

RUNEQUEST

W R I S O X T : A B Y D A P I W V G F Q III X * W

THE RATTLING WIND



HELENA NASH

#WeAreAllUsDay
Honoring Greg Stafford
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RUNEQUEST



THE RATTLING WIND MENACE FROM THE PAST

This adventure is dedicated to the memory of Greg Stafford, architect, dreamer, and pioneer, without whom none of us would be reading this, or playing games in Glorantha.

AUTHOR: Helena Nash
COVER ART: Sarah Miller
EDITOR-IN-CHIEF: Jeff Richard
RUNEQUEST CREATIVE DIRECTOR: Jason Durall
COPYEDITING & PROOFREADING: Chris Harris, Katriel Paige
ART DIRECTION: Kalin Kadiev
DESIGN & LAYOUT: Simeon Cogswell
ADDITIONAL DESIGN & LAYOUT: Rick Meints, Malcolm Wolter
CARTOGRAPHY: Tobias Tranell
ARTISTS: Dimitrina Angelska, Antonia Doncheva, Andrey Fetisov, Sarah Miller

May Issaries bless all who begin their journeys here.

This supplement requires the RUNEQUEST: ROLEPLAYING IN GLORANTHA core rules, available separately.

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THE RATTLING WIND



THE RATTLING WIND” IS A PREVIEW CHAPTER FROM THE upcoming RuneQuest adventure anthology THE PEGASUS PLATEAU & OTHER STORIES, a collection of new, ready-to-use adventures or locations written with the specific purpose of introducing Glorantha and RUNEQUEST to new players and gamemasters.

Herein, the small town of Farfield is menaced by an enigmatic menace, "The Rattling Wind," for which the adventure is named, a strange and terrible threat from a past age, an animated war chariot bent on carnage.

This adventure can be used as a one-shot or as an interlude for an ongoing campaign. The RUNEQUEST core rules are required for use of this adventure, though the rules presented in the RUNEQUEST QUICKSTART & ADVENTURE contain almost all that is required.

INTRODUCTION

The adventurers must defend the hamlet of Farfield from a swift and brutal monster that has left several mangled bodies in its wake. They may choose to stand fast and repel the attacker, hoping to overcome it through might, magic, and cunning, or they can track it to its place of origin, Drakemere—a nearby lake claimed by a hostile clan of ducks.

When the monster’s true nature—an undead fusion of a murdered Lunar Empire Rune Lord and his bronze chariot—is discovered, it goes berserk and sets off on a devastating collision course with Farfield.

Can the adventurers end this terrible menace, or will it kill more in its wrath?

ADVENTURERS

This adventure presents a reasonable challenge for a group of starting adventurers created at the beginnings of their adventuring careers, created from the rules provided in the core rules. If desired, the pregenerated adventurers—Vasana, Yanioth, Harmast, Sorala, Vostor, Nathem, and Vishi Dunn— provided on pages 84-97 of the core rules or within the RUNEQUEST QUICKSTART can be used instead.

BACKGROUND

THE DEATH OF BELEROS

During the Lunar Empire occupation in the year 1619, shortly before the Lunar invasion of the Holy Country, a cruel and powerful Lunar warrior named Beleros, riding a great bronze-clad chariot, came upon the remote Antorling Clan hamlet of Farfield in the foothills of the Quivin Mountains near the Dog-Rat Valley, and remained there for a time. He and his charioteer proceeded to torment, maim, and kill several villagers for sport. Beleros deafened Jorgrin the tavern-keeper in one ear with a clout for not serving him quickly enough, burnt Viborna the redsmith’s face with a brand for spurning his touch, and crippled Orvald the ostler’s leg for running from him. Then, thinking the villagers suitably cowed, he and his chariot driver took their rest in the small tavern.

But a handful of vengeful villagers—deafened Jorgrin, burnt Viborna, and lamed Orvald—conspired to do away with the wicked Beleros. Jorgrin slipped a powerful sleeping draught into their wine and waited until the Rune Lord and the driver became sluggish. Then he, Viborna, and Orvald spurred the rest of the villagers into attacking them with tools and farming implements until the bloody work was done.

