

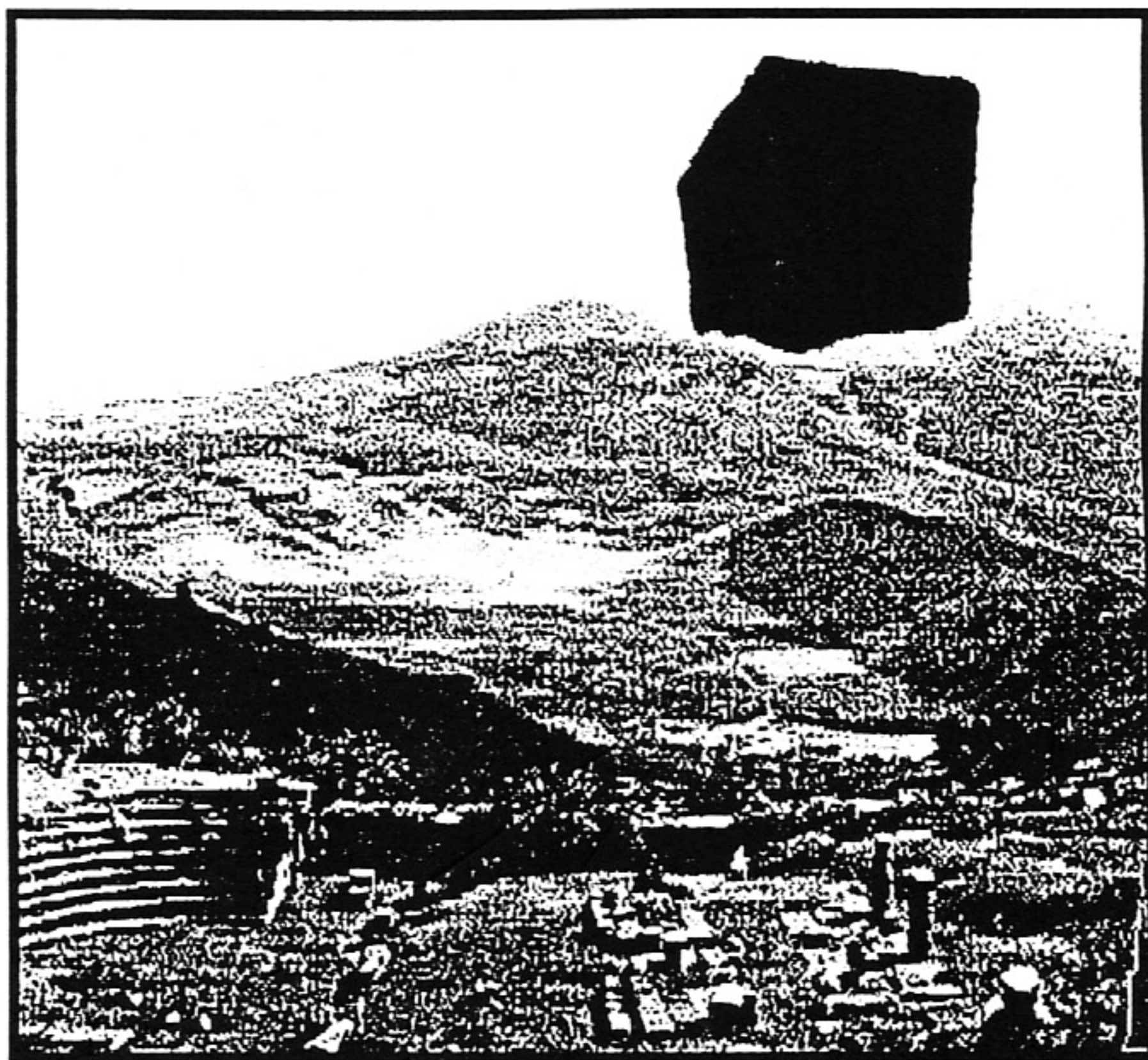
RQ

ADVENTURES FANZINE

ISSUE 3, WINTER 1993-94

EUROPEAN REPRINT

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THE BLOCK

STORM BULL ADVENTURES,
CULT NOTES AND MORE!

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the runes of doom

LETTERS TO RQ ADVENTURES

Dear John,

Though there was room for improvement, I was very impressed with the first two issue of your magazine. (It certainly was better graphically than the first two issues of *Tales of the Reaching Moon*.) I hope that the graphics will improve; and be tightened up, especially the NPCs as I like to photocopy them and mount them on 4" by 6" cards for play as it is easier to run melees, combat, and role-playing with varied people that way

Overall, The adventures presented were excellent ones and I look forward to more, they were easily adaptable to the games that I run (even though Ducks are not my favorite role-playing subject). I hope that there will be better maps, player handouts, and small dungeons in future issues. I also hope that you will accept material that is not Gloranthan but RuneQuest oriented.

Herman Liebson
Watertown, NY

Tales of the Reaching Moon has been my inspiration, both graphically and in content. If I had never seen *ToTRM*, *RQA* never would have happened. *RQA* is not the only mag inspired by *ToTRM* -- check out the blurb for *Codex* inside the front cover.

Dear John,

Here are some comments that I hope will make it to you in time for issue three. Roughly calculated, about half of the SBs in *Prax/Wastes* are Warerans, one third pigmy impala, and a sixth morokanth. So don't forget the non-warerans. I'm not counting the Pol Joni and other horse-riders as they're too disgusting. 9% of them worship the Bull. Did you know that Pol Joni is name for only the largest tribe of horse-riders in *Prax*, not the majority?

Any Chaos is all chaos! Death to the Lunars!

Daniel Fahey
Germany

Back Issues and Future Plans...

Back issue of #1 and #2 are available! \$5 US for US and Canada, \$6 US everywhere else. Issue #1 features the full-length adventure *Escape From Duckland* while issue #2 contains two adventures set in Sartar -- *Dreams Dragons Bring* and *Trail of Quackodemon*.

Current plans are for issue #4 to return to Dragon Pass and start exploring the *Rebellion in Sartar*. 1621 turns to 1622 as the Extra-Full Moon year proclaims the Empire's triumph.

Vale of Bones Addendum

David Dunham (author of *PenDragon Pass*) was nice enough to send me some additional information of the Vale from a map drawn by Greg Stafford. The following info can be used in addition to that in *RQA2*.

"The entry to the Vale of Bones gently slopes down from the un-naturally shaped cliffs. About half a kilometer into the vale the wall become un-climbable and their bizarre origin can be discerned -- the vale can be seen as the inside of the ribcage of some giant

monster. Every 1/4 kilometer a gargantuan rib can be seen jutting up into the air along the valley edge.

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





ADVENTURES FANZINE

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

ISSUE 3 WINTER 1993-94

TABLE OF CONTENTS

Bull By the Tale.....	1
<i>by John Castellucci with John E. Boyle</i>	
The Block.....	6
<i>by John Castellucci</i>	
Devil's Swamp.....	9
<i>by John Castellucci with John E. Boyle</i>	
Chaotic Plants.....	19
<i>by Eric Rowe with John Castellucci</i>	
Storm Bull Cult Notes.....	21
<i>by Troy Bankert with Christian Einsporn & Daniel Fahey</i>	
Storm Bull Rituals.....	23
<i>by John Castellucci</i>	
The Devil's Bones.....	25
<i>by John Castellucci</i>	
Block Encounter Table.....	inside back cover
What the Storm Kahn Says.....	special insert
<i>by Troy Bankert (with ScottSchneider)</i>	

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



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XUup release



What Happenin!

Avalon Hill has just published a *new* version of *RuneQuest* that combines all 5 books of the deluxe set into one perfect bound edition. I applaud them in putting this edition out that not only features a reduced price, but will also allow *RuneQuest* to enter the mass market through bookstores.

Speaking of fine products, Chaosium is putting them out on a regular schedule. Two new novels grace the bookshelves, Robert Block's *Mysteries of the Worm* and the anthology, *The Hastur Cycle*. Also new from Chaosium is the revised *ELRIC!* role-playing game along with the *Melniboné*' supplement. I think that these decrepit sorcerers would make great Brithians! Last and far from least is *CREDO!* a wacky card game of dueling

dogmas. Nick Brooke (RQ Guru and game developer dropped by for an excellent game). Rumor has it that the LARP game at Conclusions, *How the West Was One*, will be a live version of *CREDO!* Write Chaosium at 950-A 56th St. Oakland CA 94608-3129 (510 547-7681) for a free catalog.

RQ Con happened the other weekend and it seemed to be the gaming event of the year for *RuneQuest* fans. I was unfortunately unable to attend but we're working to remedy that. RQ Con II will be held here in San Francisco early next year! All in all, 1994 looks to be a good year for *RuneQuest*.

John

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

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RQ Adventures Fanzine highly recommends:

TALES OF THE REACHING MOON

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

Recent issues have included

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MAY MOTHER Q'ARSHIT DEVOUR THE ETERNAL SOUL OF ALL THOSE WHO WOULD STEAL SO THERE!

Bull By the Tale

A Hook for Getting Adventurers to the Block

This scenario outline is designed to introduce players to the mysteries of the Storm Bull cult, as well as to get them out of Sartar and into the wastes of Prax. It can be used with any level of characters and non-chaotic cultists. It is assumed that the characters are members of a common adventuring party. Membership in the Storm Bull cult is not required, but is helpful.

This scenario can be easily adapted to starting locations other than Sartar by moving the initial encounter to an inn in the desired area. The Sartar to Prax sections can be used for any party that has to pass through Dragon Pass to get to the Block (such as one starting in Dorastor). That section should be ignored for any party starting east of the Block, such as in Pavis.

GM's Summary

Ingvar Stormson was a High Llama rider of the Blue Llama Clan, which is currently roaming east of the Zola Fel in the Wastelands. Ingvar heard the call of the Bull and pledged his life to fight against chaos. While staying near Pavis, he killed a Lunar soldier over a woman in 1616. Ingvar was able to escape from Prax and enter into exile for the next five years. 1621 found the nomad Uroxi in the Riskland, fighting chaos as a templar (see *Dorastor*). Ingvar was struck down by a broo raider while defending a stead on the Frog river. His wounds festering with disease, the Uroxi succumbed before a healer could be summoned.

Ingvar's spirit has remained past his death. It has the driving desire to return to the Block, the Storm Bull holy site in Prax. The spirit returned to the Riskland settlement, where it possessed a traveling merchant on a northbound caravan. In Talastar, Ingvar possessed Gottak Longtale, a Donandar minstrel and wanderer. Under the command of Ingvar's spirit, Gottak composed the ballad that tells of the nomad's life.

Gottak has made it as far as Sartar when Ingvar decides that the PCs would make a better vessel for his return to the Block. While staying at the Tin Inn in Apple Lane, they are geased by the spirit as they hear its tale told around the hearth. Ingvar's spirit compels them to journey to Prax and sing his ballad themselves at the Block. This is the only way to put his spirit to rest.

The party must prepare themselves for the journey and choose the best route over the Storm Hills. Five suggested routes are given, along with encounter ideas for the paths. Traveling times given are estimates of foot travel and the GM should adjust them as needed. Once in Prax, the adventurers will encounter some of the unique features of the land. Finally, they must be accepted at the Block by the Storm Bull cultists who fearlessly guard it. Befriending a Storm Khan of a most unusual nature accomplishes this and a special opportunity is then presented for those who feel the call to fight chaos.

Gottak's Tale

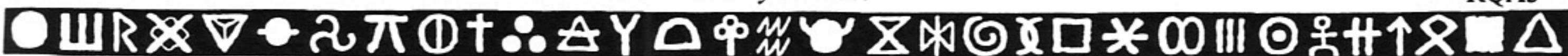
Gottak Longtale is a wandering Donandar minstrel from Talastar. His voice is rich and thick, which matches his curly locks and full mustache. He dresses in old furs and wears high boots of non-Sartarite make. He wears a large red plume in his hat, a sign that identifies him as a minstrel. He paints the air rune on his forehead using blue paint to show that he is a friend of the Orlanthi.

Gottak is encountered by the PCs while they are staying at the Tin Inn. The players are resting around the hearth, swapping tales and drinking Bulster Brewer's famous apple beer. During this friendly exchange, the spirit of Ingvar is watching the PCs and decides that he will use them to be his next vehicle on his quest home. The spirit compels Gottak to sing Ingvar's ballad, entrancing the PCs. Any Player who fails a POW vs. POW roll against the spirit (which has a Pow of 18) feels a compulsion to head towards Prax and the Block. See *Apple Lane* and *RQA1* for more details on the Tin Inn. This type of possession/geas is not covered by the *RuneQuest* rules, and is presented only for use in this scenario.

