

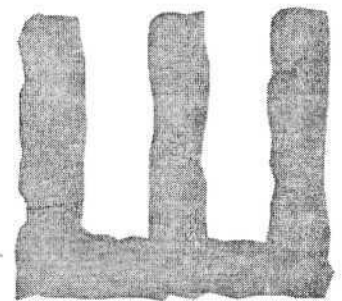
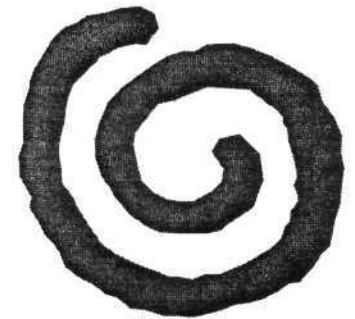
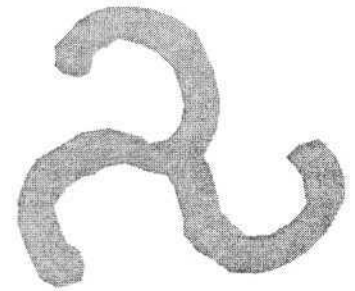
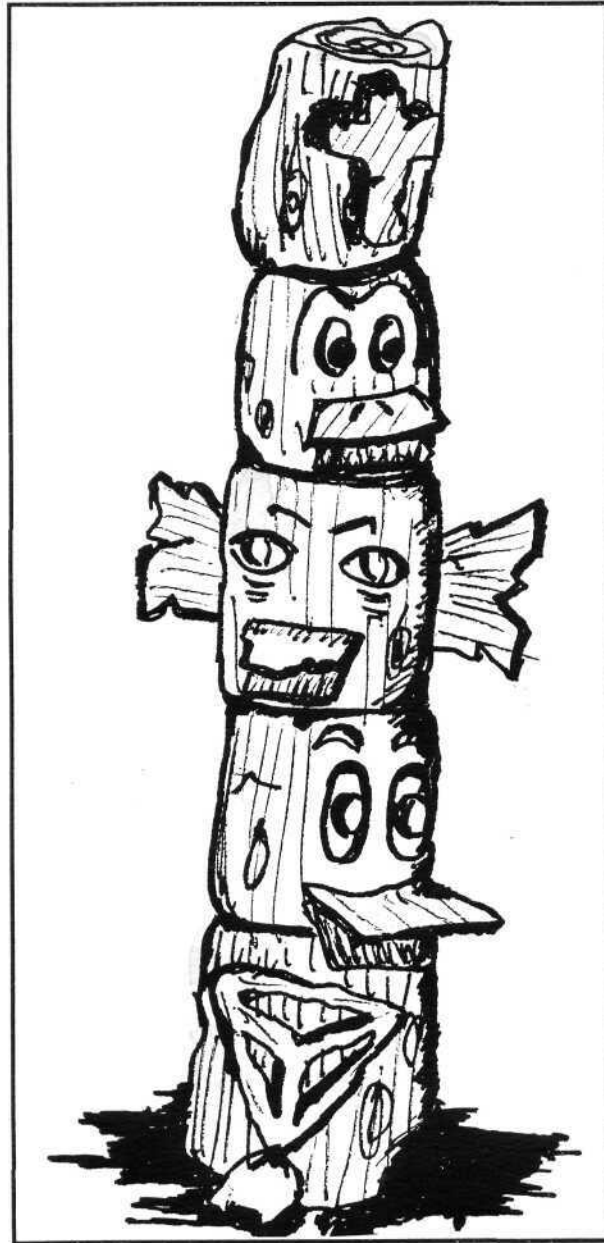
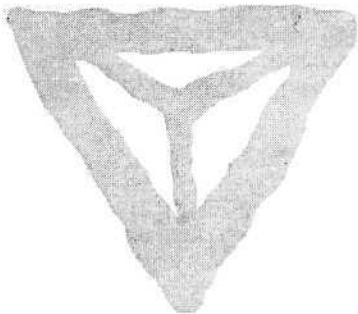
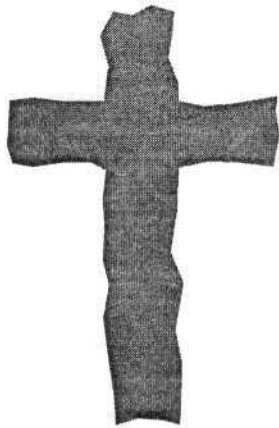
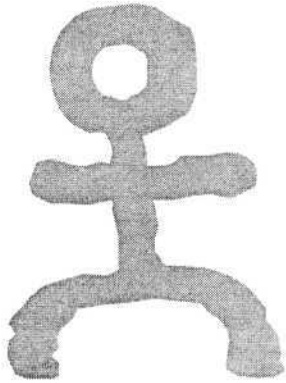


RQ Adventures Fanzine - Issue 1 Summer 1993

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This issue featuring...

ESCAPE FROM DUCKLAND



A RUNEQUEST™ SCENARIO SET IN DRAGON PASS
BY JOHN CASTELLUCCI

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may Mother Krasht devour the eternal soul of all those who would steal, so there!

Welcome to the first issue of R2 Adventures Fanzine. This issue we are presenting a special full length adventure. Enjoy!

Escape From Duckland

Fowl Times in Sartar

Introduction

This fanzine is a supplement to the Avalon Hill/Chaosium game *RuneQuest*[™]. 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*[™]. Please see the disclaimer inside the front cover.

Gamemaster Summary

This scenario takes place in the Gloranthan kingdom of Sartar during the Lunar occupation and some 19 years after sack of Boldhome. It is designed for experienced initiate characters who may be accompanied by a low level Rune Level character as well several novices. Pregenerated player characters are provided for both play and example at the end of this booklet. This adventure is setup to allow characters from different backgrounds and temples to team up together for this mission. The referee is assumed to have access to the *Apple Lane* Scenario Pack as it provides part of the setting of this adventure as well as 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.

Modifying this Adventure and Finding Things

Referees should feel free to modify the encounter descriptions and statistics to suit their own campaigns. I used this as an early part of my Sartar Campaign. The adventure is organized into episodic encounters that keyed to locations and time. All of the dates used are only suggestions and should be modified to fit existing campaigns. The eight sample characters are presented at the end of the adventure for use as both player characters and non-player characters. They represent some of the more colorful residents of Dragon Pass and are useful in other adventures as well. While none of the material is official, it is reasonably accurate and conforms to the spirit of Glorantha.

All encounter statistics appear the main text of the adventure and are followed by player handouts. Also after the adventure are a sample Duck cult and notes on Duck culture.

GM Background

Duckland

Duckland is a truly mythical place the boggle 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 them as strange and wonderful characters via role-playing.

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

Recent History in Sartar

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 the 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, the queen of the Kheldon 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 the 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 Prince and Pretender because even though is of royal blood, he 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 establishment of the great Lunar slave-camp in Nymie Valley and the pillaging of many 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 and the Lunars will 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 all of Dragon Pass into to Glowline!



The Adventure

A mixed band of adventurers has been secretly gathered by the Orlanthi Ring of elders at Boldhome. The winds have carried words of a small band of outlaw Ducks that have been struck down with the Red-Feather plague. This strange affliction affects only Ducks, making them weak and sickly, and seems to be directly related 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 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 outlaws and their kin, all who wanted by the Lunar authorities on various charges. Even though it has not been vigorously enforced since 1615, the Lunar bounty on Ducks is still in affect and the reward of one year's taxes still tempts far too many. To complicate this, there is a growing amount of Lunar activity in southern Dragon Pass as Lunar forces are mustering for the expected siege of Whitewall.

These Ducks has 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 being unable to fight for themselves have need of an escort south. Their current destination is Stagwood, an open town on the edge of Esrolia. Even such a small victory as helping these Ducks escape is a blow against the Lunar tyranny! The Ring has decided to help by recruiting a relatively unknown group of warriors and send them on the adventure of a lifetime.

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, who will be their guide as they travel south. The Ring has invested him with informing the characters in more detail of the land and their mission and he is the GM's vehicle for prompting the players and maintaining the pace of the adventure.

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 old places revisited. Be sure to play up the differences 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!). The 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 sponsored by the priests of Old Wind temple. Players can be either cult members doing their yearly service or adventurers who owe the 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 of need 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 to the opportunity while others will be lured in by the prospect of nebulous rewards.

Notes on Pre-generated PCs

The PCs are listed in the order that should prove most useful to the scenario. The first three are humans native to Dragon Pass with decent combat abilities and make good starting characters. The next two are foreigners who need players familiar with other lands to play them in characters. The last three are non-humans, designed to allow experienced players a challenge in role-playing.

PC 1, Jowan: He is a young and headstrong Orlanthi, well suited for a novice player to experience the magical land of Sartar with. Play up his association with the Malani tribe as he has notable family within it.

PC 2, Sareena: An exile from Tarsh, she is cold and hard. Vicious with her axe, she should be in the first line diving into any combat.

PC 3, Valdra: A native of the Grazelands, she is a good all around character who can be of use during both combat and role-playing activities.

PC 4, Ahnahnkahteht: A scholar from the Holy Country, he is very civilized and often complains about the rural lifestyle of the hill people. He is good for a player who knows of Gloranthan mythology and customs, and can be used as a funnel of information to the party.

PC 5, Mita: For those players who like the rugged Praxian nomads, Mita is for them. He has left the wastes to prove himself a man is always amazed by the strange customs and easy life in Sartar. Have the player develop some taboos and quirks for this character.

PC 6, Eldo: Being an outlaw trollkin, Eldo has little contact with the trollish community. He is a good backup and support character and is most deadly with his sling. See *Trollpak* for more information on playing trollkin.

PC 7, Henerjeem: A peaceful centaur from Beast Valley, he should only be given to a player who wants to be non-combative and willing to stay in the background at times.

PC 8, Swiftswimmer: A bachelor of the Newtling race, he is a challenge for players who like to play bizarre creatures. He is different from human in almost every way and has difficulty integrating with them at time. Since Swiftswimmer is widely traveled, he can also be used as source of information for the party, though all the information would be presented from a newtling perspective.



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 a fair amount of plunder is 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 Referee 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 10 linear encounters. Each encounter begins with the title, the date, phase of the moon and a brief description of the events to be stages. This is followed by a detailed breakdown of the events to take place divided under section headings. Supplemental material appears in grey boxes spaced in the text. Any handouts can be found in the center pull-out section 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 Holy Country is approached, but mists are still common.



Arrival at Apple Lane ☽ ☾ ☿

(Windsday/Movement Week/Sea Season 1621) 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 only 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 they 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, who is really nothing more than a carpetbagger from the Empire. He and his four guards/muscle (Niostes, 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 the village a week before and is now hiding in the cellars of Gringle's Pawn Shop. While the Lunar bounty on Ducks is no longer enforced except during the infrequent military sponsored Duck hunts, Quackjohn has a personal bounty of 200 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 on staying 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 is determined to find out what. 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 paid a scribe of Irrippi Ontor to make these up and he been selling these all Sea season. He can smell a novice adventurer and his cash a league away and likes nothing better than to



relieve someone from 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.

Solutions

The characters have several basic options after entering the hamlet 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 as while Flatulus is not that important, but a squad of Lunars 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 *Divination Rune Spell* to find out what happened and cause the players to become marked as enemies of the Empire and have crucifixion warrants issued. 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 be able 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 well as 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.

