



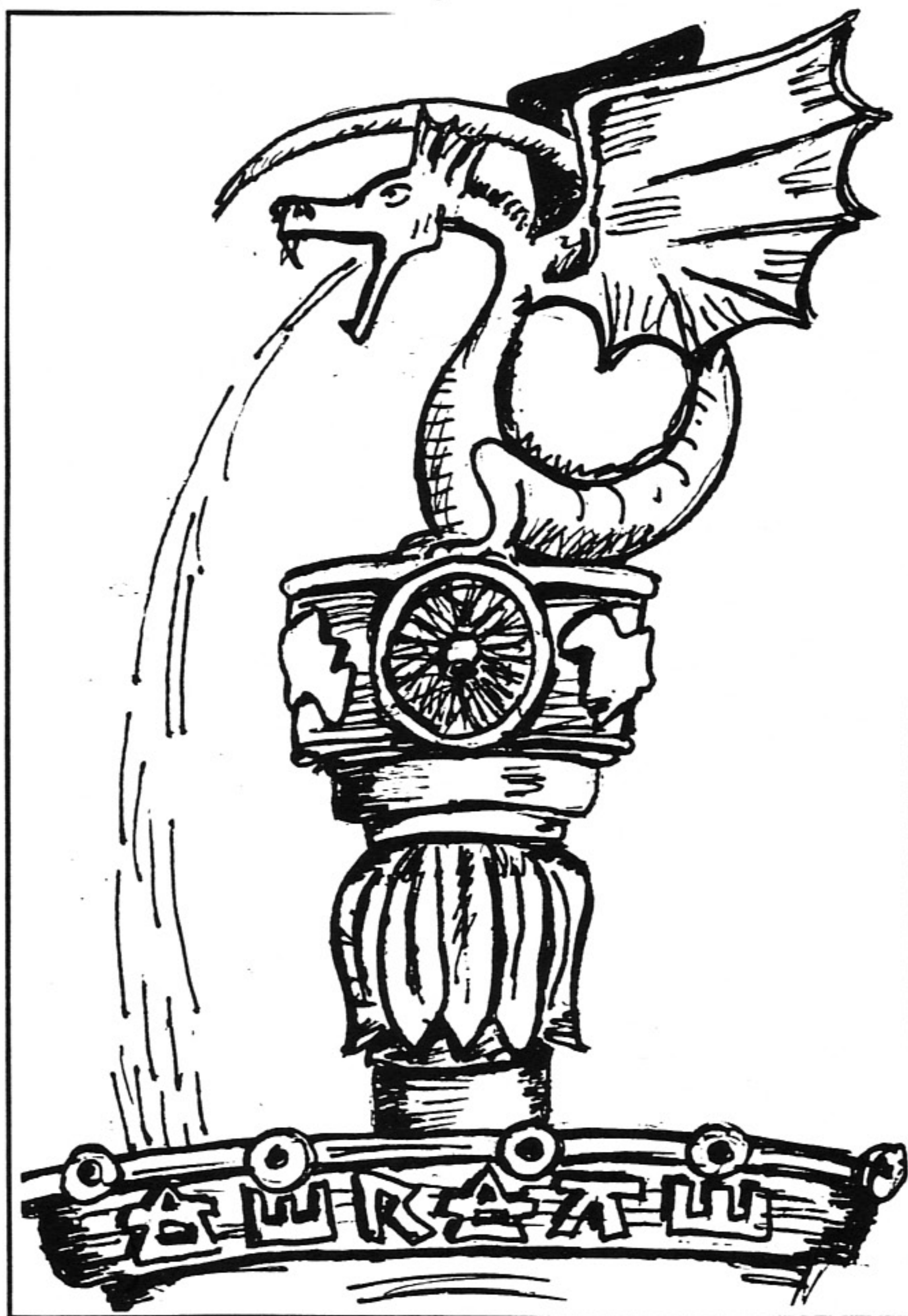
ADVENTURES FANZINE

ISSUE 2, FALL 1993

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DREAMS DRAGONS BRING



& ON THE TRAIL OF QUACKODEMON

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the runes of doom

LETTERS TO RQ ADVENTURES

Thanks for your interest in RuneQuest Adventures Fanzine! This is our second issue and it's even on schedule! I've gotten some nice feedback from some of you out there on the net. I'd like to especially thank Greg Freid and Peter Michaels for sending in their ideas. This issue we have one long adventure along with a short Duckland mystery and accompanying duck notes. I know the dice seem a little dorky and hard to make, but try it -- I found that it was worth the effort. This page is where I'll print letters (if I ever get any!). Thanks to David Gadbois, too!

Latest News from Greg Stafford

I had the chance to spend a couple of hours with Greg at a friend's wedding, and I was able to glean a little information from him about his future products. Number one on the burner is *Credo!* a fast paced card game revolving around religion in medieval times. It should be out any day now. He's also working on the *Solar Book*, a companion volume to *King of Sartar*. This started out as the *Lunar Book*, but it needed foundation in the Dara Happan sun belt before it could be understood. Greg's also scheduled some time for the *Epic System*, a Gloranthan mythology game. This is his latest incarnation of Hero Quest and is *nothing* like anyone can envision. It might even see print next year.

The Future?

Issue #3 is a go. It should be a combination of Praxian culture and the Stormbulls of the Block. Planned (but not definite) are the Chaotic Vegetation Table, Adventuring in the Devil's Bones (the maze below the Block), Stats for the Notorious Bullsntich, Stormbull Rites, the Marsh, and more. Now is the time to send in your submissions and suggestions. Issue #3 will be out for DunDraCon (Feb. '94) at the latest.

After that, things look shaky. Time is my big constraint. Add that to the fact that I'm planning on getting married next year. After #3, the survival of RQA really depends on *you*. I need your help. If 4 & 5 make it to press, I'd like them to be on Pavis/Rubble and Dorastor. They're still a long way off, but I don't think I'll have enough time to develop my ideas completely.

For those of you who are duck nuts (like me!), Peter Michaels has started work on some great ideas around the myth of Duck Tower. Keep the Faith!

John

Staging notes for this issue

While the scenarios in this issue can stand on its own, it is intended as an add-on to the *Escape from Duckland* adventure in issue #1. The recommended sequence is Escape, Quackodemon and the Dreams. Existing characters can be used, or the ones presented in last issue.

The prophecies by the priests should send the adventures heading to the wastes of Prax and the mysterious Block. This is where the Sartar campaign and the Praxian campaign combine.

With the Block as a jumping off point, the recent Avalon Hill suppliments would make for fine adventuring, as well as RQA #3.





ADVENTURES FANZINE

**A publication dedicated to exploring the
world of Glorantha through adventure!**

ISSUE 2 FALL 1993

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*RQA is based on the fantasy world of Glorantha™, created by Greg Stafford
& the RuneQuest™ role-playing game, developed by Chaosium
and published by Avalon Hill. This is an un-official RuneQuest™ product.*



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XUup release



What Happenin!

Dorastor, Land of Doom hit the game stores this month, 10 years after its announcement. I have mixed feelings about the product. I almost want to say that anything Gloranthan from AH is good, but there is something holding me back. I can without hesitation blast the price of \$25US. I don't know why they insist on trying to price RQ out of the market. Every release has gotten thinner, but yet the price has gone up. Compare *Dorastor* and *Shadows* with SC and ROC and you will see what I mean. My other gripe with the release is that it is only half a product. It really needs the cults and high power adventure ideas. While there is plans for *Lords of Terror* supplement, it is not yet in development.

Tales of the Reaching Moon #10 just appeared in my mail slot last week. It was the best/worst issue to date. Production and art were superb! It almost looks like a Chaosium production (perhaps because a good part of the material is from their vaults). My complaint with it runs along the lines in most of the letters in ToTRM's lettercol -- has it become stuck in the rut of the *One True Way*?. I still give the mag 4 stars and consider it a must for any RQ fan.

Things look very shaky at Avalon Hill these days. Ken Rolston is no longer Rune Czar. It all came down to \$\$\$, which Monarch Games did not want to invest in the RQ product line. The future is uncertain.

Special Thanks to: Greg Stafford, Sandy Petersen, Ken Rolston, Stephen & Carol Martin, and everyone at Chaosium & Avalon Hill

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TALES OF THE REACHING MOON

TALES OF THE REACHING MOON is an amateur magazine dedicated to the role-playing game RuneQuest and the world of Glorantha

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MAY MOTHER KRARSHT DEVOUR THE ETERNAL SOUL OF ALL THOSE WHO WOULD STEAL SO THERE!

Dreams Dragons Bring

Introduction

Dreams Dragons Bring is a *RuneQuest* scenario that follows the Avalon Hill Deluxe Edition of the rules, and many of the divine spells are from *Gods of Glorantha* game supplement. GMs without access to this supplement should devise their own descriptions for unfamiliar spells, or replace them with other spells. The *RuneQuest* role-playing game, available from Avalon Hill, is also required to use this adventure.

Gamemaster Summary

This short scenario explores a few of the mysteries of Gloranthan Dragonkind. The primary source for this material is the *Elder Secrets of Glorantha* game supplement, available from Avalon Hill. *Wyrms' Footnotes*, issue 14 also has some source material on dragonkind that will prove useful to a GM setting an adventure in dragon lands. The GM should review this material before beginning play.

Dreams Dragons Bring is another step towards the upcoming Hero Wars. The knowledge gained in the adventure can become of great importance to the Sartar High Council. It revolves around the discovery of a new true dragon in Sartar. The scenario takes about 2 six hour game sessions to complete.

GM Background

The True Dragons of Sartar

Three True Dragons are known to exist in the area of Sartar circa 1621, and a fourth True Dragon is rumored to live in a secluded valley somewhere within Dragon Pass.

The Red Dragon of Ormsgone Valley in the best known and most assessable of the true dragons, and will sometimes tolerate human intrusion and answer questions. Unfortunately, Krisa Yor (the dragon) is just as likely to devour any emissary as to speak with him! The Lunars keep a good watch on the Ormsgone Valley, and try to monitor all contact with the Red Dragon.

The Green Dragon was seen landing high in the Skyreach Peaks over a century ago. So far, there are no reports of explorers finding its exact location. Sir Ethilrist has been actively sending out scouts in an attempt to ally this awesome creature, but has been unsuccessful so far. Almost nothing is known about this True Dragon, and the GM should make up details as needed.

The final known dragon is the Black Dragon, which dwells near the Castle of Lead above Skyfall Lake. The dragon is a slave to Cragspider the Firewitch, and has served her since before Time. This troll allied dragon is usually unapproachable by humans.

The fourth True Dragon is the Dragon of Jarn, which is detailed later in this adventure. See *Elder Secrets*, Secrets Book page 16 for full details on the True Dragons.

There is another True Dragon residing in Sartar, unknown to the residents of the Dragon Pass. This is the Brown Dragon, and it will not become known until 1625, when it will burst from the ground beneath the new Temple of the Reaching Moon. The dragon will swallow the temple and all in attendance in three gigantic bites, heralding the start of the Hero Wars, and the first major clash between Argrath and the Lunar Empire. See Greg Stafford's *King of Sartar*, available from Chaosium, for full details on this dragon.

(Note: at the time *Elder Secrets* was produced, the editor apparently believed the Dragon of Jarn to be the Brown Dragon. *King of Sartar* contradicts this by saying that the Brown Dragon was completely unknown at the time of its appearance. When asked about this, Greg Stafford was undecided about the matter. This author assumes that the dragons are different creatures, but GMs may combine them if desired.)

The Adventure

This adventure is set into motion by the unearthing of ancient documents from the Jonstown archives by a Lunar scholar. A journal entry from over 60 years ago details the slaying of a dream dragon while another document links a cave high in the Storm Hills with the same dream dragon. The adventurers get hold of these documents from the scholar after his murder at the hands of a notorious gang of non-humans.

Putting one and two together, the party should load up to go on a treasure hunt. The only catch is that the document locating the cave is in Auld Wyrnish, with references to landmarks that haven't existed since the downfall of the Empire of the Wyrms' Friends.

Therefore the players must journey to the village of Tink and convince the noted expert on draconic ways, Forang Farosh, to help them. He will do so, but only after extorting his price from them. The party also encounters a few strange inhabitants of Tink. The adventures must retrieve artifacts from the ancient Skull Ruins in order to gain Farosh's help.

The conclusion of the adventure brings the characters towards the Jarn Valley along a magical dragonewt road. Before they reach their destination, they are attacked by a wild pair of Telmori that roams in the hills. The dragon cave and its inhabitants are not what was to be expected -- a weird sect of draconic priests that give strange and foreboding prophecies about the future. This valley is also where the Dragon of Jarn peacefully sleeps, and woe to any party that incurs the wrath of the awesome creature. Fleeing from this certain death, the party is left to ponder the meaning of the prophecy received from the draconic priests.



Modifying the Adventure

The GM should feel free to change any part of this scenario to adapt it to his current campaign. With some work, Forang Farosh can be replaced with Garstal Shavetop, Scholar Wyrn, or any expert on draconian lore from the GM's campaign. New encounters can be added, to make the adventure more difficult. The GM is encouraged to add NPCs from previous sessions to encourage continuity.

The new Monkey-gang can be replaced if the GM desires. Trolls, dragonewts, centaurs or any non-humans will work well as will human bandits. If the Dragon of Jarn and the Brown Dragon are combined, the final encounter will have to be moved south of Old Wind temple (see the map to the board game *Dragon Pass*).

Season and Weather

This scenario is set in Fire Season, but may be changed if the GM desires. Fire Season in Sartar is moderately hot, and the ocean breeze much welcomed when Orlanth sends it. The temperature can reach as high as 100° in some of the valleys, and it rarely cools below 70° at night. Humidity is moderate except in the river valleys, where it is high. High humidity can cause characters to use *fatigue points* at twice the normal rate at the GM's option.

This year, 1621, there is going to be a long, hot, Fire Season, not cooling until well into Earth Season. The heat is baking the ground and the Storm Bull winds bring blasts of hot air from the Wastelands. Some residents of Dragon Pass have claimed to have seen Skybulls riding these winds, but others discount this as sun addled delusions. Yelm is unmerciful as his fiery face gazes down on the hills of Sartar. Everyone feels the heat and tempers often flare up.

Introducing the PCs to the Adventure

This scenario is designed to let a multitude of characters take part. There are no specific cult or nationality requirements. The lure of dragon treasure is universally appealing to all, whether Lunar invader, Sartarite national or Praxian nomad! The initial encounter that gets the players involved can take place on any secondary road in Sartar. Characters can also be sponsored by their temples or be on their yearly service. The *Divination* rune spell can be used by the temple priests to get the party on the road. Once the party meets up with Cletus Adolus, the adventure begins, and the encounter sequence should be followed.

The suggested party makeup for *Dreams Dragons Bring* is a small group of initiate level cult members, possibly led by a Rune level character. While this can be a loose organization of adventurers, a Rune Lord or Priest and his entourage can also be used. Characters from the published *RuneQuest* supplements work well, as do the eight player characters presented in *RQ Adventures #1*. If an exceedingly powerful group of PCs is brought into the adventure, the GM will have to increase the challenge presented in the combat segments of

this scenario by adding more opponents or by raising the skill levels of the existing opponents.

Rewards for Characters

The largest monetary reward comes from plundering the New Monkey-Gang, and most of their wealth is in goods, not coin. Little other treasure is readily accessible. There is a chance that the players might unearth something of great value at the Skull Ruins, and the GM can use this part of the adventure to introduce his own items to the campaign. The party can also make a good deal of cash by selling their journals and maps to a Knowledge temple. A detailed description of the Dragon of Jarn could earn a player up to 5000 L. at the Jonstown temple and less at smaller temples. Garstal Shavetop, noted draconic explorer, will pay an additional 25% on top of the Jonstown temple for first hand accounts of the Dragon of Jarn. The prophecies of the dragon priests might also be profited on by a resourceful party.

If a player is on a cult sponsored mission or is performing his yearly duty, his cult can reward him with training and/or spells. It is up to the GM to determine how much a cult will reward a player. The Sartar High Council or Lunar Provincial Government might also reward the PCs for this information, at the GM's option.

Part One: *The Death of Cletus Adolus*

Here the adventures encounter a friendly Lunar scholar while traveling in Sartar, and the viscous gang of non-humans responsible for his death. The party also receives a clue to start them on their fantastic adventure.

On the Road

Traffic is light this Fire Season on the roads of Sartar. Travelers are most often seen in the early morning hours, while Dawn Star is still in the sky, and in the evening, when Dusk Star sits on the horizon. The only visible traffic under Yelm's noontime blaze are Issaries merchants riding sweaty mules, eager to get to the next market. Curses to Yelm are often quietly muttered by the travelers.

The adventurers find themselves escaping the heat under a stand of Dinosaur Elms (a large tree that is a favorite of Brontosauri) when this encounter begins. The temperature has reached a scorching 105° and only a fool or someone with very important business will be out on the road. The party will be slightly surprised to see Cletus Adolus, dressed in heavy, heat attracting, red robes, and his entourage marching at a quick pace down the road. Cletus raises his hand in the Lunar sign of peace and hails the party for news of the road ahead, a common traveler's request.

'Greetings road brothers! Surely not even Yelm can penetrate those leafy fronds. May three peaceful travelers from the Empire join thee in rest? The winds of Orlanth blow through our blood.'



With Cletus are two northern Orlanthi warriors, Brutus and Ruda, from Talastar in the Lunar Empire. The clothing and mannerisms of these Oslir river barbarians is slightly different from those of the Sartarite Orlanthi -- most notable are the wide collars of their shirts and their habit of always referring to Orlanth by his Pelorian name, Orlantius. They also wear red armbands in deference to the Red Goddess. Both Ruda and Brutus speak passable Trade, and can be understood with a little effort. The two are mercenary guards, well paid by Cletus to protect him from harm. They are armed with swords and wear sweaty cuirboili armor. They are very loyal and will fight until there is no hope of victory or escape.

The Lunars wish to take a break from the road and share tales and lunch. Cletus is a very friendly and likable guy, for a Lunar. He will pause his journey and offer the party wine and cheese while he chats. The wine is a good vintage from the vintners of Clearwine, who specialize in light, white colored wines, unlike the rest of Sartar, which offers golden mead and apple wine. When asked about the road ahead, the party is unable to tell him anything because they are traveling in the same direction as the Lunars.

Cletus will claim that he is the son of a Lunar officer and an Orlanthi slave girl from the Balmyr tribe. He was born in Tarsh, but educated in the Heartland. He is traveling in Sartar to find his mother's kin and explore the land of his ancestors. If any adventures are from the Balmyr tribe, Cletus will probe them for information about their home and family -- perhaps the scholar is a distant cousin of a PC!

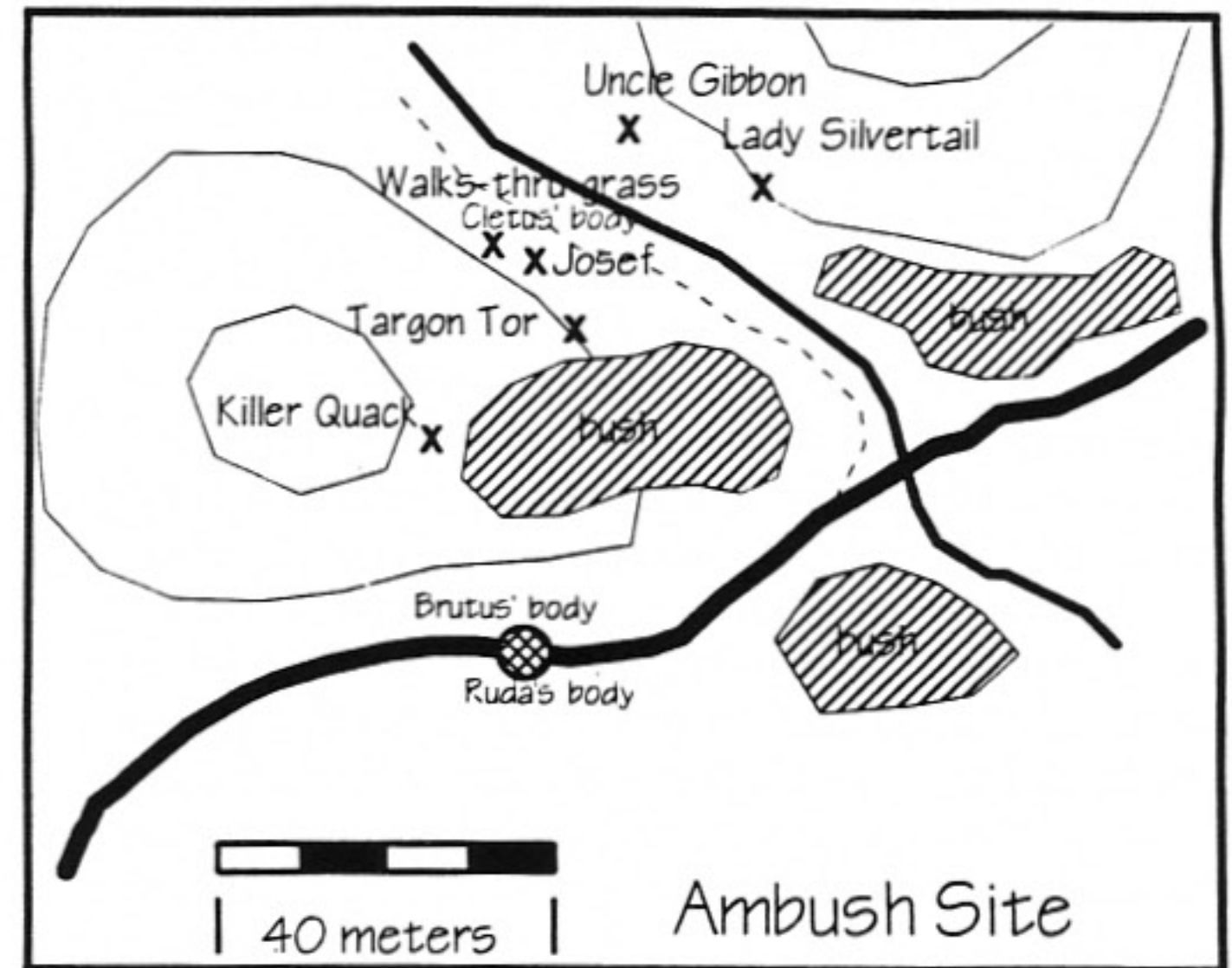
It was on this search for his family that Cletus unearthed the two documents that have led him to suspect a great treasure hidden in the Sartar hills. He is currently returning to Alone, where he hopes to fully decipher the documents and raise enough money for a full scale expedition. Cletus will mention that he is traveling fast because he has important business in Alone, but will not reveal its nature.