At least one member of the party should be geased by Ingvar's song. Those who fall victim to the enchantment do not have to fulfill it, but they will suffer a run of bad luck until it is completed. Such bad luck manifests itself by animals going lame, straps breaking on packs, suspicious Lunar patrols, and the abundance of everyday nuisances happening one after the other. These should start to appear as soon as the party dawdles or goes astray, and should disappear as quickly when the party moves as Ingvar desires..



swenstown pass
(looking towards pimper's Block)



Once the adventurers understand what has happened to them, they should make preparations for the inevitable journey. Prudent PCs might hire a guide for their trip. It is up to the GM to provide a NPC to fill this role if needed. A guide can either be a Sartarite clansman who has visited Prax or a nomad from Prax adventuring away from his homeland. *RQA1* contains the PC/NPC Mita, who would fill this role well. If the PC's wish to ride horses, remind them of the childhood stories they heard of Praxians eating horses as well as their riders!

Food and water will be almost impossible for them to locate once they enter the chaparral, and an abundance should be brought. A smart party will also bring some trade goods such as trinkets, manufactured items, and weapons to trade with nomads to insure safe passage. These items can only be found in Prax in the larger settlements.

Getting from Sartar to Prax

Journeying from Sartar to the wastelands over the Storm Hills is not always an easy task. Many pitfalls can take the unwary

travelers on these dangerous roads. Five routes are given, listed by the season in which they are most often used. Unless otherwise stated, a route is open all year and may be used in the off-season, but there is often a greater danger associated with such travel.

Going any farther to the north means journeying through Dagori Inkarth and Shadow's Dance. These troll infested areas are unsafe save to those the Uz all friends.

All routes have Boldhome as their starting point. Gamemasters should adapt for other starting points as necessary.

Swenstown Pass
(Storm Season)
Through the

heart of Orlanthi country, this road is well traveled by those who seek to avoid the trolls both to the north and south. The Malani clan rules much of this land, and they are friendly to most travelers. Warm hearths can be found by any Orlanthi in this area who is willing to swear peace. This route takes six days if no delays are encountered. The nightly stops from Boldhome are: Swenstown, Pimper's Block, Hender's Ruin, the wastes, Day's Rest, and the Block. This pass is open year round, but travel time is doubled during bad weather (rain or snow).

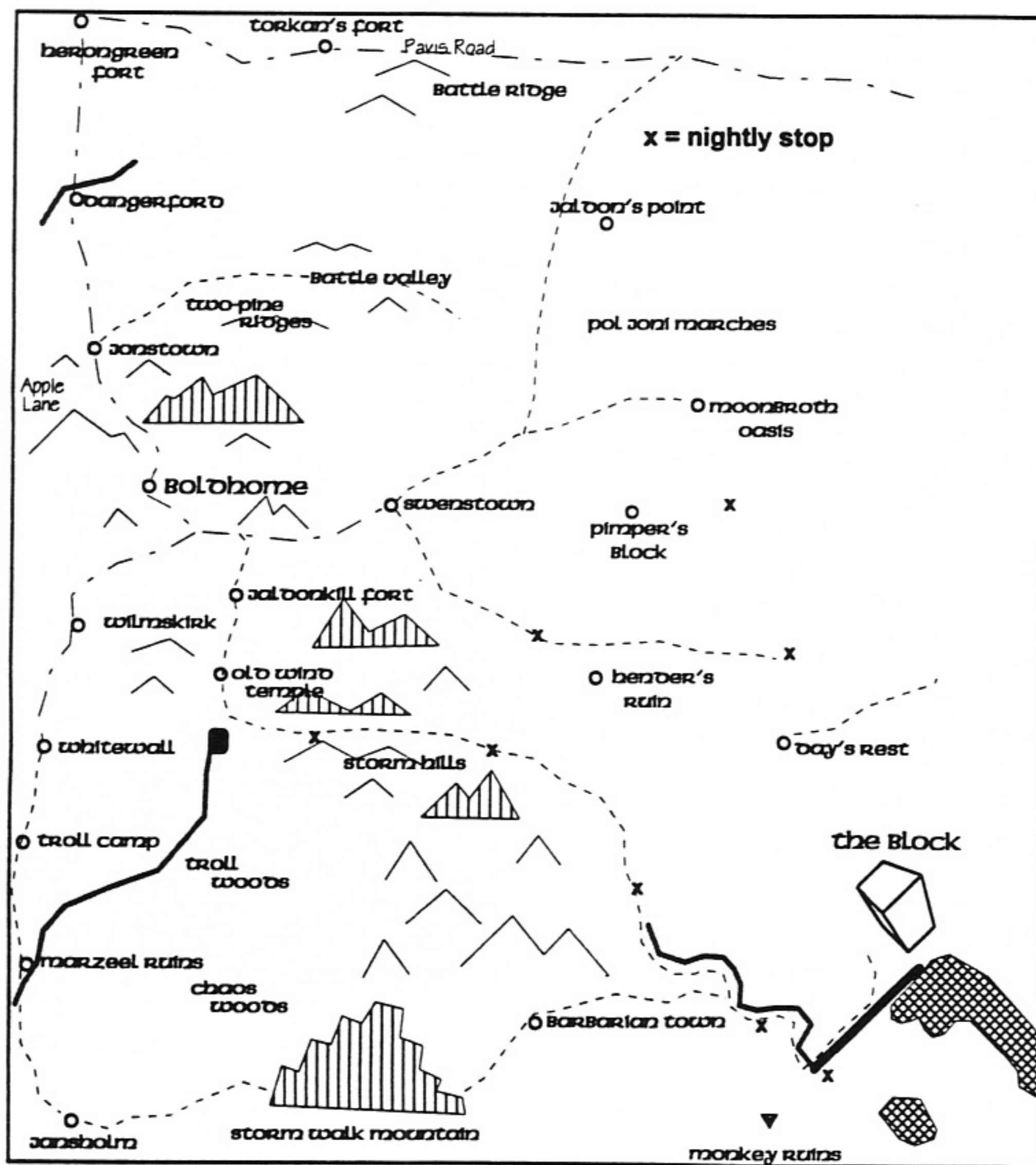
Suggested encounters for this route are slavers at Pimper's Block, bandits in the hills around Swenstown, strange (and possibly chaotic) creatures around Hender's ruins, and nomads near Day's Rest.

Battle Valley (Sea Season)

This rugged terrain includes much of the land claimed by the Sazdorf trolls. This route is open year round, but trolls are more likely to be encountered in Dark Season. The lack of a good road most keeps caravans (and therefore Lunar inspectors) to other,

more accessible trade routes. See the *Haunted Ruins* supplement for more details on this area. This route takes nine days if no delays are encountered. The nine nightly stops from Boldhome are: Jonstown, Two-Pine Ridges, Battle Valley, Pol Joni Marches, Moonbroth, the wastes, the wastes again, Day's Rest, and The Block.

Suggested encounters for this route are Wolfbrothers along the ridges, the trolls in Battle Valley, Pol Joni horsemen in the marches, Lunars at Moonbroth, Sable Nomads in the wastes around Moonbroth, and nomads or oasis people at Day's Rest.





Troll Gap (Fire Season)

The season of Yelm's blaze is considered the only safe time to cross the gap of the Troll Woods from southern Sartar into Prax. While the trolls can be fierce enemies, the Hendrikei people that inhabit the surrounding lands can be fierce allies. This route takes twelve days of hard travel if no delays are encountered. The nightly stops from Boldhome are: Wilmskirk, Whitewall, Troll Camp, Marzeel ruins, Jansholm, west face Storm Walk Mountain, east face Storm Walk Mountain, Barbarian Town, Sounder's River, the Good Canal, and the Block.

Suggested encounters for this route are trolls traveling from Whitewall to Troll Camp, scorpion men at Marzeel ruins, Orlanthi bandits at Stormwalk and men-and-a-half along the Sounder's River. Some gifts (such as exotic foodstuffs or ugly jewelry) should be brought to appease any Trolls that are encountered.

Old Wind Pass (Earth Season)

This is one the highest passes over the Stormwalk Mountains. Blanketed in snow for over half the year, this is a favorite route of the Orlanthi hill barbarians because of the non-existent Lunar presence. This route takes eight days if no delays are encountered. The nightly stops from Boldhome are: Jaldonkill Fort, Old Wind Temple, west face Storm Hills, East face Storm Hills, the wastes, Sounder's River, the Good Canal, and the Block. This route is generally impassable during Dark and Storm seasons except by magical means. Add three days to crossing the Storm Hills if an attempt is made during Sea Season.

Suggested encounters include howling winds, Wind Children, and wild bears in the mountains, and Skybulls and nomad bandits as the party enters Prax, then as Troll Gap above.

The Pavis Road (Dark Season)

This part of the year is the worst to travel in, and all but the staunchest Issaries Traders seek shelter from the howling winds and bitter cold of winter. The Pavis Road is considered to be the safest passage around the Storm Mountains at this time of year. This route takes eleven days if no delays are encountered. The nightly stops from Boldhome are Jonstown, Dangerford, Herongreen, Torkan's Last Fort, Battle Ridge, Jaldon's Point, Moonbroth, the wastes, the wastes again, Day's Rest, the Block.

Suggested encounters along this route are Orlanthi raiding parties, Lunar Caravans to and from Pavis, Sable Nomads at Moonbroth, Baboons in the wastes, and nomads or oasis people at Day's Rest.

Traveling in Sacred Time

Orlanthi dislike traveling in the two weeks of the year set aside to remember the Lightbringers' journey. There are some forms of magical movement available only at this time, but they involve minor Heroquests and are beyond the ability of most adventurers and the scope of this adventure.

Broos in the Wastes

No matter how the PCs get to Prax and the vicinity of the Block, this encounter should happen to them last. After being ravaged by the hard chaparral and nomads of Prax, the party encounters another constant danger to traveling anywhere in Prax, broos. The purpose of this encounter is to hook the PC's up with a local Storm Bull who will be able to assist them in entering the camp at the Block. If all goes well later, this same NPC can accept the players as Storm Bull lay members and lead in further adventures at the Block.

While traveling through a most inhospitable part of the Wastes on the final leg of the journey, the PC's are ambushed by a pack of feral broos. The broos have been hiding along the dusty track in small ditches and behind craggy outcroppings. There are no tactics to the broo assault -- the first one that spots the party will jump up, howl fiercely and charge the players, leaving his fellow broos to catch up. The broos will fight until 50% of them fall, at which point the remaining broos will run off. The PCs should pursue the broos if possible. The number of broos should be approximately 2-3 times the number of characters in the party - their should be just enough of the monsters for the party to require assistance.

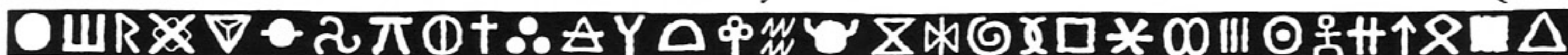
This aid comes in the form of a Agimori Storm Khan. The band of broos has been tracked for the last two days by Ankubi Broostalker, the Agimori Uroxi, ever since they crept out of the Devil's Swamp. Small groups of feral broos often escape the Devil's Marsh and plague the surrounding countryside. The swamp lacks the broo organization of places such as Dorastor, and most of the broos encountered in the vicinity are of the feral type. Occasionally wild broo raiders will come to the area to recruit numerous allies or perform dark rituals.

Individual broo statistics are not given, as this group of broos is quite unremarkable. The GM should duplicate the sample broo on the next page as needed†. Following the statistics is a list of features for the first ten broos. The GM should make up more as needed.

† See Avalon Hill's *Snakepipe Hollow* for more individual; Broo statistics.

To the Block

After the broos have been defeated, some role-playing is called for on the part of the PCs to convince Ankubi of their mission. The Agimori has no recollection of Ingvar Stormson, and has a hard time believing the outrageous story. He has heard of Dorastor, but believes it to be on the other side of the world, unreachable except by great magic, probably chaotic. Unless the party can convince Ankubi to lead them to the Block as friends, they will have to fight their way through a Storm Bull war party. Suspicious by nature, Ankubi will not be easily won over. Gifts of use in fighting chaos will help swing him to the party's side. Once allied, the Uroxi will lead the party of adventurers to the main camp at the Block.



