

# THE BEST OF ROAD ADVENTURES

VOLUME I, 1995



6

Escape from Duckland

6

2

Dreams Dragons Bring

2

Devil's Swamp

The Devil's Bones

III

and More!

III



# ADVENTURES FANZINE

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

## BEST OF RQA VOLUME I

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

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# ESCAPE FROM DUCKLAND

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## Introduction

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

## Gamemaster Summary

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

## GM Background

### Duckland

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

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

### Recent History in Sartar, 1620

Sartar is in turmoil! The last hope of freedom ended in 1613 with the rise of Tarshite General Fazzur Wideread and his easy squelching of Starbrow's Rebellion. The ill-fated rebellion stemmed from a successful ambush of Lunar forces at the Hill of Orlanth Victorious. Wideread assembled his forces and handily defeated the Sartarite nationalists at the notorious battle of Larnste's Table, sending the surviving freedom fighters running for their lives. Kallyr Starbrow, queen of the Kheldon tribe and self-proclaimed Queen of Sartar, is still alive and believed to be in exile somewhere in

the Holy Country. Shortly thereafter, Fazzur was appointed governor-general of all Dragon Pass and issued his infamous proclamation blaming the Wereducks of Sartar as the cause of the rebellion. A bounty of one year's Imperial taxes was offered in return for every Duck head turned over to the provincial Lunar government.

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

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

## The Adventure

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

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

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































**Triceratops**

*Armored Dinosaur*

|                        |    |                   |    |
|------------------------|----|-------------------|----|
| <i>characteristics</i> |    | <i>attributes</i> |    |
| POW                    | 11 | Move:             | 5  |
| DEX                    | 7  | Hit Points:       | 45 |

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |
|-------------|----------------|--------------|-----------------|
| tail        | 01-02          | 01-02        | 14/12           |
| rh leg      | 03-04          | 03-04        | 14/15           |
| lh leg      | 05-06          | 05-06        | 14/15           |
| hind q      | 07-08          | 07-08        | 14/18           |
| fore q      | 09-10          | 09-10        | 14/18           |
| rf leg      | 11-12          | 11-12        | 14/15           |
| lf leg      | 13-14          | 13-14        | 14/15           |
| head        | 15-20          | 15-20        | 28/28           |

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Ram           | 8         | 60          | 2d20+7d6      | --           | --         |
| Trample       | 8         | 80          | 14d6          | --           | --         |

**Skills:** Listen(50)

**Spirit Magic:** None

**Armor:** 14 point skin and 18 point head.

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

**Marupar the Trachodon**

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

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

**Marupar the Trachodon**

*Duck-billed Dinosaur*

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

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |
|-------------|----------------|--------------|-----------------|
| tail        | 01-02          | 01           | 8/8             |
| r leg       | 03-05          | 02-04        | 8/11            |
| l leg       | 06-08          | 05-07        | 8/11            |
| abdom       | 09-11          | 08-10        | 8/13            |
| chest       | 12             | 11-15        | 8/13            |
| r arm       | 13-15          | 16-17        | 8/9             |
| l arm       | 16-18          | 18-19        | 8/9             |
| head        | 19-20          | 20           | 8/11            |

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Bite          | 7         | 55          | 1d6+2d6       | --           | --         |
| Kick          | 7         | 60          | 1d6+4d6       | --           | --         |
| Tail Lash     | 7         | 45          | 4d6           | --           | --         |

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

**Armor:** 8 point skin.

**Items:** Large satchel around neck with various plants

**Treasure:** Large collar set with gems(80 L)

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

**More Dinosaurs?**

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

**Part Eight: Terrifying Tuskers**

*(Goday/Illusion Week/Sea Season 1620) Empty Half Moon*

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

**Camp**

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

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

**Wyrnish Ruins**

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

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

**Bolgor Badbreath...**

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

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

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

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

**...and his Merry Band**

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

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

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

**Bolgor Badbreath**

*Tusk Rider of the Bloody Tusk*

|                        |    |  |                   |    |       |
|------------------------|----|--|-------------------|----|-------|
| <i>characteristics</i> |    |  | <i>attributes</i> |    |       |
| STR                    | 17 |  | Move:             | 3  |       |
| CON                    | 18 |  | Hit Points:       | 17 | ..... |
| SIZ                    | 16 |  | Fatigue:          | 35 | ..... |
| INT                    | 13 |  | Magic Points:     | 16 | ..... |
| POW                    | 16 |  | DEX SR:           | 3  |       |
| DEX                    | 13 |  |                   |    |       |
| APP                    | 5  |  |                   |    |       |

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

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Lance         | 1+mov     | 90          | 1d10+3d6      | --           | 10 .....   |
| 2H Spear      | 5         | 90          | 1d10+1d6      | --           | 10 .....   |
| Broadsword    | 7         | 90          | 1d8+1+1d6     | 50           | 10 .....   |
| Buckler       | --        | --          | --            | 60           | 8 .....    |







a member of the Man clan of the Duck tribe and has cousins in Manvill to the northwest. The farm is typical for the area -- it consists of a one story wooden lodge with a large storage shed to the rear. It is located in the lower Stagwood valley, comfortably nestled between the rolling hills. Family hospitality and stories by the firelight will be exchanged between the party and Lars' delightful family while they spend the night.

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

### Stagwood

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

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

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

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

### Rumors for Southern Sartar

#### Roll 1d12

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

### Concluding the Adventure

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

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

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

# DREAMS DRAGONS BRING

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## Introduction

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

## Gamemaster Summary

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

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

## GM Background

### The True Dragons of Sartar

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

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

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

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

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

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

## The Adventure

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

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

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

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

## Modifying the Adventure

The GM should feel free to change any part of this scenario to adapt it to his current campaign. With some work, Forang Farosh can be replaced with Garstal Shavetop, Scholar Wyrms, or any expert on draconian lore from the GM's campaign. New encounters can be added, to make the





mules, eager to get to the next market. Curses to Yelm are often quietly muttered by the travelers.

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

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

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

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

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

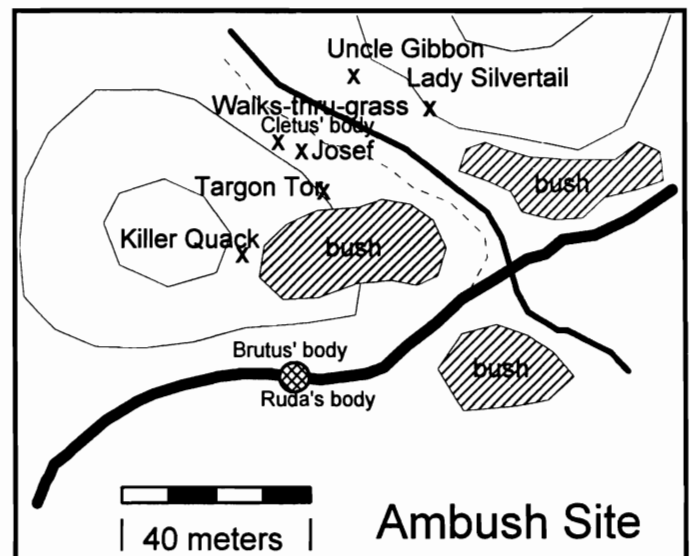
It was on this search for his family that Cletus unearthed the two documents that have led him to suspect a great treasure hidden in the Sartar hills. He is currently returning to Alone, where he hopes to fully decipher the documents and raise enough money for a full scale expedition. Cletus will mention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

Brutus will ask the players for their opinion on the latest rumor from Sylila. Talk there is of the marriage of

Orlantius to the Red Goddess, joining the forces of the middle sky. The two guards are split on the idea -- Ruda favors it while Brutus thinks it is a mistake. He will ask the PCs if they would want the Red Moon to be Sky-queen of Sartar.

After about a half-hour break Cletus, Brutus and Ruda pick up their gear, thank the party for their hospitality, give a blessing of Orlantius, and head down the road. The adventurers should remain out of the blistering heat for at least another hour before resuming their journey Cletus will decline any offer of companionship for the journey, speeding on down the road, leaving them with these words cursing the heat -- *'May Yelm's member be thrust deep into Valind's backside!'* If the PCs try to follow, throw in some event that keeps them from following such as broken pack straps.

Finally breaking camp, the players proceed down the road towards their destination. The heat is still blistering, and anyone in armor is soon covered in sweat. Any character heavily encumbered will use *Fatigue Points* at 2 times the normal rate. There is no activity on the road and animals like oxen and sheep can be seen dozing in the shade of nearby trees. Even a fearsome triceratops escapes the sun under massive oak only 20 meters from the road. The creature stares blankly at the adventures, but does not move from its shady spot.



