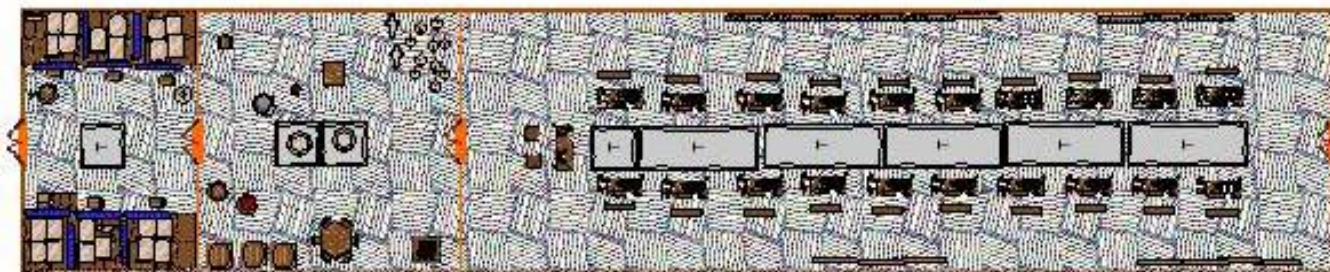
Perhaps the finest building in Red Cow fort this mead hall provides temporary accommodation for the Cinsina king when he visits the Red Cow clan. The King of the tribe is entitled to Day-Feed at any subject's household, and for himself and his household at any noble's house (thane or priest). He is the guest of his clan council. In some tribes the clan's combine their resources to provide for a glittering mead hall, where neighbors can be awed by the clan's wealth and trophies. Among the Cinsina each clan has a king's mead hall, where the king may live. King's tend to favor their birth clan's mead hall for most of the year, visiting other halls only for duty. However, some kings have famously fallen out with their own clan council's and spent more time in other halls.

The king's mead hall is 150 feet long, thirty feet wide, and forty feet high. The carpenters of Red Cow built the hall strongly with thick-buttressed oak walls and pierced by four doors, two in each long wall, and two at either end. A louver in the roof lets out smoke and light in. There are also slotted windows high on the eastern wall. The clan's master artisans richly carved the posts, doors, and gables.

Interior walls partition the hall into three rooms: the hall proper, a kitchen with stone ovens, and the king's bedchamber.

The king's throne sits upon a dais in the eastern end of the hall. The king's retainers sleep on raised platforms that run the length of the hall between the pillars. A long fireplace runs through the center of the main hall. Fine tapestries run along all the walls depicting the struggles of the Cinsina against the Quivini tribes and the Telmori.





20: Market Place/ Moot

This is the current market place and moot ground. Before the Empire came, the market was where the Lunar fort now stands. Now this patch of open ground must serve both purposes. There is a weekly market here, but the clan and tribal market truly bring this area to life. At the markets the goods sellers often take over unoccupied boothies, which become a warren of temporary shops, leaving the open ground to the cattle market.

21: Law Rock

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 sits on tiered wooden benches overlooking a stage upon which 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, saving infirm legs a climb, and helping infirm ears and eyes to see and hear. They can also easily take the stage if they need to share their wisdom with the clan. The youngest members of the clan sit in the topmost seats, where their elders can curb their youthful enthusiasm better.

Historical Analogues

The inspiration for the wooden theatre where the Red Cow moot takes place comes from *Yeavinger*, an Anglo-Saxon royal settlement, chiefly notable for its fine mead-hall and temple (see <http://www.pastperfect.info/sites/yeavinger/>).

22: Visitor's Booths

When the clan assembles for the moot, those who cannot guest within the longhouses of kinfolk within the fort stretch a tent over the unroofed-walls of these booths to create temporary accommodation. During moot, throngs of people crowd these narrow spaces, filling it with noise, smells, laughter, and anger.

Clansfolk tend to have a regular booth where they and their ancestors have gathered year-after-year. Strictly the

booths are odal but taking another family's booth would be a grave insult.

At other times of the year, these walls shelter traders and clansfolk who come to trade at the seasonal market, or shelter livestock from the elements.

23: Borden Grove

Two springs bubble to life here providing a fresh water supply for the fort year round. Esrola blesses the sacred grove of trees that surrounds the springs

24: Watch Tower

Watchtowers stand along the box rampart at regular intervals. Raised on stilts some twenty feet above the wall they provide a clear view of the approaches to Red Cow. The younger warriors of the warband take turns staffing these towers, day and night. The Empire maintains its own watch from the tower of the Lunar fort and do not interfere with the local garrison.

25: Chieftain's Byre

26: Sarostiping/Bolthoring byre

27: Sarostiping/Bolthoring steads

29: Urn Field

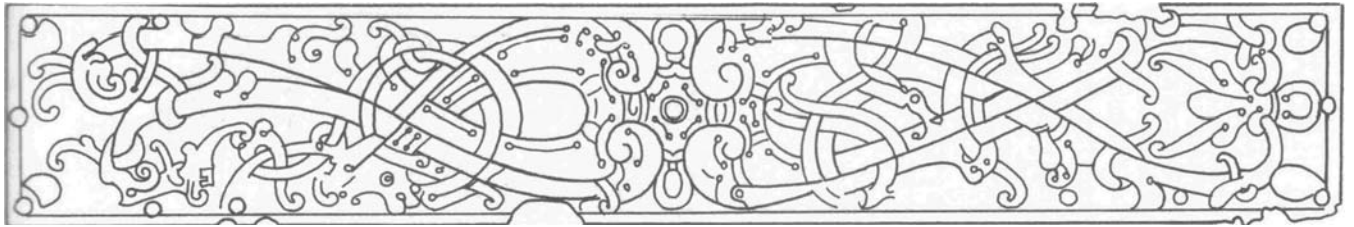
The Red Cow builds funeral pyres to cremate their dead here. After cremation the clan inters the *teka* containing the ashes of the dead here (*Thunder Rebels* p.87).

30: The Quay

Boats and ships travel up and down the river to Red Cow. Small local vessels come from Red Cow and even Maboder lands or down the Creek from Torkani, Dinacoli, Tres, Amad, and Bachad lands. Further downstream at the confluence with the Danda Creek the duck trade barges begin. They hold a monopoly, granted by the House of Sartar, on trade downstream of Danda. The duck barges travel downriver some branching taking goods further into Quivini lands other pass beyond the terrors of the Upland Marsh to take goods to the Holy Country.

The port gives Red Cow a cosmopolitan air with Heortling spoken in many different accents heard in the markets or the mead-hall.

The masters of smaller boats haul them up onto the shoreline above the high water mark. For larger boats there is a jetty extending out into the Creek and a small quayside, preventing the need for larger boats with pointed hulls to rest on their side when drawn ashore. The building of the quay



twenty-years ago increased the influence of Red Cow as a market place for goods passing into Sartar and beyond. Boulders litter the muddy banks of the river here, the discarded ballast of trading ships that fill up with goods here before heading onwards.

31: Lunar Fort Wall

The Empire garrisoned Red Cow in the year following the invasion. The first wall here was a wooden palisade that served to separate the Lunar camp more than offer additional protection to that provided by the hill fort. In 1604, Lunar military engineers, soldiers, and slaves from the Empire began replacing the wooden walls with stone.

Early work has completed the northern and eastern walls, with their impressive gates.

32: Lunar East Gate

Two forty-foot stone towers topped with battlements flank wooden gates. The Empire keeps watch from these gates. The Empire is welcoming – “we are all us” – after all, though the guards do keep out anyone without business within. Artisans, camp followers, Imperial officials, missionaries, traders, and soldiers are common visitors. The fort brings new ways to the Heortlings. Most are frightened by these ‘not-like-ways’, some are ambivalent, but a few are intrigued.

33: Seven Mother’s Mission

These wooden buildings are home to the seven mother’s mission. From here, the faithful venture forth to bring the ‘word of the goddess’ to the backward barbarians of newly conquered 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 low key, but the church presses the Red Cow mission to be more dynamic in bringing the Moon.

34: Seven Mother’s Temple

Here the mission is building the temple that will become the center of worship of the Lunar Way for the surrounding

lands. The Seven Mother’s temple reflects the Heortling culture of the provinces, not the Pelorian culture of the goddess. It will be a great hall, long, narrow, and with a high ceiling. Whereas the local buildings are wood, the missionaries built the Seven Mother’s temple from stone. Engineers from Furthest have designed the high vaulted ceiling. Worship already takes place here, despite the lack of roof. A tarpaulin stretched between the finished walls offers protection to the worshippers from inclement weather.

35: Biliz Highlander’s Barracks

These wooden barrack houses quarter the Lunar garrison. Each eight-man section of the Highlanders has their own barracks room. The front portion of the room is the armory where the troops store their armor, spears, and shields. The rear portion houses bunk beds where the troops bed down. A corporal heads each section and is the undisputed boss of his barracks room. The peltasts cooking, eating, and washing facilities are separate and communal.

36: Garrison Commander’s House

The garrison commander, James Hostralos, has separate quarters from his men. Little is ‘private quarters’ however. Much of the space is offices where James and his officers run the garrison and supervise the occupation. James’s private quarters are comfortable compared to the barracks quarters of his men, but not luxurious. James avoids luxury for fear that his men would no longer follow him.

37: Lunar Stables

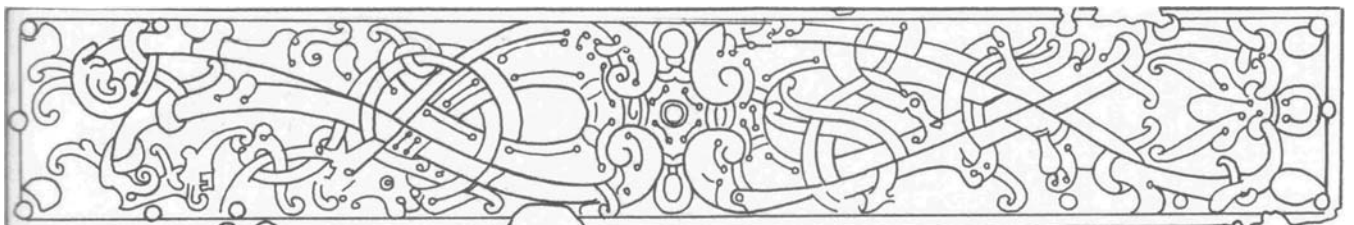
The Biliz Highlanders are peltasts, not cavalry, so few of the soldiers can ride. A small detachment of cavalry attached to the garrison serves as scouts and many of the officers can and do ride.

38: Kitchens and Refectory

39: Lunar West Gate

40: Loom House

A forty-foot square wooden building, with shingled roof and buttressing, the fine Loom House of Red Cow fort fulfills the day-to-day needs of the women of Red Cow and is also the home of the Red Cow Women’s Circle.



The Mead Hall Feast

Details and Hero Knowledge:

Families gather every day to eat and drink, but the feast is a ritual wherein the participants take the roles of Orlanth and his hall. All adults know this ritual, they take part in it in Orlanth's Great Hall of Karulinoran when they travel to the Otherworld in worship.

Supernatural Resistance

When the ritual provides a blessing to the community or its leaders then there is usually no resistance to the ritual. If there is, the leader of the ritual can use either Heortling Customs or Heortling Mythology.

Kev sometimes participates in the Mead Hall Feast and can perceive the fate of those gathered. In this context, the Mead Hall Feast is a Divination ritual with the usual resistance.

Holy Days, Sacred Places, and Ritual Items

Ritual Items – see *HeroQuest*, p.102

The lord's standard

Fine clothing for the hearthmistress, silk, fur, or gold trimmed

Torcs and rings

Fine cutlery and dishes

A fine drinking cup

Fine drink (mead, wine)

Fine food

Ritual Roles and Community Support

Orlanth: Lord The owner of the hall is always the 'lord' regardless of actual rank. He provides for everyone in the hall. His place is in the high seat. The aspect of Orlanth depends on the blessing desired. Vingkot might lead a feast in praise of the warriors, Durev a wedding, Dar blessings on the clan.

Ernalda: Lady The woman of the hall, she governs the distribution to guests of food and more-importantly drinks. Her finery displays the hall's wealth. Her badge of office is the keys to the hall's pantry and chests that hang from her belt. The aspect of Ernalda depends on the blessing desired. Kev leads feasts that seek divination, Orane a wedding, Orendana blessings on the clan, and Roitina the Ceremonialist aids any ritual. The Lady is always a Hearthmistress (*Thunder Rebels* p.167)

Eurmal, Drogarsi, and Andrin: Thyle The Thyle is the challenger who questions visitors to the hall, recalls their deeds and character, and advises the chief on their reputation. Often seen as a trouble-stirrer, the thyle is a sacred position that mixes the community knowledge of the skald with the legal knowledge of the lawspeaker. He engages in 'flyting', verbal dueling with guests to assess their worth. He has license to do so despite the restrictions of hospitality. *In a boasting contest, the thyle is the 'opposition' to a successful boast.*

Drogarsi, Skovara: Skald or Gleeman The skald or gleeman entertains the guests. The skald belongs in the chief's hall or among the weaponthanes. The skald is the singer of songs, both sacred, and those that record the history of the clan. He is the recorder of the warriors' deeds. The gleeman entertains the masses, often the tales and song cover the same subjects, but the delivery pitched to a wider audience, more colloquial and vulgar. The skald wakes the chieftain's mead hall harp and song. The gleeman usually has more sense.

Kesta: Foodthane The Foodthane is in charge of preparing the meal for the feast the hall. The logistics of arranging a feast are not simple, and the skills of the Foodthane lend themselves to stewarding a stead or clan. By extension, the chieftain's Foodthane has responsibility for the clan's food stores.

Asrelia, Harst: Dishthane The dishthane prepares the hall, serves the meal to the guests, and organizes the clearing of the feast. Like the Foodthane the Dishthane's organizational abilities and responsibilities lend this role wider responsibility within the clan (*Thunder Rebels* p.165). The Foodthane and Dishthane are often one role.

Enferelda the Supporter: Jugbearer The Jugbearer is the woman who serves drink through the feast. Drinking together is an important part of the feast and the Jugbearer is not a lowly servant but a respected member of the lord's household, often his daughter. Among warriors, the Jugbearer is often not Enferelda but the Backboy who is often Heler. Enferelda also provides the bowls in which the guests wash their hands.

Mahome: Bedthane The bedthane allocates sleeping places for the guests of the feast either within the hall or nearby

Rigsadal: Doorthane The doorthane controls admission to the hall, and the security of the lord. He also blows his horn to announce the beginning of the feast.

Preparation

The Steps of the Ritual

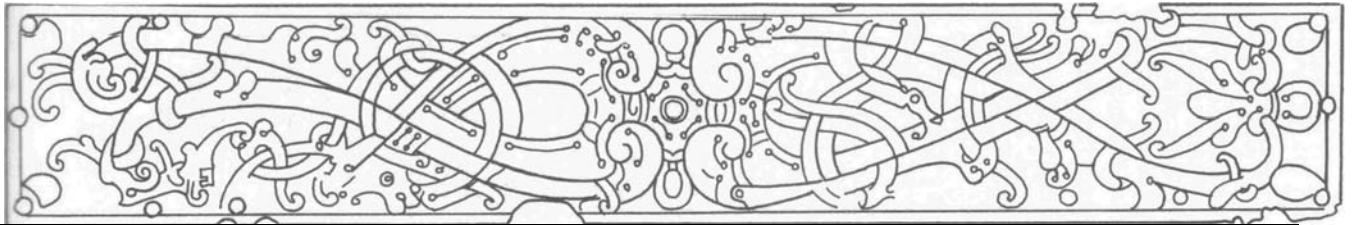
Rigsadal's horn summons the guests to the hall

The guests enter and wash their hands

The guests stand, Orlanth enters the hall

Orlanth shows people to their places

The guests sit on Orlanth's signal



Ernalda enters with the drinking cup.
Ernalda greets the gathering and the warriors
Ernalda offers the first drink to the Orlanth
Orlanth takes the first drink
The guests say the blessing
Ernalda greets the guests
The guests reply with boasts
Eurmial challenges the guests' boasts
Ernalda approaches the guests in order of importance offering each a drink in turn
Ernalda returns to the high seat beside Orlanth
The guests greet each other
Enferelda carries the drinking cup around the hall

The Ale-Rite

Details and Hero Knowledge:

The ale-rite is a warrior ritual held each Sea Season among the Orlanthi clans. The warriors of the clan gather before the chief to receive gifts in exchange for promises of future service. The Ale-Rite is an extension to the Mead Hall Feast, performed by the chieftain and his weaponthanes on Sword Day.

Supernatural Resistance

When the ritual provides a blessing to the community or its leaders then there is usually no resistance to the ritual. If there is, the leader of the ritual can use either Heartling Customs or Heartling Mythology.