Fearful of reprisals, the three villagers threw the mutilated corpses into the chariot, weighing the bodies down with bronze chains provided by Viborna. They then drove it several kilometers away, dumping it into a remote, murky lake known as Dankmere. It slipped into the water under the thick covering of lily pads and weeds and settled on the lakebed, out of human sight. Before this, though, Jorgrin, Viborna, and Orvald, kept some of the Rune Lord's possessions rather than consign them to the lake, thinking it only fair that they should profit from their suffering:

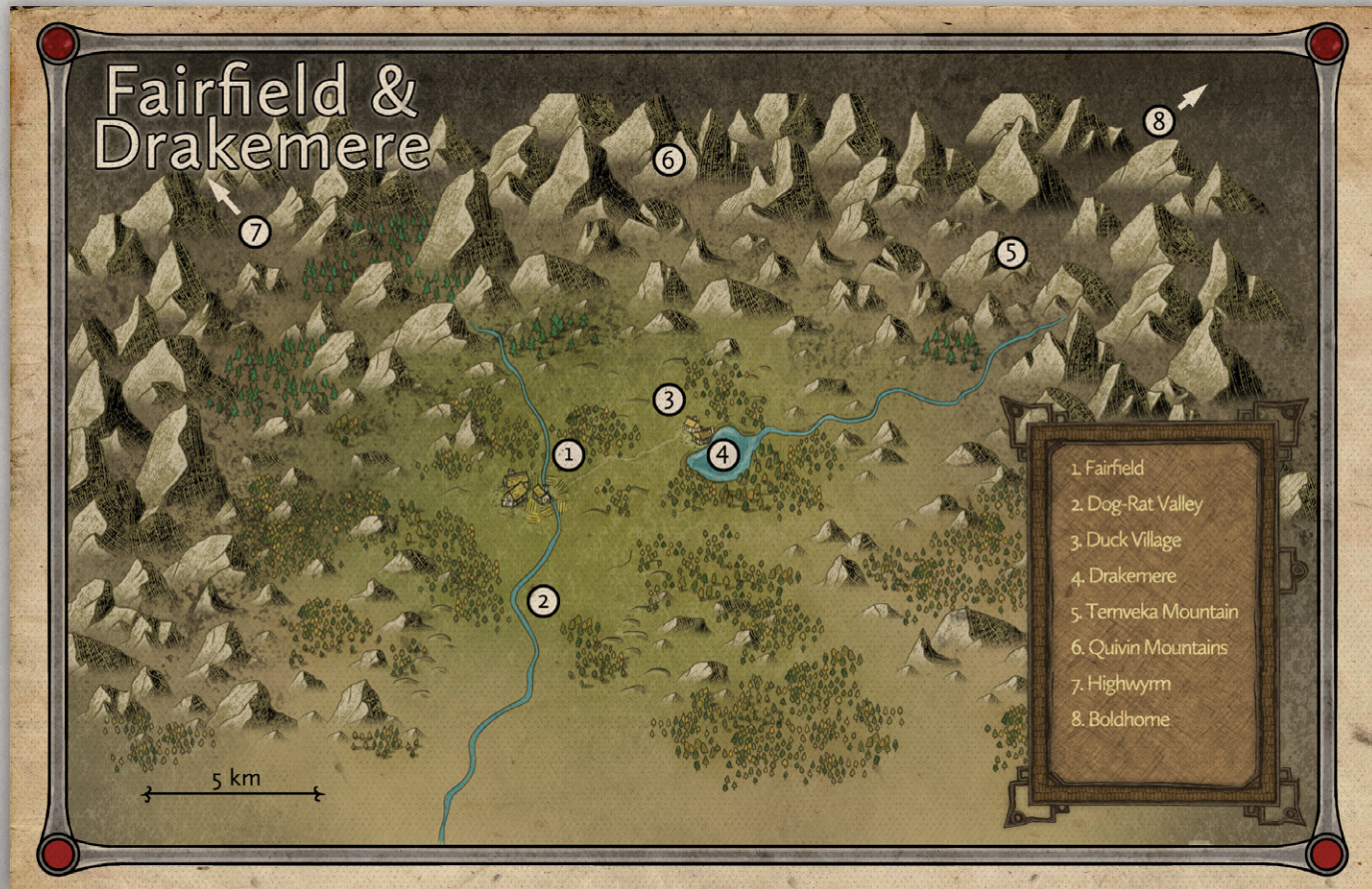
- Jorgrin the tavern-keeper took Beleros' purse of 300 L.
- Viborna the redsmith took Beleros' fine kopis.
- Orvald the ostler took Beleros' two fine Lunar-bred horses.