### The New Monkey-gang

About an hour after breaking camp, the party member in the lead will discern a commotion ahead. A successful *listen* check discerns the screech of baboons and the quack of a duck in the distance. Running ahead, the party will see a large rock in the middle of the path. Underneath the 3 meter boulder is the lifeless body of Ruda, and the crushed remains of Brutus can be seen just a few feet away. Any party member making a *scan* roll will see two baboons looting the remains of Cletus Adolus 50 meters to the left of the road. A special *scan* roll will spot the gang's scout, Killer Quack, on top of a small rise. The party should feel



**Josef**

*Civilized Male Baboon Bandit*

|                        |    |                   |      |
|------------------------|----|-------------------|------|
| <i>characteristics</i> |    | <i>attributes</i> |      |
| STR                    | 15 | Move:             | 5    |
| CON                    | 11 | Hit Points:       | 11   |
| SIZ                    | 10 | Fatigue:          | 26   |
| INT                    | 16 | Magic Points:     | 13   |
| POW                    | 13 | DEX SR:           | 2    |
| DEX                    | 16 | Dam Mod:          | +1d4 |
| APP                    | 13 |                   |      |

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

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

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

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

**Armor:** 1 point fur, bronze hauberk and helm

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

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

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

**Walks-thru-Grass**

*Male Baboon Bandit*

|                        |    |                   |      |
|------------------------|----|-------------------|------|
| <i>characteristics</i> |    | <i>attributes</i> |      |
| STR                    | 22 | Move:             | 5    |
| CON                    | 16 | Hit Points:       | 16   |
| SIZ                    | 16 | Fatigue:          | 38   |
| INT                    | 11 | Magic Points:     | 9    |
| POW                    | 09 | DEX SR:           | 1    |
| DEX                    | 19 | Dam Mod:          | +1d6 |
| APP                    | 12 |                   |      |

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

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

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

**Spirit Magic:** Mobility 1, Ironhand 3

**Armor:** 1 point skin, leather helm

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

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

**Killer Quack**

*Bloodthirsty Duck Bandit*

|                        |    |                   |    |
|------------------------|----|-------------------|----|
| <i>characteristics</i> |    | <i>attributes</i> |    |
| STR                    | 09 | Move:             | 2  |
| CON                    | 14 | Hit Points:       | 10 |
| SIZ                    | 6  | Fatigue:          | 23 |
| INT                    | 13 | Magic Points:     | 14 |
| POW                    | 14 | DEX SR:           | 2  |
| DEX                    | 17 | Dam Mod:          | -- |
| APP                    | 7  |                   |    |

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

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

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

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

**Armor:** cuirboili suit, head is bare

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

**Notes:** Killer Quack is the name that this bandit has taken as an outlaw. His entire family was slaughtered in the great duck hunt of 1613, and he craves revenge. He has no mercy for humans, and will try to kill them at every chance. Oddly, he does not consider Uncle Gibbon to be human, and follows him

for the chance to kill his enemies. There is a bounty of 1000 Lunars on this bandit. This duck will fight to death against humans if cornered, but will try escape if available.

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

### Lady Silvertail

#### Foxwoman Bandit

*characteristics*

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

*attributes*

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

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

| <i>weapon</i> | <i>sr</i> | <i>attk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|--------------|---------------|--------------|------------|
| Dagger        | 6         | 85           | 1d4+2         | 45           | 6 .....    |
| Self Bow      | 1/7       | 75           | 1d6+1         | 75           | 5 .....    |

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

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

**Armor:** none

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

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

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

### Targon Tor

#### Minotaur Bandit and Brute

*characteristics*

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

*attributes*

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

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

| <i>weapon</i> | <i>sr</i> | <i>attk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|--------------|---------------|--------------|------------|
| Great Axe     | 4         | 55           | 3d6+2d6       | 75           | 10 .....   |
| Head Butt     | 7         | 45           | 1d6+2d6       | --           | -- .....   |

**Skills:** Track(51), Beastspeech(30), Speak Trade(5)

**Spirit Magic:** None

**Armor:** 3 point skin, leather hauberk and vambraces

**Items:** cow fertility idol (30 L.), horse bone necklace (10 L.), obsidian nose ring (6 L.) Large sack with 376 L.

**Notes:** Targon Tor is an almost mindless brute, but is completely dedicated to Lady Silvertail. If she is ever harmed, he will go berserk. He does not follow Uncle Gibbon's orders, and would kill the shaman if he knew that he was having an affair with his mistress. See *RQ Creatures Book*, page 29 for details on minotaurs

### Scholarly Pursuits

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

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

### Part Two: Forang Farosh

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

### Tink Village

Tink is a squalid little settlement, west and south of the Dragon's Eye. Only one road runs through town, and the only notable stop along it is the Tink Inn. Some say that if it wasn't for the road, Tink would never be visited now that











**Orlanth's Traveling Ritual**

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

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

**Part Four: Jarn Valley**

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

**Awooooo! Werewolves of Sartar**

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

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

An *Animal Lore* check will locate trees with the bark scratched off them in Telmori style, and any character with super-human smell will notice the marked trees that ring the area. This pair has been able to survive unnoticed so far due to the proximity of the dragon, and local livestock thefts are blamed on the Dragon of Jarn. The werewolves will stalk the characters once Yelm is gone. They are a tough pair and immune to most weapons in wolf form.

**Frwth**

*Wild Male Telmori Werewolf*

| characteristics | (wolf)  | attributes       |       |
|-----------------|---------|------------------|-------|
| STR             | 11 (22) | Move: 3 (7)      |       |
| CON             | 13 (13) | Hit Points: 15   | ..... |
| SIZ             | 16 (16) | Fatigue: 24 (35) | ..... |

|     |         |                    |       |
|-----|---------|--------------------|-------|
| INT | 12 (6)  | Magic Points: 11   | ..... |
| POW | 11 (11) | DEX SR: 2          |       |
| DEX | 13 (13) | Dam Mod: -- (+1d6) |       |
| APP | 10 (10) |                    |       |

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

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

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

**Skills:** Sneak(85), Scan(60), Search(50), Track(65), Speak Wolfspeach(32), Speak Sartarite(7), Dodge(40)

**Spirit Magic:** Heal 1

**Armor:** Thick furs(man); 1 point hide, immune to most weapons

**Items:** ancient bronze medallion with dragon emblem(100 L.)

**Notes:** See *RuneQuest Creatures Book* page 40 for complete details on werewolves.

**Grrr!**

*Wild Male Telmori Werewolf*

| characteristics | (wolf)  | attributes         |       |
|-----------------|---------|--------------------|-------|
| STR             | 13 (26) | Move: 3 (7)        |       |
| CON             | 12 (12) | Hit Points: 13     | ..... |
| SIZ             | 13 (13) | Fatigue: 25 (38)   | ..... |
| INT             | 09 (5)  | Magic Points: 12   | ..... |
| POW             | 12 (12) | DEX SR: 3          |       |
| DEX             | 12 (12) | Dam Mod: -- (+1d6) |       |
| APP             | 09 (09) |                    |       |

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

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





# DEVILS SWAMP

## Introduction

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

## Gamemaster Summary

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

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

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

## Part One: Milk Run

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

### Bull Run

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

*"Oh masters, my blessed eyes have seen a strange and wondrous sight. Far to the south near the foul Devil's*

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

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

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

### Skybull

| characteristics |    | attributes    |              |
|-----------------|----|---------------|--------------|
| STR             | 43 | Move:         | 9/11 flying  |
| CON             | 22 | Hit Points:   | 32(24) ..... |
| SIZ             | 42 | Fatigue:      | 64 .....     |
| INT             | 4  | Magic Points: | 11 .....     |
| POW             | 11 | DEX SR:       | 4            |
| DEX             | 7  | Dam Mod:      | +4d6         |

| area   | missile | melee | armor/hp     |
|--------|---------|-------|--------------|
| rh leg | 01-02   | 01    | 5/8 .....    |
| lh leg | 03-04   | 02    | 5/8 .....    |
| hind q | 05-07   | 03-07 | 5/13 .....   |
| fore q | 08-10   | 08-12 | 5/13 .....   |
| r wing | 11      | 13-14 | 5/8 .....    |
| l wing | 12      | 15-16 | 5/8(0) ..... |
| rf leg | 13-14   | 17    | 5/8 .....    |
| lh leg | 15-16   | 18    | 5/8 .....    |
| head   | 17-20   | 19-20 | 5/11 .....   |

| weapon | sr | atrk% | damage  | parr% | pts   |
|--------|----|-------|---------|-------|-------|
| Charge | 7  | 35    | 2d6+4d6 | --    | ..... |
| Stomp  | 4  | 25    | 2d6+4d6 | --    | ..... |

**Skills:** Smell Intruder(40), Listen(40)

**Armor:** 5 point skin

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

**The Creeps**

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

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

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

**Swamp Creeper**

|                        |                        |
|------------------------|------------------------|
| <i>characteristics</i> | <i>attributes</i>      |
| STR 20                 | Move: 2                |
| CON 10                 | Hit Points: 15 .....   |
| SIZ 20                 | Fatigue: 30 .....      |
| INT 3                  | Magic Points: 14 ..... |
| POW 14                 | DEX SR: 4              |
| DEX 8                  | Dam Mod: +2d6          |

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |
|-------------|----------------|--------------|-----------------|
| leaves      | 01-02          | 01           | 5/8 .....       |
| main vine   | 01-02          | 01           | 5/10 .....      |
| flower      | 19-20          | 18-20        | 5/6 .....       |

| <i>weapon</i> | <i>sr</i> | <i>attk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|--------------|---------------|--------------|------------|
| Bash          | 8         | 50           | 2d6+2d6       | --           | -- .....   |
| Shoot Thorns  | 4         | 66           | 1d2†          | --           | -- .....   |

