ROADUEHTURES VOLUME 1, 1995



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The only publication dedicated to exploring the world of Glorantha through adventure!

ADVENTURES

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RQA is based on the fantasy world of **Glorantha**[™], created by Greg Stafford & the **RuneQuest**[™] role-playing game, developed Chaosium and published by Avalon Hill. This is an <u>unofficial</u> **RuneQuest**[™] publication and is in no way intended to infringe on the rights of the above. RQA is not published for profit.

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ESCAPE FROM DUCKLAND

Introduction

This is a supplement to the Avalon Hill/Chaosium roleplaying game **RuneQuest**TM. The material herein comes from the author's own campaign and you are free to pick and choose the elements that you wish to incorporate into your own game. Gamemasters should be familiar with the **Apple Lane** and **Snakepipe Hollow** supplements, available from Avalon Hill, as well as **King of Sartar**, available from Chaosium. **Escape From Duckland** follows the Avalon Hill Deluxe Edition of the **RuneQuest** rules, and many of the divine spells are from **Gods of Glorantha**.

Gamemaster Summary

This scenario takes place in the Gloranthan kingdom of Sartar during the Lunar occupation some 18 years after the 1602 sack of Boldhome. It is designed for experienced initiate characters who may be accompanied by a low level Rune Level character as well as several novices. This adventure is set up to allow characters from different backgrounds and temples to team up. The referee is assumed to have access to the *Apple Lane* scenario pack as it provides part of the setting of the adventure and essential background material on Sartar. The maps from *Apple Lane* are also useful for this adventure. Greg Stafford's *King of Sartar* has important background information on the area and will add greatly to any campaign set in Dragon Pass.

GM Background

Duckland

Duckland is a truly mythical place that boggles the imagination. Ducks that can walk and talk just as well as you or I live peacefully in the low hills and grass filled valleys. This author pictures the inhabitants to be a cross between Walt Disney's **Donald Duck** and Marvel Comics **Howard the Duck**. This adventure is not intended to get people to play ducks as characters, but for them to experience ducks as strange and wonderful non-player characters via role-playing.

The Gamemaster is responsible for breathing life into the various duck NPCs and for creating a fantasy world revolving around them. Humor and satire opportunities abound in Duck Valley. Have fun with it, Quack!

Recent History in Sartar, 1620

Sartar is in turmoil! The last hope of freedom ended in 1613 with the rise of Tarshite General Fazzur Wideread and his easy squelching of Starbrow's Rebellion. The ill-fated rebellion stemmed from a successful ambush of Lunar forces at the Hill of Orlanth Victorious. Wideread assembled his forces and handily defeated the Sartarite nationalists at the notorious battle of Larnste's Table, sending the surviving freedom fighters running for their lives. Kallyr Starbrow, queen of the Kheldon tribe and self-proclaimed Queen of Sartar, is still alive and believed to be in exile somewhere in the Holy Country. Shortly thereafter, Fazzur was appointed governor-general of all Dragon Pass and issued his infamous proclamation blaming the Wereducks of Sartar as the cause of the rebellion. A bounty of one year's Imperial taxes was offered in return for every Duck head turned over to the provincial Lunar government.

Temertain the Pretender was then installed by the Lunars as the puppet Prince of Sartar. He is called Pretender because, even though he is of royal blood, Temertain has been unable to light the sacred Flame of Sartar. This flame was lit by King Sartar in the palace at Boldhome and all previous successors to the throne have been able to keep it alight.

The abominations have continued under the Lunar occupation with the such events as the establishment of the great Lunar slave-camp in Nymie Valley and the pillaging of many local villages in 1618. The Lunar army has once again marshaled its forces, and rumor has it that Fazzur Wideread will soon order the siege of Whitewall as the Lunars make another attempt to annex Esrolia. There is also rumor of the planned construction of a new Temple of the Reaching Moon in Sartar -- an event that will bring all of Dragon Pass into the Glowline!

The Adventure

A mixed band of adventurers is secretly being gathered by the Orlanthi Ring of elders at Jonstown. The winds have carried words of a small band of outlaw ducks that have been struck down with the Red-Feather plague. This strange malady affects only ducks, making them weak and sickly, and seems to be directly linked to the intensity of the Red Moon in the sky. The only person known to be able to cure this affliction is a mysterious healer in the Heortland. The healer lives in a small hut near where the Marzeel River flows into the Mirrorsea Bay, many leagues to the south in the Holy Country.

The duck colony on Yellowflower Isle consists of a few outlaws and their kin, all of whom wanted by Lunar authorities on various charges. Even though it has not been vigorously enforced since 1615, the Lunar bounty on duck outlaws is still in effect and the reward of one year's taxes still temps far too many. To complicate this, there is a growing amount of Lunar activity in southern Dragon Pass as Lunar forces muster for the expected siege of Whitewall.

These Ducks have been hiding out in the Upland Marsh with many others of their kind, but now must seek this mysterious healer in the Holy Country. They have made it as far as the Stone Nest ruins but, unable to fight for themselves, have need of an escort. Their destination is Stagwood, a stockade on the edge of Esrolia. Even such a small victory as helping these ducks escape from Duckland is a blow against the Lunar tyranny! The Ring has decided to help by recruiting a relatively unknown group of warriors and sending them on the adventure of a lifetime.

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Introducing PCs to the Scenario

The adventure starts just outside of Apple Lane, where the group will have to meet up with Quackjohn the duck, their guide as they travel south. The Ring has entrusted him with informing the characters in more detail of the land and their mission. Quackjohn is the GM's vehicle for prompting the players and maintaining the pace of the adventure. See *Apple Lane* pull-out section for a complete description of this duck NPC. Following are four ideas for getting the characters involved.

Scheme 1: If the characters have been through the *Apple Lane* scenario pack, they receive an urgent message from an old friend, Quackjohn the Duck. Old friendships can be renewed and familiar places revisited. Be sure to play up the changes in Apple Lane since the Lunar raid.

Scheme 2: The character can become involved in the rebellion against the occupying Lunar forces (if not so already!). They can be called up by the Sartar High Council to perform this service in return for future rewards and opportunities. This is good for players who like political intrigue and want to get involved with plotting the future of Sartar.

Scheme 3: The characters can be sent to seek out Quackjohn by their temples in return for an old favor. Several temples can combine in this joint venture sponsored by the priests of Old Wind Temple. Players can be either cult members doing their yearly service, or adventurers who owe their temple a favor.

Scheme 4: If all else fails, have the characters wander into Apple Lane as strangers and have Quackjohn appeal to their sense of fairness. This method may be needed with characters from far away lands, such as those presented in *Dorastor, Land of Doom* and the Prax campaign from *Sun County, River of Cradles,* and *Shadows on the Borderlands.* Lunar hating characters should quickly jump at this opportunity while others will be lured by the prospect of nebulous rewards.

Rewards for Characters

Various rewards await the characters depending on the reasons that they became involved. Little monetary reward is available from the refugees, but there is a fair amount of plunder for the taking. The characters could be granted free training from Duck masters and cults. If this is a temple-sponsored mission, they will offer training and spells upon completion. It is up to the gamemaster to decide how much training is appropriate for the characters as well as any other bonuses that their temples will bestow upon them. The characters will also gain a more favorable reaction from ducks that they encounter in the future (*treat as +2 Appearance in reaction rolls*) as the word of their deed spreads.

The Adventure

The adventure is presented as a series of ten linear encounters. Each encounter begins with the title, a suggested date, the phase of the moon, and a brief description of the events to be staged. This is followed by a detailed breakdown of the events to take place divided under section headings. Supplemental material appears at the end of this booklet.

The encounters are, in order: Arrival at Apple Lane, Dangerous Roads, Bear Hunt at Greydog, Broos at Big Elm, Delecti Detour, Stone Nest Ruins, Dinosaurs, Terrifying Tuskers, Ogre Ambush and Arrival at Stagwood.

Weather

Misty mornings and late afternoon drizzles should prevail for the first half of this adventure. While the heavy rains of Storm Season have passed, feel free to have a light rain hamper a day's travel. Once the adventures enter the more southern terrain towards Duck Valley, have the skies clear. During Sea Season, the winds blow west to east across Dragon Pass and often bring hazy skies and dusty blasts of air in from the Praxian wastes. This drier weather pattern should prevail as the Holy Country is approached, but mists are still common, especially near the river in the morning.

Part One: Arrival at Apple Lane

(Windsday/Movement Week/Sea Season 1620) Crescent Moon

The Players come to Apple Lane to meet up with their guide, Quackjohn the Duck, and make plans for the journey south.

Apple Lane Today

Apple Lane has changed greatly since the days when it was first menaced by Whiteye, the troll bandit. The scars are still deep from the Lunar raid of 1618 and the fire that followed. Gringle's Pawnshop is a charred ruin with only part of the cellar still intact. Idiot Girl was raped by the invading Lunar soldiers while Kareena, Keeper of the Temple To All Deities, was dragged off kicking and screaming by the raiders. Dronlan has been removed from his post as Sheriff and is now the local juror while the post of Sheriff is still vacant, waiting for a Lunar puppet appointee. A traveling wine merchant has set up permanent shop in Apple Lane and all the locals are quick to whisper their suspicion that he is a Lunar spy (which he is).

Locals keep their feelings well guarded and are hesitant to open up to strangers unless they are members of the Colymar tribe or know the secret signs of Orlanth. Once the townspeople realize that the party is here to aid Quackjohn, they will help as long as the risk is minimal. Apple Lane is place to renew old friendships and make new ones.

The Problem

Things are rather subdued in Apple Lane at the moment due to the presence of Flatulus Maximus, a so called Lunar tax collector -- he is really nothing more than a carpetbagger from the Empire. He and his four guards/muscle (Nioestes, Theius, Kiero and Caton) are shaking down the he local populace, extorting as much as possible before hitting the next village down the road. Quackjohn arrived in the village a week before and is now hiding in the cellars of Gringle's Pawnshop. While the Lunar bounty on Ducks is no longer enforced except during the infrequent military sponsored Duck hunts, Quackjohn has a personal bounty of 500 L. offered for him dead or alive.

Flatulus is a balding, pot-bellied son of a minor noble from an insignificant Satrap in Darjiin Sultanate, who thinks he's more important than he really is. He is accompanied by Four mercenaries outfitted as peltasts from Aggar who are experienced enough to handle themselves in a fight if one arises. The Lunars are planning to stay in town for at least another week, milking the locals out of as much food and wine as possible. Flatulus has also gotten wind of something, and he is determined to find out what's going on. He would have no objection to ordering his lackeys to lop off Quackjohn's beak for the silver it will bring.

Flatulus' favorite con is the selling of phony licenses. He has paid a scribe of Irrippi Ontor to make up these documents and he been selling them all Sea season. He can smell a novice adventurer and his cash a league away and likes nothing better than to relieve someone of their inheritance. Among the licenses that Flatulus is carrying are Traveling Permits, Hunting Licenses, Weapons Permits and anything that will really annoy the party.

Play up Flatulus' aloof nature -- he loves to act as a minor noble from an exotic land and treats Orlanthi as peasants. The four peltasts resemble gang members.

Solutions

The characters have several basic options after entering the hamlet but have to act quick, due to the pressing needs of their mission. Here are two likely situations -- the first should be discouraged as it will cause future problems.

The players could murder the Lunars, but this is undesirable -- Flatulus is not that important, but a squad of Lunar soldiers will be sent out to investigate his disappearance if he doesn't report in about month or so. The investigators will track him down to Apple Lane and there is a good chance that they will use a *Divination* Rune Spell to find out what has happened, and cause the players to become marked as enemies of the Empire and have crucifixion warrants issued against them. Also, the four peltasts are tough opponents and the fight would soon turn very bloody.

A much better solution is to sneak Quackjohn out of town. The players should, through discrete hints and clues, be able to make contact with their guide and devise a plan to sneak him out of town. Bulster the Brewer knows where he is hiding as does Navorak One-Hand at the Weaponmaster's Guild Hall. They have been supplying him with food and necessities and are willing misdirect the Lunars if need be.

In any case, the players should interact with Flatulus and some of the more notable residents of Apple Lane. The Lunars are basically harmless, but Flatulus should be able to relieve the characters of at least half of their silver, if not all of it. Bulster Brewer, Navorak One-Hand and the other residents can be found in the pull out section of the *Apple Lane Scenario Pack*.

Flatulus Maximus

Lunar Tax Collector,	Seven Mother's Initiate and
Carnethagger	

area missile melee armor/hp r leg 01-04 01-03 1/5	SIZ 1 INT 1 POW 1				10	 	
I leg 05-08 04-06 1/5 abdomen 09-11 07-10 1/5 chest 12 11-15 1/6 r arm 13-15 16-17 1/4 l arm 16-18 18-19 1/4 head 19-20 20 1/5 weapon sr attk% damage parr% pts Dagger 9 40 1d4+1 20 6	area	missile		melee	armor/hp		
abdomen 09-11 07-10 1/5 chest 12 11-15 1/6 r arm 13-15 16-17 1/4 l arm 16-18 18-19 1/4 head 19-20 20 1/5 weapon sr attk% damage parr% pts Dagger 9 40 1d4+1 20 6	r leg	01-04	(01-03	1/5		
chest 12 11-15 1/6 r arm 13-15 16-17 1/4 l arm 16-18 18-19 1/4 head 19-20 20 1/5 weapon sr attk% damage parr% pts Dagger 9 40 1d4+1 20 6	l leg	05-08	(04-06	1/5		
r arm 13-15 16-17 1/4 l arm 16-18 18-19 1/4 head 19-20 20 1/5 weapon sr attk% damage parr% pts Dagger 9 40 1d4+1 20 6	abdomen	09-11	(07-10	1/5		
I arm 16-18 18-19 1/4 head 19-20 20 1/5 weapon sr attk% damage parr% pts Dagger 9 40 1d4+1 20 6	chest	12		11-15	1/6		
head 19-20 20 1/5	r arm	13-15		16-17	1/4		
weapon sr attk% damage parr% pts Dagger 9 40 1d4+1 20 6	l arm	16-18		18-19	1/4		
Dagger 9 40 1d4+1 20 6	head	19-20	2	20	1/5		
Dagger 9 40 1d4+1 20 6	weapon	sr	attk%	damag	e parr%	pts	
1H Sickle 8 30 1d8+1 30 8	Dagger	9	40	-	-	6	
	1H Sickle	8	30	1d8+1	30	8	

Skills: Fast Talk(36), Speak New Pelorian(31), Speak Sartarite(25), Speak Tarshite(14), Evaluate(35), R/W New Pelorian(30), R/W Sartarite(20), Sleight(40)

Spirit Magic: Detect Gold(1), Detect Silver(1), Detect Gems(1), Detect Spirit(1) Healing 2

Armor: Soft leather under white robe with red sash

Items: Red Foxfur Cape (32L) 8 Silver rings (9 L each)

Treasure: 4 Wheel, 802L, 17 Clacks, 18 gems worth 10-100 L each.

Notes: Flatulus believes that he is inviolate due to his Lunar citizenship. He loves mentioning the fact that all crimes against him are capital crimes and that the punishment is crucifixion. He will sneer at adventures and try to extort as much coin as he can by requiring them to purchase bogus licenses and traveler's permits, of which he always keeps a large stock of on hand.

Flatulus makes a good reappearing villain and can be encountered anywhere in Lunar occupied territory. After Sartar, his next stop is Prax!

Nioestes, Theius, Kiero & Caton

Lunar Mercenary Peltasts, Seven Mother's Lay Members and General Thuas

charact	eristics	attributes	
STR	12	Move: 3	
CON	11	Hit Points: 12	
SIZ	13	Fatigue: 20	
INT	10	Magic Points: 10	
POW	10	DEX SR: 3	
DEX	11		
APP	10		

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area r leg l leg abdomen chest r arm l arm head	missile 01-04 05-08 09-11 12 13-15 16-18 19-20	melee 01-03 04-06 07-10 11-15 16-17 18-19 20		armor/hp 3/4 3/4 3/5 3/3 3/3 3/4	···· ····	
weapon Scimitar Fist† Javelin Target Shield † with bronze		<i>attk%</i> 60 40 55 20	<i>damage</i> 1d6+2 1d6+1 1d8 1d4	parr% 35 4 5	<i>pts</i> 10 12	

Skills: Dodge(20), Speak New Pelorian(30), Speak Tarsh(10), Speak Sartarite(15), First Aid(20), Scan(40)

Nicestes Spirit Magic: Bladesharp 2, Repair 2

Theius Spirit Magic: Shimmer 2, Detect Silver(1), Speedart(1)

Kiero Spirit Magic: Bladesharp 1, Ironhand 1

Caton Spirit Magic: Countermagic 1, Speedart(1) Armor: Cuirboili suit with Ring Hauberk

Items: Carpet bags, Spare weapons, camping gear

Notes: These four cousins from Aggar are among the dregs of Lunar society. Their lack of piety and scruples have made them unfit for the 20 years of regular military service. They have been making a comfortable living for the last few seasons by hiring out as bully-boys for the various carpetbaggers that have come to Dragon Pass. The are all very loyal to each other and love to fight dirty -- often one will try to circle around behind an opponent and strike from surprise. They are also known to attack without warning.

Rumors for Northern/Central Sartar

Roll 1d12

- 1. The Crimson Bat has been recently seen in Tarsh TRUE
- 2. Bulster the Brewer of Apple Lane brews the best Beer in Dragon Pass ???
- 3. The Red Dragon in Ormsgone Valley is stirring TRUE
- 4. There is a trader in Runegate Fort offering three times the normal price for salted Newtling tail -- *TRUE*
- 5. The Broo King of Dorastor is dead and the land is available for settlers ???
- 6. Prince Temertain the Pretender failed to light the Flame of Sartar again this season *TRUE*
- 7. All Imperial troops are being relocated to Prax to fight a major barbarian uprising *FALSE*
- 8. Another heir to the throne of Sartar has surfaced and Lunar spies are scouring the land for him *TRUE*
- 9. The light rains last Dark Season will cause many crops to fail next Earth Season ???
- **10.** If Stormbulls bathe, they lose the extraordinary ability to sense chaos *FALSE*
- 11. The Inhuman King has declared war on all humans and is going to start another Dragonkill war FALSE
- 12. The Feathered Horse Queen is seeking an alliance with King Ironhoof of Beast Valley ???

Part Two: Dangerous Roads

(Fireday/Movement Week/Sea Season 1620) Empty Half Moon & (Wildday/Movement Week/Sea Season 1620) Full Moon

The players start making their way south, and learn a little bit about the unique land of Sartar.

On the Road

After Quackjohn joins up with the party, their next step is to make for Duck Valley along the Runegate road. This road is well traveled and runs from Jonstown to Runegate Fort, passing through Famous Bell, the Dew Drop Inn, Redbird Fort and Apple Lane. See the *Apple* Lane Scenario Pack page 11 for a detailed map of this area. The large map from *Trollpak* is also useful.

While breaking for lunch, the party is peacefully approached by two Colymar tribesmen, Dorwan and Kest (no stats provided -- use standard hill barbarians), who wish to share the mealtime. Lunch is dried apples, fresh baked barley bread and goat cheese. A flask of apple wine washes down the meal. During lunch they pass on a valuable warning about the road ahead -- there is a large party of Dragonnewts performing some bizarre and incomprehensible ritual on the trail up Starfire Ridge. Dorwan saw them from a great distance with his *Farsee* Spirit Spell.

Even though they are peaceful most of the time, Dragonnewts have the right by ancient treaty to hunt all beings within this land. Everyone also knows that Dragonnewts betrayed Boldhome and led the assault over the walls. This allowed the Lunars to rush the gates and take the city. After some discussion between the party and Quackjohn, the best route through this are is to skirt the bottom of Starfire Ridge and climb up at the break. Use the Duck NPC to guide the party along this route.

Camping for the Night

The going is easy through the low valleys and a good pace is maintained. Giant Tarbushes are common (known for the black sticky substance on the underside of their leaves) and Rock Rabbits are abundant on the hillsides. It is no trouble for the adventurers to bring down a few hares for dinner if they choose to hunt. The dandelion-like flowers called Orlanth's Scepters are in bloom everywhere, getting ready to shed their seeds to the wind when Fire Season arrives. The path is dotted with molehills from the subterranean rodents known as Ernalda's Beavers.

As Yelm nears the end of his journey, the bleak gray and black landscape of the Cinder Pits can be seen. The wind swirls here and carries the smell of burnt forest. Stories tell that this area was once part of Tarndisi's Grove, but was burned to the ground, and now nothing will grow in the ashes. As they make camp, the party is approached by a half-crazed old man who is seeking company for the night. He knows the signs of Orlanth and claims to be chosen by Voria to live here in the pits. The old man has forgotten his name, but he offers to tell a story for his supper. The first thing he does is to warn the adventurer's not to burn anything within sight of the

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Cinder Pits or Tarndisi's Grove, as this is great offense to the local wood spirits. He will gladly accept the offer of food from the party, as long as it contains no meat. The story he can be found in the shaded box titled 'The Old Man's Tale.'

The only notable event of the night is the ever-present glow from the still smoldering ashes at the center of the Cinder Pits. Morning breaks with the smell of stale smoke still in the air, as everyone has a cold dry breakfast. The old man is still in camp and volunteers to return the night's hospitality. He offers to show the party an accessible footpath up Starfire Ridge that leads safely into Greydog clan lands. Quackjohn urges everyone to take this path, claiming to have a sense of foreboding about the Cinder Pits ahead and the unknown expanse of Tarndisi's Woods with its mysterious Aldryami inhabitants.

The Old Man's Tale HOW TARNDISI GOT HER NAME

Disi was a beloved spirit of the wood and distant kin to Aldrya herself. Her skin was greener than green, and her hair patterned like the lush ferns of the hidden river valleys. Every night she would lead the forest folk in dances, song and revels to the spirit of Flamal. All were her friends, especially the beast folks of the valley to the south.

When the bad time came and fire threatened her home, it took all of Disi's powers to save just half of her sacred grove. Try as she might, she could not stop the powerful fire spirits until her soul itself was charred. Much of her power was lost in the great fight and a great sadness came upon her. Afterwards she took the name Tarn and added it to her own, to recognize the fact that she is no longer the same being.

Nowadays, everyone sees Tarndisi in a different way To Men she cloaks her scarred side and appears as a beautiful forest dryad, naked and frolicking in the trees. Uz and other folks of darkness only see the burnt and inedible portions of her body, and they are repulsed by it. Only Aldryami see her true appearance and recognize the sadness in her half life.

Starfire Ridge

The path is a short hike away and the old man takes his leave at the foot, thanking everyone again profusely for their kindness. It takes all of the morning to scale the cliff and top the ridge, even though it is a safe route. The top of the ridge is obscured by the morning mist and there is a noticeable chill in the air. Only one climbing roll is needed to safely make it to the top. If this check is failed, the character slips on the loose shale and will take 1d6 points to a random body location unless he or she makes a DEX x 3 roll. Armor does not protect against this damage. If the characters ever return to this spot, they will be unable to relocate this mysterious path. From here is a simple walk to the Goodale Path, and the Greydog Inn is reachable by nightfall. The Goodale Path gets its name from the numerous inns along the way, which are all known for their libations.

About a half hour before sunset Quackjohn spies a familiar site on the path ahead, Humakt's Stead. He invites everyone to join him in a short prayer at the shrine of Indrodar Greydog, a local Humakti hero. The shrine contains a small red painted altar dedicated to the God of Death and is covered with a barn-like roof. There are no walls and the roof is held up by wooden poles. While Quackjohn is not a Humakti, Indrodar was an important here to the durulz, and he wishes make a small offering to the spirit of this great warrior.

After this quick stop it is only a short distance down Big Elm Valley to the inn. The party has just exited the familiar Colymar lands and is on the edge of Lismelder territory. The Lismelder tribe is the most unique of the Sartarite tribes and follows many unique customs. Of note is the 'Lismelder taint' that many tribes members have -- webbed hand and feet, pointed ears and a faint fishy odor about them.



Part Three: Bear Hunt at Greydog

(Godday/Movement Week/Sea Season 1620) Full Half Moon Here the party gets a chance to help the locals by tracking down a chaotic menace in a nearby wood.

Greydog Inn

The Greydog Inn is approximately halfway between Runegate Fort and Quackford along the Goodale Path, and it offers excellent shelter from the cold winds that blow across the top of Starfire Ridge during Sea Season. The inn is well known for its comfortable rooms and the special ale that the owner makes. The players have their choice of rooms and a hearty vegetable and fish stew waiting for them. See *Tales of the Reaching Moon* issue 5 for a complete description of the inn. Quentin Longbrewer, the innkeeper, is eager for news of his old rival, Bulster the Brewer of Apple Lane, and will give a free mug of Auld Mutz Ale to anyone with any good gossip. The inn is currently empty because most of the able bodied warriors are off on a raid. The neighboring Poss clan is being

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INDRODAR GREYDOG

Indrodar was a son of the founder of the Greydog clan and servant to the great Queen Lismelder. He was also a Sword of Humakt and instrumental in the forming of the Lismelder tribe. In 1383, a great army of zombies swept out of the Upland Marsh and into tribal lands. The zombies then terrorized the farmlands that his tribe and their sometimes allies, the Colymar tribe, had recently seized from the Ducks of Duckpoint.

Indrodar was wounded early in a battle against the undead, and he was unable to accompany Queen Lismelder and her army as they marched on Delecti's castle. Along the way the army disappeared into the Upland Marsh, never to been again by the living, except as zombies. Though he had not recovered from his grievous wounds, Indrodar led the remaining warriors is a last ditch attempt to find Delecti the Zombie Master, and determine the fate of his tribesmen.

The band was ambushed by Duck warriors, who had sensed the Lismelder clan's weakness. The Ducks fought hard in an attempt to regain their lands in Duck Valley. A treaty was struck between the tribes and peace declared. In return for Duck Point and the surrounding lands, the entire Lismelder tribe was placed under the protections of the Ducks. For some unexplained reason, the Ducks where immune to Delecti's powers and are responsible for keeping the marsh from expanding beyond its present boundaries. For this agreement, Indrodar Greydog became Indrodar Duckfriend, and it was the beginning of the tribe's long lasting friendship with the Ducks of Duck Valley.

Indrodar went on to achieve Hero status by questing in the Upland Marsh to find his queen's body and free her spirit. Many trials he faced before accomplishing this task. Once Queen Lismelder's spirit was freed from the curse of undeath, great prosperity visited her clan. Indrodar Greydog is still worshipped in his tribal homeland and is a powerful foe of Delecti, His sub-cult provides the Rune spell *Release Zombie* to his followers.

THE LISMELDER TRIBE

Lismelder was the daughter of Mad-Blood Malan, king of the Malani tribe, and she clashed with her father over the future of the tribe. After a bitter disagreement, she lead her followers to the lands west of Starfire Ridge, and settled on the shores of the great Upland Marsh, between the lands of the Ducks and the Colymar. After several short battles she was proclaimed Queen and founder of a new tribe.

The Lismelder have been Duckfriends from very early in their history, and this can be seen in the occasional tribesman who is born with webbed feet or webbed hands. The tribe has just recently started to cooperate with the Lunar invaders and has sent some tribesmen to join in on Lunar raids of other tribes. raided in revenge for the trampling of a barley field. The feud goes back several generations and the two clans are sworn enemies. The evening passes quickly with many mugs around the warm hearth.

For a drink Fradda, a village elder with a gimpy leg, will tell local legends to anyone who will listen to his rambling voice. He will tell terrible stories of the Poss clan, over exaggerated by years of hatred. He can also tell the tale of Indrodar Greydog. He also knows a little about the history of the Lismelder tribe and its first queen The last two **are** found in the box on the next page. The Gamemaster is free to make up stories about the Poss stealing children and poisoning wells.

Bear Hunting

A restful night's sleep is ended by early morning screams from the stable outside. Encourage the players to jump off their straw mattresses and quickly run into the street wearing only their nightshirts -- there is barely enough time to grab a handy weapon. Once in the street, they will see a small crowd of people gathered around Quentin's youngest grandchild, Pigit, who is trying to calm an ox which has been horribly mauled. He pleads with the party to heal the ox before it bleeds to death. A Heal Animals 2 (remember, healing in halved on dissimilar creatures, so a Healing 4 is needed) will stop the ox from dying. Quentin will be extremely grateful for this service and reward the character who heals his animal with four chickens.