Brutus will ask the players for their opinion on the latest rumor from Sylila. Talk there is of the marriage of Orlantius to the Red Goddess, joining the forces of the middle sky. The two guards are split on the idea -- Ruda favors it while Brutus thinks it is a mistake. Cletus is also interested in Elmal and Yelmaliu. He is much more familiar with the stifling worship of Yelm as sun god. See the box on page 4 for what he knows about the local sun gods. He will ask the PCs if they would want the Red Moon to be Sky-queen of Sartar.

After about a half-hour break Cletus, Brutus and Ruda pick up their gear, thank the party for their hospitality, give a blessing of Orlantius, and head down the road. The adventurers should remain out of the blistering heat for at least another hour before resuming their journey. Cletus will decline any offer of companionship for the journey, speeding on down the road, leaving them with these words cursing the heat -- 'May Yelm's member be thrust deep into Valind's backside!' If the PCs try to follow, they are unable to keep pace.

Finally breaking camp, the players proceed down the road towards their destination. The heat is still blistering, and anyone in armor is soon covered in sweat. Any character

heavily encumbered will use *Fatigue Points* at 2 times the normal rate. There is no activity on the road and animals like oxen and sheep can be seen dozing in the shade of nearby trees. Even a fearsome triceratops escapes the sun under massive oak only 20 meters from the road. The creature stares blankly at the adventures, but does not move from its shady spot.



The New Monkey-gang

About an hour after breaking camp, the party member in the lead will discern a commotion ahead. A successful *listen* check discerns the screech of baboons and the quack of a duck in the distance. Running ahead, the party will see a large rock in the middle of the path. Underneath the 3 meter boulder is the lifeless body of Ruda, and the crushed remains of Brutus can be seen just a few feet away. Any party member making a *scan* roll will see two baboons looting the remains of Cletus Adolus 50 meters to the left of the road. A special *scan* roll will see the gang's scout, Killer Quack, on top of a small rise. The party should feel the need to avenge their fellow Orlanthi travelers from these scruffy bandits. They have only a few moments to conceive of a battle plan before the Monkey gang reacts to their presence.

Uncle Gibbon and his new Monkey-Gang are trying to make a name for themselves in the chaos of Lunar occupied Sartar. They have only been together a short while, and have not worked out their tactics to fight as a team. It is every non-human for themselves in this bandit band. It was Targon Tor the minotaur who pushed the rock down on the bodyguards while the baboons chased down Cletus.

After initially assessing the adventures, Uncle Gibbon will demand that the party drop their weapons and lie on the ground. The gang will take this opportunity to prepare weapons and spells. Any prudent group of PCs, seeing the dead bodies and spells being cast, will ignore the shaman's commands and ready themselves for combat.



How Orlanth met Elmal, a local legend

The story I tell you is the story my father told me, that his father told him, and his father told him. This the story that you will tell your son and that he will tell his son. Pay attention or will hit you with a stick!

One windy day, Orlanth was journeying through the green valley that is half a day's walk Valind's way of here, the one we must fight the Hotor clan every Earth season to pasture in. As you know, there is a narrow stream running through the valley that is hard to cross, except at the old oak tree that has fallen across it.

Orlanth walked up the valley by way of the good path above the rock fall that we used to drive the goats up, and down to the stream. Across the stream he spied the golden hill, and it looked like a good place to rest and to have his lunch of flatbread and apple beer. The shortest way to the hill is across the old oak, so Orlanth jumped upon it and started to cross.

At the half-way mark, he encountered a stranger named Elmal. Orlanth demanded, as is his right as Sky King, that the stranger back up and let him pass. Elmal demanded, by right of being first on the bridge, that Orlanth turn and let him pass! The two of them, unwilling to concede to the other, began to wrestle on the narrow bridge. They wrestled back and forth for three days without either gaining advantage. Even Yelm stopped in the sky to watch them battle. Then, with a great heave, Orlanth got hold of his opponent's legs and launched Elmal into the raging waters below.

Elmal, being a god of sun and light, had never gained power over water and could not swim. The water spirits, angry at Elmal from a past grievance, enveloped him in murky waters and pulled him down into the depths. Orlanth, seeing what he had caused and being just in extreme, flew down and rescued Elmal from the raging spirits. Elmal showed great gratitude for Orlanth's generosity, and pledged to serve with honor as thane thenceforth, which he has done dutifully.

That is why whenever you meet an Elmali on a narrow path, you must fight him and try to knock him off of it. The one who is knocked down must pay the victor a boon valued at one chicken, or service equal to it. It is no shame to lose such a contest, and the participants often become great friends.

My good friend Entar of in the next valley is Elmali, and he will tell you that the meeting took place in their lands, not ours, but don't you believe him. He once traded me a ram that turned out to have ball-rot for two healthy ewes, and is not to be trusted at all!

The gang's initial positions are indicated on the diagram of the ambush site on page 3. Uncle Gibbon will command his powerful spirits in the battle from the safety of the rear while Josef and Walks-thru-Grass will fight side-by-side with their javelins. Killer Quack will try slinging at first, but will then close with any humans and attack with his shortsword. Lady Silvertail stays to the side on the rise, directing spells at

opponents while Targon Tor guards her from harm. Targon is caught on the far side of the adventurers from his mistress, and will fiercely charge through any opponents to take a defensive position. The gang will surrender or try to escape if things go too badly. If they live, have them come back to haunt the PCs in a later adventure!

Each member of the new Monkey-Gang (except for Targon Tor) will be down 1d3 magic points as a result of their early battle with Cletus and his entourage. This should be determined by the GM at the start of this encounter. See the listings on pages 11-12 for more information about individual members of the new Monkey-Gang.

As the fight rages, Uncle Gibbon will spout out gibberish about the origin of humanity. He accuses the party's ancestors of stealing the Monkey Rune and perverting it into the Man Rune. If anyone approaches within 5 meters of him, he will threaten to turn them into apes with the *Devolution Rune Spell* (this is said just to frighten the party as he has yet to master that magic, if it exists at all!). Other members of the gang will taunt opponents with derogatory remarks about their mothers sexual partners and habits.

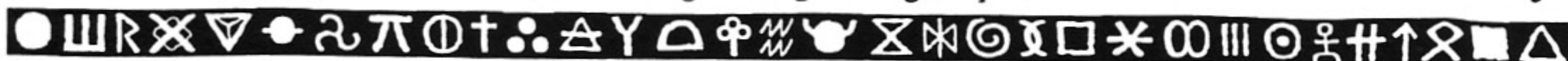
This gang is based on the Monkey-Gang that appeared in the Avalon Hill *Apple Lane* scenario pack, and the GM is encouraged to add any members member who survived the adventure of Gringle's Pawn Shop. Also, Pinfeather's outlaw duck band from Chaosium's *Borderlands* boxed set can be added to the gang if a greater challenge is needed for the party.

The new Monkey-Gang is fairly loaded down with treasure. This is the most actual coinage and trade goods-earned during the scenario. Most importantly, the gang has possession of Cletus' scrolls, detailing the dream dragon cave and the treasure it contains, though they do not yet know what it says.

The party should feel obligated to give Cletus, Brutus and Ruda the proper rites due to an Orlanthi. The bodies should be burned on a pyre while the killers bodies should be decapitated. The heads are then set on stakes faces the pyre to watch the fallen Orlanthi join their god while the headless bodies are covered by rocks. The PCs should also contemplate notifying Cletus' mothers' clan of his death as well and the Lunar officials (he was a citizen of the Empire).

Scholarly Pursuits

Give the Players copies of the two handouts found on pages 16 & 17. Now that the party has these two documents recovered from Cletus, they must try to make some sense of them. It is suggested that the letter detailing the death of the dream dragon, Yaska Narj, be written in Sartarite and easy for any literate adventurer to read. The second, describing Yaska's cave and treasure, was originally in a written variant of Auld Wymish, used by the EWF. Kind hearted GMs will have Cletus' translation into a readable tongue together with the original.



Even after discovering what Cletus had figured out, the party will have to find an expert on the geography of the EWF in order to locate the dragon cave. Unless any character has visited Tink in a previous adventure, the GM must prompt the party, feeding them information about the mysterious scholar, Forang Farosh, and where to find him. There is also a note on the translation, written by Cletus, about seeing Forang.

Part Two: *Forang Farosh*

Here the adventurers journey to the village of Tink to meet a scholar who claims to have been a member of the Empire of the Wyrms' Friends — a scholar who can help them on their quest. Other unusual inhabitants of the town also may become involved with the adventure.

Tink Village

Tink is a squalid little settlement, west and south of the Dragon's Eye. Only one road runs through town, and the only notable stop along it is the Tink Inn. Some say that if it wasn't for the road, Tink would never be visited now that there's no more bronze in the hills. Shacks made from the rubbish left over from the mining days line the road, filled with transient inhabitants and penniless refugees. Tink collects the garbage of the world — human scum as well as outcast non-humans can be found here. Why Farosh chose this little dust spot to make his new home, he has yet to reveal. Most locals speculate that it has something to do with his mysterious past, and are quick to impart with the latest rumor.

The most notable feature of Tink is the abandoned weapons foundry. Its three brick chimneys can be seen from anywhere in town. Bronze from the hills was quickly turned into sword blades and spear tips at the height of mining production. Oldsters claim that Tink got its name from the sound made by the forges which sometimes operated 24 hours a day. A fire swept through Tink in 1590, wiping out most of the boomtown structures. The large burnt area still remains to the north of the road.

As one travels west from Tink, the more friendly and familiar the surroundings become. Farmhouses dot the countryside as one gets farther and farther from the Dragon's Eye. These are some of the poorest farmers, and their crops are often burned in the skirmishes between Tarsh and Sartar. The closest major settlement is Runegate Fort, over a days journey to the south and over the Dragon Creek. The Exile fort Irithold is only a little farther, but to the west. Most land to the north and east is avoided by humans, and wild packs of demi-birds roam freely.

The Tink Inn is a little better than one would expect from looking at the surrounding structures. Good rooms can be found for a few clacks, if one is willing to bunk with strangers. Three silver sovereigns buys a private room and a porridge breakfast. Garf Goodtime is the name of the current proprietor, and he is quick to grab the large club beneath the bar in the common room at the start of trouble. He is known

to refuse service to those he thinks can not pay unless they show him some coin. At night he pays a troll to bounce all customers who become too rowdy.

Stablemaster Haloof Smith tends all of the mounts for visitors to the inn. He has a small forge in back and does a fine job repairing tack too damaged for the *Repair* spirit spell, and he shoes a mean horse. Mogarn, a traveling Issaries merchant, is also staying in Tink. He is willing to set up a market with anyone who has goods to trade. He travels with two assistants and four mules. They carry most standard items but no magic items. Mogarn's specialty is pots and pans, and he carries a seemingly infinite variety of them, even magic cooking pots if the GM desires.

There is always an abundance of day labor and short hire in Tink. Destitute adventures are always petitioning for a job to earn a few Lunars 'for a bit o' vittles.' Such people as these can be hired to watch horses and carry goods, if the adventurers are especially trusting.

Forang will not make an appearance until the morning following the PCs arrival. He has left orders with Garf not to be disturbed. The party will need to get rooms or camp out by the road. Either way, they should be glad to dine and drink in the inn.

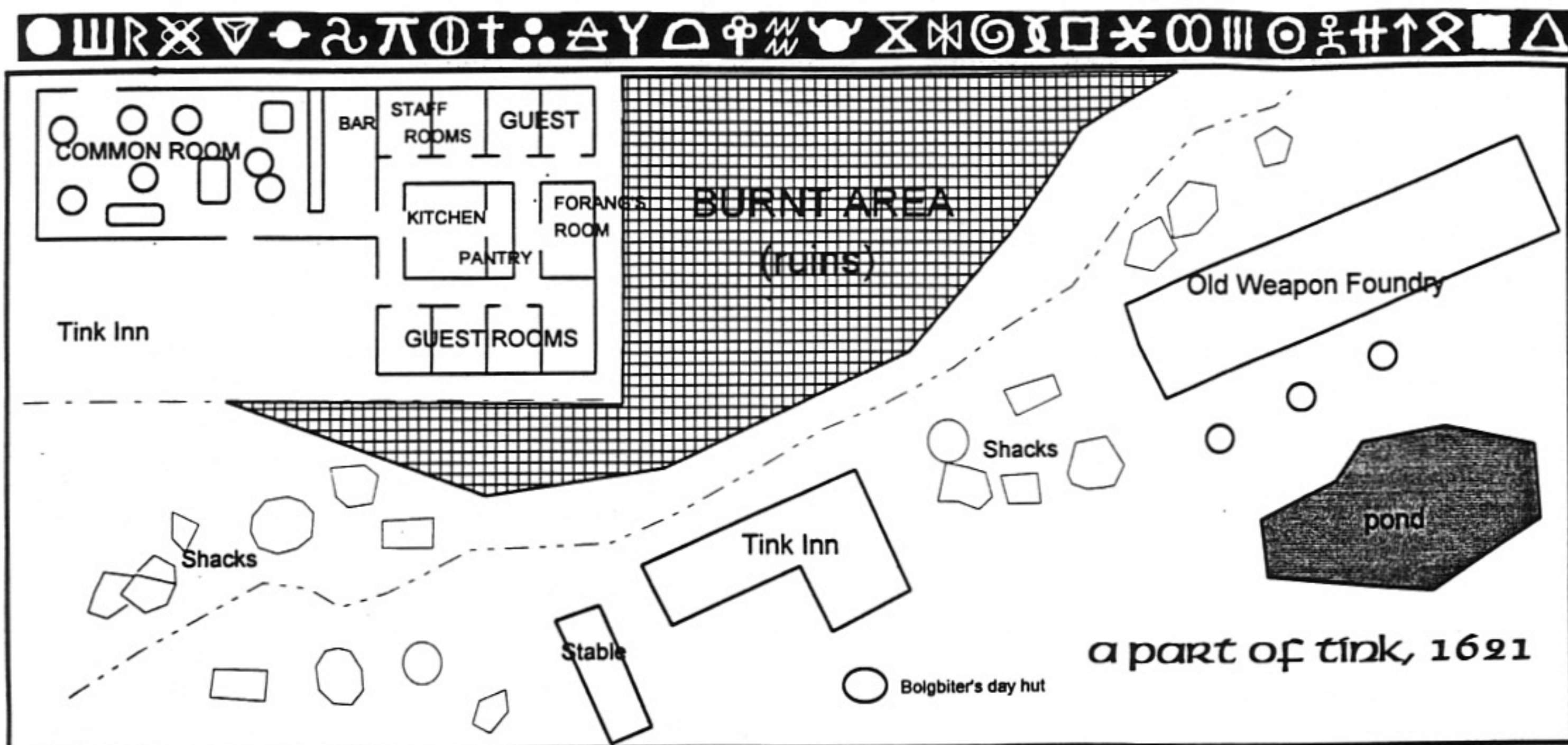
A Night on the Town

Tink becomes livelier at night as locals and transients wake from the stupor of the previous night's drinking. A fair amount head to the inn for a nights revels, but most gather in shacks to gamble and tell stories. Also, night brings grizzled old prospectors into town — even though the mines paid out over 30 years ago, they're still out there searching for the mother lode.

All strangers passing through the curtain into the Tink Inn after dark are grabbed and shaken violently by Bolgbiter the troll. He loudly smacks his lips and says 'I gobbles hoomanz hooos gets into trubble!' The dark troll keeps a hefty cudgel nearby to smack anyone who draws a weapon, but normal rowdies are simply bowled out the front door.

Two of the more colorful current residents of the inn are Toban and his brother Tobiah. They are members of the secretive Moon Haters, and are here in Tink to spy on Lunar activity and make allies. They will offer to play dice with the players and scope them out. They play the Sartarite variant of Lunar Dice (see page 20 for more information on Gloranthan dice games). If possible, the Tarshites will try to befriend any adventures while they stay in Tink. This initial contact will be followed up if any of the PCs are potential recruits. See the box on page 6 for more information on the elusive Moon Haters of Tarsh.

The Game master should feel free to stat out any of the NPCs found in Tink and have them join the party in their adventures.



At one point during the night, a drunken *durulz* named O'Mallard will approach the party with a fantastic story. See the duck legend of Arkat on page 25 for the story he tells. He is very superstitious and invokes duck deities to protect every move he makes. Mogarn the trader is also idling the night away, drinking in the inn and swapping tales. See the rumor table on page 7 for more conversation items.

Six Pol Joni braves are quietly getting drunk in a corner, and as the night gets on their drunk turns mean. At some point their leader, Runs-like-horse, will take insult at what a PC has said. He will jump up and loudly shout at the offending adventurer. Before the party can make sense of what is happening a fight breaks out. Toban, Tobiah and O'Mallard will join the PCs in the melee. It is up to the GM to simulate this bar fight, but all damage should be non-lethal. This should be an almost comic fight with lots of furniture being broken. Bolgbiter the troll will indiscriminately pick up the brawlers and bounce them into the street outside.

Forang

This strange being defies Time, being as alive today as he was more than 600 years ago. His mannerisms and speech are strangely different from anything the players have ever encountered. His clothing, hand sewn by his slaves, consists of flowing purple robes and a headdress of demi-bird feathers. Forang is never seen without his strange, crystalline glasses. These spectacles obscure his eyes and make him very hard to read. Locals claim that he always wears the glasses to hide the fact that his pupils are dagger shaped like a serpents. No one has gotten close enough to prove this one way or the other. More information on Forang can be found on page 16 of the *Elder Secrets*, Secrets Book. Forang is usually found in the common room of the Tink Inn, lamenting about the loss of the secret of making cold beer made from Winter wheat.

Forang is always attended by one or more slaves. Slavery was a wide-spread practice in the Empire of the Wyrms' Friends, and it was something that Forang was unwilling to give up. His chief attendant is the dragonewt, Emissary-to-Forang. This creature's tongue has not been modified, and so it is unable to speak human languages, though it understands the local ones quite well. Most people ignore the dragonewt, and it is a valuable source of information to Forang, as it overhears many conversations. Dalna and Two Foot are his other slaves, the first being his maid and consort, while the other is a captured pigmy warrior of the Impala Tribe.

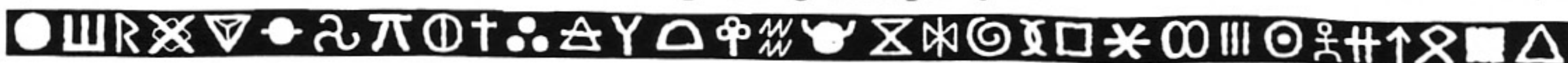
The Moon Haters of Tarsh

The Lunar conquest of Tarsh drove many of the old clans into exile. The largest group of these outcasts finally settled at the base of Wintertop in ancient Kerofinela. This impossibly tall mountain is the mother of Orlanth and home to the powerful Earthshaker cult and their violent goddess, Maran Gor.

Within these exiles were many powerful magicians, skilled in ancient magics. Those faithful to the traditional ways and magics became the Old School, while another group allied themselves with a local barony. The youngest and most anti-Lunar magicians formed the secret society of the Moon Haters. When Dragon Pass explodes in warfare in 1625, they will be at the forefront of the battle, commanding their powerful magics.

The Moon Haters most powerful ability comes from their domination of the spirits of fallen foes -- they have learned the secret of capturing Lunar spirits. These spirits are forced to teach the *Dismiss Lune (Elemental) Divine Spell* to a Moon Hater before they are destroyed.

The Provincial Government only currently suspects this conspiracy of magicians, and would happily crucify anyone caught plotting against the Empire.



Rumors in Tink

Use this table to add spice and mystery to the game roll 1d12

1. Tink is *not* a good place to be if you are a Lunar sympathizer - **TRUE**
2. The Inhuman King was seen atop the Dragon's Eye, beckoning out to the ancestral dragons to return - **???**
3. The small dragonewts with crests are vegetarians and won't eat humans -- **TRUE**
4. There is a renegade dragonewt in the Skull Ruins that will teach dragon magic to anyone who asks -- **FALSE**
5. Forang Farosh is a fraud! He is no more a scholar from the EWF than I am the Inhuman King! - **FALSE**
6. The Skull Ruins are in the Vale of Bones -- bones left when the Red Dragon descended from the skies and burned part of the True Golden Horde -- **???**
7. The Dwarf of Dwarf Run is hiring mercenaries for a secret mission into Snakepipe Hollow -- **TRUE**
8. The Lunars are going to ally with the dragonewts and crush the resistance in Sartar -- **???**
9. The Inhuman King has forbidden all humans to enter the Skull Ruins, and dragonewt warriors stationed there make sure that no human does. -- **FALSE**
10. A new vein of bronze has been discovered and the weapons foundry is going to reopen - **FALSE**
11. The mysterious Cannon Cult has cut off the entrance to Snakepipe Hollow and is using dwarf magic at all who approach the narrow passage -- **???**
12. Governor-General Fazzur Wideread is marshaling the Lunar army for the siege of Whitewall. - **TRUE**

Part Three: Forang's Request

The party must journey past the frightening Dragon's Eye and through the haunted Vale of Bones to search in the Skull Ruins for relics of the Empire of the Wyrm's Friends.

A Bargain

Forang will aid the party and decipher the location to Yaska Narj's cave, but he requires a favor from them before he will assist them in their quest. Forang misses the days of the EWF and all of its glory it had. He wants the party to journey to the nearby Skull Ruins and retrieve some artifacts to decorate his surroundings.

Farosh will give the players a totem to ward off the evil spirits that reside near the ruin, but warns the PCs not to enter the actual walls of the city or stay in the Vale of Bones after Yelm enters the Underworld. The countryside is dotted with ruins, and these should yield sufficient artifacts to make him feel more at home. The totem is made of petrified bone and is shaped like a small dragon resembling the logo of the EWF (see the cover of *King of Sartar* or illustration of fountain on cover). Forang demands that the ward be returned after this expedition. Some of the NPCs encountered in Tink may be hired to accompany the party at the GMs option. The party will also need a wagon and some digging equipment.