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

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

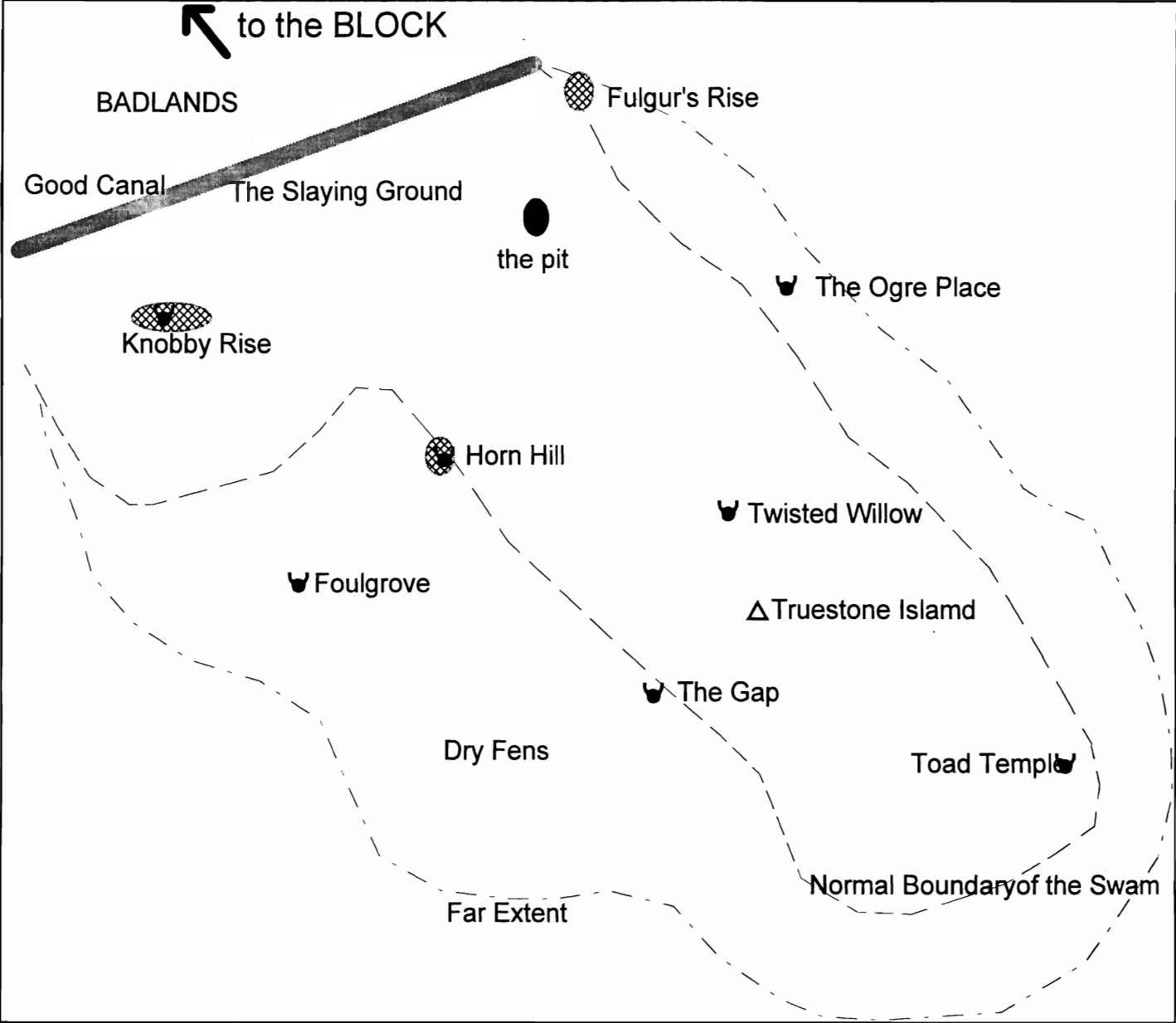
**Part Two: Broo Camp**

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

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

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

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



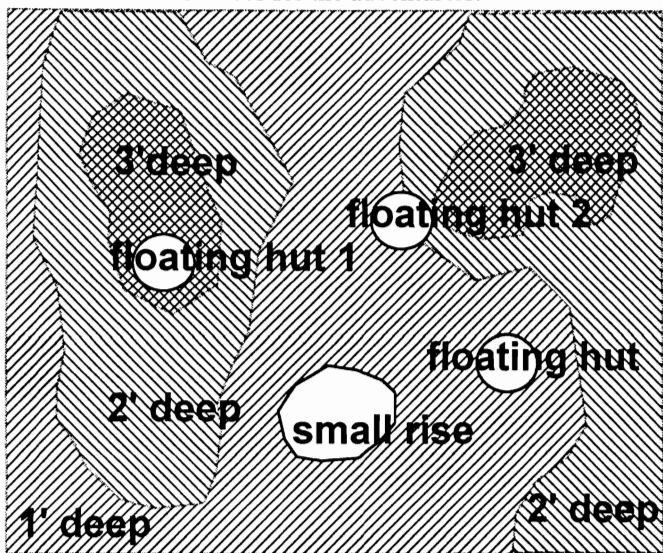
The broo camp can be easily spotted as a group of three leafy green huts surrounding a small rise towards the middle of the Pit. On this rise can be seen several prone human shapes wearing impala clan attire, and there are eight impalas in the water next to them. Also around the camp can be seen about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

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

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

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

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



Broo Camp in the Pit

### Buzlak, Broo Leader

|                        |                   |
|------------------------|-------------------|
| <i>characteristics</i> | <i>attributes</i> |
| STR 18                 | Move: 4           |
| CON 16                 | Hit Points: 18    |
| SIZ 18                 | Fatigue: 34       |
| INT 15                 | Magic Points: 11  |
| POW 16                 |                   |
| DEX 15                 | Dam Mod: +1d6     |
| APP 8                  |                   |

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

|               |           |             |               |              |            |
|---------------|-----------|-------------|---------------|--------------|------------|
| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
| Head butt     | 9         | 75          | 1d6+1d6       | --           | --         |
| Short Sword   | 7         | 85          | 1d8+1d6       | 50           | 10         |
| Javelin       | 3/9       | 80          | 1d8           | --           | --         |

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

### Wild Broo

|                        |                   |
|------------------------|-------------------|
| <i>characteristics</i> | <i>attributes</i> |
| STR 15                 | Move: 4           |
| CON 16                 | Hit Points: 16    |
| SIZ 16                 | Fatigue: 31       |
| INT 11                 | Magic Points: 13  |
| POW 13                 |                   |
| DEX 12                 | Dam Mod: +1d4     |
| APP 7                  |                   |

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

|               |           |             |               |              |            |
|---------------|-----------|-------------|---------------|--------------|------------|
| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
| Head butt     | 9         | 46          | 1d6+1d4       | --           | --         |
| Club          | 7         | 31          | 1d8+1d4       | 22           | 8          |
| Throw Rock    | 6         | 31          | 1d4           | --           | --         |

**Skills:** Climb(30), Jump(30), Conceal(25), Track(25)  
**Spirit Magic:** Disruption(1), Bladesharp 1, Bludgeon 1, or Shimmer 1 -- give each broo one appropriate spell  
**Armor:** 3 point skin on head, scraps worth 3 points on rest of body  
**Items:** Weapons and trinkets of little or no value. All are infected with broo spoor.

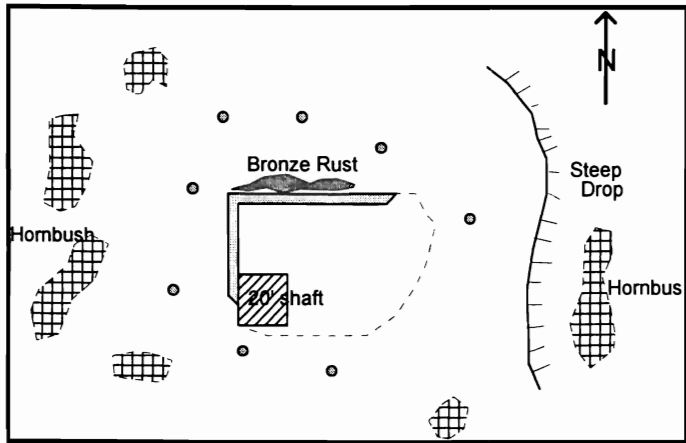
### Individual Broos

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

### Part Three: Ruins of Horn Hill

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

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



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

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

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

The Ogre Place itself is a kilometer wide slash of dry brown marsh grass ranging from one to two meters in height. The grass is annoyingly sharp, and causes many painful cuts in anyone forcing their way through it. Several beaten down tracks wind their way through the high grass, eventually leading to the center where fresh blood stains can be seen. A *track* roll is necessary to determine that this spoor is recent enough to be that of the same ogres that attacked the Morokanth. Another *track* roll shows their trail leading east -- out of the Ogre Place and into the heart of the swamp. At

some point during the trek, allow *scan* rolls to spot a giant quarter kilometer weeping willow to the south. The tracks lead nowhere near the tree -- this is a clue to the fourth episode.