Feral Broo

characteristics

STR 13
CON 16
SIZ 15
INT 11
POW 11
DEX 11
APP 7

attributes

Move: 4
Hit Points: 16
Fatigue: 29
Magic Points: 11
Dam Mod: -

area	missile	melee	armor/hp
r leg	01-04	01-03	1/6
l leg	05-08	04-06	1/6
abdomen	09-11	07-10	1/6
chest	12	11-15	1/8
r arm	13-15	16-17	1/5
l arm	16-18	18-19	1/5
head	19-20	20	3/6

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

Skills: none

Spirit Magic: none

Armor: 3 point skin on head, scraps worth 1 point on rest of body

Items: none

Individual Broos

1. Has giant tusks -- +1d2 to damage
2. Has Sable head
3. Has 3 eyes -- +25% to perception
4. Carries the Shakes
5. Drools non-stop
6. Has leaves covering body -- +1 armor on all locations
7. Has baboon arms.
8. Spits acid -- 25% accuracy, 1d8 strength
9. Has body of jackal -- +3 move
10. Has deer horns

The party will be stopped by patrols at least twice as they approach the camp. The first is lead by Tubal Hardhead, a rather brutish Uroxi pigmy, who demands gifts to let the party pass unmolested. He and his three companions are all seasoned nomads from the Impala tribe. The pigmies speak only a harsh version of Praxian, and if none of the PCs can converse in it things could be a little difficult. The second patrol will be much closer to the camp and consists of four young nomads riding sables, and loudly drinking and singing. Once they hear of the party's victory over the broos, they will share their kvass and escort the party the rest of the way.

Ankubi will leave the adventurers in the company of the sable riders and seek out the ranking shaman, Gagska. The party will not see many warriors, but will see the everyday activities of women tending the small herds that sustain the camp at the Block. A tall bison rider comes for the PCs and orders them to come the

shaman's tent. The outside of the tent is painted with many images of frightening spirits and the inside is thick with smoke. Inside they will be questioned by Gagska, who appears to be blind with only empty sockets where his eyes should be. The shaman grills them intently and keeps asking why he should not have them staked out under the hot sun for insects to devour. He is actually fully aware of Ingvar's spirit (the shaman can sense it), but is making sure that there are no other motives for the foreigners to be at the Block. Gagska will order all available warriors to gather this night at the main campfire where the player's are to tell Ingvar's tale. The rest of the day is spent in the camp where the PCs can question various residents about their way of life if they speak Praxian.

Each player should have to sing a passage of Ingvar's story. *Sing* rolls are, of course, required. Anyone who fails a rolls will receive disapproving grunts from the onlookers while fumbled rolls (96 and above) will bring loud jeers and possibly thrown food. Conversely, successful *sing* rolls will bring nods of approval while criticals bring much praise and the singer will be remembered for his performance. As the story concludes, Ingvar's spirit materializes and gives a great war-whoop. Gagska the shaman quickly acts to bind the spirit into a bull's skull which he has prepared for this task. After this there will be much drinking in celebration of Ingvar's many fights against chaos.

At this point if all has gone well, Ankubi (or any other prominent Uroxi the GM desires) will offer to take any party members under his tutelage and show him the glory of the Bull.

The Sad Tale of Ingvar Stormson

Great was the desert wind that the news
The whirlvishes did ramble
Through his mother's pain was he born
And all the tribes did tremble.

Ingvar his father did proclaim him
To Waha and his kin
His strength was great, his speed was swift
and soon he was a man

The Bull's great bellow fell on Ingvar's ear
And the warrior took up arms
To fight against chaos
and raid the Lunar farms

But the moon found him where he camped
and Ingvar had to flee
He headed west far from home
To fight and end misery

To distant lands he did go
Answering the Bull's great call
'Twas in the evil land of Dor'stor
That mighty Ingvar did fall

In fightin' the minions of foul Ralzakark
Mighty Ingvar met his end
So drink for him men of the Bull
And rise to fight the Devil again



Ankubi Broostalker (by John E. Boyle)*

Agimori Storm Khan of Urox

A loner among the clannish Agimori, Ankubi is a well-known member of the Storm Bull cult in Prax. He began building his reputation as a youth, when he tracked down and destroyed a small band of broo who had kidnapped some children for sacrifice in Sog's Ruins. He brought the children back alive. Since that time, Ankubi has traveled the length and breadth of Prax and the Vulture's Country; he even ventured into Dragon Pass and the lands beyond in his youth. His reputation is that of a tenacious fighter and loyal follower of the Storm Bull's way.

Ankubi is silent and watchful around anyone other than fellow clansmen or other Storm Bull cultists. He is suspicious of non-Praxians, and hates Lunars and Sable Riders, as he is a survivor of the battle of Moonbroth. Ankubi cannot forget the family and friends lost in that battle and the relentless pursuit by the victors afterwards. Surprisingly, Ankubi will be open and helpful with any Storm Bull cultists who are strangers to Prax. He will help and guide them in any way he can, even going so far as to travel with them until the strangers have gotten a feel for dangers and the customs of Prax and the city of Pavis (although Ankubi will never willingly enter New Pavis). Should anyone think to ask Ankubi why he does this, he will reply "This is a task laid upon me by the Bull himself". Although powerful in his own right, Ankubi will never reach the position of High Khan; he is too much the loner and has no desire to lead. Ankubi currently answers to the High Khan of the Block.

characteristics

STR 22
CON 17
SIZ 22
INT 10
POW 16
DEX 18
APP 11

attributes

Move: 5
Hit Points: 30†
Fatigue: 39
Magic Points: 16+spirits.....
DEX SR: 2
Dam Mod: +2d6

† 18 natural, 12 enchanted

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

weapon	sr	atk%	damage	parr%	pts
1-H Spear†	4	93	1d8+1+2d6	49	10
Pike‡	0	110	2d6+5+2d6	99	20
1-H Flail*	4	90	1d6+4+2d6	35	12
Broadsword	5	65	1d8+1+2d6	30	10
Javelin†	1	93	1d8+2d3	-	10

Comp. Bow	3/9	61	1d8+1	-	-	
Hoplite Shield	6	49	126+2d6	92	18	

† same weapon; Ankubi carries two such spears

‡ Enchanted bronze pike obtained through Heroquesting. It has a constant Detect Truth ability, but it's wielder may never lie. Ankubi has a skill of 76% for using a braced pike vs. a charging opponent.

* Gift (along with armor) from troll for whom Ankubi did a great favor. It is enchanted lead and will never fumble when used against chaos.

Skills: Orate(56), Speak Praxian(60), Speak Trade Talk(54), Firespeech(35), Darktongue(45), Praxian Animal Lore(74), Craft Leather(55), Craft Bronze(62), Evaluate(33), First Aid(59), Plant Lore(20), World Lore(36), Conceal(44), Devise(61), Listen(95), Scan(111), Search(97), Track(104), Sense Chaos(91), Hide(79), Sneak(76), Ceremony(84), Bargain(50), Climb(45), Craft:Butchery(40)

Spirit Magic: Heal 6, Bladesharp 4, Protection 4, Disrupt(1), Dispel Magic 7, Detect Enemies(1), Fanaticism, Detect Magic(1), Peaceful Cut(1), Mobility 3

Divine Magic: Sanctify, Worship Storm Bull, Divination x2, Mindlink x4, Heal Wound x4, Storm Voice, Shield x8, Fear x2, Impede Chaos x3, Berserker, Face Chaos x3, Spirit Block x3

Armor: 2 point skin, Bronze plate, 3 enchanted armor points on every location (Ankubi does not wear padding as his 2 point skin serves the same purpose)

Items: Eiritha's Nipple (3 point POW enhancing crystal), Second Wind (10 point MP storage crystal), river stone with Farsee 3 matrix, lizard skin gloves with Coordination 2 matrix, warfeather totem with bludgeon 4 matrix.

Gifts: The Storm Bull has blessed Ankubi by raising his movement rate to 5 to compensate for his inability to ride (a tribal taboo) and by allowing Ankubi a d10 Divine Intervention when combating chaos.

Geases: Never Lie, Never leave Prax, Always aid Uroxi in need
Spirits: Allied spirit in helm Wingfoot (INT 14 POW 20), INT spirit (INT 6 POW 15), 4 POW spirits (POW 11, 16, 15, 12)

Notes: Ankubi is much more than the simple barbarian described in the old *Borderlands* supplement. Ten years of roleplaying and heroquesting have left their mark. I tend to use Ankubi most often as a mentor for players new to RQ or new to playing Storm Bulls, and sometimes as an enigmatic encounter for groups of other characters. He also serves as a convenient mobile scenario hook: with his *Detect Truth* ability and his naturally suspicious nature, Ankubi is an effective guardian of Prax in general and the Block in particular. Should he discover what he believes to be a group of Lunar agents (especially one including an Illuminate) anywhere near the Block or masquerading as a Stormbull, Ankubi will take whatever means he deems necessary to destroy such a threat. He will not hesitate to involve a suitable band of player characters in such an endeavor.



* An earlier version of Ankubi Broostalker originally appeared in Chaosium's *Borderlands*.

The BLOCK

Notes on the Home the Storm Bull Cult

Debunking Biturian Varosh

A lot of what was originally known about the Block was from the travelogue of Biturian Varosh in the out-of-print *Cults of Prax* supplement. Unfortunately, this did not quite paint an accurate picture of the center of Storm Bull worship. For one thing, the cult almost never sells Truestone, and never for the ridiculously low price given Biturian.

The cult disdain coinage in general (as do most Praxian nomads) and would only trade Truestone for great magic. Most Stormbulls would never agree to guide any foreigner to the Block. Most non-Praxians only know the Block as a place of death and uncivilized barbarians.

A common tale tells of a troll, morokanth and a human warrior who were lost in the wastes and came to the Block in search of aid, but were turned away from the Storm Bull camp. In desperation and starvation, the troll and the morokanth were forced to eat their fellow adventurer — such is often the fate of visitors to the Block!

Common Events

Raided by nearby tribe; warriors sought for reprisals
Rumors of chaotic monsters circulate
Group of pilgrims arrive at the Block, and are driven away
Sudden storm; Good Canal may flood
Storm Bull cultist(s) on rampage; pilgrims hide or disappear

Uncommon Events

Broo excursion from Devil's Swamp
Severe sandstorm restricts all activity
Major disagreement between khans causes group of small nomads to leave
Morokanth slavers spotted

Rare Events

Pilgrims arrive and are allowed to trade
Entrance to Bones of the Devil found and needs to be closed
Great Chaos Demon spotted
Charismatic leader arises and leads many warriors away on crusade against chaos

History

After a titanic battle with the Devil, the Storm Bull caused the largest remaining piece of the Spike to fall upon the Devil and crush him into the ground. There is some speculation that it is not actually Wakboth under the Block, but another major chaos demon instead. Waha the Butcher later came to the Block and dug the Good Canal to clean the area of the Devil's foul remains and make it habitable to his chosen followers. Ever since, the Block has been sacred to all Praxian and guarded by the followers of Storm Bull and Waha.

This is truth as known to all Praxians, and it is a doctrine that they are willing to fight and die for. Many nomads have their own personal stories of the Block and of their ancestors who have fought there. Every clan has known the call of the Bull, and they take great pride in that history. While there is a myth of the Devil in almost every Genertelan culture, the Block only plays a significant role in Praxian mythology.

Physical Appearance of the Block

The Block itself is visible for a days journey in all directions. From a distance it appears as a giant cube, but closer examination shows that it is irregular in places, with small peaks and missing chunks. The Block's appearance varies greatly with the seasons and the whims of the Bull. Sometimes it glows with an eerie purple that rivals the luminance of the Glowline. At other times it is the jet black hue that also colors the storm clouds which it seems to attract. Lightning and thunder constantly rage somewhere near the Block, whether above it or in the direction of the Storm Hills. The Storm Bull himself also whips up tremendous dust storms that sweep across the desert at the foot of this relic of days gone by. The Block is sometimes described as being approximately 1/2 kilometer on each side and 2 kilometers high, but it has never truly been measured accurately.

The Camp

The camp often is just the scattered hide tents of those who are present at the Block, along with their wives, children and beasts. There is a very strong tribal prejudice among the cultists and they always compete for the best grazing for their herds in this sparse area. Fighting and bickering is constant, and when there is no chaos to battle the cultists have been known to fight and raid each other. Murder and thievery are usually frowned upon by the priesthood, and the perpetrators are banned from the encampment for one or more seasons. The population greatly increases for holy days as even distant Storm Bulls journey to the Block. The camp is an enormous circus by high holy day, with all the tribes of Prax represented in some form. Drinking, revelry and fighting are at their greatest at this time of year.

In 1621, Barzaad Storm Khan is a prominent figure in the camp. Well known throughout Prax and in Dragon Pass, the storm khan is chief war-leader of the Block. There are even rumors that he will advance to High Khan within the next few seasons. Almost as well-known as his fighting prowess is his liking for sweets, and it is this sweet-tooth that Biturian Varosh took advantage of in his travels.

On top of the Block there is known to live a small group of griffins. Little is known about them except that they are neutral to the humans who camp below them. They also serve as guardians for the Block.