The complete description of the Lunars appear in the at the statistics section at end of this booklet. Bulster Brewer, Navorak One-Hand and the other residents can be found in the pull out section of the *Apple Lane Scenario Pack*.

Dangerous Roads ††

(*Fireday/Movement Week/Sea Season 1621*) *Empty Half Moon*
& (*Wildday/Movement Week/Sea Season 1621*) *Full Moon*

The players start making their way south and learn a little bit about the unique lands 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 barbarian) 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 Dragonewts 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, Dragonewts have the right by ancient treaty to hunt all beings within this land. Everyone also knows that Dragonewts 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 area is to skirt the bottom of Starfire Ridge and climb up at the break. Use the NPC to guide the party along this route.

Camping for the Night

Going is easy through the low valleys and good time is made. 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 grey 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 site of the 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 relates is in the box on the facing page.

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 a 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 and its mysterious 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 are repulsed by it. Only Aldryami see her true appearance and recognize the sadness in her half life.

Starfire Ridge

The path is but a short hike away and the old man parts his way here, 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 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 hero to the Druulz, and he wishes to make a small offering to the spirit of this great warrior. See the cults section of this booklet under Hueymakt Deathdrake for more information on this sub-cult.

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.

Bear Hunt at Greydog 𐄂

(Godday/Movement Week/Sea Season 1621) Full Half Moon

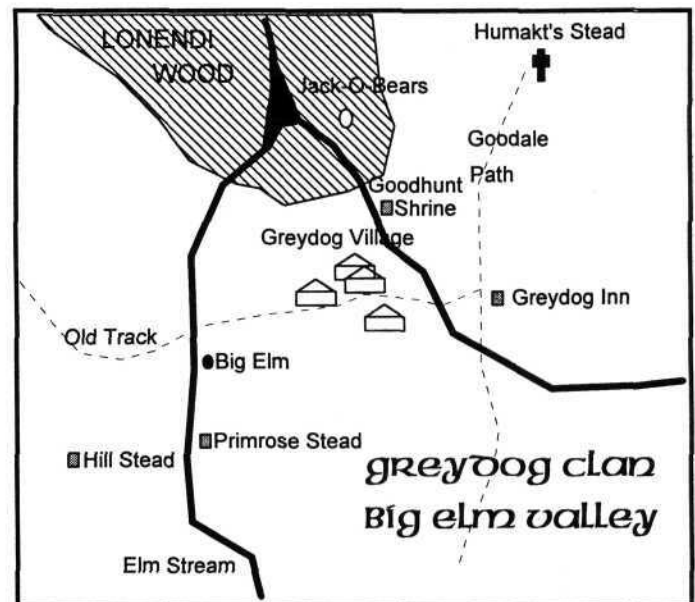
Here the party gets a chance to help the local by tracking down a chaotic menace in a nearby wood.

Greydog Inn

The Greydog Inn is approximately halfway between Runegate and Quackford along the Goodale road and it offers excellent shelter from the cold winds that blow across the top of Starfire Ridge during Sea Season. Outside the inn is a faded sign that can be found on Handouts 1. Give it to the players at this time. The sign is kept up as a ruse -- the Greydog clan are fervent Duck friends and would never betray one to the Lunars.

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 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 some 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.





INDRODAR GREYDOG

Indrodar was a son of the founder of the present day Greydog clan and servant to the great Queen Lismelder. He was also a Sword of Humakt and was 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 Duck of Duckpoint.

Indrodar was wounded early in a battle against the undead and was unable to accompany Queen Lismelder and her army as they marched on Delecti the Necromancer's castle. Along the way the army disappeared into the Upland Marsh, never to be seen again by the living except as zombies. Though he had not recovered from his grievous wounds, Indrodar led the remaining warriors in a last ditch attempt to find Delecti the Zombie Master and determine the fate of their 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 were immune to Delecti's powers and are responsible for keeping the marsh from expanding its 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 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 and 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 led 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 have sent some tribesmen to join in on Lunar raids of other tribes.

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 out into the street wearing only their nightshirts -- there is just 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 is 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 4 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 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 currently hiding in the Lonendi Woods. They will be tacked to a dry creek bed in a small sheltered valley of the woods about two leagues from the inn. The Jack-O-Bears statistics are found in the encounter section at the end of this booklet.

After the short fight the party will receive a hearty thanks and many kisses from the local and are able to continue on their mission and head down the Old Trail towards the Upland Marsh.





Broos at Big Elm

(Freezeday/Illusion Week/Sea Season 1621) Crescent Moon

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

Big Elm Valley

Saying their farewells to the Longbrewers, the party heads off down Old Trail towards the Upland Marsh and eventually Stone Nest. This high valley has a different feel from the lower valleys that the party has traveled through previously. Scrub brush and manzita clog the sides and tops of the valley while large clumps of elm trees 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 ability will surely make him a formidable menace to the area. Gar is a bit more realistic in his goals and hopes to use the Power Crystal to further his goal of infiltration of the local populace and corruption 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 with 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 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 (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 to his demands and attack Ugla Kahn, it will take the 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 because he will reappear in a later encounter.

Spliteye will be the first to battle, leaping forward at 10 meters a 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 tree can be heard a horrific below -- *EEEEEEEOOOOOO! EEEEEEOOOOOO!* This is the wail of Broozilla, a true chaos horror. This creature follows three rounds behind the rest of the gang. Broozilla will indiscriminately start destroying anything in its path and especially fond of using its fiery breath to scorch everything that gets in the way.

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

The statistics for Gar, Ugla and the five Broos are in the statistics section at the end of this booklet.

Delecti Detour

(Waterday/Illusion Week/Sea Season 1621) Dying Moon to (Clayday/Illusion Week/Sea Season 1621) Black Moon

The party's progress gets slowed as they are forced to double back by the seemingly endless stream of zombies 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 a meter in length constantly hover overhead. 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.



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 compressed 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 Dragonewt Priest will trade one point of POW for a Dragon Lily and the flowers will keep for a full season.

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

Quagmires and quicksand abound. At one point the path disappears into the quicksand. 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 quicksand pit, or else they too will slip into it. Any character falling into the swamp needs to make a LUCK roll for each item in his hands or it will be lost forever in the muck. A LUCK roll is also required for every delicate or perishable item exposed to the marsh or 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 to speculate 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 the 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. How any characters who are separated stalked by the raving ghouls, their only hope to rejoin the party lost somewhere in the inky blackness.

Typical Skeleton, Zombie and Ghoul profiles can be found in the statistics section at the end of this booklet

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 this 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 Dragonewt 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 Wyrms 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 Druulz, 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!.





Stone Nest Ruins

(Fireday/Illusion Week/Sea Season 1621) Empty Half Moon

Here the party finally meets up with the Ducks that they are trying to rescue and turns east down Duck Valley.

Ruin

After spending the remainder of Clayday and all of Windyday 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 those 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 almost 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 burned out shells. There are no signs of any inhabitants in the ruin and the party must make camp.

A quick search will find 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 does 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 detail 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 Knowledge 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 is afraid that the

Duck is a traitor who has lead a party of bounty hunters to the ruin.

"Who dares disturb the spirits of the Druulz! Hueymakt Deathdrake will punish all who would trouble the dead. Flee! Flee!"

It is up to the party to convince Duckbeard that they are here to help them reach the healer in the Holy Country. Once things are straightened out, the party 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 copy the accurately on to 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 3 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 9 are stricken with the Red Feather plague and show signs of great weariness.

At dawn camp is broken and the group sets out on the second and most dangerous leg of the 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 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 until it was 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 they can while the male Ducks will forage for food and supplies whenever possible.

Typical Duck profiles can be found in the statistics section of this booklet.

Red-Feather Plague

This strange malady has only appeared in recent years and it has slowly been taking its toll on the Wereducks of Dragon Pass. The disease is not contagious and posed to 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 Widday, 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.



Dinosaurs

(*Wildday/Illusion Week/Sea Season 1621*) 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 make directly south and quickly cut across King Tarkalor's Duckpoint road and down into the Stream valley. The road is paved cobblestones from the Storm Hills with local clay for mortar. 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 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 Caladrland and fine garments crafted in Karse from imported fabrics.

The Stream

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 Dragonewts by being unnecessarily cruel or sacrilegious to these non-malicious creatures. While only a stupid party will attack a 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 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 Dragonewt mutation can be found throughout the pass, both wild and in Dragonewt military units.

The Triceratops the party runs into will be happily munching away in stand of willow trees. The trees are in a slight 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 away that they spy it. If the party immediately stops and they all backtrack while Sneak rolls, the Triceratops will not notice them. Otherwise, the party is in a very deadly situation. The Triceratops will act aggressively as long as there is anyone within a 100 meter of the willow stand.

A Scan roll shows the remains of an old war harness under the Triceratops armor plating. Any character who has had experience in handling war beasts can try a 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, the party should be able to escape unscathed.

The Triceratops can be found in the statistics section at the end of this booklet.

Marupar the Trachodon

The Trachodon is quite a 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 great boon to the party depending on how they react. 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. The creature 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's description can be found in the statistics section at the end of this booklet.

More Dinosaurs

The two other major types of dinosaurs found in the pass are the Brontosaurus and the Pterradon. These creature are not given statistics in 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 Dragonewt prematurely maturing. The Pteranodons are winged creatures that have been reborn from the other three types dinosaurs. When one realizes their true Dragon heritage it goes through a magical metamorphosis into a Pteranodon. They are much sought out for their ability to carry beings while flying through the pass..



Terrifying Tuskers † □ ☉

(*Godday/Illusion Week/Sea Season 1621*) *Empty Half Moon*

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

Camp

The first night the party is best off spending the night in an abandoned reed fishing shack. One offers reasonable shelter and concealment, but almost no protection from attack. If the party spends the night outside, they will be troubled by a warm rain followed by countless gnats and mosquitoes.

Wyrnish Ruins

As dusk on Godday approaches, jumbled stones of a ruin ahead can be seen. 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 Wyrn's Friends.

Nothing over two meters in height still stands and most rubble is under one meter. Vines cover everything the brush is thick around the ruin. The main feature of this small site is the four meter deep cellars 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. This loot was stashed earlier by the Tusk Riders using this ruin as their hideout and a successful Track roll shows that it has been here only a matter of days.

Bolgor Badbreath...

The rumors of war have spread far and wide and 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 these three.

Bolgor has slowly been pillaging his way south since riding forth from the Ivory Plinth last Dark Season. His last mercenary job was fighting for the Poss clan against their enemies the Greydog clan 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

iron 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 to appease the Bloody Tusk, but fill his overflowing belly with this savory treat. He and his band have been hiding out in 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.