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

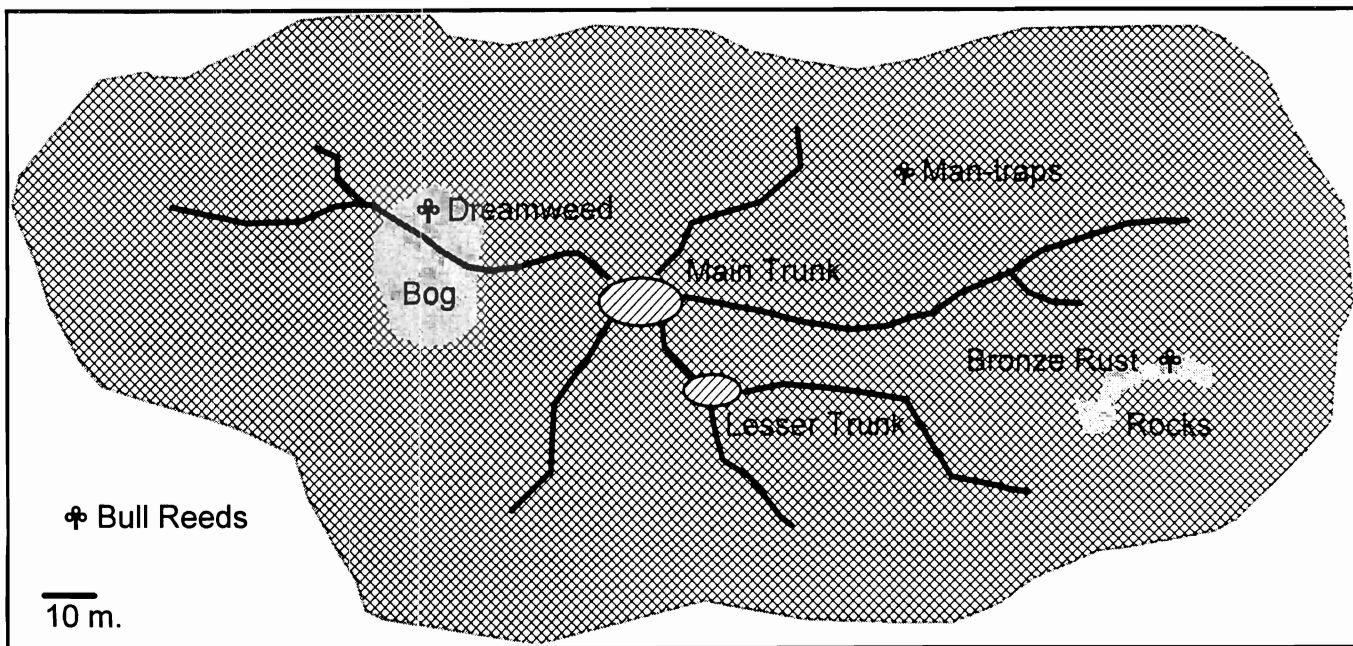
Nahgreb has been following the progress of the Storm Bulls since they entered the swamp and plans to assault them late this night. Nahgreb wished to test out his new creation, kudzus. Kudzus are a weird hybrid of herd-man and vegetable growth, created by Nahgreb from the herd-men captured in the ogre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

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

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







## Part Four: Challenge of Khans

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

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

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

Any PC who succeeds a *ceremony* roll can play a small part in the ritual and will be blessed by Waha for doing so -- all wounds received from chaotic sources in the next 24 hours will be reduced by 1 point of damage. Taking a noticeable

role in the dance is Gnashir Blackcloud and his troll Storm Bulls. Most participants have collapsed with exhaustion by midnight and return to their hide tents for sleep.

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

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

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

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

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

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

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

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

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

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



**Nahgreb the Plant-god**

|                        |    |                   |          |
|------------------------|----|-------------------|----------|
| <i>characteristics</i> |    | <i>attributes</i> |          |
| STR                    | 13 | Move:             | 4        |
| CON                    | 20 | Hit Points:       | 17 ..... |
| SIZ                    | 13 | Fatigue:          | 33 ..... |
| INT                    | 16 | Magic Points:     | 25 ..... |
| POW                    | 25 |                   |          |
| DEX                    | 16 |                   |          |

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |
|-------------|----------------|--------------|-----------------|
| r leg       | 01-04          | 01-03        | 7/5 .....       |
| l leg       | 05-08          | 04-06        | 7/5 .....       |
| abdomen     | 09-11          | 07-10        | 7/5 .....       |
| chest       | 12             | 11-15        | 7/6 .....       |
| r arm       | 13-15          | 16-17        | 7/4 .....       |
| l arm       | 16-18          | 18-19        | 7/4 .....       |
| head        | 19-20          | 20           | 0/5 .....       |

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Knife         | 9         | 50          | 1d4†          | 30%          | 12 .....   |

† knife is iron and ignores all non-rune metal armor

**Skills:** Climb(60), Dodge(30), Jump(40), Swamp Lore(90)  
**Spirit Magic:** Befuddle(2), Demoralize(2), Detect Enemy(1), Disruption(1), Shimmer 4, Slow 2  
**Armor:** 7 point vines and bark covering body, none on head  
**Chaos Features:** Regenerates 1d6 hit points per round, Decapitation does not kill (both chest and abdomen must be reduced to zero), Telepathy with plants 5 km range, Sunflower head has continuous Harmonize ability.  
**Items:** Chaos tainted 8 MP storage crystal, Iron knife.  
**Notes:** Nahgreb is not a combat heavy foe, and relies more on magic in such a situation.

### Walktapus

| <i>characteristics</i> | <i>attributes</i>      |
|------------------------|------------------------|
| STR 26                 | Move: 3                |
| CON 16                 | Hit Points: 21 .....   |
| SIZ 25                 | Fatigue: 42 .....      |
| INT 2                  | Magic Points: 10 ..... |
| POW 10                 |                        |
| DEX 10                 |                        |

---

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |
|-------------|----------------|--------------|-----------------|
| r leg       | 01-02          | 01           | 4/7 .....       |
| l leg       | 03-04          | 02           | 4/7 .....       |
| abdomen     | 05             | 03-04        | 4/7 .....       |
| chest       | 06             | 05=07        | 4/9 .....       |
| r arm       | 07-08          | 08           | 4/6 .....       |
| l arm       | 09-10          | 09           | 4/6 .....       |
| tentacle 1  | 11             | 10           | 4/6 .....       |
| tentacle 2  | 12             | 11           | 4/6 .....       |
| tentacle 3  | 13             | 12           | 4/6 .....       |
| tentacle 4  | 14             | 13           | 4/6 .....       |
| tentacle 5  | 15             | 14           | 4/6 .....       |
| tentacle 6  | 16             | 15           | 4/6 .....       |
| tentacle 7  | 17             | 16           | 4/6 .....       |
| tentacle 8  | 18             | 17           | 4/6 .....       |
| head        | 19-20          | 18-20        | 4/9 .....       |

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Tentacle      | 6         | 41          | 2d6           | --           | -- .....   |
| Constrict     | 1         | auto        | 2d6           | --           | -- .....   |
| Gas           | 1         | auto        | Poison POT 16 | --           | -- .....   |

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**Armor:** 4 point vines skin

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

### Two-headed Dragonsnail

| <i>characteristics</i> | <i>attributes</i>      |
|------------------------|------------------------|
| STR 30                 | Move: 1                |
| CON 15                 | Hit Points: 21 .....   |
| SIZ 28                 | Fatigue: 45 .....      |
| INT 2                  | Magic Points: 13 ..... |
| POW 13                 |                        |
| DEX 8                  |                        |

---

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |
|-------------|----------------|--------------|-----------------|
| shell       | 01-07          | 01-07        | 8/11 .....      |
| body        | 08-12          | 08-12        | 4/9 .....       |
| head 1      | 13-16          | 13-16        | 4/9 .....       |
| head 2      | 17-20          | 17-20        | 4/9 .....       |

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Bite 1        | 7         | 37          | 3d6           | --           | -- .....   |
| Bite 2        | 7         | 37          | 3d6           | --           | -- .....   |

---

**Armor:** 8 point shell, 4 points body

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

### Concluding the Adventure

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

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

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

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

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

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

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

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

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

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

# THE DEVIL'S BONES

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## Introduction

*The Devil's Bones* is a *RuneQuest* scenario that follows the Avalon Hill Deluxe Edition of the rules, and some of the cults and divine spells are from *Gods of Glorantha* game supplement. GMs without access to this supplement should devise their own descriptions for unfamiliar spells, or replace them with other spells.

## Gamemaster Summary

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

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

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

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

## General Information on the Devil's Bones

This bizarre labyrinth is intended to be a cross between Geiger and Escher. Nothing is straight or Euclidean. The walls have veins that pulsate or pour forth blood when punctured. No scale is given because time and distance have no meaning within the maze. No compass rose is given because directions are also meaningless. All detection and location spells fail within the Devil's Bones. In some ways the Devil's Bones resembles the Puzzle Canal inside the Big Rubble of Pavis. While the canal's passageways change from

season to season, the maze beneath the Block changes daily. The general layout of the Devil's Bones always remains the same (leg bone connected to the knee bone, knee bone connected the shin bone...), the distance between and the size of the areas is always changing, as well as the contents.