After a quick examination by Fradda the village elder, he declares this to be the work of a dreaded Jack-O-Bear! There is no denying the distinctive claw marks, and anyone who has seen the work of a Jack-O-Bear will agree. The attack is less than an hour old and a *Track* roll identifies a single set of paw prints heading out of the village, towards the nearby Lonendi Woods.

Quentin will then offer the party a weeks worth of food and a small barrel of ale if they will track down the creature and slay it before it can do any more harm. This is a good opportunity for the party to see how well they work together. There are actually two Jack-O-Bears which have come down from the hills in search of food. They have yet to settle in a lair and are currently hiding in the Lonendi Woods. They will be tracked to a dry creek bed in a small sheltered valley of the woods about two leagues from the inn.

After the short fight, the party will receive a hearty thanks and many kisses from the locals and are able to continue on their journey down the Old Trail towards the Upland Marsh. Whoever delivers the killing blow to a Jack-O-Bear is traditionally awarded the claws which can be turned into an excellent trophy necklace with a successful Craft Roll.

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Jack-O-Bears

	Mated Pa	air					
_	characteris	stics		at	tributes		
	STR 1	7		M	ove: 4		
	CON 1	4		н	it Points: 17		
	SIZ 1	7		Fa	atigue: 31		
-	INT	6			agic Points:	14	
	POW 1	4			U		
	DEX 1	1					
	APP	9					
•							
	area	missile	m	elee	armor/hp		
	r leg	01-04	0	1-03	3/6		
	lleg	05-08	0	4-06	3/6		
-	abdomen	09-11	0	7-10	3/6		
	chest	12	1	1-15	3/7		
	r arm	13-15	1	6-17	3/5		
_	l arm	16-18	1	8-19	3/5		
	head	19-20	2	0	3/6		
	weapon	sr	attk%	damage	parr%	pts	
	Right Clav		36	1d6+1d6	-	pis	
	Left Claw	10	29	1d6+1d6			•••••
	Harmonize		auto			 r ho	
	namoniz		auto	Resist ag	gainst MP o	n ne ha	araiyzeu

Skills: Sneak(50), Hide(50) Armor: 3 point skin.

Chaotic Features: Harmonize gaze.

Treasure: None

Notes: The favorite tactic of these to creatures is to climb trees and *Harmonize* their victims from the safety of the dense branches. Unless a special Track roll is made by the party, they will not realize that there are two of the creatures. Have the female wait in the tree branches and Harmonize anyone who looks up while the male rips them apart. If no one looks up after 2 rounds, have her drop down on the party from surprise.

Part Four: Broos at Big Elm

(Freezeday/Illusion Week/Sea Season 1620) Crescent Moon

Here the players are ambushed by a despicable broo gang, and get a change to meet an Ogre who will come back to menace them later.

Big Elm Valley

Saying there farewells to the Longbrewers, the party heads off down the Old Trail towards the Upland Marsh and eventually, Stone Nest. This high valley has different a feel from the lower valleys that the party has traveled through previously. Scrub brush and manzinita clog the sides and tops of the valley, while large clumps of elm trees the fill the bottom. The eerie call of Werebirds (a trill that sounds like *beee-waaar!*) echo in the trees as mating season approaches. The growl of an unseen valley cat can be heard stalking the birds.

About two hours out of Greydog, the party passes by the Big Elm this valley has been named for. It is an enormous tree that spans over 30 meters in base diameter. Unfortunately, this prominent landmark has been selected by an ogre trader from Snakepipe Hollow to do business with a band of raider Broos from the Chaos Woods. The adventures will happen upon this deal, and it is up to them to stop this chaotic exchange. Broos rarely make it this far into Lismelder lands as the local tribesmen keep a good watch.



Ugla and his Gang

The broo leader, Ugla Khan, is meeting with the ogre trader Gar Slough at the Big Elm to discuss the trading of a *power crystal* for a chaos feature. Ugla considers his only weak spot to be his lack of a powerful chaos feature, and he feels that this is hampering him from becoming broo overlord of all Dragon Pass. While he is greatly overestimating his abilities, a strong chaotic feature will surely make him a formidable menace to the area. Gar is a bit more realistic in his goals, and he hopes to use the *power crystal* to further his goal of infiltrating the local populace and corrupting from within. The two of them will be alone at the base of the great tree and haggling over the deal when encountered by the party.

The broo is a fearsome sight -- a well muscled and nearly perfect human body under his goatish head. Gar Slough is completely covered by a dark blue cloak and hood marked in the front with the Issaries (communication) Rune. Ugla will preen and loudly warn the adventures that he is the leader of a powerful gang of broos. He will demand 100L tribute per

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party member to let them pass unscathed. Ugla threatens to call his gang from around the far side of the tree where he claims they are waiting (which they are!) unless his demands are met.

During all of this shouting, Gar remains quiet and unobtrusive (remember - he looks human under his cloak!). He will try to escape at first chance, and if caught, will claim to be a local being robbed by this horrible creature when given the chance to speak.

If the characters refuse to give in his demands and attack Ugla Kahn, it will take his broo gang two rounds to come to the aid of their leader. Gar will try to flee from the battle -this should be no problem as the PCs will be busy preparing for the Broo onslaught. He should be allowed to escape and he will reappear in a later encounter.

Spliteye will be the first to battle, leaping forward at 10 meters a with round spear in hand. He will try to impale the largest PC while screaming *KILL*! Nostril, Goo Agh and Foob will be following him at a run. The first two add their own screams of *DESTROY*! and *RAPE THE MEN*! to the battle, while Foob's only sound is the terrifying click of his giant crab claw.

From the far side of the elm tree can be heard a horrific bellow -- *EEEEEEOOOOOOO! EEEEEEOOOOOOO!* This is the wail of Broozilla, a true chaos horror. This creature follows three rounds behind the rest of the gang. Broozilla will indiscriminately destroy anything in its path and is especially fond of using its fiery breath to scorch anything that gets in the way.

The broo's treasure is infected will all sorts of disease and will require purification before it can be used. The only exception is Ugla's Splinter Rock. This magic crystal has somehow resisted the Broo's disease spreading power.

Gar Slough

Ogre Trader, Initiate of Cacodemon

characteris STR 2 CON 1 SIZ 1 INT 1 POW 1 DEX 1	1 4 4 6 7		Fatig		17	
APP 1	3					
area	missile	m	elee	armor/hp		
r leg	01-04	0'	1-03	3/5		
í leg	05-08	04	4-06	3/5		
abdomen	09-11	07	7-10	5/5		
chest	12	11	1-15	5/6		
r arm	13-15	16	5-17	3/4		
l arm	16-18	18	8-19	3/4		
head	19-20	20	0	5/5		
<i>weapon</i> Bite Broadswo Sling	sr 9 rd 6 3/9	<i>attk%</i> 48 65 50	<i>damage</i> 1d4+1d6 1d8+1+1d6 1d8	<i>parr%</i> 30 	<i>pts</i> 10 	······

Buckler -- -- 45 8

Skills: Climb(60), Dodge(37), Fast Talk(45), Orate(29), Speak Tarsh(11), Speak Sartarite(38), Speak Trade(25), Animal Lore(16), Craft Disguise(55), Evaluate(45), Conceal(27), Devise(30), Search(37), Sleight(60), Hide(25), Sneak(30)

Spirit Magic: Glamour 2, Ironhand 4, Disruption(1), Second Sight(3), Mobility 2, Healing 4

Rune Magic: 2 x Grant Chaos Feature (one use only) Armor: Cuirboili suit under robes and ring vest and helm.

Chaotic Features: Undetectable by means of magic. Items: Gold Earrings (15 L), Fur cap(12 L) 5 Silver Rings(3 L each), Scroll (+10 to craft disguise in Sartarite - 6 weeks study), Letter that will get 500 L in blackmail from Jonstown merchant

Treasure: 5 Wheels, 340L, 70 Clacks, Blue cape with Issaries rune.

Notes: Gar is very crafty and will claim to be a trader when first encountered with the Broos. He will escape at first chance. When he ambushes the party later, he will try to zap at least one character with a chaos feature (use Curse of Thed table, *Gods of Glorantha* page 63). If battle ever turns against him, Gar will use his *Mobility 2* Spirit spell to escape.

Ugla Khan

Self-proclaimed Broo Warlord of Dragon Pass

,				5		
and Thed I				_		
characteristic	25		-	uttributes		
STR 18				Nove: 4		
CON 17			ŀ	Hit Points: 18		
SIZ 18			F	atigue: 35		
INT 12			Ν	Magic Points:	14	
POW 14				U		
DEX 12						
APP 8						
area	missile	,	nelee	armor/hp		
r leg	01-04	(01-03	1/6		
l leg	05-08	(04-06	3/6		
abdomen	09-11	(07-10	5/6		
chest	12		11-15	5/7		
r arm	13-15		16-17	3/5		
larm	16-18	-	18-19	4/5		
head	19-20	2	20	7/6		
wanon	sr	attk%	damage	parr%	nte	
weapon			-	-	pts	
Head Butt	8	55	1d6+1d	-		•••••
Work Maul	7	45	2d6+2+		10	•••••
Hoplite Shie	ia			66	16	•••••

Skills: Conceal(22), Throw(38), Hide(44), Sneak(50), Ceremony(20), Craft Trap(29), Listen(25), Speak Sartarite(15) Spirit Magic: Spirit Shield 2, Bludgeon 1, Spirit Binding(1), Countermagic 3, Befuddle(2), Healing 2 Armor: Various scraps, 3 point head.

Items: Obsidian necklace(20 L), Silver belt buckle(10 L), POW storing crystal(holds 4 POW)

Treasure: 51L, 13 Clacks, 44 Bolgs.

Notes: Ugla has a spirit bound into his mace, Gizdlak, POW 9 know Disruption(1). Ugla likes to fight like a berserker, but if

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severely wounded he will not hesitate to abandon his companions

Ugla particularly hates attractive male humans, and will single out an opponent with an APP of 15 or more if possible. He will jeer and goad his opponent with how he's going to mess up that pretty face. Oddly enough, he will not engage female opponents in melee unless they attack him first.

Ugla's boasts about being Broo Warlord are full of hot air, but let the party worry about the imaginary horde of Broos that he claims are gathering in the hills for war.

Goo Agh Beerstealer

Broo and Thed Lay Member

	characteristic	cs		attri	ibutes		
-	STR 16			Μον	/e: 4		
	CON 16			Hit	Points: 16		
	SIZ 16				gue: 32		
	INT 7				gic Points:	11	
· _	POW 11			Ma	gier ente.	••	
	APP 7						
-				alaa	ann an llan		
	area	missile		nelee	armor/hp		
	r leg	01-04	-	1-03	2/5		•••••
	l leg	05-08	0	4-06	2/5		
	abdomen	09-11	0	7-10	3/5		
	chest	12	1	1-15	3/6		
	r arm	13-15	1	6-17	0/4		
	l arm	16-18	1	8-19	3/4		
_	head	19-20	2	0	3/5		
				-	0.0		
	weapon	sr	attk%	damage	parr%	pts	
	Head Butt	9	44	1d6+1d4			
-	Large Club	6	61	1d10+1d4	40	8	
	Large Club	0	51	10101104	-0	0	

Skills: Dodge(19), Search(31), Animal Lore(16), Speak Sartarite(5)

Spirit Magic: Bludgeon 1

Armor: Various scraps, 3 point head.

Items: 4 wineskins filled with beer.

Treasure: 4L, 6 Clacks

Notes: Goo Agh love to charge into battle wildly swinging his club and screaming Broo war cries. Due to his wild nature he is immune to Demoralize He can also go berserk at will and forego any parry or dodge and gain +10% on his one attack. Goo loves to swizzle beer from his skins and spit it at opponents. Anyone so hit must make a CON x 5 roll or contract diarrhea.

Nostril Snotsbane

Broo and Thed Lay Member

APP	7		
DEX	13		
POW	9		
INT	12		Magic Points: 9
SIZ	14		Fatigue: 35
CON	15		Hit Points: 15
STR	14		Move: 4
charact	eristic	5	attributes

r leg	01-04	C)1-03	3/5		
lleg	05-08	C	04-06	2/5		
abdomen	09-11	C)7-10	3/5		
chest	12	1	1-15	3/6		
r arm	13-15	1	6-17	1/4		
l arm	16-18	1	8-19	1/4		
head	19-20	2	20	5/5		
weapon	sr	attk%	damage	parr%	pts	
Head Butt	8	55	1d6+1d6			
2H Spear	6	49	1d10+1+1c	14 32	10	

Skills: Conceal(35), Listen(51), Sneak(37), Speak Sartarite(20)

Spirit Magic: None

Chaotic Features: Reflects 1 and 2 point spells back at caster

Armor: Various scraps, 3 point head.

Items: Demibird Headdress, 3 broken skulls tied to belt) Treasure: 6 Silver dice(10 L each).

Notes: Nostril knows well his chaotic feature and will try attract spell attacks. His low POW is the only thing that keeps from becoming a true fright. He is Ugla Kahn's second in command in this Broo raider clan and loves to lord his status over his companions.

Nostril looks somewhat like a shaman -- this is done on purpose to attract spells and scare foes.

Foob Crabclaw

Broo and Malia Initiate characteristics attributes STR 18 Move: 4 CON 16 Hit Points: 16 SIZ 16 Fatigue: 34 INT 9 Magic Points: 9 POW 9 DEX 10 APP 6 area missile melee armor/hp 01-04 01-03 0/9 r leg 05-08 04-06 l leg 0/9 abdomen 09-11 07-10 2/10 chest 12 11-15 3/10 16-18 r arm 13-17 8/8 18 19 0/2 l arm 20 19-20 7/9 head parr% attk% damage pts weapon sr Head Butt 9 44 1d6+1d4 ---**Giant Claw** 7 50 1d8+1d6 50 8

Skills: Speak Trade(5)

Spirit Magic: Ironhand 1

Chaotic Features: Right hand is giant crab claw.

Armor: Various scraps, 3 point head.

Items: Gold Nose Ring(8)

Treasure: 42 clacks

Notes: Foob has always had an easy life as a Broo due to the power of his chaotic feature. Foob also carries the *Shakes*, increasing his status. His claw is so large that he can

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easily parry and attack with it in the same round. His left arm is withered and useless.

Spliteye

Broo and Thed Lay Member							
characterist				attributes			
STR 13				Move: 4/10 le	ар		
CON 16				Hit Points: 15	•		
SIZ 14				Fatigue: 29			
INT 8				Magic Points:	11		
POW 11				-			
DEX 13							
APP 8							
area	missile		nelee	armor/hp			
r leg	01-04		01-03	1/5			
l leg	05-08		04-06	2/5			
abdomen	09-11		07-10	1/5			
chest	12		11-15	3/6			
r arm	13-15		16-17	1/4			
larm	16-18		18-19	1/4			
head	19-20	2	20	1/5		•••••	
		-41-0/	d		-		
weapon	sr	attk%			pts		
Head Butt	9	56	1d6+1c				
Sharp Stick		39	1d6	50	5	•••••	
Target Shie	eld			45	12		

Skills: Track(24), Hide(36), Dodge(45)

Spirit Magic: Detect Detection(1)

Chaotic Features: Capable of leaping 10 meters

Armor: Various scraps, 3 point head.

Items: Gold chain (worth 10 L)

Treasure: 4 clacks)

Notes: Spliteye love to leap into battle and spear people with his stick. His unusual nature gives him +3% to his attack for every full meter that he jumps.

Spliteye gets his name from his malformed eyes. Each one has two pupils.

Broozilla

Monster Broo and Chaos Horror

characte STR CON SIZ INT POW DEX APP	ristic 20 18 30 10 10 11 4	5	Fatigue: 35			 10
area		missile	me	lee	armor/hp	
r leg		01-04	01	-03	10/9	
l leg		05-08	04	-06	10/9	
abdome	en	09-11	07	-10	10/10	
chest		12	11	-15	10/10	
r arm		13-15	16	-17	10/5	
l arm		16-18	18	-19	10/5	
head		19-20	20		10/9	
weapon		sr	attk%	damag	e parr%	pts

Bite	7	46	1d6+1d6	 	
Hurl Rock	5	50	1d3+1d3	 	
Breathe Fire	4	100	2d10	 	

Skills: Cause Fear(50)

Spirit Magic: None

Chaotic Features: SIZ x 2, Breathes fire 3 times a day for 2d10 range 3 meters, Looks very dangerous!

Armor: 10 point skin.

Items: None Treasure: None

Treasure: None

Notes: Broozilla is a true horror who can barely be controlled by his companions. Broozilla's totally chaotic nature and dangerous appearance will cause NPCs and non-combatants to flee half of the time. Yes, Broozilla bears a striking resemblance to a famous movie monster -- especially in its distinctive bellow.

Part Five: Delecti Detour

(Waterday/Illusion Week/Sea Season 1620) Dying Moon to (Clayday/Illusion Week/Sea Season 1620) Black Moon

The party's progress gets slowed as they are forced to double back by the seemingly endless stream of zombies and other undead pouring out of the Upland Marsh.

Upland Marsh

The despicable Broos having been defeated or driven off, the party is once again free to resume their journey. The planned route leads them through northern Lismelder lands to the edge of the great Upland Marsh. From here the plan is to turn south and skirt the vast swamp's edge, until Stone Nest is reached. Unfortunately, nothing ever goes as planned.

The marsh itself is bleak and infested with vermin. Giant dragonflies over one meter in length constantly hover overhead and other insects plague the party. The track becomes very difficult to follow at times and backtracking is often required. Poisonous swamp snakes called Hellfangs are common and can be encountered at the GM's discretion. These snakes have a bite attack of 50% - 5% per point of armor worn on the leg. Unless a CON x 3 roll is made by the victim, he will be deathly ill and reduced to 50% of his hit points and skills for the next three days, while the poison runs its course.

Common gnats and mosquitoes are a constant annoyance while ticks the size of dogs are occasionally spotted. Whipbush grows in abundance, its razor like fronds will do 1d2 damage to anyone who has to push through it. Mostal's Salad, a green leafy plant, grows in the red clay banks and is useful in making compresses to stop bleeding. Dragon Lilies are in bloom at this time of year, and each player is allowed one chance to make a critical search roll to find a blossom. A successful *Plant Lore* check reveals that Dragonnewt Priest will trade one point of POW for a Dragon Lily. The flowers will keep for a full season.

Small islands are common and good places to rest up. If the party wishes to fish, marsh eels are easily caught and quite tasty. The turtles of the Upland Marsh are somewhat intelligent and can act as guides or give limited information

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through pantomime. They generally demand food for such service and their favorite snack is Mostal's Salad. A character who makes a successful *World Lore* check has heard tales of a giant turtle that hoards magic items inside its shell, but this creature will not be encountered in this adventure.

Quagmires and quicks and abound. At one point the path disappears completely into the quicks and. If the adventurer at the front of the party fails a *Track* roll he will fall into the slop. The rest of the party must devise a way to extricate him from this situation. A DEX x 5 roll is required by anyone approaching the quicks and pit, or else they too will slip into it. Any character falling into the swamp needs to make a LUCK roll (POW x 5) for each item in his hands, or it will be lost forever in the muck. A LUCK roll is also required for every delicate of perishable item exposed to the marsh or else it will be ruined.

The party will find themselves at a 20 meter island as Yelm sets. A quick scout will find this island perfect for making camp. There is enough dry Marshbark from Creeper Trees to build a small fire. A *Devise* roll shows that the stand of Creeper Trees (known for their long dangling vines) at the center of the islands can be made into a great defensive point for fending off attacks.

Legions of the Dead

At midnight, a sudden hush falls over the island. Have any guards on duty make a *Listen* roll to notice that the sounds of the swamp have vanished. A *Scan* roll shows that the island is surrounded by humanoid shapes, waist deep in the muck. A critical success reveals them as horribly malformed humans. Two rounds later, the undead will reach land and start their relentless attack on the party.

For some unknown reason, Delecti the Necromancer wishes to impede the adventurer's progress. He does this by sending his vast hordes of undead minions to harry them inside the marsh. Leave the party open to speculation on his motive, but the very idea of an alliance between this fiend and the Lunar Empire should send chills up and down their spines.

This encounter should be staged like a horror movie. Build suspense by keeping the characters in the dark as to what is actually going on. Gloom surrounds the entire campsite, making distances seem odd. One or two of the undead creatures crawl out of the muck per round. The moans of the Zombies and clatter of the Skeleton's teeth fill the air. The creatures lunge at party members with reckless abandon seem to get perverse pleasure from wielding the dismembered body parts of their fallen comrades. The battle comes to a fervor as the Ghouls join in, their howls piercing the misty night air.

A good twist is to add Zombie animals and other strange Zombie creatures. A Zombie horseman charging out of the swamp should alarm even the staunchest of parties. If any of the characters has a friend or relative who has died near the Upland Marsh, have them appear as a Zombie, beckoning out to its old friend to join it in undeath. The actual number of undead is endless, and the party will soon come to realize the nature of their situation. They will have to abandon most of their gear, pausing only to scoop up a few essentials as they flee into the night. Stumbling through the thick reeds and shallow waters, the party desperately tries to flee from the wrath of Delecti. Zombies will still pop up out of the slime every time the party tries to catch its breath. This will go on for an hour. Stage this as a mad chase through the Upland Marsh with no end in sight. Have any characters who are separated stalked by the raving ghouls, their only hope to rejoin the party that is lost somewhere in the inky blackness.

At dawn the hellish night finally ends and the party must backtrack some distance. They will eventually come out in Lismelder territory, and will have to journey carefully through these more civilized lands. While no encounters are provided until the party reaches Stone Nest, they will encounter many hearths of the Lismelder clans as well as some of the Poss people who are at war with the Greydog clan. Other encounters, such as Lunar patrols and Dragonnewt hunters, are suggested and may be added by the GM.

Who is Delecti?

There has always been a great deal of speculation about the mysterious ruler of the Upland Marsh. The ruins found throughout the swamp predate the current wave of civilization and may even predate the Empire of the Wyrm's Friends. Delecti must be powerful indeed to have survived the Dragonkill War. Locals claim he is a powerful Vampire, but there is conflicting evidence that has led many scholars to believe that he is an immortal wizard who may have witnessed the birth of Gibaji. There are even those who say that he is *durulz*, stating the relationship between ducks and the marsh boundaries as their reason. These questions may never be answered until some brave soul is willing to ask the source!

Skeleton

SIZ	<i>istic:</i> 11 13 11	5	attributes Move: 3				
area		missile	n	nelee	armor/hp		
r leg		01-04	C	01-03	0/1		
lleg		05-08	()4-06	0/1		
abdomer	ı	09-11	C	07-10	0/1		
chest		12	1	11-15	0/1		
r arm		13-15	1	16-17	0/1		
l arm		16-18	1	18-19	0/1		
head		19-20	2	20	0/1		
weapon		sr	attk%	damage	parr%	pts	
Bite		9	45	1d6			
Claw		9	55	1d4			
Bludgeor	n	8	35	1d6			

Notes: These creatures relentlessly attack and will only pause to pick up a convenient bone or stick to use as a club. They attack without regard for their own safety.

Ghoul

characteristi STR 14 CON 11 SIZ 13 INT 8 DEX 13			<i>attr</i> Mo Hit			
area	missile	n	nelee	armor/hp		
r leg	01-04	(01-03	0/4		
lleg	05-08	C	04-06	0/4		
abdomen	09-11	0	07-10	0/4		
chest	12	-	11-15	0/5		
r arm	13-15	1	16-17	0/3		
l arm	16-18	1	18-19	0/3		
head	19-20	2	20	0/4		
weapon	sr	attk%	damage	parr%	pts	
Claw	8	29	1d6+1d4			
Bite	8	29	1d6+1d4+	-venom		
Howl	3	auto	Demoraliz	ze		

Notes: These ghouls are the officers of Delecti's undead legion and drive their companions on to fight with their terrible howls. They will stay to the rear until their foes are Demoralized and then they will jump into the fray to rend flesh.

Zombie

characteristic STR 16 CON 16 SIZ 13 INT 10 DEX 7 APP 3	:s		C N H		
area	missile	n	nelee	armor/hp	
r leg	01-04	C)1-03	0/5	
lleg	05-08	C	4-06	0/5	
abdomen	09-11	C)7-10	0/5	
chest	12	1	1-15	0/6	
r arm	13-15	1	6-17	0/4	
l arm	16-18	1	8-19	0/4	
head	19-20	2	20	0/5	
weapon	sr	attk%	damage	parr%	pts
Maul/Log	7	35	0	+1d4 12	10
Fist	9	35	1d3+1d	4	

Notes: These creatures that have refused to die rise up out of the swamp, hefting the largest item that they can find and bring them smashing down upon their opponents heads

Part Six: Stone Nest Ruins

(Fireday/Illusion Week/Sea Season 1620) Empty Half Moon Here the party finally meets up with the ducks they are trying to rescue, and then turns east down Duck Valley.



Ruin

After spending the remainder of Clayday and all of Windsday heading south, the party has finally reached their first goal. Hopefully they will have been able to trade with the Lismelder clans in order to regain lost gear. It is not until late in the evening after having spent two days the road that the weary adventurers arrive at the Stone Nest ruins. The place itself is a strange jumble of stones and abandoned dwellings.

The ruin is menacing and appears haunted. Make this evident to the party as they near. The wind whistles through the rubble in an endless mad song. Sometime in the past this place was ransacked (by a Lunar patrol) and many structures are nothing but burnt out shells. There are no signs of any inhabitants in the ruin and the party must make camp.

A quick search finds no rubble runners or snakes, and locates several good campsites. The abandoned gardens have gone wild, but many Pricklymelons are ripe. A DEX x 5 roll is required to eat a Pricklymellon without sticking oneself in the hand. Any character who fails will suffer a -10% penalty on all skills using his hands (include combat) for the remainder of the day. There are also enough raw materials for the characters to *Craft* a fishing pole and try their luck in the

nearby creek. A normal LUCK roll lands one fish while a Special roll gets three and a Critical roll catches five fish. The fish most likely to be caught are called Marsh Flounders, and are quite tasty if seasoned properly.

A detailed search of Stone Nest doesn't locate the duck refugees but does reveal a little more about its past. A successful Mineral Lore roll reveals that most of the foundations are ancient stone and have been in place for hundreds (if not thousands) of years. The town is laid out in a random manner and does not seem to make much sense to humans. There are no discernible districts like the ones that characterize Sartarite cities. One small shrine can be discovered, mainly noticeable for the carvings on the surviving walls. It is dedicated to Mallard Gor, the Nestshaker. If detailed and accurate drawings of the shrine are made (Write Language roll), they can be sold at a local Temple for 20 L. No treasure or trade goods are found anywhere in the ruin, but there are enough items to allow the players to Craft or Devise simple items as needed.

Duckbeard

After Yelm has made his way to the Underworld a bizarre a ghostly voice comes out of the darkness. The raspy wail tries to frighten the party away from the ruin. This voice is actually Duckbeard, leader of the refugees, and he has *moved silently* to the edge of the camp in order to find out who these strangers are. He does not personally know Quackjohn and fears that the duck is a traitor and has lead a party of bounty hunters to the ruin.

"Who dares disturb the spirits of the Durulz! Hueymakt

"Hueymakt Deathdrake will punish all who would trouble the dead. Flee! Flee! Flee while there is still time and the Sword called Death has not yet severed your spirit!"

It is up to the party to convince Duckbeard that they are here to help the refugees reach the healer in the Holy Country. Once things are straightened out, the ducks will be led a short distance up into the hills. The ducks have been hiding in an ancient cave awaiting rescue. The cave is a scholar's delight and is covered with pictograms from before time. Primitive ducks are shown fishing and dwelling in caves. A *Devise* roll will accurately copy the pictograms onto a scroll and will be worth 150 L. to a Knowledge Temple such as Lhankor Mhy or Irrippi Ontor.

The Refugees

Besides Duckbeard, there are three other male ducks (*Thurston, Marshall and Reed*), 2 female Ducks (*Pondflower and Maryanne*) and 3 Ducklings (*Hubert, Drew and Louis*). Only the male ducks are armed and capable of fighting. All nine are stricken with the Red Feather plague and show signs of great weariness. Duckbeard and Reed both have bounties on their beaks.