Keve sometimes participates in the Mead Hall Feast and can perceive the fate of those gathered. In this context, the Mead Hall Feast is a Divination ritual with the usual resistance.

Holy Days, Sacred Places, and Ritual Items

Ritual Items – see *HeroQuest*, p.102

The gifting stool

The four gifts (must be give to each participant)

Ritual Roles and Community Support

The chief can use the bonus once during the year to augment his leadership in battle, by calling on the warriors to remember their boasts.

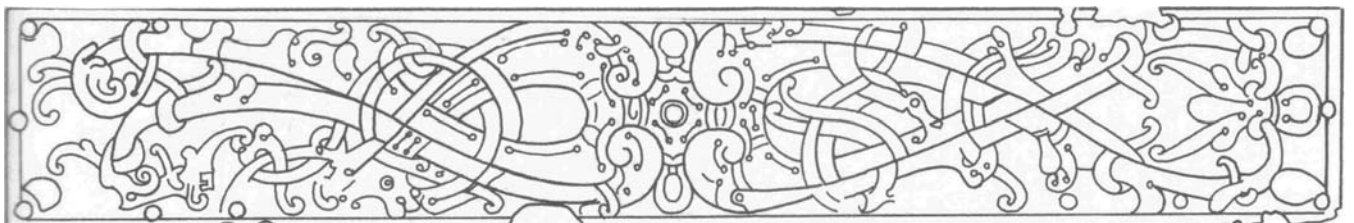
Preparation

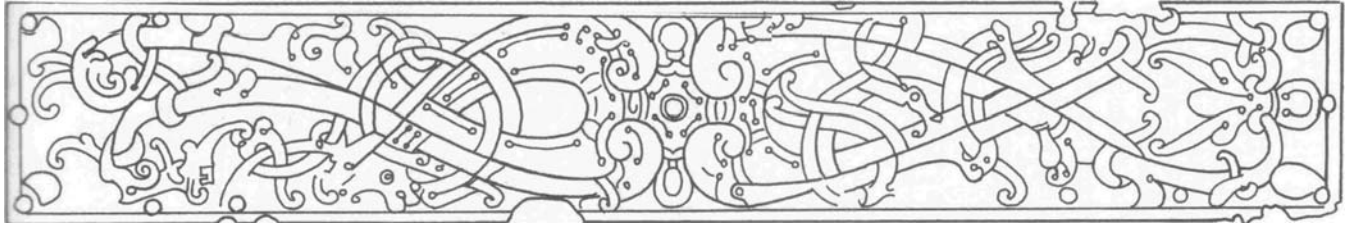
The Steps of the Ritual

First, the warriors drink mead flavored with rosemary from the chief's collection of drinking-horns (which may not be put down, but must be drained), goblets, and glass beakers.

Then each warrior in turn stands before his chief. The chief, seated upon the gifting stool, thanks the warrior for his service in the previous year and hands him the four gifts in recognition of his service past and service to come. The four gifts given are the four treasures: the arms, amour, and horse that the warrior will use in his clan's service in the following year and a drinking cup. The more notable the deeds of the warrior, the finer expected to be the quality of the gifts given.

In return, the warrior makes the boast of his deeds to come. The warrior should never promise success only to attempt or to die in the attempt.





People of ‘Red Cow Mead’ Hall

Red Cow Foodthane: Kallyna Bread-Woman

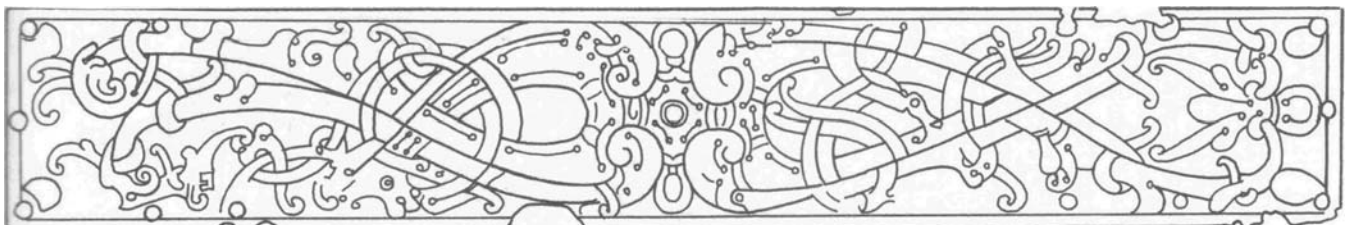
Strict Kallyna runs the mead-hall kitchen with a harsh-tongue and iron will, so passionate is she about her work. Kallyna is both cook and administrator. The women’s circle admires her roasts, breads, pastries and ales, for which she has won many competitions. A devotee of Kesta, she knows the magic to Feed Many from Little. The farmers know that she has a canny eye for each farm’s produce and stores. Her husband is Alebard Shadow-Trail, with whom she has two children. Kallyna aspires to Redalanora’s position. Broddi Strong-Kin backs her; Tonalandar Staff-Struck, Desrada Copper-Kettle, and Ormalakor the Staunch help her.

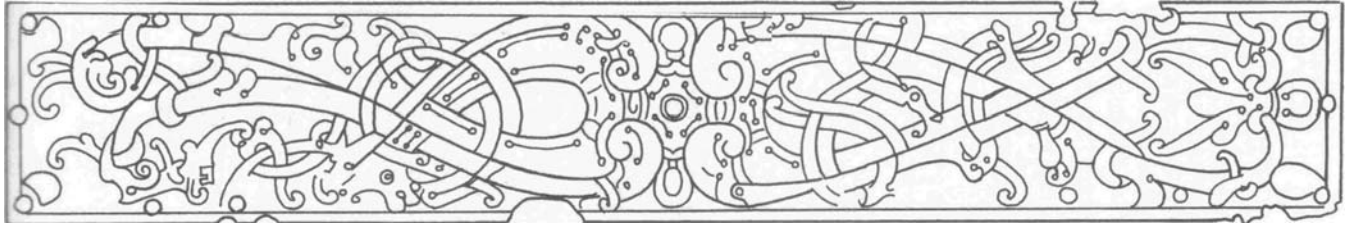
Keywords: Steadwife 16 **⚡**, *Devotee of Kesta 12* **⚡**,
Bloodline: Tormatking nee Underwillow Faction: The Righteous Wind Age: 36

Red Cow Bedthane: Valena Hearth-Tongue

Valena is a happy, good-hearted woman beloved by all the clan. An initiate of Mahome she is the clan’s bedthane. Her rapport with everyone makes it easy for her to beg, cajole, and persuade hospitality for visitors to the clan. She knows all the rituals of guesing. She knows all the clan’s gossip and much that happens outside the clan too. The woman’s circle values her news. She is married to one of Jaralstyr the Dreamer’s storms, by whom she has two children. A close friend of Redalanora, she feels sorry that many in the clan speak out against her friend.

Keywords: Steadwife 15 **⚡**, *Initiate of Mahome 9* **⚡**,
Bloodline: Bolthoring nee Underwillow Faction: The Eye of the Hurricane Age: 35





When Lokyamayadon's name is mentioned, we spit on the ground and say, "Curse the High Wind"

The Cinsina Tribe

The Cinsina came from the Karhend region of Heortland when the Pharaoh appointed Andrin the Slave king of Heortland. They crossed the Deathline in 1359, bargaining and fighting their way past the clans south of the Quivin Mountains. Heroes and leaders emerged among the refugees in their struggle to forge a place for themselves in the new land. Foremost among them were the sons of Olav the Black: Karganar Bloodeye, Bormelder Wildheart, Osmann the Rider, and Brust Nine-Foes. The refugees settled around the south side of the Creek.

Apart from the Dolutha, the Cinsina clans share a common origin in Karhend in Heortland and a common ancestry and history, so they share the Red Cow clan history up until the Resettlement. The Dolutha clan came separately and has their origins to the north of Dragon Pass.

The Clans of the Cinsina

Clan Record Sheet

Clan Name: Underwillow

Homeland: Sartar

Wealth: 14W

Storm/Earth Tribe Balance: 35  / 15

Goals:

Other Secrets and Information

Clan slogan is 'No one can make you do anything'

We know a ritual greeting that tells trolls that a peaceful meeting is intended and that we have strong friends and gods.

Foremost among them were the sons of Olav the Black: Karganar Bloodeye, Bormelder Wildheart, Osmann the Rider, and Brust Nine-Foes.

Character Creation

Hate Chaos 17

Fear Dragons 15

Hate Lunars 16

Hate Arkat 1W

Hate Pharaoh 13

Hate Telmori 1W

Return from Three Red Peak 17

Running +5

Skating +4

Attitudes

Lunar Friendship: Hate Lunars 16

Arkat: Hate Arkat 1W

Dragons: Fear Dragons 15

Important People

Type of Clan Ring: Hill Ring, established by Orlanth after Orlanth after Ernalda had left, when life was in jeopardy

Chieftain: Verlain Pride-of-the-Mead-Bench

Champion: Jarastan Leapfoot

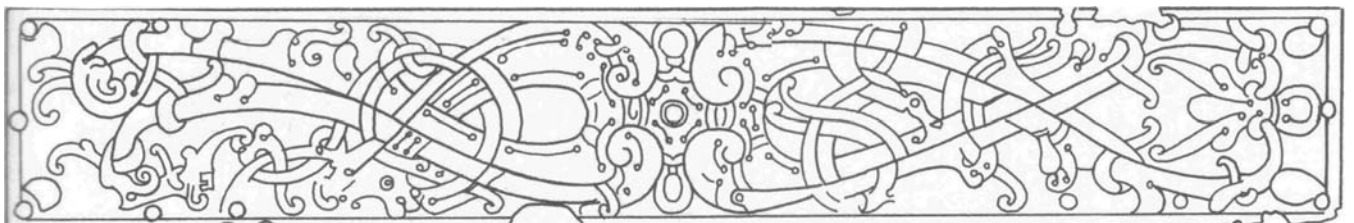
Chief Priest: Hinalda Copper-Key

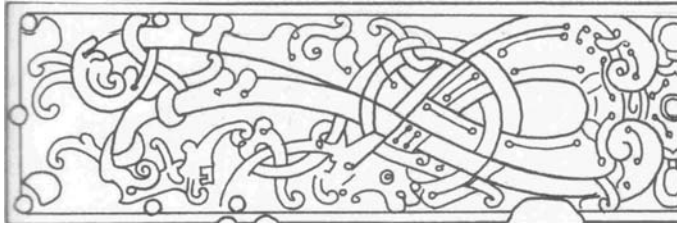
Chief Priestess: Vingassa Horse-Daughter

Healer: Engarna Ever-Strong

Lawspeaker: Glynddar Clan-Builder

Warband Leader: Broyan the Eagle





The Ring

Orlanth the Chieftain: Verlain Pride-of-the-Mead-Bench

Ernalda the Earth: Vingassa Horse-Daughter

Uralda the Cow: Askula Broad-Acre

Esra the Grain Goddess: Barntarda Otter-Skin

Durev the Steadman: Unstandos Tooth-Winds

Voriof the Shepherd: Keros Simple-Born

Ormalaya the Hunter: Butari Marrowbone

Important Events

Treasured People: Full Dish and Spoon

Umath Roots: Defying the Bright Emperor

Orlanth's Army: When he explored the world of Esjenen below the Great Mountain

Wedding of Orlanth and Ernalda: Orlanth

First Ancestor Clan: Dureving, the People of Durev, the Great Farmer; and his wife Orane the Great Steadwife

Ancient Enemy: The Wolf Tribe, beast people from the Spirit World

Ancient Hero: Hedkoranth the Thunder Slinger, who used the Thunderstone to gain victory at the three Battles of Thrinbarri

Subject Peoples: Karantuel, the "Cloud Folk" (We gave them equal rights; the farmers became Carls and the warriors became weaponthanes)

Chaos Foe: Ogres

Chaos Age Survival: Fled our way to survival

Unity Allies: The trolls, the darkness beings that had ruled everything in the Darkness, but now wanted you to call them Uz.

Heortlings: Our people descend from the Orgorvale Summer older daughter of Vingkot's Summer Wife.

Lokamayadon: We could not help ourselves; we were forced to follow him.



The Cinsina King's List

Cinsin the Red (1427-1440). In 1424, the Culbrea and Sanchali tribes pushed north from the Quivin Mountains into the flats south of the Creek. The Culbrea and Sanchali took much land then, where the Blueberry, Goodhaven, and Greenhaft clans now have their tulas. They pushed the Underwillow, Frithan, Brust, Osmann, and Drutorae clans against the Creek. At the same time the Dinacoli pressed south, across the Donalf Flats forcing the Dolutha south of the Creek at Dangerous Isle. Cinsin the Red was the Frithan chieftain who united the people here and saved them from oblivion. Cinsin performed *The Making of the Storm Tribe* heroquest and convinced the chieftains of the clans that they could only remain free by uniting in their own tribe. Cinsin the Red became first king of the Culbrea after that. The skalds called him 'the Red' because he was always bathed in the blood of his many enemies, but the people survived due to his leadership.

In 1435, Cinsin led the clans to conquer new territory in Stagland, to replace that lost to the Culbrea and Sanchali. The Maboder lived there then, but Cinsin pushed them across the Heort Creek and north into Jarolvale freeing up new land for the Osmanning and Brusting survivors to settle.

Estavar Lightbringer (1441-1458) Estavar was from the Underwillow. The agreement that formed the tribe always promised them the kingship would be theirs after Cinsin. Estavar always lived in Cinsin's shadow and it was as much as he could do to keep the newly formed tribe together. He tried to unite the clans against the Telmori when they arrived, but when the wolfmen annihilated the Brusting clan the chieftains replaced him as king.

Alebard Longshanks (1458-1472) Alebard was the first of the Dolutha kings. When the Telmori obliterated the Sanchali, all the tribes became afraid. The Jonstown Chronicles record that too few Sanchali survived to form even a clan and many of the tribes took in new widows and children in those years.

Frawal 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.

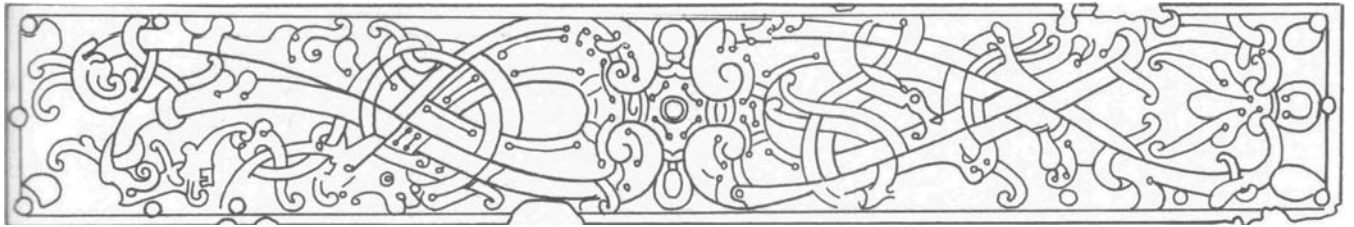
Nilbor Nilsson (1474-1478) Underwillow clan, he refused to fight with Hauberk Jon.

Trenk Frawalson. (1478-1500) Dolutha clan he led the tribe into the Jonstown Confederation and then into the kingdom of Sartar.

Sokial Grundarrson (1530-1550) A Frithan, Sokial pursued the old conflict with the Culbrea over many years, which threatened the confederation. The Gwandor chieftain, Drondyr Quickblade saved Sokial from death while fighting with Prince Saronil against the Dinacoli. That ended the Culbrea and Cinsina feud.

Rostarlör Well-Advised (1550-1580) From the Underwillow, he surrounded himself with worshippers of Lhankor Mhy as advisors – the council of Grey Sages.

Gunar Grostyrsson (1580 - 1602). From the Red Cow clan Gunar stood and died beside his lord Salinarg at Boldhome.



Arkat: Sent as many men as we could spare, but no more.

EWf: Negative - we resisted them, for we would never believe a dragon

Dragonkill: Kings should rule, because priests make errors when they try to lead people.

Home in Heortland: Karhend we lived near the Print, a valley stamped into the mountains by an ancient god. The lower half contains a forest of stone trees, animals, and occasional spirits. The upper half is filled with a fetid Chaos forest. Chaos monsters occasionally make it through the Stone Woods and destroy people. Another nearby feature is the Syphon River, a saltwater river that runs backwards from Choralinthor Bay into the terrible wilds of the Print.

The Resettlement: Some of us hated the Pharaoh, but others liked him, so our clan split to avoid kinstrife. We planned and went when we were properly equipped and prepared. We found some good land and settled.

New Tribes: We joined the Cinsina Tribe from the beginning

Sartar: He made peace with the Telmori wolfmen

Lunar missionaries: We drove them off, or at least refused to let them enter our steads.