The Spirits of the Dead

There is much speculation as to the causes of pieces of Truestone falling off the Block, but one is definitely known. The many spirits that haunt the Block rage from time to time (especially on Wildday), and the fury of the greater spirits trapped inside the giant stone sometimes causes fragments to fall. It is also widely believed that this frees the spirit from the Block. These spirits are totally unpredictable and can be of any origin. Known spirits have been Chaos Demons, Lesser Gods, Storm Bulls that have died defending the Block, Passion and Disease spirits who were unable to escape the pull of the Block after the death of their hosts, Forgotten Heroes, and Greater Animal Spirits. Shamans are always on the watch for such escaped spirits, and it is one of their sacred duties to insure that no chaos escapes the prison of the Block.

The Block and Truestone

Truestone is notable (and valuable) for several qualities. First it is the hardest material known in Glorantha. It can be made into adamant, which is a secret closely guarded by the Mostali. Adamant is the only known material that can cut or break Truestone.

Truestone's other remarkable quality is its ability to hold *Rune Magic*. A *Divine Spell* may be transferred from any person into a small piece of Truestone. Rune Spells cast into Truestones become one use only*, but may be recharged. Also, since all Truestone existed before time and is made up of the primal substance of law, it is one way that *Rune Magic* can be brought across the barrier of Time and into the Hero Plane. *Magic Points* may also be stored in a theoretically unlimited amount.

A piece of Truestone as large as the Block must be given special considerations. Any physical contact with it will suck all *Rune Magic* from the hapless victim into its enormous bulk. Only someone of heroic stature can physically touch the Block unharmed, and then only after much ritual preparation. Even Storm Bull didn't actually touch the Block, but instead guided its fall from the heavens. The Block (or any other large piece of Truestone) absorbs *Rune Magic* in a futile attempt to rejoin itself to the Spike, which itself was destroyed by the intrusion of chaos.

Truestone may only be removed from the Block in two ways. The first is by using adamant tools which are usually only available through the Mostali, and they would never willingly part with them. Also, the Storm Bull cultists would never allow the Devil's prison to be weakened by such mining.

The other way of getting Truestone from the Block is by picking up the small pieces that fall off. The cult regularly patrols the Block looking for such pieces, and lays claim to all of them, regardless of the finder. When a piece is found, the cultist turns it over to his storm khan, who usually rewards him with a suitable prize (a herdbeast, good weapon, wife, raise in rank, etc.). If more than one piece is found, or the Truestone is gained in fierce combat against chaos, the khan will sometimes gift it to the Storm Bull who found it. As for others acquiring Truestone at the Block, the only legitimate way is through trading with the Storm Bull

khans. Independent Storm Bulls who have Truestone are not allowed to trade at the Block with anyone but a khan of the cult. They must leave the area and try their luck trading elsewhere if they do not turn it over to their storm khan -- which is a dangerous action as most khans frown upon such behavior on the part of their followers.

* *Rune spells* can not be regained by the original owner until they been used.

The Good Canal

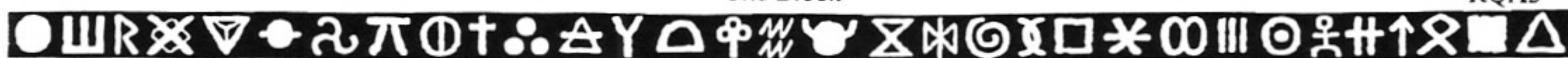
Waha dug the Good Canal to cleanse Prax of the Devil. This worked in a limited way. The Devil was so foul that there was no way to utterly remove his taint. By digging the canal, Wakboth's essence was spread out over a great area, and therefore lessened. Now the canal is dry except during Sea Season, when the Bull's cleansing rains wash away the ichor that has oozed out from under the Block. The rains eventually carry the chaos slime out to sea where it is devoured at the center of the ocean in Magasta's Pool.

The canal is not the type that is used by man for any type of shipping or transportation. While parts of it have been overrun by the swamp, there are other parts where the steep walls dug by Waha's powerful hands still remain. It is a prominent feature of the landscape, and local legend claims that the passage will endure and long as even the tiniest portion of the Devil remains.

The Devil's Swamp

This is truly one of the foulest dens of pure chaos that still exists in Glorantha, surpassed only by the likes of the Krjalki Bog, Dorastor, and similar places. While the Birthing Place in the Eiritha Hills is the source of all that is good and true in Prax, the Devil's Swamp is the ultimate source of all that is chaotic and corrupt. Unlike places like Dorastor where chaos has become refined in its evil, the Devil's Swamp is totally raw in its manifestation of chaos. All of the chaos that oozes out from under the Block makes its way through the fen on its way to the sea.

The Devil's Swamp is a fetid swamp, prone to bringing disease and ill health to all who venture there. It is not a haunted location like the Block, and spirits are few. What is common are the sometimes gigantic Gorp, multi-headed Dragon Snails, twisted Broos, swarming Bullsitch and other horrors. The bulk of the Devil's Swamp lies south of the Block, but seasonally extends its boundaries. At the height of Storm Season, the bog often encroaches to the base of the Block, greatly hampering the activities of the Storm Bull cult. The Stormbulls don't mind this too much since they are busy destroying the influx of chaos that comes with the spreading of the marsh. For certain occasions of great evil, creatures of chaos will make a pilgrimage from the Chaos Woods and other locations to the Devil's Swamp for unspeakable acts. Ogres are particularly fond of the Devil's Swamp and hold regular ceremonies there, an activity greatly discouraged by the Storm Bull worshippers at the Block.



The Bones of the Devil

Only the heartiest of storm khans and shamans dare to journey beneath the Block itself and tread the Bones of the Devil. The Devil's flesh was smeared into goo and most of his bones were ground into dust, but a few remained, hollow tunnels in the oozing chaos. All known entrances to this warren have been destroyed many times, but occasionally a chaos horror will erupt from one. After it has been dealt with, the bravest of Storm Bulls must journey into the earth to make sure that no more horrors are ready to issue forth, and then seal the tunnel. There is rumored to be a Krarsht Temple as well as an entrance to the Hero Plane located somewhere in the Bones of the Devil. The spirits of Chaos demons abound, as well as one that claims to be that of the Devil itself, a twisted, almost pitiable, thing.

Of great prize to creatures of chaos are the tainted crystals that were formed from the drops of the Devil's blood as he was wounded by Storm Bull. Most of these have been destroyed by the Bulls over the years, but every now and then a new one surfaces. The powers of the crystals are many, but the most common crystals, called Devil Stones, give the bearer a chaos-feature while they possess the stone. This feature is only gained while in possession of the crystal, and travels from owner to owner, though the taint of chaos always remains behind.

Pieces of the Devil

Many parts of the Devil are known to remain in the Swamp. In addition to the more common gorp and dragon snails, clouds of almost intelligent gas roam the fens, driving men mad. Bullsitch (fist-sized insects) swarm on occasion, attacking any and all beasts in the area, causing them to stampede. The Devil's Hand and Stomach survived intact, and constantly roam the Swamp and surrounding areas in search of prey. Cacodemon has often been seen in the swamp, possibly summoned by his ogre followers.

Adventure Ideas and Rumors

A Broo village has been divined deep in the Devil's Marsh. The cult elders think that this would be a good test for some initiates who are almost ready to become khans.

The cult is in need of more slaves. You must take herd animals to Pimper's Block to trade. Any extra slaves you capture on the way will bring accommodation -- beware Hender's Ruins!

A three headed Chaos Creature (a giant chimera?) has burst from the earth near the Block. It must not only be defeated, but its origin must also be found and destroyed.

Dwarfs are marching toward the Block with their adamant tools, ready to carve it up for themselves. The problem is that they've hired a Giant to be their bodyguard.

Traders are always coming to the Block in the hopes of getting a small piece of the precious Truestone. They are always in need of guards on their strange and far reaching travels.

A small tribe of Griffins has been mercilessly stalking Sky Bulls in the skies of Prax. They must be tracked down to the den in the Storm Hills and made to stop this carnage by negotiation or

force. They are unrelated to the griffin pride that resides atop the Block.

Cacodemon himself has been summoned to the Devil's Swamp. He leads a horde of ogres and lesser chaos creature against the Block. Cacodemon's form is said to be that of a horrible two headed demon.

The Morokanth have raided a nearby tribe currently friendly to the worshippers at the Block. A party must be quickly organized to pursue them southwest into Morokanth lands before they can magic their prisoners into herd men and then eat them.

A tremendous storm has come up unexpectedly, and a flash flood has caused the Devil's Swamp to overflow. Chaos is being washed through the heart of the main settlement, and everyone is called up to destroy it.

Other rumors include those of chaotic newtlings spawning in the Devil's Swamp, a Truestone island deep in the Swamp inhabited by a mysterious hermit, and a temple to an obscene toad god lost in the endless tracks.



Gagska the Raven, Shaman at the Block



Devil's Swamp

Storm Bull initiates needed to fight chaos!

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 in Prax 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 swamp. Nahgreb has only recently come to sentience and has not yet reached 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 khan (such as Ankubi Broostalker) may or may not accompany them on some of these expedition into the Devil's Swamp.

Part One: Milk 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 bull and slaughter it, we would have much food for the coming hard times. Surly it is a sign from the 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 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.

Skybull

characteristics

STR	43
CON	22
SIZ	42
INT	4
POW	11
DEX	7

attributes

Move:	9/11 flying	
Hit Points:	32(24)	
Fatigue:	64	
Magic Points:	11	
DEX SR:	4	
Dam Mod:	+4d6	

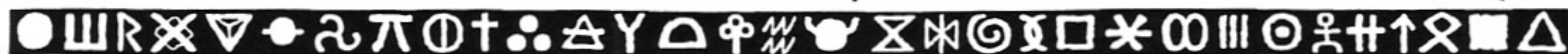
area	missile	melee	armor/hp	
rh leg	01-02	01	5/8	
lh leg	03-04	02	5/8	
hind q	05-07	03-07	5/13	
fore q	08-10	08-12	5/13	
r wing	11	13-14	5/8	
l wing	12	15-16	5/8(0)	
rf leg	13-14	17	5/8	
lh leg	15-16	18	5/8	
head	17-20	19-20	5/11	

weapon	sr	atk%	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.



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

characteristics

STR	20	attributes	
CON	10	Move: 2	
SIZ	20	Hit Points: 15	
INT	3	Fatigue: 30	
POW	14	Magic Points: 14	
DEX	8	DEX SR: 4	
		Dam Mod: +2d6	

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

weapon	sr	atk%	damage	parr%	pts
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.

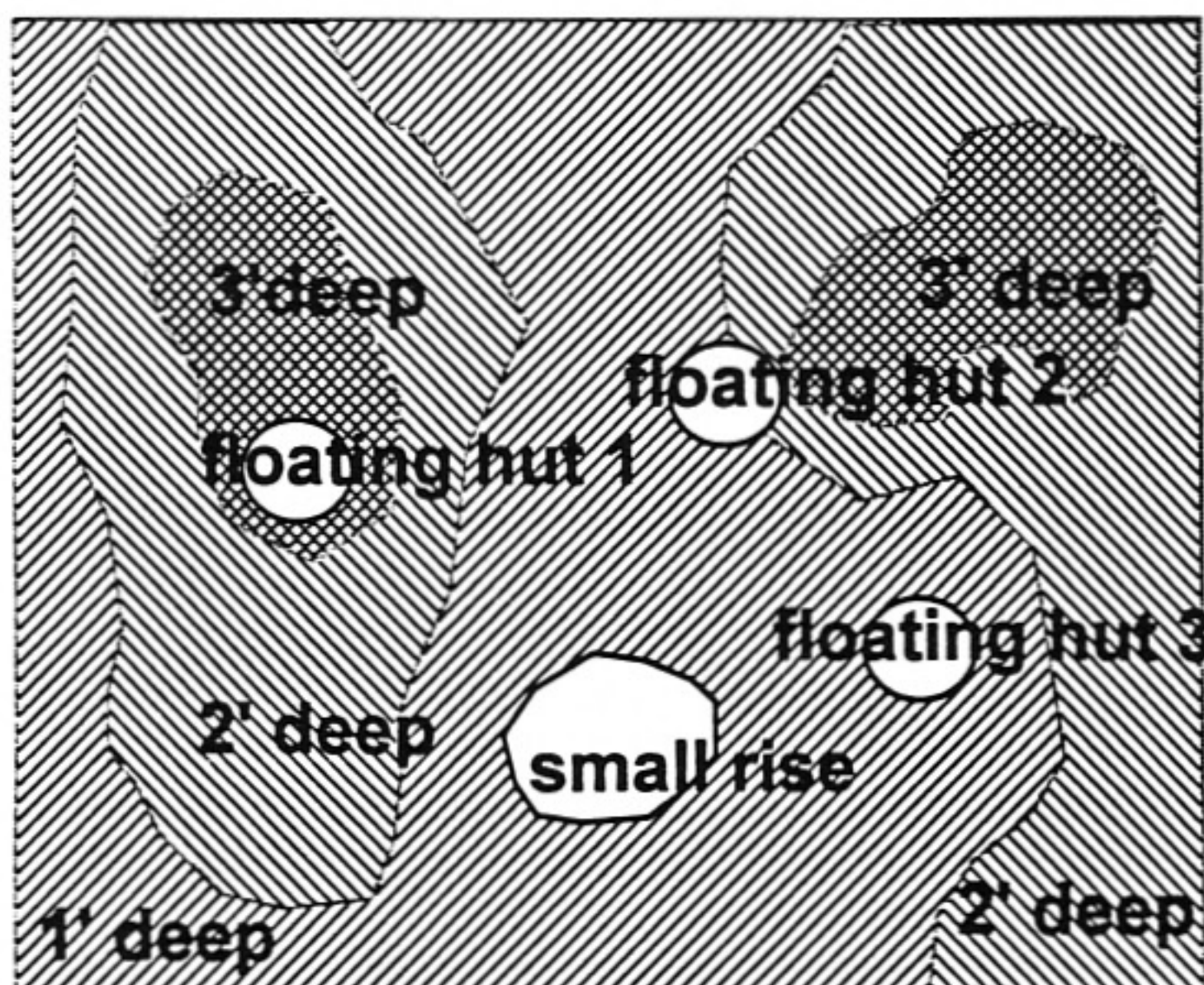
Notes: The swamp creeper is a hybrid plant with a limited intelligence. It is acting as an agent for Nahgreb, a chaotic plant that has come to full sentience in the Devil's Swamp. Nahgreb is in mental contact with the swamp creeper and is directing its actions.