In the Shadow of the Dragon's Eye

Forang is located in the small village of Tink. To get to the Skull Ruins, the party has to travel by the enormous capital of the dragonewts. While the party should not travel too close without an escort, try to give them a feeling of this alien city.

The capital of the Dragonewts and home of their Inhuman King is beyond the ken of most mortals. Its strange fluid towers rise high above the low hills surrounding it. The city itself is massive, and one can set out from its center and walk at a good pace for over an hour without reaching the walls. Orange and purple stone compose the grandest of the towers, and bright green stones line the ground where wall should be. The Dragon's Eye is also located along the ley lines that make up the dragonewt roads. Mystical energy sometimes crackles in the air as spectral dragonewts travel along their highway.

Most humans fear to come within sight of this strange edifice, knowing that dragonewts sometimes hunt humans for sport. Ancient treaty gives them the right to hunt any humans within Dragon Pass. Those that do enter the Dragon's Eye are ignored by most dragonewts as if they didn't exist. See *Elder Secrets*, Secrets Book page 19 for a short description of a dragonewt city.

A ravenous pack of demi-birds is suggested for GMs who wish to add a combat segment to this part of the adventure. See *Deluxe RQ Glorantha Book*, page 27.

The Vale of Bones and the Skull Ruins

The Vale of Bones gets its name from the countless bones that litter the ground in the area. The bones are bleached and petrified from the fiery dragon blasts that created them in the Dragonkill War. According to some legends, a major force of the True Golden Horde was trapped in this narrow valley and perished within minutes of the War's start. The Vale is avoided by local tribesmen due to the malignant spirits that still inhabit the area. The talisman given to the party by Farosh protects them from all but the most powerful of these spirits. A full day's journey is required to reach the edge of the Vale.

The Skull Ruins are an ancient city from the EWF that was plundered by the invaders. What mysteries and dragon magics still haunt the ruin, no one knows. The party should not enter the city unless the GM has time to prepare suitable original material for that location.

Scattered about the Vale are ruined villas and outposts, dating back to the height of the EWF. These are perfect for locating the artifacts that Forang has requested. It is about a two hour journey into the Vale of Bones to reach these ruins, so the party will have only 8 hours of search time per day spent. Forang will settle for 20 items as payment for deciphering the directions to the dragon cave. A map of a typical villa can be found on the next page and should be used as a base for excavations.

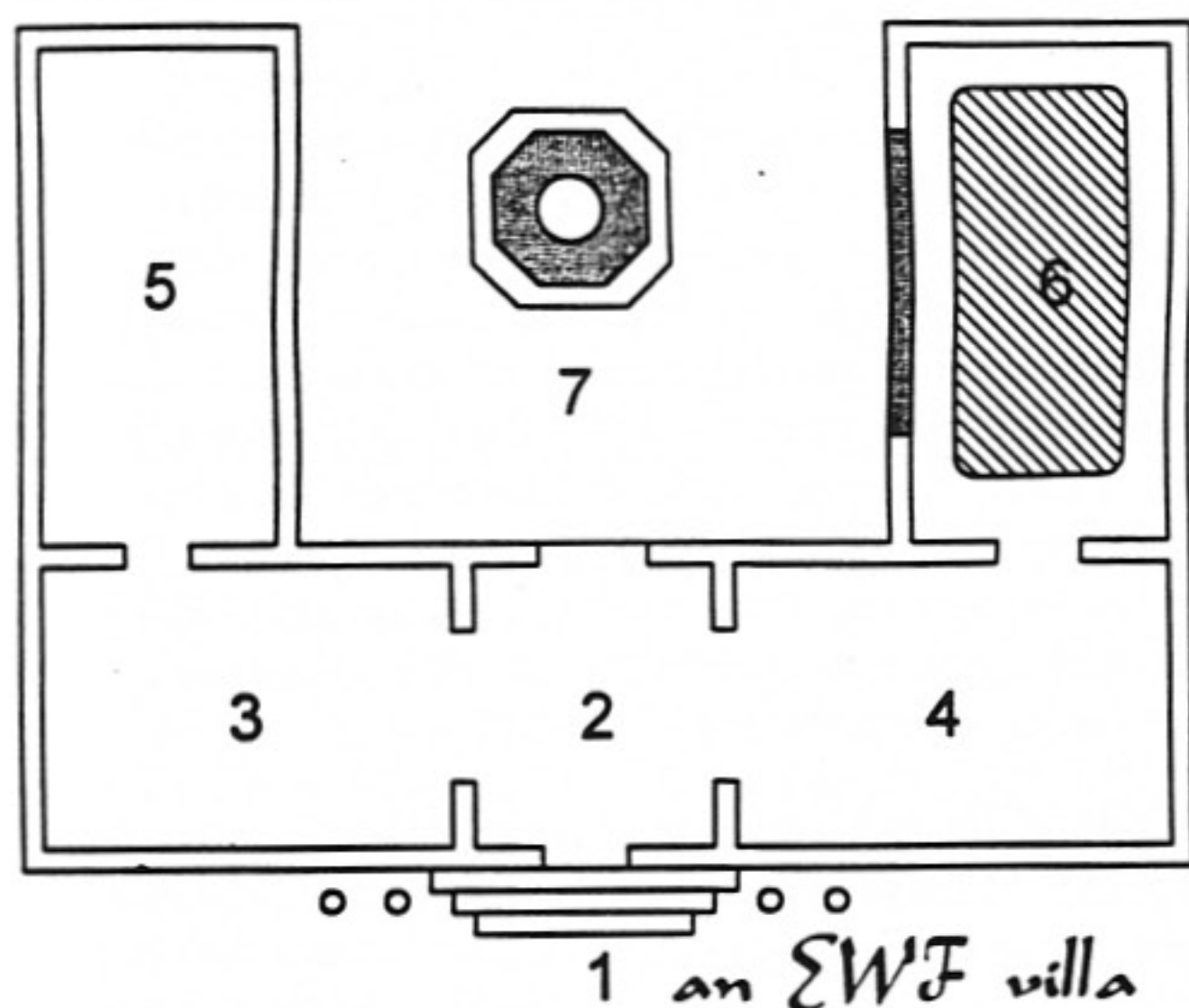
It will probably take several trips to the ruin to fill Forang's bill. The GM is free to add encounters while the party is camping for the night outside the Vale. The Sazdorf troll clan is located nearby in the Battle Valley. See *Haunted Ruins* for complete details on that area.



Ghosts of the Past

Excavating ruins is a slow and tedious process. Use the table in the opposing box to simulate this. This is hot tired dirty work, and only the occasional success keeps the diggers from coming to blows in the scorching heat. The walls have all crumbled and stand only 2' at their highest.

Anyone caught in the Vale of Bones after sunset will be attacked by spectral dragons. So powerful are the True Dragons that these remnants still haunt the area. Treat these specters as 4d6 POW spirits that destroy POW. There is a 25% chance of encountering a spirit for every hour after sunset spent in the Vale. Each player should roll individually.



KEY TO THE SAMPLE RUIN:

1. ENTRY: Gargoyle statues flank the broad steps to the main archway. Littered with stones.
2. ATRIUM: This open air chamber is over-grown with the plants that once decorated it.
3. CHILD'S LIVING AREA: This is where the youthful family members vacationed.
4. EATING AREA/GUEST AREA:
5. MAIN LIVING AREA: This is where the adults stayed when vacationing at the villa.
6. POOL: Long dry, this area is now choked with refuse & rubble.
7. FOUNTAIN: Amazingly, the fountain still works and is a sure sign of the power of EWF magic.

Back in Tink

When the party has fulfilled Forang's request and returned to Tink with the EWF artifacts, he will assist them, but not in the manner expected. He will order his slave dragonewt, Emissary to Forang, to escort the party most of the way to the Jarn Valley. The slave is then to give them the final directions there. Forang refuses to talk on the matter further and grants no more audiences.

If Toban the Moon Hater was befriended by the party, he is willing to perform Orlanth's Traveling ritual on the party before they leave Tink for the dragon cave. This ritual is found on page 9, and the omen will be bad, foreshadowing the meeting with the True Dragon living in the Jarn Valley. Toban and his brother Tobiah wish them the best of luck anyway, and hope to get together in the future.

Skull Ruins Artifacts Table

How to use this table: Each player rolls twice per day for success. If successful, roll for artifact found and condition. Even special items have conditions. Repair % is the chance that a *Repair* spell will restore the item to the next better condition. *Repair* can only be used once.

Success % = POW + INT, roll once per hour

Other applicable skill (i.e. archaeology) can be subst.

| Artifact Found- roll d100 | Base Value |
|---------------------------|--------------------------------------|
| 01-10 | Misc. item 1L |
| 11-21 | Small Pot 5L |
| 21-22 | Large Pot (20+ Enc) 10L |
| 23-25 | Urn 15L |
| 26-27 | Chair 10L |
| 28-30 | Large Statue (100+ Enc) 100-1000L |
| 31-35 | Small Statue (under 100 Enc) 25-250L |
| 36-37 | Small Table 10L |
| 38-39 | Large Table 25L |
| 40-41 | Wall Carving 50-200L |
| 42-47 | Cutlery 20L |
| 48-53 | Plates/Dishes 10L |
| 54-56 | Fountain (100+ Enc) 50-1000L |
| 57-60 | Wash Basin 25L |
| 61-65 | Chamber Pot 20L |
| 66-69 | Cookware 10L |
| 70-80 | Plain Tiles (d20) 2L ea. |
| 81-86 | Decorative Tiles (d10) 20L ea. |
| 87-88 | Gems (d3) 100L ea. |
| 89-90 | Coins (d10) 5L ea. |
| 91-97 | Weapon 20L |
| 98-99 | Jewelry 100-600L |
| 00 | Special Item † varies |

| Condition - roll d100 | Value | Repair |
|-----------------------|----------------------|--------------|
| 01-25 | Broken Beyond Repair | Worthless 0% |
| 26-50 | Broken | x¼ 10% |
| 51-84 | Fair | x½ 25% |
| 85-94 | Good | x1 25% |
| 95-98 | Excellent | x2 15% |
| 99-00 | Like New!/Decorative | x10 0% |

† Special Item Table - roll d100

| | |
|-------|---|
| 01-10 | Written Document (GM creation) |
| 11-15 | 1d10 Enc Sa-metal (aluminum) |
| 16-20 | 1d20 Enc Ze-metal (tin) |
| 21-25 | 1d100 Enc Ga-metal (copper) |
| 26-50 | 1d3 Enc Ur-metal (iron) |
| 51-59 | Spectral Dragonewt (neutral) |
| 60-64 | Spectral Dragonewt (hostile, POW 4d6) |
| 65-69 | Spell Matrix (GM decides) |
| 70 | Filled Truestone (GM picks spells) |
| 71-75 | Neutral Spirit (gives random message from past) |
| 76-79 | Friendly Spirit (teaches +10% Auld Wyrnish) |
| 80-95 | Hostile Spirit (attacks finder, POW 3d6) |
| 96-99 | Magic Crystal |
| 00 | Weird Draconic Relic (GM creation) |



6 Orlanths Traveling Ritual 6

This ritual spell is taught to all members of the Orlanth cult after ten years of initiation. A possession of the person desiring the omen is burnt on a small fire while the person performing the ritual attempts a *ceremony* roll. If the roll is a failure the fire goes out. Otherwise, the smoke is the forecaster of the omen.

Three results are the most common, but others can happen. Thick black smoke that hangs in the air is always perceived as a bad omen. Grayish smoke that rises slowly in a straight column is taken as a neutral omen, while white smoke that is swept off by the winds is a favored omen.

Part Four: Jarn Valley

Here the party finally reaches the dream dragon's lair, only to find some unexpected inhabitants after fighting off some fierce wolf-brothers.

Awooooo! Werewolves of Sartar

Forang tells the party to be ready at dawn. When Yelm rises, they start on a day-long journey to the Angry Plinth, led there by Emissary-to-Forang. Once at the plinth, the dragonewt will perform the bizarre and incomprehensible ritual that allows humans to travel along the mystic roads. The PCs will find themselves being whisked across the countryside, unable to interact with the physical world. The journey causes the PCs to lose all track of time, and the trip costs each member 3d6 Magic Points upon the completion. Any characters reduced to 0 MPs collapse unconscious at the end. The dragonewt will then give the party Forang's note (handout, page 18) and disappear onto the magic road. According to the note, the dragon cave is a few leagues over the next ridge.

This wooded area has been the home of two wild Telmori for the last few years. These two are of the worst sort, the werewolves that haunt the stories that frighten children! They are completely feral, with a lifestyle still in the stone age. These two Telmori turn into werewolves every night and hunt anything within this valley. Accompanying them is a grizzled and tough old wolf; the other's companion died long ago.

An *Animal Lore* check will locate trees with the bark scratched off them in Telmori style, and any character with super-human smell will notice the marked trees that ring the area. This pair has been able to survive unnoticed so far due to the proximity of the dragon, and local livestock thefts are blamed on the Dragon of Jarn.

The werewolves will stalk the characters once Yelm is gone. They are a tough pair and immune to most weapons in wolf form. Their statistics can be found on page 13, along with the wolf who will fight to the death for his masters.

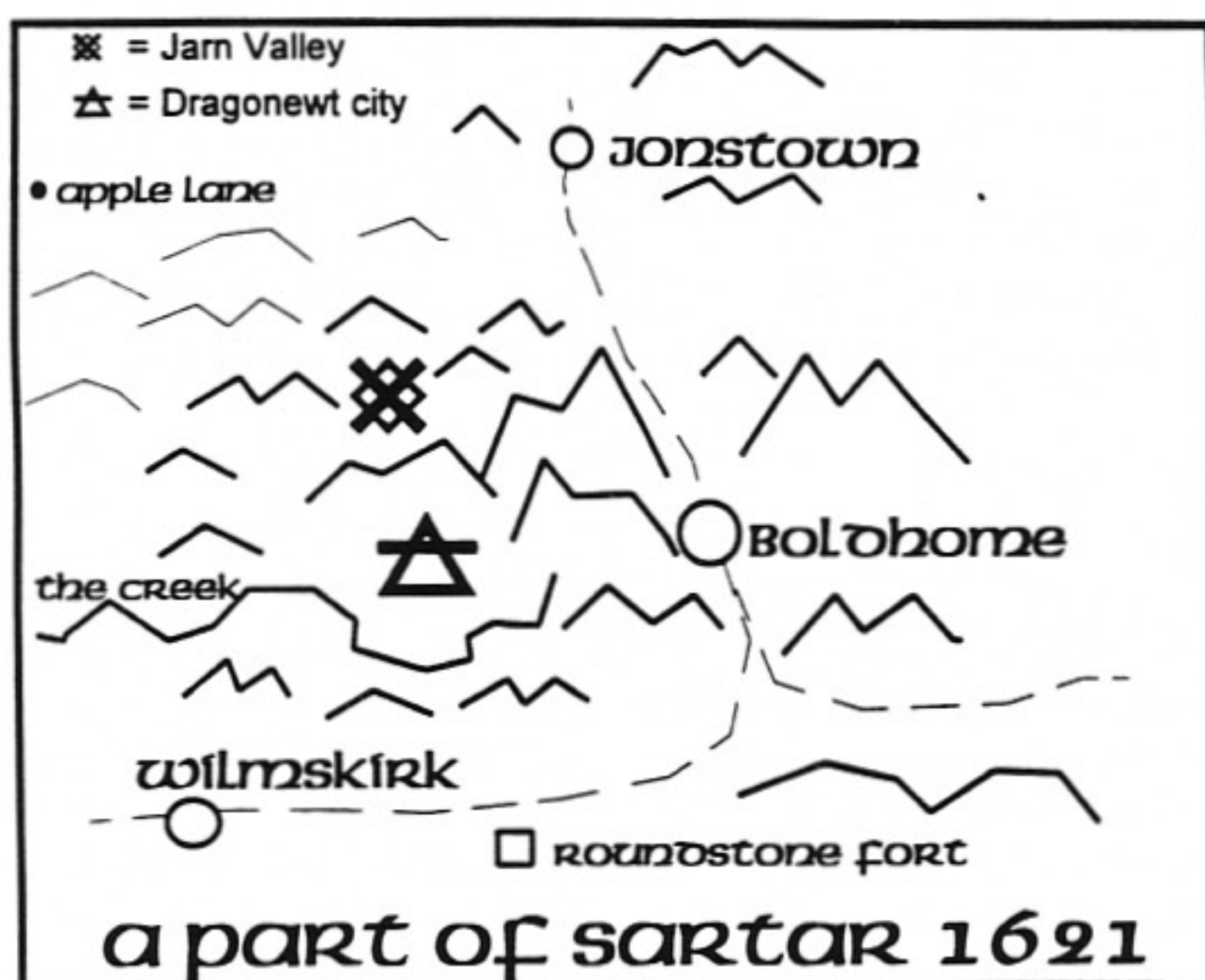
Jarn Valley

This secluded valley is surrounded by burnt hilltops, a giveaway sign that something is very wrong. Lead the party to believe that the dream dragon still lives and that they have a chance of defeating it if they plan it right. Let them devise a

plan before crossing the open land and cresting the ridge to the valley. Tell them that a scout risks rousing the dream dragon.

Cresting the ridge, the valley is pretty much as described by Forang. Great stands of trees fill the deep gorge, some of them over 100 meters tall. Great clumps of bushes line the valley walls, almost all of them grown to gargantuan proportions. Tarbushes and the vitality sapping Leechbushes are visible in the green masses. This green seems strange when compared to the brown grasses of Fire season that covered the hills leading to the valley. Even the temperature seems bearable here. A dry creek bed runs down the hillside towards the ominous cave entrance, easily visible from the ridge. A strange yellow smoke rises slowly from the opening.

Note: The valley only appears this way because of dragon magic -- its true appearance is described later.



The Mystic Order

Inhabiting the cave are a strange group of draconic priests, who think draconic thoughts and predict the future. The entry cave is about 20 meters wide, 30 meters deep and has a ceiling height of about 15 meters. The walls are covered with runes and draconic pictographs. The light fades and the rear of the cave is obscured in shadows. There is no sign of the fabulous treasure hinted at in the letters the party has found.

Sitting at the edge of the entry chamber with their legs crossed are five humans. They wear only loincloths to cover themselves, but are adorned with strange jewelry. They have darker skin than Sartarites and their eyes are jet black. One of the priests will step forward and addresses the party.

'You are indeed right, noble masters, Yaska Narj has returned to his creator. Our order came to the cave a year and a day after the Red Moon rose for the first time. We were summoned by the creator, to guard this cave from the changing world. My name is Vishnar and we are the Bothers of the Dragon. We have only humble flat bread and wild berries to offer you for food. You may also smoke with us from the Pipe of Dreams, so that you might behold what lies ahead in the future. Come sit with us.'



Mystic Visions

Vishnar then sets the offered food in bowls before the party and offers them a long pipe. He then sits down, closes his eyes, and begins to smoke, pausing only to exhale purple vapors from his nose. Any character smoking from the Hookah should receive an appropriate vision from the list below or of the GM's own creation:

- 1: Three dragonewts, standing on each other's shoulders, plucking a red apple from a tree- *The three dragons tearing apart the red moon and casting it down.*
- 2: A large red robin landing on the head of a statue of King Sartar - *The Crimson Bat coming to Whitewall.*
- 3: A large white bear perched on the prow of a ship - *The coming of Harrek the Berserk.*
- 4: A broken copper statue with rat holes in the base -- *The Copper Sands, Tunneled Hills and Plateau of Statues (this is a clue to the end the Third Age).*
- 5: A bull licking a large square salt lick, with worms squirming beneath -- *The Block and the horror that awaits below (a future scenario).*
- 6: A large black duck (animal type) trying to swallow three ducklings (animal) in a small pond -- *Trail of Quackodemon.*

The Dragon

After receiving these strange visions, Vishnar will tell the party that their visit has come to an end and that they must leave. If the party refuses to leave, the priest waves his hand and blue smoke pours out of the hookah, rendering the party unconscious. They will then be set outside the cave and the entrance will be sealed. If the GM wishes to introduce some strange or magical artifacts into his campaign, Vishnar may offer them as a gift.

Upon exiting the cave, the party will be in for quite a surprise -- the illusion covering the valley has been lifted. Brown grass fills the space between the charred stumps that fill the area. The Dragon of Jarn is over a mile long and lays quietly at the bottom of the valley. The dragon is a dull orange color, turning bright towards its head. The creature has jet black claws, each as tall as a steed.

The dragon will expel a smoky blast through its tremendous nostrils and telepathically communicate with the party, never moving or turning to face them directly. The dragon is in a state of sleep, and there is nothing that the party can do to arouse it. The mental message 'BE GONE!' will numb the players' brains, and a telekinetic blast will send them flying up and over the ridge. Each PC will take 1d6 to 3 different body locations as they tumble down the hillside. Roll separately for each location; armor will protect against this damage. A *Luck* roll (POW x 5) will be required to keep from losing any hand held item. All breakable items carried by the players require similar saves to avoid being ruined. All attempts at *Divine Intervention* in this encounter with a True Dragon will automatically fail.

Depending on the PCs' plan of action (or inaction) in assaulting the valley, they will find themselves somewhat lost

in the hills of Sartar. Only fools will disturb the dragon again, and the GM should deal with them as he thinks fit.

There is a village to the south that knows of the dragon, but they mistakenly believe that it is a dream dragon in the valley, none of the villagers having visited it. The party can receive *Healing* and supplies at this village. A guide can be purchased for 5 sovereigns to lead them to a decent road and point them in the direction that they wish to go.

The party must blaze their own trail back to civilization the GM adding any encounters that he deems appropriate.

Concluding the Adventure

The party now has a good story to tell in local inns. Few will believe their tale of an unknown miles long dragon. Those that do will have their own stories about meeting similar monsters or personally riding on the Crimson Bat.

Several opportunities exist from here. The Skull Ruins still remain a mystery, as does the Dragon's Eye. If the party encountered any trolls, the *Haunted Ruins* can be the party's next stop. Savvy parties will engage the Lhankor Mhy and the Irrippi Ontor temples in a bidding war for their information on this True Dragon.