At dawn, camp is broken and the group sets out on the second and most dangerous leg of their journey. All human contact should be shunned from this point on to avoid temptation on the collection of the Lunar bounty. The Duckpoint road had to be crossed, which is regularly patrolled by Lunars, and there is also the Sun Dome lands which have to be crossed before Stagwood is reached. Of prime importance is avoiding the ruins of the legendary Duck Tower, built hundreds of years ago by Hueymakt Deathdrake cultists and destroyed by Zorak Zorani Trolls.

Role-play the ducks as if they were quirky human peasants with quack-like voices. The ducklings will be inquisitive and curious about the outside world, having lived their short lives entirely on Yellowflower Isle. Pondflower and Maryanne will try to take care of them as best the can while the male ducks will forage for food and supplies whenever possible.

Typical Duck

characteristics				attributes			
STR 8				Move: 2			
CON 13			Hit Points: 10 .				
SIZ 6			Fatigue: 21				
INT 13				Magic Points: 11			
POW 11							
DEX 13							
APP 7							
area	missile	,	nelee	armor/hp			
r leg	01-04	(01-03	1/4			
l leg	05-08	(04-06	1/4			
abdomen	09-11	(07-10	1/4			
chest	12		11-15	1/5			
r arm	13-15		16-17	1/3			
l arm	16-18		18-19	1/3			
head	19-20	2	20	1/4			
weapon	sr	attk%	damag	e parr%	pts		
Shortsword	8	30	1d6+1	-	10		
Sling	3/9	35	1d8				

Skills: Boat(25), Swim(80), Speak Sartarite(35) Spirit Magic: 2-5 points of appropriate spells Chaotic Features: Capable of leaping 10 meters

Armor: Soft leather.

Items: Misc. traveling gear.

Treasure: 4 clacks)

Notes: The Ducks have 12 golden wheels for emergency cash as well as a small crystal statue of a Duck that would sell for 50 L in a large city

Quackbeard Notes: A tough old bird, he has seen his people hunted down and bears great hatred for the Lunars.

Thurston Fowl III Notes: This Duck is the oldest of the group but spent most of his time as a merchant instead of a fighter. He has been entrusted with keeping the Duck's valuables

Reed Notes: A good slinger, Reed is the strongest of the Ducks and is not afraid to fight.

Pondflower Notes: An elderly matron Duck, she keeps the Ducklings as well as the male Ducks in line. She is in charge of setting up campsites and food preparation for the Ducks.

Maryanne Notes: She is a very depressed and morose young female Duck. Her lover died of the plague just before leaving Yellowflower Isle and she has lost most of her will to live.

Hubert Notes: Oldest of the Ducklings and Reed's son, he is just learning the skills to survive on his own.

Drew Notes: He is taking after his uncle Thurston and wishes to be a trader.

Louis Notes: The most inquisitive of the Ducklings, Louis is always asking questions and getting under foot.

Yellowflower Isle

Hidden in the lush vegetation of the Upland Marsh, this small island has held off the forces of Delecti for years. Besides the outlaw Duck community, the other main inhabitants of this island are the Yellowflower Elves. One of the few surviving groups of Yellow Elves on the continent of Genertela, this group has survived in relative isolation. They are very secretive and few humans have ever seen them when journeying to Yellowflower.

The island is a tropical paradise compared to the dismal swamp surrounding it, and there is vegetation found here that grows nowhere else in Glorantha. It is rumored that the elves can control some type of semiintelligent and carnivorous swamp plant.

Red-Feather Plague

This strange malady has only appeared in recent years and has slowly been taking its toll on the Wereducks of Dragon Pass. The disease is not contagious and poses no risk to humans, but is somehow related to the presence of the Red Moon in the sky. As the Glowline gets closer and closer to Duck lands, more are struck down. The illness always strikes on Wildday, the day of the full moon. Red splotches appear on the victim's feathers and weakness soon follows. Over the course of a season the victim becomes wild and crazed until madness finally robs all senses and an agonizing death shortly follows. Any Duck with the Red Feather plague is very fatigued and can only attack or exert themselves every other round.

Part Seven: Dinosaurs

(Wildday/Illusion Week/Sea Season 1620) Full Moon

The Stream is home to many dinosaurs, some friendly, some terrifying. This is the party's chance to meet some of these strange creatures.

The Duckpoint Road

From Stone Nest the band with their duck refugees should head directly south and quickly cut across King Tarkalor's Duckpoint road, and then down into the Stream valley. The road is paved cobblestones from the Storm Hills and mortared with local clay. The stones are worn showing that the road is well traveled. A successful *Human Lore* check or any member of the Issaries cult knows that this is part of the major trade route between Sartar and the Holy Country. The road ends at Duckpoint, a major shipping point to Notchet and the Mirrorsea. If the GM wishes, have the party encounter a band of traders bringing exotic items from the south through Sartar on the way to the Empire. Goods can include items made out of volcanic glass from Caladraland and fine garments crafted in Karse from imported fabrics.

The Stream

Once past the great road, it is a short descent into the lush valley. Reeds fill the flatlands and flowers are in bloom everywhere. Abandoned reed huts are occasionally found as well as rotted reed rafts. If a party member makes a Critical *Search* roll, a clump of Arroin's Lilies will be found. The underwater roots can be used to combat the Brain Fever. A *Plant Lore* roll is needed to know that these roots must be kept wet at all times or they will lose their potency.

Granivorous (seed-eating) Giant Ants (see *Deluxe RuneQuest Creatures Book*) come down to the water's edge where Water Spiders try to ensnare them. Hundreds of normal size dragonflies fill the air and tadpoles fill the stagnant pools.

These are still wild lands and the party will have two brushes with some of the most ancient denizens of Dragon Pass --dinosaurs. Remember that dinosaurs are not really the giant creatures from the earth's past, but Dragonkind who have mutated away from the Dragon Path (see *Elder Secrets*, Book One). There is the possibility of incurring the enmity of local Dragonnewts by being unnecessarily cruel or sacrilegious to these non-malicious creatures. While only a stupid party will attack the non-sentient Triceratops, the Trachodon encountered can provide vital clues to the surrounding land.

The Triceratops

The first of the two planned dinosaur encounters should be with the Triceratops. This creature is the bizarre result of ancient experimentation to produce a beast well suited to the ways of war. This strange cross between a Trachodon and a Dragonnewt mutation can be found throughout the pass, both wild and in Dragonnewt military units.

The Triceratops the party runs into will be happily munching away in stand of willow trees. The trees are in a small hollow and the party will not be able to see the creature as they approach. It is not until the adventurers are only 20 meters from the dinosaur that they spy it. If the party immediately stops and they all backtrack with *Sneak* rolls, the Triceratops will ignore them. Otherwise, the party is in a very deadly situation. The Triceratops will act aggressively as long as there is anyone within a 100 meters of the willow stand.

A Scan roll shows the remnants of an old war harness under the Triceratops' armor plating. Any character with experience in handling war beasts can try to make a special *Animal Lore* check to bring the creature under control. While there is not enough equipment for the party to keep this dinosaur under permanent control, they should be able to escape unscathed.

Triceratops

-	characteri	l Dinosaur ^{istics} 11 7		<i>attributes</i> Move: 5 Hit Points: 45	
-	area	missile	melee	armor/hp	
	tail	01-02	01-02	14/12	
	rh leg	03-04	03-04	14/15	
	lh leg	05-06	05-06	14/15	
	hind q	07-08	07-08	14/18	
	fore g	09-10	09-10	14/18	
	rf leg	11-12	11-12	14/15	
	If leg	13-14	13-14	1 4 /15	
-	head	15-20	15-20	28/28	
	weapon	sr	attk% dama	ge parr%	pts
-	Ram	8	60 2d20		
	Trample	8	80 14d6		

Skills: Listen(50)

Spirit Magic: None

Armor: 14 point skin and 18 point head.

Notes: Use 1d10+10 to determine hit location unless attacked by surprise or its opponent is SIZ 30+. With special harnesses and beast handling skills, this creature can become a formidable war beast.

Marupar the Trachodon

The Trachodon is a quite different creature from the Triceratops. Trachodons are very intelligent and magical in nature, having been born from damaged Dragon eggs. The "Duck-billed" dinosaur that the party encounters is quite enigmatic and can be either a great threat or a great boon to the party, depending on how they react to it. An *Animal Lore* success lets the party know that this Duck-billed dinosaur is a Trachodon and a *World Lore* check informs the character of the creature's magical nature.

Marupar is most active during the evening hours, when he comes out to forage. The creature should surprise the party, not giving them a chance to avoid the encounter. Marupar can ask riddles, demand treasure, offer clues, ask for a story, play a game of chance, or have some other bizarre interaction with the party. This creature has an alien intelligence and if treated fairly may come to the party's rescue in a later encounter. Try to shock and surprise the characters with Marupar's bizarre behavior -- he is liable to do anything from singing bawdy songs to asking someone to scratch his back to eating the buttons off of a character's shirt!

Marupar the Trachodon

Duck-billed Dinosaur

characteristics		attributes	
STR	37	Move: 6	
CON	20	Hit Points: 31	
SIZ	42	Fatigue: 21	
INT	15	Magic Points: 30	
POW	30	-	
DEX	11		

area	missile	m	ielee	armor/hp		
tail	01-02	0	01			
r leg	03-05	0	2-04	8/11		
l leg	06-08	0	5-07	8/11		
abdom	09-11	0	8-10	8/13		
chest	12	1	1-15	8/13		
r arm	13-15	1	6-17	8/9		
l arm	16-18	1	8-19	8/9		
head	19-20	2	0	8/11		
weapon	sr	attk%	damage	parr%	pts	
Bite	7	55	1d6+2d6			
Kick	7	60	1d6+4d6			
Tail Lash	7	45	4d6			

Skills: Bargain(20), Plant Lore(80), Listen(75), Oratory(30), Spot Hidden(50), Speak Old Wyrmish(34), Speak Boatspeech(20), Speak Beastspeech(16), Speak Sartarite(10) Spirit Magic: Second Sight(3), Countermagic 3, Mindspeech 2, Farsee 1, Lightwall(4)

Armor: 8 point skin.

Items: Large satchel around neck with various plants Treasure: Large collar set with gems(80 L)

Notes: Marupar can attack with all three attacks in the same round, but the tail lash may only be used on an opponent to the rear. This vegetarian creature is quite old and crafty and should provide some challenge to the party in a non-combat situation. Marupar might trade some plants with healing properties for something of equal value. He can also give descriptions of nearby landmarks and local history lessons.

More Dinosaurs?

The two other major types of dinosaurs found in the pass are the Brontosaurus and the flying Pterradon. These creatures are not given statistics is this booklet and the GM will have to create them if he wishes to use them in an encounter. The Brontosaurus is a huge non-sentient creature nearly immune to magic and is the failed result of a Dragonnewt prematurely maturing. The Pteranodons are winged creatures that have been reborn from one of the three other types dinosaurs. When one realizes its true Dragon heritage, it goes through a magical metamorphosis into a Pteranodon. They are much sought out for there ability to carry beings while flying through the pass.

Part Eight: Terrifying Tuskers

(Godday/Illusion Week/Sea Season 1620) Empty Half Moon

While seeking shelter in an abandoned ruin, the players encounter a tough mercenary band of half-trolls spoiling for a fight. This is potentially the most difficult encounter of the adventure.

Camp

Their first night in Duck Valley, the party is best off spending the night in an abandoned reed fishing shack. They offer reasonable shelter and concealment, but almost no protection from attack. If the party spends the night outside,

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they will be troubled by a warm rain followed by countless gnats and mosquitoes.

Wyrmish Ruins

As dusk on Godday approaches, the jumbled stones of a ruin ahead can be seen jutting from the overgrown earth. These ruins are markedly different from Stone Nest. While the previous were ancient duck ruins, this is the remnants of a bizarre structure from the Empire of the Wyrm's Friends.

Nothing over two meters in height still stands and most rubble is under one meter. Vines called Green Creepers cover everything and brush is thick around the ruin. The main feature of this small site is the four meter deep cellar of what once was the main tower. A single *climb* roll or a sturdy piece of rope will allow a character to investigate its depths. At the bottom is a dead sheep along with two torn sacks, some moldy ears of corn and a wooden plow with Poss clan markings. This loot was stashed earlier by the Tusk Riders using this ruin as their hideout. A successful *Track* roll shows that it has been here only a matter of days and that wild pigs frequent the area -- a tasty treat if one can be trapped.

Bolgor Badbreath...

The rumors of war in Dragon Pass have spread far and wide. The possibility of another invasion of the Holy Country by the Lunar Empire is the talk of hearths everywhere. With war comes death, destruction and mercenaries. Bolgor Badbreath and his small band of Tusk Riders are the embodiment of all three.

Bolgor has slowly been pillaging his way south, ever since riding forth from the Ivory Plinth during Dark Season. His last mercenary job, fighting for the Poss clan against their enemies the Greydog clan, ended just a few days ago. When things started going rough for the Tusk Riders, they turned tail and ran off laughing at their employers, grabbing any loot they could get their grubby hands on.

Their spirits down about not getting paid their blood sacrifice, the Tusk Riders have come down into Duck Valley in quest of Duck's Blood Stew; Tusker milk is curdled in a rusty cauldron while Tusk Rider sweat and the blood from a duck sacrificed with the Bloody Cut are added. Simmered for a night, dirt is added in the morning along with the ground bones of the Duck to thicken it. Right before serving, the meat from the Duck carcass is added. The stew is served right away before the meat gets a chance to more than warm and the raw gamy flavor still strong. The duck's innards are saved to be dipped in ale and eaten raw for desert.

Bolgor plan to capture and slaughter some ducks in order to make this foul (*fowl!*) meal. He not only hopes too appease the Bloody Tusk, but also to fill his overflowing belly with this savory treat. He and his band have been hiding out around this abandoned ruin, scouting for ducks to satisfy their needs. This is where the adventurers have the misfortune of encountering these mercenaries as they make camp the second night after joining up with the ducks.

...and his Merry Band

These Tusk Riders are a seasoned unit and know how to fight together well. They rely strongly on the abilities of their Tuskers as well as their own combat skill. Bolgor is a foul tempered mean son-of-sow just spoiling for a fight. This is the toughest encounter of the adventure and the party may need some help. Now is the time for friends and allies to show up. The ducks can use their slings from the cover of the ruin or give magical support. If the party befriended Marupar the Trachodon, he can come to their aid, possibly bringing other dinosaurs as well.

Bolgor is of a truly foul disposition. Role-play him as the meanest surliest foul mouthed down right ornery bully that he is. His four Half-troll companions are true yes men and always laugh at his crude jokes. He will insult and goad the opposition as much as possible just for some cheap thrills. Bolgor's favorite phrase is the derogatory insult "Suck my tusk!" and it is his first response to any question. The Tusk Riders will constantly be telling bad jokes among themselves, always loud enough to be overheard by everyone. Q: What do you get when you cross a Duck with a Tusk Rider? A: Dinner!

If things go really bad, the GM has the option of having Duckbeard offer himself as a sacrifice to the Tusk Riders. He will give in to their bloody rites to save the rest of the ducks -an offer that Bolgor will accept. This is a moral decision that the party will have to make -- to let this old and noble duck sacrifice himself for his kin. If Duckbeard does end up offering his life, Bolgor will start by bashing his brains out on the ground and beginning the horrifying Bloody Cut on him right in front of everyone -- the ducklings may never be the same!

Bolgor Badbreath

CH - DI- - I

characterisSTR1CON1SIZ1INT1POW1DEX1		Bloody T	<i>attribi</i> Move Hit Po Fatigu	: 3 pints: 17 ue: 35 c Points: 1	16	
area r leg l leg	<i>missile</i> 01-04 05-08		-03 4	armor/hp 4/5 4/5		
abdomen chest	09-11 12	07 11	-10 6 -15 6	5/5 5/6		
r arm I arm head	13-15 16-18 19-20		-19 4	1/4 1/4 5/5	 	
weapon Lance 2H Spear Broadswo Buckler	sr 1+mov 5 rd 7 	90 90	<i>damage</i> 1d10+3d6 1d10+1d6 1d8+1+1d6 	<i>parr%</i> 50 60	<i>pts</i> 10 10 10 8	

Skills: Ride(99), Tracking(90), Conceal(90), Search(90), Craft pits/snares(90), Speak Tusk Rider(33), Speak Trade(20), Ceremony(30), Bloody Cut(95)

Spirit Magic: Second Sight(1), Farsee 2, Strength 1, Healing 4, Demoralize(2)

Rune Magic: Shield 2 (one use), Divination 1, Pain Tooth 1

Armor: Pig hide Cuirboili suit with bronze studs in shirt and helm

Items: Foul mercenary gear, Ivory Horn (see *Plunder* section), Lead Armband with bound spirit, Jutra (INT 6, POW 9 knows Vigor 4, Disruption), Saddle and Tusker gear, Foul religious equipment dedicated to Bloody Tusk (for Bloody Cut) **Treasure:** 287 L, 43 Clacks, 3 Iron arrowheads, bag with 7 gems (20-50 L each)

Root

Bolgor's Tuskers and Allied Spirit

	Doigoi S	I USKEIS E	ina Ailiea Sp		
	characteri	stics		attributes	
	STR 3	30		Move: 8	
	CON 2	21		Hit Points: 28	
_	SIZ 3	35		Fatigue: 51	
	INT 1	12		Magic Points:	13
	POW 1	13		DEX SR: 4	
	DEX	5			
نت.					
	area	missile	melee	armor/hp	
	rh leg	01-02	01-02	4/7	
	Ih leg	03-04	03-04	4/7	
6	fore q	05-07	05-17	4/11	
	hind g	08-10	08-10	4/1	
	rf arm	11-13	11-13	4/7	
	l farm	14-16	14-16	4/7	
	head	17-20	17-20	4/9	
	weapon	sr	attk% dama	age parr%	pts
	Gore	7		+3d6	
	Trample	7		to downed foe o	only

Spirit Magic: Mobility 2, Disruption, Shimmer 3, Healing 3 Armor: 4 point hide

Nik, Gut, Yellowtusk and Bart

Tusk Riders characteristics attributes Move: 3 STR 13 CON Hit Points: 13 13 SIZ 13 Fatigue: 23 Magic Points: 11 INT 11 DEX SR: 3 POW 11 DEX 11 APP 3 missile melee armor/hp area 01-04 01-03 4/5 r leg 04-06 4/5 05-08 l leg 5/5 09-11 07-10 abdomen 5/6 12 11-15 chest 4/4 13-15 16-17 r arm 4/4 16-18 18-19 l arm 19-20 20 5/5 head

weapon Lance	<i>sr</i> 1+mov	<i>attk%</i> 31	<i>damage</i> 1d10+3d6	parr% 	<i>pts</i> 10	
2H Spear	6	31	1d10+1d4	25	10	
1H Flail	7	26	1d10+1+1d4	20	8	

Skills: Conceal(46). Listen(21), Ride(75), Scan(21), Search(46), Track(46), Speak Tusk Rider(31), Speak Trade(16), Bloody Cut(50) Nik Spirit Magic: Bladesharp 1, Protection 1 Gut Spirit Magic: Healing 3, Glue 1 Yellowtusk Spirit Magic: Demoralize(2), Disruption(1) Bart Spirit Magic: Xenohealing 4 Armor: Various parts Pig hide Cuirboili suit with fur underneath Items: Mercenary Gear Treasure: 50-100 L worth each of medium sized plundered aoods

Their Tuskers

characte STR CON SIZ INT POW DEX	eristic 26 29 32 4 11 4	:5		N H F	<i>uttributes</i> Move: 8 Hit Points: 26 Fatigue: 45 Magic Points:		
area		missile	n	nelee	armor/hp		
rh leg		01-02	C)1-02	4/7		
lh leg		03-04	C)3-04	4/7		
fore q		05-07	C)5-17	4 /11		
hind q		08-10	C)8-10	4/1		
rf arm		11-13	· 1	1-13	4/7		
l farm		14-16	1	4-16	4/7		
head		17-20	1	7-20	4/9		
weapon		sr	attk%	damage	parr%	pts	
Gore		7	54	2d6+3d	6		
Trampl	е	7	75	6d6 to (downed foe o	only	

Armor: 4 point hide

Plunder

IVORY HORN

Description: A hunting horn made of a giant ivory tusk. They are usually not fancy in design, and are often yellow with age.

Cults: Associated - Bloody Tusk, Opposed - most others! *Knowledge:* Automatic; Cult Secret; Few

History: Early in the Third Age, a great warlord arose among the first Half-Troll Tusk Riders in Dragon Pass, and it was he who commanded that these horns be made. Tusk Riders value these greatly and will no allow a non-Tusk Rider to own one and live.

Procedure: The secret of making these items was been lost to the Tusk Riders for centuries and several unsuccessful Heroquests have been made in the attempt to regain this knowledge

Powers: An Ivory Horn may be blown once a week. It has the effect of Fanaticism on all forces friendly to the blower, and that of Demoralize on enemies. A POW vs. POW roll is still made, but against the horn's power of 18. The user is not allowed a POW gain roll.

Value: About 3,000L, but Tusk Riders would prefer to kill for it and drink their victims blood!

Part Nine: Ogre Ambush

(Freezeday/Truth Week/Sea Season 1620) Crescent Moon

Here, Gar Slough and his chaos gang try to ambush the players (while crossing Yelmalian lands) in revenge for his earlier humiliation.

Sun Dome Temple

Having gone as far as they can in the Stream valley, the much weary party needs to turn south to reach Stagwood and sanctuary. Unfortunately, this land is claimed by the Yelmalio worshippers at Sun Dome Temple and they strongly protect these land rights. Yellow painted totems carved with the Light and Truth runes dot the perimeter of Sun Dome lands and stand as a warning to all who would trespass. The land is characterized by low hills and broad valleys. Barley and grain fields are abundant and many simple dwellings make up the hamlets of the area. Unlike their fellow cultists in the River of Cradles, Sun Dome has no Hazia problem. See *Sun County, Adventures in the Land of the Sun* for more details on sun worshippers and a complete write up of the Yelmalio cult.

The Leaders of Sun Dome are currently courting a better relationship with the Lunar governor-general, Fazzur Wideread. The Sun Priests would like nothing better than to further this goal by turning in a band of outlawed ducks and renegade Orlanthi to the Lunars. What makes the twelve hour journey across Sun Dome lands even more dangerous is the fact that just three days from now, Fireday, the Yelmalio Holy Day for the season, is occurring. There are many worshippers making their way across the countryside towards Sun Dome and many patrols are insuring the security of the event. Signs of the festivities are everywhere -- quite unusual for the usually conservative Yelmalians.

The Land of the Sun

Sun Dome is at its most beautiful this time of year. The tall grasses are a golden color -- not the faded brown that they will become in Fire Season. Giant ticks pose a problem for an unwary traveler and normal size fleas will have the characters scratching in their armor. Barley fields are most common but other grains are not uncommon. These fields are well irrigated and it is quite possible for travelers unfamiliar with the area to fall into a ditch. At night the six inch long crickets knows as Hell's Fiddlers make a deafening noise.

At one point the party travels within a league of the hamlet of Better Harvest. From this distance, the grain tower can be made out during the daylight hours while the watch fire can be seen at night. The local militia has been called up for the Holy Day. They are the patrol that the players are most likely to encounter. The patrol is seven country bumpkins armed with long spears and soft leather led by Doloric Hempstead, a veteran of the Templars. This should not lead to an extended combat but should resolve itself through roleplaying. Use the statistics from *Sun County* for the locals as needed.

Ambush

The decision is made for the party to cover this land during darkness, away from Yelm's fiery stare. The chances of detection are at a minimum as Yelmalio Divination Rune spells do not function well when the sun is in the Underworld. Unknown to the rescuers, they have been trailed for the last day by an old friend, Gar Slough the Ogre. He has rejoined his gang and they are planning to ambush the party on this dark night. With him are any broos that survived the fight at Big Elm and the three chaos creatures that make up his gang.

Henry and Rooldu the Ogres are old friends of Gar. They have been living undercover in the village of Better Harvest. They are dressed as simple farmer folk and it should be a surprise to the characters when their true nature is revealed. Slimetongue is a nasty chaos horror and is quite capable of destroying a foolish party all by itself. The Dragonsnail loves to *Befuddle* with one head and bite with the other. It will be in the second wave of attackers along with any broos (except Broozilla who Gar is unable to control) which escaped at Big Elm. They will try to circle around the party before engaging in melee and rush the adventures from the rear.

Gar will try to take prisoners whenever possible. He will tie them up and arrange for transportation back north to Snakepipe Hollow. Once in that cursed region, any captured players will be sacrificed at the infamous Cacodemon altar. From the previous fight, he has a pretty good idea of who is a threat and will actively direct his chaos fiends in their attack. If things go terrible for the players, the Sun Dome militia can come to their aid, but this might lead to an even worse situation once the Ogres are driven off! Henry and Rooldu will give misdirection and the party might wind up fighting both groups.

In addition to the one planned battle with the Ogres, the Gamemaster is encouraged to add his own encounters if the party has been doing well. Sun Dome patrols and raiding Trolls are just two examples that would work well.

Henry Goodteeth

Male Ogre and Sun Dome Spy

characte	eristics	attributes	
STR	17	Move: 3	
CON	13	Hit Points: 15	
SIZ	13	Fatigue: 30	
INT	9	Magic Points: 12	
POW	12	DEX SR: 3	
DEX	11		
APP	11		

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area	missile	n	nelee	armor/hp		
r leg	01-04	C	1-03	3/5		
l leg	05-08	C	4-06	3/5		
abdomen	09-11	C	7-10	2/5		
chest	12	1	1-15	2/6		
r arm	13-15	1	6-17	2/4		
l arm	16-18	1	8-19	2/4		
head	19-20	2	20	3/5		•••••
weapon	sr	attk%	damage	parr%	pts	
Bite	7	60	1d6+2d6			
Fist	9	40	1d6+2d6			
Broadsword	6	60	1d8+1+1d2	2 30	10	
Sling	3/9	35	1d8			

Skills: Disguise(50), Sleight(40

Spirit Magic: Multimissle 4, Protection 4, Silence 1, Befuddle(2)

Rune Magic: Shield 2 (one use), Divination 1, Pain Tooth 1 Armor: Cuirboili on legs and head, stiff leather on others Items: Ogre's Friend (4 Point Storage Crystal, has chaotic taint - may only be attuned to a chaotic being), farmer's clothing

Treasure: 41 L, 44 Clacks

Notes: Henry, being weak for an Ogre will stay to the rear and pelt opponents with sling stones padded with a Multimissle or two. If things get tough, Henry goes running!

Rooldu Goodteeth

Male Ogre and Sun Dome Spv

	characteristi	ics	Jome Spy	attributes	
	STR 20			Move: 3	
	CON 15			Hit Points: 15	
	SIZ 14			Fatigue: 35	
	INT 10			Magic Points: 1	12
	POW 12			DEX SR: 3	
~	DEX 13				
-	APP 12				
	area	missile	melee	armor/hp	
-	r leg	01-04	01-03	3/5	
	lleg	05-08	04-06	3/5	
	abdomen	09-11	07-10	3/5	
	chest	12	11-15	3/6	
s	r arm	13-15	16-17	3/4	

	l arm head				3/4 4/5	·····	
•	weapon	sr	attk%	damage	parr%	pts	
	Bite	7	60	1d6+2d6			
	Fist	9	40	1d6+2d6			
-	Broadsword	6 [·]	60	1d8+1+1d2	30	10	
	Small Shield	-			55	8	

Skills: Bladesharp 4, Healing 6, Protection 2

Spirit Magic: Second Sight(1), Farsee 2, Strength 1, Healing
4, Demoralize(2)

Chaotic Feature: Regenerates 3 points. per round!

Armor: Cuirboili suit with Bezainted Helm

Items: Wool Cape (12L) Gold Earrings (8L), farmer's clothing Treasure: 32 L, 67 Clacks gems (20-50 L each) **Notes:** Rooldu is a mean mother who likes to fight and will never retreat. He has had a hard time hiding his Ogrish nature and is disliked by most local residents.