Part Two: Broo Camp

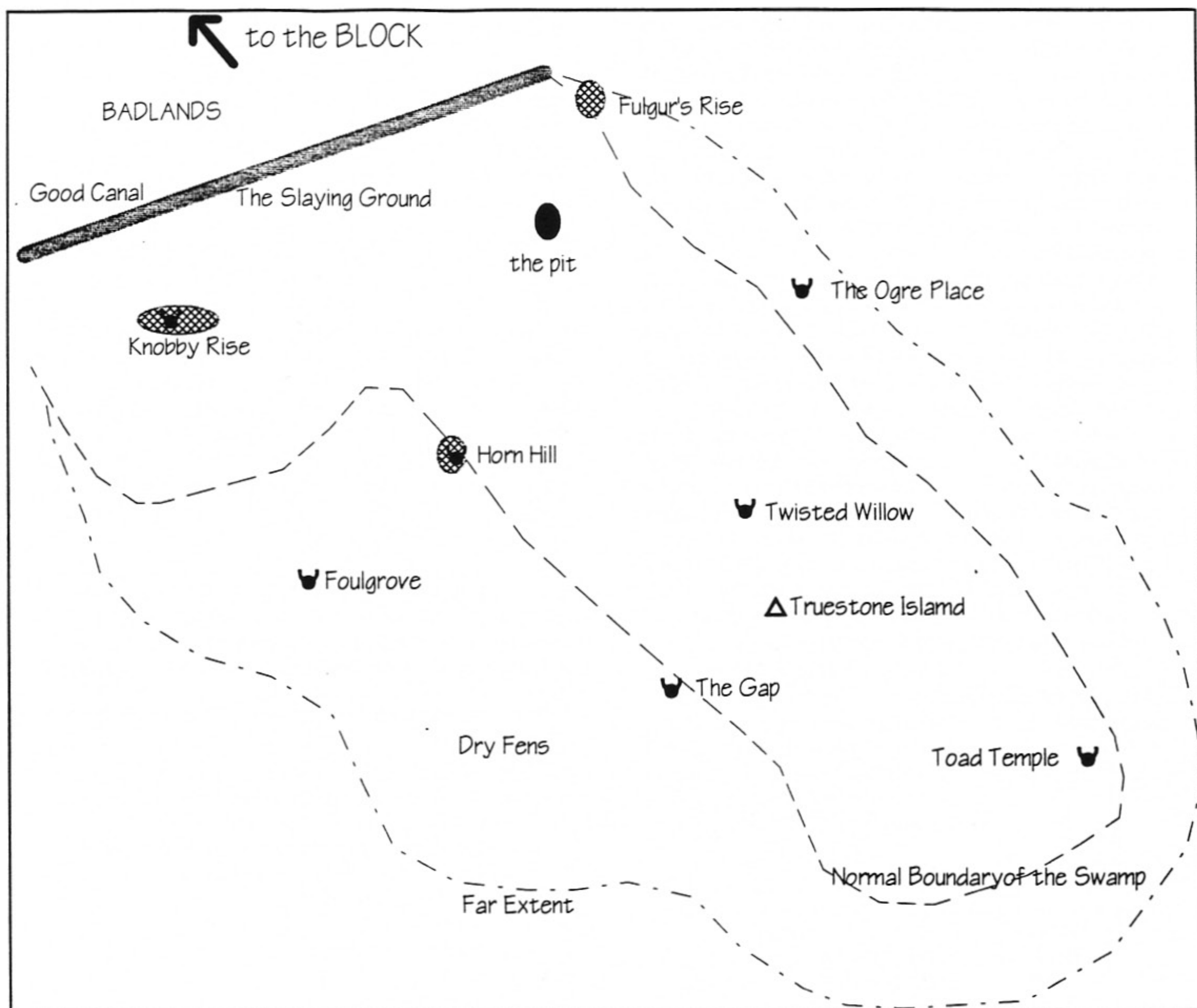
Several weeks to a season should have passed since the skybull episode. The GM should have developed the camp at the Block and its inhabitants through role-playing. The party should be getting a feel for the life-and-death struggle on the plains of Prax, as well as slowly coming to understand the politics 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.



Broo Camp in the Pit



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.



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

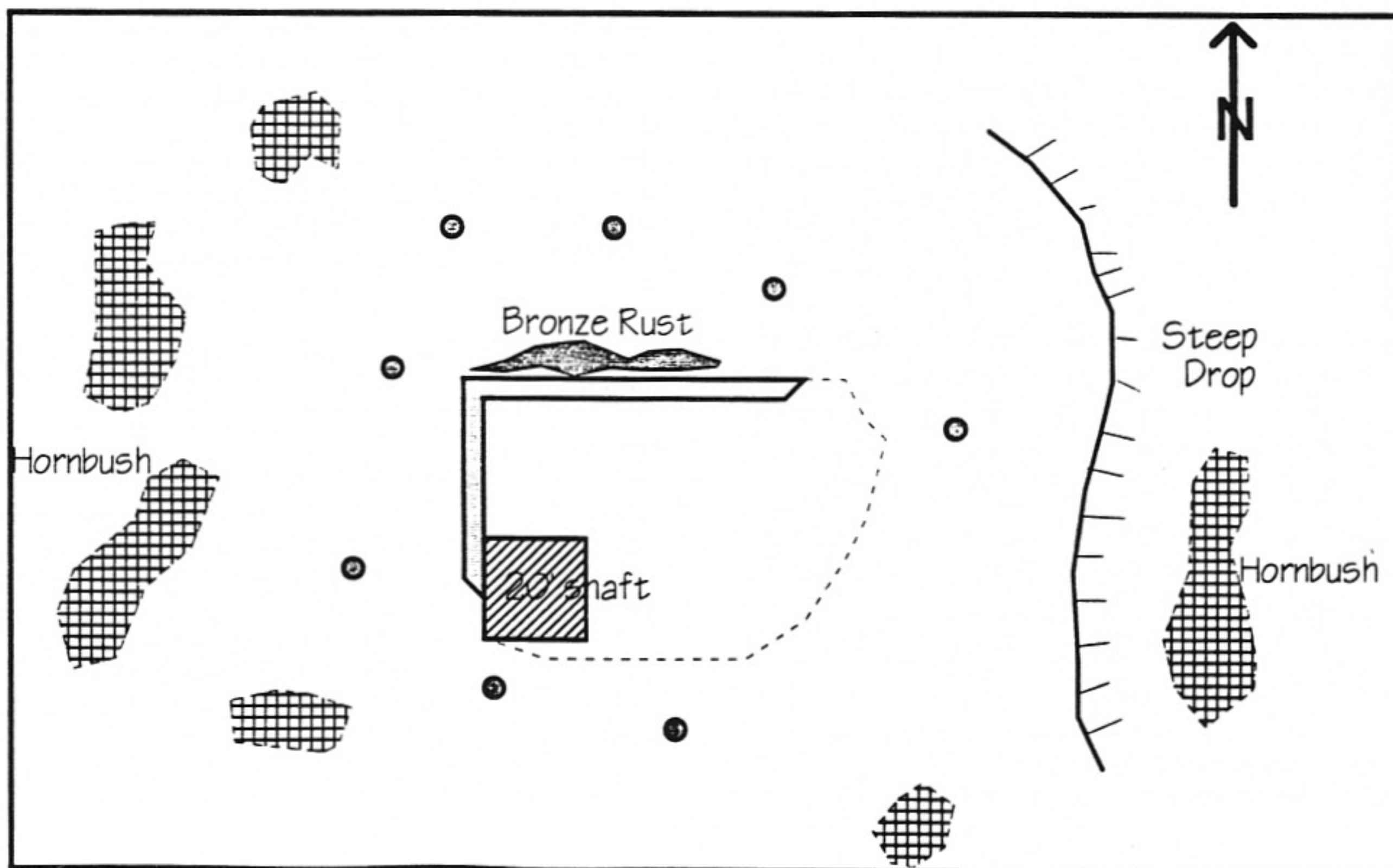
The adventurers should take up this offer the fight chaos and prepare for another journey into the marsh. While Kuwahan does not know where the captured herd-men have been taken, it is a well known fact that there is a flat plain in the Devil's Swamp called the Ogre Place where ogres are know the sacrifice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

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

ogres that attacked the Morokanth. Another *track* roll shows their trail leading east -- out of the Ogre Place and into the heart of the swamp. At some point during the trek, allow *scan* rolls to spot a giant quarter kilometer weeping willow to the south. The tracks lead nowhere near the tree -- this is a clue to the fourth episode.

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

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





The campsite will be attacked from three directions simultaneously. Each group will comprise 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 the swamp. Exact tactics are left up 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 Cacodemon. The cult of Cacodemon can be found in the *Elder Secrets of Glorantha* supplement, available from Avalon Hill.

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

Kudzus

characteristics

STR	13	attributes	
CON	13	Move: 2	
SIZ	13	Hit Points: 13	
INT	2	Fatigue: 26	
POW	9	Magic Points: 9	
DEX	9		
APP	9	Dam Mod: -	

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

weapon	sr	atk%	damage	parr%	pts
Strangle	9	50	1d6†	-	-

† For each subsequent round after the first that a kudzu hits, it does one additional d6 damage in the attack (i. e. the second

successful attack does 2d6, the third 3d6, etc.) If the kudzu ever misses an attack roll, it must go back to only 1d6 of damage.

Skills: none

Spirit Magic: none

Armor: 3 point vines covering body

Items: none

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

Ogres (Frufan, Cargstan and Ula Onn)

characteristics

STR	21	attributes	
CON	12	Move: 3	
SIZ	14	Hit Points: 13	
INT	12	Fatigue: 33	
POW	12	Magic Points: 12	
DEX	12		
APP	13	Dam Mod: +1d4	

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

weapon	sr	atk%	damage	parr%	pts
Fist	9	60	1d2+1d4	-	-
Short Sword	7	55	1d6+1d4	25	9
Maul	6	40	1d10+1d4	15	12
Javelin	3/9	35	1d8+1d2	-	-
Small Shield	9	20	1d3+1d4	40	8

Skills: Disguise(50), Dodge(25), Fast Talk(25), Speak Praxian(20), Speak Esrolian (30), Devise(30), Listen(50), Scan(50), Search(50), Hide(60), Sneak(60),
Frufan's Spirit Magic: Befuddle(2), Disruption(1), Ignite(1), Shimmer 3

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

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

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

Armor: 4 points of animal hide with worked bone

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

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

What the Storm Kahn Says

Advice to Novice Chaos Fighters

Where did the world come from?

The Old Gods made the world. Everything was perfect, and everyone found the best place to live. Storm Bull led his sons down from the Mountain to Genert's golden land. He married Eiritha, bountiful mother of the herds, and his sons married her daughters. This was the Good Time, when no one was ever hungry or sad or hurt. The world was a great oasis of plenty, and only one spot, way off in the east, was without grass.

Then came the Bad Time, when Evil entered the world. Orani, faithful son, delayed Death while Eiritha was hidden, but paid for this with his life. Tada, glorious leader, was slain by Storm Bull's foul kinsmen Ragnaglar, and peace fled. Then from the little spot without grass came the Chaos Herds, devouring every plant, animal, and person in their path. Genert, lord of the world, was turned into gorp, his soul lost forever. Storm Bull, angered at the deaths of his son and friend, and shamed by the death of his lord, armed himself with Iron Death. He first wounded, then slew his traitorous brother. But Ragnaglar had allied himself with the foul Chaos Herds, and Storm Bull had to face the Devil.

