

THE COMING STORM

THE RED COW VOLUME I



Ian Cooper Jeff Richard





• Red Cow Book 1 •
THE COMING STORM



Chaosium Inc.
3450 Wooddale Ct
Ann Arbor, MI 48104

• CREDITS •

Written by

Ian Cooper, Jeff Richard, Greg Stafford

With Assistance by

Martin Helsdon

Acknowledgements

John E. Boyle, Simon Bray, Martin Hawley, Martin Laurie, Jamie ‘Trotsky’ Revell, Patrik Sandberg, Ingo Tschinke

Special Thanks to

Neil Robinson, Robin Laws

Illustrations by

Simon Bray, Ian Cooper, Colin Driver, Stefano Gaudiano, Rachel Kahn

Graphic Design & Layout by

Michal E. Cross

Additional Contributions

David Dunham, Mark Galeotti, Jeff Kyer, John Hughes, Martin Laurie, Wesley Quadros, Jamie “Trotsky” Revell, Roderick Robinson, Patrik Sandberg, Ingo Tschinke, Juho Korolainen, and many others

Play Testing

Hervé Carteau, Chris Killey, Juho Korolainen, Eric Vanel, The Monday Nighters, La Garde de La Pierre Bazanne, Folks at Continuum, Tentacles, Eternal Con, and Kraken over the years

QuestWorlds Edition by

Nick Brooke, Michael O’Brien, David Scott

Copyright © 2025 Moon Design Publications LLC. All rights reserved.

Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews or game play, is expressly prohibited.

Glorantha, RuneQuest, and QuestWorlds are trademarks of Moon Design Publications LLC.

QuestWorlds Edition — May 2025

ISBN# 978-1-56882-103-0

Would you like to know more about Glorantha? See our extensive website at www.glorantha.com

May Arachne Solara bless and protect this book.

• CONTENTS •

Chapter 1: PREPARING FOR PLAY	4
Chapter 2: MAKING RED COW CHARACTERS	7
Chapter 3: THE RED COW	21
Chapter 4: THE WOLFSLAYERS	53
Chapter 5: THE DOLUTHA	73
Chapter 6: DISTANT KIN	88
Chapter 7: THE TWO-PINE	93
Chapter 8: THE EMERALD SWORD	99
Chapter 9: REBELS	105
Chapter 10: THE WOODS OF THE DEAD	115
Chapter 11: WULFSLAND	119
Chapter 12: THE TELMORI	126
Chapter 13: APPENDICES	134
Index	142

ବେନ

• Chapter 1 • PREPARING FOR PLAY

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

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

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

BEFORE STARTING

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

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

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

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

GENRE

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

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

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

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

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

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

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

SETTING

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

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

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

MODE

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

The mode suggests elements to build into your character.

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

PREMISE

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

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

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

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

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

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

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

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

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

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

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

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

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

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

NARRATIVE HOOKS

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

THIS IS NOT A STAND-ALONE GAME!

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

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

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

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

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

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

USING THE MATERIAL WITH EXISTING CHARACTERS

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

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

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

THE COMING STORM AND OTHER PUBLISHED SARTARITE CAMPAIGNS

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

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

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

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

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

NPCs

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

NPC FORMAT

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

• Chapter 2 • MAKING RED COW CHARACTERS

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

HOME OF THE BRAVE

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

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

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

THE RED COW CLAN PROFILE

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

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

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

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

YOUR CLAN

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

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

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

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

YOUR ANCESTORS

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

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

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

CLAN NAME
Red Cow


TRIBE
Cinsina

AGRICULTURE
Livestock/Small Farming

VALUES
Cautious
Courage
Shrewd

CLAN ABILITIES
Ride Horse
Ritual to Greet Trolls

CLAN CLAIM TO FAME
Famed for their Red Cows, which breed only here.



CLAN RESOURCES

MAGIC: 18 (TOTAL), 18 (PC)
WEALTH: 12 (TOTAL), 12 (PC)
MORALE: 12 (TOTAL), 12 (PC)
PEACE: 18 (TOTAL), 9 (PC)
WAR: 9 (TOTAL), 9 (PC)

QUESTWORLDS

CLAN WYTER
MANIFESTS AS
Grave Hill
RUNES

PATRON
Orlanth

THUNDER BROTHER
Heler

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

NEIGHBORS
Friends: Underwillow, Frithan, Blueberry.
Allies: Greenhaft, Erlending, Toena, Ormarth.
Enemies: Two-Pine, Emerald Sword.