Tarkalor's War: We gave no quarter and expected none

Draw Your Clan Tattoo Here

Your Clan Wyter

Manifestation: A sacred willow tree

Communication: The wind moves through the willow branches

Awareness

(Detect Enemies, Sense Ogres, Sense Telmori)

Defense

(Defy Authority, Defend Against Telmori)

Blessing

(Grain Blessing, Skate Marvels)

Frithan

Economic Specialty: Livestock

Temple: Ernalda

Other Popular Gods: Uralda, Orlanth

Tula Size: 210 hides

Land Use

Grain: 12% (26 hides)

Livestock: 75% (157 hides)

Hunting: 12% (26 hides)

Population: 788

Weaponthanes: 2

Fyrd: 236

🌀 Clan Record Sheet ☐

Clan Name: Frithan

Homeland: Sartar

Wealth: 14W

Storm/Earth Tribe Balance: 35 🌀 / 15 ☐

Goals:

Other Secrets and Information

Clan slogan is 'No one can make you do anything'

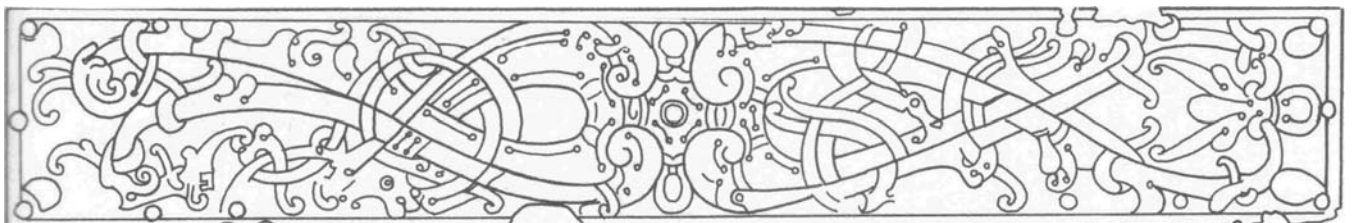
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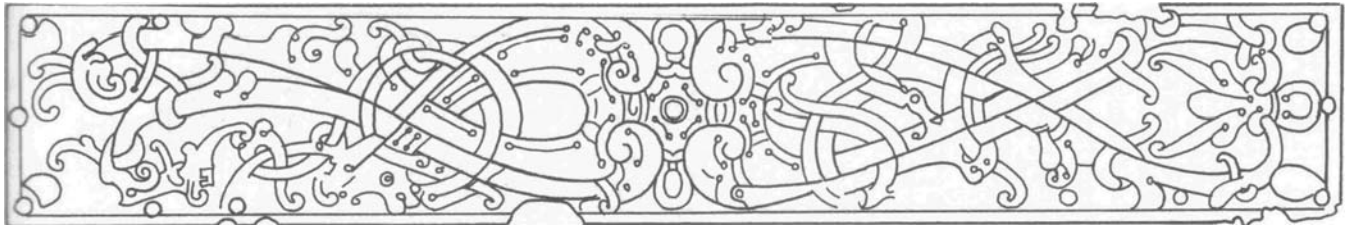
When Lokyamayadon's name is mentioned, we spit on the ground and say, "Curse the High Wind"

Character Creation

Hate Chaos 17

Fear Dragons 15





Hate Lunars 16
Hate Arkat 1w
Hate Pharaoh 13
Hate Telmori 1w
Return from Three Red Peak 17
Running +5
Skating +4

Attitudes

Lunar Friendship: Hate Lunars 16
Arkat: Hate Arkat 1w
Dragons: Fear Dragons 15

Important People

Type of Clan Ring: Hill Ring, established by Orlanth after Orlanth after Ernalda had left, when life was in jeopardy

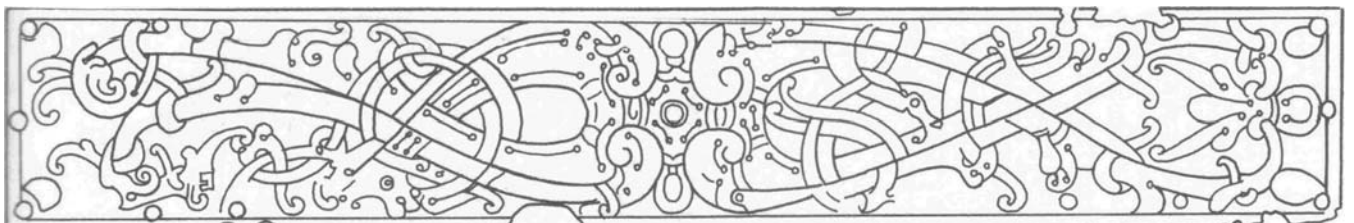
Chieftain: Gastar the Hook
Champion: Rangard Downy-Nose
Chief Priest: Yerestan the Wanderer
Chief Priestess: Tovalda Many-Tresses
Healer: Indrodarda the Coarse
Lawspeaker: Jarolar Glad-Help
Warband Leader: Orstala Try-Much

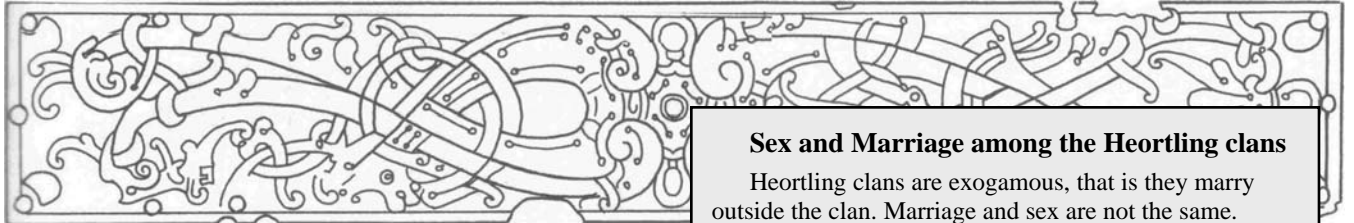
The Ring

Orlanth the Chieftain: Gastar the Hook
Ernalda the Earth: Tovalda Many-Tresses
Uralda the Cow: Erryni the Widow
Esra the Grain Goddess: Iristha Many-Sons
Durev the Steadman: Durev Tub-Mash
Voriof the Shepherd: Orstala Try-Much
Ormalaya the Hunter: Alebard the Short

Important Events

Treasured People: Full Dish and Spoon
Umah Roots: Defying the Bright Emperor
Orlanth's Army: When he explored the world of Esjemen below the Great Mountain
Wedding of Orlanth and Ernalda: Orlanth
First Ancestor Clan: Dureving, the People of Durev, the Great Farmer; and his wife Orane the Great Steadwife
Ancient Enemy: The Wolf Tribe, beast people from the Spirit World
Ancient Hero: Hedkoranth the Thunder Slinger, who used the Thunderstone to gain victory at the three Battles of Thrinbarri
Subject Peoples: Karantuel, the "Cloud Folk" (We gave them equal rights; the farmers became Carls and the warriors became weaponthanes)
Chaos Foe: Ogres





Chaos Age Survival: Fled our way to survival

Unity Allies: The trolls, the darkness beings that had ruled everything in the Darkness, but now wanted you to call them Uz.

Heortlings: Our people descend from the Orgorvale Summer older daughter of Vingkot's Summer Wife.

Lokamayadon: We could not help ourselves; we were forced to follow him.

Arkat: Sent as many men as we could spare, but no more.

EWf: Negative - we resisted them, for we would never believe a dragon

Dragonkill: Kings should rule, because priests make errors when they try to lead people.

Home in Heortland: Karhend we lived near the Print, a valley stamped into the mountains by an ancient god. The lower half contains a forest of stone trees, animals, and occasional spirits. The upper half is filled with a fetid Chaos forest. Chaos monsters occasionally make it through the Stone Woods and destroy people. Another nearby feature is the Syphon River, a saltwater river that runs backwards from Choralinthor Bay into the terrible wilds of the Print.

The Resettlement: Some of us hated the Pharaoh, but others liked him, so our clan split to avoid kinstrife. We planned and went when we were properly equipped and prepared. We found some good land and settled.

New Tribes: We joined the Cinsina Tribe from the beginning

Sartar: He made peace with the Telmori wolfmen

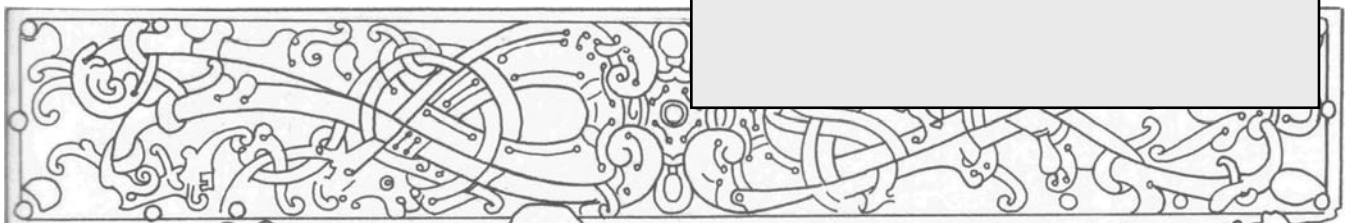
Lunar missionaries: We drove them off, or at least refused to let them enter our steads.

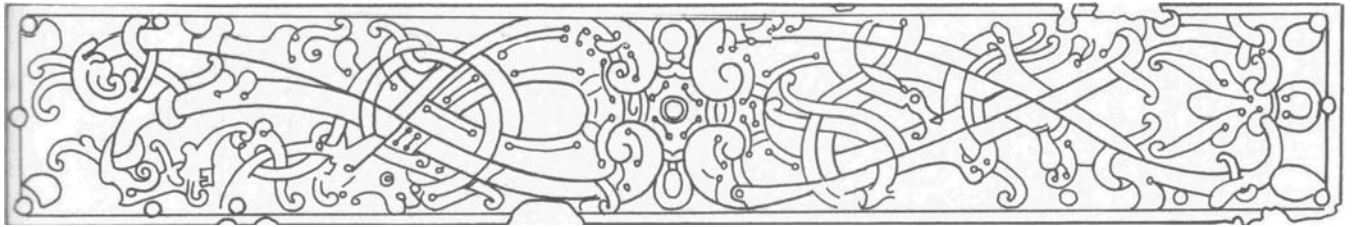
Tarkalor's War: We gave no quarter and expected none

Sex and Marriage among the Heortling clans

Heortling clans are exogamous, that is they marry outside the clan. Marriage and sex are not the same. Marriage is a sworn bond between people, blessed by the gods. Sex is a physical act between consenting adults. While Heortling custom and tradition have a lot to say about marriage, they have a lot less to say about sex. Heortlings are open and happy about sex, provided it is between consenting unmarried adults, who are not of the same bloodline (or otherwise close kin). Heortling society is communal. People live in longhouses with shared living and sleeping areas. Privacy, at most in the form of a wicker screen dividing the sleeping platform is a rare privilege. Young people may spend periods away from elders' supervision the stead, in the shielings, tending to the herds in the summer grazing. Warriors live communally amidst the Thunder Brother's barracks. With ready access to partners, sexual dalliances between clanmates are common if often short-lived. Heortlings accept that clanmates may love each other, grow jealous, or quarrel. Such matters are between individuals usually, between their bloodlines sometimes. As long as these relationships do not lead to kinstrife, and as long as the young adults accept that they will marry outside the clan, the elders rarely interfere. After all 'no one can make you do anything'.

Heortlings distinguish adults as being responsible for their actions. Society expects adults who engage in sex to act responsibly. Women have magical access to contraception, and the clan expects them to avoid pregnancies outside marriage. Where girls do fall pregnant the grandmother or great-aunt usually raises their child as a 'sister' or 'brother' to the mother. Virginity is not especially prized so this carries little stigma beyond the implication that the mother has not acted sufficiently responsibly and showed childish foolishness.





Draw Your Clan Tattoo Here

Your Clan Wyter

Manifestation: A great black bull

Communication: The bellowing of the bull
Awareness

(Detect Enemies, Sense Ogres, Sense

Telmori)

Defense

(Defy Authority, Defend Against Telmori)

Blessing

(Grain Blessing, Skate Marvels)

🌀 Clan Record Sheet ☐

Clan Name: Dolutha

Homeland: Sartar

Wealth: 11W

Storm/Earth Tribe Balance: 30 🌀 /15 ☐

Goals:

Other Secrets and Information

We know how to speak and gesture correctly to make a Mostali greeting, so that they will meet with you if it seems profitable and harmless.

When Lokyamayadon's name is mentioned, we make the hand sign of protection from evil gods using our left hand.

Character Creation:

Domestic Chores +4

Fear Chaos 17

Fear Dragons 15

Goose Dance +5

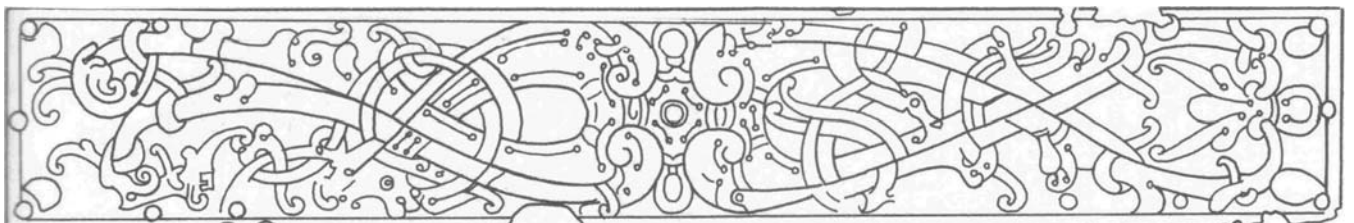
Hate Arkat 1W

Hate Gagarthi 1W

Skating +4

Worship Storm Pantheon +3

Clan Secret: Hit Jagriekand with Missile





Attitudes

Lunar Friendship: Friendly to Lunars 18

Arkat: Hate Arkat 1w

Dragons: Fear Dragons 15

Important People

Type of Clan Ring: Anatyf ring, where the chieftain has absolute authority to make decisions. However, he is supposed to listen to his powerful companions and specialists before making a decision.

Chieftain: Benderos Breaker-Of-Men

Champion: Khelborn Dark-Blood

Chief Priest: Janstanorl Sun-Lover

Chief Priestess: Dushi the Learned

Healer: Enassa Many-Moods

Lawspeaker: Enderos the Squinting

Warband Leader: Valstatch Twice-Born

The Ring

Anatyf the Chieftain: Benderos Breaker-Of-Men

Elmalhara the Grower: Illig White-Leg

Elmal Hearthguard: Khelborn Dark-Blood

Beren the Horsemaster: Rangor Light-Bearer

Redalda the Horse Queen: Redalessa Swine-Keeper

Esrola the Grain Mother: Dushi the Learned

Kero Fin the Grandmother: Resthana Well-Wyrded

Important Events

Treasured People: Rich Swan

The First Ceremony: We did the Goose Dance

Umath Roots: Defying the Bright Emperor

Orlanth's Army: When he challenged the Bright Emperor to Contests of Dancing, Magic, and Music

The King's Ring

Orlanth, the king: Gragort Hendriksson (Dolutha)

Humakt: Torvald the Dreamer (Frithan)

Urox: Bofrost the Bad (Frithan)

Orlanth Adventurous: Kestald Ever-On (Underwillow)

Orlanth Thunderous: Verlain Never-Doubt (Red Cow)

Issaries: Colymar Blinked-Twice (Underwillow)

Lhankor Mhy: Loneralda Copper-Tongue (Frithan)

Chalana Arroy: Redalli Knows-Better (Dolutha)

Elmal: Swendar Battle-Brother (Dolutha)

Ernalda: Devina the Bountiful (Red Cow)

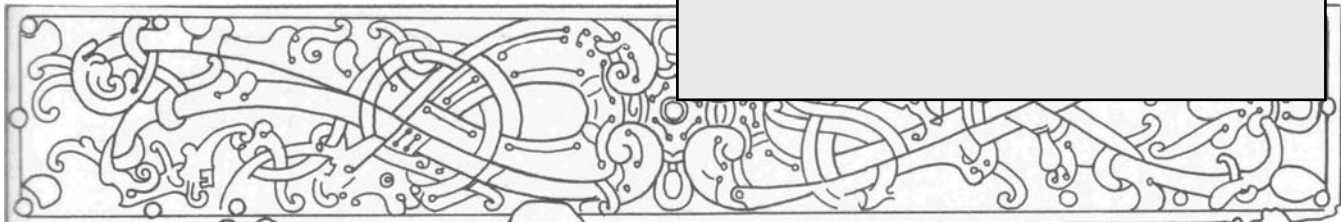
Asrelia: Irnara Cat-Witch (Underwillow)

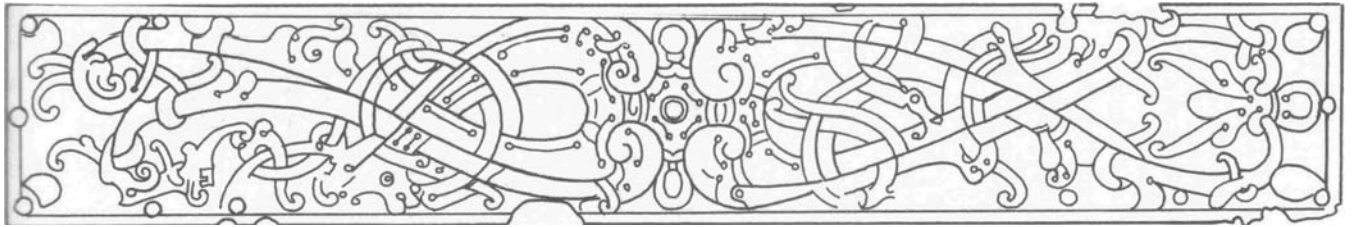
Voria: Ereltha Herd-Healer (Dolutha)

Eurmial: Janara the Swarthy

By agreement, when Cinsin founded the tribe, there are restrictions on who can hold some positions. The Elmal representative is always from the Dolutha; Orlanth Thunderous from the Red Cow; Humakt from the Frithan; Asrelia to the Underwillow. Some have traditions as to who can hold them: someone who has traded at Furthest, Aldachur, and Boldhome must hold the Issaries position and the Lhankor Mhy position always goes to a scholar from the Jonstown temple.