## Random Events in Devil's Bones

### Roll 1d10

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

## Key to Locations

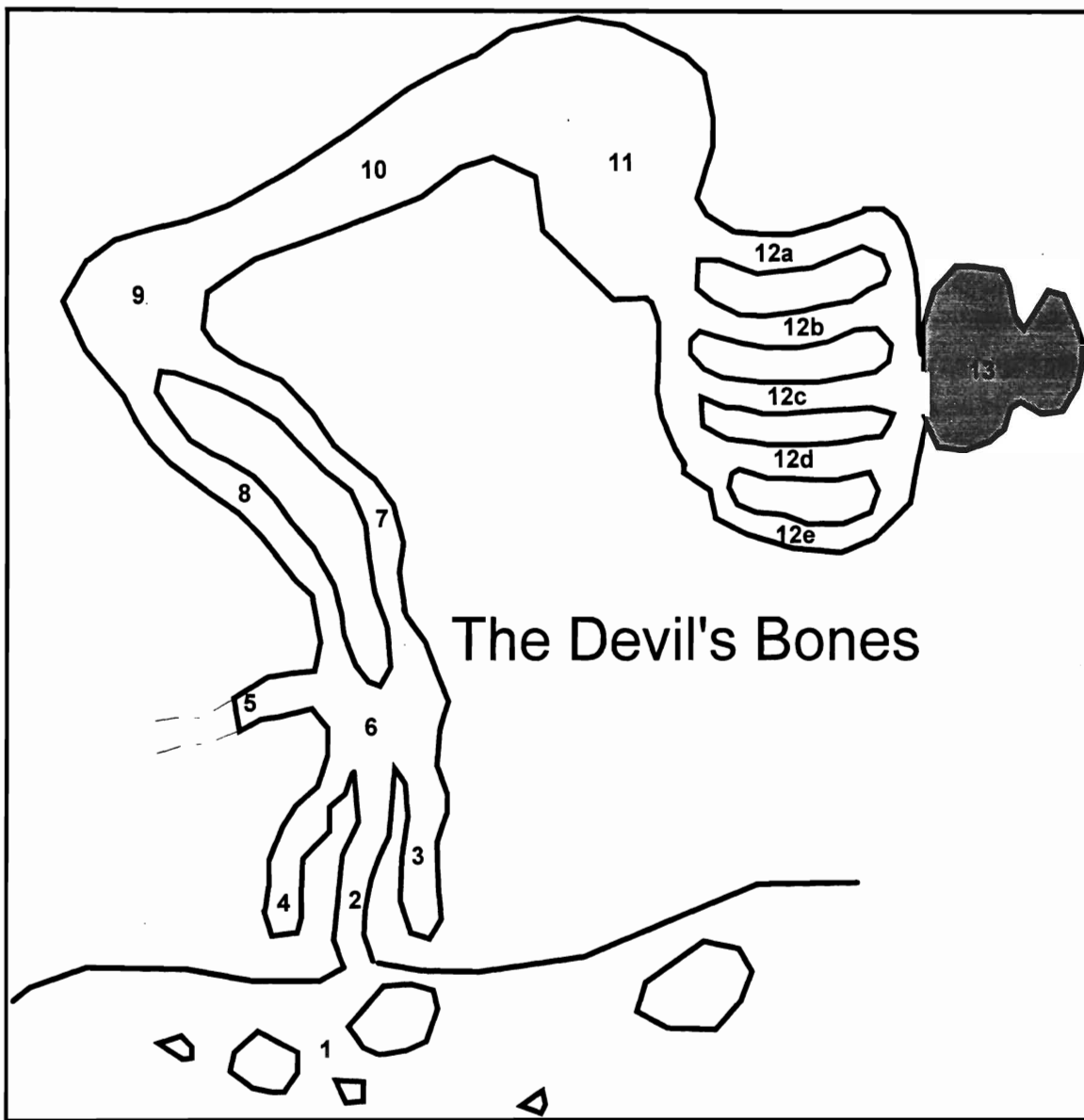
### Entry (1)

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

### The Block Finger (2)

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

### The Wakboti Finger (3)



The Devil's Bones

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

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

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

**Wakboti**  
characteristics

attributes

|     |    |         |                  |       |
|-----|----|---------|------------------|-------|
| STR | 8  | (2d6)   | Move: 3          |       |
| CON | 8  | (2d6)   | Hit Points: 7    | ..... |
| SIZ | 6  | (1d6+2) | Fatigue: 16      | ..... |
| INT | 6  | (1d6+2) | Magic Points: 11 | ..... |
| POW | 11 | (3d6)   | DEX SR: 1        |       |
| DEX | 18 | (12+d6) |                  |       |

| area  | missile | melee | armor/hp |       |
|-------|---------|-------|----------|-------|
| limbs | 01-09   | 01-11 | 0/1      | ..... |
| body  | 10-19   | 12-17 | 0/3      | ..... |
| head  | 20      | 19-20 | 0/2      | ..... |

| weapon      | sr | atk% | damage | parr% | pts |       |
|-------------|----|------|--------|-------|-----|-------|
| Sharp Stick | 7  | 120  | 1d4    | 45    | 3   | ..... |

**Spirit Magic:** None  
**Armor:** none  
**Notes:** See adjoining text for special abilities.

**The Rocky Finger (4)**

This passage way is littered with rocks and boulders ranging from pebble-sized to 2 meters in diameter.







damage is permanently removed from armor as it is ruined by the wiry hairs. This damage is assigned only once.

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

### Wakyami (Devil Elves)

| <i>characteristics</i> |            | <i>attributes</i> |    |
|------------------------|------------|-------------------|----|
| STR                    | 8 (2d6)    | Move:             | 3  |
| CON                    | 12 (3d6)   | Hit Points:       | 10 |
| SIZ                    | 10 (2d6+3) | Fatigue:          | 20 |
| INT                    | 10 (3d6)   | Magic Points:     | 11 |
| POW                    | 11 (3d6)   |                   |    |
| DEX                    | 16 (4d6)   |                   |    |
| APP                    | 10 (3d6)   |                   |    |

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

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Dart          | 4         | 70          | 1d4           | --           | --         |
| Claw          | 8         | 66          | 1d3†          | --           | --         |

† The claws inject a poison of POT 18 that does 1 point of damage to total hit points if the victim's CON is overcome. The poison is not stopped by armor.

**Skills:** Hide(50), Sneak(50)

**Spirit Magic:** Speedart(1) and Multimissile 2, Heal 2

**Armor:** 4 points of hard wiry skin

**Notes:** These twisted chaos creatures are no longer counted among the Aldryami -- they have been tainted by the worship of Wakboth since before time.

### The Sludgeways (12)

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

Tunnels 12A, 12B and 12D head upwards from area 11 at an angle ranging from 30 degrees to almost 70 degrees at certain locations. 12C and 12E go in the opposite direction, and slope down at similar angles. The passages head in the

opposite direction from area 13 -- this area is like a giant Moebius tube, defying the dictums of logic. The ever-present sludge slowly flows from the upward tunnels and then seeps into the downward ones. The only way to get from area 11 to 13 is by sliding down one of these tunnels. This is a nerve-splitting ride down a kilometer of sludge at high speed. All items not securely fastened will be forever lost. To complicate things, black sludge-like gorp also crawl through the ooze. Any character failing a LUCK roll will be attack by one of the gorp during their wild ride down the sludgeway. The gorp have average statistics. See *River of Cradles* for more information on these chaos creatures.