The three agreed to never speak of the killings again, though they—as well as the rest of the village—would never lose the physical and mental scars of Beleros' cruelty, nor of his bloody death. In time, Jorgrin used the silver to rebuild his tavern, adding sturdy stone walls and stout oak doors, Viborna used the kopis to see off several would-be

robbers, and Orvald hired the strong horses out as studs for breeding. Years passed, and in the subsequent war and upheaval, nobody from the Lunar Empire ever came looking for the missing Seven Mothers Rune Lord, assuming him dead. The villagers had gotten away with their crime, and Farfield prospered.

It is now 1625, and the Dragonrise has driven the Lunar Empire out of Sartar. With the ensuing upheaval, a small clan of fugitive ducks moved into the area, claiming the area around Dankmere lake as their territory. Renaming it Drakemere, they built a small stilt-legged settlement on the shore and cleared the thick lily pads from the surface of the lake, leaving the water clear. Relationships between the villagers of Farfield and the newly-arrived ducks of Drakemere are a little strained; under the leadership of the quick-tempered Darvyn Blackfeather, the ducks are an insular group and do not willingly mix with others, whilst the Farfield folk have always considered the lake, though some distance from their small hamlet, to be part of their territory.

But the coming of the ducks has stirred up more than neighboring squabbles over land...



THE HAMLET OF FARFIELD

Farfield is a remote hamlet in the foothills of the Quivin Mountains near the Dog-Rat Valley, resting among low hills and sparse woodland, and surrounded by crop fields and a few livestock pastures. Most of the inhabitants are humans of the Antorling clan of the Colymar tribe, numbering some 18 adults and almost as many children. The main occupation of its residents is farming, though there is also an incongruously attractive two-story stone tavern facing the small green in the center of the hamlet, a thriving stable and a busy smithy.

Except for the tavern, all buildings have walls of adobe and timber. All buildings are thatched. There are shrines to both Orlanth and Ernalda in the stone tavern and a burial ground close by. The hamlet is moderately prosperous, as shown by the good condition of the inhabitants' clothing. Many of the adults bear an old minor injury or disfigurement from Beleros' time.

A STIRRING IN THE LAKE

Over the years, the vengeful spirit of the murdered Rune Lord Beleros has gradually seeped into his bronze-clad chariot, as both are marked with the Rune of Moon. They have fused into a single entity, an undead bone chariot. But its resting place has long been hidden from the rays of the moon, under the murky surface of the lake, and thus it has lain dormant and impotent. But the ducks have recently cleared the lake surface of lily pads, so on a night some weeks past when the Red Moon was full, moonlight penetrated the depths of the newly cleared lake for the first time. The bone chariot stirred into wakefulness. Driven by the maddened spirit of Beleros, it burst forth from the lakebed trailing water and weeds, the rattling skeletons of the Rune Lord and driver still chained to it.

The bone chariot hurtled across the countryside toward Farfield where it trampled the first villager it encountered, crushing them beneath its bronzed wheels at high speed. It then returned to the lake before sunrise to await the next full moon and another night of mayhem. The bone chariot has repeated its attacks twice more, killing two more villagers. Nobody has seen more than a tiny glimpse of the great shape in the night that bedevils Farfield, though they have all felt the thunderous shaking of its approach. After the last attack, the villagers dubbed it the 'Rattling Wind' after the sound of rattling old bones it makes as it rushes past.

The Rattling Wind is described in greater detail on page 9.

ENCOUNTER AT FARFIELD

On a cold and rainy Clayday in Storm Season 1625, the adventurers come across the small hamlet of Farfield on their travels. Alternatively, they have been sent there by their tribal ruler, clan chief or cult priest (gamemaster's choice) and told of the rash of mysterious deaths at the hands of a 'monster in the night.' In this case, the adventurers have been asked to deal with the threat, in return for a reward of 50 L per adventurer.