The tribe has sacred regalia, many of which are magic treasures. The clans presented these to the tribe. Their presence is essential for the ring to function effectively and strengthens the tribe's magic. If pieces were to go missing then the loss would weaken the tribe.





Wedding of Orlanth and Ernalda: We guarded the sacred circle with Elmal, Orlanth's loyal thane

First Ancestor Clan: Dureving, the People of Durev, the Great Farmer; and his wife Orane the Great Steadwife.

Ancient Enemy: Vadrus, Orlanth's wild brother who fought his own kin without honor.

Ancient Hero: Barntar the Strong, who tamed the bulls to be oxen so that he could plow the fields of stone,

Subject Peoples: Nalda Bin, the "Stick Farmers" (We made them shepherders, and called them cottars)

Chaos Foe: False friends

Chaos Age Survival: Fled our way to survival

Unity Allies: The Mostali, whom we previously called dwarves.

Heortlings: Our people descend from the Berenethtelli, named for Beren, husband of Redaylde.

Lokamayadon: We followed Lokomoko because we did not know it was wrong.

Arkat: Raised all our forces to fight.

EWf: Negative - we resisted them, for we would never believe a dragon

Dragonkill: Kings should rule, because priests make errors when they try to lead people.

Home in Heortland: Saird. We lived among the Orlanthe of Saird, who hold lands that belonged to the Heortlings before the Gbaji Wars, although they regard Alakoring, not Heort as their founder.

The Resettlement: We were poor and wanted to be rich. We planned and went when we were properly equipped and prepared. We found some good land and settled.

New Tribes: We joined the Cinsina Tribe early and got prestige in the tribe.

Sartar: He made peace with the Telmori wolfmen

Lunar missionaries: We welcomed them, and listened to their interesting new doctrines.

Tarkalor's War: We argued for peace
Draw Your Clan Tattoo Here

Your Clan Wyter

Manifestation: A crown worn by the chief
Communication: Flowers bloom across the tula
Awareness

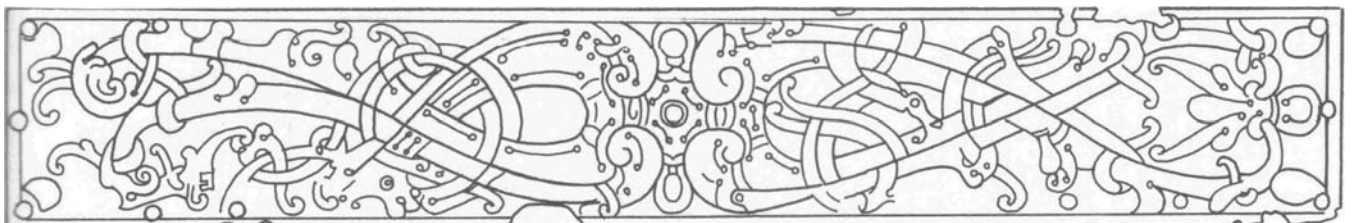
(Sense False Friends, Sense Gagarthi)

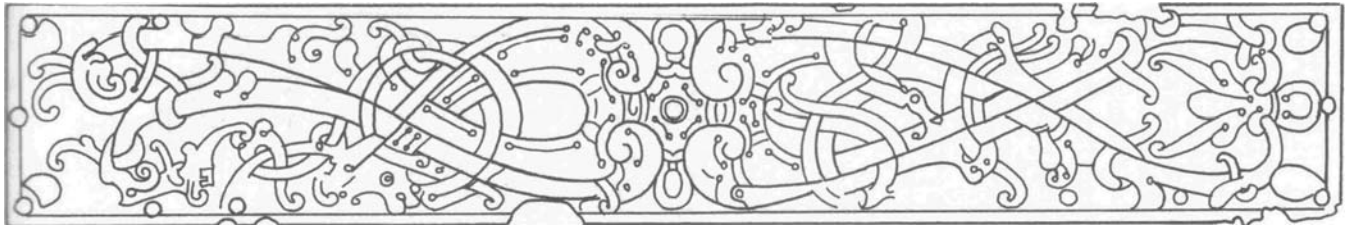
Defense

(Defend Against Gagarthi)

Blessing

(Grain Blessing, Skate Marvels, Tame Bull)





Split Waters

Like other Maboder clans, the Split Waters are a matrilineal clan – tracing descent and inheritance through the female line. Although the tribe has a tradition that daughters of Mabodh must sit upon the Black Oak Throne, the Maboder are not matriarchal, nobles throughout the clans may be men or women. Nevertheless, because men leave their birth clan to join their wife's clan at marriage it is rare for men without children, particularly female children to rise to positions of power.

The last Queen of the Black Oak Throne, Mirestranna, dutifully kept 'the fence of swords' for the Jonstown Confederation, confining the Telmori to the hills. Many Maboder felt that the other tribes of the Confederation overlooked this service and agitated for a 'Wolf Tax' on the other tribes for this service. Mirestranna resisted, calling their role an obligation to the royal house of Sartar. In 1601, Mirestranna and her children died in a house fire. Defying tradition, her younger brother Kathelranda usurped the Black Oak Throne. Kathelranda changed the Maboder in other ways too. He welcomed Lunar missionaries from Tarsh to his hall, and when the Empire invaded, prevented the Maboder warband from aiding in the defense of Sartar.

The current Split Waters chieftain is a woman. Despite her previous loyalty to Queen Mirestranna, she has willingly embraced the changes Kathelranda has wrought. Aggressive she seeks to expand Split Waters power particularly at the expense of the Red Cow.

The greatest question facing the Maboder clans is the usurpation of the Black Oak Throne by Kathelranda. This defies tradition. Within the clans, loyalty to the Queens remains strong and many agitate for a return to tradition. Disaster must befall the tribe they say, if a daughter of Mabodh does not rule.

The Split Waters are a war clan. Every year between the farmers planting the crops and harvesting them wealthy women of the Split Waters outfit expeditions to raid their neighbors. With their prized herds, the raiding bands often target the Red Cow along with the Gorde clan of the Culbrea.

Often neighbors buy off the raiders without a fight paying tribute instead. The Red Cow tribute is a regular payment exacted by the clan's warriors on the Red Cow clan. This has become a ritualized exchange. The Split Waters make an annual demand on the Red Cow. In some years the Red Cow pays, in others they determine to fight.

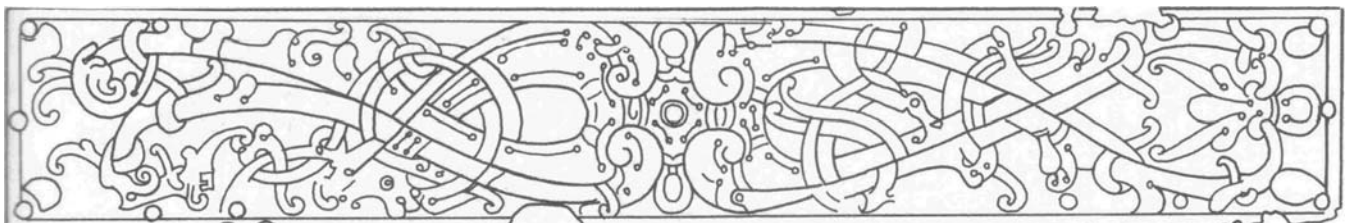
For young men, who join with little property of their own, raiding is the path to wealth within the Split Waters. Of late mercenary service with the Empire has become an increasing source of wealth to the clan too.

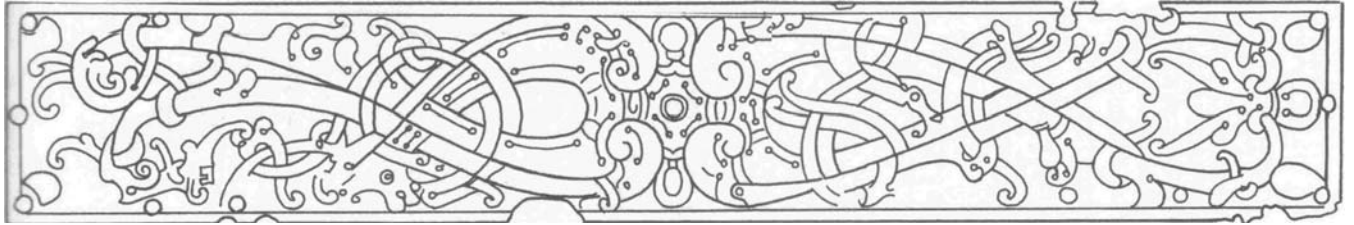
The Maboder

The Maboder material here draws on the background created for *The Road of Kings* by John Boyle as featured in *Gloranthan Visions*.

The 'One-In-Seven'

Among the Split Waters, the one-in-seven who do not follow Orlanth and Ernalda mainly follow Humakt, though there is a growing number of converts to the Provincial Church since the invasion. Everyone knows the Split Waters for their 'warrior women'. Increasingly the provincial church and the Seven Mothers are winning converts too.





6 Clan Record Sheet □

Clan Name: Split Waters

Homeland: Sartar

Wealth: 4W2

Storm/Earth Tribe Balance: 25 6 /25 □

Goals:

Other Secrets and Information

Clan Slogan is 'Violence is always an option'

Disguise Trail of Herd 17

You know how to speak and gesture correctly to make an Aldryami greeting, so that they will show themselves to you if it seems safe.

When Lokamayadon's name is mentioned, make the hand sign of protection from evil gods using the right hand.

Character Creation:

+5 to one Close Combat weapon

Fear Dragons 17

Friendly to Volsaxings 17

Hate Trolls 9W

Fear Chaos 17

Skating +4

Attitudes

Lunar Friendship: Friendly to Lunars 13

Arkat: Hate Arkat 1W

Dragons: Fear Dragons 15

Important People

Type of Clan Ring: Earth ring, established by Ernalda after Orlanth had left when life was in jeopardy

Chieftain: Babessa the Merciless

Champion: Kullina Line-Breaker

Chief Priest: Parzel Friend-of-Heroes

Chief Priestess: Inganna Well-Wyrded

Healer: Riga Flower-Crowned

Lawspeaker: Monra the Deep

Warband Leader: Enastara the Red

The Ring

Ernalda: Babessa the Merciless

Asrelia: Monra the Deep

Ty Kora Tek: Pelki Golden-Brow

Esrola: Inganna Well-Wyrded

Gor: Enastara the Red

Voria: Frieda Simple-Born

Husband: Orstandor Harvest-King

Outer ring: The Weaver Women

Important Events

Treasured People: Rich Swan

The First Ceremony: We did the Flax Dance

Umath Roots: Separating the Sky and Earth from each other

Orlanth's Army: When he found the new weapon called Death, and used it to kill the Evil Emperor at the battle of Extinguish Field.

Wedding of Orlanth and Ernalda: Orlanth

First Ancestor Clan: Urnalding, the people of Urnalda, the First Woman of the Earth Tribe.

Ancient Enemy: The Dark Tribe, the hungry eaters who ate everything in the wilds.

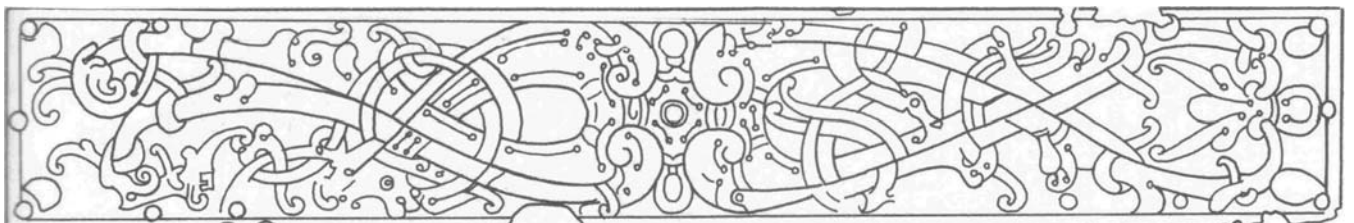
Ancient Hero: Humakt the Warlord, who led the Storm tribe to victory and slew all of his foes with the Sword of Death

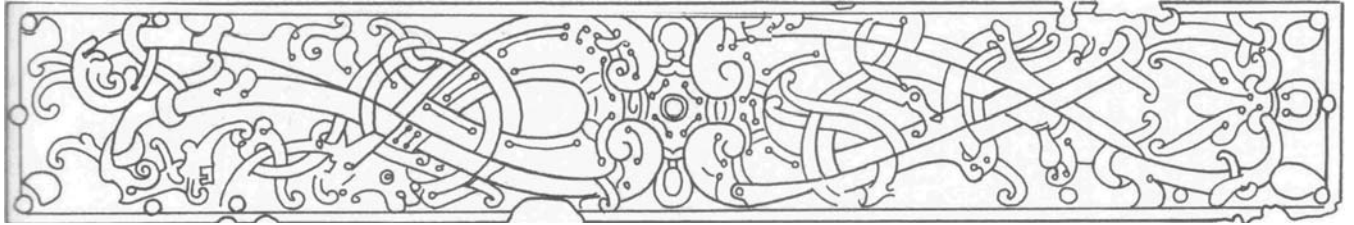
Subject Peoples: Buf Gart, the "Hungry Women" (We made them shepherders, and called them cottars)

Chaos Foe: Broos

Chaos Age Survival: Fled our way to survival

Unity Allies: The Elves, who taught you to call them Aldryami





Heortlings: Our people descend from the Garanvuli, named for Garan, star lover Serias, centered on Iliabervor.

Lokamayadon: We fought against the High Storm people when it was safe to do so.

Arkat: Fought against him - we hate trolls!

EWF: Hostile - we fought against them

Dragonkill: Be careful when making friends.

Home in Heortland: Volsaxar(northern). You were part of the Volsaxi tribe. Its kings had no dynasties and operated in the old way as rings. The clans were independent, always feuding with the trolls of the Shadow Plateau and the Kitori wilds. Whitewall is a famous resistance stronghold of your land, and Smithstone the ancient capital.

The Resettlement: We were poor and wanted to be rich. We planned and went when we were properly equipped and prepared. We found some good land and settled.

New Tribes: We joined the Maboder Tribe early and got prestige in the tribe.

Sartar: He made peace with the Telmori wolfmen

Lunar missionaries: We welcomed them and listened carefully to their interesting new doctrines.