### The Heartstone Chamber (13)

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

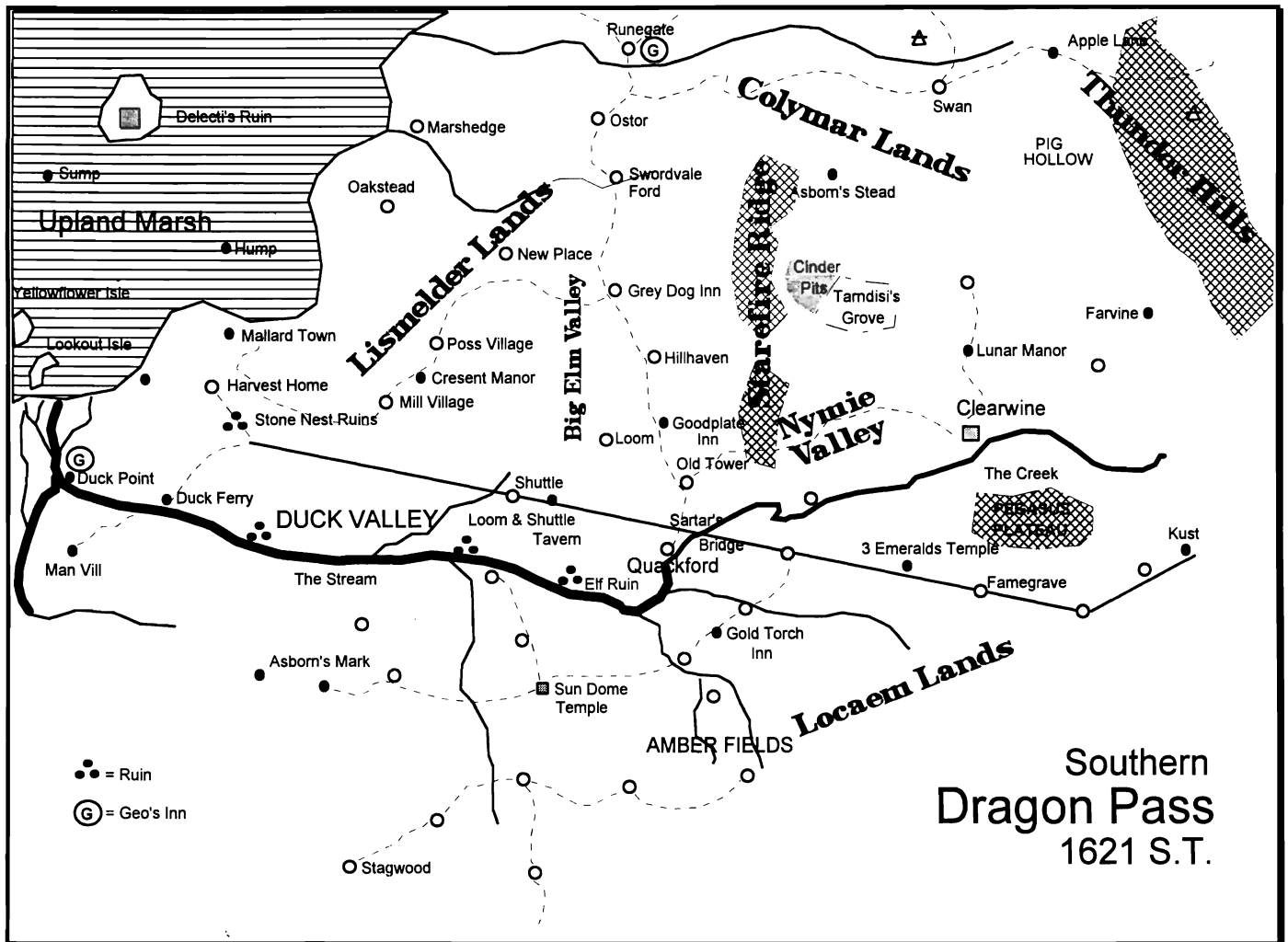
Each individual Storm Bull that approaches the Heartstone will be attacked by a sprit of POW 3d6. These spirits attack to possess, and will succeed in doing so if they reduce their opponent to 0 POW. If a character defeats a spirit, he will not be attacked by any future disembodied spirits. And PC who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

### Concluding the Adventure

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

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

# SUPPLEMENTAL MATERIAL



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

## NORTHERN SARTAR

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

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

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

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

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

**Bronze Hills:** These craggy hills were once rich in bronze, but were mined very heavily until the ore gave out. The last major mine closed in 1589. Local legend say that these hills were once three brothers who were gods. They came to fight the great army of chaos that was sweeping the land. They held of the army until Maran Gor arrived and shook the Devil down in Snakepipe Hollow. Then the brothers, whose names are forgotten, crawled away to die from the grievous wounds that they had suffered.



- sides and lead to the flat plateau at the top. The top of this domed hill rises 800 meters above the surrounding lands.
- Fig Springs:** This spring has water in all but the driest of Fire seasons, and gets its name from the abundant fruit trees here.
- Herongreen:** The northernmost part of Dinacoli lands, this great stockade is where the clans gather to fight when their hearths are threatened.
- Hunting Fields:** This great expanse of chest high grass covers the plain north of the Dragon's Eye. Ferocious herds of demi-birds roam here in packs led by dominant females. They are very intelligent for animals and are ruthless hunters. Their behavior is similar to the Velociraptors presented in *Jurassic Park*.
- King's Road:** Built by Terasarin, King of Sartar, this roadway connects the northern fortresses with Old Sartar.
- Leaning Wall:** This ancient structure tilts at a 45° angle for most of its 2 kilometer length and rarely rises above the height of 1 meter. There are rumors of hidden catacombs beneath.
- Longdoe Hills:** These vast rolling hills are known for the excellent hunting they provide. Both deer and rabbits enjoy large populations here.
- Mammoth Rock:** This well-known landmark is the northern boundary for the Hunting Fields. It gets its name from the giant fossil imbedded within it.
- Pavis Road:** This road stretches all the way to the city of New Pavis and the Big Rubble beside it. This road cuts across northern Prax, passing just south of Tada's High Tumulus. Much of this land is currently claimed by the Pol Joni horse nomads. The road is regularly patrolled by Lunars, and is a major trade route.
- Plinth Triangle:** The grassy field bounded by Bone, Trader's and Angry Plinths is avoided by all local clan members. The area is rumored to be haunted and is know for its disappearances. Entire herds of cattle have been known to vanish after wandering into the triangle.
- River:** This is the current path of the largest moving body of water in Dragon Pass. It flows from Skyfall Lake through Snakepipe Hollow and Dwarf Run, finally disappearing into the endless tracks of the Upland Marsh.
- Skull Ruins:** Once a great city in the Empire of the Wyrms Friends, no living intelligent beings have dwelt here in 500 years. Plundered by part of the True Golden Horde, the city was then burnt by the True Dragon.
- Snakepipe Hollow:** This chaos nest was formed when Maran Gor shook down the forces of the Devil during the Age of Darkness. See Avalon Hill's game supplement, *Snakepipe Hollow*, for full details.

- Tall Brother:** The highest of the Bronze Hills, this rise is home to Vrok Peak and the Old Dwarf Mine. The peak is about 1000 meters from the plain below, and houses a ruined lookout post.
- Tink:** Once a mining boom town, when the ore panned out Tink became a home for outcasts and drifters. See page 5 for more details on Tink.
- Trader's Plinth:** This is one of the few locations where dragonewts will trade with humans at. Once or twice a year, a group of dragonewts will set out from the Dragon's Eye and wait motionless here for traders to come.
- Ugly Brother:** The lowest peak of the bronze hills rises 600 meters above the plain. It gets its name from the countless crags and gnarls that project outward from the surface. This hill was the least productive during the mining era.
- Vale of Bones:** This narrow valley is still littered with the bones of those True Golden Horde members that were slain here in the Dragonkill War.
- Vrok Peak:** This area was once a great rookery, but was devastated by the miners looking for bronze. Only in the last few years have the majestic birds made a recovery. There is a small abandoned watchtower near the peak, which is said to house everything from bandits to trolls to the spirits of miners trapped inside the mountain by caves.

My friends!

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

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

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

▲ Forang Farosh

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

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

Praise the Dragons and their knowledge!

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

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

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

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

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

Taror Rotan, 1055 Tempus Solaris

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

Handout for Dreams Dragons Bring

Cletus' Letter #1

**Greetings, Brother!**

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

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

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

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

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

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

*Swift winds and good harvests!*

*Dragonsticker!*

Handout for Dreams Dragons Bring

Cletus' Letter #2











**Test of Khans (Dark Season Holy Day)**

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

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

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

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

**Courting of Eiritha (Storm Season Holy Day)**

This is a great festival that celebrates in the life-long bond between husbands and wives, as well as the public announcement of new marriages. All non-rune level couples go through a set of ritual activities and act as though they are not married (Khans and Priests have a slightly different marriage ritual that is performed on the High Holy Day). The men spend the night in the warriors' hut while their wives adorn themselves with the decorations of unmarried girls. The courtiers later exchange gifts and

share food to announce or re-affirm their marriage. If a man has more than one wife, he has to perform these rituals with all of them on this day. This is also the only time a woman can divorce her husband, by refusing his courting. Men can divorce a wife at any time by taking his bulls away from the herd.

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

**Marriage of Eiritha (High Holy Day)**

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

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

**The Sacred Time**

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

# A GAZETTEER OF JONSTOWN

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## General Description

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

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

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

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

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

Finally, the southern parts of the New Town are formed by the crafter's quarter. Most of the crafters living in this area are freemen and are members of the different tribal guilds, the Arsgol merchant clan, or the scholars. It is these groups that form the Great Ring of the town. The large portion of crafters in the population makes Jonstown the economical center of northeast Sartar. Since trade is the main source of wealth, the Arsgol clan dominated Issaries cult is the most powerful in town.

Although lacking the power that goes with money, the scholars of Jonstown and the local sages of Lhankhor Mhy are renowned for their erudition and their vast libraries. Said libraries are part of the great Lhankhor Mhy temple built in traditional style and surrounded by the lodgings of its clientele.