Slimetongue

Spirit P character STR CON SIZ INT POW DEX			Dragon	ai N H F N	Chaos Hol tributes love: 3 it Points: 20 atigue: 45 lagic Points: EX SR: 4		
area		missile	,	nelee	armor/hp		
shell		01-08	()1-08	8/8		
abdome	n	09-14	()9-14	4/8		
head 1		15-17		15-17	4/7		
head 2		18-20	1	18-20	4/7		
weapon		sr	attk%	damage	parr%	pts	
Bite 1		7	60	1d6+2d6	-		
Bite 2		7	60	1d6+2d6)		

Spirit Magic: Befuddle(2), Extinguish 2, Healing 1, Countermagic 4

Armor: 8 point shell, 4 point skin

Chaotic Features: Explodes when killed doing 3d6 to all within 3m, Movement class 3 Stench overpowering (roll Con x 5 roll or pass out), Regenerates 1 pt per location per round. After its body is destroyed, the Spirit of Slimetongue will engage in spirit combat!

Notes: Slimetongue is a nasty chaos horror that has teemed up with Gar Slough to promote the worship of Cacodemon. Originally a denizen of Snakepipe Hollow, Slimetongue's chaotic movement has allowed it to travel far from it's home. If Gar is slain Slimetongue will try to retreat but will fight viciously if cornered. As a Dragonsnail, it can use each head independently, to either make two attacks, cast two spells, or one of each. Use Slimetongue with care -- it is capable of destroying almost any opponent!

Part Ten: Arrival at Stagwood

(Waterday/Truth Week/Sea Season 1620) Dying Moon

The adventure concludes with the adventurers entering the border stockade of Stagwood, where their escort is no longer needed and they are free to start new adventures.

Arrival

The party is now on the northern edge of the Holy Country and the Lunar edict on ducks is not enforced. From this point on it's Quackjohn's responsibility to see the surviving ducks to sanctuary. He will make contact with the duck underground in

Stagwood and arrange for others to conduct them to the healer by the Mirrorsea. Loose ends can be wrapped up here.

Sticklestick farm is the actual drop of point for the ducks. Lars Sticklestick runs a small flax operation about a mile from Stagwood. Lars is a member of the underground that helped most of the ducks escape in the bad years (1613-1615). He is a member of the Man clan of the Duck tribe and has cousins in Manvill to the northwest. The farm is typical for the area -it consists of a one story wooden lodge with a large storage shed to the rear. It is located in the lower Stagwood valley, comfortably nestled between the rolling hills. Family hospitality and stories by the firelight will be exchanged between the party and Lars' delightful family while they spend the night.

The party should be encouraged to visit nearby Stagwood the next day to celebrate the completion of their fabulous escape from Duckland. It only takes about half an hour to reach to town by the footpath over the hills, but will take an hour if the party has to travel by wagon road down through the valley.

Stagwood

Stagwood is a town of reasonable size on the northern border of the Holy Country and the southern edge of Sartar. The town also borders the hills of Beasts' Valley and the Beast People are often seen trading here. Notable for its great stockade, Stagwood is very defensible and sits on a prominent hill crest. The Kurtali tribe resides in the stockade, and they are known for their hatred of trolls. Any trollish PCs are warned by Lars to stay outside of the walls.

The Stagwood City Militia is a formidable force, being mostly foot soldiers trained in short spear and sword. Taljaan's Swift Brigade is a well known company of mounted mercenaries that make their home in Stagwood. Theses fighters are lead by Taljaan the Centaur, a battle scarred veteran of the Battle of Moonbroth. He and the survivors of his small Beast Regiment returned from Prax after the defeat and settled here, just outside of their ancient valley home. For the last decade they have been organizing and training humans in the tactics of mounted warfare. The Swift Brigade has a special arrangement with the town ring and has agreed to augment the town defenses. Gogma Badaxe, an aged Minotaur, is their famous drill sergeant. This division will play a role in the upcoming Hero Wars as part of the Sartar City Mounted Militia.

Stagwood is a minor center of trade between Sun Dome lands and Esrolia. Land caravans pass through the town on the way to and from Karse. While not as popular as the water passage through Duckpoint, Stagwood does having a thriving trade center. Even Morokanth are welcome here to trade slaves, though they seldom take up this offer of hospitality. While there is no Geo's Inn, good ale and pleasant accommodations

are easy to find. There is almost always an Issaries market in operation during daylight hours (it only closes during the heaviest rains of Dark and Sea seasons) and almost any trade good can be bought. Unfortunately, items are at a premium here, and characters without good bargaining skills can expect to pay 10%-20% extra for most items.

Rumors for Southern Sartar

Roll 1d12

- 1. Kallyr Starbrow is alive in Heortland TRUE
- 2. Lunar forces are gathering for a siege of Whitewall later this year *TRUE*
- 3. The Red Emperor is visiting Boldhome FALSE
- 4. King Broyan of the Volsaxi is looking for fighters against the Lunar Empire *TRUE*
- 5. The Pharaoh has been reborn in the City of Wonders *FALSE*
- 6. There is a major theological argument going on among the high priests of Sun Dome *TRUE*
- 7. Plague has broken out in Notchet and the city will be quarantined all Fire Season ???
- 8. The Morokanth traders at Pimper's Block are paying twice the normal slave prices for humans with red hair *TRUE*
- 9. The Lunar bounty on Ducks is going to be reinstated next season *FALSE*
- 10 Lunar Taxes are going up again this year ALWAYS TRUE
- 11. The Crimson Bat is coming ???
- 12. Fazzur Wideread has fallen out of favor with the high Lunar government *TRUE*

Concluding the Adventure

The characters will be regarded as local heroes in Duckland as word of there deed spreads through the underground. News should not reach the Lunar Provincial government, and no warrant will be issued for their arrest. On their return trip north (if they go that way), the party will have the opportunity to enjoy the local hospitality before reporting back to their temple or embarking on new adventures. They will be labeled as Duck-Friends and will receive the thanks of all Ducks who have heard of their exploits.

The Gamemaster has many options available to him upon completion of the last encounter and is encouraged to design more adventures in the area. Most of the material presented here is a human view of Duck culture. The GM can start developing Duck Valley and adding Ducks as player characters for a new twist to the campaign.

The next chapter, *Dreams Dragons Bring*, brings the party of adventurers out of duck lands and into the heart of Sartar. The GM can proceed with it directly, or add other events as desired.

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** roleplaying 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. *Wyrm's 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 and his Black Horse Troop of Muse Roost has been actively sending out scouts in an attempt to ally this awesome creature, but has been unsuccessful so far. Almost nothing in 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 an allyto 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.

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 a scholar after his murder at the hands of a notorious gang of nonhumans.

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 a translation from Auld Wyrmish, with references to landmarks that haven't existed since the downfall of the Empire of the Wyrm's 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 werewolves that roam 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 prophesies 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 Wyrm, or any expert on draconian lore from the GM's campaign. New encounters can be added, to make the

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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

Season and Weather

This scenario in set in Fire Season of 1620, 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, 1620, 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. 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 prophesies 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 nonhumans 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

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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 are 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. 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, throw in some event that keeps them from following such as broken pack straps.

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 spot the gang's scout, Killer Quack, on top of a small rise. The party should feel

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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. The 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.

The gang's initial positions are indicated on the diagram of the ambush site. 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.

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.

The new Monkey-Gang is fairly loaded down with treasure. This is the most actual coinage and trade goodsearned 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).

Uncle	e Gi	bbon								
Humar	Human Shaman of Monka Fal									
characte	eristic	es.			attributes					
STR	11				Move: 3					
CON	12				Hit Points: 10					
SIZ	08				Fatigue: 23					
INT	13				Magic Points:	19				
POW	19				DEX SR: 3					
DEX	10				Dam Mod:					
APP	06									
area		missile	,	nelee	armor/hp					
r leg		01-04)1-03	3/3					
lleg		05-08	-)4-06	3/3					
abdom	en	09-11		07-10	3/3					
chest	••••	12	-	1-15	3/4					
r arm		13-15		6-17	3/3					
larm		16-18	1	18-19	3/3					
head		19-20	2	20	6/3					
weapon		sr	attk%	damag	e parr%	pts				
Club		7	50	1d8	50	8				
Dagger		9	50	1d4+2		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 Dundealos 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

0036								
Civilize	d M	ale Bab	oon Ba	andit				
characte					ittribu	tes		
STR	15	-		N	Aove:	5		
CON	11			-		ints: 11		
SIZ	10					ie: 26		
INT	16					Points:	13	•••••
POW	13				-	SR: 2	10	
DEX	16					Mod: +1	44	
APP				L	Janni	viou. + i	u4	
	13							
area		missile	n	nelee	a	rmor/hp		
rh leg		01-02	C)1-02	1.	/4		
lh leg		03-04	C)3-04	1.	/4		
hind q		05-07	C)5-09	6	+1/5		
fore q		08-10	1	0-14	6	+1/5		
rf leg		11-13	1	5-16	1	/3	•••	
lh leg		14-16	1	7-18	1.	/3		
head		17-20	1	9-20	4	+1/4		
weapon		sr	attk%	damage		parr%	pts	
-		6	65	1d6+1+	1d4	32	8	
Javelin								

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

Mai	e Babo	on Bandit			
char	acteristic	es.		attributes	
STR	22			Move: 5	
CON	N 16			Hit Points: 16	
SIZ	16			Fatigue: 38	
INT	11			Magic Points: 9	
POV	V 09			DEX SR: 1	
DEX	19			Dam Mod: +1d6	
APP	12				
area		missile	melee	armor/hp	
rh le	g	01-02	01-02	1/5	
lh le	g	03-04	03-04	1/5	
hind	q	05-07	05-09	1/7	
fore	q	08-10	10-14	1/8	
rf leg	g	11-13	15-16	1/5	
lh le	-	14-16	17-18	1/5	
head	d	17-20	19-20	2+1/5	

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

Skills: Climb(80), Dodge(35), Speak Baboon(31), Speak Praxian(5), Animal Lore(25), Track(50), Sneak(45) Spirit Magic: Mobility 1, Ironhand 3

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

Biooduniis	•	Danuit				
characteris	tics			attributes		
STR 0	9			Move: 2		
CON 1	4			Hit Points: 10		
	6			Fatigue: 23		
INT 1	-			Magic Points:	14	
POW 1	-		•	DEX SR: 2	17	
	-					
DEX 1				Dam Mod:		
APP	7					
			-			
area	missile	1	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		
larm	16-18		18-19	2/3		
head	19-20		20	0/3		
	10 20	_				
weapon	sr	attk%	damag	e parr%	pts	
Short Swo	rd 7	85	1d8+1	48	10	
Sling	1/7	75	1d8			
_ •	9	50	1d4+1		6	•••••
Dagger	3	50	10471		-	•••••
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 **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

charact	eristics	attributes	
STR	10	Move: 4	
CON	14	Hit Points: 12	
SIZ	10	Fatigue: 24	
INT	14	Magic Points: 18	
POW	18	DEX SR: 1	
DEX	21	Dam Mod:	
APP	16		

abdomen 09-11 07-10 0/5 chest 12 11-15 0/5 r arm 13-15 16-17 0/3	
I 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 .	
abdomen09-1107-100/5chest1211-150/5r arm13-1516-170/3l arm16-1818-190/3	
chest 12 11-15 0/5 . r arm 13-15 16-17 0/3 . l arm 16-18 18-19 0/3 .	
r arm 13-15 16-17 0/3 . I arm 16-18 18-19 0/3	
larm 16-18 18-19 0/3	
bood 10.20 20 0/4	
11eau 19-20 20 0/4	
weapon sr attk% damage parr% pl	s
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 †

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

charact	eristics	attributes	
STR	22	Move: 5	
CON	16	Hit Points: 19	
SIZ	22	Fatigue: 38	
INT	6	Magic Points: 11	
POW	11	DEX SR: 3	
DEX	· 11	Dam Mod: +2d6	
APP	7		

area	missile	n	nelee	armor/hp		
r leg	01-04	01-03		3/6		
lleg	05-08	C	04-06	3/6		
abdomen	09-11	C	07-10	3+2/6		
chest	12	1	11-15	3+2/8		
r arm	13-15	1	16-17			
l arm	16-18	1	18-19			
head	19-20	20		3/6		
weapon	sr	attk%	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

minaila

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

Scholarly Pursuits

Give the Players copies of the two handouts found in the Supplimental Section of this booklet. 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 Wyrmish, 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 Wyrm's Friends -- a scholar who can help them on their quest. Other unusual inhabits 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 is 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 of Iristhold 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 night's 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 in 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

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activity and make allies. They will offer to play dice with the players and scope them out. They play the Sartarite variant of rune dice. 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. 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.

In the inn Mogarn the trader is idling the night away, drinking in the inn and swapping tales. See the rumor table 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-likehorse, 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 and Tobiah 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 Wyrm's 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 sprits 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 entry to the Vale of Bones gentle slopes down from the un-naturally shaped cliffs. About half a kilometer into the vale the walls become unclimbable and tier bizarre origin can be determined -- the vale can be seen as the ribcage of some giant monster. Every quarter kilometer a gargantuan rib can be seen juttin up into the air along the valley's edge.

The Skull Ruins can be found at the head of the vale. Parts of the giant skull that the ruins rest upon are clearly visible. Much of the archetecture in the vale is constructed form petrifed bone -- a substance almost as hard as stone. The whole Vale of Bones is a truly eeire place and has an unnerving effect on all members of the younger races who view it.

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. The map of a typical villa 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 artifact table 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.
- 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. 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.

• • • • • •		(
	ound- roll d100		Base Value
01-10			1L
11-21			5L
21-22	0 (inc)	10L
23-25			15L
26-27	Chair		10L
28-30	Large Statue (100	0+ Enc)	100-1000L
31-35	Small Statue (und	der 100 Enc) 25-250L
36-37	Small Table		10L
38-39	Large Table		25L
40-41	Wall Carving		50-200L
42-47	•		20L
48-53	•		10L
54-56		Enc)	50-1000L
57-60	· ·	ine)	25L
61-65			20L
66-69			20L 10L
70-80			2L ea.
81-86		(410)	20L ea.
87-88		(010)	20L ea. 100L ea.
89-90			5L ea.
91-97			20L
98-99			100-600L
00	Special Item †		varies
	- roll d100	Value	Repair
01-25	Broken Beyond Repair		0%
26-50	Broken	x¼	10%
51-84	Fair	x1⁄2	25%
85-94		x 1	25%
	Excellent	x2	15%
99-00	Like New!/Decorative	x10	0%
† Special I	Item Table - roll d100		
01-10		(creation)	
11-15		,	
16-20	1d20 Enc Ze-metal (tin)	,	
21-25	1d100 Enc Ga-metal (co		
26-50	1d3 Enc Ur-metal (iron)		
51-59	Spectral Dragonewt (ne	utral)	
60-64	Spectral Dragonewt (ho	,	4d6)
65-69	Spell Matrix (GM decid		,
70	Filled Truestone (GM p		
71-75	Neutral Spirit (gives ran		ge from past)
76-79	Friendly Spirit (teaches		
80-95	Hostile Spirit (attacks fi		
96-99	Magic Crystal	,,-	- /
00	Weird Draconic Relic (GM creation	1)
			,

Orlanth's Traveling Ritual

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 (see handout in Supplimental Section) 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 type of werewolves that the stories that frighten children come from! 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.

Frwth

Wild N	lale Te	Imori Werewolf	
charact	eristics	(wolf)	attributes
STR	11	(22)	Move: 3 (7)
CON	13	(13)	Hit Points: 15
SIZ	16	(16)	Fatigue: 24 (35)

INT 12 POW 11 DEX 13 APP 10	(6) (11) (13) (10)		Magic Points: [/] DEX SR: 2 Dam Mod: ([·]	
man form	missile	melee	armor/hp	
r leg	01-04	01-03	0/5	
lleg	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	attk% damag	e parr%	pts
Club(man)	7	45 1d6	45	8
Bite(wolf)	8	95 1d8+1		

Skills: Sneak(85), Scan(60), Search(50), Track(65), Speak Wolfspeach(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

vviia n	nale i	ermon we	erewoli		
characi	teristic	s (wolf)		attributes	
STR	13	(26)		Move: 3 (7)	
CON	12	(12)		Hit Points: 13	
SIZ	13	(13)		Fatigue: 25 (38	b)
INT	09	(5)		Magic Points: 1	2
POW	12	(12)		DEX SR: 3	
DEX	12	(12)		Dam Mod: (·	+1d6)
APP	09	(09)			
	_				
man fo	rm	missile	melee	armor/hp	
r leg		01-04	01-03	0/4	
l leg		05-08	04-06	0/4	
abdom	nen	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 fo	rm	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	

.....

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head	17-20	1	9-20	1/4		
<i>weapon</i> Stick(man) Bite(wolf)	sr 7 8	<i>attk%</i> 55 80	<i>damage</i> 1d6+1 1d8+1d6	<i>parr%</i> 15	pts 6	

Skills: Sneak(75), Scan(65), Search(40), Track(45), Speak Wolfspeach(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

characte STR CON SIZ INT POW DEX	eristic 13 12 11 5 11 17	:s			attributes Move: 7 Hit Points: 13 Fatigue: 25 Magic Points: DEX SR: 2 Dam Mod:	11	
area		missile	,	nelee	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	attk%	damag	e 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.

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 do 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 Cave of the Mystic Order

The party should approach the gaping cave maw according to plan. All of their preparations are in vain -- the priests who inhabit the cave already know of their presence, but the sleeping Dragon of Jarn has yet to stir from his sleep. Have all Pcs make a POW x 1 roll as they near the cave. A success qualifies as a POW check and gives the player a great sense of dread (CON x 5 roll or faint) as the dragon's illusion is momentarily pierced.

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.'

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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.

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 creatures has jet black claws, each as tall as a stead.

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, Saylam, 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 now 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.



DEVILS SWAMP

Introduction

Devil's Swamp is a **RuneQuest** scenario that follows the Avalon Hill Deluxe Edition of the rules, and some of the cults and 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** roleplaying game, available from Avalon Hill, is also required to use this adventure.

Gamemaster Summary

This adventure is actually four encounters spread out over time involving a common thread. All revolve around the area to the south of the fabled Block, the chaos nest known as the Devil's Swamp. Nahgreb is the central villain the sequence -- it is a sentient plant that is evolving into a force for chaos within the swamp. The plant's ultimate goal is to free the Devil from his prison beneath the Block and turn the whole world into a chaos swamp. Nahgreb has only recently come to sentience and has not yet reached its full power. This adventure follows the chaos plant's rise in power as it makes more bold attacks against the Storm Bull defenders at the Block.

The first encounter sends the adventurers to the edge of the swamp to hunt down a wounded Skybull. The second foray into the swamp is chasing some broos who have raided nearby allies. The third encounter brings the adventurers to the aid of the inhuman morokanth as they traverse the breadth of the swamp. The final episode coincides with a Storm Bull holy day and involves an allout assault on the Devil's Marsh to eliminate Nahgreb. During this encounter, the PCs have a chance to interact with one of the most unusual Storm Khans, Gnashir Blackeloud, a troll from the Storm Hills.

This adventure assumes that the players are camped at the Block with some sponsorship of the Storm Bull cult. The GM will have to adjust for any other situation of player characters. It is up to the gamemaster how much supervision the Storm Bull cult gives them -- their sponsor may or may not accompany them on some of these expedition into the Devil's Swamp.

Part One: Milk Run

Here the Pcs first journey to the swamp in search of a wounded skybull.

Bull Run

This encounter starts with a slave running into the PC's camp at the Block shouting in a very excited manner. The slave, Muklah, is a captured Pol Joni who has been at the Block for five years. As soon as he catches his breath, he relates this short narrative to the players:

"Oh masters, my blessed eyes have seen a strange and wondrous sight. Far to the south near the foul Devil's Swamp, I beheld a griffin and a great skybull locked in ferocious battle. The bull mightily gored the griffin, but not before the beast had raked the wings on the skybull's back. The skybull fell to ground near Fulgur's Rise while the griffin fled towards the Monkey Ruins. Noble masters, if you could but track down the skybull and slaughter it, we would have much food for the coming hard times. Surly it is a sign from the Great Bull himself!"

If haste is made, the players reach the wounded skybull first and stake their claim on it. It is about a two hour hard ride south from camp to Fulgur's Rise, the location of the fallen Skybull. The rise is just past the Good Canal and on the edge of the swamp. Crossing the canal can be difficult (depending on the season and water level) but should only provide a slight delay as suitable ford is found. The vegetation slowly changes as the area is approached -- most notable is the proliferance of dead vegetation. Over half of the plants on Fulgur's Rise appear to be dead and the hillside is scattered with 10-100 pound boulders. The only plants that still thrive with abundancce are Thed's Thorns, a 1 meter tall bush with painfull thorns that line the stems. Anybody falling into the bushes takes 1 hit point of general body damage.

The skybull is slightly wounded and in distress, being no longer able to fly. It will madly charge anyone who climbs the rise. The skybull should chase the PCs around for a while until they develop a plan of action to slay the beast. This shouldn't prove to difficult, but may be deadly if the skybull gets in a good hit. *Dodge* rolls are needed to avoid the wildly charging bulls. Dodging players should attempt a LUCK roll (POW x 5) to avoid dodging into Thed's Thorns.

Skybull

characte STR CON SIZ INT POW DEX	eristic 43 22 42 4 11 7	\$		F N C	ing (24) 11 d6	
area		missile	n	nelee	armor/hp	
rh leg		01-02		01	5/8	
lh leg		03-04		02	5/8	
hind q		05-07	C)3-07	5/13	
fore q		08-10	C)8-12	5/13	
r wing		11	1	3-14	5/8	
l wing		12	1	5-16	5/8(0)	
rf leg		13-14		17	5/8	
lh leg		15-16		18	5/8	
head		17-20	1	9-20	5/11	
weapon		sr	attk%	damage	parr%	pts
Charge		7	35	2d6+4d	16	
Stomp		4	25	2d6+4d	16	
Skills: Smell Intruder(40), Listen(40) Armor: 5 point skin

Notes: The skybull's attacks are at a reduced chance because of the pain of it wounds and reduced balance.

The Creeps

After the Skybull has been killed and the party has been able to assess any combat damage done to them, they should start butchering the animal after saying the proper prayers to Storm Bull and Waha. Have the member butchering the animal make a *craft: butchery* roll for every important part -failed rolls lessen the impact of those parts given away as gifts. Care should be taken to preserve the most important parts, the heart, liver, and brain. The heart goes to the High Khan, the liver to their khan, and the brain should be given to their shaman. The rest of the meat and body parts are the party's to dispose of. Many trinkets and totems can be carved from the bones and horns, and the hide once treated makes excellent clothing against the harsh winds. Various *craft* rolls are needed to turn those various parts of the carcass into usable goods.

As the party is packing up, allow sense chaos rolls for all those with the ability to detect a mysterious observer in their midst. This intruder is a swamp creeper vine of a rather large size. It is under the control of Nahgreb, the sentient plant, and is here to investigate the skybull as well. Upon seeing the party of Storm Bull's, Nahgreb orders the creeper to attack. The plant's ultimate goal of resurrecting the Devil starts right here with the destruction of any guardians of the Block who wander into Nahgreb's domain, the Devil's Swamp.

The swamp creeper plant is over 5 meters long, with broad green leaves and pale yellow flowers. Allow *spot hidden* rolls to detect the multitude of dangerous looking thorns hiding underneath the leaves. The party should have no idea of what is behind the swamp creepers attack -- it is just another chaotic creation of the Devil's Swamp. Hopefully the PCs dispatch the swamp creeper and return with their lives and meat to the camp at the Block.

Swamp Creeper

Omanip	orcep					
characteristi	ics		atti	ributes		
STR 20			Mo	ove: 2		
CON 10			Hit	Points: 15		
SIZ 20			Fa	tigue: 30		
INT 3				aic Points:	14	
POW 14			DE	X SR: 4		
DEX 8			Da	m Mod: +2	d6	
area	missile		nelee	armor/hp		
leaves	01-02		01	5/8		
main vine	01-02		01	5/10		
flower	19-20		18-20	5/6		
weapon	sr	attk%	damage	parr%	pts	
Bash	8	50	2d6+2d6			
Shoot Thor	ms 4	66	1d2†			
+ This attack	chas a 10	meter ra	inge The th	orns are nois	oned	anv hi

† This attack has a 10 meter range. The thorns are poisoned -- any hit that penetrates armor requires the target to make a CON x 4 roll or immediately fall into a coma for 1d6 hours.

Notes: The swamp creeper is a hybrid plant with a limited intelligence. It is acting as an agent for Nahgreb, a chaotic plant that has come to full sentience in the Devil's Swamp. Nahgreb is in mental contact with the swamp creeper and is directing its actions.

Part Two: Broo Camp

Several weeks to a season should have passed since the skybull episode. The GM should have developed the camp at the Block and its inhabitants through role-playing. The party should be getting a feel for the life-and-death struggle on the plains of Prax, as well as slowly coming to understand the politics and ways of the nomads who dwell there. There are very few unattached women in the camp, and there is always much fighting for the attentions of available women -- this is a good way to develop personal alliances and enemies with other Storm Bulls. This episode starts with an alarm cry breaking the early morning calm in the player's camp.

Slaves have been dispatched from the impala encampment about half a kilometer south of the main camp bearing word of a broo raid. Warriors are needed to meet at the impala camp at first light to set out in search parties. This was an unusually organized raid for broos, and some women and children were carried off as well as over a dozen herdbeasts. What might lead to suspicion about this raid is that the majority of the impala braves are up north near Day's Rest bartering for goods and the raid occurred when the camp was nearly defenseless. This raid was not really the work of broos by themselves, but of the plant Nahgreb in its ploy to eliminate the Block's defenders and free the Devil.

About forty warriors besides the adventurers muster at the impala camp at dawn. The trail obviously leads south towards the swamp, but soon becomes obscured in the badlands just north of the Good Canal. At this point the war band breaks up into smaller groups of three to eight warriors and head into the swamplands. The PCs should group together and head into the fens together. The GM can assign them any interesting NPCs that he wishes to liven things up. The GM should generate several random encounters from the Block encounter table before the party stumbles on the broo camp. Gas or bullsitch are suggested if the players have never encountered them before.

The broo camp is located in a large depression in the swamp known as the Pit. The area is about kilometer wide and three kilometers long. Impala tracks can be seen on some of the high muddy ground leading to the Pit, but soon become lost in the mire. The entirety of the Pit except for the few low islands is under one-three feet of water. This is only moderately difficult to cross while on beast-back, but the deepest sections will cause problems for all but high llama riders. Movement should be slowed to a quarter of normal



The broo camp can be easily spotted as a group of three leafy green huts surrounding a small rise towards the middle of the Pit. On this rise can be seen several prone human shapes wearing impala clan attire, and there are eight impalas in the water next to them. Also around the camp can be seen about a dozen broos, engaged in various activities. If the party has not been careful and stealthy, the broos will spot them at the same time. Combat should be fierce and quick -the broos take up arms and join the fight with blood-curdling screams, having little regard for their own survival. These broos are recognizable as wild broos as opposed to the feral broos that normally inhabit the Devil's Swamp. Aiding the broos are several chaotic swamp lampreys of an usually large variety that have been enlisted by Nahgreb. Chaotic lampreys have only 1 hit point and have a 20% attack chance with 1d3 damage done per successful hit.

Combat in this slimy water is significantly altered. Anyone who is hit in combat must make a Dex x 5 roll or fall into the muck. The broos often hurl their bodies at opponents to achieve this effect. Once someone is down, they must spend the next round trying to get up. This is done by making a STR x 5 roll, -10% if metal armor worn, and -5% for non-metal armor.

Once the broos are dispatched, the PCs are able to investigate the site. All of the impalas show sign of broo spoor and must be destroyed. The four living women are quite distraught at having seen their own children eaten before them and rave with insanity. The only manufactured items are a few that have been pillaged from nomad camps and none are of value. The most curious feature of the broo encampment are the three living plant huts. They detect mildly of chaos are the work of Nahgreb. If the huts are burned, they will emit a high pitched eerie wail as their spirits are consumed.

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By the end of this encounter, the PCs should be somewhat suspicious -- these broos didn't seem smart enough or organized enough to do this all on their own. Their alliance with the swamp lampreys and the chaotic huts hints at other forces at work. Nahgreb should still remain an unknown, but at least its existence as potential threat should be hinted at.