NOTES
Ancestral Heroes: Orgovale Summer, Yinkin (from whom the clan claims descent), Garan the Low and Serias the Star Lover.
Were amongst the settlers of Duck Vale, before the zombies forced them out.
Fought for their lands against the Malani and Culbrea.
Suffered at the jaws of the Telmori, but survived in Red Cow Fort.
Fought for survival against the Dinacoli.

DRAGONS
fear

LUNARS
1/3 Friendly, 2/3 Hostile

ANCIENT

FRIENDS Uz

ENEMIES Dogs, Ogres, Grazers, Ducks, Telmori

RECENT

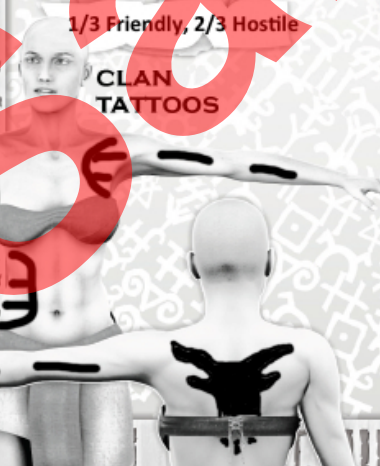
Broddi, Borngold, Darna, Frekor, Salissa, Farandar, Kullina

RING

Traditional

Farandar, Kullina, Salissa, Darna, Borngold, Frekor

CLAN TATTOOS




POPULATION

120 (THANES), 330 (CARLS)

THRALLS?

CLAN TATTOOS



CLAN PROFILE

YOUR CLAN QUESTIONNAIRE ANSWERS:

FAVORED OLD GOD: Harana Ilor, Goddess of Harmony

ASRELIA'S TREASURE: Full Dish and Spoon

FIRST CEREMONY:

HELPED UMATH WHEN: Defying the Bright Emperor

JOINED ORLANTH BECAUSE: Met him when he explored the world below the Great Mountain.

EARLIEST FAMOUS EVENT: The Ox-Taming, when Barntar tames the Bull and harnessed oxen to the plow

MARRIAGE OF ORLANTH AND ERNALDA: Air

JOINED BY: Karantual the 'Cloud Folk'. We gave them equal rights as free men.

ANCIENT ENEMY: Narga the Bad Dog, who hated Yinkin and the Vingkotlings

NEARLY EXTERMINATED BY: When there was no food (we learned the secret of Asrelia's storage pits).

CHAOS FOE: Ogres

SURVIVED THE GREAT DARKNESS BY: A star captain fell from the sky, and his light led us through the Darkness

UNITY COUNCIL ALLY: The Trolls

HEORTLING TRIBE: We joined the Garanvuli, named for Garan the star lover of Serias, centered on Whitewall

FIRST GOD AWAKENED: Orlanth

RESISTED LOKAMAYADON: Pretended to go along with High Storm, and waited for a good time to rebel

WHEN ARKAT CAME: Sent as many men as we could spare, but no more

WHEN ARKAT BETRAYED US: Offended, but still worked with him against Gbaji.

ATTITUDE TOWARDS EWF: Negative - we resisted them, for we would not believe a dragon

LESSON FROM THE DRAGONKILL: Kings should rule, because pirstes make errors when they try to lead people.

LEFT HEORTLAND BECAUSE: Some hated the God-King, but others liked him, so our clan split to avoid kinstribe.

SETTLED: Flatlands, good for raising cattle and farming.

NEW ENEMIES: The Grazeland Pony Breeders

NEW TRIBE (MARK ON MAP): Cinsina Tribe, The Wolfslayers

KING SARTAR: He made peace with the Telmori

LUNAR MISSIONARIES: Listened to their interesting doctrines

TARKALOR'S WAR: Fought honorably

LUNAR CONQUEST: Wait until the day for rebellion comes.