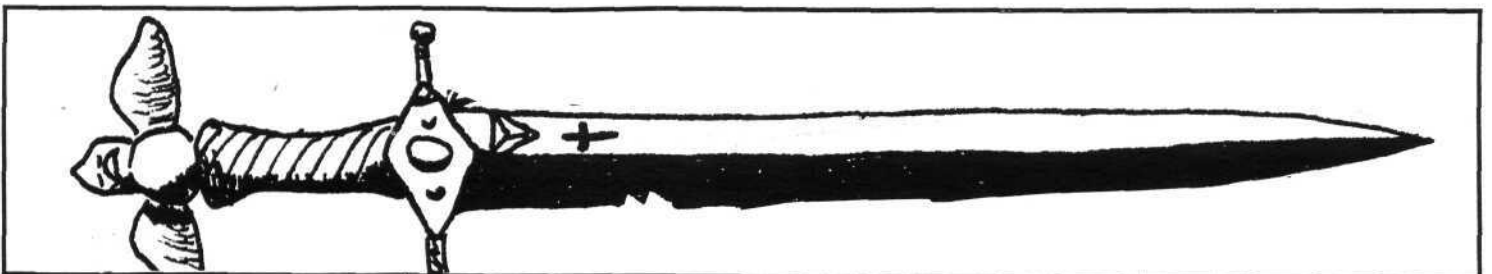
...and his Merry Band

These Tusk Riders are a seasoned unit and know how to fight well together. 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 as well as giving magical support. If the party befriended Marupar the Trachodon, he can come to their aid, possibly bringing other creatures 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 and his Tusk Rider band can be found in the statistics section at the end of the adventure.





Ogre Ambush

(Freezeday/Truth Week/Sea Season 1621) Crescent Moon

Here, Gar Slough and his 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 the Holy Country. Unfortunately, all of this land is claimed by the Yelmalian worshippers at Sun Dome Temple and they strongly protect these land rights. Yellow painted pillars 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 Yelmalian cult. There is a current rife in Sun Dome -- an ancient document was revealed claiming that Yelmalian is not really the son of the sun or even a member of the Solar Pantheon. This tablet claims that the god of Sun Dome is actually Elmal, thane to Orlanth and member of the Storm Pantheon. Scholars are bitterly arguing over this point and Divination has yet to clarify the matter. See *King of Sartar* for more information on Elmal.

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 supporters 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 Yelmalian Holy Day for the season is occurring. There are many worshippers making their way across the countryside towards Sun Dome as well as the many patrols insuring the security of the event. Signs of the festivities are everywhere -- quite unusual for the usually conservative Yelmalians.

The Lands

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 are a problem for an unwary traveler and normal size fleas will have the characters scratching in their armor. Barley fields are the 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 in a ditch. At night the six inch long crickets known 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 towers 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 and are the patrol that the players are most likely to encounter. There are 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 role-playing. Use the statistics from *Sun County* for the locals as needed.

Ambush

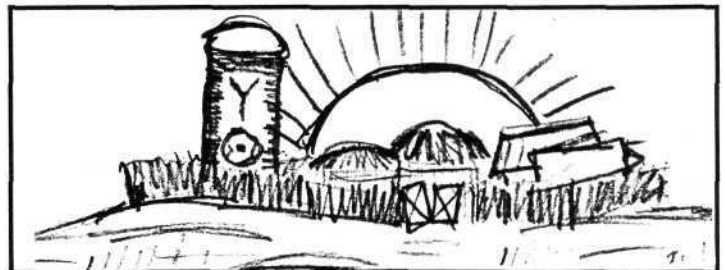
The decision is made for the party to cover this land during darkness, away from Yelm's fiery stare. The chances of detection are at a minimum as Yelmalian Divination Rune spells do not function when the sun is in the Underworld. Unknown to the rescuers, they have been trailed for the last day by an 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 as well the three chaos creatures on this page.

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 Harmonize 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) who 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 wherever possible. He will then tie them up and arrange for transportation back north to Snakepipe Hollow. Once in that cursed region and captured players will be sacrificed at the infamous altar of Cacodemon. 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.

Gar and his chaos band can be found in the statistics section at the end of this booklet.





Arrival at Stagwood III ☸

(Waterday/Truth Week/Sea Season 1621) Dying Moon

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

Arrival

The party are 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 mysterious 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 and 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 and consists of a one story wooden lodge with a large storage shed to the rear. It is located in the lower Stagwood valley and is 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 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 hill of Beast's Valley and the Beast People can often be seen trading here. Notable for its great stockade, Stagwood is very defensible and sits on a prominent hill crest.

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. These fighters are lead by Taljaan the Centaur, a battle scarred veteran of the Battle of Moonbroth. He and the survivors of his Beast Regiment returned from Prax after the defeat and settled 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 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. This a very tolerant area and even Trolls from the Toll Woods come to

trade with humans as well as their distant kin from the Shadow Plateau. Even Morokanth are welcome here to trade in slaves, though they seldom take up this offer of hospitality. Being such and open place, Stagwood is filled with Lunar merchants and spies, from Etyries merchants to Yanafal Tarnils sell-swords. While there's no Geo's Inn, good ale and pleasant accommodations are easy to find. There is almost always an Issaries or Etyries 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 1%-20% extra for most items.

Concluding the Adventure

The characters are regarded as local heroes in Duckland as word of there deed is spread through the underground. News should not reach the Lunar Provincial government, so no warrant will be issued for them. 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.

Further Adventures and Lead-ins

From here the GM is own his own to continue the adventure. Several leads are hinted at throughout this scenario. They can be expanded into full adventures and mini scenarios.

1. The ongoing feud between the Greydog Clan and the Poss Clan, *as hinted at the Greydog Inn and with Bolgor.*
2. Ogre activity at the altar to Cacodemon in Snakepipe Hollow, *as hinted at by Gar Slough taking prisoners for human sacrifices.*
3. Troll trading expeditions to the Troll Woods, *Eldo's home and traders in Stagwood.*
4. The Lunar invasion of the Holy Country and the siege of Whitewall, *hinted at through rumors.*
5. The mystery of Delecti and the Zombies of the Upland Marsh, *find out why the Necromancer stopped their passage.*
6. The exile Duck and Elf community on Yellowflower Isle, *from the Ducks*
7. Political unrest in Boldhome and Prince Temertain the Pretender, *from Introduction and Rumors.*
8. The mystery of the Cinder Pits and Tarndis's Grove, *from Dangerous Roads.*
9. Legendary Duck Tower and the cult of Hueymakt Deathdrake, *hinted at in the Duck Valley description.*
10. Visiting Beast's Valley, *from the description of Stagwood and Henerjeem's home.*
11. The horror of Chaos Woods, *visiting Ugla Kahn's home.*
12. Investigating Dragonewts and visiting one of their cites, *from warning on Dangerous Roads and Dinosaur description.*



NIOESTES, THEIUS, KIERO & CATON, Lunar Mercenaries/Peltasts

Seven Mothers Lay members and general thugs

STR	12	Move: 3	melee/missile	location	Niostes points	Theius points	Kiero points	Caton points
CON	11	Fatigue: 35	01-04/01-03	R Leg	3/4	3/4	3/4	3/4
SIZ	12	Hit Points: 12	05-08/04-06	L Leg	3/4	3/4	3/4	3/4
INT	10	Magic Points: 12	09-11/07-10	Abdom	5/4	3/4	3/4	3/4
POW	10	DEX SR: 3	12/11-15	Chest	5/5	5/5	5/5	5/5
DEX	11		13-15/16-17	R Arm	3/3	3/3	3/3	3/3
APP	10		16-18/18-19	L Arm	3/3	3/3	3/3	3/3
			19-20/20	Head	3/4	3/4	3/3	3/4

Weapon	SR	Att/Par%	Damage	ENC/AP	Spells	Bladesharp 2	Shimmer 2	Bladesharp 1	Countermagic 1
Scimitar	7	60/35	1d6+2	1.5/10		Repair 2	Detect Silver(1)	Ironhand 1	Speedart 2
Fist(bronze knuckles)	9	40/--	1d6+2d6	---			Speedart 1		
Javelin	3/9	55/--	1d8	1.5/--					
Target Shield	9	25/45	1d4	1/12					

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

Armor: Cuirboili suit with Ring Hauberk (7.0 ENC)

Items: Carpet bags, Spare weapons, camping gear

Special 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 bullyboys for the various carpetbaggers that have come to Dragon Pass. They 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.

Flatulus Maximus, Lunar Tax Collector

Seven Mothers Initiate and Carpetbagger

STR	09	Move: 3	melee/missile	location	points
CON	11	Fatigue: 20	01-04/01-03	R Leg	1/5
SIZ	14	Hit Points: 13	05-08/04-06	L Leg	1/5
INT	13	Magic Points: 10	09-11/07-10	Abdom	1/5
POW	10	DEX SR: 3	12/11-15	Chest	1/6
DEX	11		13-15/16-17	R Arm	1/4
APP	13		16-18/18-19	L Arm	1/4
:			19-20/20	Head	1/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Dagger	9	40/20	1d6	.5/6
1h Sickle	8	30/30	1d8+1	1.0/10

Spirit Magic (50 - ENC): Detect Gold(1), Detect Silver(1), Detect Gems(1), Detect Spirit(1) Healing 2

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), Slight(40),

Armor: Soft leather under white robe with red sash (3.5 ENC)

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

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

Special Notes: Flatulus believe 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!

Jack-O-Bears, Mated pair

(See *RQ Glorantha Book*, p.28)

STR	17	Move: 4	melee/missile	location	pts	pts
CON	14	Fatigue: 31	01-04/01-03	R Leg	3/5	3/6
SIZ	17	Hit Points: 17	05-08/04-06	L Leg	3/5	3/6
INT	06	Magic Points: 12	09-11/07-10	Abdom	3/5	3/7
POW	14	DEX SR: 3	12/11-15	Chest	3/6	3/6
DEX	11		13-15/16-17	R Arm	3/4	3/5
APP	10		16-18/18-19	L Arm	3/4	3/5
			19-20/20	Head	3/5	3/6

Weapon	SR	Att/Par%	Damage	ENC/AP
R Claw	7	36/--	1d6+1d6	---
L Claw	10	29/--	1d6+1d6	---
Harmonize	1	automatic	resist against MP or be paralyzed	

Spirit Magic: None

Skills: Sneak 50%, Hide 50%

Armor: 3 point skin

Chaotic Features: Harmonizing gaze

Items: None

Treasure: None

Special Notes: The favorite tactic of these 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 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.

Whoever delivers the killing blow to a Jack-O-Bear is traditionally awarded the claws which can be turned into an excellent necklace and trophy with a successful Craft Roll.



Goo Agh Beerstealer, Broo

The lay member

(See *RQ Creatures Book*, p.10)

STR	16	Move: 4	melee/missile	location	points
CON	16	Fatigue: 32	01-04/01-03	R Leg	2/5
SIZ	16	Hit Points: 16	05-08/04-06	L Leg	2/5
INT	07	Magic Points: 12	09-11/07-10	Abdom	3/5
POW	11	DEX SR: 3	12/11-15	Chest	3/6
DEX	10		13-15/16-17	R Arm	0/4
APP	07		16-18/18-19	L Arm	3/4
			19-20/20	Head	3/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Head butt	9	44/--	1d6+1d4	----
Large Club	6	61/40	1d10+1d6	----

Spirit Magic (55 - ENC): Bludgeon 1

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

Armor: Various scraps (ENC 6.0), 3 point head

Items: 4 Wineskins.

Treasure: 4 L 6 Clacks

Special Notes: Goo Agh love to charge into battle wildly swinging his club and screaming Broo war cries. Due to his wild nature his immune to Demoralize. He can also go berserk at will and forego and 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 or come down with diarrhea.