These broos have not been together long as a group and their is still some infighting regarding the pecking order below Buzlak. The leader is the only one who knows of the existence of Nahgreb, which he believes to be an evil plant god. Buzlak fears Nahgreb too greatly to ever reveal his existence. Adventurers who have visited Pavis will recognize Buzlak as a zebra-headed broo -- the rest of the band is the usual motley assortment of the chaos creatures. The GM should adjust the numbers and strengths of the monsters to make them suitable foes for the adventurers.



Broo Camp in the Pit

Buzlak, Broo Leader

, _		June		
 characteristic	<i>s</i>		attributes	
 STR 18			Move: 4	
CON 16			Hit Points: 18	
SIZ 18			Fatigue: 34	
INT 15			Magic Points:	11
POW 16			Magic Folints.	
			Dam Made 14	
DEX 15			Dam Mod: +1	30
 APP 8				
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	3/6	
chest	12	11-15	3/8	
r arm	13-15	16-17	3/5	
larm	16-18	18-19	3/5	
head	19-20	20	3/6	
	10 20	20	0/0	
wanon	sr	attk% dama	ge parr%	nts
 <i>weapon</i> Head butt				pts
	9			10
Short Sword		85 1d8+	1d6 50	10
Javelin	3/9	80 1d8		

Skills: Climb(40), Jump(50), Track(60) Spirit Magic: none Armor: 3 point skin on head, scraps worth 3 points on rest of

body Items: none

Wild Broo

characteristi STR 15 CON 16 SIZ 16 INT 11 POW 13 DEX 12 APP 7			Mo Hit Fa Ma	<i>ributes</i> ove: 4 t Points: 16 itigue: 31 agic Points: am Mod: +1	13	
area	missile		nelee	armor/hp		
r leg	01-04		01-03	3/6		
lleg	05-08		04-06	3/6		
abdomen	09-11	(07-10	3/6		
chest	12		11-15	3/8		
r arm	13-15		16-17	3/5		
l arm	16-18		18-19	3/5		
head	19-20	2	20	3/6		
weapon	sr	attk%	damage	parr%	pts	
Head butt	9	46	1d6+1d4			
Club	7	31	1d8+1d4	22	8	
Throw Rock	K 6	31	1d4			

Skills: Climb(30), Jump(30), Conceal(25), Track(25) Spirit Magic: Disruption(1), Bladesharp 1, Bludgeon 1, or Shimmer 1 -- give each broo one appropriate spell Armor: 3 point skin on head, scraps worth 3 points on rest of body

Items: Weapons and trinkets of little or no value. All are infected with broo spoor.

Individual Broos

- 1. Has 3 horns -- +1d2 damage to head-butt
- 2. Has dog head
- 3. Has exposed brain case and carries the Brain Fever.
- Has large muscles -- + 1 point damage bonus
- 5. Is covered with wool.
- 6. Typical broo
- 7. Has four legs -+ 2 move.
- 8. Typical broo.
- 9. Carries the Shakes.
- 10. Has suckers covering arms.

Part Three: Ruins of Horn Hill

Again several weeks to a season should pass between this section and the last. Rumors have been spreading through the Storm Bull camp of many brushes with chaos around the swamp -- chaos creatures have been seen in alarming numbers. What is also very disturbing to the shamans at the Block is the abundance of chaotic vegetation that has sprung up in the surrounding areas.

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This encounter starts with a lone morokanth leading a mule approaching the party's campsite. The morokanth clearly displays the Issaries rune (\mathbf{H}) and a *world lore* roll recognizes him as priest of that cult. The creature holds both hands in the air in a sign of peace and calls out the PCs:



"May Eiritha bless your herds, warriors of the Bull! I am Kuwahan of the Three-toe tribe of Waha, speaker for Great Pukatoti, khan of the Three-toe tribe. I have a calling for warriors from my khan. While camping south of what is known as the Devil's Swamp, demon-men raided our site and made off with nine-and-forty herdbeasts. These demon-men then made off into the swamp after slaying five of the Threetoes mightiest warriors. The devil-men were accompanied by many scurrying vines that hampered our warriors' efforts. Great Pukatoti offers one impala or sable for each of our herd that is returned. Great Pukatoti also offers one high llama or bison in exchange for every two of our herd that can be recovered by the warriors of the Bull."

Kuwahan speaks only in *tradetalk* as the result of a cult geas. Those characters who make a *speak Praxian* roll will recognize that his name means 'speaker-to-food.' Demon-men and devil-men are common terms that are used to refer to ogres.

The adventurers should take up this offer the fight chaos and prepare for another journey into the marsh. While Kuwahan does not know where the captured herd-men have been taken, it is a well known fact that there is a flat plain in the Devil's Swamp called the Ogre Place where ogres are know the sacrifice to Cacodemon -- this should be the party's destination. The gamemaster should add one or two random encounters on the way to the Ogre Place, which resides on the east side of the swamp.

The Ogre Place itself is a kilometer wide slash of dry brown marsh grass ranging from one to two meters in height. The grass is annoyingly sharp, and causes many painful cuts in anyone forcing their way through it. Several beaten down tracks wind their way through the high grass, eventually leading to the center where fresh blood stains can be seen. A *track* roll is necessary to determine that this spoor is recent enough to be that of the same ogres that attacked the Morokanth. Another *track* roll shows their trail leading east -out of the Ogre Place and into the heart of the swamp. At some point during the trek, allow *scan* rolls to spot a giant quarter kilometer weeping willow to the south. The tracks lead nowhere near the tree -- this is a clue to the fourth episode.

The high grass soon turns into the endless mire and progress is very slow. Day should fade as the adventurers find themselves stuck in the marsh after dark, the only clue to their location is that they are somewhere south of the Pit. Scouting the horizon shows a 50' rise to the east -- the only dry camping spot within view. Closer view shows the hill to be covered with hornbush, a manzinita-like like plant devoid of leaves and covered with large thorns While the players might be wary of the plants, there is no danger from them other than the obvious cuts and scrapes. The hill is also crowned by eight pillars of stone that rise 12' into the air. Scaling the hill reveals a crumbling ruin with a 4' wall bordering two sides. There is also a 20' shaft in the floor of the ruin which is littered by debris. Searching this debris finds two items of note -- the first is a venomous marsh-adder and the second is a bundle of 4 javelins, one of which has a Bladesharp 2 matrix carved into the spearhead. The area proves to be reasonably defensible and an excellent place to camp for the night. The Bronze Rust can be easily burn up if detected.

Nahgreb has been following the progress of the Storm Bulls since they entered the swamp and plans to assault them late this night. Nahgreb wished to test out his new creation, kudzus. Kudzus are a weird hybrid of herd-man and vegetable growth, created by Nahgreb from the herd-men captured in the ogre raid. Three ogres will direct the attack spearheaded by the twelve kudzus that Nahgreb was able to successfully create. The attack should come about 3 in the morning.

The campsite will be attacked from three directions simultaneously. Each group will compromise of four kudzus lead by an ogre. Frufan will lead the assault from the north, Cargstan from the west, and Ula Onn from the south. The Kudzus are mindless and attack until destroyed, a rather difficult process considering their regenerative abilities, or ordered to retreat by an ogre. If the first assault is not going well, the chaos creatures will fall back and regroup. They will then attack en masse as a single group. This attack can quickly turn into a siege, with the PCs holding territory in defense. If no side has achieved victory by dawn, the surviving ogres and kudzus will fade into to swamp. Exact tactics are left yup to the GM, but the ogres are smart enough to adjust to the PC's defensive strategy.

Any captured ogres will be a significant source of information for the Storm Bulls. The ogre will reveal the existence of the 'Mad Plant God' who created the kudzus and wishes to free the Devil. The ogre does not know Nahgreb's name or his where his lair is located, but can reveal more hints as needed. Captured ogres always make returning threats of Cacodemon, the dread god of ogres. The gamemaster may wish to have an encounter with that particularly nasty chaos demon is the party is suitable for as powerful a foe as

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Cacodemon. The cult of Cacodemon can be found the in the *Elder Secrets* supplement, available from Avalon Hill.

A dead kudzu should be brought back to show both the shamans at the Block as well as the Morokanth khan. Kuwahan will be very distraught over what has happened to the herd-men, and after consulting with his khan, he will reward the party for their efforts with three sables. The shamans will be concerned about this new 'Plant God' and will reward the adventurers with a single piece of blank truestone.

Kudzus

APP 9 area missile melee armor/hp r leg 01-04 01-03 3/6	characteristic STR 13 CON 13 SIZ 13 INT 2 POW 9	25		attributes Move: 2 Hit Points: 13 Fatigue: 26 Magic Points: 9	······
r leg 01-04 01-03 3/6 l leg 05-08 04-06 3/6 abdomen 09-11 07-10 3/6 chest 12 11-15 3/8 r arm 13-15 16-17 3/5 l arm 16-18 18-19 3/5 head 19-20 20 3/6	DEX 9 APP 9			Dam Mod:	
I leg 05-08 04-06 3/6	area	missile	melee	armor/hp	
abdomen 09-11 07-10 3/6	r leg	01-04	01-03	3/6	
chest 12 11-15 3/8 r arm 13-15 16-17 3/5 l arm 16-18 18-19 3/5 head 19-20 20 3/6 weapon sr attk% damage parr% pts	l leg	05-08	04-06	3/6	
r arm 13-15 16-17 3/5 l arm 16-18 18-19 3/5 head 19-20 20 3/6 weapon sr attk% damage parr% pts	abdomen	09-11	07-10	3/6	
l arm 16-18 18-19 3/5 head 19-20 20 3/6 weapon sr attk% damage parr% pts	chest	12	11-15	3/8	
head 19-20 20 3/6 weapon sr attk% damage parr% pts	r arm	13-15	16-17	3/5	
weapon sr attk% damage parr% pts	l arm	16-18	18-19	3/5	
	head	19-20	20	3/6	
	weapon	sr	attk% damaş	ge parr%	pts
	Strangle	9	50 1d6†		

† For each subsequent round after the first that a kudzu hits, it does one additional d6 damage in the attack (i. e. the second successful attack does 2d6, the third 3d6, etc.) If the kudzu ever misses an attack roll, it must go back to only 1d6 of damage.

Skills: none

Spirit Magic: none

- Armor: 3 point vines covering body
 - Items: none

Notes: Kudzus have a special regeneration ability. Every round after being wounded, each location wounded regenerates 2 hit points. Severed limbs regrow quickly, but total hit points can not go above starting level. The only way to stop a kudzus regenerative ability is to reduce both the chest and abdomen to zero hit points.

Ogres (Frufan, Cargstan and Ula Onn)

	charact	eristics		attributes	
-	STR	21		Move: 3	
	CON	12		Hit Points: 13	
	SIZ	14		Fatigue: 33	
	INT	12		Magic Points: 1	2
-	POW	12			
	DEX	12		Dam Mod: +1d	4
	APP	13			
-	area	missile	melee	armor/hp	
	r leg	01-04	01-03	4/5	
	l leg	05-08	04-06	4/5	
-					

abdomen	09-11	(07-10	4/5		
chest	12		11-15	4/6		
r arm	13-15		16-17	4/4		
l arm	16-18		18-19	4/4		
head	19-20	2	20	4/5		•••••
weapon	sr	attk%	damage	parr%	pts	
Fist	9	60	1d2+1d4			
Short Sword	7	55	1d6+1d4	25	9	
Maul	6	40	1d10+1d4	15	12	
Javelin	3/9	35	1d8+1d2			
Small Shield	9	20	1d3+1d4	40	8	

Skills: Disguise(50), Dodge(25), Fast Talk(25), Speak Praxian(20), Speak Esrolian (30), Devise(30), Listen(50), Scan(50), Search(50), Hide(60), Sneak(60),

Frufan's Spirit Magic: Befuddle(2), Disruption(1), Ignite(1), Shimmer 3

Cargstan's Spirit Magic: Counter Magic 4, Glue 1, Speedart(1), Spirit Screen 1

Ula Onn's Spirit Magic: Bludgeon 2, Disruption(1), Heal 2, Protection 2

Ula Onn's Rune Magic: Shield 1 (one use only)

Armor: 4 points of animal hide with worked bone

Items: Frufan and Cargstan wield short swords while UIa Onn caries the war maul. Cargstan has an obsidian dagger from Caladraland with the *Bladesharp 1* matrix in it. UIa Onn carries 6 swamp fungi (known as Purple Bells) that when eaten heal 1d6 general hit points at the cost of 1d8 magic points. The ogres all carry basic goods for survival in the swamp and in the surrounding wastes.

Notes: These ogres are originally from the Holy Country and are recognizable as such unless they are *disguising* themselves.

New Skill: Swamp Lore

This skill represents the knowledge of and ability to survive in a swamp environment. This skill is keyed to a specific swamp (or area of swamps), such as the Devil's Swamp in Prax. This skill is halved when in an unfamiliar swamp. Swamp lore rolls are needed to identify the unique flora and fauna of a swamp, as well as possible hazards. Possessors of this skill gain an understanding of the delicate ecosystem that makes a swamp function. The GM should assign bonuses to performing other skills in a swamp if the character possess a high swamp lore and assigning penalties to characters with low swamp lore. Applicable skill are those such as *track* and *conceal*.

The starting base for *swamp lore* is 0%. Every expedition into the swamp environment gains a character 1d6% in the skill, as long as the character's skill level is below 25% at the end of the adventure. Once a character has reached 25%, skill advances are gained using the normal system of experience checks.

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Part Four: Challenge of Khans

The fourth and final encounter of **Devil's Swamp** is set in Dark season around the holy day (but can be changed to fit existing campaigns). This is the time of year that Storm Bulls take special interest in the swamp and organize numerous expeditions to destroy chaos This year there is an added purpose -- to track down and destroy this new "plant god" that is marshaling the forces of the swamp. There are several foreigners in camp, including Gnashir Blackcloud, the troll khan. The gamemaster should use this opportunity to add their favorite Storm Bulls or Waha khans to the adventure.

This encounter is the most open -- there is no set way to defeat Nahgreb. The Storm Bull cult invades the swamp en masse to try and destroy this chaos spawn. Role-playing can be accentuated by have the PCs interact intensely with other Storm Bulls who are trying to beat them to the kill. Old hatreds and rivals should flavor the encounter.

The night before the hunt almost all of the warriors at the Block gather in the High Khan's camp to feast and sing. Many herd beasts have been slaughtered a the night starts with the great feast. The shamans lead the old chants while they smoke the vision inducing *watruba* plant. At the evening's high point, the shamans and several of the khans don the masks of Waha and the Devil and go through the dance of how Waha dug the Good Canal. At the height of the dance, the shaman known as Gagska the Raven falls to the ground and starts foaming at the mouth -- a sure sign of an ancestor incarnating. A silence falls over the watchers as Gagska speaks with the voice of Waha -- *'That which is bad weeps now, but if is not destroyed it is all Prax who will cry tomorrow."* This is the clue to locating Nahgreb at the giant willow tree.

Any PC who succeeds a *ceremony* roll can play a small part in the ritual and will be blessed by Waha for doing so -all wounds received form chaotic sources in the next 24 hours will be reduced by 1 point of damage. Taking a noticeable role in the dance is Gnashir Blackcloud and his troll Storm Bulls. Most participants have collapsed with exhaustion by midnight and return to their hide tents for sleep.

At first light, the gathered warriors set out into the Devils' Swamp atop their beasts. A grim visage is visible on most of the warrior's faces -- some know they will never return to the Block to sing their songs. Many individual rituals and prayers are done and said before the warriors head out into the swamp in parties of 1 to 3 Bulls, some led by prospective khans.

The Gamemaster is responsible for generating the flow of this final episode, only the final combat is detailed. Encounters along the way to the final showdown can be either drawn from the existing campaign by the GM or generated by the Block encounter table. Nahgreb's camp at the Twisted Willow can either be found by chance, judicious skill rolls, or pieced together from information supplied by the GM (such as the shaman's warning about weeping).

Twisted Willow is the name given to the site where the plant-demon can be found. It is a giant gnarled willow tree that stretches a quarter kilometer at its widest. It is a mottled green-brown with leaves hanging listlessly on the tree's weeping branches. The sheltered area beneath the branches is dark and dank, not having seen Yelm's gaze since the tree cuts off all light. All perception skills are halved unless artificial illumination is used. The ground is a mushy surface of decomposing leaves. Overhead are several branches large enough for a man-sized creature to quickly and easily move along.

Scrambling through the multitude of small branches are a myriad of mutated squirrels, birds and wood-burrowing insects. All are sickly in appearance -- most are pale and grey from never having seen the sun in the darkness of the willow tree. These are nuisance creatures that will attack the party at opportune moments. Combat with these creatures is resolved specially. They have only 1 hit point and any successful hit on them destroys them. The vermin have an attack ability of 25% and do 1d2 damage ignoring armor. These are chaotic

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creatures and Waha's blessing would stop 1 point of damage from them. Also, a successful hit by one of these creatures causes great momentary pain, which causes all rolls made at -33% for the next combat round only. The GM should have sporadic hoards of these vermin plague the adventurers.

Tracking down Nahgreb within the expanses of the Twisted Willow will be hindered by various skirmishes from tree-vermin and other chaotic creatures. Gorp, Gas and Bullsitch all occur with alarming frequency and attack at the mental direction of the plant-god. The party should be ambushed by creatures from above every time they pass under one of the main branches. Lucky adventurers will hit upon the idea of climbing on the branches themselves. To do this they will need a rope or make a successful jump roll from a perch atop a high llama. This could lead to a precarious final battle perched on the limbs. Any character who is hit during combat must make a DEX x5 roll (DEX x 4 if wielding a two-handed weapon) or slip and fall. A LUCK roll will then allow the character to grab on to part of the branch and avoid the 1d4 damage (which ignores armor) from falling to the mushy ground.

The final combat happens at the main trunk. Nahgreb and his motley chaos crew make an all-out assault against the Storm Bulls. The party is first assaulted by the dragon snail who emerges from under a scummy pond. No sooner does the party realize what is attacking them than the Walktapus slithers down from the tree above. Along with these two chaos horrors are any surviving kudzus from encounter 3, a swamp creeper, and any other chaotic foes that the GM wishes to include. Backing them up from the willow branches above is Nahgreb, who will use his spells and chaotic abilities to pick of lone adventurers who get separated from the party, as well as mentally directing the assault.

Nahgreb is a strange creation of nature and chaos. It has the body of a good looking man from the neck down. The well toned and hairless body is covered by iron-hard vines and patches of bark that provide excellent protection against blows. Nahgreb's head resembles a giant sunflower, and there is no discernible face. The man-plant's appearance is very unnerving and there is no denying its chaotic origin.

There is a decent chance that the chaos creatures will overpower the party. If this happens a judicious appearance by more Storm Bulls should occur. This adventures assumes that it is Gnashir Blackcloud and his trolls that have come to the rescue, though the GM is free to substitute other rescuers.

The trolls are quite at home in the darkness of the Twisted Willow and suffer no penalties to skills if it is daylight. Great war-whoops of Storm Bull and Zorak Zoran herald the entrance of the trolls. Gnashir is at the forefront in a near blood-frenzy. The number of dark troll warriors is left up to the GM and troll statistics can be found in *Into the Troll Realms*. The defenders will probably be pushed back up in to the willow, and fight a branch to branch battle. Once in the tree, more chaos creatures and nuisances should join the fight until Nahgreb is actually destroyed.



DEX 16				
area	missile	melee	armor/hp	
r leg	01-04	01-03	7/5	
l leg	05-08	04-06	7/5	
abdomen	09-11	07-10	7/5	
chest	12	11-15	7/6	
r arm	13-15	16-17	7/4	
l arm	16-18	18-19	7/4	
head	19-20	20	0/5	
weapon	sr	attk% damage	parr%	pts
Knife	9	50 1d4†	30%	
† knife is iror	n and igno	res all non-rune meta	al armor	

Skills: Climb(60), Dodge(30), Jump(40), Swamp Lore(90) Spirit Magic: Befuddle(2), Demoralize(2), Detect Enemy(1), Disruption(1), Shimmer 4, Slow 2

Armor: 7 point vines and bark covering body, none on head **Chaos Features:** Regenerates 1d6 hit points per round, Decapitation does not kill (both chest and abdomen must be reduced to zero), Telepathy with plants 5 km range, Sunflower head has continuous Harmonize ability.

Items: Chaos tainted 8 MP storage crystal, Iron knife.

Notes: Nahgreb is not a combat heavy foe, and relies more on magic in such a situation.

Walktapus

charact	eristics	attributes	
STR	26	Move: 3	
CON	16	Hit Points: 21	
SIZ	25	Fatigue: 42	
INT	2	Magic Points: 10	
POW	10	-	
DEX	10		

area	missile	,	nelee	armor/hp		
r leg	01-02	(01	4/7		
lleg	03-04	()2	4/7		
abdomen	05	(03-04	4/7		
chest	06	(05=07	4/9		
r arm	07-08	(08	4/6		
larm	09-10	()9	4/6		
tentacle 1	11	1	10	4/6		
tentacle 2	12	1	11	4/6		
tentacle 3	13	1	12	4/6		
tentacle 4	14	1	13	4/6		
tentacle 5	15	1	14	4/6		
tentacle 6	16	1	15	4/6		
tentacle 7	17	-	16	4/6		
tentacle 8	18	1	17	4/6		
head	19-20	1	18-20	4/9		•••••
weapon	sr	attk%	damage	parr%	pts	
Tentacle	6	41	2d6 ັ			
Constrict	1	auto	2d6			
Gas	1	auto	Poison P	OT 16		

Armor: 4 point vines skin

Notes: See *Introduction to Glorantha* book page 29 for full details on walktapi. This particular chaos creature is a bright green and is covered by sores that ooze puss.

Two-headed Dragonsnail

1 400-	iiea		rayu	11511a11			
characte	eristic	<i>s</i> :			attributes		
STR	30				Move: 1		
CON	15				Hit Points: 21		
SIZ	28				Fatigue: 45		
INT	2				Magic Points:	13	
POW	13				Ū		
DEX	8						
area		missile	i	melee	armor/hp		
shell		01-07	1	01-07	8/11		
body		08-12	(08-12	4/9		
head 1		13-16		13-16	4/9		
head 2		17-20		17-20	4/9		
weapon		sr	attk%	damag	e parr%	pts	
Bite 1		7	37	3d6			

Armor: 8 point shell, 4 points body

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Bite 2

Chaos Features: head 1: Agonizing screams while moving, head 2: Absorbs spells up to 4 magic points, adding points to total.

3d6

Concluding the Adventure

This new chaos force in the Devil's Swamp destroyed, the PCs are free to return to the Block and continue their adventures in the Storm Bull camp. There is negligible monetary reward in this adventure (there is little material wealth in the entirety of the swamp) and the players should be rewarded for the acts by the community at the Block. Suggested rewards for each character are an excellent weapon from their khan, a good herdbeast from the High Khan, and a potent magic item from their shaman. Such magic items should be a 2-4 point spell matrix that is appropriate to the Praxian culture (such as an Impala hoof enchanted with a *Mobility 2* matrix).

The Devil's Marsh is open for many more adventures, as chaos is always forming in its fetid pools. The map on page 11 hints at a few other locations worth investigating...

The Dry Fens is a wide expanse of grass and reeds that is very volatile and flammable. Wisps of flame sweep the area most of the year and blazes rage during fire season. No matter how much is burned, the chaotic vegetation always grows back overnight. Many chaos creatures with a resistance to fire have made their home here.

Foulgrove is a medium-sized area of mutated fruit trees situated deep in the Devil's swamp. Cherry Bombs grow sporadically among the poison dates and figs.

Truestone Island is a small fragment of the Block that cracked off when it smote the Devil. The island is actually floating in the chaotic morass and changes position from season to season. The area is naturally avoided by chaotic creatures and vegetation. There are no loose flecks of truestone associated with the island.

Toad Temple is an ancient structure inhabited by newtlings. While most believe them to be chaotic, they are just reclusive and shun contact with all. The toad god is an ancient spirit that plays a small but important role in newtling mythology.

Knobby Rise is a 200 meter high hill that riddled with tunnel made by foot long chaotic insects. Other creatures are known to enlarge these tunnels and make burrows out of them. There is also a chaotic creature known as a land shark that makes its home here.

The *Slaying Ground* is a swampy equivalent of badlands, and is easily passable except in Sea Season, when it floods. It is called the Slaying Ground because Storm Bulls from the Block can run down chaos creatures from beast-back without dismounting (which is required in the rest of the swamp). Broos breed here as past as then can be destroyed.

The Gap is a kilometer long crack in the swamp that ranges from 5 to 20 meters deep. Often filled with water or sludge, creatures seek shelter here from the howling desert wind. An old and powerful stoorworm (the only one in the Devil's Swamp) makes its home here.

The Devil's Swamp and Gamemasters should use their imaginations to come up strange and unusual encounters within this chaotic land.

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THE DEVILS BOHES

Introduction

The Devil's Bones is a RuneQuest scenario that follows the Avalon Hill Deluxe Edition of the rules, and some of the cults and 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.

Gamemaster Summary

This adventure is designed for both experienced players and characters. It deals with a deadly and unique part of Gloranthan mythology, the Devil. Every Genertelan culture has its own myths of how the Devil came and was defeated, but none are so persevering as the myth of the Devil in Prax. To the nomads of that harsh wasteland, the Devil still lies beneath the great chunk of Truestone called the Block, pinned there by the nomad's bestial god, the Storm Bull. This adventure is of the more traditional sort with a "dungeon" and keyed locations. It starts, as so many adventures do, with a desperate messenger entering the PC's camp at the Block.

Reports reach the adventurer's camp of a terrible chaos monster that has erupted from the ground near the Block. The beast is described as at least 20' tall with scaly arms and a pulsating heart for a head. The jagged mouth cut in the heart/head (this is a two-chambered grey veiny anatomical heart, not a valentine heart) spews an endless supply acidic blood while the beast shreds every Storm Bull warrior who stands in its way. Auguries reveal that the only way to stop the chaos monstrosity is by journeying to its birthplace and severing its heart-connection to chaos. Shamans have sacrificed the High Khan's best bull, but have yet to receive precise information about the exact location of the beast's heart. The only clue is that it "lies below."

The PCs are assumed to take up arms and start combing the low hills surrounding the Block for the meaning of "lies below." It is also assumed that they are the Storm Bulls who first come upon the entrance to the Devil's Bones and choose to explore it.

The adventure proper starts outside a jagged opening in a rocky hillside, the entrance to the Devil's Bones looming before the party. Encounter area 1 details the entrance and the GM should proceed from there.

General Information on the Devil's Bones

This bizarre labyrinth is intended to be a cross between Geiger and Escher. Nothing is straight or Euclidean. The walls have veins that pulsate on pour forth blood when punctured. No scale is given because time and distance have no meaning within the maze. No compass rose is given because directions are also meaningless. All detection and location spells fail within the Devil's Bones. In some ways the Devil's Bones resembles the Puzzle Canal inside the Big Rubble of Pavis. While the canal's passageways change from season to season, the maze beneath the Block changes daily. The general layout of the Devil's Bones always remains the same (leg bone connected to the knee bone, knee bone connected the shin bone...), the distance between and the size of the areas is always changing, as well as the contents.

Random Events in Devil's Bones

Roll 1d10

- 1. Howling wind extinguishes all torches.
- 2. Gorp-like slime drips from ceiling, doing 1d8 acid damage to a random location on a random party member.
- 3. Stream of blood gushes underfoot.
- 4. Giant mouths with wings flap overhead.
- 5. Beating of distant heart heard.
- 6. Portion ceiling collapses, doing 1d6 damage to the head of any player who fails a *dodge* roll.
- 7. Dead ancestor of one PC incarnates and gives a clue.
- 8. Screams of humans being tortured fill the passage.
- 9. The party sees a giant eyeball in the distance watching them. If approached, it blinks and disappears.
- 10. Whispering voices bring the eerie message *Cwim* comes! to the PC's ears.

Key to Locations

Entry (1)

Auguries to the Bull have hinted here as the source of the chaos beast. This loose jumble of rocks can be located anywhere within a kilometer of the Block by the GM. The entrance to the Devil's Bones changes every one to three days. It should be in a small wash that out of the way and seldom traveled. Loose shale makes the area treacherous and footing is difficult. Herdbeasts should be left here, tied up and watched over by slaves while the adventurers brave the opening in the hillside. *Mineral lore* rolls shows that the loose strata is not the type that is normal for this geographic area --- it is a deep red in color and does not crumble easy.