The troubled villagers welcome the adventurers' arrival and usher them into the New Stone Tavern, out of the chill rain that has been falling all day. The villagers crowd around as the tavern-keeper Jorgrin begs them for protection from the 'Rattling Wind,' a creature that has attacked and killed locals once a week for the last three weeks. The gamemaster may wish to remind players *that* in Glorantha, the moon goes through its full set of cycles (Crescent-go, Dying, Black Moon, Crescent-come, Empty Half, Full, and Full Half, as per page 139 of the RUNEQUEST core rules) once per week, and that the day they arrived is Clayday, the full Black Moon rising that night.

Each attack has left someone dead and mangled, as if by a powerful beast that snaps bones and crushes limbs. Jorgrin points out that if the creature keeps to its terrible pattern, it should come again tonight! The adventurers automatically know that tonight is a full Black Moon, and a successful **INT**×5 roll reveals that the dates of the previous attacks were also on Claydays.

At this point, if the adventurers have not been sent here by their tribe, clan, or cult superiors, Jorgrin speaks on behalf of the villagers and offers them a sum of 50 L each in return for their aid. The adventurers can attempt to **Bargain** with Jorgrin to extract a higher payment if they wish, though the villagers grumble at their mercenary behavior (success = 60 L, special success = 75 L, critical success = 100 L).

Jorgrin

Initiate of Issaries. Male, age 42. Antorling Clan, Farfield native.

The tavern-keeper Jorgrin is a jolly, talkative soul, and the unofficial leader of the hamlet, due to his age and the role he played in Beleros' death. Deaf in one ear, he may not always hear what people say the first time. He is the least keen to dredge up the memory of Beleros.

CHARACTERISTICS

STR 13 **CON** 14 **SIZ** 16 **DEX** 11

INT 14 **POW** 12 **CHA** 12

Hit Points: 15 **Move:** 8

DEX SR: 3 **SIZ SR:** 2

Runes: Air 60%, Harmony 80%, Movement 60%.

Rune Points: 3 (Issaries)

Rune Spells: All common spells plus Create Market (3 pts.), Lock (1 pt.), Spell Trading (2 pts.).

Spirit Magic: Countermagic 1, Glamour (2 pts.), Repair 1.

Magic Points: 12

Passions: Devotion (Issaries) 75%, Fear (Beleros) 60%, Loyalty (Farfield) 70%.

Armor: Leather apron (1 pt.), leather cap (1 pt.).

Skills: Customs (Sartarite) 65%, Dodge 35%, Evaluate 65%, Fast Talk 60%, First Aid 40%, Herd 65%, Hide 45%, Jump 50%, Listen 50%, Manage Household 75%, Scan 40%.

Languages: Speak Esrolian 25%, Speak Heortling 80%, Speak Tradetalk 40%, Read/Write Theyalan 45%.

Treasures: Strongbox in cellar with 700 L in coin, ownership of the New Stone Tavern.

Ransom: 250 L.

JORGRIN HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/5
Left Leg	05–08	0/5
Abdomen	09–11	1/5
Chest	12	1/6
Right Arm	13–15	0/4
Left Arm	16–18	0/4
Head	19–20	1/5

WEAPON	%	DAMAGE	SR	PTS
Fist	55	1D3+1D4	9	—
Knife	60	1D4+2+1D4	9	6
Club	50	1D6+1D4	8	4

QUESTIONING THE VILLAGERS

The villagers can tell them little about the attacks, save that they all took place at night, and that each victim was on their own and outside when attacked:

- The first victim, a woman named **Berra**, was watching over a nearby herd of sheep.
- **Endwost**, a stable hand and the second victim, was returning home from the tavern.
- The third victim, **Zanerth**, a farmer, had bravely stayed outside to confront the monster.

The third victim survived long enough to give a vague description, coughing out that they were attacked by the 'Rattling Wind' before dying.

The villagers also say that the approach of the monster is easily felt by the floors that shake with the thunderous rhythm of its approach, and the shaking of shutters and windows as it passes. If specifically asked about any sounds that the monster makes, some villagers suggest that they have heard a faint rattling sound 'like dry wood' as it passes.

