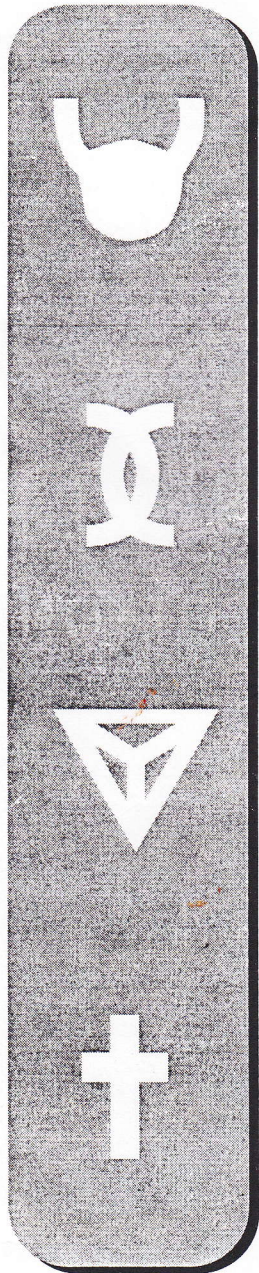
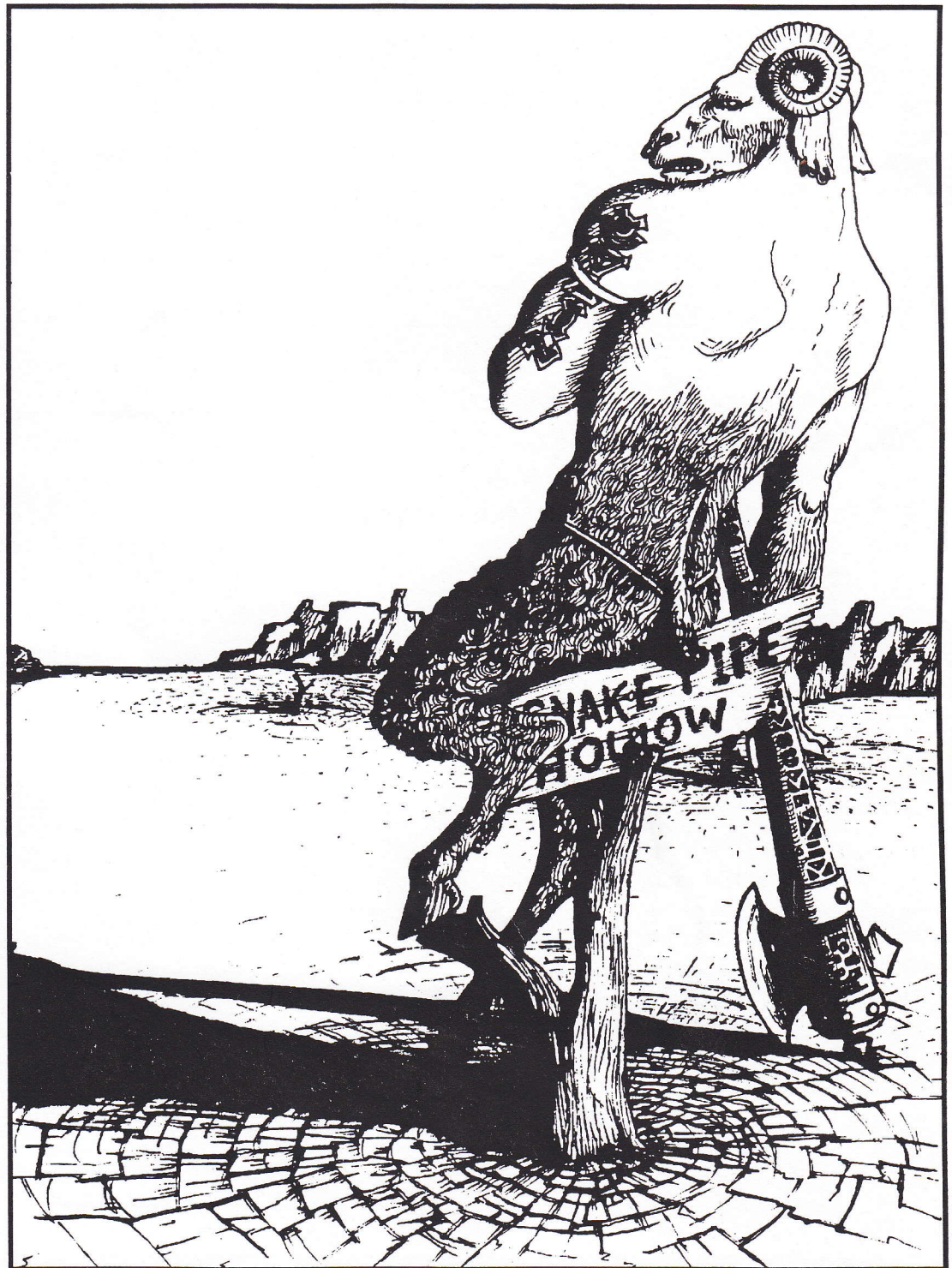


RQADVENTURES

Issue 5 Spring 1995



RETURN
TO



SNAKE PIPE HOLLOW

EUROPEAN PRINT

published by the RuneQuest - Society



Back Issues

The first three issues of RQA are all out of print in North America. Limited quantities may be available from foreign distributors. **RQA 4**, The Fall of Whitewall, is still available in limited quantities.

The **Best of RQA 1** is available in North America in limited quantities. This issue reprints the best material from the first 3 issues along with an all-new gazetteer of Jonstown.

Coming Soon

RQA 6 -- Journey into the ancient Tallseed and meet the *Elves of the Stinking Forest!*

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☞✘ May Mother Krarsht devour the eternal soul of all who would steal! ✘☞



ADVENTURES FANZINE

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

ISSUE #5 SPRING 1995

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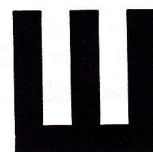
by Eric Rowe

SPH Encounter Table..... inside back cover

*The Gang of Four is Shannon Appel, Eric Rowe,
and Denise & John Castellucci*

Art by Shawn Klimek

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





What's Happenin'

RQ Con 2 happened earlier this year in my home stomping grounds -- San Francisco! Not only were many of the RQ illuminaries present, but so were many RQA subscribers -- glad to meet all of you! Special thanks to the premiere RQ artist, Dan Barker, to whom I still owe a pint!

The most illuminating feature of the con for me was getting a chance to play in my first live-action-role-playing game (LARP). David Hall and company put together an unbelievable effort in bringing How the West was One to life. My life has been changed -- I will never look at Glorantha the same way again. Thanks to everyone who helped put the con together.

Shawn Klimek is the artist for this issue, and many thanks to him for his wonderful art. Also thanks to David (Kube) for a last minute assist.

The Fortunate Succession

Compiled by Greg Stafford

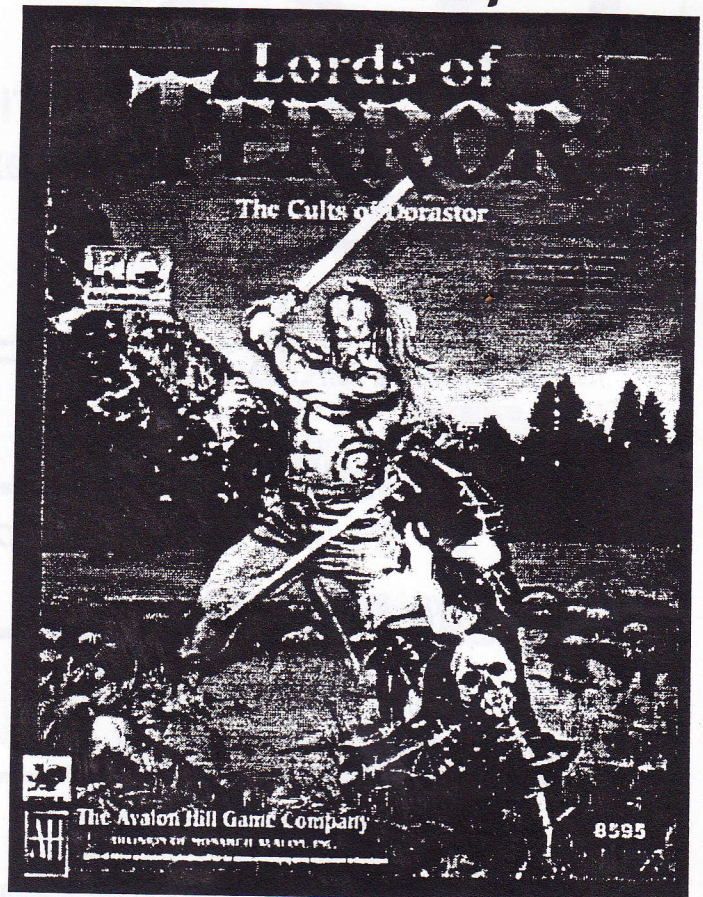


On the Shelf

Greg Stafford has struck again in the world of Gloranthan fiction with *The Fortunate Succession*. Picking up where the Glorious *ReAscent of Yelm* left off, this is a gem of Dara Happan history. Available from:

Wizard's Attic
P.O. Box 718
Hayward, CA 94543-0718
Phone: 1-800-213-1493

On The Shelf



Lords of Terror made it's debut at RuneQuest Con 2. It is a saddle-stitched 96 page booklet filled with lots-o-Gloranthan lore, specializing in chaotic baddies. Pulled together by RQA's own Stephen Martin, contains new material on the cults of Dorastor as well as reprinting parts of *Cults of Terror*. The cults featured in full write-ups are: Primal Chaos, Malia, Bagog, Thed, Krjalk, Porcharngo and Krarsht. Of special note are the updated Reminiscences of Paulis, which shed light on Dorastor during the Hero Wars. Stephen is now working on his own Dorastor supplement, *The Book of Drastic Resolutions*. He'll be publishing it on his own, and watch this space for more information as it is available.

Special Thanks to: Greg Stafford, Sandy Peterson, Ken Rolston
and everyone at Chaosium & Avalon Hill

Mad Baron Voorstik

Mad Baron Voorstik is an unofficial adventure for the *RuneQuest* role-playing game, and it is set in the world of *Glorantha*. The deluxe edition of the *RuneQuest* rules, available from Avalon Hill, is required to play this scenario.

Background

In the continuing power-struggles that are intrinsic to the cult of Thanatar, Greedo was an Engoli Headhunter who was going up in the world. He had recently clawed his way up to the status of Doomed One -- an acolyte -- gaining for himself a Guardian (Alzin, an allied spirit in human form) and new spells and abilities. After eliminating a rival in typical cult fashion -- by severing his head and binding his soul into it - Greedo thereby gained knowledge of his rival's divine magic, including the vile *Consume Mind* cult spell. When the Thanatari captured a Lunar party who had blundered into his complex, Greedo had his choice of victims to try out the *Consume Mind*. He chose their commander, Baron Voorstik, a minor noble and priest of Seven Mothers. Ignoring Voorstik's pleas for mercy and the promise of a large ransom (for Greedo lusted for knowledge and secrets, not money), the Doomed One made his preparations for the complicated and difficult ritual. Unfortunately for him, supporters of Greedo's decapitated rival conspired to disrupt the ritual in revenge, and the casting went horribly wrong -- Greedo's spirit found itself trapped in the Baron's head, causing them both to go mad.

The gleeful conspirators would have slain the hapless Baron there and then, but for an attack on the temple. Several of the Baron's entourage had escaped the ambush, and one of them -- Jarath, his long-time companion-at-arms -- made it back to civilization. Jarath returned with a mixed force of Lunars, Orlanthi and Storm Bull cultists, all willing to put aside religious antipathies to strike a blow against Thanatar, the foulest of the chaotic cults. The Baron and those of his comrades still alive were rescued, the Thanatar temple was substantially destroyed, and although Greedo's soulless body was destroyed in the cleansing fires, his spirit Guardian Alzin managed to get away.