Tarkalor's War: We sent as few warriors as we could get away with

Occupation: We pledged our loyalty to them
Draw Your Clan Tattoo Here

Your Clan Wyter

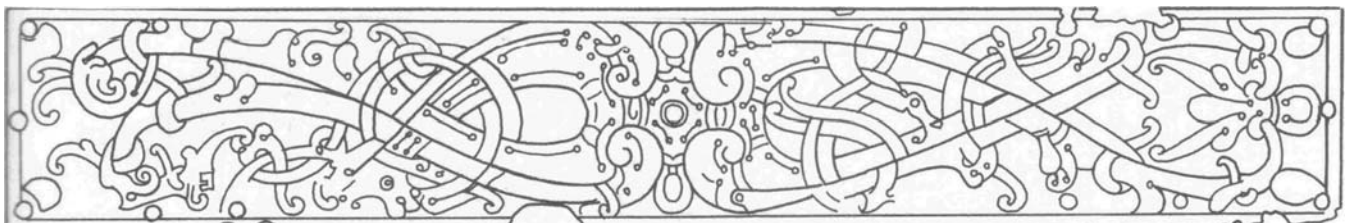
Manifestation: A tin armband worn by the chieftain

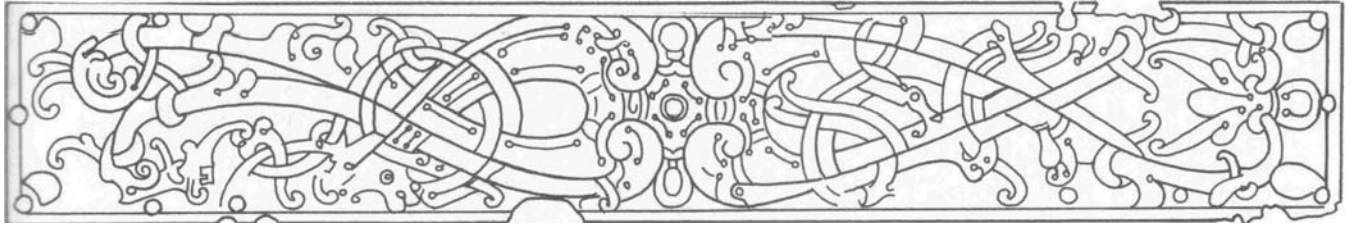
Communication: Clan members hear whispers on the wind.

Awareness 13 \cup 2 (Sense Broos)

Defense 13 \cup 2 (Ignore Restraints)

Blessing 13 \cup 2 (Flax Dance +5, Healing Blessing, Skate Marvels, Swordhelp)





People of the Split Waters

Clan Chieftain: Babessa the Merciless

A tall, regal woman with lustrous hair, and dark eyes – poets sing of her beauty; she is amply proportioned and loves her food and drink. Appropriately, Babessa is an initiate of Kadone the Grounder because she has brought many overconfident Orlanthe to their knees. A domineering matriarch, warriors, priests, skalds, and steadwives fear Babessa. She has a hot temper and vicious tongue. Determined to protect the clan's inheritance Babessa shows no mercy to the clan's enemies. She holds Hahlggrim Far-Walker in particular contempt because he killed her first husband Asran Rain-Bringer. Her daughter Enastara the Red swore vengeance for that at her mother's goading.

Chieftain 12L, Steadwife 14L, Initiate of Kadone the Grounder 10L and Orendana the Queen 8L Bloodline Valenstoraings, Faction Maboder Rising. Age 32

Chieftain's Household

Chieftain's doorthane: Mabar the Low

The chieftain's husband and bodyguard, Mabar is taciturn, humorless, and focused. He never sleeps, a gift gained on the Longest Day heroquest. He is the epitome of a Makla Mann devotee. He is the silent companion to the ruler who never questions in public or in private. Mabar is no romantic; he respects his wife but does not love her. He is too emotionless for that. He has a strained relationship with Enastara the Red and Kullina Line-Breaker who regard him as poor substitute for their father. He has taken a vow to avenge Asran Rain-Bringer or die trying. He despises Sardal Fine Hair.

Warrior 5L, Devotee of Makla Mann 11L Bloodline Valenstoraings Faction Maboder Rising Age 45.

Clan Dishthane: Desrada Mud-skirts

Desrada is the clan's reeve and Issaries on the ring, devoted to Issaries Harst. Charming and gracious, she is the strongest voice against war and for trade. She knows the full measure of the clan's wealth and is afraid that war will erode it. She believes that the rule of the Queens should return and fears the omens that talk of doom if they do not. Her husband is Indrodar the Peacock and with whom she has two children: Farane the Horse-Trader and Orlev Boundary-Walker. She

regards Enastara the Red's campaign of vengeance as a threat to the clan's prosperity.

Merchant 4L, Clan Council Member 2L, Initiate of Harst the Reeve 10L Bloodline Enerings Faction The Daughters of Mabodh. Age 46

Clan Skald: Dangmag the Raven

Dangmag is a skald. Poets throughout Sartar know of his songs and many have borrowed from his store of kennings. Dangmag was an old man, never known for speaking verse, who completed the heroquest of "Drinking Drogarsi's Mead" to find poetic inspiration, and is devoted to Drogarsi. He is ambitious for his reputation, devious in plotting his rise, and shrewd in the judgment of others. Monra dislikes his pride, but Babessa and Enastara love him for the fame his songs have brought them. Indrodar Peacock is a patron, who gave Dangmag his tin-inlaid harp. Kenstan Worm-Tongue is a rival for fame.

Skald 10L, Clan Council Member 19, Devotee of Drogarsi the Skald 5L Bloodline Valenstoraings Faction Maboder Leads. Age 52

Lawspeakers

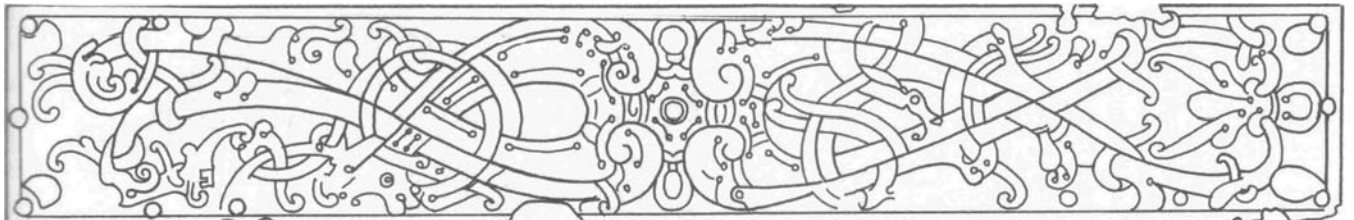
Lawthane: Monra the Deep

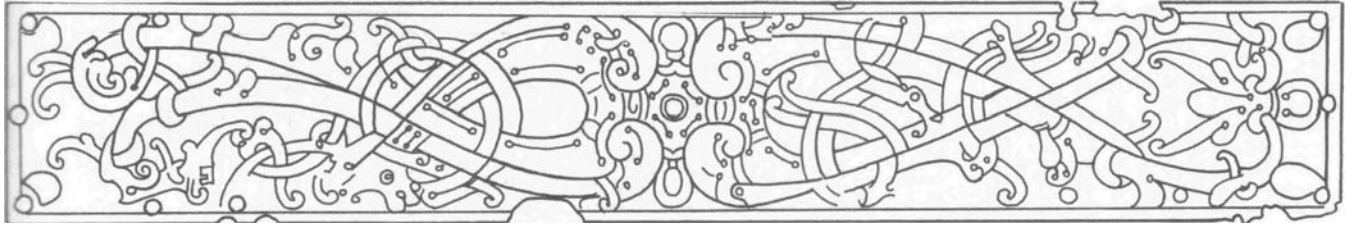
Babessa the Merciless's sister Monra is the wise and wily old lawspeaker of the clan. She is slightly pompous, pedantic, and always long-winded. She has an unfailing memory, and speaks strongly in debate. With no daughters of her own Monra dotes on her niece Enastara the Red. An initiate of Lhankor Knowing she defended the Burner's of Eoric's stead. Monra is married to Orstandor Harvest-King. She has three sons by him, all of whom have married into other Maboder clans. Monra thinks none of their wives is good enough for them. Kathelranda has asked her advice on validating his succession.

Steadwife 10L, Lawspeaker 13L, Initiate of Lhankor Knowing 15L, Bloodline Valenstoraings Faction Maboder Rising Age 47

Juror: Indrodar the Peacock

A wealthy farmer Indrodar is a storehouse of custom and precedent and his children and grandchildren all seek his counsel as a juror on legal matters. An initiate of Durev and Andrin Indrodar speaks convincingly and with authority. Wise, he understands the cost of people's actions in the long term. Desrada Mud-Skirt's husband, Indrodar's ambition is





to ensure his daughter Jarrigana Horn-Breaker's inheritance. He seeks a good marriage for his son Orlev Boundary-Walker, but is loath to part with him. Strong-willed and decisive Indrodar opposes Monra the Deep, disliking toadying to Kathelranda, who he calls 'the usurper' quite openly.

*Farmer 12 **W**, Lawspeaker 11 **W**, Initiate of Andrin 3 **W**
Bloodline Enerings Faction The Daughters of Mabodh Age 54*

Weaponthanes

The Split Waters have 18 weaponthanes! The Thunder Brother's hall at Jarolar keep is over a hundred feet long. Surrounded by their four storms the core of the Red Hand Gang warband is 90 strong, three times as large as anything that the Red Cow could field. In addition, the warband can call upon 359 members of the fyrd. The clan's women warriors are Vingans and Humakti.

Warband Leader and Priest: Enastara the Red

A devotee of Finovan the Raider Enastara has a great herd of red cows taken in numerous raids. Courageous and charismatic, people follow Enastara instinctively. A skilled warrior her position as warband leader is not just due to her mother Babessa the Merciless. Her sister Kullina Line-Breaker is clan champion. Enastara is attractive with blond hair and blue eyes and flowing yellow cloak. Many men court her, but she has vowed to take no husband until her vengeance on the bloodline of Hahlgrim Far-Walker is complete. Hahlgrim Far-Walker killed her father Asran Rain-Bringer. Enastara led the Burners of EoricStead.

*Warrior 3 **W**, Weaponthane 6 **W** Devote of Vinga Finovan 14 **W** Bloodline Valenstoraings Faction Maboder Rising Age 34*

Clan champion: Kullina Line-Breaker

Tall and pretty, the clan champion Kullina has a livid scar down one cheek. Although she is a skilled warrior Kullina is insecure and a bully. Her mother, Babessa the Merciless is heartbroken that her daughter renounced the bonds of kinship and devoted herself to Humakt. She lives for war and the companionship of her fellow Humakti. Despite her separation from kin, Kullina bullies her sister Enastara the Red to take a husband – she does not feel the cry of blood-vengeance that her sister does. Despite that, she joined the Burners, though she remains uncertain of the honor of its outcome.

*Warrior 3 **W**, Weaponthane 3 **W**, Devotee of Hu the Sword 11 **W**, Bloodline: Valenstoraings Faction: Maboder Rising Age: 36*

Orlev Boundary-Walker

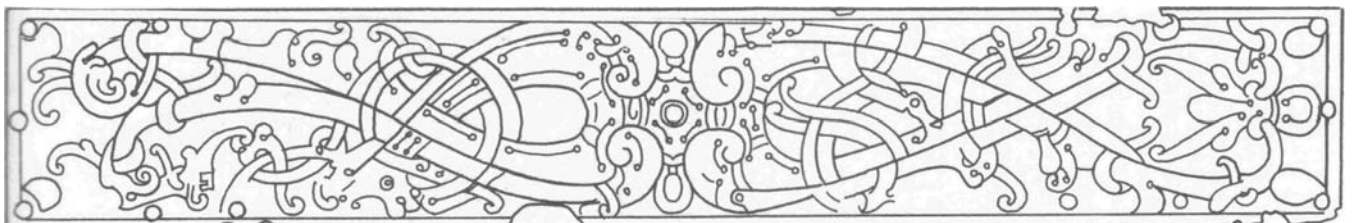
Orlev is a young weaponthane and devotee of Destor barely able to grow his beard yet, but aged by grief for his part in the Burning. He wants to regain the trust of his father Indrodar the Peacock and mother Desrada Mud-Skirts lost during the Burning. Since the Burning, he has joined with the rebels against Kathelranda and the Empire to try to please them. He dislikes Enastara the Red blaming her for what happened. Orlev has long yellow hair and piercing blue-eyes with strong arms and a broad chest. He wears a scarlet kirtle, a gold ring on his arm.

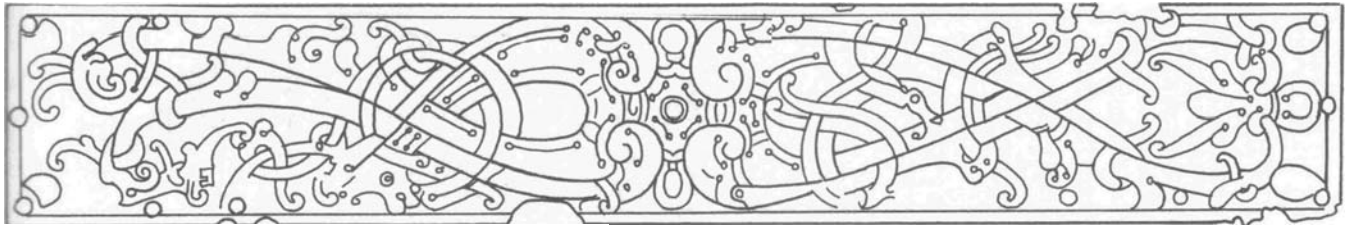
*Warrior 16 **W**, Weaponthane 19 Devotee of Destor 5 **W**
Bloodline Enerings Faction the Daughters of Mabodh Age 23*

Vastyr the Unadvised

Vastyr the Unadvised is one of the warriors who took part in the Burning of EoricStead. Vastyr is loud, boastful, and brash, pumped up by his position as weaponthane. He is a firm believer in Maboder superiority. He hates the Telmori and is a member of the Wolf Skinners. For Vastyr the Maboder are the fence of swords against the Telmori and he dismisses the warriors of the Red Cow, like Ivartha the Skinner, as an irrelevance. Young, good-looking, with long auburn hair, he wears a yellow-green kirtle with a great finger-ring on his hand. Vastyr is husband to Nevaki All-Talk.

*Warrior 16 **W**, Weaponthane 19 Devotee of Destor 4 **W**
Bloodline Ailenaings Faction Maboder Rising Age 26*





Entarosa Try-Much

Entarosa Try-Much is a tomboyish devotee of Vinga Destor. One of the boys Entarosa drinks, swears, and cusses with the best of the other warriors. When she became a weaponthane, she chose men for her Four Storms. She avoids anything feminine or 'girly'. Her mother Enitessa Herd-Mistress despairs that she will ever marry. Her father Jarang One-Way thinks of her as the son he never had. Entarosa is a famous wolf killer and member of the Wolf skinners. She carries the Asart Spear. She grudgingly admires Ivartha the Skinner as a Vingan and Wolf-Killer and Valenstor Moor-Leaper for his past deeds.

Warrior 19 **W**, *Weaponthane 3* **W** *Devotee of Vinga Destor 11* **W** *Bloodline Ailenaings Faction The Wolf Skinners Age 25*

The Twins

The Twins are not identical but easily recognizable as sister and brother. They do everything as a pair and are inseparable.

Hallarax Grim-Blade

Tall and well-muscled, Hallarax is covered with scars across his face and body, many self-inflicted. He has a death rune tattooed across the bridge of his nose and forehead. Big and tough, Hallarax can keep going despite pain or injury and seems immune to fatigue. He carries the greatsword Widow-maker, and wears his father's chain hauberk. Hallarax lives for fighting, spending hours training with his Four Storms and twin sister Janesta Red-Taloned. Despite the severing, he loves Janesta and he would avenge any slight or injury to her. He is more loyal to Kullina Line-Breaker than Enastara the Red.

Warrior 14 **W**, *Weaponthane 17*, *Devote of Makla Mann 6* **W** *Bloodline Griseldings Faction Maboder Rising Age 26*

Janesta Red-Taloned

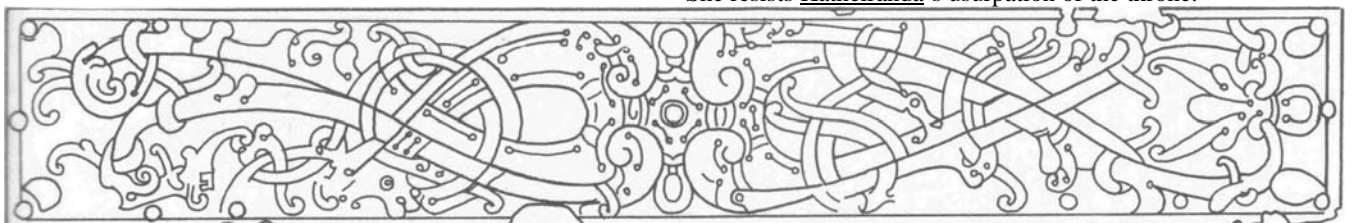
Tall and well-muscled, Janesta is covered with scars across her face and body, many self-inflicted. She has a death rune tattooed across the bridge of his nose and forehead. Big and tough, Janesta can keep going despite pain or injury and seems immune to fatigue. The veteran of many battles with the Red Cow, she has a fine herd of red cattle, all won in raids. Despite the severing, she still loves her twin brother Hallarax Grim-Blade. She respects Enastara the Red but dislikes Kullina's bullying. She has little time for Vastyr the Unadvised, seeing him as a braggart.