If specifically asked about anything unusual found on or around the victims, the villagers reveal that one of the bodies had some weeds embedded in a wound, as if smashed in there by the force of the attack. The weed is then presented to the adventurers by a bemused villager. It is some sort of wet, mushy pond weed. A **Plant Lore** or **Search** roll of Farfield and its immediate surroundings reveals that there is no such weed to be found in the well or the pond on the green.

If the adventurers ask to examine the bodies of the victims, they are disappointed to learn that the corpses have all been burnt and the remains placed in ceremonial urns just outside the hamlet, as is the tradition. They might ask for a description of the condition of the bodies instead, but the villagers are generally reluctant to revisit their memories of the terrible state of the victims unless the adventurers make a successful **Fast Talk** or **Intimidate** roll, in which case a Farfielder fearfully confides that "the bodies looked crushed, like they had been trampled by a stampede or thrown by a giant!"

If the adventurers ask the villagers about any unusual events in the past, the villagers remain tight-lipped about the Lunar Rune Lord Beleros. No one brings it up and most folk have conveniently 'forgotten' about his visit. However, some villagers may genuinely suggest that "things were fine until those ducks moved into the area" and mention the 'secretiveness' of their new duck neighbors over at Drakemere.

Viborna

Initiate of Gustbran. Female, age 30. Antorling Clan, Farfield native.

The redsmith Viborna is a woman of few words, but not unfriendly. She is generally acknowledged as the bravest soul in Farfield though she is still haunted by memories of Beleros. She has deep and painful-looking scars on her forehead and cheek from where it was burnt. She owns an enchanted iron kopis of the style used by the Lunar Empire's armies, but usually keeps it in her shop, hung inside over the door. Despite her immense strength, she is relatively shy and avoids conversation, draping her hair over her burns and rarely making eye contact.

CHARACTERISTICS

STR 18 **CON** 13 **SIZ** 11 **DEX** 10
INT 13 **POW** 12 **CHA** 9
Hit Points: 13 **Move:** 8
DEX SR: 3 **SIZ SR:** 2

Runes: Earth 60%, Fire/Sky 75%, Stasis 70%.

Rune Points: 3 (Gustbran)

Rune Spells: All common spells plus Enchant (bronze) (1 pt.), Find (copper) (1 pt.), Magic Point Enchantment (1 pt.).

Spirit Magic: Ignite (1 pt.), Parry 2, Protection 2, Repair (1 pt.).

Magic Points: 12

Passions: Devotion (Gustbran) 80%, Fear (Beleros) 50%, Fear (open flame) 80%, Honor 80%, Loyalty (Farfield) 75%.

Armor: Heavy leather apron (2 pts.).

Skills: Bargain 60%, Craft (redsmithing) 85%, Devise 60%, Dodge 40%, Evaluate 50%, Hide 45%, Listen 25%, Mineral Lore 60%, Scan 40%.

Languages: Speak Heortling 65%, Speak Tradetalk 25%.

Magic Items: Finely made enchanted iron kopis (worth 100 L) containing a Bladesharp 2 spell matrix.

Treasures: Carries 60 L, has more invested in smithy.

Ransom: 250 L

VIBORNA HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/5
Left Leg	05–08	0/5
Abdomen	09–11	2/5
Chest	12	2/6
Right Arm	13–15	0/4
Left Arm	16–18	0/4
Head	19–20	0/5

WEAPON	%	DAMAGE	SR	PTS
Kopis	85	1D8+2+1D4	7	18

Orvald

Ernalda initiate, age 28. Antorling Clan, Farfield native.

The ostler Orvald is a nervous, muttering fellow who prefers the company of his prized horses, whom he considers his friends. He is lame in one leg and walks with a limp. He has an abiding terror of Beleros. If anyone looks around in the stable, they may notice two especially fine, if older, Lunar-branded horses (see page 4).

CHARACTERISTICS

STR 13 **CON** 15 **SIZ** 13 **DEX** 8
INT 14 **POW** 10 **CHA** 13
Hit Points: 15 **Move:** 6
DEX SR: 4 **SIZ SR:** 2

Runes: Beast 60%, Earth 75%, Stasis 70%.