Their fight blasted and destroyed the land: Fire and Ice, Night and Air aided the Bull, but it was not enough, and the powerless Beast was thrown to the ground. There Eiritha, true wife, gave all of her power to her lover, though this left the region blasted and dead ever after. The Bull was renewed, and with his new strength crushed the Devil beneath the power of Life and Law.

Where did I come from?

Storm Bull sent his son Waha to cleanse the Devil's taint from the world. Waha took the Sounder's River and commanded her to devour the Devil's remains. But the goddess was weak and afraid, and tried to hide her head in shame and fear. The earth rejected her, forming the swamp where her chaos-tainted waters oozed to the surface. Storm Bull returned and chose the greatest of men to serve him. He taught them how to recognize Chaos, and how to

hate it, and how to kill it. He set them to protect the world from the One Evil. They were your ancestors, and you have inherited their glorious task.

Why am I here?

You have a holy mission, to prevent the return of the Devil to the world. You must destroy any of its pieces that you Sense, whether gorp or gas or the Devil's own Hand. You must protect the Block of Law which Storm Bull made, for each piece taken off reduces the load which holds the Devil down. You must kill chaos in any form, for the safety of the world and the glory of the Bull!

Why do we die?

When Orani was slain by Ragnaglar he set the pattern for all of his kin. But Storm Bull turned Death into strength, using it to kill first Ragnaglar, and then the Devil. he teaches all of his loyal followers how to turn Death against chaos, the greatest enemy, turning it to ashes.

What happens after we die?

You will go to Storm Bull's Sky Tent when you die, if you are worthy. There he will teach you his secret powers, and give you the strength and courage you need to face your enemies. When you are ready, he will send you back to the world. If you are strong and true enough, he may let you stay, to fight at his side against Chaos for all eternity.

How do I do magic?

All of the world aided Storm Bull in his battle against the Devil, and the parts that are left aid us as well. Thus, magic comes from many sources, fire and ice, darkness and air, and holy earth. But the greatest comes from the Bull. He gives us the strength to resist our foes, the courage to face them, and the secrets to destroy them. He sends us our Battle Rage, to slay all in our path as he has always done.



I have heard of other powers. Can you tell me the truth about...

...Aldrya?

Once the world was covered with plants, and Aldrya was the goddess of plenty. But the great forests of Prax were devoured by Wildfire and Chaos, and she and her children could do nothing to resist. Now her power in the land is broken, and she is just a shadow of what she was.

...Chaos?

Chaos is the greatest of Evils, for it destroys all that is strong and brave, as well as that which is weak and cowardly. It entered the world on the road opened by Death; only the might of the Bull can destroy it. Chaos comes in many forms, but the Bull has taught us how to recognize it no matter what form it takes.

...Ernalda?

She is the mother of Eiritha. She did not fight Chaos, relying on others to protect the world. They failed. Storm Bull saved her, but kept only the parts he needed, and so her power is available to him when he wants it.

...Kyger Litor?

The trolls tried to devour the world, but even they fought Chaos when it came. Zorak Zoran, black god of war, was a friend and ally, and still guards the north part of the world for the bull. However, chaos is not the only kind of evil in the world, and the trolls can never be fully trusted.

...Lunar Goddess?

The Red Goddess is the newest manifestation of Chaos in the world, and so must be destroyed, even as the Devil was. She has taken part of the land from Storm Bull, but he will regain all of it and more when she is cast down. Pray to the Bull that this will be soon, so that you can gain glory from destroying her.

...Magasta?

The waters tried to drown the world, but were defeated by Storm Bull and his brothers. The waters aided Storm Bull, but Magasta was powerless before the might of the Devil's children, and was only saved

because Storm Bull sent him to guard the center of the world. He guards the southern part of Storm Bull's kingdom, where the ocean is stopped by Ernalda.

...Monotheists?

The atheists deny the might and power of the Bull, who saved the world and destroyed the Devil. They deny their own life, paid for with the Bull's blood. When Chaos returns, the Bull will not protect them, and they will be destroyed by the very forces they call upon in their evil sorceries.

...Mostal?

The dwarfs did not fight Chaos with strength, thinking that their tools would protect them instead. Chaos broke their tools, and then the Devil devoured their souls. Now they deny Life, their own existence, and spend eternity trying to repair their broken Machine, foolishly thinking that will repair them and the world as well.

...Orlanth?

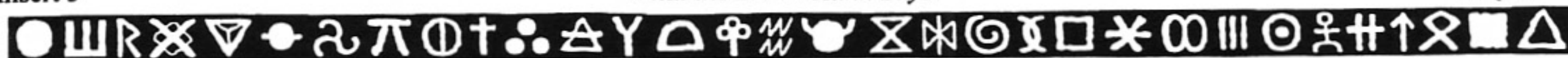
Orlanth is Storm bull's younger brother. His mistakes allowed Chaos into the world, but Storm Bull sent him to right his wrongs. He worked hard to correct them, and returned with the Sun, and so earned his place in the world. He guards the Western reaches of Storm Bull's kingdom, and his winds bring words of warning to his older brother.

...Spirits?

When the Devil came to Prax, most of the world was destroyed; the parts that are left live in the Spirit World. Those that could aided Storm Bull against the One Evil, and aid his followers today. Those that did not are part of Chaos, and should be shunned or destroyed.

...Yelm?

The Sun tried to fight Evil with Purity, but was defeated because he himself was not pure. Storm Bull killed Evil, and pulled the Sun back into the world, but Yelm's flaws have made him weaker than before. He travels over Storm bull's kingdom, exposing and burning Chaos for the Bull.



ALLIES AND ENEMIES OF THE STORM BULL

Chalana Arroy, Merciful Healer

After the Devil was slain, mighty Storm Bull was wounded almost to death. Chalana Arroy came to him in the Storm Hills, and healed even the foul wounds of Chaos. She tamed the rage of the Bull so he could return to the land in peace rather than madness. She came with him, healing the hurts of the world and the foul diseases which weakened the people. Her followers are few but beloved, and welcome in peace wherever they go.

Eiritha, Herd Mother

Eiritha is Storm Bull's wife, and provides life to the world. Her children provide us with meat, milk, and hides,, and allow us to fight Chaos with all of ourselves without having to worry about where our food and shelter will come from. She is beloved of Storm Bull, but has her own children to protect her, allowing us to concentrate all of our strength on our foe.

The Wild Hunter

This wild and tameless deity is the child of one of Storm Bull's brothers. He tried to ruin the world, but was sent into the Wastes by mighty Storm Bull, stripped of most of his powers. He now guards the eastern part of Storm Bull's kingdom, blasting Chaos with his stinging winds, striking it with his barbed spear, and feeding its pieces to his demon wolves.

Genert, the Dead God

Storm Bull's lord was king of the world in the Golden Age, but he was killed when the Devil came. Even as he died he tried to protect his kingdom, and created the Copper Sands which destroyed the Chaos army, giving Storm Bull time to muster his allies. His soul was destroyed, his body devoured, and his kingdom turned into the Krjalki Bog. Storm Bull rules his kingdom now, keeping it for the day his lord will return to bring the Golden Age again.

Malia, Mistress of Plague

This foul goddess was once gentle but, like her master Ragnaglar, turned to Chaos when her enemies harmed her. She is the greatest of the remnants of

Chaos still in the world, spreading her foul diseases and evil plagues across the world. Storm Bull wounds her with each pure breath, and we kill her brood followers by the thousands. Soon she will die.

Orlanth, Wind Lord

Orlanth is the most loyal of Storm Bull's brothers, and so the one with the most power in the Bull's kingdom. He makes the rains come to water the earth, and brings the winds to blow the foul stink of Chaos away from us. In his own land he has great power, but here he is our friend and uncle, and works for his older brother.

Ragnaglar

The Mad God was Storm Bull's best brother, but he was driven to hatred by jealousy and dishonorable acts. He killed Tada, but could not face his brother's wrath. Storm Bull killed him with his iron horns, stamped his body into the earth with his mighty hooves, and tore his spirit into a thousand pieces with his strength. He is gone forever, and the world is a better place for it.

Storm Bull, Chaos-killer

Storm Bull is the best god in the universe, for he alone stopped Chaos when he killed the Devil. When everything else was wounded or dead, he bellowed his war-cry and charged across the universe to meet Chaos with his strength. now he rules the world, organizing all of his friends and relatives to keep Chaos from returning. His hot winds forever scour the world, seeking Chaos in all directions. he lives in the ruins of the Dead Gods' palace, where he can watch over all of his kingdom.

Thea, Mother of the Broods

This goddess was the wife of Ragnaglar, and she embraced his evil with a passion unseen before. Her children twisted themselves with the Devil's powers, becoming the foul broods which infest every part of the world. She hid in the corners of the Spirit Plane when the Devil died. Storm Bull trapped her there, and his sons taught us how to send her foul children to the Hell from which even Chaos cannot return.



Waha the Founder

Waha is the greatest of the Bull's sons, for he taught men how to live after Chaos destroyed the world. He tamed the wild elements for his father to command, and liberated the Founders and Protectresses to defend the clans. He taught us how to fight, the greatest gift he ever gave. He rules our weaker relatives, those who are not blessed by the Bull.

Wakboth, the One Evil

Wakboth is a name often given by others to the Devil. Storm Bull was beaten by him, but used his great powers to kill the Devil anyways, crushing him under the Block. Parts of him survive, gorp and dragonsnails and stomach, bullsitch and gas, Cacodemon and the Hand, but all are trapped in the Swamp forever. If the Block was removed, the pieces of the Devil would re-knit, and the Devil would rise again. This must never happen, for although the Bull would surely win, the land would be destroyed again.

Zorak Zoran, Troll God

Zorak Zoran fought Chaos as bravely and mightily as Storm Bull, but his fight was worthless without the Bull's victory. He knows this, and recognizes Storm Bull as his superior. He guards the northern part of Storm Bull's realm. He never submitted to the Bull, however, and his children the trolls sometimes fight against us, so he cannot be fully trusted.

The Praxian Creation Story
by Scott Schneider

Imagine the world divided into two things – Life and Chaos. Everything is either one or the other, and that is how the World is.

Once the World was all Life, save for the Empty Oasis – the one tiny spot where no grass would grow. All the World was light, and the herds of all creatures intermingled, and none of them preyed upon the others. The Serpent People were the first to eat something. They devoured the Short and White People, who were not destroyed but emerged as the 'Twins to the Impala, ancestors of the "Pygmy" People. Our Ancestors lived then, as well as some of the greater spirits who we now call the Forgotten Gods, because they are all gone.

The Place Where No Grass Grows got bigger, and out of the unformed muck climbed Vrak Kargl Vozn,

the Father of Chaos Giants, who fished with his pole and stirred out the Herds of Chaos and the Devil Herdsmen who guarded them. This was the time of the Giant Wars. The Giants opposed Chaos, and though they slew Vrak Kargl Vozn, the race of giants fell, victims of the Devil's Herdsmen.

The Forgotten Gods fell, as must all who raise themselves through defiant self interest, leaving only the noble Storm Bull alive. All of Life was constricted into an area no larger than the previous Empty Oasis. In Prax, the final struggle took place and Storm Bull overcame his greatest foe, the Devourer into Nothingness. This way Storm Bull created the center of his Sky Tent, where he sits even now, and will forever be.

Storm Bull's victory freed many imprisoned spirits, who are now called the Liberated Ones. These beings rose from the dead, and reclaimed their parts of the world. The greater pathways mark their travels across the world. Waha appeared among the ancestors who survived (your ancestors!) and taught them the secrets of Sunsince life. They are the nomad gods and the heroes of old. They did their first deeds, and they re-inhabited the world of Life. They explored the reborn world and established the pathways.

Now the world is whole again, and the Oasis of Prax has spread throughout the world. No longer is it a world of Life or Chaos, but a mixture of both: everything is both the deadly with the loving, life with death, impure with pure. The places of Life include those where the Giants once lived, anywhere the Liberated Ones and the Heroes walked. Now pure peace exists only in the Eiritha oasis, and Life and Chaos are mixed.





New Skill: *Swamp Lore*

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

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

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.