Voorstik's ordeal had a terrible effect on him, and soon after his rescue he was given a medical discharge from the Lunar bureaucracy and retired with his new wife to a small estate in an isolated valley of northern Sartar. The estate is located halfway between the Tarsh Road and the Eaglecock Hill in the Trader's Valley. His old companion-at-arms, Jarath, followed him into retirement.

Whilst the Baron's madness did not get any better, neither did it worsen, until Alzin showed up and insinuated himself into the household. The Guardian's presence gradually awakened Greedo's personality and it soon became dominant to Baron Voorstik's. Alzin fed his master's appetite for wanton cruelty and they began to experiment ways to gain Greedo a new body. After the Baron's own wife was attacked by him, the shocked Jarath fled with her and all of the servants and most of the slaves.

The Estate

Baron Voorstik's estate is built in the typical Lunar style; a white-washed, oblong building built around a central courtyard. Although the fittings are expensive and elegant, the appearance

of the place is quite shabby, with all manner of refuse strewn inside and out. The whole place stinks, and the closer one gets to the cellar steps, the worse the stench gets.

The Opportunist

Baladar is the last of the Baron's retainers to remain. He survived by siding with Alzin early on, and becoming his creature. Baladar fears and hates Alzin, but is unaware of his true nature. He knows that the Baron and Alzin are performing atrocious deeds in the cellar, but this does not concern him overly much. It soon became obvious that their activities there were their sole interest, and Baladar has taken to lording it over the estate. He is slowly stripping away the Baron's fortune and possessions. When he has taken all he can, Baladar plans to leave. And if he can kill Alzin and the Baron too, all the better.

In the meantime, he has been actively helping Alzin get victims for his master. Originally, he simply dragged in one of the slaves, but most of them fled with Jarath and the Baron's wife. Of those foolish enough to remain behind, several were killed by Alzin and the Baron in quick succession, and the rest ran away. So, Baladar has had to go further afield, preying on lone travelers and transients, either by luring them back to the estate with the promise of a warm bed or work, or by simply way-laying them. In the season since Voorstik's wife and friend fled, six people have disappeared in the district. However, because none were locals (Alzin is careful to avoid their suspicion), little interest has been taken.

The Mad Baron

Baron Voorstik now never leaves the cellar of the villa. He sits there gibbering in the dark, lucid one moment, completely unhinged the next. Greedo's personality is normally dominant, but, in times of weakness (particularly after Greedo has attempted one of his Thanatar rituals) the Voorstik personality regains control, and he beats against the cellar door, begging to be let out and pleading for his wife. It is Greedo's belief that he can somehow duplicate the *Consume Mind* spell, and get a body of his own back. Unfortunately for Greedo, he's wrong, and all that is left of the victims when his "research" is over is a bloody mess. The cellar now resembles a gruesome slaughter-house, and the stench is terrible.

The Approach

The characters are approached by Jarath, acting on behalf of the Lady Vanessa, Voorstik's young wife. Jarath is a grizzled Lunar army veteran, in late middle age and with a gamy left leg ("got that fightin' the rebels on Kree"). Vanessa, a slight, plain girl in her teens, accompanies him, all the time weeping. Fresh from the Deezola convent, Vanessa believes that once Alzin has been sent packing, all will be fine between her husband and herself again. If the players take the job, Jarath and Vanessa will arrive the next morning, with a Healer who they hope will be able to find a cure for the Baron's malady.

Jarath offers the characters 100 silver imperials each for what should be a simple, if brutal day's work. He states that under no circumstances is the Baron to be harmed, whatever he may do. At this point Vanessa tearfully beseeches the characters

Spirit Magic: Befuddle(2), Mobility 1, Repair 1
Armor: Cloth Padding. Baladar owns a suit of hard leather armor that raises his AP to 4 which he will don if able.
Treasure: Lady Vanessa's jewels -- see above description.
Notes: Baladar is from the city of Slave Wall in Lunar Tarsh.

The Cellars

The entrance to the cellars is bolted from the outside, and is easy to open. Inside, the cellars are pitch-black. A Thanatar *Darklight* is burning at the far end of the cellar, on a rudimentary altar that Greedo/The Baron has made. This creates a ghoulish, purplish light visible only to Thanatar cultists. Until the characters bring a light-source down into the cellars then, Greedo and Alzin will be at an advantage. Six mad-head ghosts inhabit the cellars, the spiritual remains of the Thanatari's last six victims. These insane spirits will attack all non-Thanatari who enter the cellars, and if one possesses a victim, the ghost will use its new host to physically attack the other characters. If no other characters are near, the ghost will force its body to suicide, as expeditiously and messily as possible. The severed heads of these unfortunates litter the floor around the base of the altar. There is a Lhankor Mhy ritual that can be pronounced to destroy these spirits, described in both *Lords of Terror* and *Shadows on the Borderlands*.

When the characters descend into the cellars, Greedo and his guardian are busy at the altar with their newest victim (if the characters delayed going down to the cellars, the victim is dead and both are praying). Their attention will be alerted when the mad head ghosts begin their attack. Both will do all they can to destroy or capture the characters.

Alzin will take the initiative, because his master's mental imbalance. Greedo is incapable of casting most of his Thanatar magic or any spell which requires a lengthy ceremony, as he cannot concentrate for any length of time: Baron Voorstik's personality keeps interfering. This is why his renewed attempts at *Consume Mind* have consistently failed. Each melee round whilst Greedo is under the stress of the conflict, the Baron may attempt to regain dominance by a POW vs. POW roll. The first round the baron tries, it is if his POW is 1. Each consecutive round he tries, raise his chance by 1 POW until he reaches his maximum POW. Whilst this is going on, Greedo must succeed in a concentration roll (INT x 3) to cast his magic, all the time clawing at his own head in a vain effort to drive his tormentor out. If Baron Voorstik overcomes Greedo, the physical change will be instantaneous. The Baron will fall to the ground in a quivering heap, bawling for his wife, his life and his sanity. When a similarly stressful episode occurs, Greedo may make another dominance attempt of his own.

The Thanataris' tactic is simple: they will get the mad-head ghosts to do the work for them. Greedo will cast continuous Spirit Screen spells on them in order to make them as effective as possible. Note that because these spirits are insane and hate everything, Greedo must overcome a spirit's current magic points for the Spirit Screen to work. Note also that he can draw upon the Baron's magic points when casting his spirit magic. Meanwhile, Alzin will use the cover of darkness to skirt round

behind the characters to shut and bolt the cellar door behind them. He will then try to put his garrote to best effect!

Mad Head Ghosts (6)

<i>characteristics</i>		<i>attributes</i>
STR	2d6+6	Move: equals POW
POW	4d6	Magic Points: POW

- Ghost 1 Spirit Magic:** Extinguish 2
- Ghost 2 Spirit Magic:** None
- Ghost 3 Spirit Magic:** Disruption(1)
- Ghost 4 Spirit Magic:** Disruption(1)
- Ghost 5 Spirit Magic:** Befuddle(2)
- Ghost 6 Spirit Magic:** None

Treasure: These ghosts are all quite mad and have no memory of their previous existence. Each round a ghost has 50% chance of casting a spell or engaging in spirit combat. Even the ghosts that have forgotten spells will try to cast them, but will always fail.

Alzin

<i>characteristics</i>		<i>attributes</i>
STR	11	Move: 3
CON	11	Hit Points: 12
SIZ	12	Fatigue: 22
INT	14	Magic Points: 14
POW	14	DEX SR: 3
DEX	15	
APP	12	

<i>area</i>	<i>missile</i>	<i>melee</i>	<i>armor/hp</i>
r leg	01-04	01-03	1+0/4
l leg	05-08	04-06	1+0/4
abdomen	09-11	07-10	1+2/4
chest	12	11-15	1+2/5
r arm	13-15	16-17	1+2/3
l arm	16-18	18-19	1+2/3
head	19-20	20	1+4/4

<i>weapon</i>	<i>sr</i>	<i>atk%</i>	<i>damage</i>	<i>parr%</i>	<i>pts</i>
Garrote†	9	80	1d6	-	-
Shortsword	8	75	1d6+2	65	8

† Not a combat weapon -- see *Shadows on the Borderlands*, pg. 77

Skills: Fast Talk(40), Speak Sartarite(34), RAW Sartarite(14), Scan(45), Search(55), Listen(50), Hide(60), Sneak(70), Human Lore(30), Cult Lore(15)

Spirit Magic: Bladesharp 2 (for garrote), Darkwall(2), Heal 1
Armor: Heavy padding and leather worth 2 points on upper body; tarnished silver helm (a gift from Greedo). See Gift.

Items: Bleached Skull with Fanaticism 1 matrix (Engoli).

Gift: +1 point skin armor.

Geas: Never wear metal armor other than tarnished silver

Notes: Alzin is Greedo's Guardian, gained as a gift from Thanatar. This Guardian is a spirit that takes the form of a local clansman from the headhunter clan. Alzin is utterly loyal to Greedo. Alzin's body bears both the ritual scars of Thanatar and the Engoli Headhunter tattoos. Appropriate skill rolls are needed to recognize both.

Snake Pipe Hollow

A Guide to Northern Sartar

Introduction

Snake Pipe Hollow is well known throughout Dragon Pass as one of the foulest nests of chaos in all of Glorantha. Sartarites, Dwarfs and assorted others have been trying to eradicate this chaos for generations, with little or no success. The Lunar invasion of the pass heralds a new era, and who knows what evil will creep forth from the hollow. For a full history of the area, see the *Snake Pipe Hollow* game supplement from Avalon Hill.

Politics

Control of Snake Pipe Hollow in the upcoming Hero Wars will probably not be an important factor for several reasons; The sheer cliff walls on the south are a slaughter ground for any army trying to scale them. A much smaller force could hold of a whole army from the hills above. Even if the cliffs are taken, an invading force still faces four well defended settlements (Ironspike, Alda-chur, Alone and Herongreen) before entering Sartar proper. Also, there is a great danger of counter attack on the flank by Tusk Riders or Trolls. Of much more importance is Trader's Valley and the forts of Glasswall and Too Far. These are the important entry points between Northern Sartar and Tarsh, and are likely to see heavy fighting. Still, there are always rumors that the Lunar Empire will be annexing Snake Pipe Hollow and allying themselves with the chaos there.

Plant Life

The varieties of plant life increase dramatically in areas of chaos such as Snake Pipe Hollow and Dorastor. In Dorastor, the level of Chaos is thought to be the highest in the land. Here, there are few new varieties, but instead migrants from local lands that colonize Dorastor are quickly mutated and warped into twisted, weird forms. The plants of Snake Pipe Hollow follow a different life history; most of the chaotic varieties are indigenous to the area. Plants often show the mutations of gigantism, dwarfism, and discoloration -- which are common in chaotic areas. Any of the following plants are likely to be found in Snake Pipe Hollow, though possibly in some mutant form.

Trees: Elm, Willow, Dinosaur Elm, Apple, Irontree Pine, Stormapple, Oak, Lemon, Walnut.

Grasses: Corn, Winter Wheat, Hops, Barley, Oats.

Fruits and Vegetables: Prickly Melon, Potatoes, Wild Blue Parsnips, Grapes, Blueberry, Gooseberry, Tomatoes, Broccoli, Red Peppers, Garlic, Squash.

Fungus and Moss: Green Moss, Brown Hair Moss, Toad Tables, Eurmal's Crumbs, Truffles, Rundown Toadstool, Mad Dog Mushrooms, Spirit Moss, Chaos Curse Mushroom.

Flowers: Orlanth's Scepters, Dragon Lilies, Arroin's Lilies, Dandelion, Buttercup Maidens.