**Uncle Gibbon,***human shaman of Monka Fal**characteristics*

STR 11
CON 12
SIZ 08
INT 13
POW 19
DEX 10
APP 06

attributes

Move: 3
Hit Points: 10
Fatigue: 23
Magic Points: 19
DEX SR: 3
Dam Mod: --

| area | missile | melee | armor/hp |
|---------|---------|-------|----------|
| r leg | 01-04 | 01-03 | 3/3 |
| l leg | 05-08 | 04-06 | 3/3 |
| abdomen | 09-11 | 07-10 | 3/3 |
| chest | 12 | 11-15 | 3/4 |
| r arm | 13-15 | 16-17 | 3/3 |
| l arm | 16-18 | 18-19 | 3/3 |
| head | 19-20 | 20 | 6/3 |

| weapon | sr | atk% | damage | parr% | pts |
|--------|----|------|--------|-------|-----|
| Club | 7 | 50 | 1d8 | 50 | 8 |
| Dagger | 9 | 50 | 1d4+2 | 50 | 6 |

Skills: Dodge(30), Orate(45), Speak Baboon(66), Speak Sartarite(33), Speak Trade(10), Animal Lore(25), Baboon Lore(50), Ceremony(35), Enchant(35), Summon(35)

Spirit Magic: Control Magic Spirit, Summon Magic Spirit, Mobility 2, Spirit Screen 4, Fanaticism(1), Dispel Magic 4

Divine Magic: Axis Mundi, Free Baboon Ghost, Summon Ancestor, Worship Ancestors, Mindlink, Spirit Block

Armor: Soft Leather covered by baboon hide, helm is a mummified baboon head, enchanted to 6 AP.

Items: Monkey paw totem, rhino hide boots, leather backpack, clay paints, mortar and pestle, magic banana seeds, gold monkey medallion (200 L.), 3 silver keys (5 L. each), silver monkey skull for mixing herbs (80 L.), pouch with 87 L. and 9 clacks.

Fetch: Uncle Gibbon's fetch takes the form of a spectral monkey and normally sits on his shoulders. INT 12 POW 14

Fetch's Magic: Disruption(1), Heal 6, Coordination 2, Countermagic 3

Notes: Uncle Gibbon (called just 'Uncle' by his followers) was originally a member of the Dundalos tribe of Sartar when he felt the urge to take up wandering. A season later he found himself at the Monkey Ruins in Prax, where he underwent a mystical transformation. An ancient Monkey God visited his dreams and hold him grand tales of a Monkey Empire. The god also told a tale of how humans were descended for the great apes of Godtime. Since then, Uncle Gibbon has been gathering a group of warrior bandits in preparation for his return to Prax. Uncle Gibbon will surrender if near death. He falsely claims to have 2000 L. ransom at the Monkey Ruins.

All of the monkey people of Dragon Pass and Prax immediately recognize him as a holy man. The cult of Grandfather Baboon and adventuring in the Monkey Ruins will be presented in a future issue of *RQ Adventures*.

Josef, civilized male baboon bandit*characteristics*

STR 15
CON 11

attributes

Move: 5
Hit Points: 11

SIZ 10
INT 16
POW 13
DEX 16
APP 13

Fatigue: 26
Magic Points: 13
DEX SR: 2
Dam Mod: +1d4

| area | missile | melee | armor/hp |
|--------|---------|-------|----------|
| rh leg | 01-02 | 01-02 | 1/4 |
| lh leg | 03-04 | 03-04 | 1/4 |
| hind q | 05-07 | 05-09 | 6+1/5 |
| fore q | 08-10 | 10-14 | 6+1/5 |
| rf leg | 11-13 | 15-16 | 1/3 |
| lh leg | 14-16 | 17-18 | 1/3 |
| head | 17-20 | 19-20 | 4+1/4 |

| weapon | sr | atk% | damage | parr% | pts |
|--------------|-----|------|-----------|-------|-----|
| Javelin | 6 | 65 | 1d6+1+1d4 | 32 | 8 |
| Javelin(thr) | 2/7 | 44 | 1d8+1d2 | - | - |

Skills: Climb(80), Dodge(31), Speak Baboon(36), Speak Praxian(16), Speak Sartarite(20), R/W Sartarite(22), Animal Lore(25), World Lore(20), Track(20), Sneak(30)

Spirit Magic: Disruption(1), Mobility 2, Protection 2, Healing 2

Armor: 1 point fur, bronze hauberk and helm

Items: 2 javelins, cloth backpack, notebook, stylus, ink, toothbrush, soap, cook pots, gold Lhankor Mhy medallion (100 L.), 6 silver hair combs worn in fur (20 L. each), pouch with 35 clacks.

Notes: Josef was originally a baboon from the plains of Prax, but was captured by the Morokanth and sold into slavery at Pimper's Block. He was purchased by the Wilmskirk knowledge temple and took place in the infamous *Humanization Experiment*. When the temple administration found out about this secret experiment, it canceled it immediately and freed all of the subjects.

Josef is not given a bite attack because he will never use it, believing it to be a sign of his feral past.

Walks-thru-Grass, male baboon bandit*characteristics*

STR 22
CON 16
SIZ 16
INT 11
POW 09
DEX 19
APP 12

attributes

Move: 5
Hit Points: 16
Fatigue: 38
Magic Points: 9
DEX SR: 1
Dam Mod: +1d6

| area | missile | melee | armor/hp |
|--------|---------|-------|----------|
| rh leg | 01-02 | 01-02 | 1/5 |
| lh leg | 03-04 | 03-04 | 1/5 |
| hind q | 05-07 | 05-09 | 1/7 |
| fore q | 08-10 | 10-14 | 1/8 |
| rf leg | 11-13 | 15-16 | 1/5 |
| lh leg | 14-16 | 17-18 | 1/5 |
| head | 17-20 | 19-20 | 2+1/5 |

| weapon | sr | atk% | damage | parr% | pts |
|-------------|-----|------|-----------|-------|-----|
| Bite | 6 | 52 | 1d8+1d6 | - | - |
| Sharp Stick | 5 | 49 | 1d6+1+1d6 | 25 | 6 |
| Thrown Rock | 1/7 | 60 | 1d4+1d2 | - | - |

(continued next page...)



(Walks-thru-grass continued)

Skills: Climb(80), Dodge(35), Speak Baboon(31), Speak Praxian(5), Animal Lore(25), Track(50), Sneak(45)

Spirit Magic: Mobility 1, Ironhand 3

A armor: 1 point skin, leather helm

Items: Woven sack filled with potatoes, granite rock inscribed with Strength 1 matrix, small dragon's eye ruby (300 L.)

Notes: Walks-thru-grass was an up-and-coming young male in his troop until driven off by the alpha-male. He has since come into his prime and is one tough monkey. He follows Uncle Gibbon blindly and has dreams of being a war leader in a new Monkey Empire. He will use his Strength Rock before entering combat, giving him a strength of 25 and a damage bonus of +2d6!

Killer Quack, bloodthirsty duck bandit

characteristics

STR 09
CON 14
SIZ 6
INT 13
POW 14
DEX 17
APP 7

attributes

Move: 2
Hit Points: 10
Fatigue: 23
Magic Points: 14
DEX SR: 2
Dam Mod: -

| area | missile | melee | armor/hp |
|---------|---------|-------|----------|
| r leg | 01-04 | 01-03 | 2/3 |
| l leg | 05-08 | 04-06 | 2/3 |
| abdomen | 09-11 | 07-10 | 2/3 |
| chest | 12 | 11-15 | 2/4 |
| r arm | 13-15 | 16-17 | 2/3 |
| l arm | 16-18 | 18-19 | 2/3 |
| head | 19-20 | 20 | 0/3 |

| weapon | sr | atk% | damage | parr% | pts |
|-------------|-----|------|--------|-------|-----|
| Short Sword | 7 | 85 | 1d8+1 | 48 | 10 |
| Sling | 1/7 | 75 | 1d8 | - | - |
| Dagger | 9 | 50 | 1d4+1 | 25 | 6 |
| Buckler | - | - | - | 66 | 8 |

Skills: Boat(30), Swim(95), Fast Talk(40), First Aid(20), Conceal(18), Duck Lore(30), Human Lore(15), Devise(23), Craft Traps & Snares(45), Listen(33), Hide(50), Sneak(42), Ceremony(18)

Spirit Magic: Protection 3, Speedart(1), Glue 2, Repair 2

A armor: cuirboili suit, head is bare

Items: 5 enchanted sling stones (will always hit unless the attack roll is fumbled, single use only), flint knife with Bladesharp 2 matrix, 8 shrunken human heads tied to belt and buckler, small statue of Issaries (10 L.), sack with 178 L, and 12 wheels

Notes: Killer Quack is the name that this bandit has taken as an outlaw. His entire family was slaughtered in the great duck hunt of 1613, and he craves revenge. He has no mercy for humans, and will try to kill them at every chance. Oddly, he does not consider Uncle Gibbon to be human, and follows him for the chance to kill his enemies. There is a bounty of 1000 Lunars on this bandit. This duck will fight to death against humans if cornered, but will try escape if available.

One of Killer Quack's favorite tactics is to pretend to be a Thanatar cultist and wave his shrunken heads at opponents while using his fast talk skill. He will save his magic sling stones for tough human opponents.

Lady Silvertail, foxwoman bandit

characteristics

STR 10
CON 14
SIZ 10
INT 14
POW 18
DEX 21
APP 16

attributes

Move: 4
Hit Points: 12
Fatigue: 24
Magic Points: 18
DEX SR: 1
Dam Mod: -

| area | missile | melee | armor/hp |
|---------|---------|-------|----------|
| r leg | 01-04 | 01-03 | 0/4 |
| l leg | 05-08 | 04-06 | 0/4 |
| abdomen | 09-11 | 07-10 | 0/5 |
| chest | 12 | 11-15 | 0/5 |
| r arm | 13-15 | 16-17 | 0/3 |
| l arm | 16-18 | 18-19 | 0/3 |
| head | 19-20 | 20 | 0/4 |

| weapon | sr | atk% | damage | parr% | pts |
|----------|-----|------|--------|-------|-----|
| Dagger | 6 | 85 | 1d4+2 | 45 | 6 |
| Self Bow | 1/7 | 75 | 1d6+1 | 75 | 5 |

Skills: Dodge(60), Jump(60), Sing(45), Speak Beastspeech(38), Speak Trade(20), Animal Lore(40), Sleight(25), Listen(55), Scan(55), Track(70), Hide(80), Sneak(80)

Spirit Magic: Protection 4, Glamour 2, Control Foxes(1), Detect Enemy(1), Heal 4, Shapechange †

A armor: none

Items: Mirrorsea pearl necklace (1300 L.), Kralorelan silk robe (250 L.), 8 golden finger rings (30 L. ea.)

Notes: Lady Silvertail has grown bored with her existence in Beast Valley and has left to see more of the world. Targon is her protector and she would never do anything to get him killed. She is currently having an affair with Uncle Gibbon just for the fun of it, but will soon bore of the monkey prophet and head her own way.

† Foxwomen have the ability to change shape between a fox and a dark skinned woman. This is instinctual, takes no magic points, and can be done instantly.

Targon Tor, minotaur bandit and brute

characteristics

STR 22
CON 16
SIZ 22
INT 6
POW 11
DEX 11
APP 7

attributes

Move: 5
Hit Points: 19
Fatigue: 38
Magic Points: 11
DEX SR: 3
Dam Mod: +2d6

| area | missile | melee | armor/hp |
|---------|---------|-------|----------|
| r leg | 01-04 | 01-03 | 3/6 |
| l leg | 05-08 | 04-06 | 3/6 |
| abdomen | 09-11 | 07-10 | 3+2/6 |
| chest | 12 | 11-15 | 3+2/8 |
| r arm | 13-15 | 16-17 | 3+2/5 |
| l arm | 16-18 | 18-19 | 3+2/5 |
| head | 19-20 | 20 | 3/6 |

(continued next page...)



(Targon Tor continued)

| weapon | sr | atk% | damage | parr% | pts |
|-----------|----|------|---------|-------|----------|
| Great Axe | 4 | 55 | 3d6+2d6 | 75 | 10 |
| Head Butt | 7 | 45 | 1d6+2d6 | -- | -- |

Skills: Track(51), Beastspeech(30), Speak Trade(5)**Spirit Magic:** None**Armor:** 3 point skin, leather hauberk and vambraces**Items:** cow fertility idol (30 L.), horse bone necklace (10 L.), obsidian nose ring (6 L.) Large sack with 376 L.**Notes:** Targon Tor is an almost mindless brute, but is completely dedicated to Lady Silvertail. If she is ever harmed, he will go berserk. He does not follow Uncle Gibbon's orders, and would kill the shaman if he knew that he was having an affair with his mistress. See *RQ Creatures Book*, page 29 for details on minotaurs**Frwth, wild male Telmori werewolf**

| characteristics | (wolf) | attributes |
|-----------------|---------|------------------------|
| STR | 11 (22) | Move: 3 (7) |
| CON | 13 (13) | Hit Points: 15 |
| SIZ | 16 (16) | Fatigue: 24 (35) |
| INT | 12 (6) | Magic Points: 11 |
| POW | 11 (11) | DEX SR: 2 |
| DEX | 13 (13) | Dam Mod: -- (+1d6) |
| APP | 10 (10) | |

| man form | missile | melee | armor/hp |
|----------|---------|-------|-----------|
| r leg | 01-04 | 01-03 | 0/5 |
| l leg | 05-08 | 04-06 | 0/5 |
| abdomen | 09-11 | 07-10 | 1/5 |
| chest | 12 | 11-15 | 1/6 |
| r arm | 13-15 | 16-17 | 0/4 |
| l arm | 16-18 | 18-19 | 0/4 |
| head | 19-20 | 20 | 0/5 |

| wolf form | missile | melee | armor/hp |
|-----------|---------|-------|-----------|
| rh leg | 01-02 | 01-02 | 1/4 |
| lh leg | 03-04 | 03-04 | 1/4 |
| hind q | 05-07 | 05-09 | 1/6 |
| fore q | 08-10 | 10-14 | 1/6 |
| rf leg | 11-13 | 15-16 | 1/4 |
| lh leg | 14-16 | 17-18 | 1/4 |
| head | 17-20 | 19-20 | 1/5 |

| weapon | sr | atk% | damage | parr% | pts |
|------------|----|------|---------|-------|----------|
| Club(man) | 7 | 45 | 1d6 | 45 | 8 |
| Bite(wolf) | 8 | 95 | 1d8+1d6 | -- | -- |

Skills: Sneak(85), Scan(60), Search(50), Track(65), Speak Wolfspeech(32), Speak Sartarite(7), Dodge(40)**Spirit Magic:** Heal 1**Armor:** Thick furs(man); 1 point hide, immune to most weapons**Items:** ancient bronze medallion with dragon emblem(100 L.)**Notes:** See *RuneQuest Creatures Book* page 40 for complete details on werewolves.**Grrrl, wild male Telmori werewolf**

| characteristics | (wolf) | attributes |
|-----------------|---------|------------------------|
| STR | 13 (26) | Move: 3 (7) |
| CON | 12 (12) | Hit Points: 13 |
| SIZ | 13 (13) | Fatigue: 25 (38) |

| | | | |
|-----|----|------|------------------------|
| INT | 09 | (5) | Magic Points: 12 |
| POW | 12 | (12) | DEX SR: 3 |
| DEX | 12 | (12) | Dam Mod: -- (+1d6) |
| APP | 09 | (09) | |

| man form | missile | melee | armor/hp |
|----------|---------|-------|-----------|
| r leg | 01-04 | 01-03 | 0/4 |
| l leg | 05-08 | 04-06 | 0/4 |
| abdomen | 09-11 | 07-10 | 1/4 |
| chest | 12 | 11-15 | 1/5 |
| r arm | 13-15 | 16-17 | 0/3 |
| l arm | 16-18 | 18-19 | 0/3 |
| head | 19-20 | 20 | 0/4 |

| wolf form | missile | melee | armor/hp |
|-----------|---------|-------|-----------|
| rh leg | 01-02 | 01-02 | 1/3 |
| lh leg | 03-04 | 03-04 | 1/3 |
| hind q | 05-07 | 05-09 | 1/5 |
| fore q | 08-10 | 10-14 | 1/5 |
| rf leg | 11-13 | 15-16 | 1/3 |
| lh leg | 14-16 | 17-18 | 1/3 |
| head | 17-20 | 19-20 | 1/4 |

| weapon | sr | atk% | damage | parr% | pts |
|------------|----|------|---------|-------|----------|
| Stick(man) | 7 | 55 | 1d6+1 | 15 | 6 |
| Bite(wolf) | 8 | 80 | 1d8+1d6 | -- | -- |

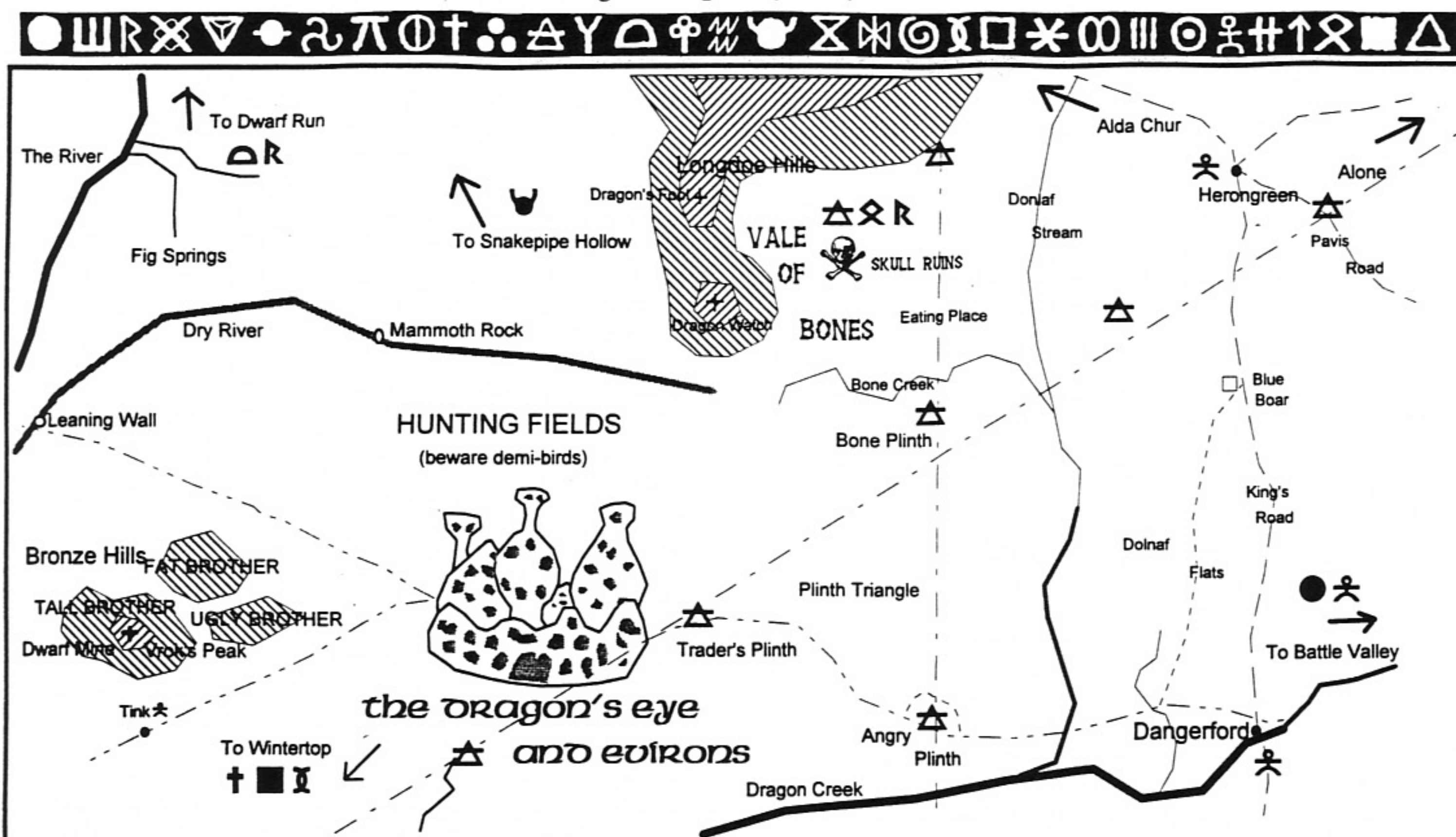
Skills: Sneak(75), Scan(65), Search(40), Track(45), Speak Wolfspeech(28), Speak Trade(4), Dodge(35)**Spirit Magic:** none**Armor:** Thick furs(man); 1 point hide, immune to most weapons**Items:** 16 shiny river stones in pouch (1 clack each)**Notes:** See *RuneQuest Creatures Book* page 40 for complete details on werewolves.**Wolf**

| characteristics | attributes |
|-----------------|------------------------|
| STR | 13 |
| CON | 12 |
| SIZ | 11 |
| INT | 5 |
| POW | 11 |
| DEX | 17 |
| | Move: 7 |
| | Hit Points: 13 |
| | Fatigue: 25 |
| | Magic Points: 11 |
| | DEX SR: 2 |
| | Dam Mod: -- |

| area | missile | melee | armor/hp |
|--------|---------|-------|-----------|
| rh leg | 01-02 | 01-02 | 2/3 |
| lh leg | 03-04 | 03-04 | 2/3 |
| hind q | 05-07 | 05-09 | 2/5 |
| fore q | 08-10 | 10-14 | 2/5 |
| rf leg | 11-13 | 15-16 | 2/3 |
| lh leg | 14-16 | 17-18 | 2/3 |
| head | 17-20 | 19-20 | 2/4 |

| weapon | sr | atk% | damage | parr% | pts |
|--------|----|------|--------|-------|----------|
| Bite | 7 | 65 | 1d8 | -- | -- |

Skills: Dodge(35), Track(85)**Armor:** 2 point fur**Items:** none**Notes:** This shaggy creature is friend to the Telmori and the wolf-friend of Frwth.



Angry Plinth: The road skirts either side of this hill, upon which rests a dragonewt plinth. Local stories tell of some adventures who were trying to tap into the magical forces that make up the dragonewt roads at this plinth. While they transferred some magical energies into themselves, a large party of angry dragonewts appeared and slaughtered all of them except for one. This person was an Issaries wanderer, who was left alive to spread a warning to those who would tap into the energy of the mystical highway.