The Block Finger (2)

This is the passageway up that leads to the Block in Prax from the Devil's Bones. This is the path that the party should use to enter and exit this maddening chaos den. After the adventure, it should be sealed up with giant rocks and many chaos wards. Even when sealed, it is only a matter of days until it shifts phase and another horror erupts from below the ground. A *ceremony* roll and the spending of 10 magic points temporally wards chaos creatures from using this exit from the Devil's Bones.

The Wakboti Finger (3)

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This is a dead end passage that ends in a nest of wakboti, the Praxian word for demons. These particular demons are reasonably well known in Storm Bull mythology, and are sometimes pictured on masks worn by shamans. They are 3' tall with red bodies and grinning faces. Small stubby black horns adorn their heads -- if not for their cow shaped tail, they would resemble the creature pictured on a can of deviled ham.

These wakboti chatter in a never ending manner that can drive a man to madness. Every round that there are at least two of the demons present and chattering, all humans must make a LUCK roll or do nothing else for that round but try to plug their ears. The devil's like to jump up and down alot gesturing horribly. They attack in groups of 2-3 by charging at a single target while carrying a pointed stick.

The number of wakboti should range from 2-6 per party member (1d4+2). These annoying creatures guard a white bull hide that enhances the wearers POW by 3 for resisting spells.

Wakboti

characteristics

attributes

CON SIZ INT POW DEX	8 6 11 18	(2d6) (1d6) (1d6) (3d6) (12+	, +2) +2))		Hit Points: 7 Fatigue: 16 Magic Points: DEX SR: 1	11	
area		missile		melee	armor/hp		
limbs		01-09		01-11	0/1		
body		10-19		12-17	0/3		
head		20		19-20	0/2		
weapon		sr	attk%	damag	e parr%	pts	
Sharp S	Stick	7	120	1d4	45	3	

Spirit Magic: None

Armor: none

Notes: See adjoining text for special abilities.

The Rocky Finger (4)

This passage way is littered with rocks and boulders ranging from pebble-sized to 2 meters in diameter. Investigating the rocks shows them to be slightly pliable and warm to the touch. The true nature of the rocks is not visible until the end of the passage is reached and the adventurers try to make their way back -- the rocks are actually bizarre chaos creature. The only items of note in the passage are the occasional pile of small, non-human bones.

These are Rock-Gorp who try to block off the exit to this dead-end tunnel. They are treated just like normal gorp, but they can be killed physically. Each gorp had 1d8 hit points per meter of diameter and is covered by an rocky skin worth 8 AP. The PCs should not realize what they are fighting until their weapons begin to dissolve after piercing the Rock-Gorp. Three monsters per adventurer is the recommended number for this encounter.

The Traveling Finger (5)

This tunnel carries a very foul current of air and fumes. Any character exposed to this has to make a CON x 5 roll or be -1d6 on CON for save purposes until the character has a week of rest and fresh air. This area is a strange juncture to some of foulest chaos dens in all of Glorantha. Traveling this magical road can take from days to seasons depending on the chaotic flux. This passageway always leads to a random locations and the destination changes daily. The GM should feel free to substitute another encounter for this area if this one is inappropriate for the characters or campaign.

Roll 2d6

- 2. Nargan Desert (Pamaltela)
- 3. Forest of Disease (Pamaltela)
- 4. Dorastor (Southern Peloria)
- 5. Snakepipe Hollow (Dragon Pass)
- 6. Krjalki Bog (Wastes)
- 7. GM's Choice
- 8. Tunneled Hills (Wastes)
- 9. Larnste's Footprint (Holy Country)
- 10. Dilis Swamp (Fronela)
- 11. Plague Island (Oceans)
- 12. Alkali Sea (Pamaltela)

The Nexus (6)

At this point, anyone who has traveled this far no longer exists fully on the material plane. This area is a constantly changing maze of narrow passageways of hot, rough stone (like hard lava). Backtracking is impossible to the chaotic nature of this area. The sound of heavy breathing is in the air and an occasional bull's bellow can be heard. The passages twist up and down, and often narrow to the point of requiring the adventurers to crawl on all fours.

This area is a labyrinth for the chaotic offspring of a broo and a minotaur. How the beast got here is unknown, but it found an excellent home and ruthlessly stalks all who enter this nexus. Roll 1d8 for every 15 minutes spent actually traveling in the maze to determine the party's new location:

- 1. Block Passage
- 2. Wakboti Passage

- 3. Rocky Passage
- 4. Traveling Finger
- 5. Passion Tunnel
- 6. Courage Tunnel
- 7. Still lost in maze
- 8. Maze Beast's Lair

The Gamemaster should stage the encounter with the Maze Beast somewhere in the Nexus. The creature is truly without fear. It foams at the mouth as bellowing and swinging its great axe. All four of its arms are greatly muscled.

The Maze Beast

characteristic. STR 30 CON 18 SIZ 30 INT 8 POW 21 DEX 15 APP 5	5			attributes Move: 5 Hit Points: 24 Fatigue: 48 Magic Points: DEX SR: 2 Dam Mod: +3		
area	missile		melee	armor/hp		
r leg	01-04		01-03	4/8		
lleg	05-08		04-06	4/8		
abdomen	09-11		07-10	6/8		
chest	12		11-15	6/10		
ur arm	13-14		16-17	4/6		
ul arm	15-16		18-19	4/6		
Ir arm	17		16-17	4/6		
ll arm	18		18-19	4/6		
head	19-20		20	6/9		
weapon	sr	attk%	damage	parr%	pts	
Great Axe	3/9	65	3d6+3d		10	
Head Butt	7	85	1d6+3d	16		
Claw	7	80	1d6+1d	16		
Great Shield	6	45	1d6+3d	16 75	16	

Skills: Track(90), Beastspeech(30)

Spirit Magic: heal(6)

Armor: 4 point skin + horns, leather jerkin and skirt

Items: The Maze Beast has accumulated some interesting items in its lair, including; bits and scraps of both bronze and hide armor, chipped bone and stone weapons. a Bull's Breath Crystal (stores 2d6 MP), an iron Humakt medallion (worth 1000L.), a totem of the Skull-Bat clan, and if the GM desires it, one of the great treasures of Prax could be secreted here.

Notes: The Maze Beast is a twisted chaos parody of a minotaur. Its most outstanding feature are its four arms. The creature can attack up to twice a round using the great axe, one attack on the forward swing and the other on the back-swing. The beast can also forego a parry and attack with the shield. If weapon-less, the Maze Beast can make up to 4 claw attacks a round.

Passage of Passion (7)

This tunnel is the twin of the Passage of Hate. Traveling through here is a mystic journey onto a small portion of the God-plain and through ancient Prax. Every adventurer who enters this area becomes magically separated from the rest of the party and can not rejoin them until either area 6 or area 8 is entered.

The player finds themselves in a glorious paradise that they know in their hearts to be their homeland of Prax. A trail clearly leads across the lush plains towards their destination. Each character will be approached at some point in this hour long trek through this area by a beautiful woman with bovine features. The woman never speaks but tries to seduce each characters by making inviting gestures. Any Storm Bull finds this almost irresistible. Those wishing not to mate with the woman must resist her APP of 21 with there own POW. Those who succeed in this roll continue on the path while those who fail (or willingly choose to stay) spend a blissful hour in the sweet smelling grass. The effect of this lovemaking session is two-fold; first the character looses 1d3 permanent points of POW, but the character gains superfertility and will never sire an unhealthy child.

Passage of Courage (8)

This section of the Devil's Bones is similar to area 7 -both extend on to the God-plain into ancient Prax. Traveling through here is a mystic journey onto a small portion of the God-plain and through ancient Prax. Every adventurer who enters this area becomes magically separated from the rest of the party and can not rejoin them until either area 6 or area 8 is entered.

This way is a far cry from the idyllic Passage of Passion -- it shows the plains blasted by the coming of the Devil. This area also takes an hour to cross. Near the end of the crossing the character will feel the ground shaking with giant footsteps, and fear will numb the adventurer's bones. On the horizon away from the path the giant silhouette of the Devil can be seen taking giant strides across the blasted plain, approaching players location. Any player who wishes to may run and exit the Passage of Courage before the Devil arrives. Those who wish to stay must make a POW x 5 roll or run in fear. Those who stay valiantly face the Devil and delay it just a moment, before being crushed underneath the Devil's hoofs. The effect of this is two-fold; the adventure looses 1d3 points of permanent POW, but also gains 3 uses of the *Defend Against Chaos* divine spell.

The Cup of Joy (9)

This area contains a depression large enough to stable 300 herdbeasts with room to spare. The walls are smooth blueblack stone that is carved with many menacing faces (in a mask-like style). Filling the depression is a golden foamy liquid that any Storm Bull recognizes with glee as beer. There is a one meter ledge around the pool above the liquid. Alas, the brew is tainted by chaos -- a *scan* roll will reveal gorp swimming at the bottom of the pool. Crossing the ledge requires two *climb* rolls. Failing a roll indicates that the PC will slip into the pool of beer unless quick action is taken by a fellow adventurer -- any party member within 3 meters can attempt a DEX x 3 roll to grab their fellow and stop them from falling. Would be rescuers who fail the DEX roll must make a LUCK roll or fall in themselves.

Any character who falls into the pool (or voluntarily drinks) this potent brew must match his or her CON vs. the beer's POT of 16. Those who fail become mildly intoxicated and suffer a 20% penalty to all skills for the next 1d6 hours. Those who succumb to the beer also have a POW chance on d100 of gaining a random chaos feature for the length of the intoxication (50% from Curse of Thed table / 50% from regular Chaos Feature table).

Punkin' Head's Lair (10)

The stone walls that lead to this area gradually give way to wood -- the entire tunnel gives the impression of being inside a hollow log. The wood is mostly rotten and can be easily broken away. Dwelling at the center of this passage is a giant chaos abomination called a Jack-O-Bull. This creature is almost identical to a Jack-O-Bear, but has the body of a bull, not a bear. This massive creature stands on its two hind legs and swipes its mighty hoofs at all who try to pass, while using its chaotic gaze to *harmonize* all within sight. Punkin' Head will not follow retreating parties and will pause to devour the bodies of the fallen. The Jack-O-Bull will charge at any party attempting to bring it down with missile fire. The creature possesses no items of note.

Punkin' Head (Giant Jack-O-Bull)

characteristic STR 30 CON 18 SIZ 40 INT 7 POW 21 DEX 10	:5		<i>attributes</i> Move: 4 Hit Points: 29 Fatigue: 48 Magic Points:	21	
area	missile	melee	armor/hp		
r leg	01-04	01-03	5/9		
l leg	05-08	04-06	5/9		
abdomen	09-11	07-10	5/10		
chest	12	11-15	5/10		
r arm	13-15	16-17	5/7		
l arm	16-18	18-19	5/7		
head	19-20	20	5/12		•••••
weapon	sr	attk% dam	age parr%	pts	
R Hoof	5	52 1d6 ⁻	+3d6		
L Hoof	8	52 1d6	+3d6 40	8	
Harmonize	1	auto resi	st MP vs. MP or l		ام م سر را م

Skills: Hide(50), Sneak(50)

Spirit Magic: none

Armor: 5 point thick fur and thick head

Notes: See the *Introduction to Glorantha Book* entry for Jack-O-Bears for more details.

The Devil's Armpit (11)

This area is heavily forested by thin black stalks that are as hard as wire. These wires are hard enough to scrape through armor and pierce skin. Anyone traveling through here will take 1d3 points of damage in every location. This damage is permanently removed from armor as it is ruined by the wiry hairs. This damage is assigned only once.

Hot salty steam rises from this forest and the taste is heavy in everbody's mouth. The steam obscures vision and no more than a few meters in any direction can by discerned. Living in this hair-forest are chaotic devil elves, wakyami. These 4' creatures dart in and out of the hair stalks, throwing their darts at the PCs. They must be chased down in order to engage them in melee combat -- first they must be spotted by a *scan* roll, and then they be approached (*jump* roll) before they can melt into the hairy forest. This tribe of wakyami numbers 20 and if seriously threatened, they will retreat and avoid combat. They have no items of note, but a single body would be worth the exchange value of a minor magic item to a sorcerer.

Wakyami (Devil Elves)

		•		,			
charact					attributes		
STR	8	(2	d6)		Move: 3		
CON	12	(3	d6)		Hit Points: 10	0	
SIZ	10	(2	d6+3)		Fatigue: 20		
INT	10	(3	d6) (Magic Points	: 11	
POW	11	(3	d6)		Ū		
DEX	16		d6)				
APP	.10		d6)				
area		missile		melee	armor/hp	,	
r leg		01-04		01-03	4/3		
l leg		05-08		04-06	4/3		
abdom	en	09-11		07-10	4/4		
chest		12		11-15	4/4		
r arm		13-15		16-17	4/3		
l arm		16-18		18-19	4/3		
head		19-20		20	4/3		
weapon		sr	attk%	damag	e parr%	pts	_
Dart		4	70	1d4			
Claw		8	66	1d3†		-	
† The cl	aws in	ect a po	ison of		nat does 1 poin	t of da	mage to
	points	if the vio			come. The po		

Skills: Hide(50), Sneak(50)

Spirit Magic: Speedart(1) and Multimissle 2, Heal 2 Armor: 4 points of hard wiry skin

Notes: These twisted chaos creatures are no longer counted

among the Aldryami -- they have been tainted by the worship of Wakboth since before time.

The Sludgeways (12)

These five passageways, each the size of an airplane hanger, ooze a think black pudding-like sludge. The stuff smells of burning fat and sticks to anything that touches it. The sludge also permanently stains anything it touches a dull brownish-black. All items will forever be this color, but skin and hair will eventually grow back to their original colors.

Tunnels 12A, 12B and 12D head upwards from area 11 at an angle ranging from 30 degrees to almost 70 degrees at certain locations. 12C and 12E go in the opposite direction, and slope down at similar angles. The passages head in the opposite direction from area 13 -- this area is like a giant Moebius tube, defying the dictums of logic. The ever-present sludge slowly flows from the upward tunnels and then seeps into the downward ones. The only way to get from area 11 to 13 is by sliding down one of these tunnels. This is a nervesplitting ride down a kilometer of sludge at high speed. All items not securely fastened will be forever lost. To complicate things, black sludge-like gorp also crawl through the ooze. Any character failing a LUCK roll will be attack by one of the gorp during their wild ride down the sludgeway. The gorp have average statistics. See **River of Cradles** for more information on these chaos creatures.

The Heartstone Chamber (13)

This area is the final assessable area of the Devil's Bones for this scenario. The chamber resembles a giant quarry, such as the one in Pavis where the Faceless Statue is mined. Any character who has visited that city can easily recognize this. A low rumble of a heartbeat clues the PCs into the fact that their destination is near. Proceeding a few meters into the chamber shows a grey rocky mass, pulsating like a heart. The heart can be easily destroyed by a single blow, but the weapon will be destroyed as gray acid spews from the gaping wound. Barely visible swirling around the stone is a spirit pool -- these are the defenders of the chaos artifact. The magically stop all missile weapons and spells from piercing the heart.

Each individual Storm Bull that approaches the Heartstone will be attacked by a sprit of POW 3d6. These spirits attack to possess, and will succeed in doing so if they reduce their opponent to 0 POW. If a character defeats a spirit, he will not be attacked by any future disembodied spirits. And PC who is possessed will be forced to fight against other party member to the best of their abilities. As soon as the Heartstone is destroyed, the spirits flee and the main goal of this adventure is accomplished.

Concluding the Adventure

The heart destroyed, the Storm Bulls fighting the chaos creature on the surface are finally able to defeat it. The adventurers must make their way out of the Devil's Bones by the same path that they entered through. The GM should adjust the areas to reflect previous encounters.

Upon reaching the surface and telling their tale, the High Khan calls a great feast. There is much signing, drinking and gift giving. Many khans offer their daughters (along with suitable herd as a dowry) to the survivors. The High Khan will give one player a magic spear that a *spirit screen 3* matrix in it. The shamans will also gift the party with a single piece of Truestone. The GM should heap other suitable rewards on the adventurers, and their notoriety as great chaos foes increases.

SUPPLIMENTAL MATERIAL



Southern Sartar Map for Escape from Duckland (no place information given)

HORTHERH SARTAR

- 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.

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Northern Sartar Map for Dreams Dragons Bring

- **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 know 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

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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 Wyrm's 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 caveins.

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!

\bigstar Forang Farosh

Handout for Dreams Dragons Bring Forang's Letter to the Players

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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 Narj. This Earth season I was able to travel along the Road to Marna Gamoon to meet my friend, Potar Potash, and then travel on to the dream dragons dwelling place. From the city, we journeyed to the Claw of Jarnoon, and slept in its shadow. The strenuous climb up the Daloog 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 dragons valley. The entrance to Yaskas 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 creatures yellow eyes as it seemed to look right through me!

Many wonders graced the inside of Yaskas 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 Flarj Dragon took us deep into the recesses of his cave and showed us the stone. Digger than a mans 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, Aton, whom I had never heard of I. Taskas 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 nights rest if any of this account is not true.

Taror Rotan, 1055 Tempus Solaris

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

Handout for Dreams Dragons Bring Cletus' Letter #1

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!

Handout for Dreams Dragons Bring Cletus' Letter #2

THE DEVILS PLANTS

What follows are excerpts from the journal of Meriadopus Filles, a young soldier in the Empire's legions assigned to the rugged badlands known as Prax. He made note of the strange life forms he encountered, most notably plants. It is from his observations that we know much of what we do about the strange and horrifying flora that finds a natural habitat in the Devil's Swamp of Prax. Despite the name, Flora Chaotica, not all of these plants are chaotic, but all do have exotic properties.

Tori's Bane

"Being a native of the Heartland, our magicians have long since tamed the wild plants and cleared the countryside of dangers. While I understood the danger from the warlike nomads and the fierce beasts that roam the wastes, little did I know that even the most harmless looking plants could kill. One afternoon while overseeing the slaves gathering wood for the campfires, I went to escape the hot sun beneath a willow tree. Just as I was about to sit down a slave-woman started shouting in the guttural beast-like tongue of the Praxians and pointing to the tree. My hesitation allowed her to throw a rock at the willow, which released a vicious looking clod of spores. It was not until I returned to camp and had one of our merchants translate that I learned the tree was called Tori's Bane and was guite toxic! I made sure that the slave-woman received extra rations for a week."

This insidious plant resembles the more common pussy willow reeds that often grow in the same areas. When brushed against by a moving creature the spore pad releases its horrible load into the nearby air. The best condition for spores to embed into skin and germinate is moist darkness. Therefore the luck roll to avoid infection is based upon clothing. Normal clothes require a POW x 5 roll to avoid it. Leather armor requires a POW x 4 roll and metal armor a POW x 3 roll.

The results of an infection do not begin to show until a full season has passed. It begins as a slight rash that starts to blister after several weeks. As the infection worsens the victim will begin to experience fevers and then hallucinations. Eventually true madness will result, followed shortly by death. The whole process takes a full season after the rash begins.

Once the rash has appeared it can be diagnosed and treatment attempted. A successful treat disease roll will be of no use and a special success will merely slow the onset of later symptoms for a few weeks. A special success is needed to cure this nasty infection. The easier way to cure it is the Rune Spell Heal Body.

The plant gets its name from Tori Bullsbreath, the Storm Bull who first contracted the disease in the Devil's Swamp. The healers were unable to help and in the end Tori's chieftain had to slay the poor soul. He had begun to eat his own rhino while it was still alive.

Bull Reeds

"Duggar, our local guide, was once a member of a fanatical local cult who worshipped the Sky Bull, Urox. In his travels, Duggar had experienced much of the world and had been persuaded to give up his narrow views by the good news that Nysalor, the Bright One, brings It was he who showed us the Bull Reeds blocking our path as we quested into the Devil's Swamp in search of the ancient ruins said to be somewhere within the mire. They were pointed to the side of our path, and I was much relieved at being able to avoid that source of chaos."

Not all the strange vegetation of the marsh reflects the chaos taint of the devil. Some shows traces of Wakboth's foe, the Storm Bull. When the Storm Bull called for aid the earth gave it, but some were too far away to help. Bull Reeds were one of those that tried to respond, but could not reach the battle. Since then they still try to aid the followers of the Storm Bull by pointing the way to chaos. They sway as if there were a breeze blowing, even when it is not. The direction they point is towards the nearest source of chaos.(1)

Storm Bull followers can easily recognize these reeds by their characteristic split at the apex, which gives them the appearance of horns. Tradition and religion require chaos fighters to thank the plant for its aid and leave a small offering at its base.

Gamemaster Notes:

(1) The sense chaos of bull reeds has a distance of several miles and therefore in places like the Devil's Swamp they are always pointing at something.

Dreamweed

"There were heated words today between Duggar and Cybella, our Etyries priestess. It seems that the nomad had cast a spell on a strange plant he had seen on the trail ahead, claiming it was a 'bad medicine plant.' Cybella was so mad at him for destroying the valuable plant seeds that she ordered me to cut Duggar down with my scimitar. Hat not my sergeant been there to countermand the order, I don't know what would have become of the tense situation. I later found out that the plant brings dreams and is highly prized by nobles in the satrapies.'

Possibly a relative of the similarly named dream inducing hallucinogen that grows in the sacred ground of Prax, this plant's dreams are far more hazardous. The plant itself is a small annual resembling a small red-purple poppy with multiple seed pods. The pollen from the flowers is the source of the dreams. When disturbed by passers by an invisible cloud of pollen up to 10 meters in diameter is released.

Once the pollen is in the air all beings within the radius of the cloud must make an INT x 5 roll. Those that make it begin to hallucinate, but realize the strange things they see are not real and may try to leave the area, save their fellows or destroy the plant. Those that fail the INT x 5 rolls experience severe hallucinations (which may cause them to harm their friends). Each subsequent round they may roll again at INT x 4, then INT x 3, and so on, until they have no chance of realizing the nature of their hallucinations. Those under the influence of the pollen will be unable to leave the area near the plant. Eventual death is the sure result unless rescued.

Those persons with knowledge of the plant may realize that casting a befuddle upon it will destroy the plant and stop the release of pollen (successful *plant lore* roll). The seed pods of Dreamweed can be gathered safely after the plant is dead. Alchemists often pay for dried seed pods which they can use to brew powerful hallucinogens.

Cherry Bombs

"We had been tracking a small baboon troop into the swamp for over six hours. During the night, they had slipped past our guards and made off with two pack beasts. We found the half-eaten body of one about a league from camp, but there was no sign of the other or the two packs containing valuable water. When we spied the other beast tied to a tree, little did we expect the ambush that the baboons had laid for Detecting no enemies, we recovered the animal and us. started searching the nearby bushes for the packs. It was then that a great baboon spirit flew up through the ground and started shaking the bushes. Much to our horror, the little red fruit that the plants bore fell to the ground and started exploding at our feet. Hogees from my squad fell lame as one fruit tore off his leg, and then I watched in horror as another one landed near is head and caused it to explode like a pumpkin. It was not until our priestess released a Lune which drove off the monkey spirit that the rain of explosions ended."

These dangerous bushes grow in large groups, and bear fruit year-round. The ripe berry is red and about the size of a golf ball. If one is touched it will explode for 1d4 damage to beings next to the plant (one meter radius). The seeds are shot out at such a rapid rate they are capable of impaling or a critical success off the base attack chance of 100%. There are usually other ripe berries nearby that may be set off by the explosion of a neighbor. There is a 20% chance any nearby berry will also explode once one has. A typical group of bushes can have anywhere from 1d4 to 1d20 ripe berries at any time. Chain reaction explosions have been known to destroy entire expeditions in the marsh.

Bronze Rust

"There was much cursing in camp this morning. It seems all of our armor and weapons have been struck down by the Carmanian blight. Caused by a strange mold, we thought we had left this plant far behind us in the Empire. With much of our equipment in pieces, the decision was made to leave the Devil's Swamp without having found the ruins and head towards Corflu, where we could resupply our unit."

A chaotic variety of the rust which affects Carmanian cornfields, this rust affects the metal that it is named for. Most of the time it grows symbiotically with marsh grass and reeds and gives the affected plants a slight bronze color. If any bronze brushes against an affected plant the metal will be infected by the rust. Each day the bronze is infected will permanently decrease its armor points by one. If the rust is discovered it can be destroyed by heating the metal to extreme temperatures. although this does not restore any lost points.

Man-traps

"It is better to be the dinner of a Morokanth than a Mantrap -- Praxian saying."

This terrible chaos horror could only exist in an area as foul as the Devil's Swamp. Resembling a giant venus fly-trap with enormous tendrils for legs, this horror spells doom for the foolish who travel alone in the swamp. Man-traps rest in clumps of other large plants to await their next victim. When a tasty morsel (usually at least man-sized) wanders by, the Man-trap will spring from its resting place and leap upon its meal. After capturing the prey within its maws the Man-trap will flee at full speed to the place where it was seeded from. There it will happily digest its food, spitting out the sharp bits. It will then wander back out away from its home to hunt again. When hunting is poor, Man-traps will allow their powerful running tendrils to act as roots to gain nourishment, but meat is still required at least once a season.

Trapped prey is digested at a rate of 1 point of damage a round. Armor will protect until it too is destroyed by the acidic juices of the Man-trap. No amount of strength will free a victim and the only hope for survival is the destruction of the Man-trap from the outside. Man-traps have no form of attack other than the snap of their enormous maw. When attacked they simply flee at their fastest, after snapping up something to digest along the way of course. If tracked back to their seed place they will attempt to bite as their only defense. When it succeeds the victim will be tossed though the air for falling damage of 6-12 meters. There will often be 1d6 smaller Man-traps growing nearby that have not reached a large enough size to uproot themselves and go hunting.

Size 16-36, Move 6, Pow 3d6, INT 4, HP = Size. Bite 30-50%, Dodge 20%. Hit Locations. Tendrils 1-6, Body 7-14, Mouth/Trap 15-20.

STORM BULL CULT

The Storm Bull cult was presented most recently in Avalon Hill's supplement, *River of Cradles*. While the cult as written contains all of the information necessary to play members of the cult, there is room for expansion. What follows are suggestions for additional development of the cult. While intended primarily for use in Prax, were the cult is strongest, these or similar additions could apply to the cult in Pent, Sartar, and far-off Riskland.

All quotes are taken from the *River of Cradles* writeup, found on pages 153-155. Additional information has been taken from the first write-up, in Chaosium's long outof-print supplement, *Cults of Prax*.

Hero Cults

"The cult has done little as a single entity since time began. The worship of Storm Bull spreads wide, but the lack of any central organization prevents concerted action. Instead, there are many small tales of brave battles against lethal festering pockets of chaos." Here are a few heroes of particular note.

Valatash Walker

The nomad lost his steed early in his career, and loved the beast so much that he never rode another animal. He preferred to live in the hills of Shadows Dance, where the trolls still remember him as a friend and broo-killer, He lived around 1300, and occasionally returned to Prax during his life, but he never let his lack of a steed hinder him with the other nomads. He provides his *Longwalk* spell to Storm Khans only, who must seek his spirit in Shadows Dance.

Longwalk (Divine Spell)

2 Points

self only, duration 1 day, non-stackable, reusable

The caster of this spell will be able to walk at a movement rate of 10 until the next dawn, as fast as all but the swiftest Praxian beasts. Running speed is but little faster (13), and so a running animal will easily outdistance him. If the caster mounts an animal of any kind, the spell immediately ends.

Binstarnif Awe

Binstarnif Awe was an orange-skinned foreigner who came to Prax with Derik Poljoni. He aided in the establishment of the Pol-Joni tribe, and is still the most famous Uroxi of that people. His presence and manner were enough to frighten anyone into giving him the respect he was due. His shrine is in the No Man's March and among the Pol-Joni provides a Spellteaching spirit for *Demoralize*.

Harjoon Karsh

Khan of the Bison People and great general of Jaldon Toothmaker, he is still widely recognized as a hero of the Storm Bull Cult. Worship is strongest among his native Bison Tribe, and many present day Khans trace their ancestry back to Harjoon. This hero cult teaches the *Farsee* spirit spell to Praxian nomads, as well as specialized combat skills in fighting from beastback.

Jaldon Toothmaker

Though not formally tied to the Storm Bull cult, this ancient hero who united the tribes of Prax is growing in popularity among the nomads of the wastelands. His followers tie a bull's skull to the top of their saddle bags (Praxians don't normally use saddles, but they almost always tie some type of bag to their riding beast).