Foob Crabclaw, Broo

Mallia initiate

(See *RQ Creatures Book*, p.10)

STR	18	Move: 4	melee/missile	location	points
CON	16	Fatigue: 34	01-04/01-03	R Leg	0/5
SIZ	16	Hit Points: 16	05-08/04-06	L Leg	0/5
INT	09	Magic Points: 9	09-11/07-10	Abdom	2/5
POW	09	DEX SR: 3	12/11-15	Chest	3/6
DEX	10		13-15/16-17	R Claw	8/8
APP	06		16-18/18-19	L Arm	0/1
			19-20/20	Head	7/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Head butt	9	44/--	1d6+1d4	----
Giant Claw	7	50/50	1d8+1d6	--/8

Spirit Magic (45 - ENC): Ironhand 1

Skills: None

Armor: Various scraps (ENC 6.0), 3 point head

Chaotic Features: Right hand is a giant crab claw

Items: Gold Nose ring (6L)

Treasure: 42 Clacks

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

Nostril Snotbane, Broo

The initiate

(See *RQ Creatures Book*, p.10)

STR	14	Move: 4	melee/missile	location	points
CON	15	Fatigue: 35	01-04/01-03	R Leg	3/5
SIZ	14	Hit Points: 15	05-08/04-06	L Leg	2/5
INT	12	Magic Points: 09	09-11/07-10	Abdom	3/5
POW	09	DEX SR: 3	12/11-15	Chest	3/6
DEX	13		13-15/16-17	R Arm	1/4
APP	07		16-18/18-19	L Arm	1/4
			19-20/20	Head	5/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Head butt	9	44/--	1d6+1d4	----
2 hand spear	6	49/32	1d10+1+1d4	2.0/10

Spirit Magic: None

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

Armor: Various scraps (ENC 6.5), 3 point head

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

Items: Demibird Headdress, 3 broken skulls tied to belt

Treasure: 6 Silver dice(3 L each)

Special 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 Uglah 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.

Spliteye, Broo

The lay member

(See *RQ Creatures Book*, p.10)

STR	13	Move: 4/10 leap	melee/missile	location	points
CON	16	Fatigue: 29	01-04/01-03	R Leg	1/5
SIZ	14	Hit Points: 15	05-08/04-06	L Leg	2/5
INT	08	Magic Points: 11	09-11/07-10	Abdom	1/5
POW	11	DEX SR: 3	12/11-15	Chest	3/6
DEX	13		13-15/16-17	R Arm	1/4
APP	08		16-18/18-19	L Arm	1/4
			19-20/20	Head	1/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Head butt	9	56/--	1d6+1d4	----
Sharp Stick	6	39/--	1d8+1+1d4	2.0/5
Target Shield	9	08/45	1d6	2.0/12

Spirit Magic (55 - ENC): Detect Detection(1)

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

Armor: Various scraps (ENC 4.5), 3 point head

Chaotic Features: Capable of leaping 10 meters

Items: Gold Chain(16 L)

Treasure: 4 Clacks

Special 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.



Skeleton

 (See *RQ Creatures Book*, p.34)

STR	11	Move: 3	melee/missile	location	points
SIZ	13	DEX SR: 4	01-04/01-03	R Leg	0/1
DEX	11		05-08/04-06	L Leg	0/1
			09-11/07-10	Abdom	0/1
			12/11-15	Chest	0/1
			13-15/16-17	R Arm	0/1
			16-18/18-19	L Arm	0/1
			19-20/20	Head	0/1

Weapon	SR	Att/Par%	Damage	ENC/AP
Bite	9	45/-	1d6	----
Claw	9	55/--	1d4	----
Bludgeon	8	35/--	1d6	.5/3

Special 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

 (See *RQ Creatures Book*, p.21)

STR	14	Move: 3	melee/missile	location	points
CON	11	Fatigue: 25	01-04/01-03	R Leg	0/4
SIZ	13	Hit Points: 11	05-08/04-06	L Leg	0/4
INT	10	Magic Points: 13	09-11/07-10	Abdom	0/4
DEX	11	DEX SR: 3	12/11-15	Chest	0/5
			13-15/16-17	R Arm	0/3
			16-18/18-19	L Arm	0/3
			19-20/20	Head	0/4

Weapon	SR	Att/Par%	Damage	ENC/AP
Claw	8	29/--	1d6+1d4	----
Bite	8	29/--	1d4+1d4+venom	----
Howl	3	auto	Demoralize	----

Special 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

 (See *RQ Creatures Book*, p.43)

STR	16	Move: 2	melee/missile	location	points
CON	16	Fatigue: 32	01-04/01-03	R Leg	0/5
SIZ	13	Hit Points: 15	05-08/04-06	L Leg	0/5
INT	10	Magic Points: 3	09-11/07-10	Abdom	0/5
DEX	07	DEX SR: 4	12/11-15	Chest	0/6
APP	03		13-15/16-17	R Arm	0/4
			16-18/18-19	L Arm	0/4
			19-20/20	Head	0/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Maul/Log	7	35/12	1d10+2+1d4	2/12
Fist	9	35/--	1d3+1d4	----

Special 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

Typical Duck

(See *RQ Creatures Book*, p.15)

STR	08	Move: 2	melee/missile	location	points
CON	13	Fatigue: 21	01-04/01-03	R Leg	1/4
SIZ	06	Hit Points: 105	05-08/04-06	L Leg	1/4
INT	13	Magic Points: 12	09-11/07-10	Abdom	1/4
POW	11	DEX SR: 3	12/11-15	Chest	1/5
DEX	13		13-15/16-17	R Arm	1/3
APP	07		16-18/18-19	L Arm	1/3
			19-20/20	Head	1/4

Weapon	SR	Att/Par%	Damage	ENC/AP
Short sword	8	30/31	1d6+1	1/10
Sling	3/9	35/--	1d8	.1/--

Spirit Magic (55 - ENC): 2-5 points any spell

Skills: Boat(25), Swim(80), Speak Sartarite(35)

Armor: Soft Leather

Items: Misc. traveling gear

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

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

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

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

Louis: 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 semi-intelligent and carnivorous swamp plant.



Triceratops, armored dinosaur

POW	DEX	Move:	Hit Points:	Magic Points:	DEX SR:	melee/missile	location	points
11	07	4	45	11	3	01-02/01-02	Tail	14/12
						03-04/03-04	RH Leg	14/15
						05-06/05-06	LH Leg	14/15
						07-08/07-08	Hind Q	14/18
						09-10/09-10	Fore Q	14/18
						11-12/11-12	RF Leg	14/15
						13-14/13-14	LF Leg	14/15
						15-20/15-20	Head	28/18

Weapon	SR	Att/Par%	Damage	ENC/AP
Ram	8	60/--	2d10+7d6	----
Trample	8	80/--	14d6	----

Spirit Magic None

Skills: Listen(50)

Armor: 14 point skin and 18 point head

Items: None

Treasure: None

Special 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 warbeast.

Marupar the Trachodon, Duck billed dinosaur

STR	CON	SIZ	INT	POW	DEX	Move:	Fatigue:	Hit Points:	Magic Points:	DEX SR:	melee/missile	location	pts
37	20	42	15	30	11	4	57	31	30	3	01-02/01	Tail	8/8
											03-05/02-04	R Leg	8/11
											06-08/05-07	L Leg	8/11
											09-11/07-10	Abdom	8/13
											12/11-15	Chest	8/13
											13-15/16-17	R Arm	8/9
											16-18/18-19	L Arm	8/9
											19-20/20	Head	8/11

Weapon	SR	Att/Par%	Damage	ENC/AP
Bite	7	55/--	1d6+2d6	----
Kick	7	60/--	1d6+4d6	----
Tail Lash	7	45/--	4d6	----

Spirit Magic (150 - ENC): Second Sight(3), Countermagic 3, Mindspeech 2, Farsee 1, Lightwall(4)

Skills: Bargain(20), Find Plants(80), Identify Plants(40), Listen(75), Oratory(30), Spot Hidden(50), Speak Old Wyrmiish(34), Speak Boatspeech(20), Speak Beastspeech(16), Speak Sartarite(10)

Armor: 8 point skin

Items: Large satchel around neck with various plants.

Treasure: Large collar set with gems(80 L)

Special 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.

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 not 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!

Rumor Table 1 - Northern/Central Sartar Roll 1d12

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



Bolgor Badbreath of the Bloody Tusk

(See *Gloranthan Bestiary* page 43 & *Elder Secrets*)

STR	17	Move: 3	melee/missile	location	points
CON	18	Fatigue: 35	01-04/01-03	R Leg	4/5
SIZ	16	Hit Points: 17	05-08/04-06	L Leg	4/5
INT	13	Magic Points: 16	09-11/07-10	Abdom	6/5
POW	16	DEX SR: 3	12/11-15	Chest	6/6
DEX	13		13-15/16-17	R Arm	4/4
APP	05		16-18/18-19	L Arm	4/4
			19-20/20	Head	6/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Lance	1*	90/65	1d10+3d6	2/10 * 1 SR + move
2H Spear	5	90/--	1d10+1	--/10
Broadsword	7	90/--	1d8+1+1d6	1.5/10
Buckler	8	20/60	1d3+1d6	1/8

Root, his Tusker and allied spirit

(See *Gloranthan Bestiary* page 43)

STR	30	Move: 8	melee/missile	location	points
CON	21	Fatigue: 35	01-02/01-02	RH Leg	4/7
SIZ	35	Hit Points: 28	03-04/03-04	LH Leg	4/7
INT	12*	Magic Points: 12	05-07/05-07	Fore Q	4/11
POW	13	DEX SR: 4	08-10/08-10	Hind Q	4/11
DEX	05		11-13/11-13	RF Leg	4/7
			14-16/14-16	LF Leg	4/7
			17-20/17-20	Head	4/9

WeaponSR	Att/Par%	Damage	ENC/AP
Gore 7	56/--	2d6+3d6	----
Trample 7	80/--	6d6 to downed foe only	

*Allied spirit knows: Mobility 2, Disruption, Shimmer 3, Healing 3

Spirit Magic (60 - ENC): Detect Life(1), Farsee 2, Strength 1, Healing 4, Demoralize(2)

Rune Magic: Shield 2, Divination 1, Pain Tooth

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)

Armor: Pig hide Cuirboili suit with bronze studs in shirt and helm (8.5 ENC)

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 Tush (for Bloody Cut)

Treasure: 287 L, 43 Clacks, 3 Iron arrowheads, bag with 7 gems (20-50 L each)

Nik, Gut, Yellowtusk & Bart, Tusk Riders

(See *RQ Creatures Book*, p.31)

STR	13	Move: 3	melee/missile	location	Nik points	Gut points	Yellowtusk points	Bart points
CON	13	Fatigue: 23	01-04/01-03	R Leg	4/5	4/5	3/5	5/5
SIZ	13	Hit Points: 135	05-08/04-06	L Leg	3/5	4/5	3/5	4/5
INT	13	Magic Points: 11	09-11/07-10	Abdom	4/5	4/5	4/5	4/5
POW	11	DEX SR: 3	12/11-15	Chest	4/6	5/6	6/6	4/6
DEX	11		13-15/16-17	R Arm	2/4	3/4	4/4	3/4
APP	03		16-18/18-19	L Arm	2/4	4/4	4/4	3/4
			19-20/20	Head	4/5	4/5	4/5	3/5