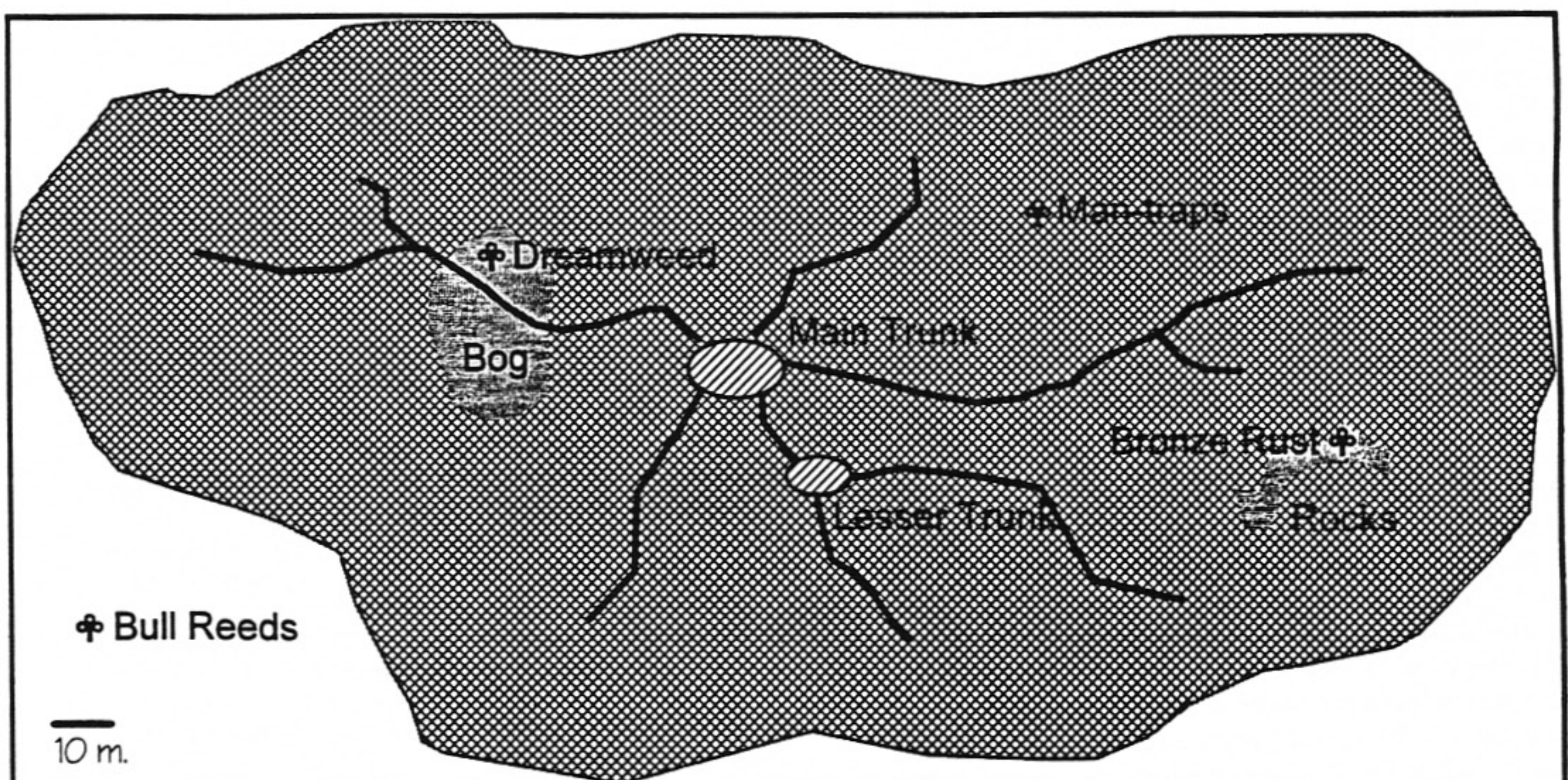
This encounter is the most open -- there is no set way to defeat Nahgreb. The Storm Bull cult invades the swamp en masse

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, 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 adventure 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

characteristics

STR	13
CON	20
SIZ	13
INT	16
POW	25
DEX	16

attributes

Move:	4
Hit Points:	17
Fatigue:	33
Magic Points:	25

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

weapon	sr	atk%	damage	parr%	pts
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

characteristics

STR 26
CON 16
SIZ 25
INT 2
POW 10
DEX 10

attributes

Move: 3
Hit Points: 21
Fatigue: 42
Magic Points: 10

area	missile	melee	armor/hp
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

weapon	sr	atk%	damage	parr%	pts
Tentacle	6	41	2d6	—	—
Constrict	1	auto	2d6	—	—
Gas	1	auto	Poison POT 16	—	—

Armor: 4 point vines skin

Items: none

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

characteristics

STR 30
CON 15
SIZ 28
INT 2
POW 13
DEX 8

attributes

Move: 1
Hit Points: 21
Fatigue: 45
Magic Points: 13

area	missile	melee	armor/hp
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

weapon	sr	atk%	damage	parr%	pts
Bite 1	7	37	3d6	—	—
Bite 2	7	37	3d6	—	—

Armor: 8 point shell, 4 points body

Items: none

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.

Plants of the Swamp

Chaotic Vegetation et. al.

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

Tori's Bane

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

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

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

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

The plant gets its name from Tori Bullsbreath, the Storm Bull who first contracted the disease in the Devil's Swamp. The healers were unable to help and in the end Tori's chieftain had to

slay the poor soul. He had begun to eat his own rhino while it was still alive.

Bull Reeds

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

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

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

Gamemaster Notes:

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

Dreamweed

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

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



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

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

Cherry Bombs

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

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



Bronze Rust

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

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

Man-traps

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

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

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

Size 16-36, Move 6, Pow 3d6, INT 4, HP = Size.

Bite 30-50%, Dodge 20%.

Hit Locations. Tendrils 1-6, Body 7-14, Mouth/Trap 15-20.

Storm Bull

Urox the Chaos Fighter

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

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

Hero Cults

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

Valatash Walker

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

Longwalk (Divine Spell)

2 Points

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

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

Binstarnif Awe

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

Harjoon Karsh

Khan of the Bison People and great general of Jaldon Toothmaker, he is still widely recognized as a hero of the

Storm Bull Cult. Worship is strongest among his native Bison Tribe, and many present day Khans trace their ancestry back to Harjoon. This hero cult teaches the *Farsee* spirit spell to Praxian nomads, as well as specialized combat skills in fighting from beastback.

Jaldon Toothmaker

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

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

Vargov the Blessed

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

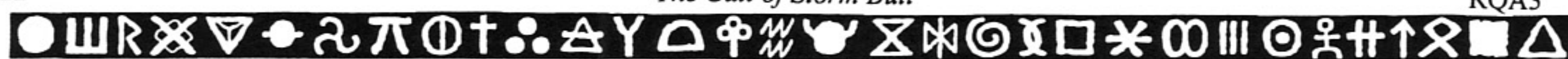
Parts of the Bull

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

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

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

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



Breath: This spirit knows the Divine spell *Increase Wind*.

Eyes: This spirit knows the Spirit Magic spell *Farsee*.

Lungs: This spirit knows the Spirit Magic spell *Ironhand*.

Tail: This spirit knows the Spirit Magic spell *Disrupt*.

Tongue: This spirit knows the Spirit Magic spell *Heal*.

Voice: This spirit knows the Divine Spell *Storm Voice*.

Ears: This spirit knows the Spirit Magic spell *Farhear*.

Farhear (Spirit spell)

variable - *ranged, temporal, passive*

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

Increase Wind (Divine spell)

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

Storm Voice (Divine spell)

1 Point - *ranged, temporal, stackable, reusable*

This spell amplifies the recipient's voice: he can be heard up to ½ km away per point of spell, regardless of other noises or wind conditions. Those farther away may be able to hear him as well, depending on the background noise and wind direction. This spell is useful during battle or in great storms.

What Stormbull Said to His Men - C. Einsporn

To the tune of "We Be Soldier's Three" by T. Ravenscroft

Stormbull said to his men, "Fight men fight!"

Stormbull said to his men, "I told you to fight!"

Stormbull said to his men, "Kill all the Lunars and all chaos, then you'll be my friend and we'll share a drink!"

Stormbull said to his men, "Drink, men, drink!"

Stormbull said to his men, "Drink 'til you're drunk!"

Stormbull said to his men, "Drink 'til you all pass-out, and if you wake up start drinking again!"

Stormbull said to his men, "Sing, men, sing!"

Stormbull said to his men, "Sing 'til you're hoarse!"

Stormbull said to his men, "Sing louder than all other men.

They'll admire you and give you a drink!"

I did what Stormbull said, fought, drank, and sang.

I did what Stormbull said, just to please him.

I did what Stormbull said, so now he is my friend. I'm very happy now and very drunk!

Wahanie the Stormbull by Daniel Fahey

One day when he was riding through a dry wash, Wahanie sensed the presence of chaos near a cliff, and in the middle of the cliff he saw a small cave, and from the cave came a loud buzzing noise. Wahanie the Bull rode his bison to the base of the cliff, put his hand on his lance and began to think. First of all he said to himself: "That buzzing-noise means something. You don't get a buzzing-noise like that from a chaos thing without it meaning something. If there's a buzzing-noise, something's making a buzzing-noise, the only reason for a chaos thing to make a buzzing-noise is because it's a Bullsitch."

And then he rose on his stirrups and said: "And the only reason for being evil is so I can kill it." So he stood on his mount's back and began to climb the cliff. It was only a small cliff and he only needed to climb an impala-rider's height but as he put his weight on a ledge, the ledge gave way and Wahanie fell face first onto a cactus. "It all comes, I suppose, of wanting to kill chaos so much. So Wahanie the Bull went round to his friend Krarsht-hater Robon, who lived in a green tent in another part of the camp.

"Robon," he said, "I'm going to use your wife's high llama."

"What do you want to use my wife's high llama for?"

Wahanie looked around to see that nobody was listening and whispered: "Chaos!"

"Bud you don't get chaos with herd beasts" replied Robon.

"I do" said Wahanie.

The set out while Wahanie explained the situation.

"Won't they notice you standing on the high llama?"

"They might or might not," said Wahanie, "You can never tell with chaos."

Wahanie climbed up on the tall beast's back and found his head level with the cave mouth and half a lance-length away. Neither of the bison-riders had any experience with high llamas (except for aiming their lances angled up at to hit the riders) and neither could get the stupid beast to move closer to the cliff. Wahanie could see the insects and he could sense their chaos, but he couldn't quite reach them. After a little while he called down to Robon saying, "I think the bullsitch suspect something!"

"What sort of thing?" asked Robon.

"I don't know, but something tells me that they're suspicious!"

"Perhaps they think that you want to kill them?"

"It may be that," Wahanie agreed, "You can never tell with chaos."

The bullsitch were beginning to buzz rather suspiciously. Some of them, indeed, left their next and flew all round the Praxian and one bug let down on his head for a moment, and off again.

"Krarsht-hater-ow-Robon," cried out Wahanie, "I've just been thinking and I have come to a very important decision. I won't be able to kill these chaos creatures while standing on llama-back unless it moves closer to the cliff."

"Won't you?" asked Robon.

"No," answered Wahanie, "so I suggest you hit the high llama in such a way as to drive it toward the cliff. Do you happen to have a stick with you?"

"No," replied Robon, "but there are many rocks in this wash. Shall I try throwing one at the beast?"

"Please do," said Wahanie.

Robon aimed very carefully at the high llama and threw.

"Ow!" cried Wahanie.

"Did I miss?" Robon asked.

"You didn't exactly miss," said Wahanie, "but you missed the high llama."

"Well, no loss then," said Robon and threw again, and this time landed his rock directly in the cave, causing the bullsitch to come flying out. Soon the bullsitch were stinging the high llama so that the poor beast went running off into the wastes, never to be seen again. Wahanie discovered that the cactus needles that he'd plucked from his nose earlier that day had already grown back.

Storm Bull Rituals

Rites of Passage for Praxian Chaos Fighters

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

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

Rite of Initiation (Sea Season Holy Day)

Freezeday/Stasis/Sea

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

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



Victory Feast (Fire Season Holy Day)

Waterday/Stasis/Fire

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

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

Beast Festival (Earth Holy Day)

Clayday/Stasis/Earth

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

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

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



Test of Khans (Dark Season Holy Day)

Windsday/Stasis/Dark

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)

Fireday/Stasis/Storm

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)

Wildday/Stasis/Storm

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.