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

## The History of Jonstown

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

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

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

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

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

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

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

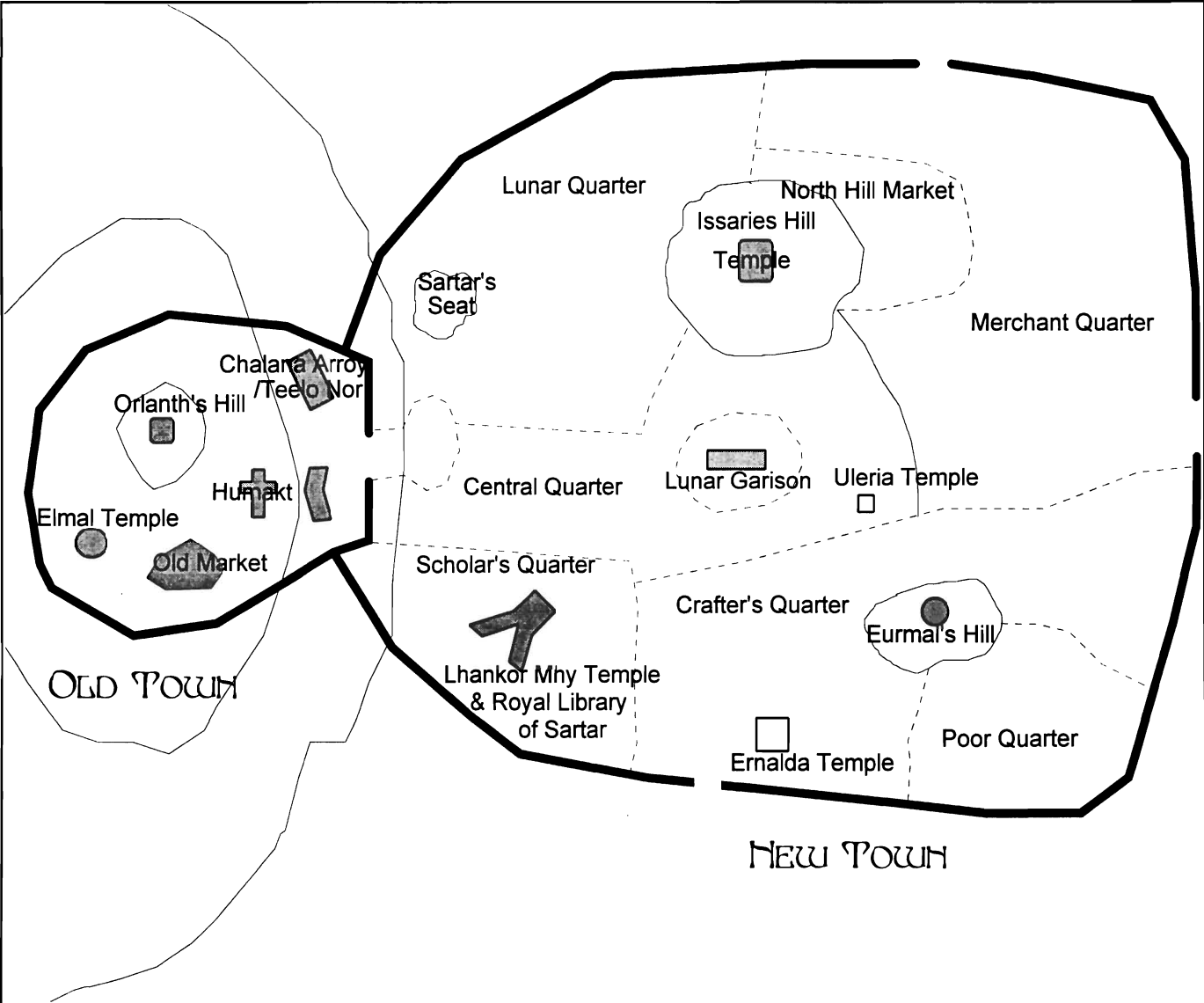
During the reign of Saronil, the Dinacoli tribe was forced to join the confederation. The king of the Dinacoli, Brangbane developed a vile reputation formed by countless atrocities, and he was finally punished by Sartar by being turned into a ghoul. Unfortunately, this did not stop Brangbane and Saronil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

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

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

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

Over the years, the Lunar occupation has changed the look of Jonstown. Many of the smaller and older buildings had to give way to the barracks, temples and administrative buildings of the occupational forces. For the last five years, many of the citizens have arranged themselves with the Lunars. Some of the crafters and traders have been converted to the Lunar pantheon. The Cinsina tribe has taken up a neutral attitude towards the Lunars and is trying hard to avoid conflict.



**The Government of Jonstown**

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

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

The High Council has been undermined by the Lunars as well, as it is staffed by the Satrap of Jonstown, the Lunar judicial officer, who commands the Lunar military and is the

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

**Prominent Personalities of the Lunar Occupational Forces**

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

Glaugus Iaseros, colonel of the provincial forces and military commander of Jonstown and the neighboring territories.

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

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

### **Personalities of Jonstown**

#### **Sarostop Coldeye, Sword of Humakt**

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

#### **Vondrosh Muchwind, priest of Orlanth Adventurous**

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

#### **Rinualda, priestess of Ernalda**

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

#### **Colbran the Storm, priest of Orlanth Thunderous**

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

#### **Dulcia the Patient, High Healer of Chalana Arroy**

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

#### **Wulbrand Townhall, priest of Sartar and Jon**

He is torn apart with emotions. On one hand, he wants his kingdom to be free. On the other hand, he has to take care of the well-being of Jonstown. It would be necessary to drive away the Lunars to free Sartar, but that would mean taking the risk of serious damage to the town and would result in the end

of the present prosperity. It is painful for him to know how best he should serve his city gods.

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

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

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

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

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

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

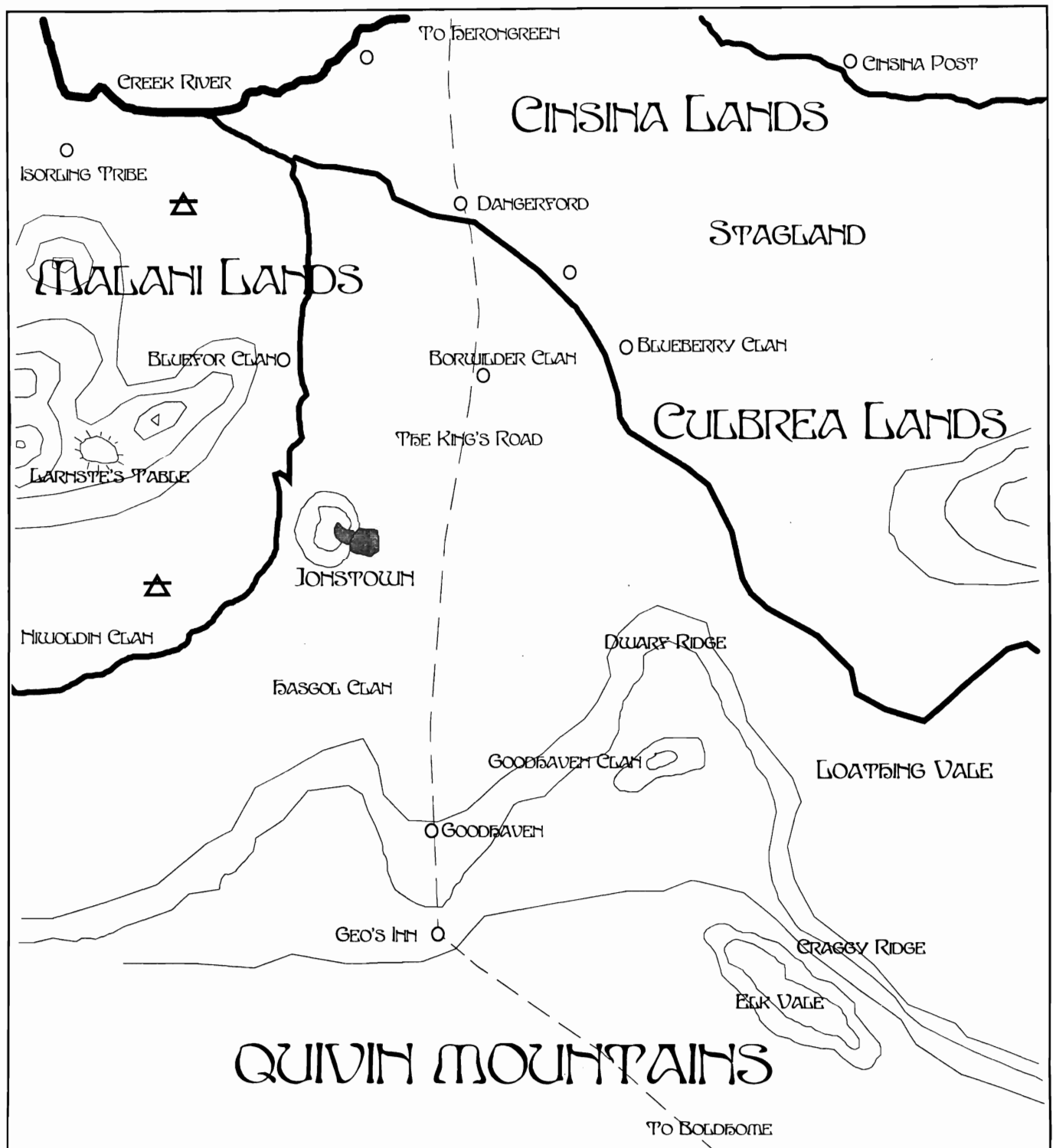
### **Major Figures in the Lunar Quarter**

#### **Amyphemus Eteditus, Lunar Sartrap of Jonstown**

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

#### **Glaugus Iaseros, colonel of the provincial forces, military commander of the Jonstown district, Runelord of Yaranfal Tarnils**

Hailing from Palbar in the sultanate of Oraya, Iaseros is a buddy of James Wulf, one of the most capable field commanders in Fazzur's army. He is well known for his sense of honor and his generosity. Iaseros is also known to extend the same manner to the men under his charge.