Weapon	SR	Att/Par%	Damage	ENC/AP
Lance	1*	31/--	1d10+1+3d6	2.0/10 * 1 Strike rank + movement
2H Spear	6	31/25	1d10+1+1d4	--/10
1H Flail	7	26/20	1d10+1+1d4	2.0/08

Spirit Magic (55 - ENC):

Bladesharp 1 Healing 3 Demoralize(2) Healing 2
Protection 1 Glue 1 Disruption

Skills: Conceal(46), Listen(21), Ride(75), Scan(21), Search(46), Track(46), Speak Tusk Rider(31), Speak Trade(16), Bloody Cut(50)

Armor: Various parts Pig hide Cuirboili suit with fur underneath (5.5 ENC)

Items: Mercenary gear

Treasure: 50-100 L worth each of medium sized plundered goods

Their Tuskers

STR	26	Move: 8	melee/missile	location	points	points	points	points
CON	19	Fatigue: 45	01-02/01-02	RH Leg	4/7	4/7	4/7	4/7
SIZ	32	Hit Points: 26	03-03/02-03	LH Leg	4/7	4/7	4/7	4/7
INT	04	Magic Points: 11	05-07/05-07	Fore Q	4/11	4/11	4/11	4/11
POW	11	DEX SR: 4	08-10/08-10	Hind Q	4/11	4/11	4/11	4/11
DEX	04		11-13/11-13	RF Leg	4/7	4/7	4/7	4/7
			14-16/14-16	LF Leg	4/7	4/7	4/7	4/7
			17-20/17-20	Head	4/9	4/9	4/9	4/9

Weapon	SR	Att/Par%	Damage	ENC/AP
Gore	7	54/--	2d6+3d6	----
Trample	7	75/--	6d6 to downed foe only	

Armor: 4 point hide



† † †

Hueymakt Deathdrake

Druulz God of Death & War

Mythos and History

Hueymakt was the egg-child of Primal Air. With his nest mates they flew together in the skies and took whatever they wanted for their nests, but Deathdrake was different. Honor was to him as flying worms were to the other godlings. When Weasel Nest Robber found the first sword called Death, Deathdrake saw its use and slew Grandfather Duck, opening the road to the Stew Pot for all of us. Hueymakt's brother stole the sword and with it slew Yelm, Yolk of the Sky in a needless quarrel. Deathdrake was outraged that a nest mate of his could act in such an honorless way and plucked out all of his family feathers, severing the nest ties forever. Deathdrake then set out to seek the true Sword.

He found it in the great whole in the center of the Nest, where he slew the Egg Devourer but lost death again. He followed it to the underworld where he had to fight the Egg Devourer again to claim the sword for his own. Hueymakt then used the sword to fill the hole in the Nest, restoring life to the world.

While Hueymakt is the protector of the nest, he is also the embodiment of war and death and his worshippers follow the same path to destruction.

Special Deathdrake Spell

Sense Nest Robber (00%)

As per Humakt skill, Sense Assassin, see *Gods of Glorantha*

Cult Ecology

As Death, the god is universally acknowledged by the Druulz of Glorantha. Deathdrake philosophy does not believe in maintaining the body after the spirit is free to fly. Vivamort is a particular foe of Hueymakt and they have fought many times.

The cult's High Holy Day is Windsday, Death week, Storm Season, the day Hueymakt was hatched.

The Cult in the World

Deathdrake's cult is strongest in the civilized Duck lands of southern Dragon Pass and the Holy Country, but he is worshipped in some form by all the Ducks of Glorantha. His worshippers lead all the military organization of the Druulz and they are much feared in

combat. Beaks are often leaders of the nest and they are responsible for the safety of all.

Temples are loosely organized and Beaks often travel from town to town teaching fledgling how to hold a sword and defend their nest. The followers of Deathdrake are often sought out by non-Ducks as teachers due to their unorthodox fighting style, which is especially effective against larger opponents.

Initiate Membership

Same as for Humakt Cult.

Beaks of Deathdrake

The Beak of Deathdrake is the ultimate warrior and protector of the nest. They are the saviors of doomed ventures and broken nests. They are the bold heroes of the Druulz.

REQUIREMENTS FOR RUNE LORD: Same as for Humakt Cult.

Subcults

Spirit of Reprisal: Hueymakt himself is the arm of vengeance for his cult, valuing honor above all else. Whenever an apostate picks up a sword it will shatter in his hand until he has atoned.

Hero Cults

Indroduck was a Beak of Deathdrake during the early re-settling of Sartar by humans after the Dragonkill War had decimated the human population of the pass. He was renown for his prowess against the zombies of the Upland Marsh and for the friendship he achieved with Queen Lismelder, even going as far to free her spirit from the control of Delecti. He was later made a member of the Greydog clan and was a great source of friendship between humans and Druulz. His subcult teaches the spell of Release Zombie and is always the first line of defense against the Necromancer.

Indroduck Greydog Subcult*

Divine Spell

Release Zombie 1 point
touch, temporal, non-stackable, reusable

This sword must be cast on a sword. For the duration of the spell it allows the sword to cut through whatever enchantment created a zombie, and to release the zombie's trapped soul.

The soul will be released if either the zombies total hit points are reduced to zero or if the damage to its head, chest or abdomen equals or exceeds double the location's hit points. In addition on a critical hit, the zombie is automatically released.

A released zombie can not be animated again.

* from *Tales of the Reaching Moon*, issue 5



What the Beak Quacks

Answers for Young Ducklings Curious About The World

Where did the world come from?

The world was hatched from the Primal Egg that was laid in the Cosmic Nest.

Where do we come from?

When the Egg hatched, all of the gods and peoples of the world emerged. Some were born with their full strengths, but many, like us, were helpless fledglings in need of guidance.

Why do we die?

We die because Hueymakt Deathdrake discovered the power which is Death and used it on Grandfather Duck and since then we all must die.

What happens after we die?

When we die our spirits leave our bodies and fly once again like we did before time to the Happy Nesting Ground high in the sky.

Why are we here?

We are here because we are cursed and the sky is forbidden to us while we live. We must make our meager life scratching for worms in the mud.

How do we do magic?

We do magic because the curse could not break our spirits totally. We still live in part in the Happy Nesting Ground and it is this part of our being that knows magic.

What is the truth about...

...Hueymakt Deathdrake

He is the god of death who will one day visit us all. He was one of the three ancestors and leads our warriors into battle..

...Dewey Orlanth

He is the Sky King who one day promised to break the curse and give us back our wings. His people are as violent and changing as he is. He is leader of the three ancestors.

...Louie Stormbull

The last of the three ancestors, Stormbull embodies the fight against the evil Devil and his minions, who would destroy our existence without rhyme or reason.

...Aldrya

The wood priestess is our friend because she would never eat us. Always help the wood children when you can because they are our allies against the hungry Trolls.

...Chaos

Chaos is the destroyer of the world and is responsible for the shredding of the Cosmic Nest.

...the Lunar Goddess

The moon in our sky blocks our way to the Happy Nesting Ground and our spirits must fly a long and dangerous way to avoid being ensnared by it. It is bad and should not be there.

...Spirits

They are the keepers of magic and give us strength. It should only be a great emergency to take them from their bliss in the Happy Nesting Grounds.

...Yelm

The fiery god of the sky mocks us from his lofty perch. He is the god of our cousins who still fly and he will have nothing to do with us.

...Kyger Litor

The dark one would have her children eat us so we must fear the darkness while the light is denied to us. Beware all children of darkness.

Other Duck Deities

Canarda

The Earth goddess gives us life and sustenance. She makes the harvest grow and lets us smoke the best of tobaccos.

Mallard Gor

The Nest Shaker lives to the north of Duckland, atop a great hill called Wintertop. We worship her to appease her violent spirit and save our lands from ruin.

Ducka Fowl

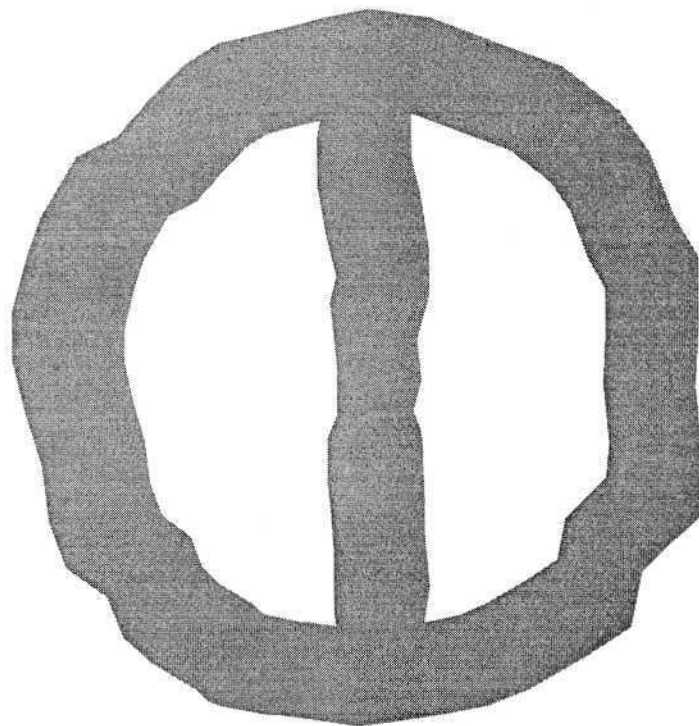
He is the Judge of the Dead and gives special powers to our shamans.

The Winged Ones

They are powerful spirits that only a hero can master. They can give us back what fiery Yelm took away, but only at great cost. They can transform your arms and hands into powerful wings.

Quackademon & Kwakboth the Devil

They are the father and son of evil. Do not play with their foul spirits or you will pay the price. They will eat you soul and make you betray your nest.



By order of his excellency
Governor-General Fazzur Wideread...

A bounty of one year's taxes or
100 Silver Imperials is hereby placed upon
the beaks of all Ducks that shall be found in the
Lunar Military District of Sartar & Prax. It is the
duty of all subjects of the Empire to report any suspected
rebellious activity, Duck or other, to the closest Lunar
garrison.

⓪ All Hail the Conquering Moon ⓪

**Jowan Bellringer**

Orlanthi Initiate, male age 20 and member of the Malani Tribe

STR	CON	SIZ	INT	POW	DEX	APP	melee/missile	location	points
13	14	16	12	12	14	16	01-04/01-03	R Leg	6/5
							05-08/04-06	L Leg	6/5
							09-11/07-10	Abdom	6/5
							12/11-15	Chest	6/6
							13-15/16-17	R Arm	4/4
							16-18/18-19	L Arm	4/4
							19-20/20	Head	2/5

Move: 3

Fatigue: 27 (ENC = 15)

Hit Points: 15

Magic Points: 12

Dex SR: 3 Siz SRM: +1

Damage Modifier: +1d4

Arms:

Weapon	+8/+0	SR	Att/Par%	Damage	ENC/AP
Fist		7	39/--	1d3+1d4	----
1h Broadsword		6	56/44	1d8+1d4+1	1.5/10
Long Spear		5	46/41	1d10+1d4	2.0/10
Medium Shield					

Armor: Ring hauberk and pants, Cuirboili sleeves over quilted cloth with hard leather cap (9.5 ENC)

Spirit Magic (60 - ENC): Bladesharp 2, Protection 1, Glue 1, Mobility 1, Strength 1

Bonuses and Skills:

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

Communication +6: Orate(20), Sing(23), Speak Sartarite(36)

Knowledge +2:: Animal Lore(24), Craft Farm Implement(37),

Read/Write Sartarite(10)

Magic +6: Ceremony(19)

Manipulation +8: Devise(21), Play Lute(20)

Perception +5: Scan(31), Search(38), Track(20)

Stealth -4:

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 I Matrix carved into it. Leather backpack. Bottle of Dewwine.