Rune Points: 5 (Ernalda)

Rune Spells: All common Rune spells plus Beastmaster (2 pts.), Bless Animals (1 pt.), Draw Beast (1 pt.), Speak with Herd Beasts (1 pt.).

Spirit Magic: Farsee 1, Heal 2, Mobility (1 pt.), Slow (1 pt.), Vigor (2 pts.).

Magic Points: 10

Passions: Devotion (Ernalda) 65%, Fear (Beleros) 80%, Love (horses) 70%, Loyalty (Farfield) 80%.

Armor: None.

Skills: Animal Lore 50%, Bargain 55%, Drive Chariot 55%, Farm 60%, First Aid 40%, Herd 80%, Hide 40%, Insight (horses) 55%, Listen 60%, Peaceful Cut 35%, Ride (horse) 80%, Scan 50%, Track 65%.

Languages: Speak Heortling 80%, Speak Pure Horse Tongue 35%, Speak Tradetalk 50%.

Treasures: Carries 15 L, owns the town stable.

Ransom: 250 L.

ORVALD HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/5
Left Leg	05–08	0/5
Abdomen	09–11	0/5
Chest	12	0/6
Right Arm	13–15	0/4
Left Arm	16–18	0/4
Head	19–20	0/5

WEAPON	%	DAMAGE	SR	PTS
Knife	60	1D4+2+1D4	10	6

Getting Ready

The gamemaster is advised to avoid letting the adventurers explore Farfield for too long before reminding them (through one of the villagers such as Jorgrin) that the monster is due to attack again tonight, and they must plan what to do. The villagers, lacking any military experience and demoralized by the past deaths, are eager for direction and will comply with most of what the adventurers suggest, if it seems reasonable.

Once they are preparing against the attack, the gamemaster should give the adventurers a bit of additional time to prepare for the arrival of the Rattling Wind. Suggested preparations include:

- Fortifying the small hamlet as best they can, perhaps by blocking the roads with wagons and furniture (no roll needed).
- Building traps and snares (**Devise**).
- Organizing the villagers into patrols (**Orate** to convince them, **Battle** to organize them optimally).
- Posting scouts or lookouts (**Orate**).
- Moving everyone into the most solid building, the New Stone tavern (no roll needed).

Remember that it is the cold and rainy Storm Season. Working outside is wet, uncomfortable and tiring. The villagers are reluctant to leave the warmth and safety of their huts to assist unless they are ordered to. If any of the above rolls fail, the preparations are unsuccessful. A failed **Orate** roll means that the villagers falter, a failed **Devise** roll means that the constructions fall apart, and a failed **Battle** roll puts the villagers in one another's way or puts them in the wrong place when the Rattling Wind arrives.

THE MONSTER ATTACKS

As night falls, the cold rain finally lets up, leaving the ground quite muddy. The adventurers should suffer a -20% penalty due to the muddy ground and rain for any Agility skills, as appropriate. As the night falls, the adventurers spot the full moon through the clearing clouds and may deduce that the attacks only happen during a full moon, if they have not already done so. The gamemaster should call for **INT**×5 rolls if need be to remind them of this fact.

Guttering torches and braziers are lit at intervals around Farfield by the frightened villagers. The flames shed some small patches of insufficient light here and there whilst leaving other areas lit only by the moon. With nightfall, the



villagers all seek to return to their homes, unless compelled by the adventurers to do otherwise.

The Rattling Wind hurtles toward Farfield. Adventurers can attempt a **Scan** roll to try and detect the ground vibrating from its distinctive thundering approach. The Rattling Wind is intent on killing a single villager, but one of the adventurers suffices; it does not distinguish between Farfielders and outsiders.

The bone chariot uses speed and darkness to its advantage and charges the first single person it encounters, attempting to run them down. If no likely victims are found on their own, it attacks two or even three people, but no more. The chariot never slows down if it can help it. Any villagers who see or hear the approach of the Rattling Wind cry out in fear, shouting prayers to the gods to save them. They flee the monster in terror unless compelled by the adventurers to do otherwise.

THE BONE CHARIOT

The bone chariot is an undead thing of wood and bronze and bones, infused by the Rune Lord's spirit and stirred by the power of the Red Moon. It craves bloody vengeance on the villagers that killed Beleros and took his possessions. It will keep coming to prey on Farfield until everyone there is dead, or until it is destroyed or somehow laid to rest.