Jaldon's followers are almost always friendly to each other when they meet on the open plains and spend much time around the campfire talking about how the hero will reappear and lead them to plunder distant lands.

Vargov the Blessed

Vargov was one of the first High Khans of Storm Bull. Innumerable were the times he came to the aid of the khan of his tribe, and the debt he was owed could never be repaid in full. *Vargov's Due* is what that debt is called, and every year a tribal khan must give something of value to every storm khan in honor of the hero.

Parts of the Bull

"Each High Khan of the cult has several spirits of the cult at his command. These are each named after a portion of the Storm Bull's anatomy wherein resides the ability or attribute. Not all High Khans have access to all of these, nor is this list complete. These spirits are attached to the High Khan, though he can give them to one of his sworn Storm Khans for a season's use. After the season, they depart. The High Khan must perform heroquest rituals for recapture.

"Most of the spirits know one spell, which it cast on command, even while the master is berserk. Most of these spirits have an INT of 3d6 and a POW of 4d6."

In addition to the Parts of the Bull provided in *River of Cradles* (Head, Heart, Hide, Hooves, Horns, Legs, Liver), more are known, as the quotation indicates. The following are examples of other possible spirits. Spirits which possess a variable *Spirit Magic* spell equal to INT or POW, whichever is lower. Any of the spirits can be commanded to cast its spell on any worshipper of the Storm Bull who is present with and follows the Storm Khan.

Parts of the Bull can also provide Divine Magic spells, but these spirits are very rare and precious. Spirits which possess a Divine spell may cast it as a normal reusable spell. If the spirit is given to a Storm Khan by his High Khan, it will only cast the spell once, after which the spirit departs immediately.

Breath: This spirit knows the Divine spell Increase Wind. Ears: This spirit knows the Spirit Magic spell Farhear. Eyes: This spirit knows the Spirit Magic spell Farsee. Lungs: This spirit knows the Spirit Magic spell Ironhand. Tail: This spirit knows the Spirit Magic spell Disrupt. Tongue: This spirit knows the Spirit Magic spell Heal. Voice: This spirit knows the Divine Spell Storm Voice. Ears: This spirit knows the Spirit Magic spell Farhear. Farhear (Spirit spell)

variable - ranged, temporal, passive

Each point of this spell halves the apparent distance as heard by the recipient to the rest of the universe. The effect includes the muffling of close sounds, to avoid deafening by loud noises close at hand. The recipient's *listen* ability is increased by 10% for each magic point spent powering the spell.

Increase Wind (Divine spell)

For a description of this spell, refer to the Orlanth cult write-up in *ROC* or *Gods of Glorantha*.

Storm Voice (Divine spell)

1 Point - ranged, temporal, stackable, reusable

This spell amplifies the recipient's voice: he can be heard up to $\frac{1}{2}$ km away per point of spell, regardless of other noises or wind conditions. Those farther away may be able to hear him as well, depending on the background noise and wind direction. This spell is useful during battle or in great storms.

STORM BULL RITUALS

Here are some of the ways the seasonal holy days are celebrated by the nomads of Prax. The Way of Waha overshadows the Storm Bull cult and has been incorporated into the worship patterns. While Storm Bull protects the tribes from the ravages of chaos, his son Waha and his wife Eiritha provide for the needs of day to day survival.

The typical Praxian Storm Bull celebration for each of the six holy days is given, as well as activities during the Sacred Time. These customs are vastly different in other cultures, and are only suggested guidelines for the cult.

Rite of Initiation (Sea Season Holy Day)

The sporadic rains of Sea Season cause the clans to slow their never-ending wandering a little, and much time is spent inside the hide tents. While passing away the hours during the harsh weather, elders pass on their knowledge to the rest of the group. Much cult lore is passed on to potential initiates, as well as much testing in this oral tradition. The candidates begin with fasting on Wildday, and staying in their own small tent outside of the main camp. No one is allowed to talk to or visit with them while they prepare themselves for initiation. On the holy day, their sponsor brings them before the Khan and shaman who tests them both physically and mentally. If they pass these rigorous tests, they then join the tribe as full members and have seats of honor at the great feast to Storm Bull that night, pledging their lives to fight chaos. Those who fail the tests must spend another year learning and improving their skills. Only about half of first time candidates pass the tests and become initiates of the Bull. Those who pass are often gifted with a herdbeast by their Khan in return for a pledge of loyalty.

At the Block, when each candidate is brought by his sponsor before the High Khan and the presiding shaman, there is a special test given if the potential initiate passes all of the prerequisites. This test changes from year to year, but one known ritual pops up from tine to time. The shaman brings the candidate alone into the chaparral and gives him two magic crystals. One is a simple POW storing crystal (often called a Bull's Breath) while the other is a tainted crystal (this is one of the few circumstances where the Storm Bull cult tolerates chaos). The candidate must contemplate the two crystals and return bearing only the one that is without the taint of chaos. This is how they teach *Sense Chaos* at the Block. This can be abstracted by the GM by having the player make a luck roll -- those who succeed select the right crystal and gain the ability while those who fail must try again next Sea Season.

Victory Feast (Fire Season Holy Day)

Fire Season holds the celebration of Storm Bull's many victories, especially over the Devil. Ritual battles are fought on this holy day, and much sacrificing is done for cult magic. Shamans come into camps to teach battle magics such as the *fanaticism* spell. The nomads try to capture foreigners to take the part of enemies in these combats. All combatants are dressed in ceremonial garb to represent a figure from mythology. These fights range from highly choreographed mock-fights to battles to the death (the latter especially with captured members of enemy cults).

The ceremonies start at dawn, and often go non-stop until midnight. No specific meals are eaten, but feasting is always going on during and between fights. Favorites battles for re-enactment are those of Tada against Basimol, Storm Bull against Ragnaglar, Waha against the Faceless Statue, and Storm Bull fighting the Devil. If for some reason an enemy wins a ritual battle, it is considered to be a very bad omen for that tribe in the upcoming year, and foreshadows the loss of a future conflict.

Beast Festival (Earth Holy Day)

While other cultures are celebrating the bounty of the earth goddesses and reaping the harvests, Praxians give thanks for their life-sustaining herds. The animals are blessed by both Eiritha priestesses and shamans, who work to together to summon and sacrifice to the Great Protectresses, and insure the safety of the herds. Especially blessed are the cows, and much fertility magic is cast upon them at this mating time. The herds are traditionally mated on this holy day.

While the shamans and priestesses are summoning magics to protect the herds, the warriors are at their most active in raiding other tribes for beasts. Most prized are the bulls, which are the only animals that the warriors are allowed to keep for themselves. Any cows that are captured are given to the priestesses, who usually give most of the captured beasts to the warrior's wife.

At the Block, this is an important time because it gives the cultists a chance to gather a food source for the upcoming Dark Season. After the High Khan has blessed the beasts and painted signs of protection from chaos on their hides, the warriors ride out in search of plunder, leaving their wives to tend the animals. Food and supplies are often a problem at the Block because of their sedentary (for Praxian) ways. Favorite targets for Storm Bull raiding parties are the Oasis people of Day's Rest and the Tourney Altar. Raiders sometimes even go as far as Cam's Well or the Biggle Stone in search of plunder. Of late, the Lunars have been discouraging these activities, which have taken their toll on Lunar caravans and merchants who travel from oasis to oasis.

Test of Khans (Dark Season Holy Day)

This is the day that those who are ready to accept the mantle of khan-hood gather south of the Block. These are mostly the Khans of Waha who are preparing for the required journey into the Devil's Swamp to kill a thing of chaos. Most participants arrive during the week before the actual holy day and spend the days honing their weapon skills while reveling the nights away drinking. It is traditional for the prospective Khans to bring food and drink to entice resident Storm Bulls to join their camp for the journey. The High Khan of the Block requires a gift from all who come to this celebration. This is the only time that visitors with a purpose are usually welcomed at the Block -- but those not personally known are closely watched!

Almost all non-chaotic beings are welcome at this festival, and all but the deepest feuds are put aside. Warriors from all five greater tribes (even Morokanth) as well as the lesser tribes are free to pitch a hide tent in the shadow of the Block. Most years also see a contingent of Trolls from the Rubble, come to show their might as chaos fighters and reaffirm their right to live in Prax. These trolls are usually fanatical Zorak Zoran worshippers, but the occasional Storm Bull troll can be found with them. In times of great need, the Three Bean Circus travels from the Paps to the Block to insure the pax for the festival.

The days are short and bitter winds blow in from the Rozgali Sea, making the Swamp even more inhospitable than usual. The light seasonal rains cause the Devil's Swamp to rise from the previous low of Fire Season. Only in the worst of years does the Swamp rise to flood level before Storm Season.

The night before the chaos hunt, great spirits are summoned and spells are sacrificed for, even by the initiates. At dawn the gathered shamans work together to summon the Storm Bull winds from the wastes to blow away the gloom of the cloud cover. The warriors then ride out on their herdbeasts towards the swamp alone or in small hunting parties. They hoot and race across the plains towards the bogs -- the High Khan gives two great gifts (usually Truestone) to two warriors, the first to return after killing a thing of chaos and the warrior who has slain the greatest chaos foe. Sometimes it takes several days for all of the surviving warriors to return to the Block, and it is a great shame to leave the Devil's Swamp without slaying a chaotic creature.

Courting of Eiritha (Storm Season Holy Day)

This is a great festival that celebrates in the life-long bond between husbands and wives, as well as the public announcement of new marriages. All non-rune level couples go through a set of ritual activities and act as though they are not married (Khans and Priests have a slightly different marriage ritual that is performed on the High Holy Day). The men spend the night in the warriors' hut while their wives adorn themselves with the decorations of unmarried girls. The courtiers later exchange gifts and share food to announce or re-affirm their marriage. If a man has more than one wife, he has to perform these rituals with all of them on this day. This is also the only time a woman can divorce her husband, by refusing his courting. Men can divorce a wife at any time by taking his bulls away from the herd.

The High Khan of the Block has a special ritual to participate in at the Paps. Having started out at the Block and having journeyed during the past week, he and his entourage set up camp just outside the Paps. On the holy day he cloaks himself in raven feathers and sneaks into the settlement. While not actually invisible, he is allowed to pass as if unseen through the Paps, where he carries off the High Priestess of Eiritha, bringing her back to his camp in true nomad style. In his camp she agrees to marry him if the Khan in turn will agree to let her return and live in the Paps. The wedding is set for the morrow, the High Holy Day.

Marriage of Eiritha (High Holy Day)

The greatest celebration for the Storm Bull cult is that of the marriage of the God to Eiritha Herd-Mother. This celebrates the joining of the berserk fury of Storm Bull to the life-giving creative power of Eiritha. The Khan rides into the Paps with the High Priestess on his herdbeast, both symbolically dressed as Storm Bull and Eiritha. Many ancestors are summoned to witness the marriage performed by the Shamans, and the fattest herdbeasts are slaughtered for the great feast which follows. That night the Khan and the Priestess consummate their marriage of their gods. On the rarest and best of years, the Priestess gives birth to a healthy bull herdbeast calf at the next calving time. The next day the Khan returns to the Block to resume his duties there.

This is also the day of marriage for all Praxian Khans, Storm Bulls as well as Waha Khans. Both are required to marry only priestesses of Eiritha (though most also take concubines). Great feasts are held in those camps lucky enough to have such a blessed marriage. The following calving is unusually good and most calves are born healthy.

The Sacred Time

During this two-week period the Storm Bull camp at the Block makes preparations for an upcoming conflict. Every year at this time the Eternal Battle blows out of the Dead Place and comes to the Block. The best and bravest warriors are chosen to climb the secret pathway up the Block and keep watch for the coming storm. The Eternal Battle usually arrives at the center of the Sacred Time, and is only at the Block for a few hours, but during this time every warrior is required to fight alongside their god in this fight for life. Storm Bull always manifests at this battle, and fights alongside with those who have no fear of chaos. This is the Storm Bull cult's role in the rebirth of the world, which is celebrated all over Glorantha each Sacred Time.

General Description

The center of the northern Orlanthi tribes lies in the heartlands of Sartar, nestled amongst the gently rolling hills. The place is surrounded by magic walls and the city clings to the hills that form the valley. The Old Town of Jonstown is situated on a high hill and the New Town is down in the valley below it. Sartar erected the walls of the Old Town by the use of magic, thereby creating the center of the tribal confederation.

Above Old Town towers Orlanth's Hill -- the strategic location of the former Arsgol clan village was the decisive factors in building the town on this spot. The Old Town consists of the old market houses the tribal buildings of the Malani, Cinsina, Torkani, and the Culbrea tribes as well as temples to Humakt, Elmal and the patron deity of the town, Jon. This quarter of town is also home of the headquarters of Jonstown's militia and home to the oldest pub in town, named the "Jonstown Inn." The pub is run by Geo's cult and is situated at the old market. Orlanth's Hill is the area of choice of the wealthy and the traditional place of the Dinacoli tribe's house.

The New Town is connected to the Old Town by a rampart that leads to a long bridge uphill of considerable width. Apart from this bridge, there is no access to the Old Town (except for a secret escape tunnel of some size, built by the Malani tribe and still a secret to the Lunars). A shrine to Sartar, the founder of the town and father of the people, is situated in a rock outcrop on the slopes leading up to the Old Town called "Sartar's Seat".

Within the boundaries of the New Town lie two hills named Issaries' and Eurmal's Hill. The first of the two houses the Issaries temple., which overlooks the central and the north markets. The central market is surrounded by the market quarter with its guesthouses and the local Uleria temple. After the suppression of Starbrow's Rebellion, the Lunars have built a big garrison in the middle of the central market. The market is now out of use for trading due to the total domination of the Lunar garrison. To the west of Issaries' Hill lies the Lunar quarter and the temple to the Lunar goddess of trade, Etyries. The merchant quarter is located to the east of the north market and north of the central market.

Eurmal's Hill is surrounded by the poor quarters of the town, the home of less fortunate citizens and criminals. For the last fifteen years, the cult of Teelo Norri has been running a poorhouse and an almskitchen in the district.

Finally, the southern parts of the New Town are formed by the crafter's quarter. Most of the crafters living in this area are freemen and are members of the different tribal guilds, the Arsgol merchant clan, or the scholars. It is these groups that form the Great Ring of the town. The large portion of crafters in the population makes Jonstown the economical center of northeast Sartar. Since trade is the main source of wealth, the Arsgol clan dominated Issaries cult is the most powerful in town. Although lacking the power that goes with money, the scholars of Jonstown and the local sages of Lhankhor Mhy are renowned for their erudition and their vast libraries. Said libraries are part of the great Lhankhor Mhy temple built in traditional style and surrounded by the lodgings of its clientele.

In addition to the already mentioned temples, most of the tolerable cults run at least a shrine in Jonstown.

The History of Jonstown

As mentioned above, Jonstown was built on the former site of the Arsgol village. Earlier, the Telmori tribe that had been fought off of the land in a bitter war. After the tribes had united under the leadership of Jon and later of Sartar, they managed to halt the war with the Telmori. Since Sartar was able to reach and establish a fragile peace, the tribes agreed to build the town as he had asked for.

When fighting had ceased, Jon Orlanthson, a stern supporter of the idea of a tribal confederation and devoted follower of Orlanth, had been chosen king of the Malani tribe. Sartar chose him to be the first high priest of Orlanth in the newly built town. Because of this high office and the valor displayed by Jon in the Telmori war, the town was named after him. The former Arsgol village changed from a clan stronghold into the heartplace of the confederation.

At the time of the town's founding, all of the tribes had an equal say in the town council, although the Arsgol clan and Malani tribe already held an additional vote each. Several local clans joined the confederation. These clans were the Ystrad clan, the Blueberry clan of the Culbrea tribe, the Borimander clan of the Cinsina tribe and the clans of Bluefox and Pant of the Malani. The confederation was formed by the tribes of Malani, Culbrea, Cinsina, and Torkani, who built their tribal buildings within the walls some years later.

But soon after Jon Orlanthson's death the situation changed dramatically. The Arsgol clan fell out with the new king of the Malani and replaced the Orlanthi tribal chieftain with a follower of Issaries. The government of the town became the providence of the clans in town, weakening the grasp of the tribes living in the countryside.

To ensure the welfare of Jonstown, Sartar built a road in 1497, which connected the place with Wilmskirk. This road was later known as the King's Road. Soon after the completion of this task, the council decided to build a stockade (today's New Town) below Jonstown, to house the clansmen and traders, who were drawn into the town by this new prosperity. When Sartar disappeared in the "Flame of Sartar" in 1520, Jonstown had changed into a flourishing and wealthy town. A few years later, Saronil Goodstone, who had learned the mason's craft from the dwarfs, built the six towers and the towngate of Jonstown.

In 1525, the local clans formed guilds to control each of the special crafts of given clans. The Ystrad clan controlled the smiths, the Blueberry clan weaving and tailoring, the

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Bormelder clan were makers of wicker and pottery, the Bluefox clan specialized in various woodcrafting, the Pant clan were masters of leatherwork, and the Arsgol clan controlled trading and the selling of goods. The local militia, called the "Fyrd", was established in 1531. Until the Lunar conquest in 1602, this troop was almost exclusively formed by clansmen of the Gwandor clan. This clan was part of the Culbrea tribe and was allied with the Ystrad clan.

During the reign of Saronil, the Dinacoli tribe was forced to join the confederation. The king of the Dinacoli, Brangbane developed a vile reputation formed by countless atrocities, and he was finally punished by Sartar by being turned into a ghoul. Unfortunately, this did not stop Brangbane and Saronil along with the Jonstown tribes waged war against the Dinacoli. The Dinacoli were forced to yield and Brangbane was slain. Afterwards, the Dinacoli paid tribute to Jonstown, but eventually managed to gain access to the town and its council. The son of Saronil, the irritable king Jarolor Longstrider, had the walls of the Old Town reinforced and ordered the King's Road to be extended to the north, reaching the Island of Danger. Later, Tarkalor Trollkiller carried on and extended the King's Road from Wilmskirk until it reached the river harbor of Duckpoint. His son Terasin had a road built to connect the Island of Danger with Alda-Chur.

In 1602, Jonstown fell to the Lunars after it had surrendered without a fight. From that time, the Lunars deeply

influenced the history and development of the city. Although it was one of the major sites of the Starbrow rebellion, the town itself did not suffer from the fighting. Control of the city did change hands twice, but it was never put to the sack. In the end, the Lunar general Fazzur gained hold of Jonstown after he fought his way from Alda-Chur. The already faltering rebels were backstabbed by the Torkani, who gave the Lunars safe-conduct to cross their lands. To make things worse for the rebels, the Dinacoli suddenly sided with the Lunars. Fazzur cleverly exploited the confusion by spreading rumors concerning the appearance of a Sartarite king to disunite his enemies and overcome the remnants of the rebel forces with ease.

The Jonstown seat of the Torkani tribe has been vacant since the rebellion. The tribe lives on its own, because it is considered as a traitorous by all other tribes of the confederation.

Over the years, the Lunar occupation has changed the look of Jonstown. Many of the smaller and older buildings had to give way to the barracks, temples and administrative buildings of the occupational forces. For the last five years, many of the citizens have arranged themselves with the Lunars. Some of the crafters and traders have been converted to the Lunar pantheon. The Cinsina tribe has taken up a neutral attitude towards the Lunars and is trying hard to avoid conflict. X+□UV~VOUR + Y BEST OF RQADVENTURES VOL 1 6 \$ 00 1 + * VK



The Government of Jonstown

The town government consists of the Great Ring and the High Council. The Great Ring is comprised of leaders of clan guilds and delegates of individual tribes. It passes laws for the town proper in addition to the laws of the clans. It has jurisdiction over the concerns of the town's defense, the "Fyrd", rules for bartering, trading, and town taxation. It also has the right to elect from its ranks the Eorl of Town (a mayor of sorts), who is in charge of the town's military potential. The Eorl would then nominate the magistrates and the commander of the "Fyrd", who assists him in the administration of the town and would preside over the High Council together.

The Lunar conquest has changed most of these traditions. Although laws are still passed by the Great Ring, they are not allowed to contradict the Lunar occupational law.

The High Council has been undermined by the Lunars as well, as it is staffed by the Satrap of Jonstown, the Lunar judicial officer, who commands the Lunar military and is the Lunar tax collector for Jonstown and the surrounding territories. The Eorl of Town is still elected by the High Council, but the elected official must be officially approved by the provincial governor, Fazzur the Literate. The "Fyrd" has been replaced by a branch of the Lunar army and its commander is no longer the Eorl, but the Lunar military commander. This military commander is similar to the Satrap of Jonstown in that they are both appointed by the provincial governor, not the town's citizenry.

Prominent Personalities of the Lunar Occupational Forces

Bureaucratically, the whole town is under the command of Amyphemus Eteditus, the Sartrap of Jonstown. As a delegate of the provincial government, he is the highest ranking member of the red tape, which, as the title might tell, has been set up in Jonstown by the Lunars. He is also in charge of the tax collection and the judicial officer. The Lunar military stationed in Jonstown is under the command of Glaugus Iaseros, colonel of the provincial forces and military commander of Jonstown and the neighboring territories.

Since Sartar is as yet not pacified and still under martial law, Glaugus Iaseros has the authority to issue directives to Amyphemus Eteditus. Being a true member of red tape madness plaguing Jonstown, Eteditus could resort in delaying supply orders every time Iaseros used his directive powers against his authority and administrative system.

The religious needs of the Lunars are taken care of by Sylvithis Deira, priestess of the Seven Mothers. She is a subordinate of Icilus Overholy, the general priestess of the Lunar provincial church. Trade and tax collection is handled by Etyries priest, Agaius Palilycus. The senior judicial officer is Ares Odysaius, a priest of Irripi Ontor.

Personalities of Jonstown

Sarostop Coldeye, Sword of Humakt

Sarostip is a clan chieftain of the Malani tribe and once held a seat for Humakt in the High Council. He was granted an Imperial pardon for his involvement in the Starbrow rebellion. He still loathes the Lunars, but is clever enough not to show his true feelings.

Vondrosh Muchwind, priest of Orlanth Adventurous

He is a freedom loving character and member of the Cinsina tribe. Being the tribal delegate in the Great Ring, he continues to speak out against the Lunars. He keeps reminding the council members of the day of freedom.

Rinualda, priestess of Ernalda

She is an elderly, well-respected lady in the service of the Earth goddess. Liked by the majority of the town, she is striving to ensure peace and harmony in Jonstown, even if this means she has to vote in favor of the Lunars, now and then. Her temple is situated outside of the town.

Colbran the Storm, priest of Orlanth Thunderous

Apparently the only priest of his cult who has accepted the claims of the Red Goddess to rule the middle airs. This peculiar insight was forced on him by the Lunar agents.

Dulcia the Patient, High Healer of Chalana Arroy

She has been won over by the Lunars years ago by establishing a poorhouse at the expense of the Teelo Norri cult. Dulcia did not mind sharing the Chalana Arroy temple with them, as long as she still had the final say in the place. Being of the Cinsina tribe, she was very pleased by the indifferent attitude adopted by her king towards the Lunars.

Wulbrand Townhall, priest of Sartar and Jon

He is torn apart with emotions. On one hand, he wants his kingdom to be free. On the other hand, he has to take care of the well-being of Jonstown. It would be necessary to drive away the Lunars to free Sartar, but that would mean taking the risk of serious damage to the town and would result in the end of the present prosperity. It is painful for him to know how best he should serve his city gods.

Gragort Greybeard, the king of the Cinsina tribe and initiate of Orlanth Rex

An elderly and wizened man, who wants to live in peace at last. Gragort tries to steer clear of all intrigues and fractional strives. He holds no sympathies for the Lunars, but knows to value patience, biding his time.

Wandros Ironarm, king of the Malani tribe, Sword of Humakt and Orlanth Rex initiate:

Wandros is easily irritated and fond of independence as only an Orlanthi can be. Sarostip Coldeye is his Swordbrother and both share the contempt for the Lunar way of life. Aged 32, Wandros is the youngest tribal king.

Gaudyr Longsword, the rebel, clan chieftain of the Gwandor clan, member of the Culbrea tribe, initiate of Humakt

This man counts among the most wanted persons in Lunar Sartar. As a young man, he was one of the leading rebels in the 1613 uprising. He was arrested and sentenced to death in 1616, but managed to escape his captors. In 1619, he was tracked down for the second time and again managed to escape from the deportation transport bound for the Lunar heartlands and his certain death in an arena at Glamour. At this moment, he is believed to be in hiding somewhere near Jonstown.

Major Figures in the Lunar Quarter

Amyphemus Eteditus, Lunar Sartrap of Jonstown

Amyphemus learned the ways of red tape in the Lunar heartlands. Although stemming from a Yuthuppan family fallen from disgrace, he managed to reach the top by using intrigues and diplomacy. It came as a blow to him, when he realized that the emperor apparently planned to send him to oblivion in the shape of a Satarite town. After he had vented his initial frustration on the people of Jonstown, he noticed the possibilities of being far away from supervision by his seniors. He is now leading a life of modest luxury, at least to Lunar standards. A crowning achievement, in his own mind, was the erection of a small coliseum, where there is all sorts of entertainment available. Now, If only he could get rid of laseros, who is disgustingly honest.

Glaugus Iaseros, colonel of the provincial forces, military commander of the Jonstown district, Runelord of Yaranrfal Tarnils

Hailing from Palbar in the sultanate of Oraya, Iseros is a buddy of Jomes Wulf, one of the most capable field commanders in Fazzur's army. He is well known for his sense of honor and his generosity. Iaseros is also known to extend the same manner to the men under his charge. X+□UV~VOUR + Y BEST OF RQADVENTURES VOL 1 6¢●O△+++VW



Sylcithis Deira, priestess of the Seven Mothers

She is very handsome, middle aged woman, who firmly believes in the power of the Lunar way of life. She is notorious for her hot temper, her alleged sexual derangement, and is usually portrayed by the Satarites as a perverted character. To tell the truth, these rumor pale beside the facts. The rest is up to your imagination.

Notables in the Merchant Quarter

Lyris Goodspeach, Eorl of Jonstown, High Priest of Issaries, Master of the Jonstown Merchants Guild & Clan Chieftain of the Arsol Clan

A rather snobbish character, who attributes all positive city developments of the last two hundred years to the Argsol clan. Without them, he loves to argue, Jonstown would have remained a village the size of Apple Lane.

Agaius Palilycus, priest of Etyries and senior tax collector of the Jonstown district

Agaius was born in Jillaro in the sultanate of Sylila. His family has been in the service of Etyries for the last ten generations, leaving Agaius a shopkeeper born and bred. He is desperately looking for goods that he could monopolize. Until then, he is determined to break the power of the Issaries serving the Arsgol clan, to the glory of his cult and the betterment of his fortunes.

Important Scholars and Crafters

Aros Odysaius, priest of Irripi Ontor

This scholar has devoted his life to the studies of law and judicial matters. He is a legal scholar on Lunar, Yelmic, Carmanian, and Theyalanian law at the university of Rainbanth. He is the senior judicial officer and is responsible for presiding over civilian and military courts in the district. In Aros' opinion, the cults of Irripi and Lhankhor Mhy should cooperate more often, because both of them work towards the same ends. Aros cannot understand the reluctance of the Gray Sages in Jonstown. Aros is especially fond of Minaryth Purple, whom he keeps flattering. Amyphemus Eteditus had to reproach him for this "indecent" behavior several times.

Tyngyr, armor and weaponsmith, master of the smith guilds, clan chieftain of the Ystrad clan., initiate of Gustbran and Orlanth

He is watching over the monopoly of the Ystrad clan to cast and work metal. Being a stern supporter of the Gwandor clan, the ancient allies of the Ystrad clan, he is a contact of Gaudyr Longsword and the main supply of weapons and armor for the rebels. Tyngyr hates the Lunars and is praying to see the day of a second uprising.

Poor Quarter Personalities

Korang Jester the Storyteller, local priest of Eurmal

Korang is a member of the Malani tribe and is clever enough to see through the Lunar policies in Jonstown. He is an old man with wild and wiry gray hair and crystal blue-gray eyes. Korang is full to the brim and famous for jokes, stories on all topics, witty rhymes and the most amazing and embarrassing pranks. To the amazement of the public, he seems to be a friend of sorts with Purple. Although, he is not above pulling the leg of everybody who crosses his path, he loves to vent the more devastating of his jokes on unfortunate Lunar officials. After all, "The Lunars can take a joke, can't they?"