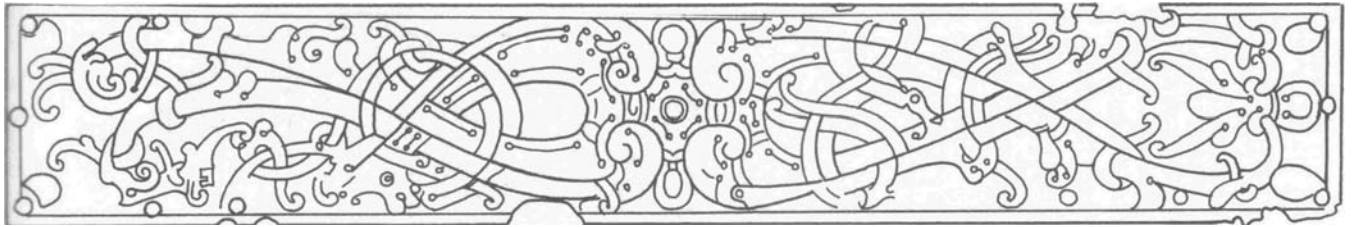
Warrior 14 **W**, *Weaponthane 17*, *Devote of Makla Mann 6* **W** *Bloodline Griseldings Faction Maboder Rising Age 26*

Thanes

Griseldings spakeman: Frieda Simple-Born

Frieda Simple-Born is the daughter of a cottar who rose to riches through her skill as a weaver and embroiderer. Her fine clothes have brought the attention of merchants in Boldhome and Jonstown to the Weaver Women of SoranasFarm. Frieda is an inspiring teacher and leader to the other women. Now the bloodline follows her too. Frieda spurned all offers of marriage, preferring to focus on her craft, though she dotes upon her sister Enent Golden-Hair's two children. She dislikes the clan's warlike ways, and Babessa the Merciless and her daughter Enastara the Red. She resists Kathelranda's usurpation of the throne.





Craftperson 3 **2**, *Clan Council Member 2* **1**, *Initiate of Orventili the peacemaker 4* **1** *Bloodline Griseldings Faction The Daughters of Mabodh. Age 38*

Valenstoraings spakewoman: Enitessa Herd-Mistress

Enitessa Herd-Mistress has the richest herds in the clan. Her rich embroidered coat, and fine gold broaches are figured with the cows. Enastara the Red, her cousin, stole many, the others her husband, Ketil the Pike, a skilled farmer husbanded. They have three children. Her many cattle loans to clients and generosity with gifts has brought Enitessa the position of spakewoman of the Valenstoraings. Enitessa is a godi of Kev the Grounder. She learnt the Three Stones of Draman ritual from a Exile priestess. Hypocritically, Enitessa is self-important about her own positions, impatient, and hot-tempered.

Steadwife 8 **1**, *Godi 1* **1**, *Clan Council Member 6* **1**, *Devotee of Kev the Grounder 4* **1** *Bloodline Valenstoraings Faction Maboder Rising. Age 48*

Ailenaings spakewoman: Rastoressa WindSong

Rastoressa has endured the death of a husband and son in feud with the Red Cow. Her daughter Kangorlii Carrot-Top took the Red Vows after that. But this middle-aged steadwife refuses self-pity. She has thrown herself into guiding her neighbors, sharing her weaving, and preserving skills with her younger clan-sisters. Many young women flock to her hall to hear wise words. She holds the respect of her bloodline and has become its spakewoman. Enitessa Herd-Mistress is a rival, Rastoressa despises her self-importance. An initiate of Mahome she knows many sacred clan stories, which she shares in the Loom House.

Steadwife 4 **2**, *Clan Council Member 8* **1**, *Initiate of Mahome 10* **1** *Bloodline Ailenaings Faction Maboder Rising. Age 44*

Jaronakaings spakeman: Yenda Field-Reaper

Yenda is a large attractive woman with steely-blue eyes and graying hair. She is hearth mistress to a hall that rings with the laughter of her three children, and visits from her four sisters. Yenda seems to be always baking and there is always something on the hearth for a guest, or a fresh brew of ale for drinking. She listens well, gives wise counsel, and

settles disputes. A peace-weaver, Yenda does not share Enitessa Herd-Mistress's love of conquest of Rastoressa's desire for revenge. She embraces change, if that change better lives, and counts Vodaya Goodvoice as a friend.

Steadwife 10 **2**, *Clan Council Member 10* **1**, *Initiate of Orane 14* **1** *Bloodline Jaronakaings Faction The Peace Weavers. Age 50*

Enerings spakeman: Chalkara Horn-Breaker

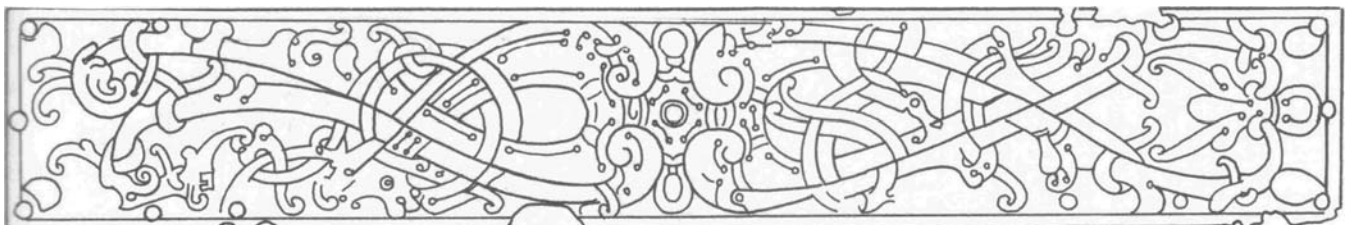
Chalkara's parents died while she was young and Desrada Mud-Skirts fostered her. Though Chalkara loved Desrada she vowed never to be reliant on others again. She devoted to Uralda early and quickly rose to become a priestess of Uralda. She knows the Seven Birthing Songs and has performed the Uralda's Blessing herquest. Her bloodline's herds swelled after that. Six men competed for her hand in marriage, Sart Many-Trials won, and she has two children by him. The bloodline made her spakewoman despite her youth; Enitessa Herd-Mistress despises her for that. Known for her fairness, Indrodar remains proud of his daughter

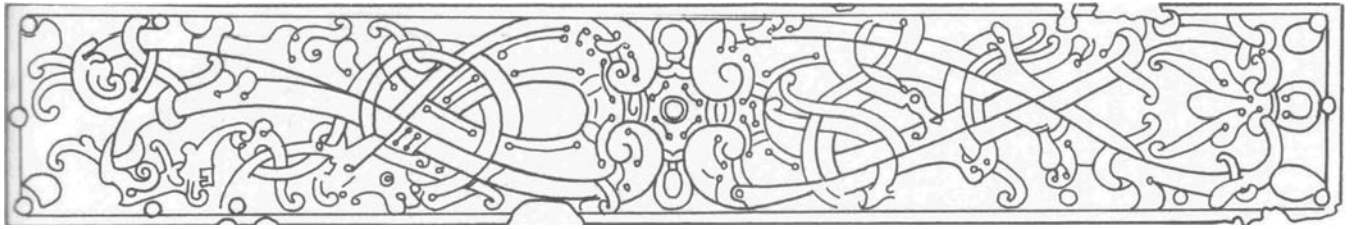
Priestess 6 **1**, *Clan Council Member 1* **1**, *Devotee of Uralda 6* **1** *Bloodline Enerings Faction The Peace Weavers. Age 26*

Karaings spakeman: Halda Flower-Bringer

Halda Flower-Bringer has been an elf-friend since she found a dryad's grove in the woods where her bloodline labored as woodsmen. She devoted to Overdruva the Forest-friend early and knows the secret of Befriend Forest. A priestess, she arranges the Wood Sacrifices for her bloodline, to keep peace with the elves. Her husband is Tarkal Wood-Turner, the clan's master carpenter. Halda loves the forest and can move unseen and unhampered through it. She is friends with the elvin Reforesters from the Stinking Forest. Her bloodline aids them in bringing the forest back to Dragon Pass, unknown to the other bloodlines.

Priestess 15 **1**, *Clan Council Member 5* **1**, *Devotee of Overdruva the Forest-friend 4* **2** *Bloodline Karaings Faction Friends of Aldraya. Age 35*





The Bloody Hand Gang

Orlanth save us from the fury of the Bloody Hand Gang!

Form: Red-handed raiders who descend on their neighbors seeking tribute or plunder.

Cultural Context: Heortling clan warband (see *Thunder Rebels* p.219-220)

Ideology: Violence is always an option! Only the strong will thrive!

Look and Feel: An Orlanthei warband; raiders who descend from the hills to plunder.

Purpose: Take plunder and tribute from the neighbors; protect the clan from its enemies.

Headquarters: The Thunder Barracks in the Jarolar Keep in Jarolvale.

Reactions: The neighbors fear the Bloody Hand Gang as the source of the raids that strike them. Many associate the band with the Burning of EoricStead.

Resources

Leader: Enastara the Red.

Renowned Members: Kullina Line-Breaker, clan champion; The Twins; Orlev Boundary-Walker; Vastyr the Unadvised.

Membership: The Split Waters have 18 weaponthanes! The Thunder Brother's hall at Jarolar keep is over a hundred feet long.

Surrounded by their four storms the core of the warband is 90 strong, three times as large as anything that the Red Cow could field. The warband can call upon 359 members of the fyrd when it needs to march to war.

Other Contacts: The Bloody Hand Gang has ties to other Maboder warbands.

Organization

The Bloody Hand gang is the warband of the Split Waters (see *Thunder Rebels* p219-220). All adult members of the fyrd are members of the warband, but most form a reserve to the weaponthanes called up only in time of need. The Split Waters have a large warband and raid their neighbors regularly. These raids are about testing the warriors and about plunder. The Split Waters also take tribute from their neighbors and the size of the warband helps to make good the threat required to exact the tribute.

Their banner depicts a bloody red handprint on a white background. Two crossed spears form the standard upon which the banner hangs.

Membership Keyword

Membership Requirements: The band takes its members from the Split Waters clan. An existing warband member must sponsor someone who wishes to join. A new member must serve up to a year's probation before being fully recognized. Members must 'obey chosen leaders' and hand all plunder taken on raids to the leader who redistributes it.

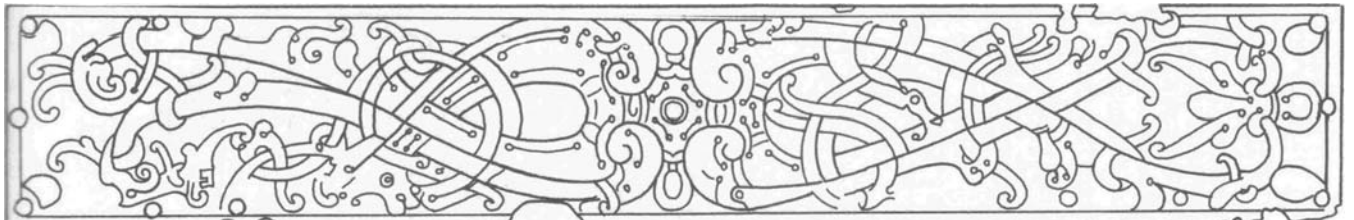
Mundane Abilities Taught: Spear Fighting, Dodge Attack, Jump, and Shield Wall Fighting.

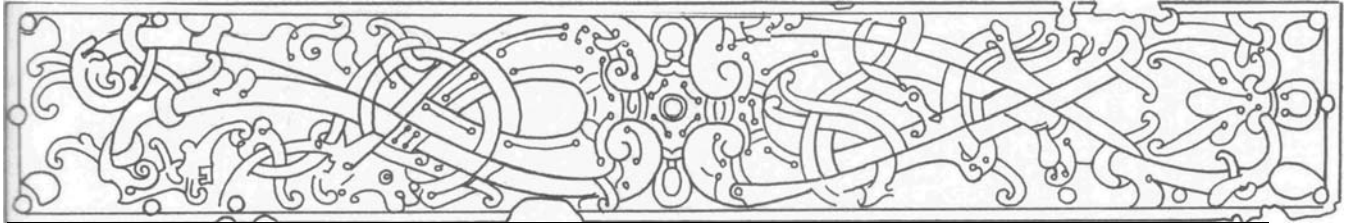
Typical Personality Traits: Proud, Responsible.

Magic: Members worship one of Orlanthei's warband cults or Humakt.

Helga Shield-Breaker (Guardian Being)

Helga learnt fighting from Vinga when she lived with the Weaver Women. Helga Shield-Breaker fought at Vinga's side during when Valind came to Thunder Town, and shattered the hollri with her shield breaking magic. When the returning men set the watch and patrols, Helga volunteered to be among them. She learnt from Starkval too then. When the Vingkotling Age fell apart in the Sword and Helm War Helga was among those who kept her own folk alive by plundering their neighbors. She learnt from Finovan at that time. As the Darkness, worsened Helga cried 'Only the strong will thrive!' and taught her people to take what they needed from the weak - who would not survive anyway.





Method: Emanation

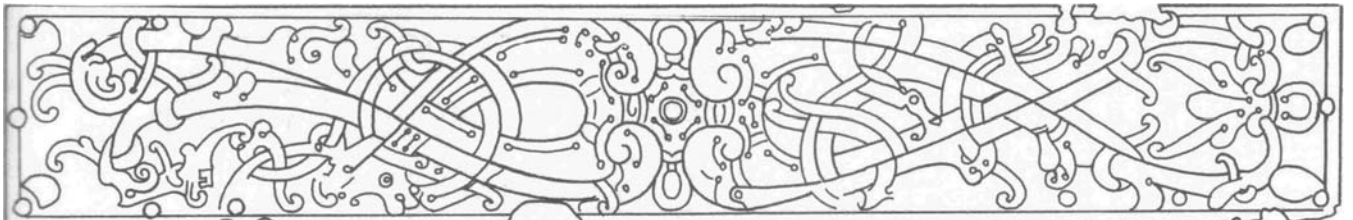
Form: Helga Shield-Breaker resides in the warband standard. The bloody hand forms different hand signals to communicate. The warband leader can always understand this sign language, but experienced members of the band learn to interpret it over time.

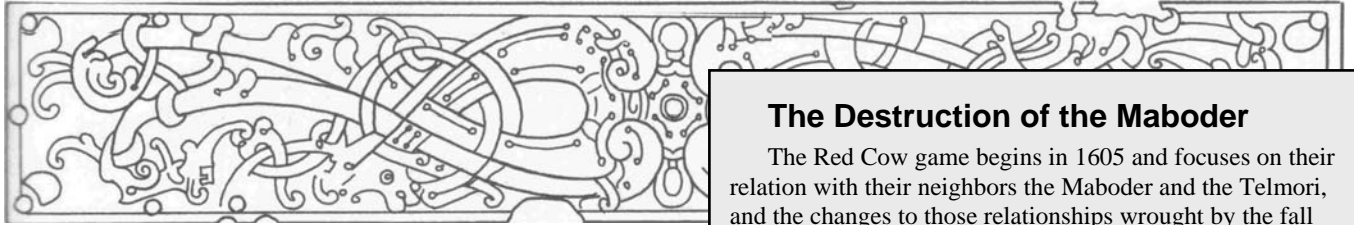
Membership Requirements: Members die or tattoo their right hand red. To use Helga's magic they dip their right hand in the blood of a sacrificial animal.

Awareness Function: 14 \blacksquare (Sense Guardian, Find Raider's Path).

Blessing Function: 1 \blacksquare 2 (Shield Breaker, Hungry Blow)

Defense Function: 18 \blacksquare (Evade Pursuit, Fog of War)





Elder grandmother: Pelki Golden-Brow

Pelki Golden-Brow is the elder grandmother of the Split Waters. She keeps the wisdom of great years and even Babessa the Merciless respects her wisdom and counsel. She is aunt to Enitessa herd-Mistress, Half-blind, deaf, and crippled, four young girls of the clan always accompany her to act as eyes, ears, hands, and feet. A devotee of Ty Kora Tek, Pelki knows all the clan's stories and sacred tales. She can recall the names of the ancestors, and knows the sacred places of the tula. Her sacred tattoo stick marks all the youngsters, so she knows all the clan.