**Sylcithis Deira, priestess of the Seven Mothers**

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

**Notables in the Merchant Quarter**

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

A rather snobbish character, who attributes all positive city developments of the last two hundred years to the Arsol





# Jowan Bellringer

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

|                        |    |                   |      |
|------------------------|----|-------------------|------|
| <i>characteristics</i> |    | <i>attributes</i> |      |
| STR                    | 13 | Move:             | 3    |
| CON                    | 14 | Hit Points:       | 15   |
| SIZ                    | 16 | Fatigue:          | 27   |
| INT                    | 12 | Magic Points:     | 10   |
| POW                    | 12 | DEX SR:           | 3    |
| DEX                    | 14 | Dam Mod:          | +1d4 |
| APP                    | 16 |                   |      |

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

|               |           |             |               |              |            |
|---------------|-----------|-------------|---------------|--------------|------------|
| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
| Fist          | 7         | 39          | 1d3+1d4       | --           | --         |
| Broadsword    | 6         | 56          | 1d8+1d4+1     | 44           | 10         |
| Long Spear    | 5         | 46          | 1d10+1d4      | 41           | 10         |
| Med Shield    | --        | --          | --            | 39           | 12         |

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

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

**Knowledge Skills(+2):** Animal Lore(24), Craft Farm Implement(37), Read/Write Sartarite(10)

**Magic Skills (+6):** Ceremony(19)

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

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

**Stealth Skills (-4):**

**Spirit Magic:** Bladeshard 2, Protection 1, Glue 1, Mobility 1, Strength 1

**Armor:** Ring hauberk and pants, Cuirboili sleeves over quilted cloth with hard leather cap.

**Items:** Long spear, Bronze broadsword with air runes carved in the blade, Sturdy clothing and boots, Camping gear, Tusker ivory rune dice. Blue sackcloth cape, Bronze armbands, Bronze Bell with Mindspeech 1 Matrix carved into it(gift from uncle), Leather backpack, Bottle of Dewwine.

**Treasure:** 4 Wheels, 202L, 17 Clacks, 18 gems worth 10-100 L each.

**Notes:** Jowan is big and burly, and because of this people think him the intellectual equal of a Stormbull. Jowan will often play dumb and answer with grunts to hide his average intellect. He proudly displays the tattoos of manhood and of the Malani tribe.

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

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

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

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

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

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

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

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

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

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

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

## Who are my gods? How do I serve them?

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

Items

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Persons Known

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Events of Note

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**Sareena of Alone**

Maran Gor Initiate, Female Age 17 and Tarsh Exile

*characteristics*

|     |    |
|-----|----|
| STR | 12 |
| CON | 12 |
| SIZ | 10 |
| INT | 14 |
| POW | 17 |
| DEX | 16 |
| APP | 8  |

*attributes*

|               |    |       |
|---------------|----|-------|
| Move:         | 3  |       |
| Hit Points:   | 11 | ..... |
| Fatigue:      | 24 | ..... |
| Magic Points: | 17 | ..... |
| DEX SR:       | 2  |       |
| Dam Mod:      | -- |       |

| <i>area</i> | <i>missile</i> | <i>melee</i> | <i>armor/hp</i> |       |
|-------------|----------------|--------------|-----------------|-------|
| r leg       | 01-04          | 01-03        | 1/4             | ..... |
| l leg       | 05-08          | 04-06        | 1/4             | ..... |
| abdomen     | 09-11          | 07-10        | 6/4             | ..... |
| chest       | 12             | 11-15        | 6/5             | ..... |
| r arm       | 13-15          | 16-17        | 6/3             | ..... |
| l arm       | 16-18          | 18-19        | 6/3             | ..... |
| head        | 19-20          | 20           | 6/4             | ..... |

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |       |
|---------------|-----------|-------------|---------------|--------------|------------|-------|
| Fist          | 8         | 49          | 1d3           | --           | --         | ..... |
| Axe           | 6         | 61          | 1d6+2         | 44           | 10         | ..... |
| Med Shield    | 9         | 25          | 1d3           | 55           | 12         | ..... |

**Agility Skills(+7):** Jump(36), Throw(35)

**Communication Skills (+7):** Fast Talk(22), Speak Tarshite(37), Speak Sartarite(36)

**Knowledge Skills(+4):** Craft Weapon(15), Evaluate(20), R/W Tarshite(23)

**Magic Skills (+14):** Ceremony(39)

**Manipulation Skills (+11):** Devise(20)

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

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

**Spirit Magic:** Bladesharp 4, Strength 2, Demoralize(2), Repair 1

**Armor:** Soft Leather underneath Ring Shirt with Open Helm

**Items:** Bronze Axe, Sturdy leather backpack, 10 meters rope, Camping gear, Bronze armbands, Hide shield, Tattoo needles, Mercenary gear, Notebook, Quills and ink.

**Treasure:** 44 L, 26 clacks, Obsidian necklace with death runes worth 30 L(from Caladraland).

**Notes:** Raised by the Sisters of the Violent Earth at Wintertop, Sareena knows the rituals and signs of friendship of the Earth Sisters and is welcome at any earth temple in the pass.

Sareena's body is covered with fearsome tattoos and ritual scars.

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

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

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

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

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

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

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

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

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

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

**Who are my gods? How do I serve them?**

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

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## Ahnahnkahteht of Notchet

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

| <i>characteristics</i> |    | <i>attributes</i> |    |
|------------------------|----|-------------------|----|
| STR                    | 9  | Move:             | 3  |
| CON                    | 14 | Hit Points:       | 14 |
| SIZ                    | 13 | Fatigue:          | 23 |
| INT                    | 16 | Magic Points:     | 17 |
| POW                    | 17 | DEX SR:           | 3  |
| DEX                    | 12 | Dam Mod:          | -- |
| APP                    | 15 |                   |    |

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

| <i>weapon</i> | <i>sr</i> | <i>atk%</i> | <i>damage</i> | <i>parr%</i> | <i>pts</i> |
|---------------|-----------|-------------|---------------|--------------|------------|
| Staff         | 6         | 19          | 1d6+1         | 13           | 6          |
| Broadsword    | 7         | 57          | 1d8+1         | 13           | 10         |
| Javelin       | 3/9       | 29          | 1d6           | --           | --         |

**Agility Skills(-2)** Climb(47) Dodge(30)  
**Communication Skills (+13):** Orate(34), Speak Esrolian(90),  
 Speak Sartarite(60), Speak Trade(40)  
**Knowledge Skills(+6):** Evaluate Treasure(36), Read & Write  
 Esrolian(90), Read & Write Old Pavic(45), Read & Write  
 Sartarite(90), Cult Lore-Lhankor Mhy(30), Map Making(29),  
 Alchemy(25), Plant Lore(19), World Lore(21), Human  
 Lore(92), Dragon Pass Lore(31)  
**Magic Skills (+14):** Ceremony(20)  
**Manipulation Skills (+7):** Play Reed Pipe(15)  
**Perception Skills (+12):** Listen(45), Scan Area(48), Spot  
 Hidden(43)  
**Stealth Skills (-8):**  
**Spirit Magic:** Mind Speech 2, Farsee 1, Disruption(1), Detect  
 Enemies(1), Detect Spirits(1), Counter Magic 1, Protection 1,  
 Healing 2  
**Armor:** Bezainted Hauber, Soft Leather Suit, Cuirboili Greaves,  
 Scale Helm.  
**Items:** Blue Wool robe, White belt with sash, Silver ring(10L),  
 Bronze Medallion with Truth rune, walking stick with bronze tip,  
 belt pouch with notebook, Fur mittens  
**Items carried on mule:** Wool blanket, Large leather pack,  
 Scabbard, Bronze sword, Wooden shield with Truth rune, 6  
 quills, 3 vial ink, 2 notebooks, 3 leather scroll cases, 12 pieces  
 parchment, camping gear, 6 tallow candles, lamp, large skin  
 lamp oil, 3 wineskins  
**Treasure:** 78 L, 55 Clacks, 1 Wheel, Silver collar(35 L)  
**Notes:** Ahnie (the name he uses with friends) likes more of  
 the comforts of life than the hill barbarian life style commonly  
 allows and will always vote to spend a night in a warm inn bed  
 rather than camp on the hard ground.

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

I am Ahnahnkahteht, son of Thunahnkahteht who was advisor to his holiness the Pharaoh before he was dismembered by Jar-eel

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

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

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

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

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

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

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

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

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

### Who are my gods? How do I serve them?

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

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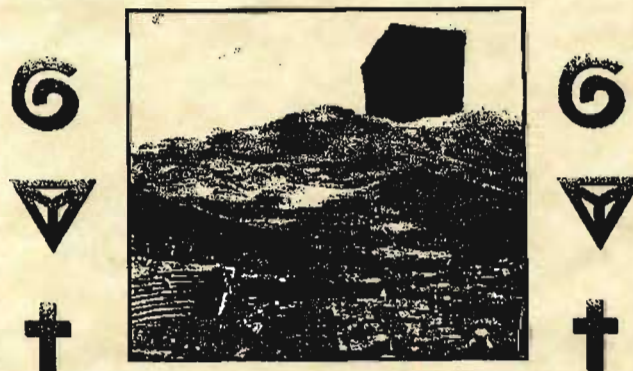
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