Distinctive Traits: Jowan is big and burly, and because of such people think him the intellectual par for a Stormbull worshipper. 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.

Personal Connections: Jowan's great uncle is a thane of Famous Bell and his uncle is a Runelord of Orlanth Adventurous. 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 member as he comes fully into his heritage.

PC 1: Jowan Background Briefing**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 rulers. My great uncle Jotan is thane and sits on the Jonstown city 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 part of the strange land to the south called the Holy Country, which was ruled by their living god, the Pharaoh, until he disappeared when I was young. 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, like my uncle before me and the winds now direct me towards my fate.

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

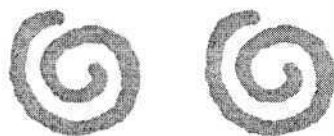
I serve the priests and lords of Orlanth first, and second the chiefs and king of my tribe. Having been a poor villager all my life, I know that coin will buy many things that I have never known, but it will not buy freedom from the plague of chaos that flows into our lands from the Red Moon. I work 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 be 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 Skies and King of the gods. I serve him with every breath I take. The winds are free and any who would profane them is enemy of God and it is my duty to strike them down.



**Sareena of Alone**

Maran Gor initiate, female age 17

		<i>melee/misile</i>	<i>location</i>	<i>points</i>
STR	12			
CON	12	01-04/01-03	R Leg	1/4
SIZ	10	05-08/04-06	L Leg	1/4
INT	14	09-11/07-10	Abdom	6/4
POW	17	12/11-15	Chest	6/5
DEX	16	13-15/16-17	R Arm	6/3
APP	08	16-18/18-19	L Arm	6/3
		19-20/20	Head	6/4

Move: 3

Fatigue: 24 (ENC 13)

Hit Points: 11

Magic Points: 17

DEX SR: 2 + Siz SRM: +2

Arms and Armor:

<i>Weapon</i>	<i>+11/+7</i>	<i>SR</i>	<i>Att/Par%</i>	<i>Damage</i>	<i>ENC/AP</i>
Axe		61/44	1d6+2d6	----	
Fist		9	40/--	1d6+2d6	----
Medium Shield		9	15/55	1d3	1/8

Armor: Soft Leather underneath Ring Shirt with Open Helm (8.0 ENC)**Spirit Magic** (85 - ENC): Bladesharp 4, Strength 2, Demoralize(2), Repair 1**Bonuses and Skills:***Agility* +7: Jump(36), Throw(35)*Communication* +7: Fast Talk(22), Speak Tarshite(37), Speak Sartarite(26)*Knowledge* :+4: Craft Weapon(15), Evaluate(20), R/W Tarshite(23)*Magical* +14: Ceremony(39)*Manipulation* +11: Devise(20)*Perception* +9: Search(33), Track(24)*Stealth* -1: Hide(23), Sneak(20)**Items:** Bronze Axe, Sturdy leather backpack, 10 meters rope, Camping gear, Bronze armbands, Hide shield, Tattoo needles, Mercenary gear, Notebook, Quills and ink**Wealth:** 44 L, Obsidian necklace with death runes (30 L)**Distinctive Traits:** Sareena's body is covered with fearsome tattoos and ritual scars.**Personal Connections:** 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.**PC 2: Seerena Background Briefing****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. An a babe I was consecrated to God 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.

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

Though my ancestor's homeland was Tarsh and I was born in the city of Alone, I am an exile who now calls the city of Wintertop home. Wintertop was founded on the spot where Maran Gor shook the earth and caused the army of the Devil and 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 peoples which dwell there, who like us resist the Lunar invaders. I have also climbed the cliffs to Boldhome and have worshipped at the shrine to Babeester Gor at the earth temple.

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.

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

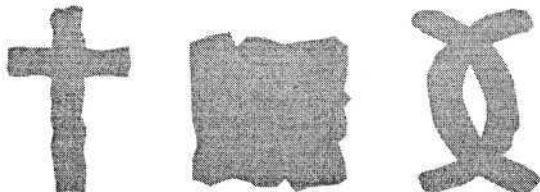
King Moirades the Pious is a Lunar lap dog and I hope for the day that I will personally be able to gut him and watch his body be swallowed by the earth as he falls to the ground. My body is my pride and it is proudly decorated with ritual scars. Every holy I pledge myself anew to the violent earth and 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 fold, but all those who would profane the Earth are my greatest, including the chaos worshipping 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.

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 the people to see the might of God. Asrelia, Babeester Gor, Ty Kora Tek and Voria are all Earth sisters that I am sworn to protect.



**Valdra of the Women's Herd**

Initiate of Jardan the Warrior, Female, Age 19

		melee/missile	location	points
STR	14			
CON	15	01-04/01-03	R Leg	4/5
SIZ	14	05-08/04-06	L Leg	4/5
INT	11	09-11/07-10	Abdom	4/5
POW	12	12/11-15	Chest	4/6
DEX	15	13-15/16-17	R Arm	4/4
APP	13	16-18/18-19	L Arm	4/4
:		19-20/20	Head	2/5

Move: 3

Fatigue: 29 (ENC = 12.5)

Hit Points: 15

Magic Points: 12

Dex SR: 3 Siz SRM: 2

Damage Modifier: +1d4

Arms:

Weapon	+9/+3	SR	Att/Par%	Damage	ENC/AP
Dagger		8	40/18	1d4+2	.5/6
Fist		8	26/--	1d3	---
Long Spear		8	60/30	1d10+1	2/10
Horse (Self) Bow	3/9		43/--	1d6+1	.5/5

Armor: Cuirboilli suit over quilted cloth, stiff leather helm (ENC 7.2)**Spirit Magic** (60 - ENC): Mobility 1, Speedart(1), Spirit Screen 2, Farsee 1**Bonuses and Skills:***Agility* +3: Dodge(20), Ride(55), Throw(36)*Communication* +4: Sing(34), Speak Grazelander(38), Speak Sartarite(25), Speak Trade(20)*Knowledge* +1: Animal Lore(39), Craft Horse gear(33), First Aid(46)*Magical* +6: Ceremony(15)*Manipulation* +9: Devise(22)*Perception* +5: Scan(51), Track(49)*Stealth* -1: Hide(19), Sneak(26)**Items:** Horsehide cape, Fur boots, Long spear with feathers and horsehair decorations, Camping gear, Decorated horse bow, leather quiver with 14 arrows, Horse combs, Cloth backpack**Wealth:** 4 L, 16 Clacks, Silver hair comb(10 L)**Distinctive Traits:** Has a fiery temper which has caused her one year banishment from the Grazelands without a steed.**Personal Connections:** Knows signs of friendship with the horse peoples of Dragon Pass and has spent time in Black Horse Country.**PC 3: Valdra Background Briefing****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 family came to the Grazelands with the first settlers who escaped from Prax and have nobly served our Queen.

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

I am from the Grazelands, a broad land of sweeping valleys and gently rolling hills that fill the western portions of the old Kingdom of Sartar. 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 tribe originally settled in the Sikithi Vale until it was captured by the Lunars in their attempt to extend the Glowline, and we have been able to return now the 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 from them 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.

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

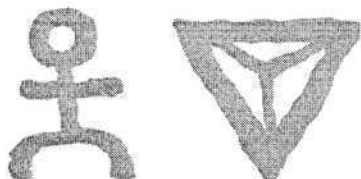
I value my equine friends more than anything else. Horses are our strength and without them we would have to scratch in the dirt to survive. I am at home in the saddle and miss it more than anything. I hope one day to become a leader and great warrior among those who follow the Golden Bow.

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

The people of Black Horse country are my friends as well as the free peoples of the Grazelands. I have seen the Feathered Horse Queen with my very eyes and 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 Country 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.





Ahnahnkahteht of Nochet

Lhankor Mhy Initiate and wandering sage, male age 27
Height 5' 6" Weight 160lbs Brown Hair and Eyes

	melee/missile	location	points
STR 09			
CON 14	01-04/01-03	R Leg	4/5
SIZ 13	05-08/04-06	L Leg	4/5
INT 16	09-11/07-10	Abdom	5/5
POW 17	12/11-15	Chest	5/6
DEX 12	13-15/16-17	R Arm	1/4
APP 15	16-18/18-19	L Arm	1/4
	19-20/20	Head	6/5

Move: 3

Fatigue: 23 (ENC = 14)

Hit Points: 14

Magic Points: 17

Dex SR: 3 Siz SRM: +2

Damage Modifier: none

Arms:

Weapon +7/-2	SR	Att/Par%	Damage	ENC/AP
Staff	6	19/13	1d6+1	1.0/8
1h Broadsword	7	57/13	1d8+1	1.5/10
Javelin	3/9	29/--	1d8	1.5/--

Armor: Bezainted Hauberk, Soft Leather Suit, Cuirboili Greaves, Scale Helm (9.75 ENC)

Spirit Magic (85 - ENC): Mind Speech 2, Farsee 1, Disruption(1), Detect Enemies(1), Detect Spirits(1), Counter Magic 1, Protection 1, Healing 2

Bonuses and Skills:

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

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

Knowledge +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 +14: Ceremony(20)

Manipulation +7: Play Reed Pipe(15)

Perception +12: Listen(45), Scan Area(48), Spot Hidden(43)

Stealth -8

Equipment: 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

Equipment 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

Wealth: 78 L, 55 Clacks, 1 Wheel, Silver collar(35 L)

Distinctive Traits: Ahnahnk (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 than camping on the hard ground.

PC 4: Ahnahnkahteht Background Briefing

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.

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 have been to the south as a young lad and have seen the palace of the Pharaoh and have sailed on the Mirrorsea. I have also seen the fuming peaks of Caladrland from a great distance which makes up the western third of the Holy Country.

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

I am a sage and master of language. I have thought 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 that 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.

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 also dislike the Lunars not only for their association with chaos, but because of their inclusion of Etyries, daughter of knowledge and the threat that they prove to my home. Barbarians while not hated can not be trusted as they do not act in a logical manner. I like good food and a dry place to sleep. I love the study of language and it is my speciality as well as political intrigue and history

Who are my gods? How do I serve them?

Lhankor Mhy, Lord of the Light of Knowledge is my patron, and I serve him will all of my mind. There is nothing secret to those who would follow the path he has written in his Book of All Knowledge.