*Priestess 1 **W**, Clan Council Member 10 **W**, Devotee of Arselia and Ty Kora Tek 4 **W** Bloodline Valenstoraings Faction The Daughters of Mabodh. Age 67*

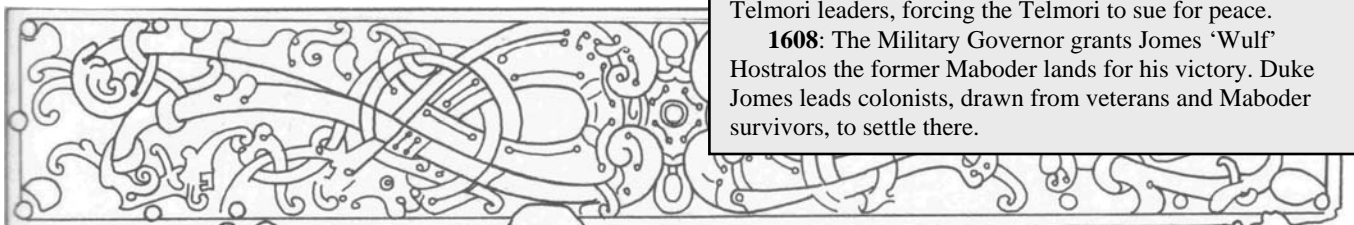
Key visionary: Drevesa the Enduring

Drevesa the Enduring, a devotee and priestess of Kev, has seen her people's death 'on the jaws of the Wolf'. She speaks of their terrible wyrd if the 'Daughters of Mabodh' do not return to the Black Oak Throne. Babessa the Merciless ignores her prophecy, but Indrodar the Peacock and Desrada Mud-Skirts conspire with her to overthrow Kathelranda. Drevesa has two sons by her husband Torranus Three-Sticks, a respected ploughman, Jonrik Harvest-Thane, and Voskandoras Fine-Hair. She is decisive and deliberate in her actions, frightening when she needs to be, and ruthless if she has to be.

*Priestess 3 **W**, Clan Council Member 5 **W**, Devotee of Kev 16 **W**, Bloodline Jaronakaings Faction The Daughters of Mabodh. Age 43*

Orstandor Harvest-King

Orstandor Harvest-King from the Pol Joni won the contest for the Harvest Maiden's hand fifteen years ago and remained with the clan after the year-marriage was over. His continued marriage to Monra the Deep is a source of magical strength to the clan. A breeder of fine horses he and Monra have two fine daughters Irisalda Herd-Mistress and Varmanda Herd-Rich. His son Kurashorl the Mighty has married into the Pol Joni. An aged warrior, Orstandor is still skilled at fighting from horseback and cavalry tactics. A devotee of Beren the Rider and knows the secret of Become One with Horse.



The Destruction of the Maboder

The Red Cow game begins in 1605 and focuses on their relation with their neighbors the Maboder and the Telmori, and the changes to those relationships wrought by the fall of the House of Sartar. The following timeline outlines the events of these years.

1601: Queen Mirestranna dies in a fire. Her brother Kathelranda takes the throne despite the tradition that a Daughter of Mabodh must sit upon the Black Oak Throne

1602: During the Lunar Empire's invasion of Sartar the Maboder, withhold their fyrd, saying that they will not make war against their Lunar friends.

1603: The tribes of the Jonstown federation begin skirmishing with the Telmori. The tribes invade land granted to the Telmori. The Telmori migrate and take cattle and sheep from the clans. Old rivalries are sated but there is little change in the status quo.

1604: Border tensions rise throughout the region. Heortlings and Telmori cross long-agreed borders, sometimes with impunity. Travel on the roads becomes less safe as the clans ignore or 'forget' the old obligations to the House of Sartar that kept the roads patrolled. Banditry rises throughout the region.

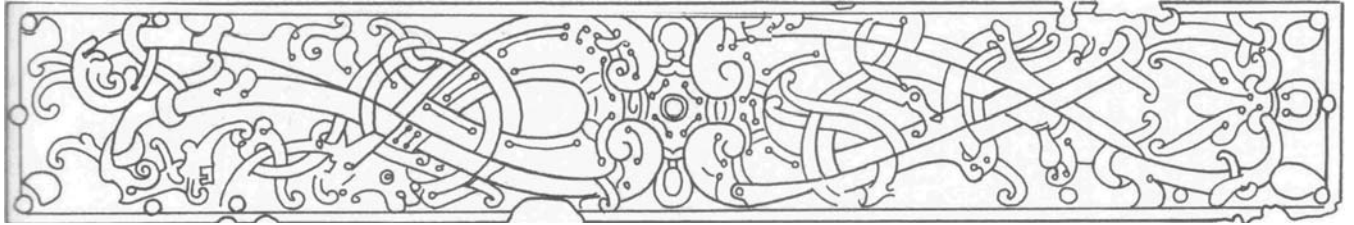
1605: The Maboder tribes demand tribute from their neighbors. The neighbors of the Maboder are still weak from the invasion. The Maboder refer to the tribute as the Wolf Tax, claiming that payment will enable the Maboder to form a 'fence of swords' against the Telmori. Everyone knows that this is just an excuse to grow fat on the neighbor's hard work.

1606: Civil war breaks out among the Maboder tribe as those who resist Kathelranda's rule try to usurp him and restore the rule of the Queens. Sartarite rebels and neighbors aid the rebels in their struggle. The former want to punish Kathelranda for supporting the Empire, the latter hope to recover their losses to the 'King on the Black Oak Throne.'

In Dark Season, the Telmori sweep down from the hills into Maboder lands. Weakened by the civil war, divided by the cold and snow, the Maboder resistance is ineffectual. The Telmori eat, kill, and drive off men, women, and children, wiping out the core of the Maboder. After the Telmori attack, the Maboder survivors are just families. The Telmori have destroyed the clans. The survivors flee to their neighbors and the Lunar occupied towns. The neighboring clans treat many with hostility, remembering the Maboder demands for tribute.

1607: The survivors in the cities call upon their ancestors during the Lunar holy rites, to plead for vengeance. The Lunars assemble a force under James Hostralos to invade Telmori lands. James is a skilled hill-country fighter and he has faced Telmori before in his native Aggar. In a series of raids, he finds and defeats the Telmori leaders, forcing the Telmori to sue for peace.

1608: The Military Governor grants James 'Wulf' Hostralos the former Maboder lands for his victory. Duke James leads colonists, drawn from veterans and Maboder survivors, to settle there.



Warrior 13 **W**, Clan Council Member 9 **W**, Herder 6 **W**,
Devotee of Beren the Rider 8 **W**, Valenstoraings Faction
Maboder Rising. Age 48

Farane Horse-Trader

Farane Horse-Trader is an initiate of Issaries Goldentongue and Tradethane to the Split Waters. The daughter of Desrada Mud-Skirts and Indrodar the Peacock, brother of Orlev Boundary-Walker, she does not share their opposition to Kathelranda. Farane seeks only peace and good markets, and fears the consequences of regicide. Filled with wanderlust Farane has traveled widely, having visited Jonstown and Boldhome, and AldaChur. She longs to see Furthest and Nochet. She is never happy staying in one place too long. She is not greedy; trading is about travel, and seeing fine horses for Farane, not the pursuit of profit.

Merchant 12 **W**, Clan Council Member 2 **W**, Initiate of
Gultha Goldentongue 7 **W**, Enerings Faction The Peace
Weavers. Age 27

The Orlanth Temple

Chief Priest: Parzel Friend-of-Heroes

Parzel Friend-of-Heroes is the chief priest and a devotee of Durev the Householder. His wife is Garneneva a godi of Roitina. They have a prosperous household with two fine daughters and one son. Parzel has raised rich herds. Parzel is the voice of the farmers and herders, the good husbands and fathers of the clan. He has a quick mind, and an ironic wit. He is a poet who often speaks in kennings. The carls and cottars look to him for guidance. A simple man he dislikes violence, fancy talk, and fancy goods. He dislikes Kathelranda's alliance with the Lunars.

Farmer, 10 **W**, Priest 11 **W**, Clan Council Member 5 **W**,
Devotee of Durev the Householder 9 **W**, Griseldings Faction
The Peace Weavers. Age 42

The Ernalda Shrine

Chief Priestess: Inganna Well-Wyrded

Inganna Well-Wyrded is a compassionate, generous, and kind woman. A big but handsome woman the Weaver Women call her 'auntie' regardless of their closeness to her. A priestess and devotee of Kadone the Grounder, it is Inganna who confronts the men when they try to push the women around, or challenge the traditions of the clan. She has a strong voice, and is stubborn and unyielding when confronted. She carries Kadone's Pebble Staff too. She

despises Kathelranda for breaking the line of the Black Oak Throne. She dislikes Orstandor as too proud, but is wary of Enastara's temper.

Priestess 6 **W**, Clan Council Member 8 **W**, Devotee of
Kadone the Grounder 4 **W**, Enerings Faction The Daughters
of Mabodh. Age 46

The Lunar mission

Chief Priestess: Vodaya Goodvoice

Vodaya is a Tarshite woman with a passion to see her distant kin in Sartar turn to the moon. She is calm, patient, but devout. She is empathic and can see the best example to influence others when preaching the Lunar Way. She is knowledgeable in debate, and quick-witted enough to improvise if needed. She has some skill with a knife to defend herself, but relies on being able to reason, or worse evade pursuit. She is a good teacher of reading and writing and seeks to spread the skill. Monra likes her despite that.

Missionary 9 **W**, Provincial Church 1 **W**, Faction The
Lunar Empire. Age 29

Split Waters Bloodlines

Valenstoraings

Enerings

Jaronakaings

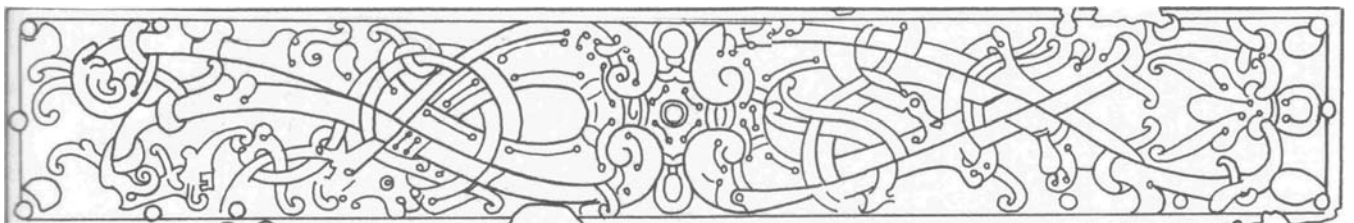
Karaings

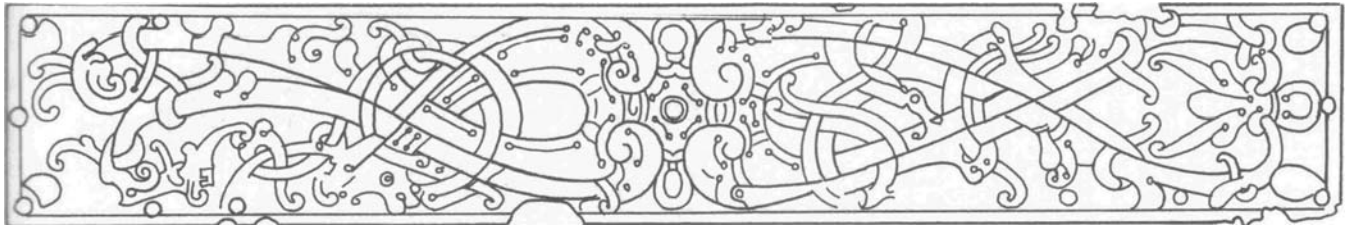
Griseldings

Ailenaings

Where do the Split Water's clans husbands come from?

Like the other Maboder tribes, the Split Waters are a matrilineal clan and their husbands come from 'elsewhere'. Many of the Maboder's neighbors are patrilineal which makes marriage arrangements difficult – men would be giving up their inheritance to join and Maboder women would be sacrificing their's to leave. So the daughters of Maboder clans tend to marry men from other clans within the tribe – where this problem does not arise. The result is that the Maboder are isolated from their neighbors with few ties of marriage to bond them. This has not helped Maboder relations with other tribes within the kingdom of Sartar.





Split Waters Factions

Maboder Rising

The Maboder wisely held its warband back during the invasion. Now we should pluck the fruits of that decision, expanding into our weak neighbors' lands, settling old scores.

Kathelranda is a great leader whose new ways will bring strength and honor to the tribe. The Queens ruled wisely for many years but their rule was traditional, cautious, and they would not accept new ways. They were in danger of becoming Emperors and Kathelranda was right to usurp them.

The Daughters of Mabodh

Kathelranda is a usurper who will doom us all. Already the Kev visionaries speak of a howling death that will descend upon the Maboder if we continue to support him. Now the heirs to the throne are in hiding from Kathelranda's followers. The fall of the Queens weakened Sartar's breath. The Maboder brought the collapse of the kingdom. We must take responsibility for that act, and like Orlanth fix our mistakes.

We are all us

The Empire has brought great gifts: the goddess, culture, & civilization. We should put aside the old ways, the old rivalries and strive to be strong citizens of Empire.

The Peace Weavers

Conflict always brings misery. The invasion brought misery. The feuds with our neighbors bring misery, the struggle with the wolf men bring misery. Peace in our time!

The Wolf Skinners

The Telmori do not worship our gods. The Telmori are werewolves. The Telmori are chaos. They eat people. With the royal house gone, they are sure to rise again. It is time to take the war back to them. Kill Telmori!

Friends of Aldraya

The Karaings bloodline has always been woodsmen, making their living from lumber, woodturning, cooperage, carpentry, and charcoal burning. Halda Flower-Bringer taught her kin to work with the Dryad of Jarolar woods, and now many are sympathetic to the Aldryami aim of reforesting Dragon Pass, believing that living in harmony with the elves and Aldraya's song holds the best future for all

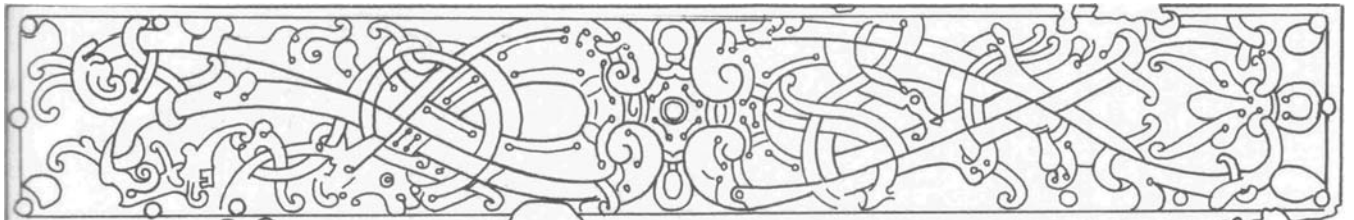
Heartlings. The Karaings keep this alliance secret from other bloodlines, despite the clan's ancient alliance with elves; they fear their goals would be frighten their kin.

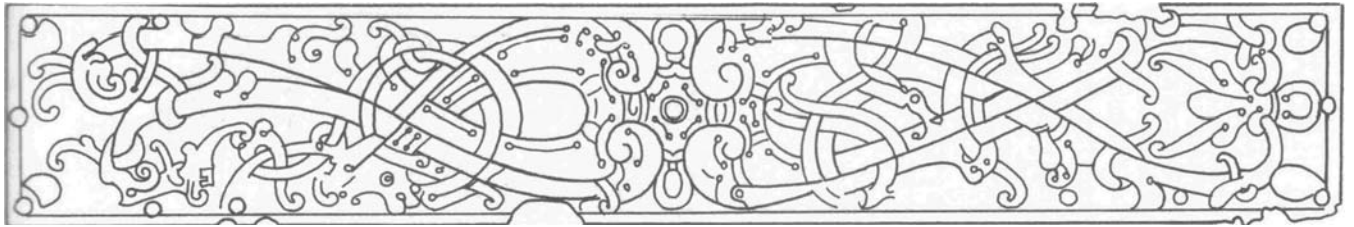
The Burners

These are the men and women who took part in the Burning of Eoric's Stead:

Kullina Line-Breaker (weaponthane), Orlev Boundary-Walker (weaponthane), Vastyr the Unadvised (weaponthane), Asborn Dark-Blood, (weaponthane), Minlin Blacktooth (weaponthane), Innar Beer-Sop, Desrad Twice-Born (Humakti), Bruth Snow-Shoe, Gustand Grassy-Slope, Jafoksa the Lynx (Vingan), Varsena Ever-Strong (Vingan)

Total Clan or Stead Population		1552
Newborns	73	4.70%
Children (1-14)	494	31.81%
Initiands (15-19)	129	8.31%
Total Children	696	44.82%
Young Adults (20-34)	342	22.02%
Mature Adults (35-59)	377	24.28%
Elders (60+)	138	8.89%
Total Adult	857	55.18%
Total	1553	100.00%
Newborn each year	4.70	
Childbearing Women (15-44)	21.00	
Av births/woman per year	0.22381	
Approx one child per married woman every 2.5-3 years		





Homeland: Telmori

The Telmori are primitive hunters who organize in packs, use stone, and wood for tools, and wear hides and furs. They are a hsunchen people who know they are kin to and descended from wolves. The Telmori scorn towns and villages and wander throughout their territory, relying on natural shelters such as caves. Men and women hunt, make tools, and perform chores around the camp, but the word of the mothers carries most weight.