Misc. Bushes, Herbs, Roots: Giant Tarbushes, Manzanita, Mostal's Salad, Leechbushes, Tangibar, Red Clover, Missile

Roots, Kokoloni, Watercress, Footstoe, Squaa, Waymole, Dour-roots, Red Thistle Men, Spice Root, Dill, Cinnamon.

Chaotic Plants: Apple Surprise (Exploding seeds), Eurmal's Trick (Looks nice, poisonous), Mothan's Melon (Looks awful, tastes great), Melmarrow (statistic gain and chaos feature gain), Running Grass (Chases you), Snake Grass (Bites you), Iron Bushes/Dwarf Bane (Useful, but some goes boom), Rot Bush (Smelly, good for alchemy/hallucinogens), Acid Traps (Traps), Hook Bushes(Hosts dangerous mites), Mallia's Helper (Spreads disease), Bloodwood (Sap is blood).



Gazetteer

22 Turns: This is one of the well-known paths down into Snake Pipe Hollow from the New Hills. It gets its name from the many twists and turns it takes on its way down the southern wall of Snake Pipe Hollow.

2-Fisted Inn: Two fists are what you need in this bar, since ale is served in two mugs, and you can box the proprietor, Hamfist, for your tab. The fact that the owner makes a good living, means that the balding man with a solid frame packs a good two fists.

Alda-chur: Though Havar Ironfist is Duke of Alda-chur and Prince of Far Point, but most people just refer to him as the Warlord. He rules an alliance of the Vantaros, Princeros, Tovtaros and Dinacoli from this city of the Vantaros Tribe. The worship of Orlanth in Alda-chur is slowly being replaced with that of solar deities imported from Dara Happa. Havar is building a new Sun Temple and hopes to attract foreign priests to Far Point.

Badlands: This is an area of dry, blasted earth where tracking is impossible. Chaotic snakes abound in the many pits here.

Bloated Boar Inn: On Tarsh Road, between Herongreen and Alda-chur, is the rowdiest and roughest inn in Northern Sartar. It is a slow night if there are only three fights. You can place bets on combatants with the bartender and owner, Burkeo, with the deep, maniacal laugh. This establishment is not for those with weak-hearts or for those who desire to keep their reputations unsullied or their bodies un-bruised. Since only the toughest



mercenaries dare to visit, this is a great place to find the very best for your adventure, even if you will have to wait for them to sober up.

Blue Boar Inn: This well-known inn is situated near the Dinacoli Stockade along the King's Road in northern Sartar. Run by the brother of Burkeo, Bherrian. Often mistaken for his brother's notorious establishment, the Blue Boar is significantly tamer than its northern counterpart. The Blue Boar is a great gaming establishment, where you can play indoor darts, horseshoes, and cards for gold. Bulky Yelmalian guards are well

paid to keep the peace. Bherrian is a good source of information on the happenings of the area.

Boarlands: This wide swath of grasslands is known for the many wild pigs that roam here. These are the traditional lands of the Dinacoli tribe, who shocked everyone when they when they aligned themselves with Far Point and acknowledged Havar Ironfist of Alda-chur as their prince ten years ago.

Brenia's In Inn: This inn is run by a spicy-tongued woman, Brenia, who took over after the death of her father. Brenia is annoyed that she must compete with the Boar Brothers and the

Safe Trail: The trail is the only real route from Alda-chur to Ironspike. This trail is surrounded by hills that provide bandits ample opportunity to ambush parties traveling back and forth. Because of this, many consider the name as sarcastic. Bandits call it the Road to Gold.

Shade Table: This is a huge obsidian block at the end of Giants' Walk. The giants come to Snake Pipe Hollow to sniff the wind for blood and tasty morsels.

Shaman's Way: This road was built by the magic of an early shaman. This route is used by those who wish to access the Moss Shroud. The road is magically protected -- spirits cannot pass during daylight.

Sharl's Plains: These sweeping plains are now home to the Vantaros Tribe, and is notable for the fields of barley that grow naturally here. Hoar Wolves from the New Hills are a problem here during Dark Season.

Silent Tree Ferry: The River is about 180 meters wide at this point. Eldegar the ferryman is an enterprising deaf-mute man, who provides a raft-ferry across. He is a muscle-bound and imposing man with a strong sense of sight and smell. Eldegar is well-respected by traders and outlaws alike, and it is common-knowledge that he is not to be messed with. He has the mark of Geo on his finger.

Skull Ruins: This is the skull of some giant monster and there is a ruined EWF city here. See RQA2 for more details.

Snake Pipe Hollow: This is the most famous chaotic area of Dragon Pass. See the rest of this issue and the game supplement of the same name for more information.

Sorrow's Peak: The Bloated Boar Inn keeps a tally of those who unsuccessfully try to conquer one the most forbidding peaks in Sartar. The soul that claims to have climbed this peak and survived is either lying like a trickster or silly with brain fever. People are still attempting the climb this for it is said there is a great treasure there, including a powerful anti-chaos ward. The sorrow comes from the hellish conditions encountered on the way up.

Spider Ruins: The remains of this ancient fort in Web Valley is haunted by both real spiders and by spectral spiders. Trolls have set up a small shrine to Gorakikki-Spider here.

Stinking Forest: This forest was once part of the great Westwood, which covered all the lands of Dragon Pass and Balazar. It was called Tallseed then. Slowly, humans cut away the Forest in the West, and trolls devoured it in the East. When the Tusk Riders appeared in the Second Age, and corrupted the land with their bloody rituals, the fate of the Forest was sealed forever. Now, it is called the Stinking Forest. Fungi, mold and lichen cover the scrawny trees, and the trolls and tusk riders outnumber the beleaguered elves. More information on the Stinking Forest will be presented in RQA issue 6.

Stomping Grounds: This shallow valley is home to all varieties of Gloranthan dinosaurs. Man high razor-grass is abundant here, and all visitors should be vary of stampede the dinosaurs here.

Tarsh Road: This is the major trade route from Sartar to Tarsh, and eventually to the Lunar Empire. It is regularly patrolled and is generally considered safe to travel.

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

The Fist: This massive lump of white gypsum rises over 50 feet into the air. This magical stone purifies the River of the chaos taint that it gets by flowing throughout the Ogrewood. Pilgrims occasionally journey here to make an offering to naiad who dwells here.

The Getaway: This broad path is the best know way from Trader's Valley up into the Stinking Forest.

The Rookery: These jagged peaks are impossible to pass by humans. Only giant birds, Avirooks, can make this area their home. These birds have been known to taunt those who are foolish to take this route, and drive them insane before falling to their death -- then the Avirooks have a nice meal!

The Golden Grove: Although the elves of the Stinking Forest react violently to most who enter their forest, all who journey to the Golden Grove are granted safe conduct. In the Golden Grove, elves trade with humans from the rest of Dragon Pass. Often, these humans come seeking the right to hunt the dinosaurs of the Brontosaur lands. The elves will usually grant both their permission and a guide in return for fruits from distant lands, cuttings from great trees or other items of Aldrya. Sometimes, when the elves are in particularly good spirits, they are willing to trade for cheery songs or vibrant dances.

The oldest legends say that the Golden Grove was once a place of beauty and tranquility, a beacon that shone so brightly that it could be seen for miles around. Now, though, the trees are twisted and gnarled, and the once-golden leaves are a muddy brown. It is a place of sadness, and a reminder of what once was.

The Swollen Place: This broad marshy area is the home to many giant insects, especially dragonflies.

The Wakened Ones: For millennia, the chaos of Snake Pipe Hollow has oozed into the Stinking Forest, mutating and warping everything that it touches. The Wakened Ones form a grove of 43 trees which was awoken by the Chaos, and now conspires awful plots to destroy their normal brethren, and increase the power of their chaos allies to the South. Although the Wakened Ones are all rooted, they bend nearby runners to their will, and use them to communicate with the rest of the world.

The Wakened Ones are dark and twisted. They welcome the lichen and mold which comes from the East, and have become one with it. The smell of death and decay constantly hangs over them. Those who accidentally stumble upon the Wakened Ones usually find death within their branches. However, the Wakened Ones are always quite friendly to their allies, for their deep and deadly machinations depend upon the aid of mobile beings, who can carry their dark messages across Dragon Pass.

Thunderhead: These rolling hills north of Trader's Valley are believed to be haunted by Thunder Spirits, and their roaring can be heard almost every night in the Thunderhead.

Tink: Once a mining boom town, when the ore panned out Tink became a home for outcasts and drifters. See RQA 2 for more details on Tink.

Toadstone: This is one of the better known chaos hot spots of the hollow. The Toadstone is a giant green outcrop of rock jutting 10 meters out above the river. It gets its name from the giant aquatic variety of chaotic cliff-toads that dwell here. The toads secrete acid all over their bodies and live in harmony with the many gorp that also dwell here.

Too Far: The stockade of Too Far sits on the east of Trader's Valley at the border of Tarsh. Control of Too Far was given King Moirides by the Lunars, and the Tarsh king has ordered a contingent of Bagnet Regulars to man this fort and guard against incursions from both Sartar and Snake Pipe Hollow. There is almost always a Lunar Military unit near Too Far in the Watch Hills.

Tradecamp: This is a semi-permanent encampment of various traders that only closes down at the end of Storm Season and the Sacred Time. There is no political affiliation at the camp and it is open to all. Tradecamp is well known as the place to find recovered artifacts from Snake Pipe Hollow.

Trader's Valley: This broad valley lies between Dwarf Ford and Too Far. The Tarsh Road runs right down the center and Tradecamp and the Godstead Inn are notable stops.

Vale of Bones: This long valley is made up of the ribcage of some giant monster. See RQA 2 for more details.

Valley of the Chalk Man: Ancient chalk paintings line the walls of this valley, drawn before Time by primitive shamans.

Varna's Path: This is one of the twisting and turning paths down into Snake Pipe Hollow. Directions to this path down from the Lost Man Hills can be found at every inn in Far Point..

Wanderer's Crypt: This place is shunned by all travelers due to the rumors of a powerful dead wizard whose ghost haunts the crypt.

Wapa's Hotel: Wapa is a strange proprietor of this hotel. He disallows drinking and carrying on among his visitors. Wapa becomes the stern father figure, and if you do not like it, you can take your business elsewhere. He doesn't mind, because his hotel is famous for some of the softest and warmest beds in Sartar, and Wapa's great healing power.

Watch Hills: These hills top the rise to the south of Too Far. Lunar divisions regularly drill and patrol here. This is the traditional border of Tarsh and there are several ruined stockades here.

Web Valley: This valley is home to spiders of all type, tiny and giant, animal and intelligent alike. Many of them have come here from nearby Cliffhome, and are under the protection of the dark spirit, Cragspider, who rules there. Woe to the person who dares to harm one of her subjects. Strangely enough, elves and

trolls live in peace in the Web Valley, despite the fact that they constantly war everywhere else within the Stinking Forest. Perhaps there is something about the spiders, or their webs, which cover everything, which soothes tempers within the Valley. Sadly, outsiders are not treated nearly as well within the Web Valley. Unless they are specifically invited, visitors are quite likely to meet their death by spider bite, troll maul or elf arrow.

Weeping Tower: This location features the ruins of Fort Tikand, the famous site of the defenders against Chaos. In 1035 ST. the fort was established and its military was so confident of victory that they sent for their families. Before the families arrived, a massive chaos force overran the fort and slaughtered all in it. When the families finally made it there, they were confronted with gory sight of their loved ones in a sea of blood. Most mourned, buried their dead and returned to their villages. The fort commander's wife, Ahlesha, overwhelmed by grief, insisted on staying. She had his body carried to the tower where she stayed the rest of her days. Her weeping is still heard clearly as ever in the ashen tower as evidence of her everlasting love.