Battle Valley: This area, a day's journey east of this map, is home to the Sazdorf clan of trolls. See the *Haunted Ruins* for complete details on these trolls.

Blue Boar Fort: This stronghold of the Dinacoli tribe is located almost exactly between the two stockades of Dangerford and Herongreen. It is an important messenger station, and keeps information flowing between Old Sartar and the frontier settlements.

Bone Creek: This seasonal waterway is totally choked with bones washed down by the heavy rains of Sea season and dry all of Fire and Earth seasons

Bone Plinth: This marker for the dragonewt highway stands at the entrance to the Vale of Bones and the Skull Ruins that lie within. This is also the outer boundary of the spectral dragons that haunt the Vale by night.

Bronze Hills: These craggy hills were once rich in bronze, but were mined very heavily until the ore gave out. The last major mine closed in 1589. Local legend say that these hills were

once three brothers who were gods. They came to fight the great army of chaos that was sweeping the land. They held of the army until Maran Gor arrived and shook the Devil down in Snakepipe Hollow. Then the brothers, whose names are forgotten, crawled away to die from the grievous wounds that they had suffered.

Dangerford: The Dragon Creek is too deep or the banks too steep to allow major armies to pass through at most locations. The Dangerford is an exception. Sand and rocks line the riverbed for a 100 meter width, making an extensive shallow section, even during Storm season

Dolnaf Flats: This wide, flat area between the waterways is the home of the Dolnaf clan and is known for its excellent pastures. The Dolnafs are horse breeders and important members of the Dinacoli.

Dolnaf Stream: This tributary of Dragon Creek flows from the Valley of the Chalk Man and sets the border between the Dinacoli and Vantaros tribal lands.

Dragon Creek: This major tributary eventually flows into the Upland Marsh. Its headwaters can be found beyond the Indigo Mountains in the Perilous Valley.

Dragon's Eye: This bizarre metropolis is the capital of the dragonewts and home to the Inhuman King. These are labels created by men, and do not truly describe this alien place.

Dragon's Foot: This is where the True Dragon landed and summoned its fire before descending in flames on the True Golden Horde.



Dragon's Watch: This is where the True Dragon rested after gorging itself on the True Golden Horde. It kept watch here for a year and a season, and sent flames raining down on any survivors from the earlier battle.

Dry River: A previous course of the River before it was changed. Many parts of it form steep gorges and crumbling ledges. Interesting fossils and artifacts can sometimes be seen on the eroded remains of the former banks.

Dwarf Mine: The most famous of the bronze mines, this was dug by blind, pasty-faced slaves overseen by dwarf foremen. There are still extensive tunnels that travel for miles beneath Tall Brother. There are no known maps of this labyrinth, and old prospectors tell tales of doom that have befallen visitors to the old mine.

Dwarf Run: This is one of the several entrances to a great underground complex, run by the mysterious Dwarf. It is home to the Cannon Cult, the giant Jolanti, and the mysterious Alchemical Transformer. See the board game *Dragon Pass* for more details on the Dwarf. Dwarf Knoll in the Plains of Prax is also rumored to lead to the same underground complex.

Eating Place: This is where the True Dragon landed in the Vale of Bones and gorged itself upon the flesh of the human invaders. The beast first set fire to the pillaged city and then positioned itself at the end of the valley, jaws gaping wide. The True Golden Horde, wild with panic from the fire and lesser dragons, fled right through the true Dragon's jaws and into its belly.

Fat Brother: This rise is very squat, surrounded by cliffs on all sides. Narrow paths have been carved into the 40 meter sides and lead to the flat plateau at the top. The top of this domed hill rises 800 meters above the surrounding lands.

Fig Springs: This spring has water in all but the driest of Fire seasons, and gets its name from the abundant fruit trees here.

Herongreen: The northernmost part of Dinacoli lands, this great stockade is where the clans gather to fight when their hearths are threatened.

Hunting Fields: This great expanse of chest high grass covers the plain north of the Dragon's Eye. Ferocious herds of demi-birds roam here in packs led by dominant females. They are very intelligent for animals and are ruthless hunters. Their behavior is similar to the Veloceraptors presented in *Jurassic Park*.

King's Road: Built by Terasarin, King of Sartar, this roadway connects the northern fortresses with Old Sartar.

Leaning Wall: This ancient structure tilts at a 45° angle for most of its 2 kilometer length and rarely rises above the height of 1 meter. There are rumors of hidden catacombs beneath.

Longdoe Hills: These vast rolling hills are known for the excellent hunting they provide. Both deer and rabbits enjoy large populations here.

Mammoth Rock: This well-known landmark is the northern boundary for the Hunting Fields. It gets its name from the giant fossil imbedded within it.

Pavis Road: This road stretches all the way to the city of New Pavis and the Big Rubble beside it. This road cuts across northern Prax, passing just south of Tada's High Tumulus. Much of this land is currently claimed by the Pol Joni horse nomads. The road is regularly patrolled by Lunars, and is a major trade route.

Plinth Triangle: The grassy field bounded by Bone, Trader's and Angry Plinths is avoided by all local clan members. The area is rumored to be haunted and is know for its disappearances. Entire herds of cattle have been known to vanish after wandering into the triangle.

River: This is the current path of the largest moving body of water in Dragon Pass. It flows from Skyfall Lake through Snakepipe Hollow and Dwarf Run, finally disappearing into the endless tracks of the Upland Marsh.

Skull Ruins: Once a great city in the Empire of the Wyrms' Friends, no living intelligent beings have dwelt here in 500 years. Plundered by part of the True Golden Horde, the city was then burnt by the True Dragon.

Snakepipe Hollow: This chaos nest was formed when Maran Gor shook down the forces of the Devil during the Age of Darkness. See Avalon Hill's game supplement, *Snakepipe Hollow*, for full details.

Tall Brother: The highest of the Bronze Hills, this rise is home to Vrok Peak and the Old Dwarf Mine. The peak is about 1000 meters from the plain below, and houses a ruined lookout post.

Tink: Once a mining boom town, when the ore panned out Tink became a home for outcasts and drifters. See page 5 for more details on Tink.

Trader's Plinth: This is one of the few locations where dragonewts will trade with humans at. Once or twice a year, a group of dragonewts will set out from the Dragon's Eye and wait motionless here for traders to come.

Ugly Brother: The lowest peak of the bronze hills rises 600 meters above the plain. It gets its name from the countless crags and gnarls that project outward from the surface. This hill was the least productive during the mining era.

Vale of Bones: This narrow valley is still littered with the bones of those True Golden Horde members that were slain here in the Dragonkill War.

Vrok Peak: This area was once a great rookery, but was devastated by the miners looking for bronze. Only in the last few years have the majestic birds made a recovery. There is a small abandoned watchtower near the peak, which is said to house everything from bandits to trolls to the spirits of miners trapped inside the mountain by cave-ins.



Jonstown Knowledge Temple Document 5B-4523-EWF-5c. Restricted Access

Praise the Dragons and their knowledge!

Many things strange and wonderful have graced my eyes, but none so incredible as the cave of Yaska Marj. This Earth season I was able to travel along the Road to Harna Gamoon to meet my friend, Dotar Dotash, and then travel on to the dream dragon's dwelling place. From the city, we journeyed to the Claw of Jarnoon, and slept in its shadow. The strenuous climb up the Balooq was almost too much for me, and I had to beat one slave to death in order to get the rest of them to enter the dragon's valley. The entrance to Yaska's cave faces Yelm as he starts his journey, and is a short way up the hillside.

The dragon itself is a fearsome sight, with teeth over a hand wide. Golden scales adorn its back, but turn to a dull grey near the underbelly. I will never forget the piercing stare of the creature's yellow eyes as it seemed to look right through me!

Many wonders graced the inside of Yaska's cave. Rubies seemed to be a favorite of the beast, and they filled many coffers. Some gold was also there, but silver abounded. The dragon charged me my weight in silver to see his cave - praise the dragons that I went on that diet last Dark season! Large urns taller than Uzdo that I dared not peek into lined one chamber.

I have saved the most truly wonderful for last. The Marj Dragon took us deep into the recesses of his cave and showed us the stone. Bigger than a man's clenched fist, a large red Truestone was wedged into a nook. The dragon then commanded me to touch the stone, and I was filled with wonder. The Truestone contained the essence and magic from the dead god, Atton, whom I had never heard of! Yaska's powerful voice broke the trance and I released my hold from the stone. The dragon told me that the Truestone contained the last essence of a god that had perished in the Dark Age. Oh, the knowledge that must be contained in that stone! If I possessed it, the council would have to admit me! Then that idiot wife of mine would have no cause to nag me so!

May dragons visit my dreams and keep me from a good night's rest if any of this account is not true.

Taror Rotan, 1055 Tempus Solaris

that strange fellow in Tink might know something relevant -- C.



Greetings, Brother!

How fares Mother? I am sorry to hear of her bout with Malia. May the White Ladies bring her peace and health! Uncle was wounded in a great fight that I must tell you about – we fought a ferocious dragon in the hills above the stead!

The dragon had been poaching sheep for about a week when we set the trap for it. We all waited beside the flock while the creature circled overhead. It mocked us by landing right in front of us, sending the flock panicking to the hills. The monster did not expect us to challenge it! I don't think it expected Uncle's magic spear, either!

The beast had golden scales covering its back, but the soft under-belly was grey. That is where Uncle thrust his great spear to fell the monster. I stuck the creature twice with Father's sword, once in the tail and once in the hind leg. Surely Father's spirit and Orlanth's blessing guided my hand. Once the dragon even turned to face me, its yellow eyes looking into my very soul! I pray that I do not dream of that at night.

The beast lays in the field where it was slain, but strange things are happening to the carcass. We were going to drink the blood in the hunter's ritual, but it faded from our mugs before the ceremony was complete! Most of the dragon parts are still intact, but a few are transparent and insubstantial – strange indeed!

We had a great feast and Auntie slaughtered 6 geese! I can still taste the delicious fat when I lick my fingers. Auntie also sent Cousin running up to the ridge to fetch some snow for her ice-berry desert! Everyone celebrated our victory.

The village elder is already making up a song about how brave we were. I hope he includes my name in the song so that my children may sing of me. I will be home later than expected, possibly not until the start of dark season. I will be running the farm while Uncle recovers from his wounds.

Swift winds and good harvests!

Dragonsticker!



My friends!

Great thanks for your noble help in retrieving for me a few creature comforts for me. My gratitude will always be with you. Sorry that I was unable to see you personally on your way, but circumstances would not permit it at this time. You must come back again to visit longer. I may have need of your services again.

By my calculations, Yaska Narj's cave lies four leagues to the east of the plinth that Emissary-to-Forang will leave you at. The valley has steep walls and may be difficult to climb with heavy gear. Look for a low spot between two heavily forested hills. That will be your guide into the dream dragon's valley. The actual cave is about 100 meters up the west face of the valley, overlooking the dense woods the fill the bottom. There is no water in the valley, so be sure to bring your own. Do not question my source for this information, the spirits never lie.

May the dragon spirit be with you as you search for truth and knowledge!

△ Forang Farosh

Games Gloranthans Play

Rune dice games

Moon Dice (Lunar Dice)

Moon Dice is a simple betting game for two players. All that is needed is a pair of dice with the Lunar runes on them. Full, Empty-Half, Full Half, Crescent-Come, Crescent-Go and Black make up the six sides. All bets are at even money, and one player keeps rolling until he rolls two Full moons, two Black moons, or voluntarily passed the dice.

If the roll contains any Full moon, the roller loosed his wager and must bet again. If the roll comes up any pair (except Full and Black moons), the shooter wins and collects the bet. The owner of the dice decides the result of two Black moons before the games begins. This is most often a win. Other combinations are described below. Full-Half and Empty-Half are considered a match as are the two Crescents.

- ① Any Full Moon, Roller Loses!
- ①① or ①① Any pair, Roller Wins!
- Two Black/Dying Moons, house rule.
- ① Black & Half, Roller must double pot.
- ①① or ①① Crescent, opponent doubles pot.

Unscrupulous characters have been known to use loaded or crooked dice. A common tactic is to swap in a die with two Full moons in order to cause someone to lose. Players will also palm in dice with no Full moons to insure a win.

The game is played very similar within the Lunar Empire, but the effect of the Full Moon and Black Moon are reversed. Any Black loses and two Full Moons always wins.

Rune Dice (Wild Dice, Liar's Dice)

Wild dice is identical to the modern day Liar's dice (a.k.a. Mexicali), with the exception that rune dice are used for play. Any good book of dice games (or bartender!) can give you complete rules on Liar's dice. They are not presented here. The basic idea is to bid the best combined five die hand or bluff well. If caught bluffing or challenging a good call, you must lose one die from your cup.

There are two major variants along with minor variations keyed to culture. The major variant is what type of rune dice are used. Element and Form runes are the two used in Dragon Pass, but others do exist elsewhere in Glorantha. The other variable concerns which die is wild and is listed with each culture.

The suits are listed in rank, low to high. 3 Ducks will beat both 3 Trolls and 3 Lunes when playing in Boldhome. Notice that the first die is not always the wild die. As with Liar's Dice, if the opening bid is a wild die, it is not wild for the rest of the hand.

Enough runes are presented on the next page to create ten dice for both the Element and Form runes.

Sartar (Element Runes)

- ① Lune
- Troll
- ≡ Duck
- ⊙ Elmal
- Ernalda
- ⑥ Orlanth (WILD)

Lunar Empire (Element Runes)

- ⑥ Fart
- Blue Moon
- ≡ Oslir
- Dendara
- ⊙ Yelm (WILD)
- ① Red Goddess

Casino Town (Form Runes)

- ♠ Thed
- ♣ Flamal
- ♠ Duck
- ♠ Dragon
- ♠ Little Pharaoh
- ♠ Big Pharaoh (WILD)

Holy Country (Element Runes)

- ① Lune (WILD)
- Only Old One
- ≡ Dormal
- ⑥ Orlanth
- Esrola
- ⊙ Yelm

Prax (Element Runes)†

- Waha (WILD)
- Morkanth
- ⊙ Impala
- ≡ High Llama
- ⑥ Bison
- ① Sable

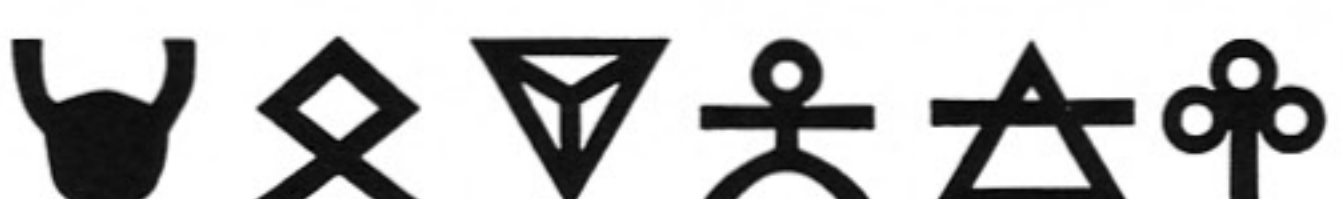
† Scholars have found ancient Praxian dice from Godtime that have the *Six Great Tribes* of Prax as the sides. These dice predate Waha, and are not used today.

Make Your Own Rune Dice

To make your own set of Rune Dice, photocopy this page and carefully cut out the runes. Take standard size white dice and white-out the pips. Glue the rune symbols to the sides of die and let dry. You can also coat them in clear lacquer for longevity. Believe it or not, this works fairly well and adds spice to any

RuneQuest game! Your local full service copy shop can also photocopy this page onto pre-glued label paper, which works excellently and only costs about a dollar..

The extra Full and Empty moon runes are for those who want to create a *crooked* third die for shooting Lunar dice!



Duck Mythology & Notes

DuckPak part one

Based on the Avalon Hill supplement *TrollPak*, Greg Stafford & Sandy Petersen original authors.

Why DuckPak? Why not! While ducks are not the most important part of Gloranthan existence, they are integral to Dragon Pass. Ducks can add flavor and can become an essential part of any RuneQuest campaign.

Last issue we introduced a little duck culture with the adventure *Escape From Duckland*, and this issue we supply more information on that peculiar people of Sartar. First is a version of duck history penned by Bookjohn the apprentice, which is generally discredited by scholars. Following is the enemy cult of Quackodemon, a major foe to peace in Duckland. Ending our mini-Duckpak is the short adventure, *On the Trail of Quackodemon*, which brings players face to face with duck culture at its best and worst and the Duckland encounter table..

Hopefully, this material is enough for GMs to get ducks involved in their own adventures!

Duck Mythology

The Choosing of Grandmother Duck

Vrimak was a member of the Celestial Court, the highest flyer in all the skies. It was he who choose, from among the nameless hatchlings, some of the chicks who would grow to be gods. One of them is important to us.

Myths say that the Form runes were made and passed as toys around the Celestial Court. Members who fancied a Rune copied it, imprinting it upon their own particular pattern. Thus, when the Man Rune was formed, there were afterwards men of darkness, men of water, men of earth, and men of the sky. Grandmother Duck is the name of the goddess of the People of the Sky. From her body flew all the ducks who inhabit the world today.

The First Ducks

Vrimak took the Man Rune and incubated the secret essence of Grandmother Duck, who afterwards hatched Canarda, the Egg Mother. Vrimak then gave the Rune as a plaything to the two goddesses, and with no other aid, in each of them laid three more eggs. These hatched into the Three Brothers and the Three Sisters, the ancestors of all ducks. With Canarda they are sometimes called the Seven Sacred Ancestors, and with Grandmother Duck make up the Nest of Eight.

These are the Seven Sacred Ancestors:

Canarda, Egg Mother, favored of Grandmother Duck.
Canarda continued afterwards to hatch many famous ducks of

elder days in addition to her part in the creation of the Seven Sacred Ancestors.

The Hurtler, so called because of her everlasting fame at flying over incredible distances.

Swimmer in the Shadows, who was also the first Duck shamaness, and who taught the ducks the dances which protect them from malevolent spirits, and which help them to fight the Hungry Ones.

The Egg Beater, who invented the many sacred squawks of the ducks, and who accompanies them in dancing.

Hueymakt Deathdrake, Master of Weapons, Valiant Protector of the Nest -- he was also the first male duck.

Dewey Orlanth, who invented the first boat to help his kin cross the rivers and lakes. He was the second of Canarda's children.

Storm Bill, the Chaos Killer, last of Canarda's children, who taught his magics to the whole of his race. His true name is a secret known only to his closest initiates, who refer to him in public as "Louie, Louie."

Canardela and Early Battles

As the race of ducks multiplied, they spread to live in a place of ease and bliss which they named Canardela, after their favorite goddess. It has also been called Ganderland, the Mighty Duck Empire, and it rested just beyond the southern base of the Spike of Law.

Canardela was a place where everyone had their choice of things to eat, depending only on how far they wanted to swim or fly between meals. Ranges of succulent plants and tasty bugs were spread as far as could be seen. Even though food was abundant, the *durulz* never grew fat or lazy.

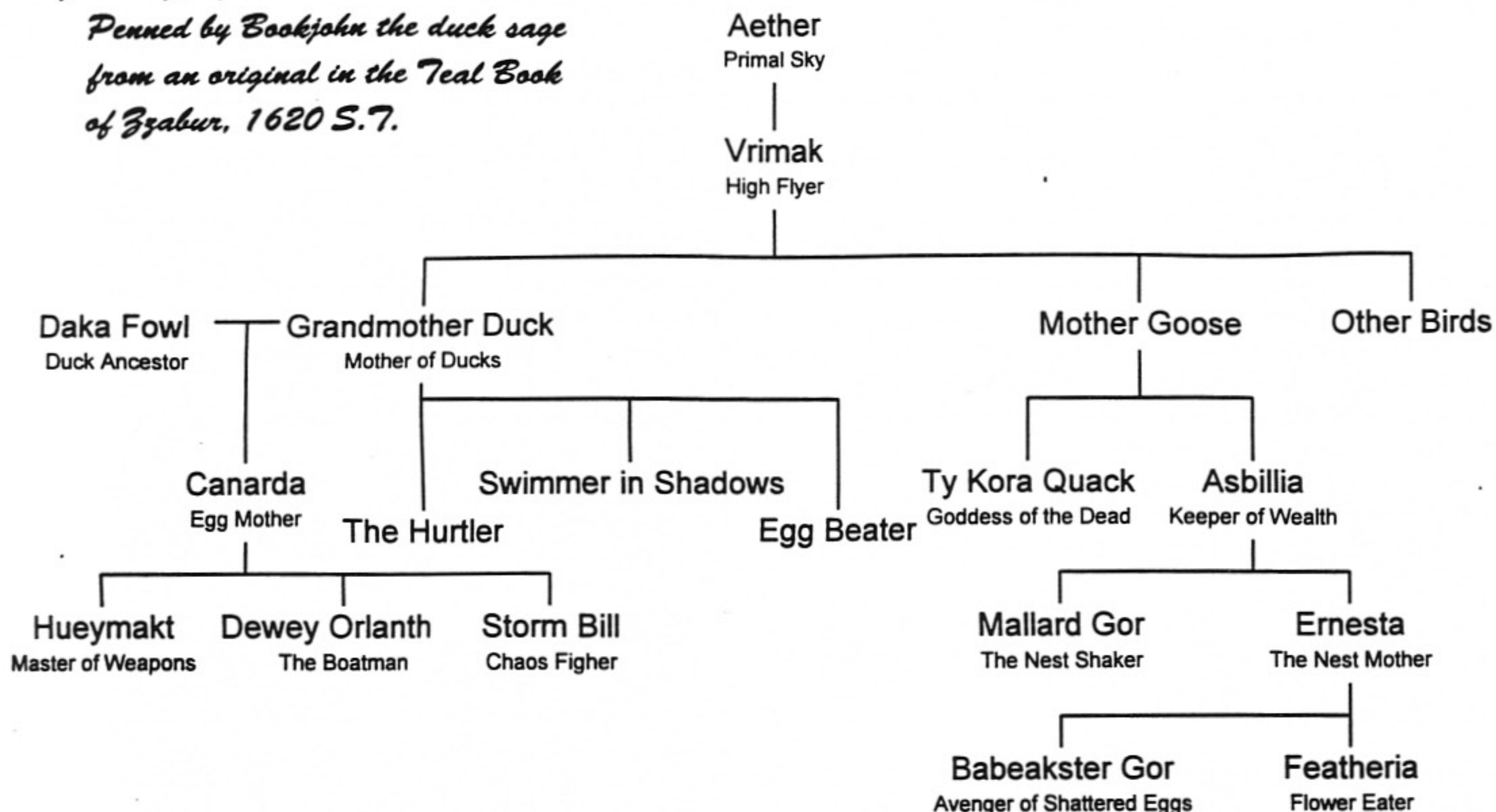
During those days of unending splendor, the ducks engaged in other sports, preferring the ones where they went over long and legendary roads to find places where other creatures lived. One of their first journeys was to the far side of the Spike with Grandmother Duck, where they found the herons and flamingos with their already ancient and still-famous rivalry.