**Mita Son of Khans**

Waha Initiate, male age 20

		<i>melee/misile</i>	<i>location</i>	<i>points</i>
STR	16	01-04/01-03	R Leg	3/5
CON	14	05-08/04-06	L Leg	3/5
SIZ	15	09-11/07-10	Abdom	3/5
INT	11	12/11-15	Chest	3/6
POW	10	13-15/16-17	R Arm	3/4
DEX	16	16-18/18-19	L Arm	3/4
APP	14	19-20/20	Head	3/5

Move: 3 (ENC = 11.5)

Fatigue: 20

Hit Points: 15

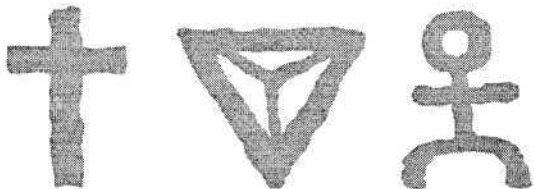
Magic Points: 10

Dex SR: 2 Siz SRM: +2

Damage Modifier: +1d4

Arms:

<i>Weapon</i>	<i>+10/+4</i>	<i>SR</i>	<i>Att/Par%</i>	<i>Damage</i>	<i>ENC/AP</i>
Fist		7	71/--	1d3+1d4	----
1h Spear		6	56/20	1d8+1d4+1	2.0/10
Bolas		2/7	67/--	1d4+1d4	3.0/--
Buckler		7	15/46	1d4	1.0/8

Armor: Hard Leather over Fur (7.5 ENC)**Spirit Magic** (50 - ENC): Peaceful Cut(1), Farsee(2), Heal(3), Vigor(2)**Bonuses and Skills:***Agility +4:* Dodge(39), Jump(40), Ride(50), Swim(9)*Communication +3:* Fast Talk(24), Sing(18), Speak Praxian(38), Speak Sartarite(13), Speak Trade(18)*Knowledge +1:* Animal Lore(47), Craft Desert Gear(36), First Aid(27), Craft/Butchery(43), Prax Lore(26)*Magical +4:* Ceremony(28)*Manipulation +10:* Conceal(44)*Perception +3:* Scan(40), Track(45)*Stealth +1:* Hide(21), Stealth(32)**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 waterskin.**Distinctive Traits:** 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 relies on the friends he has made to do most of his trading for items other than weapons.**PC 5: Mita Kahn-Son Background Briefing****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 peoples.

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 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 and this is our land. 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,

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

I am a mercenary, a sword for hire. 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.

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 that I will be able to rejoin my tribe as they plunder the fertile valley of the Zola Fell.

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

The Sable clan are now bad and 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.



Eldo the Trollkin

Lay Member of Kyger Litor, lay member Argan Argar and Outlaw Superior Trollkin Bandit, Age 17

		<i>melee/missile</i>	<i>location</i>	<i>points</i>
STR	13			
CON	13	01-04/01-03	R Leg	3/4
SIZ	10	05-08/04-06	L Leg	3/4
INT	13	09-11/07-10	Abdom	3/4
POW	14	12/11-15	Chest	3/5
DEX	16	13-15/16-17	R Arm	3/3
APP	08	16-18/18-19	L Arm	3/3
		19-20/20	Head	5/4

Move: 3
Fatigue: 26 (ENC = 9.5)
Hit Points: 12
Magic Points: 14
Dex SR: 2 Siz SRM +2
Damage Modifier: --

Arms:

<i>Weapon</i>	<i>+11/+8</i>	<i>SR</i>	<i>Att/Par%</i>	<i>Damage</i>	<i>ENC/AP</i>
Bite		7	70/--	1d4	----
Fist		7	33/--	1d3	----
Spiked Club		6	59/27	1d8+1	1.0/8
Sling		2/7	64/--	1d8	.1/--
Buckler		7	20/53	1d4	.1/8

Armor: 1 point hide + stiff leather suit and bezaunted helm (4.5 ENC)

Spirit Magic (70 - ENC): Healing I, Shimmer I, Mobility I

Bonuses and Skills:

- Agility +8* : Climb(60), Dodge(42), Jump(37), Swim(39)
- Communication +4* : Fast Talk(25), Speak Darktongue(45), Speak Trade(28)
- Knowledge +3* : Craft snares(30), First Aid(21), Uz Lore(15)
- Magical +10* : Ceremony(15)
- Manipulation +11* : Conceal(29), Slight(40)
- Perception +7* : Listen(59), Darksense/Scan(30), Darksense/Search(19)
- Stealth +2* : Hide(64), Sneak(46)

Items: Large brim hat with demi-bird plume, obsidian eye lenses from Caladriland, large spiked club. Troll tusk necklace, Lead armband, Lead clogs, spiked hardwood club, Leather sling inscribed with mobility runes, Wooden buckler, small sack with 150 bolgs (used as sling shot), Wanted poster of himself with reward printed on it, Lead statuette of Zorak Zoran

Wealth: 6 L, 48 Clacks, Silver buttons on vest(8 L)

Distinctive Traits: Eldo is a shifty character who is very mysterious about his past. While he is a trustworthy companion and will not abandon a friend in peril, he will skulk to the rear and use devious tactics.

Personal Connections: Eldo is well know in the area between Sartar and the Heortland called the Troll Woods. The Rado Troll clan has placed a bounty of 2000 lead bolgs on his head as an outlaw.

PC 6: Eldo Background Briefing

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

I was a value trollkin of the Rado clan, but now I have escaped and have become an outlaw. I am Enlo, despised by all other darkness folk, but my worth is that of any two others.

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

My people were the Uz of Troll Woods, where I was born in this stunted body by the curse of fate. I have been to the edge of the Chaos Woods, but I was frightened and turned away. This is my first time away from the dark and moody forests that have been my home.

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

I am now a bandit and thief. I live in hiding, fearing both Yelm's fiery gaze and hatred that the Uz bear me. I was valued because of my ability to speak with the men who came to trade from Whitewall.

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

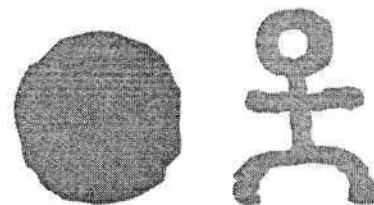
I serve none but myself now and I value my freedom more than anything else. Having lived all my life as an Uz slave, I hope to one day found an Enlo clan and become patriarch of my people.

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

My enemies are the Uz who would track me down and make food of me. They can not tolerate my independent ways and would pay greatly to see me slaughtered. Chaos is also my enemy because it would destroy me without thinking or reason. Friends are hard won because many would distrust me because I am Enlo. The people of the wind distrust me because I am a creature of dark, but they understand the value of freedom and thus tolerate me.

Who are my gods? How do I serve them?

Kyger Litor is the mother of all, even the forsaken ones. Though she has set the trial of a misshapen body before me, I will serve her. When I was nothing but a slave, I was apprenticed to Argan Argar and it is he who gave me the gift of my tongue, and for that I will always offer praise.





Henerjeem the Gentle

Chalana Arroy initiate, male centaur age 29

	STR	20	melee/missile	location	points
CON	13		01-02/01	RH Leg	3/6
SIZ	25		03-04/02	LH Leg	0/6
INT	13		05-06/03-06	Hind Q	0/9
POW	15		07-08/07-10	Fore Q	0/9
DEX	14		09-10/11	RF Leg	0/6
APP	12		11-12/12	LF Leg	0/6
			13-14/13-17	Chest	1/6
Move:	10		15-16/18	R Arm	1/6
Fatigue:	33		17-18/19	L Arm	1/6
Hit Points:	19		19-20/20	Head	1/7

Magic Points: 15

DEX SR: 3 Siz SRM: +0

Arms:

Weapon	+12/-8	SR	Att/Par%	Damage	ENC/AP
Kick	8		30/--	1d6+2d6	----
Staff	5		27/22	1d6+2d6	----

Armor: Light leather on human parts (2.5 ENC)

Spirit Magic (75 - ENC) Heal 6, Sleep(3), Find Water(1), Protection 2

Bonuses and Skills:

Agility -6: Boat(1), Climb(1), Dodge(18), Jump(47)
Communication +7: Orate(22), Sing(54), Speak Beast speech(37), Speak Sartarite(20), Speak Esrolian(16)
Knowledge +3:: Animal Lore(34), First Aid(86), Beast Lore(22), Plant Lore(38), Treat Disease(29), Treat Poison(25), Write Sartarite(25)
Magical +10: Ceremony(43)
Manipulation +12: Play Flute(35)
Perception +8:: Scan(39)
Stealth -16:

Items: Leather saddle bags, Cooking equipment, Elm staff, Mortar pestle and apothecary equipment. bags and packets for collecting herbs. Journal, Quills and ink, Reed whistle, Chalk, Camping equipment

Wealth: 1 Wheel, 4 L, 6 gems (10-20 L each)

Distinctive Traits: For all his size and impressive strength, Henerjeem is a truly gentle soul. If given his choice, who would dally away the day in a pleasant meadow smelling the flowers and watching butterflies. Henerjeem is a vegetarian and is particularly fond of grains.

Personal Connections: Henerjeem is well known and liked in his homeland of Beast's Valley. He is also known and welcome in the Grazelands

PC 7: Henerjeem Background Briefing

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

I am gentle soul cast in a violent and warlike world. My family has lived in Beast's Valley since before time and it always has and always will be our land, that the gods promised us. While my clan wishes to live in peace, there are always those who would envy our lands and challenge us for them. Our great King Ironhoof protects the peace of our lands.

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

My homeland is the Beast's Valley, home of the Centaur People as well as the Minotaur People, the Foxwomen People and other Beast Peoples. The Druulz are also my beast brothers. I have traveled Dragon Pass from the gloomy reaches of Snakepipe Hollow to the windy passes of Boldhome to the swampy meadows of Duck Valley. There is a great evil in Snakepipe Hollow, I have felt it in my soul and someday I hope that this well of chaos may be healed. I have also visited my distant cousins in the Grazelands who worship the Feathered Horse Queen and claim centaurs as ancestors.

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

I am a wandering healer and I spend my time traveling the back trails of Dragon Pass. There are many who are wounded by the ills of the world and I do my best to heal them. I always have my eyes open for the many healing herbs and plants that grace the fair valleys.

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

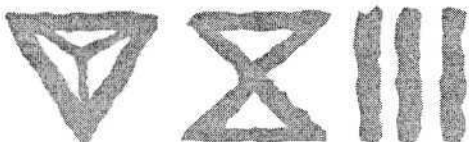
I value life more than anything else. All the gold and silver in the world can not purchase what one sword blow can take away. I serve anyone who's cause just and ways are peaceful and I will heal any who are in need.

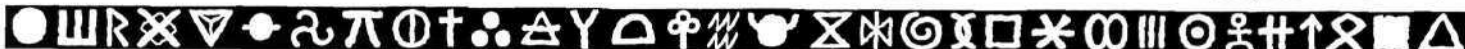
What things are good? What things are evil? Who are my friends? Who are my enemies?

Though they are feared by humans because they are different, the Beast People are a great source of good in Dragon Pass. My enemies are all who would rob the life of another. While they should not be destroyed, those that can not control themselves must be restrained from society. I do not know about this Lunar Empire that has come to our lands. I have heard of atrocities yet they would have peace and seek to unite the who world in harmony. The Lightbringers are my sworn companions and I know that I can always draw upon their strength for friendship and help.

Who are my gods? How do I serve them?

Chalana Arroy is my Lady and I strive to heal the wounds that have been made in the world. I give freely knowing that the world will be a better place for it. I also give thanks to Hykim and Mikyh, creators of the beast peoples.