Whispering Vale: This vale is surrounded by lofty cliffs with unusual rock formations. There are powerful west-winds which blow through the cliffs and create sounds like whispers. Shamans say that it is a place where Orlanth communicates with his people, and Orthlanthi disciples travel there for guidance. Others say that Kajabor, the son of the devil, is whispering lies leading listeners to their demise or misfortune.



Gondo's Revenge

The Return to Snake Pipe Hollow

Gondo's Revenge is an unofficial adventure for the **RuneQuest** role-playing game, and it is set in the world of **Glorantha**. The material herein comes from the authors' campaigns, and you are free to pick and choose the elements that suit your own game play. The deluxe edition of the **RuneQuest** rules, available from Avalon Hill, is required to play this scenario, as is the game supplement **Snakepipe Hollow**. Greg Stafford's **King of Sartar**, available from Chaosium, is helpful in running this scenario or any game set in the Dragon Pass area of Glorantha.

Introduction

The year is 1622 and the Lunar Empire is on the verge of crushing all resistance in the Kingdom of Sartar. The invasion that began twenty years earlier with the sack of Boldhome is now complete with the fall of Whitewall. The Red Emperor has declared this to be the *Extra-Full Moon Year*, and citizens of the Empire have been granted a year without taxes and Temples of the Reaching Moon are sponsoring non-stop celebrations.

Adventurers have found themselves scattered all over Sartar since Whitewall fell -- there will be several lean years ahead for all of those loyal to the Flame of Sartar until a potential savior appears to re-unite the kingdom. This is a tale of such adventurers...

Gamemaster's Summary

This adventure is designed for a group of adventurers of medium to powerful strength, such as a group of experienced initiates led by a rune level character. Gondo Holst, a powerful ogre and near hero, has come up with a scheme to make himself overlord of Snake Pipe Hollow and a force to be reckoned with in Dragon Pass. The party of adventurers will get caught up in his grand scheme and hopefully foil it.

Last Maran Gor high holy day, the usual earthquake shook northern Dragon Pass with an unexpected result -- the shaker opened up some up some cracks in the Cobbled Ruin of Snake Pipe Hollow that lead to an older ruin below. Broos reported this to Gondo (who was staying in the OGREWOOD) and he investigated the site himself. Gondo could feel the power within the ruins, but was unable to excavate but a few shattered relics. He then returned to Cacodemon Altar and sacrificed seven sentient beings until he received a vision of an Iron Man, the powerful artifact buried below the Cobbled Ruin.

Gondo spent several weeks deep in fiendish thought until he came up with his master plan. He plans to trick Isidilian, the Dwarf of Dwarf Run, into excavating the ruins for him. Once the dwarf miners have recovered the Iron Man, he plans to ambush them and steal it before they realize is happening. After using chaos magic to animate the Iron Man, Gondo then plans to petition the Lunar provincial government at Furthest to appoint him Prince of Snake Pipe Hollow.

The players get involved first by carrying a message from the ogre to Dwarf Run, and then secondly as mercenaries

working for Isidilian guarding the excavation site. On their way to Dwarf Run, the PCs encounter some of the stranger denizens of Far Point, including a Lunar bureaucrat, the notorious Engoli headhunters and Havar Ironfist, the warlord of Alda-chur. After meeting the Dwarf at his mine, venturing into Snake Pipe Hollow brings its own chaotic perils as the party scouts ahead for the dwarf mining expedition.

The adventurers have to cross Dwarf Ford and pass by the Weeping Tower. Both locations contain minor chaotic challenges. The Cobbled Ruins hold dangers as well -- most notably the dangerous plant life that has sprouted there. The remnants of Fort Kagradus lie below the ruins and must be explored as well. The fort contains both chaotic menaces and fabulous dwarf technology from the First Age. The miners arrive along with a giant Jolanti and are able to recover the Iron Man quickly.

Spectral Scorpionmen and wayward giants both pose threats to the camp at the ruins. The adventure ends with Gondo leading a broo attack on the Cobbled Ruins in effort to gain control of the Iron Man. The party is greatly outnumbered until a strange band calling themselves Geo's Hidden Raiders arrives and turns the tide of the battle.

Dates and Weather

Gondo's Revenge nominally begins in Sea Season of 1622. Whitewall's fall last year has become old news and the survivors have returned to their families or have gone underground. Orlanth's High Holy Day and the Sacred Time have passed, leaving cult members free of required duties for a little while. Rains will be heavy for the first two weeks and light showers will characterize the next two. The temperature will be cool at the beginning, but not to any extreme. By the time the rains turn light, the temperature will be very spring like. A sample timeline follows:

Sea Season 1622

Death/Windsday	Dancing Snake Inn
Death/Fireday	Herongreen
Death/Wilday	Bloated Boar
Death/Godday	Alda-chur
Fertility Week	Glassmine Quarry
Stasis Week	Dwarf Run waiting area
Movement/Freezeday	Isidilian
Movement/Waterday	Dwarf Ford/Weeping Tower
Movement/Clayday	Broo Hunting Grounds
Movement/Windsday	Arrival at Cobbled Ruins
Movement/Fireday	Explore Fort Kagradus
Movement/Wildday	Dwarf miners arrive
Movement/Godday	Mapping ruins/setting up camp
Illusion Week/Freezeday	Dwarf excavations begin
Illusion Week/Waterday	Giant Attacks
Illusion Week/Clayday	Gondo Attacks
Illusion Week/Windsday	Leave Cobbled Ruins
Truth Week/Waterday	Arrive at Dwarf Mine

Notes on Rumors

There are rumors listed at the end of each section in which the PCs might interact with the local populace. Some of the rumors are important while others are just for flavor. Any rumor beginning with an asterisk (*) is directly related to the adventure. Listed are the source of the rumor, the actual rumor, and its veracity. The Gamemaster is responsible for introducing these rumors through role-playing.

I. The Dancing Snake Inn

This adventure starts in a better known inn of northern Dragon Pass. Located eight miles to the east of Herongreen Stockade along the Pavis Road, the Dancing Snake Inn is frequented by travelers journeying between Sartar and Prax. The inn is noted for its exotic atmosphere and the strange earth cultists who dwell there. This is a good place for adventurers to be 'hiding out' after the fall of Whitewall and the general fervor of the Lunar provincial forces against Sartarite nationals. The GM should use a method suited to the current campaign to bring the PCs here. It is suggested that events start on Death Week of Sea Season, 1622.

The inn is run by members of the Cult of the Dancing Snake. The weird spirit cult is often shunned by those Sartarites who are afraid of non-Orlanthi. The Cult of the Dancing Snake for more details. The PCs may be shocked by the cultural differences exhibited by the Snake Pipe Dancers. After the adventures have settled in and the GM has introduced the unique inhabitants of the inn, they will be approached by a grizzled trader as the adventure begins.

Gondo's Job

Gondo Holst is an old and crafty ogre who has traversed the long distance between Dragon Pass and Balazar many times. Gondo first appeared in the long out-of-print game supplement *Griffin Mountain*. The ogre is here at the Dancing Snake Inn posing as an Issaries trader. He is hiring mercenary messengers in order to get his nefarious scheme under way. His disguise is impeccable and he has weaved many spells of obscurity around himself. He will approach the party with an offer of employment. When traveling in this guise, he speaks with a strange accent and goes by the name Gabby of Dykene. Have the PCs make World Lore rolls to know that Dykene is north of the Rockwoods in Balazar.

The trader wishes to have a backpack delivered to Isidilian the Wise at Dwarf Mine. The party may not realize that this is the Dwarf of Dwarf Run himself! Gabby says he is currently heading to Jonstown and is unable to make the detour to see the Dwarf. He will pay up to 300 L. per party member, but will only offer 100 L. initially. The PCs are responsible for bargaining up to the maximum price. The ogre will reluctantly pay the full amount in advance if the party agrees to swear oaths and become Issaries lay members. Gabby/Gondo has small statues of the god of communication that he will sell for 10 L. each to complete the ritual of becoming a lay member. Remember that Gondo is 100% perfect in his role as an Issaries trader. After handing over

the package to be delivered, he tells the party that he will be heading north in a couple of weeks and will try to locate them on his way back.

The backpack contains three pieces of broken finger which date back to before Time. The finger is iron and magical and can be identified as such with a successful mineral lore and detect magic spells respectively. They are parts of an Iron Man -- an ancient artifact made by Isidilian of Dwarf Mine. Gondo fully expects the Dwarf to recognize them and set off in search of the rest of the artifact. The sturdy canvas backpack is stitched closed and Gabby makes the now Issaries members swear to Raw Greed (the cult spirit of reprisal) to protect the contents and not violate them. The party should head out to Herongreen in the morning where they can stock up on goods.

Rumors in the Dancing Snake Inn

From Drufus, an Issaries merchant sitting with Gabby: *"The Lunars are trying to increase trade in the area and Herongreen has been declared a duty-free town."* [True]

From Thrum Mavra, an Orlanthe rebel of the Colymar tribe: *"The Lunars are building a temple to Kajabor in Snake Pipe Hollow and are trying to resurrect the chaos god."* [False]

* From Gottus Van, a Vantaros messenger returning to Alda-chur: *"The Boarhead clan of the Dinacoli are involved in a deadly blood-feud with the Sun Deer clan of the Vantaros in the Longdoe Hills. Prince Havar is likely to order a regiment of pikemen to the area to put an end to the feud and smart travelers would best stay clear of the hills."* [True]



II. To Far Point

There are two well-traveled passages from the Herongreen area to Dwarf Mine. The route via Alda-chur is suggested and detailed below. The alternate route -- across the Donalf Flats, past the Dragon's Eye, and up Dwarf Run -- is left for the GM to detail. Rumors of dragonewt war parties waylaying travelers can be used to dissuade the party from going this route (see rumors in the Dancing Snake Inn above). There are four sections in this part corresponding to areas where encounters are given -- Herongreen, Boar Bridge, The Bloated Boar Inn and Alda-chur. The GM can add extra planned encounters or use the encounter table inside the back cover.

Herongreen

Herongreen is the first stop for the adventures on their journey towards Dwarf Mine. Herongreen stockade is of note because it is at the junction of the Tarsh Road, the Pavis Road and the Kings Road. It is a good place to pick up supplies if the

waiting area and a dwarf will come to get them. Ubaric gives directions to the waiting area outside the mine if the PCs request them or seem unsure of where to go.

The waiting area is outside the mine, about half a mile down the trail towards Hannand. It is actually a camp site and there are other visitors to the mine already camped out. The PCs will be surprised to see that there is a group of three dwarfs waiting here, but they keep to themselves and will speak to no one. Drusas, a Tarsh trader from Bagnot can tell the players that the dwarfs are from far away Nida. Drusas is here are the Mine in attempt to purchase dwarf food. He owns a copy of the Lhankor Mhy interview with Isidilian that is found in the center of this booklet. Drusas is willing to share this with the party for the right price.

If the PCs return to the mine before they are summoned, they will be reminded that their business has already been noted and that the schedule can not be deviated from. After a several day wait, the party is finally summoned back to the mine by a dwarf who refuses to speak. If the GM is following the suggested timeline, this takes place on Freezeday of Movement Week.

Rumors in Dwarf Mine waiting area:

From Drusas: *"The statues in front of the mine are really giant Jolanti, and the Dwarf can command them to make war on his enemies."* [True]

From Ceryl of Hannand: *"Ubaric is really the Dwarf of Dwarf Run -- don't cross him if you value your life!"* [False]

From Hurta of Tink" *"Those twinkles in the roof of the main cave are Falangian diamonds."* [False]

In the Service of Isidilian

A worker dwarf will summon them back to the Mine on the first day of Movement week. It is a short journey and the adventures will find themselves in front of Ubaric again. He tells the party that Isidilian is unavailable and that he is duly authorized to carry on the day to day business of the mine. Ubaric will insist that there is no other option and the PCs should eventually give in. When the heavy pack is finally opened and its contents revealed, the dwarf lets out an excited 'Oh my!' The heavy iron pieces are easily recognizable as giant fingers. Ubaric calls out 'Iron ho!' and four iron dwarfs appear out of the shadowy recesses of the reception hall. He instructs them to guard the guests while he attends some urgent business. The iron dwarfs refuse to talk to the party and are armed to the teeth -- any escape is futile.