The Devil's Bones

Horror Below the Block

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

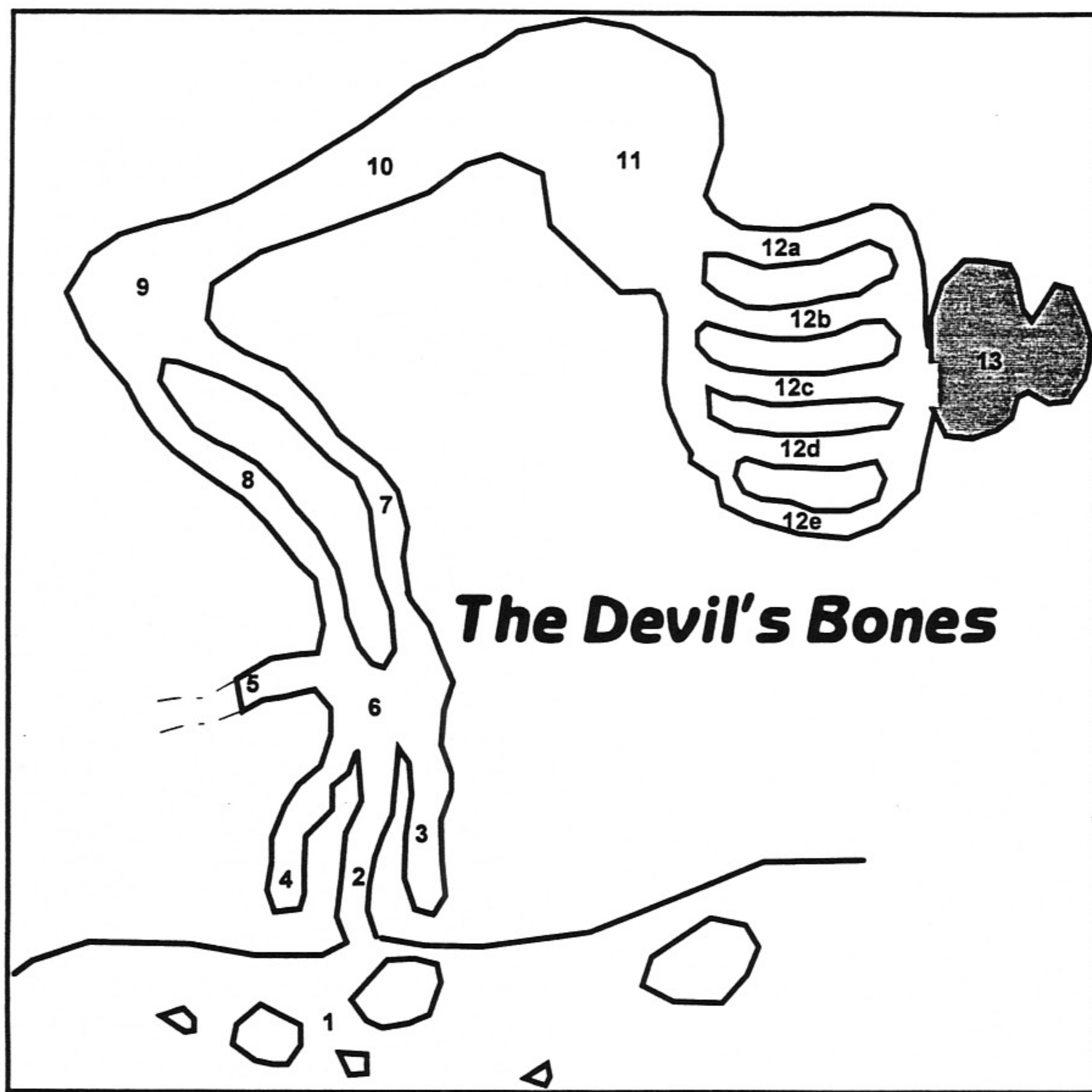
Roll 1d10

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

1. Entry: 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.

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



The number of wakbotti 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

<i>characteristics</i>			<i>attributes</i>	
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)		

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

<i>weapon</i>	<i>sr</i>	<i>attk%</i>	<i>damage</i>	<i>parr%</i>	<i>pts</i>
Sharp Stick	7	120	1d4	45	3

Spirit Magic: None

Armor: none

Notes: See adjoining text for special abilities.



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

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

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

Roll 2d6

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

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

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

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

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

The Maze Beast

characteristics

STR	30
CON	18
SIZ	30
INT	8
POW	21
DEX	15
APP	5

attributes

Move:	5
Hit Points:	24
Fatigue:	48
Magic Points:	21
DEX SR:	2
Dam Mod:	+3d6

area	missile	melee	armor/hp
r leg	01-04	01-03	4/8
l leg	05-08	04-06	4/8
abdomen	09-11	07-10	6/8
chest	12	11-15	6/10
ur arm	13-14	16-17	4/6
ul arm	15-16	18-19	4/6
lr arm	17	16-17	4/6
ll arm	18	18-19	4/6
head	19-20	20	6/9

weapon	sr	atk%	damage	parr%	pts
Great Axe	3/9	65	3d6+3d6	35	10
Head Butt	7	85	1d6+3d6	—	—
Claw	7	80	1d6+1d6	—	—
Great Shield	6	45	1d6+3d6	75	16

Skills: Track(90), Beastspeech(30)

Spirit Magic: heal(6)

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

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

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





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

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

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

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

9. The Cup of Joy: This area contains a depression large enough to stable 300 herdbeasts with room to spare. The walls are smooth blue-black stone that is carved with many menacing faces (in a mask-like style). Filling the depression is a golden foamy liquid that any Storm Bull recognizes with glee as beer. There is a one meter ledge around the pool above the liquid. Alas, the brew is tainted by chaos -- a *scan* roll will reveal gorp swimming at the bottom of the pool. Crossing the ledge requires two *climb* rolls. Failing a roll indicates that the PC will slip into the pool of beer unless quick action is taken

by a fellow adventurer -- any party member within 3 meters can attempt a DEX x 3 roll to grab their fellow and stop them from falling. Would be rescuers who fail the DEX roll must make a LUCK roll or fall in themselves.

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

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

Punkin' Head (Giant Jack-O-Bull)

characteristics	attributes
STR 30	Move: 4
CON 18	Hit Points: 29
SIZ 40	Fatigue: 48
INT 7	Magic Points: 21
POW 21	
DEX 10	

area	missile	melee	armor/hp
r leg	01-04	01-03	5/9
l leg	05-08	04-06	5/9
abdomen	09-11	07-10	5/10
chest	12	11-15	5/10
r arm	13-15	16-17	5/7
l arm	16-18	18-19	5/7
head	19-20	20	5/12

weapon	sr	atk%	damage	parr%	pts
R Hoof	5	52	1d6+3d6	—	—
L Hoof	8	52	1d6+3d6	40	8
Harmonize	1	auto	resist MP vs. MP or be paralyzed		

Skills: Hide(50), Sneak(50)

Spirit Magic: none

Armor: 5 point thick fur and thick head

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



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

Hot salty steam rises from this forest and the taste is heavy in 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)

characteristics

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)		

area	missile	melee	armor/hp	
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	

weapon	sr	atk%	damage	parr%	pts	
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.

12. The Sludgeways: 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.

13. The Heartstone Chamber: 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 spirit 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.

Block Encounter Table

BLOCK	CHAPARRAL	DEVIL'S SWAMP	OASIS	ENCOUNTER
01-05	01-04	01	01-02	Adventurers
--	05-06	--	--	Agimori
06	07-13	02-08	03-08	Animals/Plants
--	14-19	--	09	Baboons
07-16	20-23	09-10	10-11	Bison Riders
--	24	--	12	Bolo Lizard Riders
--	25-28	11-20	--	Broos
--	--	21-24	--	Bullsitch
--	29	25-26	--	Cliff Toad
--	--	27-31	--	Dragon Snail
--	--	32-37	--	Gas
17	30-31	38-40	13	Giant Insects
--	32	41-50	14	Gorp
18-19	33-34	50	15	Griffin
--	35-38	--	16	Herd Beasts
20-29	39-42	51-52	17-19	High Llama Riders
30-38	43-46	53	20-21	Impala Pigmies
--	47	70-73	--	Jack-O-Bear
39-40	48-49	--	22	Lesser Tribe/Clan
41-42	50-52	--	23-24	Morokanth
--	--	--	25-65	Oasis People
--	53-54	-	66-67	Ogres
43	55	--	68	Ostrich Riders
44-51	56-57	74	69	Rhino Riders
52-54	58-60	--	--	Rock Lizard
55-69	61-67	75-76	70-85	Sable Riders
--	68	77-80	--	Scorpionmen
70-74	69-71	--	86-87	Skybull
75-79	72-76	81-85	88-89	Snakes
80-89	77-82	86-90	90-95	Spirit
--	83	90-93	--	Walktapus
90-94	84-86	--	96	Whirlvish
95-97	87-96	94	97	Wild Dogs/Hyenas
98	97-98	95-98	98	Wraith
99	99	99	99	Wyvern
00	00	00	00	Special

Terrain Types

BLOCK: This encounter area is the chaparral within 5 km of the Block. This area is regularly patrolled by the Storm Bull Cult.

CHAPARRAL: This is the rough country between the Storm Hills on the west and the River of Cradles to the west. This is some of the best grazing ground in all of the Wastes.

OASIS: These range from the permanent establishments at places such as Day's Rest to small seasonal watering holes that are well know to local nomads.

DEVIL'S SWAMP: Use this column for generating encounters for parties venturing into the chaos nest just south of the Block.

Adventures are often encountered in the wastes of Prax. These are often tough bands in search of plunder or treasure

01-30 Sartarites	61-70 Pavisites
31-40 Lunars	71-75 Esrolians(Hendreiki)
41-50 Horse riders	76-94 Praxians
51-60 Trolls	95-00 Westerners from God Forgot

Agimori are the men-and-a-half of Prax whose origin is shrouded in mystery. Agimori are a lesser tribe and do not ride animals or worship Eiritha. They are militaristic and suspicious of strangers.

Animals & Plants are the everyday sort of creature that one would encounter in the area, but with some useful purpose. Birds and jackrabbits are common animals while giant or unusual plants such as tarbushes or healing herbs can make up this encounter.

Baboons constantly wander the plains in their foraging lifestyle. The often congregate around the Monkey Ruins, which they believe sacred. Baboons vary greatly in level of civilization.

Bison Riders are the most numerous tribe of Prax. They follow their great herds across the plains in search of grazing..

Bolo Lizard Riders ride strange bird-lizards. They are a minor tribe and are quite few in numbers. Bolo lizards are not normal herd beasts and are quite difficult to raise.

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

Bullsitch are fist-sized insects spawned by chaos. They are most common around the Devil's Marsh and are a bane to all they encounters. Their long stingers have been know to pierce armor.

Cliff Toads occasionally inhabit the gullies of this area. They are always hungry and will fearlessly attack.

Dragonsnails seep out of the chaos infected pools to harass one and all. They occasionally have bizarre mutations. About 70% of dragonsnails found in the Devil's Swamp are of the two-headed variety.

Gas is another unique feature of the Devil's Swamp. These almost sentient gas clouds drive humans into an insane frenzy often leading to madness and death.

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

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

Griffins are seen flying all over Prax, especially near the Block, where a tribe of them resides.

Herd Beasts are occasionally found unattended, especially near the Eiritha Hills. These beasts can be of any variety.

High Llama Riders belong to one of the five great tribes. They are haughty and aloof, and look down at strangers from their perch on their high llamas.

Impala Pygmies also belong to one of the five great tribes. They are perhaps the most numerous in sheer numbers. They are not amused by jokes about their diminutive stature.

Jack-O-Bears are denizens of the Devil's Swamp, a spot where they are known to breed with an alarmingly high fertility.

Morokanth are the only non-humans to be counted as a great tribe of Prax. They herd men and are the subject of many stories designed to frighten children. Praxians shun contact with them, a practice which is returned by the Morokanth.

Lesser Tribes and Clans include the Basimoli Berserkers and the feared Cannibal Cult, among others.

Oasis People are the population indigenous to the few area of Prax that have water all year round. They are racially different from the beast nomads, and they are often thralls to the Praxian beast tribe that occupies the oasis.

Ogres, often come to the Devil's Swamp to offer living sacrifices to their terrible god, Cacodemon.

Ostrich Riders are one of the lesser tribes and trace their origin down a separate path the Waha nomads. They have strange customs and warlike manners.

Rhino Riders have dwindled from being a greater tribe to the status of lesser tribe. They are not known for their intelligence and are known to fight first and ask questions later.

Rock Lizards often lurk in out of the way places.

Sable Riders are currently the most numerous tribe in Prax.

Scorpionmen are always wiped out by a combined effort when found on the plains of Prax.

Skybulls are plentiful in the skies above Prax.

Snakes are nest through the plains.

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

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

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

Whirlvish are restless spirits that travel across the desert kicking up sand. See Chaosium's *Borderlands* for full details.

Wild Dogs and Hyenas roam Prax in packs of 10 to 20 animals. While they shun humans by day, the become fearless at night..

Wraiths are malignant spirits who have perished on the cruel plains. They hate all life and attack all who encounter them.

Wyverns nest in the craggy foothills of the Storm Mountains and occasionally search the plains for stray herdbeasts to add to their diet. They also sometimes attack small groups of humans.

Special encounters are those that legends are made of! Possibilities include Cwim, the Devil's Hand, the Eternal Battle and others.

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