**Swiftswimmer**

Bachelor Stage Newtling and far ranging traveler

STR	11	melee/missile	location	points
CON	14	01-04/01-03	R Leg	3/4
SIZ	08	05-08/04-06	L Leg	3/4
INT	11	09-10/07-10	Abdom	3/4
POW	16	11/11	Tail	3/3
DEX	14	12/12-15	Chest	3/5
APP	10	13-15/16-17	R Arm	3/3
		16-18/18-19	L Arm	3/3
		19-20/20	Head	3/4

Move: 2/4 swim

Fatigue: 25 (ENC = 7)

Hit Points: 11

Magic Points: 16

Dex SR: 3 Siz SRM: +3

Damage Modifier: --

Arms:

Weapon	+6/+6	SR	Att/Par%	Damage	ENC/AP
Fist		9	40/--	1d3	---
Knife		9	30/--	1d4	.4/5
1h Trident		8	76/30	1d8	1.5/8
Sling		3/9	42/--	1d8	.1/--
Buckler		9	15/57	1d4	2/8

Spirit Magic (80 - ENC): Disruption(1), Dullblade 2, Detect Enemies(1), Heal 2, Protection 2, Rivereye(1)

Armor: Soft leather over quilted cloth(waterproofed) + magic newtling skin decoration that gives +1 AP (5.0 ENC)

Bonuses and Skills:

Agility +6 : Boat(54), Dodge(32), Swim(85)

Communication +4: Speak Newtling(34), Riverspeech(24), Speak Sartarite(24), Speak Draconic(9)

Knowledge +1: Craft Reed Items(50), Newtling Lore(24), Plant Lore(26), River Lore(37)

Magic +9: Ceremony(24)

Manipulation +6: Conceal(20)

Perception +6: Search(40), Track(29)

Stealth +0: Hide(30), Swim Quietly(33)

Special Items: Small leather shield with two water runes in center, 2 Tridents, Leather harness, Waterproof leather sack, Clay vial with spawning water(will restore d6 points of Pow per sip - has 3 sips), Straw hat, Flint knife, Orange mud from home river

Wealth: 21 Ornate river stones worth (3 L each)

Distinctive Traits: Swiftswimmer is incredibly curious about the world and is always willing to try something new or explore some strange place. He is only fearful of chaos which stems from a harrowing experience at the Styphon river in the Heortland which left him wounded for a season.

Personal Connections: Swiftswimmer's clan has been of aid to the Inhuman King in the past and as such, all members know the signs of friendship and free passage. His tribe is also neutral towards most of the newtling tribes of Sartar.

Note: Swiftswimmer's river cult is led by the naiad of the Bullflood River

PC 8: Swiftswimmer Background Briefing**Who am I? Who is my family? What is my past?**

I am a member of the Orange Belly People. The People have been in this rich land long before the dry ones have come to break the dirt and eat the four legs. Right now I am at the wanderer part of my life, and have been abroad for several seasons

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

My home is the Mother-River which men call the Bullflood and it flows from the high place men call the Storm Mountains through the lands of men call the Heortland to the bottom of the sea. To me it is just the Mother-River and the home of the People. That is where I was spawned and that is where I will return to spawn. The strangest thing I have ever seen is the bad river which flows backwards and spawns many enemies of the People.

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

I now spend my time with the other peoples of Dragon Pass, learning their ways to satiate my great curiosity. Maybe someday I will be a shaman and Speaker for the People.

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

I value the rivers, which are the giver of all life and keep one's life moist and comfortable. I good swim is worth more than all of the things two legs attach value to.

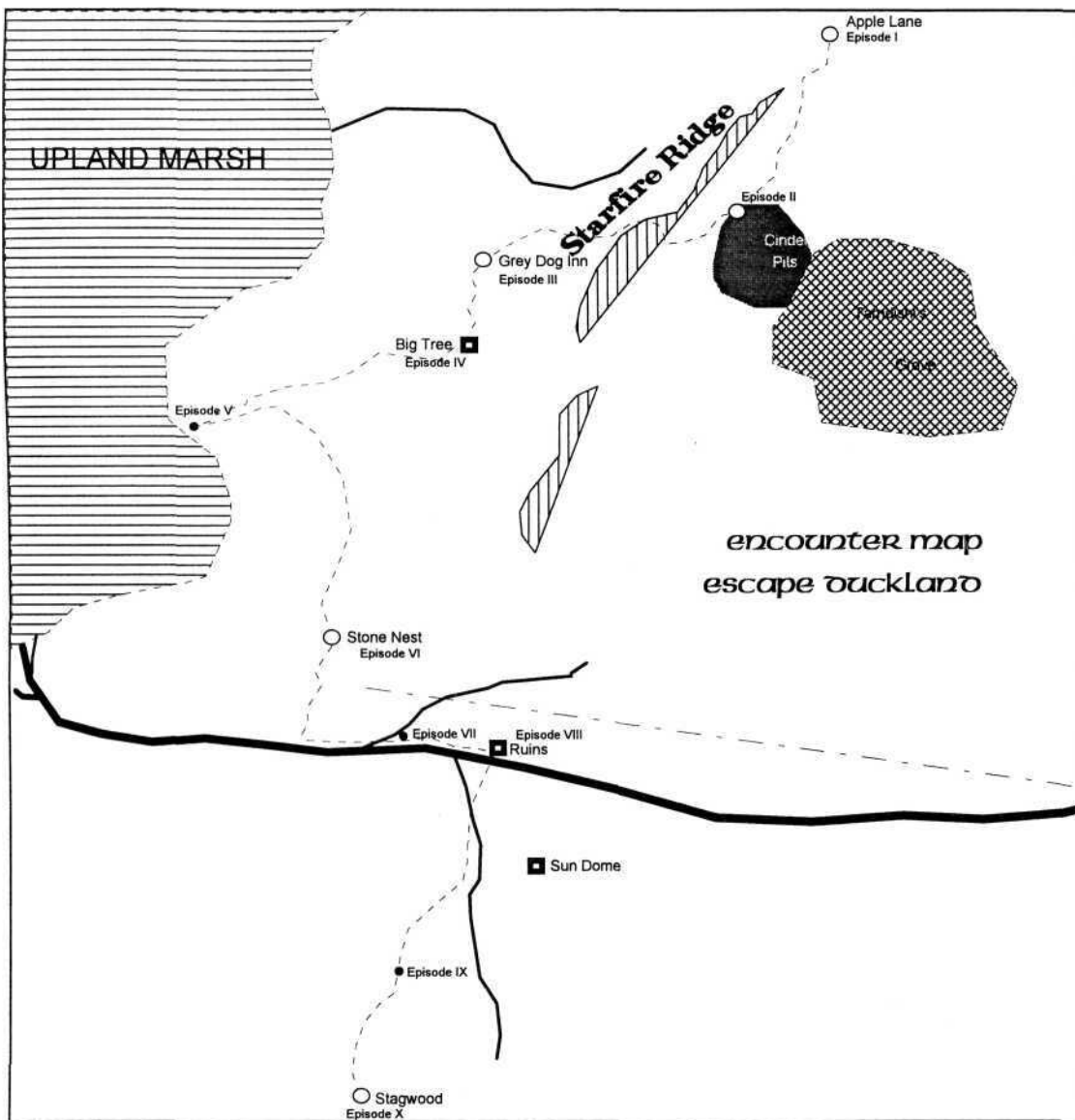
What things are good? What things are evil? Who are my friends? Who are my enemies?

Right now there is much fighting between the two legs and it is hard to pick sides. The windy ones are much like the men of my home who have never hunted the People and now I fight with them. The Bad Things are very evil and once shriveled my tail. I will not fight them but from a distance or else I may never live long enough to spawn. The strange moon in the sky was not there in the old tales and I think it might be bad as well.

Who are my gods? How do I serve them?

My god is the Mother-River and she gives me life. Her spirit reaches all over the world even though she lives upriver from the People. She is with me whenever I renew myself in the ritual of wetting and there are many good places in Dragon Pass to commune with her and give her praise.





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The Future?

The future of Dragon Pass is a source of much debate and no one is quite sure of the outcome of the Hero Wars. Here are a few events that might take place after this adventures occurs. It is up to the Gamemaster to include these events in his own campaign.

1621 Lunar specialists help Queen Hendrika lay the foundations for a Temple of the Reaching Moon in Notchet. Tatius the Bright leads the siege of Whitewall and the Crimson Bat makes its second appearance in Sartar while this siege was technically a success, only 33 bodies were found in the city, the rest of the Orlanthi having teleported out before the end. The Red Emperor declares the Extra Full Moon year on Orlanths High Holy Day, a year long celebration of triumph over the storm god.

1622 A coup in Esrolia removes Lunar sympathizers from power while an army musters in Hendrikiland to oppose the occupying forces Fazzur Wideread retires to Tarsh under political fire and Tatius the Bright is appointed Governor-General. Ground dedicated in Sartar for a Temple of the Reaching Moon -- this would extend the Glowline to include all of Dragon Pass.

1623 King Broyan of the Volsaxi leads an army of outlaws against the Empire in Esrolia Work continues of the Temple of the Reaching Moon.

1624: Harrek the Berserk and his Wolf-Pirates sack the City of Wonders. Work continues of the Temple of the Reaching Moon

1625 A great army of nomads captures the city of Pavis in Prax ending the 15 year Lunar rule. At the dedication of the Temple of the Reaching Moon, a dragon erupts from the ground and swallowed the temple. in three bites, foreshadowing the downfall of Lunar rule in Dragon Pass. Kallyr Starbrow becomes Queen of Sartar.

1626 Queen Kallyr killed at the Battle of the Queens fighting the Tarsh army

Next Issue... More material from Duckland & Sartar - A Lunar scouting report on Duck Valley, Starting a Sartar Campaign for one or two players, a Duckland Cult and Mini-adventure and lots more neat stuff!

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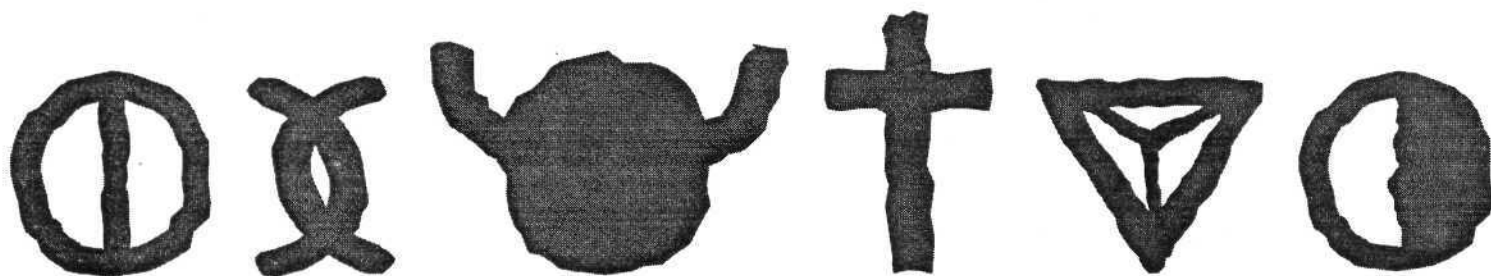
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