Prophesies of Isidilian
The Lament of Iron [The Iron Project]: Isidilian - Middle Storm Age
 The Iron Project is the great Doomsday machine of the Mostali. These poor constructs cannot build, cannot shape, cannot make; they can only destroy. With each passing work cycle they grow ever stronger. When all the enemies of the World Machine have been defeated by them, who will protect us from our creations? Who will protect the World Machine from elemental outer chaos?

Approximately half an hour later, Ubaric returns in the company of a plain looking worker dwarf. The worker dwarf walks up to the fragments of the Iron Man and holds them to his breast. To himself, the dwarf mutters 'I must remember back... I must look forward...' He then turns to Ubaric and says, "Take them to a visitor's chamber, I will speak with them later."

Ubaric will not answer any questions other than that yes, that was the famed Isidilian the Wise, and that they have stumbled into something very important. The party is then taken to a holding room to await Isidilian's return.

The room is 10 meters deep and 20 meters wide with only one door. There are 8 stone niches carved into the wall with the barest of straw palettes to sleep on. There are two magical lanterns that light to room, complete with dimming hoods. The room is secure, and there is nothing to do but wait. After an indeterminate amount of time, a pale human with solid pink eyes (blind albino) will enter the room and offer the characters food -- metal glasses filled with a dirt like substance and spoons. These are tin cans filled with #3064.

Eventually Isidilian will appear and make known the history of Kagrados Fort (see page 20) as well as answering questions. He will also add that prophesies indicate great events are to happen that may involve the players and the Iron Man buried in the hollow. Isidilian then asks the PCs to aid him in recovering the artifact. He holds forth in his hands the Orb of Resilience†, a shiny black ball, and he offers to give it to the party after completing this mission. The GM should facilitate having the party agree to work for the Dwarf.

Isidilian gives a cursory overview of what he wants the PCs to do for him. First, they are to see the quartermaster, Fworfang Goodtin, and outfit themselves as needed. Then they are to proceed into Snake Pipe Hollow and journey to the Cobbled Ruins. There they are to scout out the area and wait for a dwarf mining expedition to arrive. They are to guard the dwarfs while they recover the Iron Man and return with them to the Mine. The quartermaster has all of the standard supplies, plus dwarf made chain mail that is +2 AP available for loan.

† The Orb of Resilience is in reality a 1" wide rubber super-ball. One of Isidilian's secrets is that of fun -- something unknown to dwarf culture outside the mine.

IV. Into the Hollow

Once the PCs enter Snake Pipe Hollow, they will be venturing into a totally different world. Although the wilds and cities of Dragon Pass alike can often be quite harsh, they are nothing compared Snake Pipe Hollow, where chaos still rules. There, it is like Time has been banished, and the Great Darkness never ended. Black rolling clouds blown in by Urain the Bad Wind hug the cliffs.

Feel free to shake up the PC's sense of reality while they are in Snake Pipe Hollow. Sometimes Yelm doesn't rise on time within the Hollow, or he stops his eternal journey to hang unmoving for hours. The nighttime stars always look different over the Hollow, and on occasion they actually come alive, to fight epic battles that were decided ages ago. The rules of nature

The Story of Kagradas Fort

(As Told by Isidilian the Wise)

Snake Pipe Hollow has always been a breeding pit of Chaos, ever since the Rock Mostali first dug it, in the time without Sun, to trap the greatest Chaos army ever within. At first, we tried to destroy the trapped Chaos. Iron Mostali led people of all races into the Hollow, including the fabulous Iron Men, but they found that the anomalous forces were often too well hidden, and when they were not, they were sometimes too strong. Then, we tried to ignore the trapped Chaos. This worked for a time, and it seemed that the Chaos had been contained. But after the Sun was partially restored to the World Machine, the forces of disorder began to venture forth from the Hollow, to terrorize the nearby lands.

So, finally, we decided to guard the trapped Chaos. Kagradas, who was then King of the Humans of Dragon Pass, offered the best men of his Liornvuli Tribe. With the aid of Rock, Lead and Tin, the humans built Kagradas Fort in the center of the Hollow, upon a great rise. It had been mathematically determined to be the most defensible location within the Hollow itself. Under the leadership of Gold and Iron, the humans of Kagradas Fort watched over the Chaos of the Hollow, and helped to control it throughout the Dawn Age.

When the work order for Osentalka was nearing completion, a great disorder spread throughout the world. The Liornvuli, and many other humans, rose in revolt against the new god. One of their kind, named Lokamayadon, was able to calm them, but not before the damage was done. While the Liornvuli's attention was turned elsewhere, hordes of broo swarmed over Kagradas Fort, and destroyed it forever.

The next century was a battle for survival against the Gbaji god which rose from Osentalka's ashes in Dorastor, further breaking the World-Machine. The chaos of the Hollow joined his cause, and so it could scarcely be held back. Even after the hero Arkat slew Gbaji, the Unity of the races was still broken, and so the humans were never willing to return to the Hollow to reaffirm their ancient duties.

Early in the Second Age, the best dwarfs from Dwarf Mine tried to reestablish the fortress within the Hollow. They returned to the site of Kagradas Fort, and found that the fortress had utterly disappeared. Not even ruins remained. The dwarfs built the Great Cobbled City where the Fort had once stood, but it lasted for a less than fifty years, for the Chaos had grown too strong in the hollow.

Since that time, other forts, such as Tikand Garrison, have on occasion watched over Snake Pipe Hollow, but never have they actually been built within it, like Kagradas Fort was. Today, all the ancient forts are fallen, and only Dwarf Mine remains. I fear the Chaos grows ever stronger.

area	missile	melee	armor/hp	
body	01-20	01-20	0/21

weapon	sr	atk%	damage	parr%	pts
Envelope	1	100	8 point acid	-	-

Skills: Glurp Happily(93)

Treasure: Silver Dagger worth 100 L within gorp.

Notes: This gorp is just so happy to be alive that it glows with exuberance. It bobs merrily, and may even glurp in good cheer when the PCs first spot it. See *River of Cradles* pg. 79 for more information on gorp.

The Weeping Tower

Near the end of their first day out of Dwarf Mine, the PCs will approach the Weeping Tower. The ruins have been quite thoroughly looted, and the PCs are unlikely to find anything of value. They may chose to investigate sounds of weeping heard from within the ashen tower that is at the center of the ruins, but they will be unable to find the source. See the gazetteer of Snake Pipe Hollow on page 11 for more information on the spirit that dwells within the Weeping Tower.

Eventually, the PCs will probably decide to camp for the night at the Weeping Tower, since the ruins do offer some limited cover and protection. The only potential danger is from a small patch of Rot Bush near the town. As they are setting up camp, they will be approached by Arlin Grumf.

Simply put, Arlin Grumf is an Ogre. However, he is nearly the opposite of the charismatic Gondo who set the PCs on this journey. He is a bear-like man, so covered in hair that he is bestial in appearance. His back is hunched, and malignant looking growths cover his body. Despite his ugliness, the PCs will probably think Arlin is human unless he smiles. At the worst, the PCs might suspect that he is a bear walker. However, if they see the sharp, jagged teeth within his mouth, they should have no doubt that he is an ogre.

Arlin has approached the PCs because he is hungry and curious. However, he will likely be intimidated by their superior numbers. Still, he will talk with them for a while, eager to learn why they are in the hollow, and happy to pass on any information that he can. If Arlin can actually get any of the PCs to wander off into the ruins with him alone under some pretext, he will leap upon the unfortunate victim, in hope of a tasty meal. Otherwise, Arlin will be non-aggressive.

Arlin isn't exactly the smartest ogre ever to walk the hollow, and he may very well give himself away while speaking with the PCs. When he's hungry, he occasionally begins to gnaw upon his left arm, and the PCs will very likely react badly to this when he begins to draw blood. If Arlin is attacked by the PCs, he will try to flee, but fight to the death if cornered.

Arlin Grumf

characteristics		attributes	
STR	17	Move:	3
CON	15	Hit Points:	13
SIZ	10	Fatigue:	32
INT	8	Magic Points:	8

POW 8
DEX 10
APP 6

DEX SR: 3

area	missile	melee	armor/hp
r leg	01-04	01-03	2/5
l leg	05-08	04-06	1/5
abdomen	09-11	07-10	0/5
chest	12	11-15	4/6
r arm	13-15	16-17	2/4
l arm	16-18	18-19	1/4
head	19-20	20	1/5

weapon	sr	atk%	damage	parr%	pts
Ball & Chain	7	79	1d10+1+1d4	52	8
Sling	3/9	82	1d8	-	-

Skills: Craft: Skin(53), Chaos Lore(31), Human Lore(71)

Spirit Magic: Shimmer 3

Armor: Varies due to growths on Arlin's body.

Items: A sack of bones from small mammals and birds.

Treasure: None

Rot Bush (*Fructicus Putrecere*)

One of the many foul smelling, fetid and rotting plants of the Hollow, Rot Bush is of note because alchemists are known to pay well for its seeds. In viewing, the Rot Bush appears as a standard variety of Fructicus that has been rotting for several weeks. It gives off a foul smell, not unlike carrion.

The seeds can be collected safely from seed pods atop the apical stem. Rot Bush itself holds no danger to the collector, but its smell often attracts unwelcome guests that may pose a serious danger.

The Rest of the Journey

Through the rest of the journey to the Cobbled Ruins, the PCs will not be directly approached by any chaos beings. A stand of Bloodwood trees lies in the party's way, but wary adventurers may opt for a short detour around the chaotic trees. However, they will see some in the near distance, and may confront them if they choose. The chaos creatures will not initiate any conflicts unless the PCs make spectacles of themselves. On the morning of the second day, the PCs will see a group of six broos hunting on the other side of The River, and towards noon, they will see a feared Walktapus in the distance.

If the PCs do somehow end up in battle with these creatures, use the stats in *Snake Pipe Hollow*, pg. 40-42, for the broos (Broo Groups One and Two), and the stats in *Snake Pipe Hollow Digest*, pg. 3, for the walktapus (Walktapus Two).

Towards the end of the second day out of Dwarf Mine, the PCs will see Toadstone across the river. See the gazetteer of Snake Pipe Hollow on page 11 for more information on the Toadstone. They will probably camp about where the river turns northwards. As they are making camp, they party is approached by two humans heading west a fast clip.

The leading human warily hails the adventures with a greeting of Orlanth. He says his name is Rolan, and is traveling from Ironspike to Trader's Valley with his companion (Greenbow the elf in disguise). He explains that he is traveling across the hollow instead of Far Point because there was some trouble with Havar Ironfist and a trader from Balazar (Gabby) was able to cover while they escaped. Rolan asks of dangers the PCs might have encountered, and can tell them that he saw giants leaving the Shade Table, so that area is safe for now. The two travelers then head on their way. Rolan and Greenbow are actually heading to Geo's Hideaway Inn and are members of the Hidden Raiders.

Bloodwood (*Fraxinus Sanguinis*)

Bloodwood is a species of Ash thought to be recently (last few centuries) imported from Dorastor, where it is a favorite of the Poisonthorn Aldryami. The tree is a small hardwood, never growing more than 10 feet in height. The wood it provides, when finished, is remarkably strong and beautiful, with differing shades of red grains running through it. The branches and limbs grow almost perfectly straight, thanks to the work of the Aldryami who created the breed with weapons in mind.