The pack is more important than the individual is. When external forces or disaster threatens, the packs gather as a tribe until the danger passes. Bachelor males have no pack; they are troublemakers and must poach in other's territories until a pack accepts them or they can capture enough females to start one. They are the Telmori who cause most trouble.

Most outsiders remain ignorant that there are two groups of Telmori. "The Cursed Ones" form the majority of Telmori in Dorastar and Dragon Pass. Former followers of Nysalor, they were cursed in the First Age and they must change into wolf-form every Wild Day (Full Moon Day in Dragon Pass). The curse did not affect "The Pure Ones" who live primarily in Ralios.

Telmori Homeland Keyword

Occupations Available: Hunter, Warrior.

Native Abilities: Javelin, Telmori Customs, Stalk, Wilderness Survival, Work Stone and Wood.

Innate Magical Abilities (Cursed Ones): Shapechange to Wolf.

Typical Personality Traits: Fear Dragons, Fierce, Loyal.

Typical Relationships: to Wolf-brother; to Pack; to Ancestors; to Shaman.

Flaws: Most people fear the Telmori are chaos-tainted killers, so initial reactions receive a modifier of -10.

Magic: Bark, Growl, Whine, & Yelp (common religion); Korgatsu Tradition (animism).

Common Names:

Men—Alfer, Bikkokku, Kostajor, Ostling, Telvarnu,

The only good Telmori is a dead Telmori – James Hostralos, commander of the Biliz Highlanders

Vantavu, Zu-Hafzad

Women—Azaku, Gadj, Hafazaz, Karpchatz, Serx, Voll

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 pups 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. 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 (see "Great Wolf" in *Heroquest*, page XX).

As a Telmori, you must include a wolf-brother in your narrative or list as a sidekick (remember to choose three additional sidekick abilities). If your wolf-brother dies, you may not normally replace them.

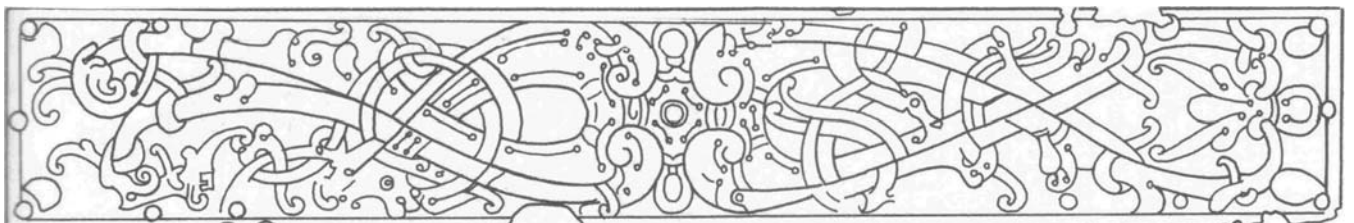
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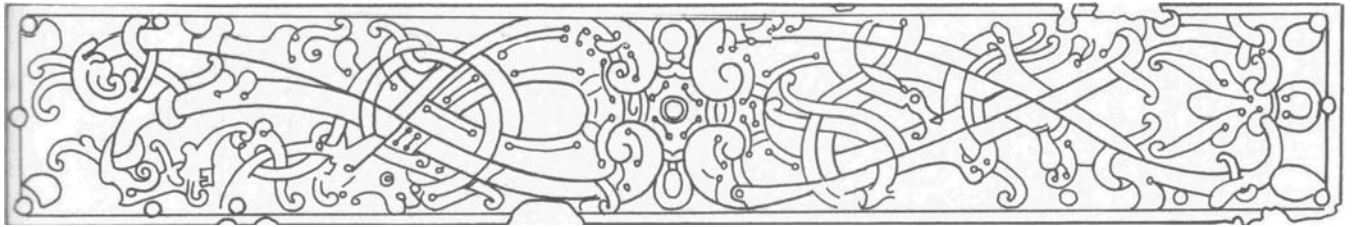
Telmori live in Ralios, Dorastor, and Dragon Pass

Origin

Before the First Age, the Telmori lived in northern Ralios and Fronela. The Fronelan Telmori tribes allied with the Bright Empire in the First Age. Nysalor blessed his allies by enabling them to take wolf form for once a week without magical aid.

In 470, Arkat crushed and scattered the Fronelan Telmori. Talor the Laughing Warrior then cursed them to take wolf form every Wild Day. Nysalor's blessing carried the taint of chaos. Reviled and feared the Telmori fled east dispersing from Ralios to Dragon Pass.





Common Religion— Bark, Growl, Whine, & Yelp

Every pack member has basic needs: food, warmth, shelter, and a mate. The Telmori recognize that everyone knows some innate magic that helps them get these things, and the elders teach the secrets to new adults. Such magic is just a memory of what was lost when their souls were not broken from their wolf self. This magic gets its name for the noises that people make when they do it.

Talents: Attract Mate, Dig out Grubs, Hungry Blow, Find Edible Plants, Ignore Sting, Make Fire, Make Safe for Drinking, Menacing Growl, Mimic Prey, Sniff Out Trail.

Special Telmori Magic—Shapechange

The Cursed Ones, descendants of those who served the Bright Empire, lose control over the animal half of their spirit and become werewolves from dusk to dawn each Wild Day. The Cursed Ones Shapechange ability is the same as the Telmor practice secret, but involuntary and has no resistance.

Specialized Religion—Korgatsu Tradition

Hsunchen people descend from an animal ancestor and are kin to beasts. During initiation into adulthood, hsunchen learn to recognize and awaken the animal half of their spirits. All hsunchen peoples are part of the Korgatsu Tradition, but each has a core practice that reveres a different totem animal as the ruler of the universe.

Korgatsu is the Cosmic Dragon, which dismembered itself to make the universe. When Death came, people found Korgatsu in the Spirit World. They learned how to help descendants who were still living, how to be reborn, and the ceremonies to preserve the world.

Abilities: Korgatsu Tradition Knowledge, Worship Korgatsu, Work with Stone and Wood

Virtues: Scorn Civilization

Magic: Tradition spirits (members usually start with 5 charms):

Animal Spirits: Badger Strength 2W, Billy Goat Butt 16, Frog Jump 18, Hare Running 17, Hawk Eyes 14, Pig Snout Snuffle 14, Squirrel Away 17, Salmon Swimming 3W

Great Secret: Dismember Self

Core Practices: The tradition has a core practice for each animal totem, hsunchen spiritists become members of that practice at adulthood.

Telmor

Father of Wolves

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 God's War, Telmor and his pack ate the Sun, and began the Long Winter.

Entry Requirements: Everyone born within the Telmori people is a wolf and part of the religion. A rite of adoption for outsiders exists, which changes the candidate's spirit into a wolf. It is dangerous and most who attempt it die.

Abilities: Telmor Practice Knowledge, Follower of Telmor, Open Spirit World, Spirit Face, Speak To Wolf.

Virtues: Brave, Cunning, Loyal, Tough.

Practice Spirits:

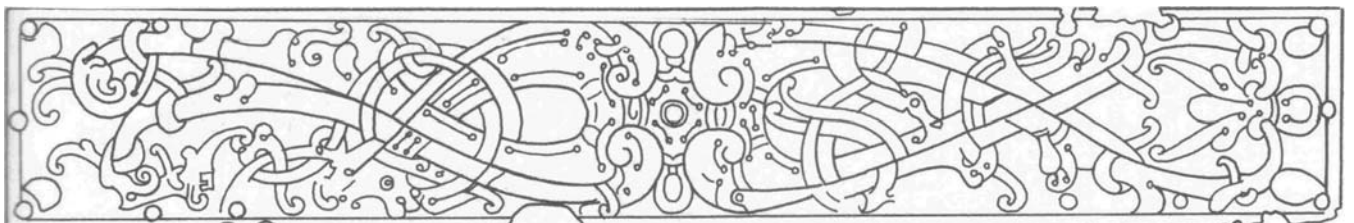
Wolf spirits (three of these)—Brave Heart 17, Corner Prey 14 to 4W, Dodge Attack 7 to 8W, Keen Hearing 19, Keen Smell 19, Knock down Enemy 14 to 4W, Rally Pack 12-2W, See at Night 1W, Terrifying Howl 14W, Wolf's Hide 12 to 7W, Wolf Running 12 to 10W.

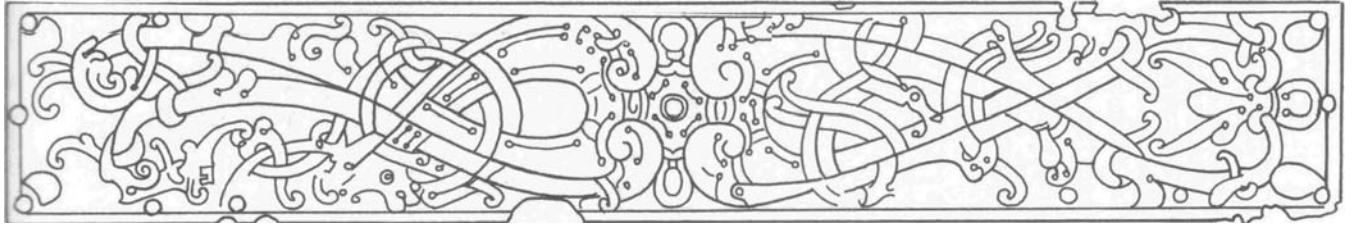
Den spirits (three of these)—Comfort 14, Find Healing Plant 8 to 6W, Heal Wound 14 to 1W, Heal Injury 9 to 4W, Shield Cubs 17-4W, Suckle Young 16W.

Spirit Ally: A worshiper can only have a wolf spirit as a spirit ally.

Secret: Shapechange (The resistance of the world at 14 opposes this ability). Shapechange allows a Telmori to morph into a wolf. In wolf form, the character has the abilities of a Great Wolf as per the "Creatures" chapter of Heroquest. In wolf form, instinct takes control, and reason dims. A Telmori's Shapechange ability is the measure of their ability use reason in wolf form. A Telmori may use human abilities to augment wolf abilities, and vice-versa, but at -10. Hero points can be spent on human or wolf abilities).

Practice Secret Requirements: Follower of Telmor 1W2, Spirit Face 1W2, Speak To Wolf 1W2.





Charms and Fetishes: Telmori tattoo their charms and fetishes directly onto their skin, so that they will not be lost when Shapechanging.

Other Side: Telmor lives in the Wild Wolf Forest where he and his pack hunt the many deer.

Disadvantages: Most people fear or hate the Telmori.

Tergavi (Shamanic Practice)

The All Seeing

After Telmor and his pack at the sun, many became confused as to who was living and who was dead. Tergavi was the pack member who could see 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 sprits 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.

Entry Requirements: Be recognized as being 'cursed and blessed' by an existing Tergavi shaman, meet the requirements

Abilities: Cave Painting, Follower of Tergavi, Genealogy, Open Spirit World, Spirit Face, Tergavi Practice Knowledge.

Virtues: Independent, Respect Ancestors.

Practice Spirits:

Ancestors (two of these)—Calm Prey 17W, Draw Beast 12W, Curse Trespasser 17 to 5W, Find Trail 11 to 3W, Know Names 10 to 6W, Lash Out in Anger 17, Make Children 15, Run Away 3W, Settle Argument 10 to 2W, Shut Them Up 12, Vision Dance 17-10W.

Special Spirits: A follower of Tergavu may call upon any Telmori spirit (two-legged or four-legged) he can prove he descends from.

Secret: Free Wolf (The shaman throws his student to the wolves who kill, dismember, and then eat him. His shaman gathers his bones and if there are not too few, the student is

reborn as a shaman. The wolf part of his soul wakes and acts as his fetch.)

Shamanic Abilities: Shamanic Escape, Spirit World Travel.

Practice Secret Requirements: Follower of Tergavi 1W2, Genealogy 1W2, Open Spirit World 1W2.

Charms and Fetishes: Bones, Cave Paintings, Tattoos.

Other Side: Tergavi lives in the deep caves hidden within the Wild Wolf Forest where he paints his sacred images.

Ituvanu (Shamanic Practice)

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's 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 into charms and fetishes. This is a dangerous activity, for binding these spirits makes an enemy of their tradition. The shaman begins an Enmity of [Practice Spirit] ability instead of Friendship of to control the foreign spirit. Followers of the offended practice will always be hostile to the shaman, and spirits may ambush him from the practice in the Spirit World.

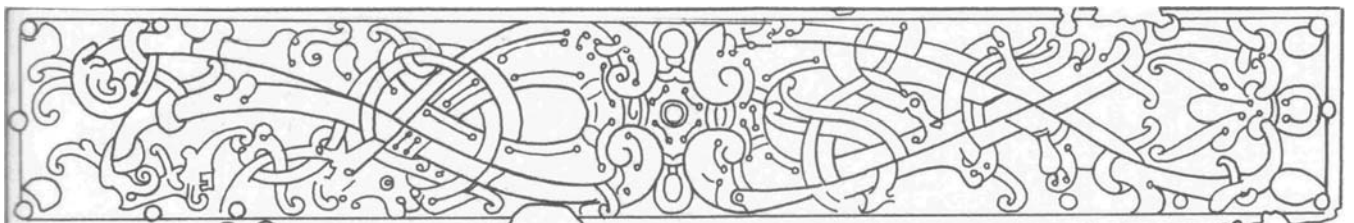
Entry Requirements: Be mad and talented enough to condemn yourself for the pack.

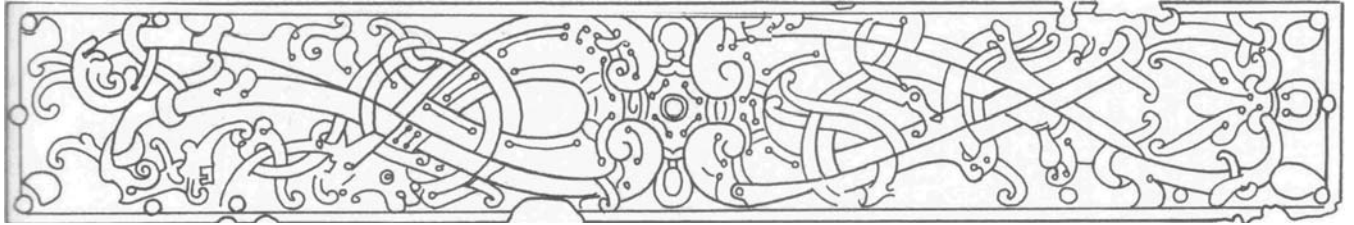
Abilities: Follower of Ituvanu, Open Spirit World, Spirit Face, [Hostile] Practice Knowledge, Ituvanu Practice Knowledge.

Virtues: Brave, Crazy, Fatalistic, Masochistic.

Practice Spirits:

This practice has no spirits of its own; instead, the shamans wander the spirit world seeking out spirits of other practices and hostile spirit world denizens to bind. Any of the practices or denizens in Heroquest is suitable.





Secret: Shadow Self (The student is tied to a tree at sunset, and then a spear is thrust into his side. The injured student remains, tied to the tree and bleeding, for three days. Those that survive awaken their fetch, the shadow self, which takes the form of the shaman's shadow. As such Ituvanu, shamans cast no shadow unless they are in the spirit world and their fetch is guarding their body.)

Shamanic Abilities: Bind Hostile Spirit, Hunt Hostile Spirit, Shamanic Escape, Spirit World Travel.

Practice Secret Requirements: Follower of Ituvanu 1W2, Open Spirit World 1W2, Spirit Face 1W2.

Charms and Fetishes: Tattoos.

Other Side: Ituvanu has no specific place but wanders the spirit world with his followers.

Disadvantages: Followers of the practices whose sprits they have bound hunt Ituvanu shamans in the Middle and Spirit World's. Few Ituvanu shamans last more than 5-10 years, before their enemies destroy them. Those that do are insane and immensely powerful.

Reasons to Have Left Home

Bachelor males have no pack and must wander until they gain enough prestige to challenge for leadership within one or begin their own. Telmori have served the House of Sartar faithfully as bodyguards since Sartar restored their chief Ostling FourWolf. Household Telmori become more adapt at dealing with outsiders and may travel both during and after their service.

Adventures among the Telmori

The Telmori make good enemies for Heortling games, especially among the tribes that border their lands: the Cinsina, Culbrea, Maboder, and Torkani. The two cultures have never been friendly and since the collapse of the ruling house, following the Lunar invasion, the Telmori, and their neighbors have settled old scores. This culminated in the Telmori annihilation of the Maboder tribe and the resulting Lunar led decimation of the Telmori.