The ducks delighted in taking advantage of the ancient feud. When Galejon the Sneaky plucked some feathers from Grandfather Flamingo's tail, it was blamed on the herons. The herons in turn blamed the flamingos for the ruin of their famed Delicate Swamp, which was filled in by a landslide, but Dewey Orlanth often boasted about all the dirt he carried there in his magic reed boat.



Genealogy of the Duck Dieties

*Penned by Bookjohn the duck sage
from an original in the Teal Book
of Zgabur, 1620 S.7.*



Neither incident disrupted the ease of the ducks' lives. There were more raids made against the ducks, and more made by them as well. Once flamingos appeared in Canardela and took many types of tasty insects away. The ducks resisted stubbornly but were defeated and badly pecked, and it took many squawks to fix them again. Another battle with herons is recorded at the Blind Troll's Tree. Here a whole clan of ducks were captured and shamed, all of them even losing feathers as part of their punishment.

Many battles were fought between the bird people in Godtime, but nothing was as disastrous as the arrival of a single stranger in Canardela.

The Great Enemy

One day in Canardela, a duck named Jon the Disbeliever met a stranger walking through the land near a big pile of dirt, which is called Orlanth's Pile of Dirt. Jon thought the person the lowliest creature he had ever seen, and he asked who he was and what he was doing in Candela.

"I am Old Man," came the reply. "Too many years I've spent with my old bones aching amidst the unappreciative generations. Ended now it is, and I am going to a place to rest and wait for the others." Jon the Disbeliever did not believe or understand that, but he related the tale afterwards to anyone who would stop and listen to it.

The next stranger who came had a flock, and his arrival was more momentous. It was Yelm, the second being to die,

who had been Emperor of the Golden Nest and Yolk of the Sky. Ducks had been to the sky before, but never so close to Yelm, who had always singed their tail feathers with his radiance. All the antipathy between ducks and other birds came to the fore, and all of the forces of the *durulz* were mustered to resist the invaders. This is the Battle of Hoonra Field, and the ducks never had a chance against the many foes who marched against them.

Yelm was regal and unstoppable. Armies of ducks were singed badly by his Sun Spear. Gory and crying in pain, Yelm strode through Canardela and settled nearby, close enough so that his heat dried out the land forever. Worst of all was that new creatures, often wicked birds, came and joined their willing companion in the Desert of Death. Paradise was forever destroyed.

The Exodus

Grandmother Duck ordered the evacuation of her people from their primal lands. Other deities had already fled northward, away from the destruction. Mallard Gor was there, gladly fighting and conquering the lesser birds which had been dependent on the light of the Yolk. Ernesta was there too, following her sister's trail and making many friends with the confused lesser creatures, even some of the birds who had been enemies before the coming of Yelm.



Grandmother Duck led the mass of duckdom through secret paths to the tip of the Spike. Ducks crowded into the ancient palace of Vrimak, filling it completely. Some ancient maps show part of the Spike as a duck kingdom, which was this region. From there armies of ducks marched northward, down the Spike, never looking back to what had once been Ganderland.

The most terrible loss for the ducks was that of Canarda, Egg Mother and favorite child of Grandmother Duck. She was the ducks' winged goddess, but she was stricken by Yelm so that she could not fly away with the others. Instead she remained earthbound, a prisoner on the land, and her powers of flight were withheld from her kin.

Grandmother Duck was struck by a deep, unyielding sorrow, which permeated the whole duck race. So deep was her pain, and so critical the energy lost with Canarda, that all ducks born since that time have differed greatly from the more ancient type. They can no longer fly, and their young are born alive, rather than hatched from shells as is moral and proper.

The ancient *durulz* are now called Ancient Ducks, but the new *durulz* are called New Ducks. The former have all flown away, but can sometimes be called back by a shaman. They are called the Winged Ones and control great magics, unseen since the Godtime.

Ducks Versus Chaos

The Lesser Dryness was a time of troubles and woe for most of the world, including the *durulz*. However, the ducks had it worse than most, and suffered greatly in their journeys. Great enmity grew between ducks and the other creatures of the darkness, especially the trolls, who saw the ducks as a great new food supply. Those who did not oppose the ducks often embraced duck ways, and thereby found refuge and safety against the dryness. This is true of the humans of Dragon Pass, who were saved by the ducks so long ago, though most of the ungrateful wretches do not remember it, and hunt *durulz* for sport.

The problems of the elder races were compounded during the Chaos Wars, also known as the Great Dryness. The ducks had previously confronted chaos through the person of the Storm Bill, who had back-tracked the trail of a mad duck who was later called Quackodemon. He felt compelled to discover the source of Quackodemon's agony before he wiped him off the face of the earth. As he neared the place in Hell where Quackodemon had seen what follows Death, Storm Bill was confronted by Kwakboth, the chaos spirit who guards the entryway into Glorantha. Storm Bill dispatched Kwakboth and, with a twist of his magical bill, ripped a secret power from the spirit. Newly armed with his secret power, Storm Bill peered into the hole, viewing the horrors of chaos to come. He returned to his clan and began teaching them what he had seen and done, and of his new power. This new power is recognized as the special ability which ducks have in fighting chaos. It is still part of Storm Bill, who teaches it only to his nest mates.

There were many more duck battles -- no place or peoples were spared from the fighting. Especially tragic was the fight at the Nest. The duck kingdom there was very powerful and prepared for Kwakboth the Devil and his army, which marched across land, sea and air to reach the magical nest of the gods. When the Devil first set its webbed foot upon the sacred Nest, the duck armies drove him and his legions off with terrible losses to each side. A great tragedy occurred when the chaos army, or another one, chose to land at another spot, guarded by the herons and flamingos. Kwakboth swept aside these foes and slithered into the center of the Nest. There occurred events noted elsewhere, far beyond the control of the ducks, which resulted in the absolute destruction of the Nest, and of everyone therein, including the powerful duck kingdom located there.

Other forces often confronted and fought the chaos armies. They usually fell and were, much to their eternal horror, melted and mutated into monsters of chaos themselves. This swelled the chaos armies so much that each battle usually saw two chaos armies slither off where one had arrived before.

Magics helped protect the *durulz* from this horror. The ultimate test of the duck resistance came when Storm Bill faced Kwakboth again. The chaos god had already turned one duck army into the mutants we now call cave ducks, who have been extinct since the Stone Age. Storm Bill smashed Kwakboth, and then scattered the splattered remains upon the chaos army. Kwakboth's minions were themselves splattered, and then dispersed across the world.

Especially important to the ducks was the struggle called the I Fought We Won battle. Many races, species, and individuals claim to have been the principal combatant in this memorable battle. Heroquesting has proven that all claims made by everyone about attending this fight are correct, but we know that without the ducks victory would have been impossible.

The gradual cessation of chaos things in the world was very slow. We know that there were at least 4000 series of hatchings between the I Fought We Won battle and the Dawning. During this time the ducks strengthened their nests and sent warriors over the rest of the dry world. Much was in cinders and waste, but the ducks discovered remnants of the old world. These ponds of survival eked out their miserable existence, often still fighting the ducks and being beaten by them.

Those ducks who survived were hard-pressed to live. They were beset by spirits and demons who did not know their places, and the living and the dead mingled in a communal horror of confusion and fear.

Then it was that Daka Fowl walked the world, separating the living from the dead, setting each duck in his place, making known to all their duties and affairs. He gave the dead into the care of Ty Kora Quack, who became goddess of the dead. This established some order in the world, and was the first successful worship.



The Return Of The Enemy: The Dawning

The *durulz* had no reason to accept the Great Compromise of the Gods at first. Grandmother Duck and her clans ruled over the ruined lake of the cosmos. Their gods were living and ruled many peoples who were not ducks, or even birds. Yet they did accept the Compromise, though Mallard Gor resisted.

We know the reason Grandmother Duck accepted. It is contained in a nearly-forgotten squawk of the ducks which is called "The Spider's Promise." The song states that a small spider, "black and silent, crept to the ear of the Grandmother." There it whispered something which made Grandmother Duck agree to the compromise. The rest of the song is a repetition of an earlier duck squawk about their paradise, Canardela, "where every beak is filled, where every egg is fertile."

The implication of this is that the spider, who was probably Arquackne Solara, showed Grandmother Duck the way to reach the immortal paradise which had been abandoned ages before when Yelm came to it. There, in Canardela, Grandmother Duck was reunited with Canarda, her favorite daughter.

But the reuniting of these two goddesses did not re-establish the ancient duck race. Instead the *durulz* believe that they will once again become Ancient Ducks only if they obey their goddess during their lives. However, instead of regaining their wings in the miserable existence they had known, they will be re-hatched in the bliss of Canardela, far from the pain and misery of the dry world.

Grandmother Duck spread the word among her minions of the return of Yelm, who had cursed them, then followed Arquackne Solara into other realms. Forewarned, the ducks cursed the sky when Yelm again heated the dry world. So they were when the re-hatched gods and world found them after Time was born and history began.

Duck Notes

Duck Dentition

Duck teeth reveal duck habits. Like all birds, they have beaks to suit the many varieties of foods they ingest. But unlike most birds, they also retain their teeth. Their legends say that ages ago Mallard Gor knocked the teeth out of other birds in retaliation for the many wrongs perpetrated on the ducks by them. But the ducks still have theirs -- how else would they hold their cigars?

Duck Drinking Habits

Ducks are very fond of dark ales and some wines. Duck beer is very thick and yeasty, and often has leaves and twigs added for flavor. Drinking this beer is an acquired taste for humans. Distilled alcohol such as brandies and whiskies are unpalatable by the *durulz*, and they become quite nauseous after consuming even the smallest quantity.

Most ducks have a low tolerance and become drunk quite easily. They are prone to getting in to fights while intoxicated and generally are mean drunks.

Duck Life Statistics

Ducks are usually born after 35-40 weeks of gestation. They do not need to be nursed or fed, being capable of eating real food upon hatching. None of that disgusting regurgitation of food that other birds have to go through.

Ducks teethe at age two. Before then, they use their beaks to crush insects and chew plants. Walking begins at six months, but many infant ducks can swim from birth. Puberty is at age 14-16, and ducks usually undergo initiation rites similar to those of the Orlanthi peoples around them. After that they are adults of the tribe and may cast a vote in council.

One tribe of ducks is said to have remained loyal to Yelm, and so to have retained their flight and egg-laying capabilities. They were cursed for this perfidy by Grandmother Duck, so that they no longer have intelligence or the life span of true ducks. Any *durulz* who survives to the age of 50 is an elder, but many die before the age of 35, victims of one form of violent death or another. A typical maximum life span for ducks is 75 years, and such ancient duckthers are even more cynical, crabby, and annoying than other ducks. They are often prone to fits of shouting and jumping up and down, especially where quacks [clacks] are concerned.

Duck Noises

Ducks do not like to stop speaking, even when alone. They are acutely aware of sounds, and they know other races can also hear speech. Thus, they prefer to speak constantly, so that everyone will know they are there. Ducks also betray an annoying battery of unconscious and emotional noises.

Anger is portrayed by a low, deep squawk. This is often ignored by humans at first, even when there are many ducks around. This squawk gradually increases in frequency and loudness, reaching normal voice about the time the duck's beak opens wide enough to show his teeth, which is wide indeed. Humans usually show annoyance at this point by pulling out weapons, but ducks will continue to squawk and complain before they run away.

Laughter among ducks has been typified as two types. The first is the common duck's cackle. This is an innocent expression of moronic humor, almost always at the expense of some other less fortunate duck or other creature. The other is a high-pitched, tittering squawk. This is a weird, throaty laugh which is an unconscious nervous gesture by ducks when they are anxious socially or in fear for their life, usually in the presence of any creature larger than themselves.

Sorrow, as most other emotions, is expressed as constant moaning and complaining, usually interspersed with either the squawk of anger (if no foes are about) or the squawk of fear (all other times). Disfavor is shown in the same fashion, although never when the object of their displeasure is around to hear them. Approval is rarely, if ever, shown, except of their own works.

Ducks that are closely related (mostly siblings of the same sex) have the annoying habit of completing each other's sentences.



Ducks and Tobacco

Ducks love tobacco of all sorts, and experience a mild euphoria from smoking the leaves. Cigars and pipes are the preferred form for ingesting the drug. *Durulz* suffer no ill effects from smoking and it has no effect on their life-spans.

What Ducks Think About

First and foremost, ducks think about themselves. They have very little psychology for this to give us insights about. They are mean, petty, self-centered, bullying punks, and the only consolation for their nature is that they usually inflict themselves only upon each other, and not the rest of the world.

Arkat the Duck

Related by a miserable drunken duck in Tink, in answer to a different and completely unrelated question.

"Yeah, we knew Arkat. He came to us, this great hero (spits here), promising to help us strike a blow against our Enemy. We even introduced him to Hueymakt Deathdrake, and he became a Beak of Hueymakt the same day he became a duck.

He helped us for a while, but eventually he betrayed us, as he betrayed everyone before us. He met Zorak Zoran when following Hueymakt, and he became a troll. He fed his whole duck clan to the Hungry Ones, and he himself ate his own Grandmother, down to the last feather.

Yeah, we knew Arkat, and I'm glad the Yolk was on him, in the end."

Ducks and Water

Ducks have a natural affinity for water, and try to spend as much time near it as they can. Duck clothing is almost always bottomless, which allows them to swim without having to remove anything. *Durulz* are unaffected by rain (it rolls off their backs). Ducklings are born with the natural ability to swim, and spend much of their youth frolicking in ponds, supervised by the tribal elders.

The Duck Moot

When ducks need to decide things, they gather together in a moot. Every adult duck is eligible to attend, and each will usually show up with his own agenda. Whoever called the moot is considered to be in charge, and even the most cynical duck will usually accept this. Once the order of business is stated however, it is every duck for himself.

When ducks do not like what is being said, whether it is because they dislike the words or the speaker, they will simply squawk until they drown him out. The speaker's followers invariably try to drown out the detractors, and so the moot constantly degenerates into squawking battles. Whichever side can squawk loudest and longest takes the floor, although they rarely keep it for long.

After several days of this, more than enough to drive any member of any sane species mad, the main points will usually come down to a vote. Whichever side receives the loudest and

longest squawks is seen to be the winner, and many of the ducks will follow them even if they disagreed.

During a moot, if one faction is particularly annoyed by something, they will often continue squawking as loudly as possible until the entire moot disintegrates. Such is what happened the first time Sartar came to the ducks, for he was still a man at the time. Only when he swore to give up the habits of the Hungry Ones for the rest of his life would the Yellowfeather Clan allow him to speak at all.

Duck Dancing

An ancient tradition among the *durulz*, dancing is an integral part of duck culture. Even ducklings barely able to walk are taught the sacred dances. A great squawking is made by both the participants and audience. While this sound is very soothing to duck ears, humans find it unbearable and rarely stick around to watch the dance. Most sacred is the dance of Canarda, where they reenact the loss of flight.

Ducks and Geese

There is no denying the relationship between these two species, but there is also no denying the radical differences between them. Geese are much larger than ducks, which would normally be a cause for the ducks to hate them (since ducks hate all other birds that are larger than them). Quite surprisingly, however, ducks get along well with geese, especially the very important goddess, Mallard Gor, the Nest Shaker. Although classified by the ducks as an 'enemy goddess,' the ducks always speak of her worshippers and works with great approval, especially when they visit. misfortune upon duck enemies.

I believe the beneficence towards geese on the part of the ducks, along with other evidence, indicates that the two species were one at some time in the distant past. Indeed, it seems obvious that the geese are in fact remnants of the cave-ducks, a prehistoric race of ducks that are now extinct. Note: geese, in their unintelligent state, are larger than unintelligent ducks. Also, the primary 'goose' deities are Babeakster Gor and Mallard Gor, large, violent, earthshaking deities.

May Lhankor Mhy bless us with further insights to the nature of the world!

Bookjohn the Duck Sage

Note: Bookjohn the apprentice was severely reprimanded by his own master, Anaximander the Sage, soon after penning this drivel in the entry book of the Notchet Temple. As part of his punishment, seven tail feathers were plucked out and made into a set of pens, which Anaximander then gifted to Redbird the Scholar.



Duck Monsters

A number of ducks and duck-like beings are said to have existed during the Godtime, but all are thought to now be extinct by the ducks. All of these creatures are stated to be the creations of duck fancy and inferiority by notable Lhankor Mhy sages, so here we supply only descriptions, rather than statistics. These creature are not appropriate for use in any *RuneQuest* game.

Cave-Ducks (*Styganthropus Donaldi*)

Cave-ducks are said to have been huge deformed duckoids with rough hide, hairy shoulders and arms, and violent personalities. They are said to have dwelt in caves, and many cave drawings in the Duck Valley area are heralded (by duck scholars) as proof of their pre-historic existence in Dragon Pass.

Midget Ducks (*Microstygius Donaldi*)

These miniature ducks are believed to have been the victims of evil magic, shrunk to only a few inches tall. They thrived for a while, but then were stepped on by a near-sighted god, perishing one and all.

Sea Ducks (*Hydroanatanthropus Donaldi*)

On some of the rare occasions ducks have put to sea (usually as reluctant passengers on an even more reluctant ship), they have been heard to mumble about Sailor Ducks. Nothing else is known of this breed, except that they serve some god named Usnavy, were founded by a duck named Donald and wear strange outfits and caps.

Giant Ducks (*Anatanthropus Donangus*)

Because of their insensate ferocity, these ducks were rarely befriended even by other ducks. They were left in Canardela when the ducks left, and none have been seen since then. One of their skulls was found once near the Stone Nest. It was larger than three ducks standing on top of each other (although why three ducks would stand on top of each other, no one seems willing to say -- it's all a plot, if you ask me).

Duck Fairy Tales

The Duck That Laid the Golden Egg

Once upon a time, back in the Golden Age, there lived a duck. Actually, many ducks lived then, but only one of them is important to the story. Well, actually, a few of them are important, but only this one is really important, especially here at the beginning. Now shut up and listen to the story.

Anyway, there was a duck whose name was Duckman. He was a great leader in the Golden Age, for he was the oldest duck there was. He was tall and proud, and he knew the secret of laying golden eggs. No one else knew how to do this, so

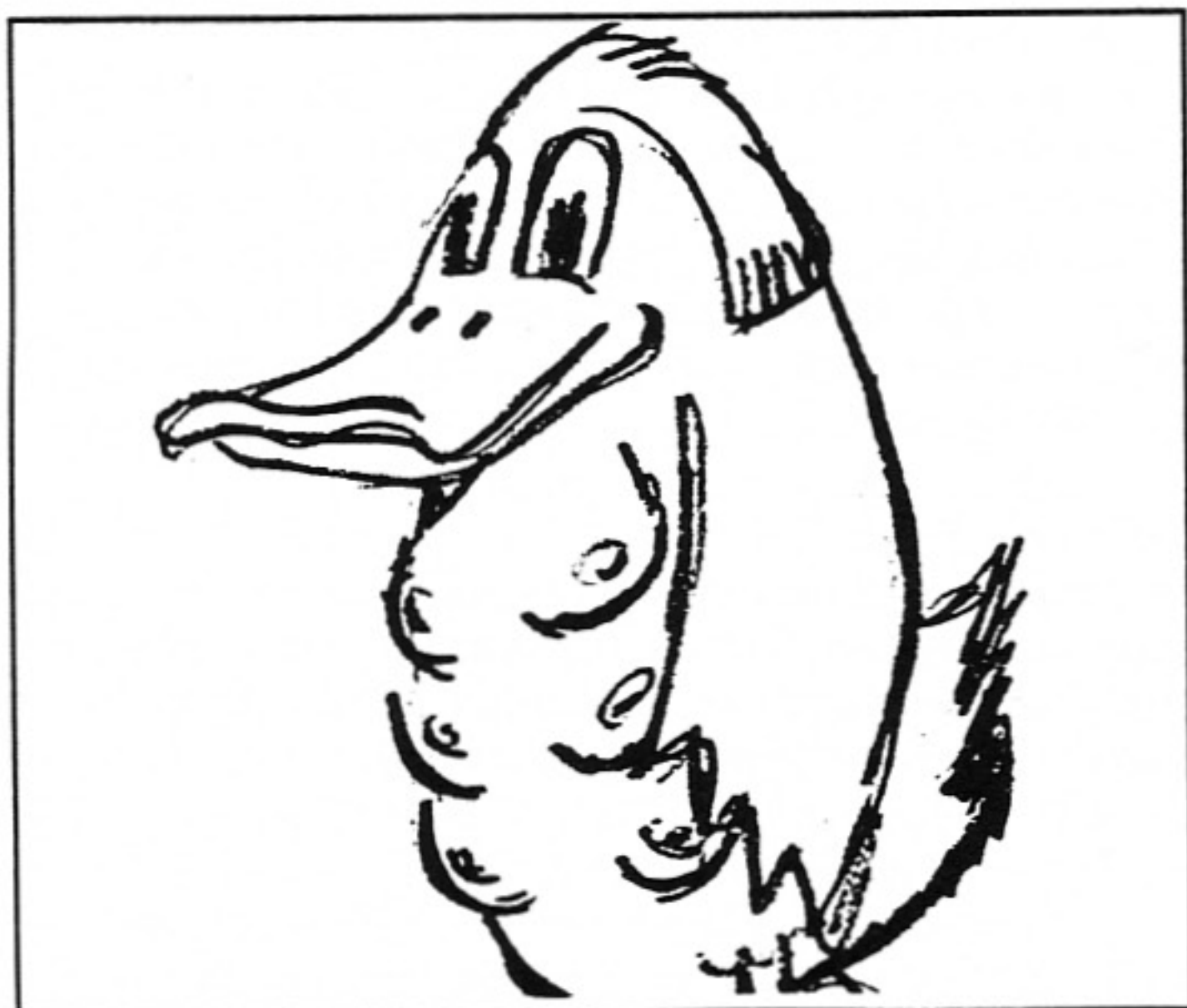
many people tried to be his friend, hoping he would gift them with an egg of pure gold.