INFIGHTING: We attacked the Telmori.

STARBROW'S REBELLION: Some warriors fought

TEMERTAIN: We dislike him.

DUCK HUNT: We joined in

CLAN MILITARY

THANES AND HUSCARLS: 50

FYRD MILITIA: 165

SKIRMISHERS: 150

HELPERS: 25

CLAN TREASURES

Bag of Winds, Esra's Basket, Jerra's Healing Broth Cauldron, Glass Butterfly, Lightning Band, Mahome's Fire Alynx, The Meteor Spear, Thunderous Comb, Vargast's Ring, Voriof's Crozier, Urlada's Wagon, The Red Cows



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

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

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

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

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

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

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

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

AXE ORLANTHI

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

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

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

YOUR VALUES

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

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

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

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

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

YOUR RESOURCES

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

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

AGRICULTURAL SPECIALTY

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

YOUR CLAN LANDS

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

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

YOUR NEIGHBORS

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

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

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

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

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

NUMBER OF PEOPLE

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

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

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

BLOODLINES AND HOUSEHOLDS

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

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

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

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

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

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

MARRIAGE

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

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

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

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

YOUR TATTOOS

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

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

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

WAR OR PEACE?

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

FACTIONS

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

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

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

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

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

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

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

YOUR FRIENDS

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

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

YOUR ALLIES

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

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

CLAN TREASURES

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

- **Bag of Winds:** A leather sack containing Umbroli (see *Sartar: Kingdom of Heroes* page 129), which can be released in battle to fight the clan's enemies.
- **Esra's Basket:** Increases the yield of the clan's barley crops.
- **Jerra's Healing Broth Cauldron:** The clan's healers can use this cauldron to produce a chicken broth that helps fight disease and illness, or lift dampened spirits.
- **Glass Butterfly:** A magical glass butterfly that can carry short messages. Used as an emergency messenger by the clan, often in Dark Season when snowfalls prevent travel.
- **Lightning Band:** An armband studded with Air Runes. Wearing the band gives the wearer the ability to hurl lightning bolts from his spear tip.
- **Mahome's Fire Alynx:** This bronze fireguard has stylized sleeping shadow cats on the corners. A fire protected by the guards gives warmth and light, and uses little fuel, no matter the ambient conditions of wind and cold.
- **The Meteor Spear:** Garan gave this spear to the Red Cow to help their champions defend them in the Darkness. The Meteor Spear has a 6-foot shaft made from the hard black-wood of the Star Ash tree of the Heavens. Carven images of the Sky World, and the coming of the Star Captains to save mankind in the Darkness, run up and down the length of the shaft. The spear tip, a leaf-shaped blade, is made from meteoric iron.
- **Orlanth's Rattle:** This oversized baby's rattle, that sounds like rolling thunder when shaken helps some of the clan's children grow faster to become warriors — very useful in troubled times. The Red Cow used Orlanth's Rattle to replenish the clan's ranks after many thanes died in the Lunar invasion of 1602. The "Rattle-Born" is a notorious group, because they grew to physical maturity without becoming emotionally mature at the same rate. The women would hesitate to use Orlanth's Rattle again — but the Hero Wars may create such a need.
- **Thunderous Comb:** This bronze comb helps summon a thunderstorm to the clan lands when combed through the hair.
- **Vargast's Ring:** This silver arm ring belonged to Vargast Redhand. Vargast lured heroes to fight for him, despite the desperation of his cause. The wearer finds it easy to recruit thanes to go into battle for him provided the conflict brings fame and glory.
- **Voriof's Crozier:** Gold plates this crooked staff along its length and a golden ram's head ornaments it. This staff blesses the clan's sheep and aids in finding lost clansfolk or livestock.
- **Uralda's Wagon:** This huge oak wagon has 6-foot diameter wheels and needs four oxen just to draw it. A copper statue of Uralda the Cow Mother rides in the cart. The god-talkers wheel the wagon around the clan lands on Clayday to bless the clan's herds in the coming year.
- **The Red Cows:** The clan's thirteenth treasure is its Red Cows, or more specifically the secret the clan knows ensuring they are born to their herds.