Those seeking to profit from harvesting Bloodwood are often surprised when cutting the trees for the first time. Not only does the sap pour out rapidly, but it is in fact real blood. Some trees have been rumored to give off a small whine at this violation, but this is not proven. To properly cure the wood and retain its color, the wood must be severed quickly and the blood flow staunched. † Wood drained of blood resembles plain Ash. Once the wound is sealed the wood must be allowed to sit for several weeks and then can be safely crafted into products. ‡

† Heal 2 or a successful First Aid is necessary.

‡ It is known the Aldryami of Poisonthorn have ways of keeping the plant alive through the entire process, giving the final product greater hardness and durability.

On the second day of the journey, the PCs will, if they are still following Isidilian's instructions, head straight southeast. Remind them that Isidilian warned that the chaos would be worse once they left their river especially when crossing the Broo Hunting Grounds. This should make them somewhat nervous, given the amount that they have already encountered. However, the last leg of the journey to the Cobbled Ruins will be unnaturally quiet except for a vicious patch of Running Grass. Not a single being will be seen, throughout the day, not even the smallest animal or insect. The PCs will arrive at the Cobbled Ruins a few hours after noon on the Third Day out of Dwarf Mine.

There is no map of the Cobbled Ruins presented. It is basically a large flat area with millions of cobblestones scattered about.

Running Grass (*Graminis Cursus*)

The most voracious of all known carnivorous varieties of chaos grass, this breed functions as one of the most efficient scavengers in Snake Pipe Hollow. Each patch grows no larger than five feet in diameter. When it reaches that size it splits into several small clumps of grass. The grass resembles a standard narrow-bladed variety, though it is the only known mobile grass. It does not actually move, but has a chaos-driven ability to grow forward rapidly while absorbing the grass left behind back into its system. This results in a remarkable speed for a plant. †

As a scavenger, *Graminis Cursus* has the ability to detect beings nearby, though how is not yet understood. It prefers dead food, but does not hesitate to begin eating dying or helpless prey. Sometimes several patches will hunt together to take down small, unsuspecting animals. The attack of Running Grass is incredibly painful, as those who have slipped and fallen with Running Grass nearby will tell you. The Grass actually uses its chaotic ability to grow onto the victim. ‡ In general though, Running Grass only follows the movements of people through the hollow hoping for an easy meal.

Running Grass often displays rudimentary intelligence, and keeps a safe distance from those that might threaten it. Some scholars have noted the humor of watching Grass attempt to hide behind objects while trailing someone. A last note is that the more intelligent patches often follow around bands of Broos, seeming to know innately what sloppy eaters they are.

† Running Grass can move at a rate of 3.

‡ This attack causes one point of damage to total body for each round the Grass is attached. It can only attack things on the ground, such as corpses or wounded men. Standing and shaking is a simple remedy for removal, as is fire, though only temporarily. The only way to kill Running Grass is to stomp it into oblivion. Its chaotic movement quickly extinguishes attempts to burn it and make it quite hard to stomp on

V. The Cobbled Ruins

After arriving at the Cobbled Ruins on the afternoon of their third day out of Dwarf Mine, the PCs will discover that they are largely as Isidilian described them. Perfectly cut cobble stones, each unbroken one measuring precisely 4" x 4" x 8", litter an area that is approximately circular in shape. These cobbles originally formed the foundation of the second Dwarven Fort, but many have been stolen or destroyed over the years, and only scattered remnants remain. Many of the walls of the fort, both inner and outer, can still be made out, but none of these ruins are more than a foot high, and even that only in rare cases.

The Cobbled Ruins are rarely traveled through, and so they are largely overgrown by plants of every type. Ivy covers everything, but in places grapes and tomatoes may be found as well, growing along the ground. A few old oak trees also dot the ruins. Universally, all of these plants have been utterly corrupted by the chaos of the Hollow. Some are huge, while others are stunted. Coloration and texture of the plants also vary wildly.

The entrance to Kagrados Fort is easy to find. There is a large rift in the earth in the North part of the ruins. The hole goes but a few feet before opening into a cavernous opening.

Prophecies of Isidilian

The End of the World: Isidilian - Late Storm Age

The Breaking of the World Machine took place at the extreme end of the range predicted by the schedule. The storm gods continue their fighting that initiated the breaking of the World Machine. Destructive forces, primarily Aldryami, are continuing to break the World Machine further. The Mostali have released their Iron Doomsday Machine to counter this. The schedule reveals only the most terrible events. Elemental Chaos shall return to the world in full force, mixing freely with all the other elements. Model simulations indicate less than a ten percent chance of survival for the World Machine. Only rapid repairs will hold it together.

Exploring the Cobbled Ruins

Isidilian warned the PCs that the Cobbled City fell a thousand years ago, and that it has been utterly looted in the time since. However, it is quite possible that they may still wish to explore the ruins, and see if they can find anything of value. If the PCs wish to try and loot the ruins of the Cobbled City, they should make Search rolls. If they are just rooting through the ruins, hoping to find something of value, these rolls should be made normally. If the PCs are making extra efforts, perhaps burning away vegetation, or attacking the ruins with digging tools, they should be given bonuses to their Search rolls between +1% and +40%. However, such actions might attract unwanted attention, at the discretion of the GM. There is no map provided of the Cobbled Ruins, and the GM should generate one as needed.

Apple Surprise (*Malam Mirus*)

The chaotic variant of the standard red apple of Sartar, Apple Surprise is the most common fruit tree found in Snake Pipe Hollow. It in all superficial ways resembles its safer relative. Apple Surprise's chaotic nature is only revealed when the seeds of its fruit are disturbed. When a seed is shaken or damaged (such as by teeth), it explodes. † This can only be prevented by boiling the apples beforehand. Broo bands are known to greatly overpay any merchant daring enough to sell them fresh, non-explosive apples.

† 1d4 Seeds in each apple. They each do 1 point of damage upon being set off (usually to the victim's head).

Each set of Search rolls represents approximately a half-days worth of work. The players may continue searching and making rolls for as long as they like, at the rate of two a day, but this will definitely attract unwanted attention. The GM should roll at least once a day on Snake Pipe Hollow encounter table, more often if he feels it is appropriate, or if the players have been hanging around the Cobbled Ruins for a very long period of time. Searching through the Cobbled Ruins is not without danger of its own, for there are many plants concealed by the undergrowth which are quite dangerous. Whenever a PC makes a search roll, he should also make a POW x 5 roll. If he fails, he is unlucky enough to have stumbled upon one of these chaotic

weapon	sr	atk%	damage	parr%	pts
Bite	5	67	1d8	-	-
Kick	5	71	1d6+3d6	-	-
Rear&Plunge	5	42	3d6+3d6	-	-
Kick	5	82	6d6 vs. prone target	-	-

Skills: Jump (72), Sidle (93), Smell Intruder (51)
Notes: A horse may attack once in a melee round.

10. Temple to Orlanth

The largest temple within the fortress was once the temple to Orlanth, the Liornvuli's greatest deity. However, this temple is no longer sacred to Orlanth, for it was thoroughly desecrated by the Broo when they overran the fortress. Besides the normal rubble and dust, one thousand year old excrement is also spread all across the room. Fortunately, it lost both its smell and its diseases hundreds of years ago.

Beautiful mosaics showing Orlanth battling against the corrupt and decadent Emperor may be seen if the players clear the excrement from the wall. They tell of how Orlanth contested with the Emperor, invented the new music and finally slew him with Death (see *King of Sartar*, pg. 65-68). The players may be surprised to see that the Emperor is not depicted as a glowing figure of light, as he has been during the Second and Third Ages. This is because during the First Age, at the High Council, Orlanthi were just learning that Yelm and the Emperor were one and the same.

11. Temple to Kero Fin

The first of the two secondary temples within the fortress was sacred to Kero Fin, the great Earth goddess of Dragon Pass. Unlike the Orlanthi Temple, this one was not defiled, and it is still sanctified to the ancient goddess. If players wished, they could sacrifice POW here to become initiates of Kero Fin. If this were to occur, the cult of Ernalda depicted in the *RuneQuest* deluxe edition may be used in place of the Cult of Kero Fin. For all intents and purposes, they are identical (and, in fact, the God Learners incorporated the Cult of Kero Fin into Ernalda in the Second Age).

Beautiful mosaics cover the walls of the temple. The earliest ones show Kero Fin, a mighty giant, settling in Dragon Pass. Later mosaics show Umath courting Kero Fin, and the

birth of Orlanth.

12. Temple to Sky River Titan

The final temple within the Fortress was to Sky River Titan, the mighty giant, whose blood helps to wash away the Chaos of the Hollow. Although the Temple was not desecrated, it is no longer sacred to the Titan. Perhaps it never was. Mosaics covering the wall tell the story of How the Creekstream River Was Made (see *King of Sartar* pg. 75-76). Above the altar is a full suit of Sky Armor -- it acts just as a suit of chain mail, but has exactly half the encumbrance. The armor is very ornate and worth a small fortune.

13. Partially Standing Towers

The final structures within the fortress are the towers at the Northwest and South Corners. The walls still stand as high as the outer walls of the fortress, but are all broken off above that level. Much rubble lies throughout the towers, the remnants of those destroyed walls. Each tower once had two stair cases, which led up to the outer walls, but these have all fallen now as well. A successful search roll turns up 1-10 small silver coins.

14. Outer Walls

The outer walls of Kagrados Fort are still intact and quite sturdy. They may be reached from the roofs of any of the inner buildings (which are about two feet below the walls). In old times, they were usually accessed by the twin stairways in the towers, or by the ladders within the barracks, but these have all fallen now.

Prophecies of Isidilian
The Great City: Isidilian - S.T. 412
 From the emptiness of the wastes shall spring the immense wall of the eternal city. Inside, science and art will reach great heights, thriving amidst a draconic philosophy of being. Events will begin there that could start in no other place on earth. The walls will keep out the animals that roam the wild lands, and provide security for all sentient beings from the hated forces of approaching chaos.



These spirits manifest themselves as spectral scorpionmen -- glowing beings that float across the sky. They wildly attack all that they see, not yielding until destroyed. 10 to 20 of the horrors attack this night, howling guttural praises to Bagog. These specters can attack twice per round. First they attack with their tail, which delivers no physical damage but deals 1-6 points of psychic poison, which is subtracted from current MP. These scorpionmen also are immune to damage from normal weapons. Magic, rune metal or weapons with spells cast on them do full damage.

Spectral Scorpionmen

<i>characteristics</i>		<i>attributes</i>	
POW	3d6+3(13-14)	Move: 6	
		Hit Points: POW
		Magic Points: POW

area	missile	melee	armor/hp
rh leg	01	01	4/3
lh leg	02	02	4/3
rc leg	03	03	4/3
lc leg	04	04	4/3
rf leg	05-06	05	4/4
lf leg	07-08	06	4/4
tail	09-10	07	4/5
thorax	11-12	08-10	4/5
chest	13-14	11-15	4/6
r arm	15-16	16-17	4/3
l arm	17-18	18-19	4/3
head	19-20	20	4/5

weapon	sr	atk%	damage	parr%	pts
Claw	8	60	1d4+1	500	6
Tail	5	80	1d6 to MP only		

Armor: 4 points

Notes: These creatures can attack with both a claw and their tail in the same round at no penalty. Also, these creatures may only be struck by magic, rune metal or enchanted weapons.

Day 4 (Sea/Illusion/Waterday 1622)

Daylight should bring sighs of relief to the beleaguered party. The specters are gone and the only trace of the scorpionmen is the wreckage of the camp following their destruction. The dwarfs quickly repair any damage done to the lifts by the scorpionmen. Just as things begin to settle down, Asfist raises the alarm -- he has spotted two giants heading towards camp from the Shade Table!