Some bad people tried to steal the eggs, but they glowed with a fierce light which could blind anyone but the Sun. And others tried to intimidate Duckman, but he had many powerful protectors, and no one could get close enough to him.

One day the Sun himself came down and asked Duckman for an egg. Now, the Sun was an enemy of the *durulz*, for he favored other lesser birds over them in his kingdom in the Sky. So naturally, Duckman said no, unless the Sun would begin favoring the ducks, as was only proper. The Sun in return refused, and stated that Duckman had better give him the golden eggs, or else face his unbearable wrath.

When Duckman still would not give in to the sun god, Yelm took him back up into the sky and made him lay golden eggs for him. Duckman laid egg after egg, but it was not fast enough for the Yolk of the Sky. Eventually, Yelm slew Duckman, and then cut him open looking for the golden eggs inside him. He did not find any, and so in rage cursed the entire race of ducks, depriving them of the golden sky forever.

When the Three Brothers heard of this, how the First Duck had been slain by the Sun, they were enraged. Hueymakt gave his Sword called Death to Dewey Orlanth, and while Yelm's guards were distracted by the great noise that Storm Bill made, Orlanth took it up into the sky and used it to break the Yolk forever. Some small pieces of Yolk splattered onto the sky, forming the stars, but the rest fell down to the world, ruining the perfect paradise of Canardela and beginning the Dark Time.



CANARDA AMULET

This is a sample of a common duck fertility and luck amulet. It is said to be Canarda, before she was ever wounded or removed from Grandmother Duck. Wings are an Ancient Duck feature, not present among present-day ducks.

QUACKODEMON

Durulz God of Death & Chaos

Based on the Cult of Cacodemon from the Avalon Hill supplement *Elder Secrets*, Greg Stafford & Sandy Petersen original authors.

Quackodemon is an *Enemy* cult, not intended for membership by player characters. It is included as a representation of the darker side of duck existence. All ducks have this potential for evil deep within them. Hopefully the party will never fully trust a duck again after meeting a few of these foul cultists.



I. MYTHOS AND HISTORY

As the Devil slunk away from his defeat in Dragon Pass on his way to Prax, he dripped foul ichor and primal chaos across the land. A particularly nasty piece flew through the air and landed in southern Dragon Pass. This chaos sludge oozed for many years before taking shape as Quackodemon. The demon's first deed was to swallow the hapless duck that discovered it in his fishing nets. Quackodemon then vomited up the remains to form the three duckfiends. These demons then went out and began seducing the local duck populace, and began the corruption that has continued ever since.

II. CULT ECOLOGY

This cult has no purpose other than chaos and destruction. The primary motive for joining is for personal gain. Quackodemon is served by three fiends. This cult has no allies but the Primal Chaos that it crawled from and its parent cult of Cacodemon.

The cult has no set Holy Days. Each priest is free to worship whenever he can find a victim to sacrifice to Quackodemon.

III. THE CULT IN THE WORLD

Quackodemon is only worshipped in the Duck lands of Dragon Pass and Kethaela. The cult has no political power except for the few members who attain positions within their clans. The cult is spread very thinly, and it is estimated that there are under 100 members in all of Glorantha. There is an unknown number of lay members, who are only pawns and often have no clue to their true activity. The cult maintains its power through association with its parent cult, Cacodemon.

There are only two Quackodemon temples in Maniria. One lies on the Syphon River in Kethaela while the other is on a small island in the Creakstream River of Duck Valley. These un-holy spots are always presided over by a Quill.

IV. INITIATES

Membership in this cult is only open to members of the Duck Tribe of Sartar (including the Man clan). Members are

always recruited by existing Quills from the few lay members who are smart enough not to get themselves sacrificed to this terrible chaos demon.

A prospective member must eat the raw flesh of a fellow tribes member at a ritual performed by a Quill. The Quill then casts *Chaos Feature* on the new initiate. The feature gained is always sharpened teeth and +1d6 Strength.

V. TALONS (Rune Priests)

These fearsome cultists are the terror of Duckland. They live only to destroy, and revel in their ability to do so. Quackodemon gifts all new Quills with 1-6 additional permanent points of Strength. They must also perform a heinous deed of mayhem and murder each year. Most Quills become twisted and malformed after several years and require the *Steal Form* spell to pass as a normal member of *durulz* society. See *Elder Secrets of Glorantha*, Elder Races Book pg. 104 for a complete details on becoming a Quill of Quackodemon.

Common Divine Magic: Extension, Mindlink, Sanctify, Warding, Worship Quackodemon

Special Divine Magic: Detection Blank, Steal Form, Vomit Feathers

VI. NEW DIVINE SPELLS

Detection Blank

1 point

ranged, temporal, stackable, reusable

See *Elder Secrets of Glorantha*, Elder Races Book pg. 104 for a complete description of this spell.

Steal Form

2 points

self, instant, stackable, reusable †

This unique Quackodemon spell allows the caster to assume the likeness of any being that he has witnessed. Body shape is exactly duplicated, but items and clothing are not. Cultists use this spell to infiltrate social organizations and assassinate leaders. The duration of the spell is 24 hours and each spell stacked with it doubles the duration. SIZ is unaffected by the spell; additional uses allow up to +3 SIZ per stacked spell.

† This is only reusable when the form stolen is that of the same race. If the form is of another, the spell is lost and must be re-sacrificed for.

Vomit Feathers

3 points

self, instant, non-stackable, reusable

On the Trail of Quackodemon

Sinister secrets in Duckland

Introduction

This and the *Duckland Encounter Table* are our final duck installments for this issue. We will present more ducky adventures in the future. Reader contributions are welcome!

Trail of Quackodemon follows the Avalon Hill Deluxe Edition of the *RuneQuest* rules, and many of the divine spells are from *Gods of Glorantha*. The cult of Quackodemon parallels the cult of Cacodemon -- see *Elder Secrets* for a complete write up of the parent cult.

Gamemaster Summary

Secrets dark and deep lie in Duckland -- hidden far from casual view. This scenario is a murder mystery set in Glorantha's Duck Valley. This land is just north of Beasts' Valley, and is home to the *durulz*, or Wereducks of Sartar.

This adventure somewhat follows the format of a *Call of Cthulhu* adventure, involving events keyed to a timeline and mysterious NPCs. Pacing is very important to this story, and the GM needs to be one step ahead of the players at all times.

Staging the Adventure

The adventure starts with a party that is already in Duck Valley. It is up to the GM to bring the PCs to this part of Dragon Pass. The recommended method for bringing the party here is the return trip from Stagwood, after completing the *Escape From Duckland* adventure in *RQ Adventures #1*.

No player characters are provided with this adventure. *RQ Adventures #1* has examples of characters that would be well suited to this adventure. Characters from the Avalon Hill scenario packs, such as *Sun County* and *River of Cradles*, also provides excellent usable player characters.

GM Background

The Adventure

For the first time in memory, duck triplets are born to a simple fisher along the Stream. These ducklings have a special magical tie to the three brothers of duck mythology -- Hueymakt Deathdrake, Dewey Orlanth and Louie Storm Bill. All three ducklings were born with a natural 18 POW. Soon after their birth, they are kidnapped by Bilebeak, a Quill of Quackodemon. He is waiting for the prime moment to sacrifice them to his demonic deity. The players must investigate the suspects and unravel what truly took place. A showdown in the swamp with the evil duck concludes the adventure.

Duckland

The lush and dinosaur infested area around the Stream River is known to all Sartarites as Duckland. This adventure details a small but typical duck village. The players have a chance to get involved in the everyday lives of these strange creatures.

PART ONE: Into Duckland!

While traveling along the marsh road, the party is hailed by a duck messenger in a green feathered cap. Featherwing(suspect #1) is her name, and she is carrying important news to the next village. Featherwing greets the party by invoking Orlanth's blessings -- *Hail in the name of Orlanth Pax! May the winds always be in your feathers! Great news is to be heard, and may Issaries carry it swift and far. Three brothers have been born in Goodnet Village. Come and celebrate with us -- a great feast is in the making and there is much squawking is to be made!*

Featherwing will then give directions to Goodnet and apologize for not stopping any longer, but the news has to be spread. Any character making a *Duck Lore* or *World Lore* check knows something about the significance of duck triplets. See the duck mythology on page 21 for some tidbits to give the players.

Goodnet is about an hour away, through the lush and green valley. Large ferns cover the path to this small village. The tromping of dinosaurs can be seen indiscriminately crossing the path. The GM may add an encounter along the way if desired (see the encounter table inside the back cover).

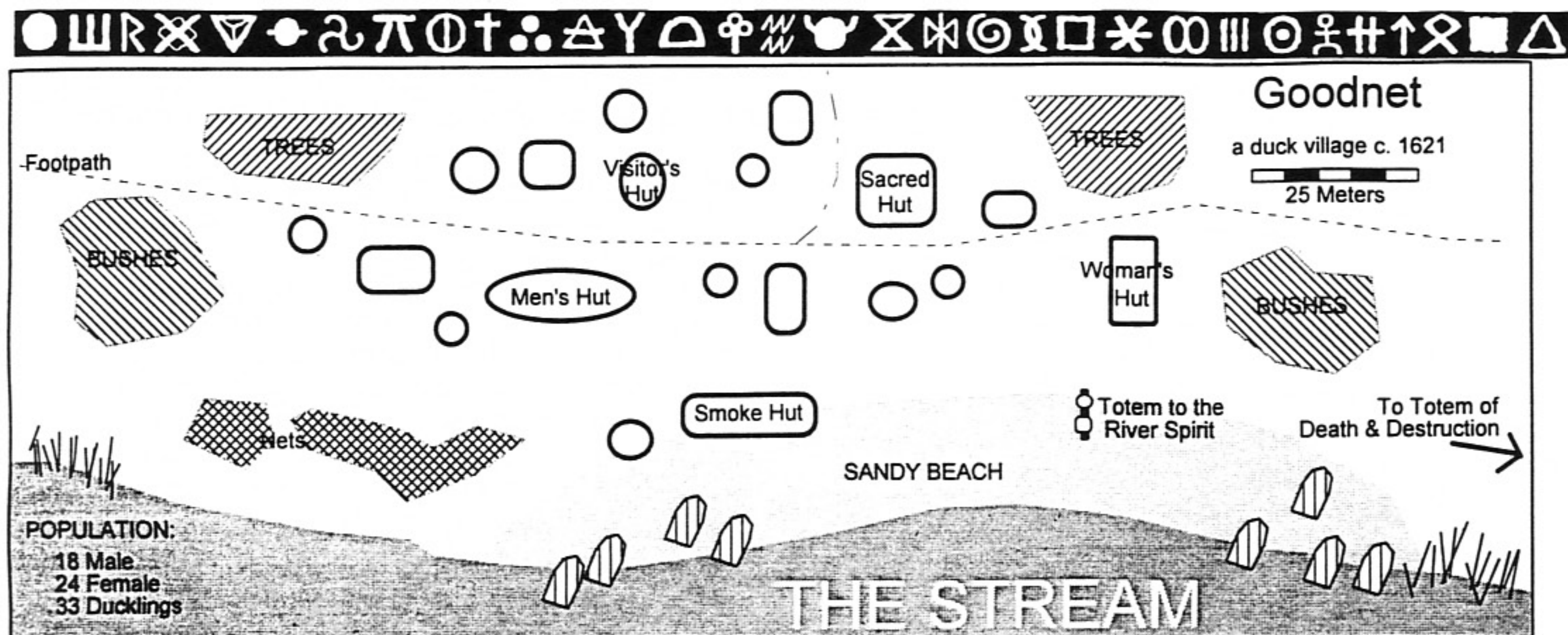
Goodnet -- A Duck Village

This is a very typical duck village, situated along the Stream River in central Duck Valley. Reed huts clumped together along the path and the rafts that line the shore are the dominant features. Ducks go about their daily business, and most of them cheerfully greet the visitors. The GM is free to place Goodnet anywhere in the Duck Valley area of Sartar.

The village gets its name from the excellent fishing nets that are made here. For many generations, the village has specialized in making these nets, and many other villages come here to trade for them. Unknown to all, the chief net making family have secretly been Quackodemon cultists for untold generations. The village was even founded in this location because of its proximity to the Totem of Death and Destruction.

Every duck in the village has something to do with fishing -- from net making and catching to drying and preparing. The male duck fishermen set out early in the morning with their nets, elders and children mend the nets, and women dry and prepare fish from previous catches.

The two largest huts in Goodnet are the men's hut and the women's hut. These areas are taboo to members of the opposite sex. The men's hut is where the male ducks get together to smoke the sacred pipes and receive visions, as well as drinking too much and having a good time away from their mates. The woman's hut is where the secret woman's work get done. It is also a veritable hen house for rumors and gossip. The smoke hut is where the excess fishing catch is dried for later use and sale while the sacred hut holds the village's spiritual icons. Most of the other huts are a combination of family and work dwellings.



Duck Hospitality

Krooge, the village headman, welcomes the adventurers heartily and offers the humble hospitality of his village. He orders a hut cleared for them and tells them of the great feast planned for the night. Krooge then introduces them to Ol' Turtlesnap(suspect #2), a lame duck with only one leg, who will be their guide for the rest of their stay. After they have made themselves comfortable, Turtlesnap will take them to the sacred hut of Daka Fowl to see the infants. He mentioned that the father was killed last season by raiding trolls from the Shadow Plateau.

The hut is very dark and filled with mystic totems. Skulls of duck ancestors are piled in the four corners of the hut and a small woven mat lies in the center. The smell of incense lays heavy in the air and dim candlelight adds an eerie tone. On the mat is a large reed basket that hold the infants while their mother, Mata rocks in a chair nearby. The ducklings appear to glow slightly in the dimness (due to their combined total of 54 POW!).

The party is then given a short tour of Goodnet by Turtlesnap. Preparations are being made all afternoon for the evening feast. As the party nears the bank, they will see a small fishing boat in trouble. Tolor Bill(suspect #3) the fisherman will shout that he's got something big in his net and needs help. Just then there is a big splash and Tolor Bill goes overboard, head first. The net is still attached to the boat and a 150 pound river catfish is dragging it all around the small lagoon. Encourage the PCs to drop their gear and aid the situation. Tolor Bill has been knocked unconscious and needs to be rescued and the fish needs to be caught. A swim role are needed to reach the raft. Up to two PCs can try to bring in the net at a time -- they must match their combined STR against the fish's SIZ and STR of 25 on the resistance table to haul it in. The fish has a 10% chance of escaping the net every round.

The Feast

That evening, Ol' Turtlesnap rounds up the adventurers and brings them to the center of the village. He gives them grass skirts and peacock plumes to wear for the festivities. Great delicacies line the intricately woven reed mat that holds the celebration feast. The PC's will be seated at the headman's mat between Krooge and

Nester(suspect #4), elder of the net making family. Seated across from the party are Swims-By-Shore(suspect #5) and his three newtling companions at the feast. They are very quiet and reserved. They are from the newtling colony up the river of Goodnet and have brought a gift for the infants.

Spread before the party are many different dishes in luau style. Tree shoots, pit roasted giant insect and the river catfish that the party helped to catch are among the wide variety of food at the feast. Featherwing is responsible for serving the party. At one point during the evening, a duck wearing feathers around his waist and a grass hat (the opposite of what the other ducks are wearing) will spill beer all over the most uptight PC while serving. This duck is Nack Nack(suspect #6).

Before the dancing begins, the ceremonial giving of the gifts takes place. First Nester presents the Newtlings and the PCs with a finely crafted nets in behalf of the three ducklings. The newtlings respond by gifting a magical Orzy's Rock (un-powered crystal) and Swims-By-Shore tells of how his people killed a 'bad turtle' and found this inside the shell. The adventurers are expected to give something of value and tell a tale as well. The dance of Canarda finishes off the night and the ducks and their guests retire to their huts for the night.

Crime of the Century

At about two in the morning, after everyone has gone to sleep weary from the celebration, a great commotion arises outside the visitor's hut. A loud squawking brings even the sleepest of players to the doorway of their hut. Rushing out into the night, the party sees ducks rushing this way and that crying 'they're gone, waaaaaak!' Mata is lying dead with her throat ripped out and the basket with the ducklings is gone. A short search of the village will find the headman, Krooge, nailed to the River Totem.

Amid all of the confusion, Webber, a village elder, takes a head count and finds that there are six entities who can not be located. They are Nestur, Tolor Bill, Featherwing, Nack Nack, Ol' Turtlesnap and the Newtlings. See the suspect list on page 34. The GM is responsible for generating the actual clues from the suspect list and village description that leads the players to confront Nestur.



The Six Suspects

All of the village NPCs are given here were not in the village when the murder and kidnapping was discovered.

#1 Featherwing, village girl and messenger:

Featherwing's alibi is that she walks in her sleep, and that is why she wasn't in her hut. She was actually out in the marsh, meeting Tolor Bill. The two have had an affair going for the last season. If this scandal were found out, Featherwing would have to leave the village in disgrace.

#2 Tolor Bill, fisherman:

This duck claims to have been woken up by some noises in the distance, and left his hut to investigate. Tolor was actually in the marsh having a rendezvous with Featherwing. Tolor is married to a duck named Belle and has two children. If this affair were made public, he would lose much status.

#3 Nestur the net maker:

Uncle Nester, as he is called by most of the village ducklings, claims that he was out doing some late night fishing. He has a 12 lb. river trout to prove this. Nestur is actually a lay member of the Quackodemon cult, and has been so many years. It is he who killed the headman and stole the three infants for Bilebeak.

#4 Ol' Turtlesnap:

The party's former guide became quite drunk at the feast and stumbled off into the bushes to pass out. He has no memories of anything past the gift giving, when he staggered off.

#5 The Newtlings:

They are visitors from the nearest colony and are camped by the river. All four of them were out for a midnight swim when the crime took place and will swear by the river spirits.

#6 Nack Nack:

This duck is the village idiot. He is the son of the former shaman, and is what the local ducks call 'tetched by the spirits.' He has no recollection of where he was last night. Play him similar to Dustin Hoffman's character in the movie *Rain Man*.

discern the facts (such as *animal lore* to tell that Nester's fish was caught much earlier than he said).

Bilebeak (in disguise) will offer as much misdirection and false accusations as possible. If the party gets close to discovering him or if Nestur finally cracks, Bilebeak will summon a Duckfiend. This terrible demon will crawl out of the water and move towards the center of the village, destroying all in its path.

Fiendish Occurrence

This Duckfiend is a twisted parody of Storm Bill, the chaos fighter. It is a few inches over 6' tall and covered with scaly feathers. Two steer horns protrude from its head. This creature's chaotic ability is that it emits agonizing screams while moving (similar to a cow bellow). Poison drips from its claws and fangs, and its evil red eyes glow with un-holy light.

This is a creature of total mayhem and destruction. It will indiscriminately attack all along its path. It loves to use its incredible strength to squash buildings and uproot shrubbery. The demon will try to kill Nester first, and then any adventurers near. The Duckfiend's statistics can be found on page 28. During the battle, clouds will start to obscure Yelm and the light will slowly fade. Thunder rolls and lightning dances in the distance.

Nester's dying gasps should reveal the plot and Bilebeak's existence, but not his family's long link to the chaos demon. Several villagers will recognize the face of the Duckfiend as the same one carved on the old totem a mile or so upstream.

Mud Temple

The temple gets its name from the thick black mud surrounding it. The reduces the base movement of all land creatures to 1. Water dwellers and those with webbed feet are unaffected. By now fog has risen from the river and the atmosphere is cold and dank. The final showdown with Bilebeak will take place in the swampy marsh, two leagues from Goodnet. The villagers grab tools and torches, and head as a mob towards the totem. They resemble a mob of peasants from an old style horror movie on a monster hut. Much quacking about how the totem has always brought bad luck and should have been torn down long ago is the common chatter. The totem is protected by a *Warding 2* rune spell.

Bilebeak will do anything to protect the totem and to keep the three ducklings. The infants are still in their basket, which rests at the base of the Totem of Death and Destruction. Until Bilebeak is destroyed, a guardian spirit bound in the totem will attack anyone who tries to take the basket with POW 25. The Quill will climb to the top of the totem and hurl spells and insults to all who attack. He is a great prophet of doom, and he will try to distract the PCs from his allies.

With the Talon are 1-4 Giant Chaos Turtles. The GM should assign the number of these creatures depending the relative strength of the party. They are hiding under the water, waiting to take any attackers by surprise. By now the wind is howling and a driving rain is coming down. All missile fire is reduced by 75% chance to hit and spells are reduced to a 5 meter range. Eventually, Bilebeak will jump down from his perch to engage foes in hand to hand combat with his iron dagger. It is here that he will also try his vampire trick.

PART TWO, Terror of Quackodemon

Webber will ask the adventurers to take over the investigation in the morning. From this point on, the PCs are treading on thin water. Bilebeak will be keeping a very close eye on them. His familiar, Hisser the turtle, will crawl to a good vantage point and spy on the party. At the first opportunity, Bilebeak will kill a villager (preferably a suspect who has been cleared) and pose as this duck by using his *Steal Form* spell.

Investigating the Crime

Two important facts are apparent from the beginning. First, there are no tracks leading out of the village and there is no monster to pursue. Second, the crime has to have been committed by a village member -- no one else could have entered the Sacred Hut without causing a spirit to arouse the village.