YOUR ENEMIES

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

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

THE CULBREA

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

THE DINACOLI

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

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

THE DOLUTHA

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

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

DRAGONS

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

THE EMPIRE

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

THE RED COW AND OGRES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

THE RED GODDESS

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

JOMES

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

GRAZELAND PONY BREEDERS

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

OGRES

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

THE AUROCH BRINGERS

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

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

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

TELMORI

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

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

YOUR GODS

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

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

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

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

YOUR THUNDER BROTHER AND ANCESTRAL HERO

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

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

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

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

YOUR HEROQUEST SECRET

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

YOUR WYTER: MANY-BREATH 62

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

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

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

THE BOY WHO STOLE APPLES

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

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

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

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

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

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

WYTER ABILITIES

Your *Wyter* has the following abilities:

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

CLAN HERO

ULANIN THE RIDER 2

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

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

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

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

2 ULANIN'S THUNDEROUS CHARGE FEAT

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

CLAN MILITARY

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

THANES

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

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

MILITIA

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

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

SKIRMISHERS

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

Your clan musters a hundred and fifty skirmishers.

HELPERS

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

EXAMPLES OF CHARACTERS

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

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

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

THE VENGEFUL HUNTER

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

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

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

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

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

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

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

Background

Hero Name: Olend Many-Moods

Player Name: Erik

Campaign: The Coming Storm

Culture: Heortling 13

Hate Dinacoli + 1

Community: Red Cow Clan 13

Concept

Occupation: Hunter 7L

Iron Arrows +1

Iron Hunting Knife +1

Standard of Living: Common

Distinguishing Characteristic: Vengeful 19

Runes

Ⓔ **Air** 17 (passionate, proud, unpredictable, violent)

Ⓐ **Life** 13 (generous, lustful)

⚡ **Yinkin** 1L (lustful, curious, loyal)

Initiate of Yinkin

Flee Jealous Husband +1

Other

Flaw: The Emerald Sword killed my father 8L

Unspent Additional Abilities: 1

Unspent Ability Points: 0

THE RATTLE-BORN WARRIOR

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

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

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

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

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

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

Background

Hero Name: Londrol Spear-Rattler

Player Name: Mark

Campaign: The Coming Storm

Culture: Heortling 13

Housecarl to Kangharl Black-Brow +1

Member of the Tormakting Bloodline +1

Community: Red Cow Clan 13

Concept

Occupation: Mercenary 1 \mathbb{L}

Standard of Living: Common

Distinguishing Characteristic: Rattle Born 1 \mathbb{L}

Berserker Rage +1

Big and Strong +1

Runes

Ⓔ **Air** 5 \mathbb{L} (passionate, unpredictable, violent)

Initiate of Orlanth Thunderous

Ⓐ **Movement** 13 \mathbb{L} (adventurous, dynamic, impulsive, reckless)

Runes

† **Death** 13 (relentless, ruthless, unemotional)

Other

Flaw: Rattle Born 1 \mathbb{L}

Unspent Additional Abilities: 1

Unspent Ability Points: 0

THE FEARLESS HEALER

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

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

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

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

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

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

Background

Hero Name: Maklami Friend of Heroes

Player Name: Claudia

Campaign: The Coming Storm

Culture: Heortling 20

Adopted Daughter of Broddi Strong-Kin +1

Fine jewelry, clothes, and cosmetics +1

Follower of Enastara the Red +1

Community: Red Cow Clan 13

Concept

Occupation: Healer 2 \mathbb{L}

Concept
Standard of Living: Prosperous
Distinguishing Characteristic: Fearless 17
Runes
□ Earth 17 (pragmatic, prudent, sensual)
✕ Life 13 (generous, lusty, vivacious)
III Harmony 13 (influential, sensible, wise) Initiate of Ernalda the Binder and Weaver
Other
Flaw: Haughty 2 (L)
Unspent Additional Abilities: 2
Unspent Ability Points: 0