Absyrgaeon, agent of the "Spoken Word", initiate of Danfive Xarxon

This man is definitely among the bad guys in town. Absyrgaeon is ill-kempt, greasy, and highly efficient at his job of being a thug leader. He recruits riff raff from the darken alleys of Jonstown, arranges fatal accidents and gets his fingers into every pie and purse. His looks hide Dagius Furius top agent, whose stupid face has misled many a rebel and made him "dance on thin air", as the Lunars love to call the hanging of an Orlanthi.

The Jonstown Knowledge Temple

A full description of the Jonstown Lhankor Mhy temple is beyond the scope of this simple gazetteer. The Grand Librarian runs the temple and distances the sages from the day to day politics of the city. Scholars come from all throughout Dragon Pass to study here, and the temple is well known to be one of the greatest depositories of knowledge in the whole world.

The temple is run by a bureaucracy that rivals the Lunar occupational forces. Duties are strictly regimented, and most requests require forms to be filled out, approved by several departments, and filed in the current records hall.



Thelon, Curator of the Lower East Wing Section 4 Level A, also known as the current records hall

Jowan Bellringer

Orlanth Initiate, Male Age 20 and Member of the Malani Tribe of Sartar

-	Tribe of Sa	ilai					
_	characteristic	cs.		attri	butes		
	STR 13			Mov	e: 3		
	CON 14				Points: 15		
	SIZ 16						•••••
-					gue: 27		
	INT 12				ic Points:	10	
	POW 12			DEX	(SR: 3		
	DEX 14			Dam	Mod: +1	d4	
-	APP 16						
				,	4		
	area	missile	n		armor/hp		
	r leg	01-04	C)1-03	6/5		
_	l leg	05-08	C	4-06	6/5		
	abdomen	09-11	C)7-10	6/5		
	chest	12	-		6/6		
	r arm	13-15			4/4		•••••
	larm	16-18			4/4	••••	
	head	19-20	2	20	2/5	•••••	
					-	_	_
-	weapon	sr	attk%	damage	parr%	pts	
	Fist	7	39	1d3+1d4			
	Broadsword	-	56	1d8+1d4+1	44	10	•••••
							•••••
_	Long Spear	5	46	1d10+1d4	41	10	
	Med Shield				39	12	

Agility Skills(+0): Dodge(20), Swim(30), Throw(34), Wrestling(56)

- Communication Skills (+6): Orate(20), Sing(23), Speak Sartarite(36)
- Knowledge Skills(+2): Animal Lore(24), Craft Farm
- Implement(37), Read/Write Sartarite(10) Magic Skills (+6): Ceremony(19)
- Manipulation Skills (+8): Devise(21), Play Lute(20) Perception Skills (+5): Scan(31) Search(38) Track
- Perception Skills (+5): Scan(31), Search(38), Track(20) Stealth Skills (-4):
 - **Spirit Magic:** Bladesharp 2, Protection 1, Glue 1, Mobility 1, Strength 1
- **Armor:** Ring hauberk and pants, Cuirboili sleeves over quilted cloth with hard leather cap.
 - Items: Long spear, Bronze broadsword with air runes carved in the blade, Sturdy clothing and boots, Camping gear, Tusker ivory rune dice. Blue sackcloth cape, Bronze armbands,
 - Bronze Bell with Mindspeech 1 Matrix carved into it(gift from uncle), Leather backpack, Bottle of Dewwine.
- Treasure: 4 Wheels, 202L, 17 Clacks, 18 gems worth 10-100 L each.
 - Notes: Jowan is big and burly, and because of this people think him the intellectual equal of a Stormbull. Jowan will often play dumb and answer with grunts to hide his average intellect. He proudly displays the tattoos of manhood and of the Malani tribe.

Jowan's great uncle is a thane of Famous Bell and sits on the Jonstown council. His cousins run the Dew Drop Inn, and he is always welcome to a free meal in the kitchen and a spot in the loft. Rebel leaders have been keeping their eyes on Jowan as a potential freedom fighter when he comes fully into his heritage.

Who am I? Who is my family? What is my past?

I am Jowan, son of Howan, son of Hotan, son of Horan and I belong to the Bellringer family which is foremost in the town of Famous Bell. My family was among the first to settle here and we have always been just rulers. My great uncle Jotan is thane and sits on the Jonstown Ring.

What is my homeland? Who are my people? What other lands do I know? Who are their peoples?

My homeland is Sartar and I've lived here all my life. I know that the evil Lunar Empire controls all the world but for Sartar, Beast's Valley and parts of the strange land to the south called the Holy Country, which was ruled by their living god, the Pharaoh, until he disappeared. The hills of my boyhood are dear to me, but one day I would like to visit a Dragonewt City to see the original inhabitants of the pass and maybe become a dragonfriend. One day I will journey to Snakepipe Hollow and become a great chaos fighter.

What work do I do? How do I spend my time?

While my whole family have been farmers and leaders, I have heard the wandering wind and have picked up a sword, and the winds now direct me towards my fate. My uncle, Jotan, says that he may have important work for me to due in near future.

What do I value? Who do I serve? What do I hope for?

I serve the priests and lords of Orlanth first, and the chiefs and king of my tribe second. Having been a simple villager all my life, I know that coin will buy many things that I have never known, but it will not buy freedom from the plague of chaos that flows into our lands from the Red Moon. I work for the day when we will be free and Orlanth brings down the Evil Moon from our skies.

What things are good? What things are evil? Who are my friends? Who are my enemies?

First and foremost, the blight upon our land must be extinguished so that all may breathe freely again. Chaos devours the skies and corrupts the winds. The Lunars are strong now and must played up to until we can strike the death blow. Even though my tribe has made war with others in the pass, I know the signs of friendship, and all but the Malani's greatest foes welcome me.

Who are my gods? How do I serve them?

My god is Orlanth, Lord of the Middle Sky and King of the Gods. I serve him with every breath I take. The winds are free -- any who would profane them is the enemy of God and it is my duty to strike them down.

Items	-
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Notes	-
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Persons Known	_
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Events of Note	-
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Sareena of Alone

Maran Gor Initiate, Female Age 17 and Tarsh Exile

characteristic		i onna	•	attributes	_/	
STR 12				Move: 3		
CON 12				Hit Points: 11		
SIZ 10				Fatigue: 24		
INT 14				Magic Points:	17	
				DEX SR: 2	17	
POW 17						
DEX 16				Dam Mod:		
APP 8						
area	missile		melee	armor/hp		
r leg	01-04	(01-03	1/4		
l leg	05-08	(04-06	1/4		
abdomen	09-11	(07-10	6/4		
chest	12		11-15	6/5		
r arm	13-15		16-17	6/3		
l arm	16-18		18-19	6/3		
head	19-20	:	20	6/4		
weapon	sr	attk%	damag	e parr%	pts	
Fist	8	49	1d3		-	
Axe	6	61	1d6+2	44	10	
Med Shield	9	25	1d3	55	12	
					_	

Agility Skills(+7): Jump(36), Throw(35) Communication Skills (+7): Fast Talk(22), Speak Tarshite(37), Speak Sartarite(36) Knowledge Skills(+4): Craft Weapon(15), Evaluate(20), R/W

Tarshite(23)

Magic Skills (+14): Ceremony(39)

Manipulation Skills (+11): Devise(20)

Perception Skills (+9): Search(33), Track(24)

Stealth Skills (-1): Hide(23), Sneak(20)

Spirit Magic: Bladesharp 4, Strength 2, Demoralize(2), Repair 1
Armor: Soft Leather underneath Ring Shirt with Open Helm
Items: Bronze Axe, Sturdy leather backpack, 10 meters rope,
Camping gear, Bronze armbands, Hide shield, Tattoo
needles, Mercenary gear, Notebook, Quills and ink.
Treasure: 44 L, 26 clacks, Obsidian necklace with death
runes worth 30 L(from Caladraland).

Notes: Raised by the Sisters of the Violent Earth at Wintertop, Sareena knows the rituals and signs of friendship of the Earth Sisters and is welcome at any earth temple in the pass. Sareena's body is covered with fearsome tattoos and ritual scars.

Who am I? Who is my family? What is my past?

I am Seerena and the only family I have ever known are the priestesses of Earthshaker temple. As a babe I was consecrated to the Goddess and it is my duty to serve. Temple life was hard but good, and what little time I did not spend in training I spent meditating. Taleesa is my sister-mother and she is the one who accepted me as a foundling from the streets of Alone and initiated me into the mysteries of the Earth. All of the daughters of Maran Gor are my family. I also have a strange friendship among Bellringer clan of the Malani.

What is my homeland? Who are my people? What other lands do I know? Who are their peoples?

Though my ancestors' homeland was Tarsh and I was born in the city of Alone, I am an exile who now calls the city of Wintertop home when I am not in Alone. Wintertop was founded on the spot where Maran Gor shook the earth and caused the army of the Devil to be swallowed up. My people have been driven to outlawry by the invading Moon. I have traveled through the pleasant hills of the Grazelands and met the nomadic horse people that dwell there, who like us resist the Lunar invaders. I have also climbed the cliffs to Boldhome and have worshipped at the shrines to Maran Gor and Babeester Gor at the earth temple there. I love the pleasant hills of Jonstown and have also spent time there.

What work do I do? How do I spend my time?

I work as a mercenary for silver as a protector of the Earth Sisters. I am celibate and do not spend my time reveling in the pleasures of the flesh with men. When not at war I seek the pleasant company of women, but with the Lunar invaders I find myself spending far too much time in the former.

What do I value? Who do I serve? What do I hope for?

King Moirades the Pious is a Lunar lap dog and I hope for the day that I will personally be able to gut him and watch the earth swallow his body as he falls to the ground. My body is my pride and it is proudly decorated with scars. Every holy day I pledge myself anew to the violent earth and scar myself again as a sign of my faith.

What things are good? What things are evil? Who are my friends? Who are my enemies?

My enemies are many, but all those who would profane the Earth are the greatest, including the chaosworshipping Lunars. I share a certain sisterhood with all of the Tarsh Exiles and I can always count on the friendship of those who worship the Earth. Old hatreds with the other residents of Dragon Pass have been set aside as we unite against the evil moon. Men who would take advantages of their wives are also a blight to all.

Who are my gods? How do I serve them?

My god is Maran Gor, the Earthshaker. The high priestess of Shaker's Temple leads us, and one day she will ride in her great ox cart back to Tarsh for all people to see the might of the Goddess. Asrelia, Babeester Gor, Ty Kora Tek and Voria are all Earth Sisters that I am sworn to protect.

Ite	ems
	·
Persons	s Known
Events	of Note

Jardan the Warrior Initiate, Female Age 19 and Grazelander characteristicsattributesSTR14Move: 3CON15Hit Points: 15SIZ14Fatigue: 29INT11Magic Points: 12POW12DEX SR: 3DEX15Dam Mod: +1d4APP13areamissilemeleeareamissilemeleeareamissilemeleeareamissilemeleeareamissilemeleeaddomen09-1107-104/5chest1211-15A/6r arm13-1516-17Mead19-2020ZO2/5weaponsrattk%damageparr% ptsFist826Id3+1d2Dagger840Id4+2+1d4286		4							
CON 15 Hit Points: 15 SIZ 14 Fatigue: 29 INT 11 Magic Points: 12 POW 12 DEX SR: 3 DEX 15 Dam Mod: +1d4 APP 13 Dam Mod: +1d4 area missile melee armor/hp r leg 01-04 01-03 4/5 I leg 05-08 04-06 4/5 abdomen 09-11 07-10 4/5 r arm 13-15 16-17 4/4 r arm 16-18 18-19 4/4 head 19-20 20 2/5 weapon sr <attk% damage<="" td=""> parr% pts Fist 8 26 1d3+1d2 Dagger 8 40 1d4+2+1d4 28 6</attk%>		4	es	attribute	, i Cini	miate	r	ande eristic:	Grazel
APP 13 area missile melee armor/hp r leg 01-04 01-03 4/5 l leg 05-08 04-06 4/5 abdomen 09-11 07-10 4/5 chest 12 11-15 4/6 r arm 13-15 16-17 4/4 l arm 16-18 18-19 4/4 head 19-20 20 2/5 weapon sr attk% damage parr% pts Fist 8 26 1d3+1d2 Dagger 8 40 1d4+2+1d4 28 6	······		- nts: 15 e: 29 Points: 1 R: 3	Hit Poin Fatigue Magic F DEX SF				15 14 11 12	CON SIZ INT POW
r leg 01-04 01-03 4/5 l leg 05-08 04-06 4/5 abdomen 09-11 07-10 4/5 chest 12 11-15 4/6 r arm 13-15 16-17 4/4 l arm 16-18 18-19 4/4 head 19-20 20 2/5 weapon sr attk% damage parr% pts Fist 8 26 1d3+1d2 Dagger 8 40 1d4+2+1d4 28 6		14	od: +1d	Dam Mo					
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abdomen 09-11 07-10 4/5 chest 12 11-15 4/6 r arm 13-15 16-17 4/4 l arm 16-18 18-19 4/4 head 19-20 20 2/5 weapon sr attk% damage parr% pts Fist 8 26 1d3+1d2 Dagger 8 40 1d4+2+1d4 28 6									-
r arm 13-15 16-17 4/4 l arm 16-18 18-19 4/4 head 19-20 20 2/5 weapon sr attk% damage parr% pts Fist 8 26 1d3+1d2 Dagger 8 40 1d4+2+1d4 28 6	•••••							en	-
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				d2	1d3+1	26	8		Fist
Long Spear 6 60 1d10+1+1d4 30 10 Horse Bow 3/9 43 1d6+1	······	10 . 	28 30 		1d10+	60	6	pear	Long S

Valdra of the Women's Hard

Agility Skills(+3): Dodge(20), Ride(55), Throw(36)

Communication Skills (+4): Fast Talk (56), Sing(34), Speak Grazelander(58), Speak Lunar (16),Speak Sartarite(55), Speak Trade(50)

Knowledge Skills(+1): Animal Lore(39), Craft Horse

- gear(33), First Aid(46)

Magic Skills (+6): Ceremony(15)

Manipulation Skills (+9): Devise(22)

Perception Skills (+5): Scan(51), Track(49)

Stealth Skills (-1): Hide(19), Sneak(26)

Spirit Magic: Mobility 1, Speedart(1), Spirit Screen 2, Farsee 1
 Armor: Cuirboili suit over quilted cloth, stiff leather helm
 Items: Horsehide cape, Fur boots, Long spear with feathers and horsehair decorations, Camping gear, Decorated horse
 bow, leather quiver with 14 arrows, Horse combs, backpack.
 Treasure: 44 L, Obsidian necklace with death runes (30 L)
 Notes: Has a fiery temper which has caused her one year banishment from the Grazelands without a steed.

Knows signs of friendship with the horse peoples of Dragon Pass and has spent time in Black Horse Country.

Who am I? Who is my family? What is my past?

I am a warrior, first and foremost. My father, Waldorin, is thane to the chief of the Bronze Hoof clan, which owes no allegiance to any but the Feathered Horse Queen. My father's family came to the Grazelands with the first settlers who escaped from Prax, and has nobly served our Queen. My mother, Elindra, and her family escaped from Boldhome before I was born. She is a proprietor of The Bavenheort Stable, a rather famous alehouse in Queen's Post, and has mastered the *brew* spell from being part of a long line of brewers. The family offered my mother to Waldorin to be his city-wife, in return for rights to settle, build a tavern and brewing operation. Her Ravenhorse Dark Ale is the most potent and tasty, and has earned praise by those who have been in the region. Much of my childhood was spent helping my mother run the establishment. When I was 13, I trained with the Golden Bow cult. I chose a life of a Grazeland warrior to win favor with my father, who I rarely saw during my childhood. I have many half-siblings, since my father has two other wives and two mock-wives. He is known to have a "wife" for each season.

What is my homeland? Who are my people? What other lands do I know? Who are their peoples?

I was born in the Grazelands, a broad land of sweeping valleys and gently rolling hills that fills the western portions of Kerofinela. It is the best grazing land in Dragon Pass. I am nominally aligned with the Black Horse people and I have made friends among them. My father's tribe lived in the Sikithi Vale until it was captured by the Lunars in their attempt to extend the Glowline. We have only been able to return now that we have expelled the invaders from the free horse lands.

What work do I do? How do I spend my time?

For now I am a mercenary but I plan to return to my tribe next Sacred Time. I have been banished because I killed another in a duel at a festival. I lost my temper and broke the bond of peace and have been stripped of my horse and standing for a turn of seasons. When I do not have mercenary duty, I survive on drinking and story telling competitions.

What do I value? Who do I serve? What do I hope for?

I value my equine kin more than anything else. Horses are our strength and without them we would have to scratch in the dirt to survive. I am at home in the saddle and miss it more than anything. Alehouse life, brewing, and trading is also in my blood, and if there be no need for warriors, then I would be happy to follow my mother's instincts. Yet, I also feel my father's blood in my veins, and I hope one day to become a leader and great warrior among those who follow Jardan, the Golden Bow, in order to be able to become involved in commerce in a peaceful land. The high-standing of my family saved me from permanent banishment or death, so I vow to live my life in a manner to return to my homeland with regained honor.

What things are good? What things are evil? Who are my friends? Who are my enemies?

The people of Black Horse County are my friends as well as the free peoples of the Grazelands. I have seen the Feathered Horse Queen with my very eyes -- she is the most beautiful person that I have ever seen and I fell down on my knees before her. I do not trust the Lunars and their Red Goddess -there is something alien about them. Sir Ethilrist of Black Horse County has stayed on a policy of neutrality towards them, but I can not after the battles of Sikithi Vale.

Who are my gods? How do I serve them?

I follow the warrior cult of Golden Bow. Only the strongest and keenest of eye are allowed as his followers. We ride our horses into battle and can fire arrows while riding at a gallop. Jardan, the Golden Bow, often rides with us in disguise, insuring our victory in battle in the name of the Feathered Horse Queen.

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Persons Known	_
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Events of Note	-
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Ahnahnkahteht of Notchet

Lhankor Mhy Initiate, Male Age 27 and Wandering Sage from the Holy Country

characterist. STR 9 CON 14 SIZ 13 INT 16 POW 17 DEX 12 APP 15			attributes Move: 3 Hit Points: 14 Fatigue: 23 Magic Points: DEX SR: 3 Dam Mod:		17	
area	missile		nelee	armor/hp		
r leg	01-04		01-03	4/5		
l leg	05-08		04-06	4/5		
abdomen	09-11	(07-10	5/5		
chest	12		11-15	5/6		
r arm	13-15		16-17	1/4		
l arm	16-18		18-19	1/4		
head	19-20	2	20	6/5		
weapon	sr	attk%	damag	e parr%	pts	
Staff	6	19	1d6+1	-	6	
Broadswor	d 7	57	1d8+1	13	10	
Javelin	3/9	29	1d6			

Agility Skills(-2) Climb(47) Dodge(30)

Communication Skills (+13): Orate(34), Speak Esrolian(90), Speak Sartarite(60), Speak Trade(40)

Knowledge Skills(+6): Evaluate Treasure(36), Read & Write Esrolian(90), Read & Write Old Pavic(45), Read & Write Sartarite(90), Cult Lore-*Lhankor Mhy*(30), Map Making(29), Alchemy(25), Plant Lore(19), World Lore(21), Human Lore(92), Dragon Pass Lore(31)
Magic Skills (+14): Ceremony(20)
Manipulation Skills (+7): Play Reed Pipe(15)
Perception Skills (+12): Listen(45), Scan Area(48), Spot Hidden(43)

Stealth Skills (-8):

- Spirit Magic: Mind Speech 2, Farsee 1, Disruption(1), Detect Enemies(1), Detect Spirits(1), Counter Magic 1, Protection 1, Healing 2
 - Armor: Bezainted Hauberk, Soft Leather Suit, Cuirboili Greaves, Scale Helm.
 - Items: Blue Wool robe, White belt with sash, Silver ring(10L), Bronze Medallion with Truth rune, walking stick with bronze tip, belt pouch with notebook, Fur mittens
- Items carried on mule: Wool blanket, Large leather pack, Scabbard, Bronze sword, Wooden shield with Truth rune, 6 quills, 3 vial ink, 2 notebooks, 3 leather scroll cases, 12 pieces parchment, camping gear, 6 tallow candles, lamp, large skin lamp oil, 3 wineskins
 - Treasure: 78 L, 55 Clacks, 1 Wheel, Silver collar(35 L) Notes: Ahnie (the name he uses with friends) likes more of the comforts of life than the hill barbarian life style commonly allows and will always vote to spend a night in a warm inn bed rather than camp on the hard ground.

Who am I? Who is my family? What is my past? I am Ahnahnkahteht, son of Thunahnkahteht who was advisor to his holiness the Pharaoh before he was dismembered by Jar-eel

the Whore. I was raised in Notchet, the largest and most civilized city in the world. I was raised by my grandparents, and coached harshly to enter the temple of Lhankor Mhy to study. I have spent most of my life in Knowledge Temples with my studies. Sometimes, I will socialize with fellow initiates and trade political gossip or debate spiritual and intellectual questions.

What is my homeland? Who are my people? What other lands do I know? Who are their peoples?

I come from northern Esrolia in the Holy Country. While I have never been to the east which is called the Heortland where many storm worshipping hill people live, I would like to visit it one day. I have been to the south as a young lad, and have seen the palace of the Pharaoh and sailed on the Mirrorsea. From a great distance I have seen the fuming peaks of Caladraland, which makes up the western third of the Holy Country. I find Nochet City very pleasant. Every pleasure is available within a few minutes walk.

What work do I do? How do I spend my time?

I am a sage and master of languages. I used to think of doing nothing but reading from Yelm up to Yelm down, but there are things that I would know that can not be found in any book, and that is why I have left my comfortable cell in the Notchet temple.

What do I value? Who do I serve? What do I hope for?

While I value coin for the knowledge it can buy, it is secondary to knowledge itself. One day I would like to meet the Dwarf of Dwarf Run and see his Alchemical Wonders. I have read ancient documents in the Notchet Library that tell of the founding of Pavis and of Flintnail the Dwarf, who came from Dragon Pass to build the giant walls. I believe that there is some connection between Flintnail and the Dwarf and I would be famous if I could prove this. I hear that Jonstown still has a great collection of manuscripts which would prove helpful in tracing the evolution of language in Sartar. I have already traced language development in the Holy Country, and I plan to write a detailed history of languages and argue that Holy Country language development out paces that of Sartar. I also include a survey of the locals I encounter on my trip north, what they call things and make copious notes. Hopefully, I will find documents which will discuss the languages of Prax, for I do not relish having to travel to that forsaken place, riddled with smelly beasts and chaos.

What things are good? What things are evil? Who are my friends? Who are my enemies?

I dislike all the forces of chaos, for they are the devourers of knowledge and would plunge the world into darkness. I dislike the Lunars not only for their association with chaos, but also because of their inclusion of Irippi Ontor, thief of knowledge, and the threat they prove to my home. Barbarians, while not hated, can not be trusted and do not act in a logical manner. I like good food and a dry place to sleep. I love the study of language -- along with political intrigue and history, it is my specialty.

Who are my gods? How do I serve them?

Lhankor Mhy, Lord of the Light of Knowledge, is my patron, and I serve him with all of my mind. There are no secrets from those who follow the path he has written in the Book of All Knowledge.

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Persons Known	-
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Events of Note	-
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Mita, Son of Khans

Waha Initiate, Male Age 20 and Member of the Three-Horn Clan of the Bison Tribe

-	character			ISON	ribe	attribi	ites		
	STR	16	5			Move			
	CON	14					bints: 15		
	SIZ	15							
-	INT	11				•	Je: 30	10	
						•	Points:	10	
	POW	10				DEX			
	DEX	16				Dam	Mod: +1	d4	
-	APP	14							
			_						
	area		missile		melee	a	rmor/hp		
_	r leg		01-04		01-03	3	/5		
-	l leg		05-08		04-06	3	/5		
	abdome	n	09-11		07-10	3	/5		
	chest		12		11-15	3	/6		
	r arm		13-15		16-17	3	/4		
	larm		16-18		18-19	3	/4		
	head		19-20		20	3	/5		•••••
-	weapon		sr	attk%	dama	σρ	parr%	pts	
	Fist		7	71	1d3+	-		<i>p</i> •••	
	1h Spea	r	6	56		1d4+1	20	8	
	Bolas		2/7	67	1d4+		20	-	•••••
-	Med Shi		7					8	•••••
	med Shi	elu	/	15	1d4+	104	46	0	

Agility Skills(+4): Dodge(39), Jump(40), Ride(50), Swim(9) Communication Skills (+3): Fast Talk(24), Sing(18), Speak Praxian(38), Speak Sartarite(13), Speak Trade(18) Knowledge Skills(+1): Animal Lore(47), Craft Desert Gear(36), First Aid(27), Craft/Butchery(43), Prax Lore(26) Magic Skills (+4): Ceremony(28)

- Manipulation Skills (+10): Conceal(44) Perception Skills (+3): Scan(40), Track(45) Stealth Skills (+3): Hide(21), Sneak(32)
- Spirit Magic: Peaceful Cut(1), Farsee 2, Heal 3, Vigor 2 Armor: Hard Leather over Fur
- Items: Llama wool cape, Spear with totems tied to head, Hide bolas, Buckler, Llama furs, Camping Gear, Necklace of
- Sable teeth, Body paints, Bone whistle, Fur boots, Leather backpack, Bone armband, Extra large water-skin. **Treasure:** 20 beads worth 2 clacks each, piece of desert amber worth 80 L.

Notes: Mita is fairly civilized for a Praxian, but is very unfamiliar with city ways. He prefers camping in the open hills to spending the night at an inn. He often has to be reminded that he can not raid sheep and cattle from the Sartar valleys. Money is a difficult concept, and he relies on the friends he has made to do most of his trading for items other than weapons.

Who am I? Who is my family? What is my past?

I have strong arms and swift legs. I have left the peaceful way of herd tending behind me and follow the warrior's path as set forth by Waha. My father is a spirit now in the Happy Hunting Grounds, but before that he was a mighty warrior in my tribe. He died valiantly at the battle of Moonbroth, where our tribe was betrayed by the Sable People. One day I will pay back the Sable traitors for my father.

What is my homeland? Who are my people? What other lands do I know? Who are their peoples? I was born into the noble Grey Llama clan of Prax. We are part of one of the five great tribes, and are second to none. Prax is a hard land, but we are a tough people, blessed by the gods. I have been farther east than Vulture's Country and looked out on the Plateau of Statues, a place so desolate that it makes the chaparral of Prax look like paradise. I have seen the Dead Place from the Eiritha hills and have been at the Paps during Sacred Time. I have never seen cursed Pavis or it's invader rulers, though I know the great spirit of Jaldon Toothmaker will return and give Pavis back to Waha. I do not fear the Morokanth or the Stormbulls at the Block, for I have spent time in both camps. Sartar is a strange land to me and I do not understand the sedentary culture of the townspeople.

What work do I do? How do I spend my time?

I am a mercenary, a sword for hire, but only for those that are not defying the Way of Waha. Since my clan was exiled to the eastern wastes I have left them to journey on my own. I like to spend my spare time drinking and swapping stories around the campfire, but I always remember to sharpen my spear points and train hard to be ready for battle.

What do I value? Who do I serve? What do I hope for?

I value good weapons and a keen eye. Right now I will serve any cause that is just and can provide my upkeep, but I hope for the day when I will be able to rejoin my tribe as they plunder the fertile valley of the Zola Fel and maybe one day sack Pavis.

What things are good? What things are evil? Who are my friends? Who are my enemies?

The Sable clans have joined with the foul moon worshippers and have forsaken the old ways as set forth by Waha. They wish to take Waha from us and put him in the sky with the Red Moon. Life is hard but good, and the herds embody this goodness. Maybe one day I will come across a herd that has just been birthed in the Eiritha Hills and will claim it for my own.

Who are my gods? How do I serve them?

Waha is my god, and he lives and walks among us. He comes out from his tent at the Paps and visits the dreams of those who are true to the old ways. When the invader is gone and the sky is free from the Red Moon he will return Prax again, and we all wait for that day.

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