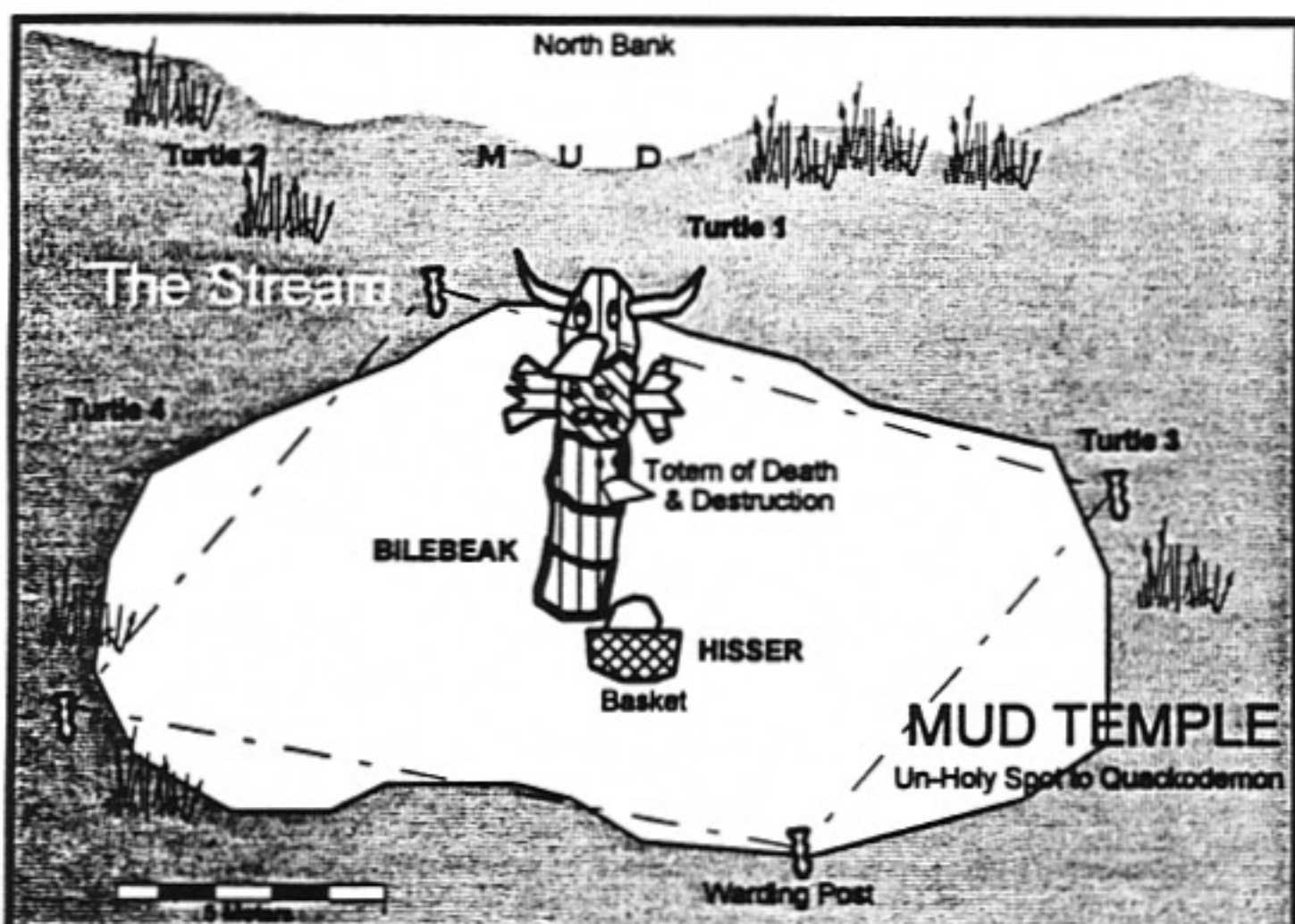
The GM is responsible for role-playing the ducks as they are interrogated by the party. The GM has to drop clues and let the players investigate leads. Skill rolls can also be used to try and



Aftermath

The climax should come with Bilebeak exploding into gorp on top of the totem. Once the ducklings are safe, the ducks will use rope to pull down the totem and smash it to pieces. Everyone will return to village for a restless night's sleep, still wondering if the evil has truly been driven off, or if its only waiting to return.

The party will be given any gear they request as well as being gifted with carved duck idols that proclaim them as Duckfriends.



Bilebeak, Quill of Quackodemon

characteristics

STR 20
CON 11
SIZ 5
INT 16
POW 20
DEX 14
APP 9

attributes

Move: 2
Hit Points: 8
Fatigue: 31
Magic Points: 20
DEX SR: 3
Dam Mod: +1d4

| area | missile | melee | armor/hp |
|---------|---------|-------|----------|
| r leg | 01-04 | 01-03 | 5/4 |
| l leg | 05-08 | 04-06 | 2/4 |
| abdomen | 09-11 | 07-10 | 4/4 |
| chest | 12 | 11-15 | 2/5 |
| r arm | 13-15 | 16-17 | 3/3 |
| l arm | 16-18 | 18-19 | 4/3 |
| head | 19-20 | 20 | 0/4 |

| weapon | sr | atk% | damage | parr% | pts |
|--------|----|------|-----------|-------|-----|
| Dagger | 9 | 90 | 1d4+1+1d4 | 75 | 9 |
| Bite | 9 | 90 | 1d4+1d4 | - | - |

Skills: Boat(50), Swim(95), Dodge(50), Fast Talk(30), Speak Sartarite(40), Craft Traps(60), Duck Lore(50), Plant Lore(30), Conceal(90), Devise(55), Listen(75), Scan(34), Search(44), Hide(80), Sneak(90), Ceremony(50), Enchant(25), Summon(25)

Spirit Magic: Control Turtle(1), Disruption(1), Heal 2, Mindspeech 3, Mobility 3, Sec Sight(3), Shimmer 2, Sum. Turtle
Rune Magic: Sanctify, Warding(x2), Worship Quackodemon, Detection Blank(x2). Steal From(x2), Vomit Feathers

Armor: enchanted cuirboili suit (chaotic ritual), head is bare
Items: Iron dagger blade in bone hilt, wooden duck totem with Bladesharp 2 matrix

Allied Spirit: Hissers, spirit in snapping turtle. INT 13, POW 15

Allied Spirit's Magic: Befuddle(2), Control Turtle(1), Detect Enemy(1), Disruption(1) Farsee 1, Mobility 1, Protection 4, Slow 2
Chaos Features: Reflects up to 2 point spells back at caster & Explodes at death into d100 gorplings(1 hp ea.)

Notes: Bilebeak is evil to the core and suffers from megalomania. His favorite trick is to show his fangs and claim to be a Vivamort worshipper. He uses this to get opponents to waste time preparing silver weapons and death runes.

Chaos Turtles, warped giant turtles

characteristics

STR 15
CON 15
SIZ 15
INT 6
POW 15
DEX 5

attributes

Move: 1(3 in water)
Hit Points: 5
Fatigue: 30
Magic Points: 15
DEX SR: 4
Dam Mod: +1d4

| area | missile | melee | armor/hp |
|------------|---------|-------|----------|
| r rear leg | 01-02 | 01 | 1/2 |
| l rear leg | 03-04 | 02 | 1/2 |
| shell | 05-14 | 03-15 | 8/10 |
| r fore leg | 15-16 | 16-17 | 1/2 |
| l fore leg | 17-18 | 18-19 | 1/2 |
| head | 19-20 | 20 | 1/3 |

| weapon | sr | atk% | damage | parr% | pts |
|--------|----|------|---------|-------|-----|
| Bite | 9 | 65 | 1d8+1d4 | - | - |
| Shell | - | - | - | 45 | 8 |

Skills: Swim(95)

Spirit Magic: Disruption(1), Protection 2

Armor: Tough 1 point skin and 8 point shell

Chaos Features: 1: Spits acid of 2d10 POT 1d6 times/day range 6 meters
2: Reflects spell up to 2 MPs back at caster
3: None
4: Capable of leaping Dex in meters (5)

Notes: Bilebeak has carved bizarre rune foci into the turtles' shells to facilitate their spell casting. If there is no enemy within snapping range, they will stay under the surface of the water and hurl spells, forcing opponents into the water. Missile fire suffers a 33% penalty for firing at these turtles while submerged.

Comrade!

R. and I are doing well even though the light is unbearable at times. R. almost drank from the well, but I was able to stop him before any harm was done. We are considering your offer of using your damned totem to contact the Boss, but the price is steep.

H.

The Letter

This handout is provided as a link to *Escape From Duckland*. It should be either given to the PCs if they become stuck, or it can be found among the items of a conspirator. It is a letter from the ogres Henry and Rooldu(marked with a Sun Dome seal), who have infiltrated the Sun Dome village of Better Harvest, and discusses a possible alliance.

Chart of the Month

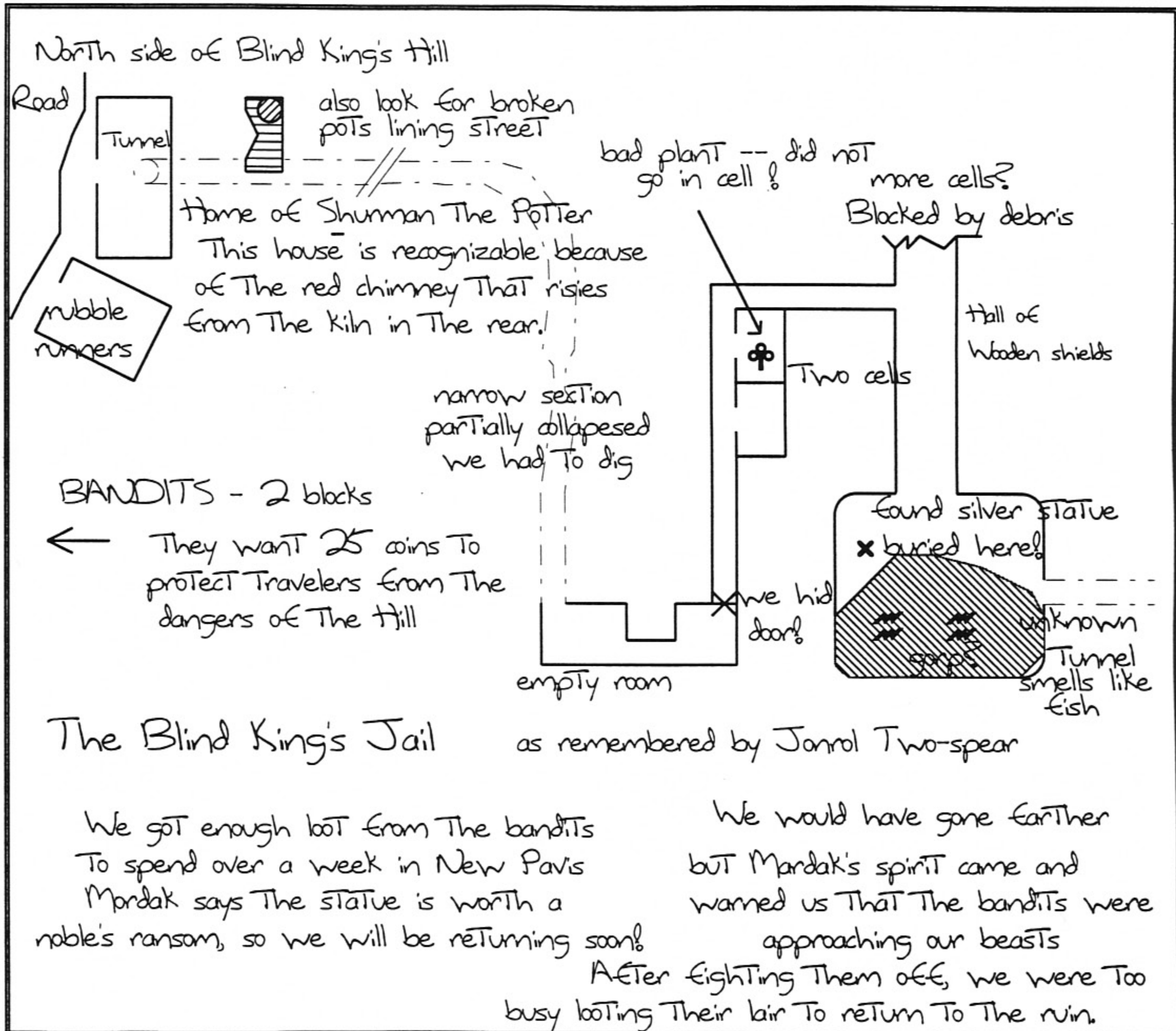
Treasure Trove Hurbi's latest and greatest find

RQ Adventures is looking for original material and scenarios set in Pavis and the Big Rubble. We plan to print special issues on these unique areas of Prax in the future.

The city of Pavis was originally presented in the long out-of-print Chaosium boxed set *Pavis, Threshold to Adventure*. The

surrounding ruins were described in its companion set, *Big Rubble, The Dangerous City*, also out-of-print. Some of this material has appeared in Avalon Hill's *Sun County* and *River of Cradles* game supplements.

Send your own parts of the Rubble today!



This chart represents the memory of a Sable clan brave as he re-enters Pavis after a somewhat successful adventure in the Rubble. This copy was obtained by bribing a Lunar soldier and has fallen into the hands of Treasure Trove Hurbi.

The GM must detail any encounters if his players wish to explore this section of the Pavis Rubble. Treasure Trove Hurbi's statistics can be found in the handouts section of *Shadows on the Borderlands*, page 18.

Duckland Encounter Table

| ROAD | CITY | VILLAGE | RIVER | SWAMP | OTHER | ENCOUNTER |
|-------|-------|---------|-------|-------|-------|-----------------|
| 01-10 | -- | 01-05 | 01-05 | 01-10 | 01-10 | Animal or Plant |
| 11-12 | -- | -- | -- | -- | 11 | Baboon |
| 13-17 | 01-03 | 06 | -- | 11 | 12 | Beast Men |
| 18-23 | 04 | 07 | 06-07 | 12-13 | 13-20 | Bandits |
| 24-25 | -- | 08-12 | -- | 14-15 | 21-24 | Bear |
| -- | -- | -- | -- | 16-20 | 25-30 | Broo |
| 25-32 | -- | 13-15 | 08-20 | 21-25 | 31-35 | Dinosaurs |
| 33-35 | 05 | -- | -- | 26 | 36 | Dragon Kind |
| -- | -- | -- | -- | 27-30 | 37 | Dragon Snail |
| 36-55 | 06-59 | 16-65 | 21-50 | 31-35 | 38-45 | Ducks |
| 56 | 60 | -- | -- | -- | 46 | Dwarfs |
| -- | 61 | -- | -- | 36 | 47 | Elf |
| -- | -- | -- | 51-60 | 37-39 | -- | Fish |
| -- | -- | -- | -- | 40 | 48-49 | Gargoyle |
| 57-59 | -- | 66-67 | 61-68 | 41-50 | 50-55 | Giant Insect |
| -- | -- | 68-69 | 69-70 | 51-55 | 56-59 | Gorp |
| 60-72 | 62-76 | 70-74 | 71-75 | 56-59 | 60-65 | Humans |
| 73-74 | -- | 75 | -- | 60 | 66 | Herd Animal |
| -- | 77 | 76 | 76-84 | 61-66 | -- | Newtling |
| 75-77 | 78 | 77-78 | -- | 67-69 | 67-68 | Ogres |
| -- | -- | -- | -- | -- | 69-70 | Rock Lizard |
| -- | -- | -- | -- | -- | 71-72 | Rubble Runner |
| 78-79 | -- | 79 | 85-86 | 70-79 | 73-77 | Snake |
| -- | 79 | 80-81 | 87-88 | 80-81 | 78-80 | Spirit |
| -- | -- | -- | -- | 82 | 81 | Stoorworm |
| 80-87 | 80-88 | 82-89 | 89-93 | 83 | 82-84 | Traders |
| 88-89 | 89 | -- | -- | -- | 85-86 | Trolls |
| -- | -- | -- | -- | 84 | 87-88 | Tusk Riders |
| -- | -- | -- | 94 | 85-86 | 87 | Walktapus |
| 90-98 | 90-98 | 90-97 | 95-98 | 87-89 | 88-97 | Warriors |
| -- | 99 | -- | -- | -- | 98 | Wind Children |
| 99 | -- | 98-99 | -- | -- | 99 | Wolf |
| -- | -- | -- | -- | 90-99 | -- | Zombies |
| 00 | 00 | 00 | 00 | 00 | 00 | Special |

Terrain Types

ROAD: These are typical encounters for the roadways through Duckland, including Tarkalor's grand road. Use the city column for roads within 5 KM of cities and the town columns for footpaths.

CITY: This encounter area is for the capital city of Duck Point and the city of Quackford, as well as the surrounding lands.

VILLAGE: Use this encounter set for the many duck villages in the valley. Human settlements will have different encounters. This also includes the paths that wind between villages.

RIVER: This area is the Stream and the numerous tributaries that feed that body of water as well as the banks within sight.

SWAMP: Use this column for the Upland Marsh area of Duckland and the surrounding waterways.

OTHER: The column covers all of the other general areas of Duckland. This can be hills, ruins, open lands or any other terrain found in the area.

See the next page for more details on the encounters.

Animals & Plants are the everyday sort of creature that once would encounter in the area. Birds, rabbits, deer (all excellent hunting) are common animals while giant or unusual plants such as tarbushes or healing herbs make up this encounter.

Baboons occasionally wander into Duckland from the open plains. They are transient scavengers and are quickly run off by the locals.

Beast Men are natives of the nearby Beast Valley, and often have business with their distant cousins, the *durulz*.

| | |
|------------------|-------------------------------|
| 01-50 Centaurs | 60-69 Minotaurs |
| 51-54 Foxwomen | 70-74 Satyrs |
| 55-59 Manticores | 75-00 Mixed (mostly Centaurs) |

Bandits are the everyday sort of creatures that prey upon travelers.

| | |
|-------------------|----------------------|
| 01-05 Beast Men | 51-69 Foreign Humans |
| 06-34 Duck | 70-80 Other |
| 35-50 Local Human | 80-00 Mixed |

Bears often come down from the hills looking for a quick meal. Residents are adept at running off the Sartarite Brown Bear.

Broos are the outcasts of all societies and will usually try to destroy all they encounter. 10% of broo encounters will be with trained war bands on a mission of havoc.

Dinosaurs are very common in the entire area and can be quite a nuisance to travelers. Most locals avoid them when possible.

| | |
|--------------------|------------------|
| 01-05 Allosaurus | 65-89 Pteranodon |
| 06-40 Brontosaurus | 90-95 Magisaur |
| 41-64 Triceratops | 96-00 Other |

Dragon Kind when found are on an incomprehensible mission. Their reaction to travelers is usually neutral.

| | |
|--------------------|--------------|
| 01-75 Dragonewts | 86-95 Wyrms |
| 76-85 Dream Dragon | 96-00 Wyvern |

Dragonsnails seep out of the chaos infected pools to harass one and all. These creatures are destroyed whenever found.

Ducks are the primary sentient inhabitants of the area. Ducks of all sorts can be encountered, but are most likely local residents going about everyday activities.

Dwarfs sometimes are hired as builders or are on above ground trading missions between the Greatway and Gemborg.

Elves are rarely encountered by those travelers that they don't wish to. Elves here are usually on serious business.

Fish of note are often seen by travelers. 15% of fish encounters are monster fishes and 10% are intelligent fishes.

Gargoyles usually are solitary visitors to the ruins of the area.

Giant Insects are a plague to all travelers in Duckland. They often swarm and harass parties of any size. See *Trollpak*.

Gorp is a general nuisance wherever it is found. See *River of Cradles* for more information and new types of gorp.

Humans can be anything from nearby hunters to visiting traders.

| | |
|---------------------------|--------------------------|
| 01-20 Locaem Tribesmen | 58-70 Other Sartarites |
| 21-45 Lismelder Tribesmen | 71-89 Esrolians |
| 46-51 Lunar Patrol | 90-96 Foreigners |
| 52-58 Sun Domers | 97-00 Distant Foreigners |

Herd Animals such as goats and oxen will sometimes wander into duck lands. Their owners are usually not far behind.

Newtlings are often found in their reed boats along the Stream. They will keep their distance from most other travelers, but will approach known friends or those signaling peace.

Ogres, both human and the *durulz* who worship Quackodemon, frequent the valley and are always on the lookout for potential sacrifices to their terrible god.

Rock Lizards are found on the hilly crags and rocky caves of Duck Valley. They are always hungry and looking for a meal.

Rubble Runners can sometimes be found inhabiting the numerous ruins and rocky areas of Duckland.

Snakes are plentiful in the Duck Valley area.

| | |
|--------------------|--------------------|
| 01-33 Constrictors | 76-82 Weapon Snake |
| 34-66 Poisonous | 83-90 Stake Snake |
| 67-75 Spit Snake | 91-00 Mixed |

Spirits of all sorts can be encountered in this area of Sartar, both friendly and hostile. The GM should design an appropriate background for any spirit encountered.

Stoorworms crawl out of the muck near the Upland Marsh and maraud through Duckland. Entire villages will be roused to drive off these chaotic dragonettes.

Traders can be of any racial stock, and usually worship Issaries.

| | |
|----------------------|---------------------------|
| 01-55 Local Goods | 76-95 Sartar/Empire Goods |
| 56-75 Esrolian Goods | 96-00 Exotic Goods |

Trolls will occasionally raid into duck lands looking for unusual food stuffs. 15% of troll encounters will be with somewhat peaceful Argan Argar traders.

Tusk Riders found in Duckland are mercenaries hired out for destruction. They will bully any weaker party.

Walktapi are feared wherever they appear, and rarely do they congregate in any number. Duck chefs have been known to organize hunts for the tasty creatures.

Warriors are either local patrols or a group of fighters on their way to a distant battle.

| | |
|--------------------------|---------------------------|
| 01-30 Local Duck Parlor | 61-70 Other Sartarites |
| 31-40 Lismelder Warriors | 71-75 Lunar Military Unit |
| 41-50 Locaem Warriors | 76-94 Misc. Mercenaries |
| 51-60 Sun Domers | 95-00 Beast Regiment |

Wind Chidren from the Storm Hills will occasionally have business with important ducks. They will be treated as honored guests and given the utmost respect.

Wolves are common farther north in Telmori lands, but are uncommon in Duckland. Those found will usually be a rogue pack of 1d6 males. There is a 10% of these actually being Telmori werewolves.

Zombies are the minions of Delecti the Necromancer and are only found in the Upland Marsh. Re-roll all other locations.

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