The first giant is a whopping 20 meters tall, but the second is only 5 meters. The two are coming to investigate the activity at the Cobbled Ruins. The dwarf leaders go into a quick conference along with the players. The dwarfs want to stay and fight -- they can't abandon this site so close to their goal. Quick plans suggest that the dwarfs and their Jolanti fight the larger giant while the PCs take on the smaller one. The party has four minutes to prepare before the giants arrive in camp.

The giants don't do much talking -- the large one, Alog, shouts 'food!' in his low rumbling voice as he reaches for one of

the worker dwarfs. The smaller giant, Hur, incessantly repeats his laugh 'hur hur hur!' as he swings his Irontree trunk. The Jolanti and Alog battle hand-to-hand for a while until the giant gains the upper hand by ripping one of the arms stone man and using it as a club. The giant then proceeds to bash off the Jolanti's other arm with the make-shift club. Things look bad until Fworfang and two of the worker dwarfs are able to get a Disorder Keg underneath Alog. It goes off, taking one of the giant's feet with it. The giant howls in pain and begins hopping towards the shade table. The dwarfs do not pursue the giant.

Hopefully the PCs have been fairing better against Hur. The giant will battle until Alog flees. This will take 16 melee rounds. Hur is not very smart, and just bashes away. Resourceful players might try to use the Cobbled Ruins to advantage, and the gamemaster is responsible for generating the setting as needed.

A quick head count after the giant's have been defeated or driven off finds that two of the worker dwarfs are no longer functional(dead). The dwarf leaders go into a private council to decide on how to proceed. They quickly come to the decision that they are too close to completing the mission must to abandon it. Gorbali and the Jolanti are dispatched for home as soon a harness can be rigged to allow the stone man to drag his arms. It is too dangerous to have the Jolanti around, potentially attracting foes without being able to fight. The dwarfs once again repair their lifts -- by midmorning tomorrow they will be ready to lift the Iron Man out of the earth.

Hur the Giant (5 meters)

<i>characteristics</i>		<i>attributes</i>	
STR	44	Move: 5	
CON	31	Hit Points: 37
SIZ	43	Fatigue: 75
INT	6	Magic Points: 10
POW	10	DEX SR: 3	
DEX	12	Dam Mod: +4d6	
APP	6		

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

weapon	sr	atk%	damage	parr%	pts
Irontree Maul	6	60	2d6+4d6	40	16

Skills: Smell Blood(40)

Spirit Magic: None

Armor: 10 point skin

Items: Giant Club (120 lbs) made of Ironwood. This wood is excellent for enchanting and is worth 25 L. per pound.

Notes: Hur is on the dim side, even for a giant. He likes nothing better than smashing things with his club while incessantly repeating his own name.

abdomen	09-11	07-10	5/7
chest	12	11-15	5/9
r arm	13-15	16-17	5/6
l arm	16-18	18-19	5/6
head	19-20	20	6/10

weapon	sr	atk%	damage	parr%	pts
Short Sword†	7	90	1d6+1+1d6	90	10
Harmonize	1	auto	Resist MP or be paralyzed		

† Jack wields two, usually attacking with one and parrying with the other.

Skills: Chaos Lore(40), Dodge(50), Jump(60), Throw(40), Speak Sartarite(15), Scan(60), Hide(40), Sneak(60)

Spirit Magic: Bladesharp 3, Fanaticism(1), Spirit Screen 3, Detect Enemy(1)

Rune Magic: Curse of Thed(1 use), Devour Spirit(1 use)

Armor: 6 point pumpkin head, hard leather and ring on rest.

Chaotic Features: Pumpkin Head, Harmonizing Gaze, Appearance Confusing, 20% to be hit, Reflects up to 4 point sprit spells and 1 point divine spells.

Items: Chaos Slime(one use, gives chaos feature), Genert's Left One(1 point spell strengthening crystal), Bronze Armband (with Endurance 1 matrix)

Treasure: Silver Collar(220L), 120 Lunars

Notes: Silver Collar(220L), 120 Lunars, 80 Wheels

Jack's Broos

characteristics	attributes
STR 13	Move: 4
CON 16	Hit Points: 16
SIZ 16	Fatigue: 29
INT 13	Magic Points: 11
POW 11	DEX SR: 3
DEX 11	
APP 7	

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

weapon	sr	atk%	damage	parr%	pts
Head Butt†	9	76	1d6+1d4	-	-
Club	6	61	1d10+1d4	48	10
1-H Spear	6	61	1d8+1+1d4	48	10

† a broo may attack with both head butt and weapon in the same round.

Skills: Climb(45), Jump(45)

Armor: 3 point head and scraps worth 2 points on rest.

Notes: Below are abilities specific to each broo. Spirit Magic; Chaotic Feature; Disease; and Items are listed in that order.

Broo #1: Bladesharp 2, Disruption(1); Poisonous Horns, 3d6 POT; No Disease; 34 L.

Broo #2: Strength 4; Regenerates 1d6 Points per Round; Carries Brain Fever; Loincloth(with Protection 1 matrix), 15 L.

Broo #3: Disruption(1), Heal 2; Absorbs up to 2 Point Spells; Carries Black Tongue; 8 Wheels, 15 L.

Broo #4: Heal 3, Fanaticism(1); Enlarged Horns +1d6 Head Butt dam; No Disease; No Items

Broo #5: Protection 3; Appears Invincible; Carries White Eye; Iron Leg Band(worth 500 L.), 32 Clacks

Broo #6: Mobility 2; Explodes for 1d6 Damage at death; Carries Joint Rot; No Items

Broo #7: Fireblade(3); Reflects 3 Point Spells; No Disease; No items

Broo #8: Countermagic 3, Heal 1; Moves Silently; Carries Shakes; 55 L.

Broo #9: Bladesharp 2; Spits Gorp; Carries Blotches; Tattered Cape with gold thread(worth 20 L), 120 clacks

Iron Cacodemon

characteristics	attributes
STR 40	Move: 5
CON 18	Hit Points: 29
SIZ 40	Fatigue: n/a
INT 15	Magic Points: 25
POW 25	DEX SR: 4
DEX 7	

area	missile	melee	armor/hp
r leg	01-04	01-03	20/10
l leg	05-08	04-06	20/10
abdomen	09-11	07-10	20/10
chest	12	11-15	20/12
r arm	13-15	16-17	20/8
l arm	16-18	18-19	20/9
head	19-20	20	20/10

weapon	sr	atk%	damage	parr%	pts
L Hand Smash†	8	80	1d6+5d6	40	20
R Hand Smash†	9	40	1d6+5d6	20	20

† can attack with both in same round

Armor: 20 point iron skin

Notes: This incarnation of Cacodemon is especially weak in one area – it is vulnerable to spirit attacks. Anyone can engage it in spirit combat by willing themselves to attack. If the spirit is defeated, the Jolanti will deactivate.

VII. Concluding the Adventure

The camp at the Cobbled Ruins is most likely a mess after the attack. Dead bodies will be piled into the wagons once repaired -- it is a bad omen to leave the dead in Snake Pipe Hollow. Geo's Raiders are friendly and will help with the clean up and repair. Rolan tells the PCs that if they're ever traveling the Elf's Walk, just mention his name and he'll get word.

The Iron Man (or its remains) still need to be transported to Dwarf Mine. There is still a four day journey ahead of the players and the surviving dwarfs, and the Gamemaster should add random encounters as appropriate. Back at the Mine, Isidilian will thank and reward the players, proclaiming them dwarf friends and rewarding them as the GM sees fit. Some minor dwarf technology is suggested as part of the reward.

The mystery of the Stinking Forest and Geo's Hidden Raiders await next issue!

Cult of the Dancing Snake

The Spirit of the Snake Pipe Dancers



I. Mythos and History

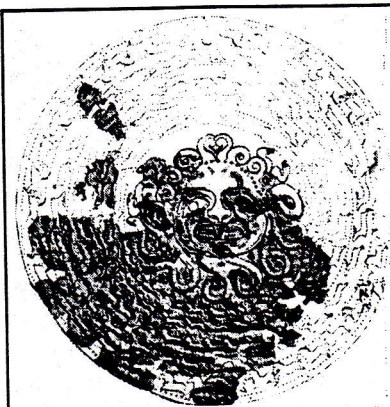
Before Time began, Benesnakre Dintjaneo was a powerful earth spirit tied to southern Peloria. Born of Father Snake and Pelora, Benesnakre emphasized the union of serpents and the people of the earth. The earliest humans danced wildly into the night to praise the spirit. These worshippers settled in what was to become Snake Pipe Hollow in the years before the dawn and a shrine to Benesnakre was added to the great earth temple that already existed there. The cult's high priest, Mansnake the Dancer, sacrificed himself to his god and the Dancing Snake rewarded him by binding his spirit into the legendary Snake Pipe. This pipe soon became a central feature of the earth temple and the legend of the object gave the hollow its name.

After the chaos army led by Kajabor shattered the area, the earth worshippers that survived were forced to take up a nomadic life. Greatly weakened without the center of their cult power, the Snake Pipe Dancers were unable to remain in Dragon Pass and wandered into southern Peloria. Their travels spawned many of the local folk tales of snake wizards that are still told today in the area to frighten wayward youngsters. During this period, the Snake Pipe Dancers often danced in the courts of the EWF, and were in great vogue because of the perceived similarity between serpents and dragons.

After the Dragonkill war, the Snake Pipe Dancers were able to bring the Cult of the Dancing Snake back to the pass. One of the first human groups to return, they found that Snake Pipe Hollow was still too dangerous and chaos-ridden for the cult to reestablish itself there. The Grand Dancer went before the Inhuman King and petitioned for permission to settle to the south of Snake Pipe Hollow. The dragonnewt agreed, but with one stipulation -- once every generation the humans must send their best dancer to the Dragon's Eye to be the Inhuman Kings slave for life.

Since this agreement, the Snake Pipe Dancers have been able to thrive in the hills between dragonnewt lands and the hollow. They founded the Dancing Snake Inn in the center of clan lands and reinstated cult worship. There is a shrine to Benesnakre Dintjaneo in a cave below the inn, where the cult performs its secret dances to the spirit. The Grand Dancer oversees the cult from this secret cave and rarely are outsiders allowed to visit it.

This cult has minor runic association with Earth and Beast. The cult language is an ancient derivative of Earthspeech and the seasonal holy days are on Wildday of Movement Week, with the High Holy Day in Earth Season.



Fragments from Snake Pipe
Hollow Earth Temple
Jonstown Temple SPH-23a-345

II. The Cult in the World

Snakepipe dancers (who refer to themselves as the *Dintjanianes do benesnakre pipareo*) have been dancing the sacred dances for generations, and they are descended from the original occupants of Snakepipe Hollow. The Dancers are biologically one family, since their tribal law dictates that they procreate only with their brothers, sisters, and cousins. For this reason, they eerily all look alike, with coarse brown hair, dry skin, yellow-green eyes and diamond-shaped faces. They ritually dust themselves with powdered moss, wear reptile skins on their bodies and drape snake fangs around their neck.

Legend has it that the reason they inbreed is because their ancestors had the magic of resisting the poisonous snake venom. Rather than allowing that magic to be diluted, they strictly forbade any sexual relations with those outside their family. Their children have a total immunity to poison (but not disease) which gradually weakens as they reach initiation age. Poisonous serpents are often put in cribs with infants to guard them. Those who have been tempted by outsiders become outsiders and are banished from area surrounding the Inn. Once sentenced to banishment, they are given a drug to blank their minds, *bhlegmensa*, to forget the magical dances.

III. General Membership (Initiates)

Membership to the Cult of the Dancing Snake is automatic to all of the Snake Pipe Dancer clan upon reaching their majority and learning the ritual dances to a level that satisfies the elders.