THE HONORABLE THANE

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

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

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

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

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

Background
Hero Name: Rastalulf the Tall
Player Name: Jeff
Campaign: The Coming Storm
Culture: Heortling 13 Rival to Kangharl Black-Brow +1 Loyalty of Enerin Bristle-Beard +1
Community: Red Cow Clan 13
Concept
Occupation: Thane 7 (L) Herds of Red Cows +1 Bronze Cuirass, Greaves, and Helm +1
Standard of Living: Prosperous
Distinguishing Characteristic: Honorable 18 (see Runes)

Runes
Ⓞ Air 13 (passionate, unpredictable, violent)
Y Truth 13 (truthful, observant) Honorable +1
III Mastery 1 (L) (just, proud) Initiate of Orlanth Rex
Other
Flaw: Trusting 7 (L)
Unspent Additional Abilities: 1
Unspent Ability Points: 2

THE LAUGHING MERCENARY

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

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

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

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

Background
Hero Name: Barbessa Laugh-Much
Player Name: Kerstin
Campaign: The Coming Storm
Culture: Heortling 13 Follower of Orstalar Spearlord +1 Follower of Borngold Many-Brothers +1
Community: Red Cow Clan 13
Concept
Occupation: Mercenary 7 \mathbb{L}
Standard of Living: Common
Distinguishing Characteristic: Always Laughing 17
Runes
$\#$ Water 1 \mathbb{L} (mercurial, fertile, sexually ambiguous) Initiate of Engizi sub-cult of Heler
\mathcal{R} Movement 17 (brave, impulsive, passionate)
\times Life 13 (generous, lustful)
Other
Flaw: Impulsive 7 \mathbb{L}
Flaw: Unusual Appearance 1 \mathbb{L}
Unspent Additional Abilities: 3
Unspent Ability Points: 2

THE HARD-BITTEN CATTLE RAIDER

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

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

Ben chooses the Air Rune, Movement Rune, and the Death Rune. He decides to initiate to Orlanthe, but chooses to do so through his Movement Rune and so chooses that at 1 \mathbb{L} . Neil suggests that as a cattle raider he should initiate to the sub-cult of Ulanin the Rider, who has a shrine in Red Cow Fort and Ben agrees.

Ben chooses to take an alynx named Garfin for one of his abilities as a sidekick. He has read *Sartar: Kingdom of Heroes* and takes one of its three abilities as the Yinkin Rune at 17. He takes the Alynx keyword for an ability at 13, and gives his companion the Grumpy personality trait for another ability at 13. Deciding it is a lucky cat he breaks out the ability Nine-Lives from the Yinkin Rune. Ben has 14 points to spend. He spends 4 points to raise the alynx's Yinkin Rune to 1 \mathbb{L} and make it an initiate of Yinkin. He then spends 7 points on its Alynx ability and 3 on Nine-Lives.

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

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

Background
Hero Name: Koschei the Weary
Player Name: Ben
Campaign: The Coming Storm
Culture: Heortling 13
Community: Red Cow Clan 13 Sworn Man to Kangharl Black-Brow +1 Member of the Tormaking bloodline +1
Concept
Occupation: Cattle Raider 7 \mathbb{L}
Standard of Living: Common
Distinguishing Characteristic: Hard Bitten 19
Runes
\mathcal{G} Air 13 (passionate, unpredictable, violent)
\mathcal{R} Movement 1 \mathbb{L} (adventurous, dynamic, impulsive, reckless) Initiate of Ulanin the Rider subcult of Orlanthe Adv.
\dagger Death 13 (relentless, ruthless, unemotional)
Other
Companion: Garfin the Grumpy, Lucky Alynx Alynx 20 $\#$ Yinkin 1 \mathbb{L} (lustful, curious, loyal) Initiate of Yinkin Nine-Lives +4 Grumpy 13
Flaw: In love with Talastaring settler of Wulfsland 7 \mathbb{L}
Flaw: Broddi Disapproves 1 \mathbb{L}
Unspent Additional Abilities: 2
Unspent Ability Points: 0

• Chapter 3 •

THE RED COW

RED COW FORT

HISTORY

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

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

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

THE FORT

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

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

POPULATION

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

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

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

ARRIVING AT RED COW FORT

FROM A DISTANCE

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

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

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

RED COW FERRY

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

WEEKLY MARKET

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

RIVER TRAFFIC

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

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

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