Outsiders can join the cult, but there is a dangerous initiation ceremony that few are willing the risk. The candidate must first learn the appropriate dance skill to a level of 33%. Then the entire clan is assembled at the Dancing Snake Inn to witness the Dance-of-the-Deadly-Embrace. In this dance, the candidate must dance with Old Fang, a giant green snake with gold blotches on his back. At the high point of the dance, Old Fang bites the candidate and injects a POT 20 poison. If the poison is resisted, the candidate lapses into a coma and receives dreams from the Dancing Snake. If the resistance roll is failed, the candidate dies unworthy of being a Snake Pipe Dancer. Outsider converts serve the important role of keeping enough variety in the gene pool to insure the clan survival.

Special Ability: All initiates of the Dancing Snake resist poison as if they had a CON of 20.

Skills Taught: Short Sword Attack, Dagger Parry, Earthspeech, Snake Lore, Sneak, Play Cult Instruments, Ceremony: Dance

Spirit Magic: Coordination, Control Snake, Glamour, Shimmer

Rune Magic: There is no rune magic available to initiates.

SPH Encounter Table

Far Point	Trader's Valley	Dwarf Run	Snake Pipe Hollow	ENCOUNTER
01-05	01-05	01-05	01-06	Adventurers
06-12	06-09	06-15	07-19	Animals/Plants
--	10	16	--	Aviroom
13-15	11-15	17-20	--	Bandits
16	16-17	21	20-30	Broos
17	18	22	31-33	Chaos Horror
18-20	19-20	23-25	34-37	Chaos Cultists
21	--	--	38	Dark Trolls
22	21-26	26-30	39	Dinosaurs
23-25	27	31-32	40	Dragonnewts
--	28	--	41-44	Dragon Snail
--	29-30	33-52	--	Dwarfs
--	31-35	--	45	Elves
26-39	--	--	--	Farmers
--	--	53	46-48	Giant
40	36-39	54	49-52	Giant Insects
41	40-42	55-60	53-58	Gorp
42	43	--	59-60	Jack-O-Bear
--	44	--	61	Lamia
43	45-46	--	62	Lycanthropes
44-49	47-60	61-69	--	Merchants
50-51	61-62	70	63-65	Ogres
52-53	63-71	71-76	66	Rebel Outlaws
54	--	--	--	Shadow Cats
--	72-73	77-79	67-73	Rubble Runner
55-56	74	--	74	Shaman (godi)
57-59	75-79	80-85	75-82	Snakes
60-65	80-88	86-89	83-90	Spirit
--	89	90	91-94	Stoorworm
76-75	--	91	--	Townpeople
76-96	90-91	92-94	--	Tribesmen
97	93-97	95	95	Tusk Riders
98	98	96-98	96-97	Walktapus
--	99	99	--	Wym
00	00	00	97-00	Special

FAR POINT: Also known as Old Sartar, this hilly area is currently under the grip of Havar Ironfist, Prince of the Vantaros. He is trying to bring solar worship to Far Point and is courting relations with the king of Tarsh. This area is still fairly wild, and its closeness to Snake Pipe Hollow can lead to some dangerous encounters.

TRADER'S VALLEY: This area gets its name from the constant stream of traders traveling between Sartar and Tarsh. This valley is adjacent to both the Stinking Forest and Snake Pipe Hollow, and the denizens from both are known to frequent this area.

DWARF RUN: Isidilian the Wise has been the protector of this area since before Time began, ever watching from the deep halls of Dwarf Mine. Most of the activity in this area revolves around the mine, either being dwarf patrols from there or humans seeking dwarf knowledge.

SNAKE PIPE HOLLOW: The most chaotic region of Dragon Pass, this isolated valley is shunned by all but the most foolhardy or powerful. Chaos abounds here and the very rules of nature do not apply.

From RQAdventures Issue 5

Adventures are encountered all throughout Dragon Pass. These are often tough bands in search of plunder or treasure

01-30 Far Point Tribesmen	61-70 Tarshites
31-50 Other Sartarites	71-85 Tarsh Exiles
51-60 Grazelanders	86-00 Lunars

Animals & **P**lants are the everyday sort of creature that one would encounter in the area, but with some useful purpose. Birds and jackrabbits are common animals while giant or unusual plants such as tarbushes or healing herbs can make up this encounter. Plants and animals in Snake Pipe Hollow are almost always mutated in some subtle form by the surrounding chaos..

Avirooks are giant birds that nest in the Eaglecock Hills. They are semi-intelligent, but have a savage streak in them.

Bandits are often called the scum of the earth by traders, and these human and non-human drifters wander throughout northern Sartar. .

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

Chaos **H**orrors are the unique manifestations of chaos that Snake Pipe Hollow has become infamous for. Some of them are unique variations of local life-forms while others are bizarre beyond comprehension. All are quite deadly.

Chaos **C**ultists are those who have given their lives over to the dark gods. This encounter can range from the townswoman who secretly worships Malia to dreaded Thanatari strike from their secret complex above Engoli's Fold.

Dark **T**rolls are from the Skyfall Lake area, and are unwelcome in Far Point by the locals. They are always on some mission and tolerate no interference from outsiders.

Dinosaurs are found throughout Dragon Pass. They occasionally go on a rampage and destroy crops.

Dragonnewts go about there own business and are avoided by Sartarites whenever possible. They are mostly neutral, but can become hostile if attacked or their plinths are violated. They are often seen traveling the mystic roads throughout the pass.

Dragonsnails seep out of the chaos infected pools in the north part of Snake Pipe Hollow to harass one and all. They occasionally have bizarre mutations. About 50% of dragonsnails are of the two-headed variety.

Dwarfs in this area of Dragon Pass are almost always from either Dwarf Mine or the nearby town of Hannand. This encounter is most likely with a patrol.

Elves occasionally come out of the Stinking Forest to raid or trade -- there is an equal chance of both. Rumor has it that there is a great leader called Lestus Creeping Ivy trying to unite all of the elves of the Stinking Forest.

Farmers are the majority of Sartarites, growing vegetables and grains. Many also keep livestock.

Giants come regularly to the Shade Table in the hollow.

Giant **I**nsects are a plague to all travelers in Sartar. They often swarm and harass parties of any size.

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

Jack-**O**-**B**ears are denizens of Snake Pipe Hollow, a spot where they are known to breed with an high fertility.

Lamias are strange creatures of chaos that often enthrall lesser beings. They can be dangerous foes.

Lycanthropes such as Wolf Brothers and Bear Walkers are a well known legend of Dragon Pass and are occasionally encountered hiding in human populations.

Merchants travel throughout the area and many of them come from Tarsh and the Empire. There are heavy taxes on caravans, and many try to smuggle items past the Lunar custom agents.

Ogres wander throughout Sartar, looking for living sacrifices to their terrible god, Cacodemon. They have a notorious altar to it at the OGREWOOD in Snake Pipe Hollow,

Rebls are Sartarites with Lunar bounties on their heads, fighting against the Empire.

Rubble **R**unners are viscous rodents that are more teeth than anything else. They haunt out of the way places.

Shadow **C**ats are rare in northern Sartar, but they are much sought out as familiars by Orlanthe.

Shamans, called Godi by the Orlanthe, are strange and powerful loners. They are sought out for their wisdom and their command of spirits.

Snakes are nest through the pass and are a general hazard.

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

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

Stoorworms are wyrms that have been mutated by chaos. They are a great menace to herders throughout Far Point.

Townpeople are the counterpart to the farmers of the hills.

They have professions and pastimes that reflect their more complex lifestyle.

Tribesmen are the less civilized Sartarites who still live off of the land. All of the tribes in northern Sartar have united under Havar Ironfist of Alda-chur and are slowly converting to solar worship.

Tusk **R**iders are foul blood drinking mercenaries from the Ivory Plinth. The came with the Lunar army and stayed beyond their welcome.

Walktapi are feared wherever they appear, and rarely do they congregate in any number.

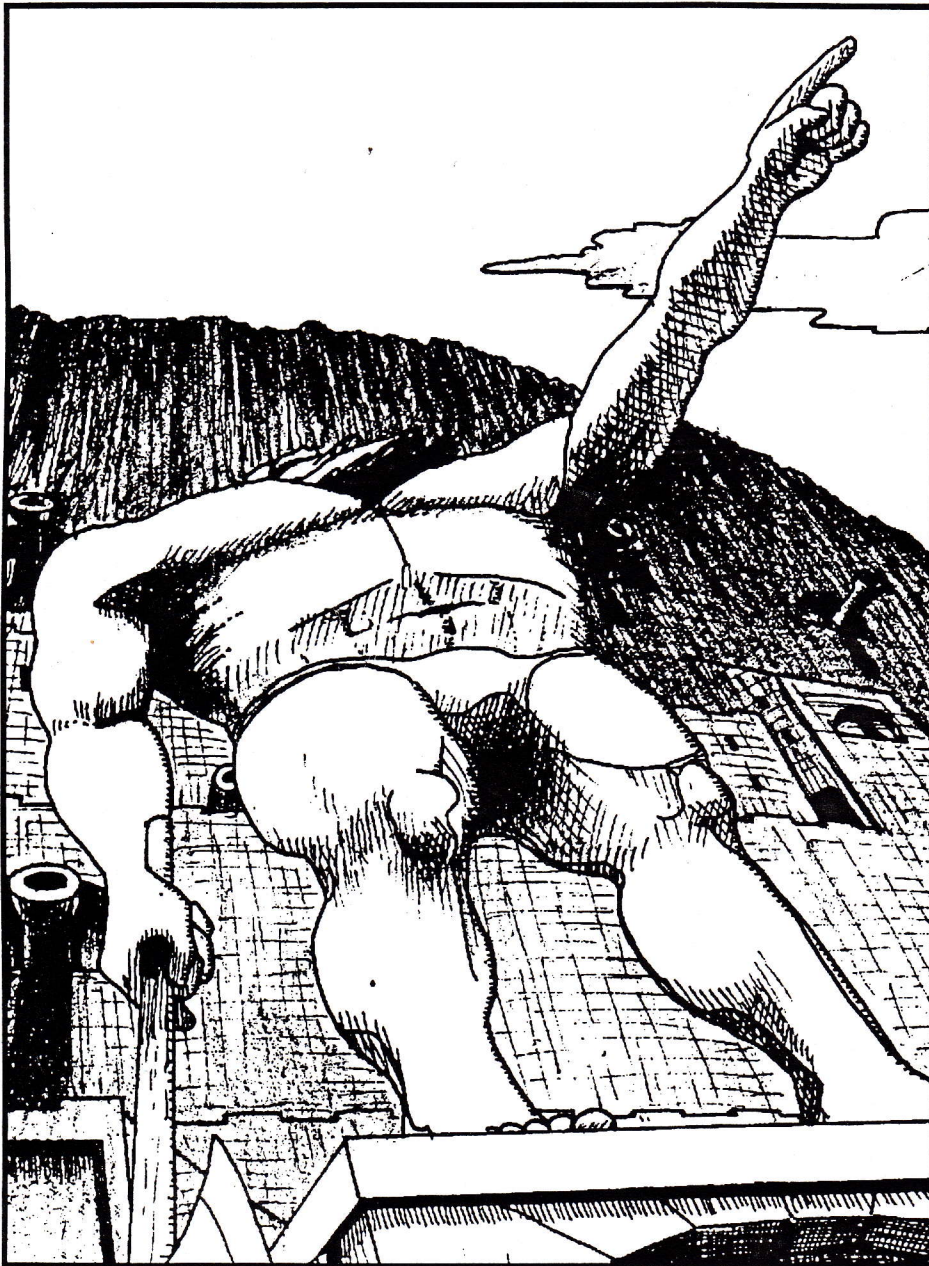
Wyrmes are large draconic beings, some known for their ancient dragon wisdom, though many are brutish.

Special encounters are those that legends are made of!

Possibilities include Dream Dragons, Lunar Magicians, Strange artifacts, the Urain, Ancient Ruins...

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