The two-wheeled chariot is constructed of wood and bronze, engraved with the Runes of Moon and Movement. Although not drawn by horses, a vague pair of horse-like shapes can be seen by those with the appropriate abilities to do so (gamemaster discretion). The chariot is draped in thick strands of weeds from the lakebed, lending it an even more uncanny appearance.

The weed-draped skeletons of the Rune Lord and driver are chained to the chariot with tarnished but sturdy bronze. Both skeletons are partially animate at all times, though limited in movement by the chains. Beleros' and the driver's bones retain the ability to move their skeletal arms and heads, though they cannot (will not) free themselves from the chains. Anyone who climbs onto the chariot risks being grabbed or throttled by the bony hands of the Rune Lord, whilst the driver's chain whip gives it a somewhat greater range of attack. If none are within range of a physical attack, it casts spells. The driver stands at the front of the chariot steering while Beleros stands behind him.

The chariot and skeletons are one being, one spirit, bound by Rune magic and bronze chains. Breaking the chains (a resistance roll of STR vs. the chain's hit points of 12) renders all components of the bone chariot completely mundane and inert. Alternatively, use of a Dispel Magic 4 or Neutralize



Magic 4 spell also breaks the enchantment. The bone chariot is also vulnerable to the Turn Undead spell.

It can also be destroyed by sheer physical force, if anyone is able to target and strike this tough, fast-moving object and reduce its hit points to 0. The final way to neutralize this threat is to lay it to rest, by reuniting the bone chariot with that which was stolen from the Rune Lord: a purse containing 300 L, the iron kopis, and the two Lunar horses.

The Rattling Wind has a rudimentary, childlike cunning. It knows not to take on too many opponents at once, which flimsy huts it can simply smash into kindling, and even how to knock over a brazier and start a fire. It has no need of eyes to see where it is going and can easily move at full speed in darkness.

Its pattern of activity is to attack Farfield once every full moon on Clayday, slay a single villager, and return to the lakebed to rest and await the waxing of the moon once more. Any disruption to that rest cycle sends the chariot into a maddened frenzy, resulting in a furious and relentless attack on Farfield on every subsequent night, a sequence that can only end in devastation.

Bone Chariot

CHARACTERISTICS

STR 30 **CON** 50 **SIZ** 60 **DEX** 7
INT 7 **POW** — **CHA** —
Hit Points: 72 **Move:** 10
DEX SR: 2 **SIZ SR:** 0

Runes: Disorder 75%, Moon 100%, Movement 80%, Spirit 85%, Undead 100%.

Rune Points: 10 (Seven Mothers)

Rune Spells: Fear (1 pt.), Find Enemy (1 pt.), Madness (2 pts.), Mindblast (2 pts.), Panic (2 pts.).

Magic Points: 23

Passions: Hate (Farfield) 90%, Loyalty (Red Emperor) 60%.

Armor: Beleros and the driver both have 3-point skin, and both wear bronze disk plate hauberks (6 pts.), bronze vambraces and greaves (6 pts.). Belerus wears a bronze full plate helm (6 pts.), and his driver goes bareheaded. The chariot has bronze plating (5 pts.).

Skills: Battle 80%, Drive Chariot 80%, Intimidate 75%, Listen 50%, Scan 65%, Spirit Combat 65%.

Languages: The Rattling Wind does not speak. Understand Heortling 35%, Understand New Pelorian 80%, Understand Tarshite 60%, Understand Tradetalk 50%.

BONE CHARIOT HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Chariot Front	01	5/16
Chariot Right Panel	02	5/16
Chariot Right Wheel	03	5/12
Chariot Left Panel	04	5/16
Chariot Left Wheel	05	5/12
Driver's Right Leg	06	9/5
Driver's Left Leg	07	9/5
Driver's Abdomen	08	9/5
Driver's Chest	09	9/6
Driver's Right Arm	10	9/4
Driver's Left Arm	11	9/4
Driver's Head	12	3/5
Beleros' Right Leg	13	9/6
Beleros' Left Leg	14	9/6
Beleros' Abdomen	15	9/6
Beleros' Chest	16	9/7
Beleros' Right Arm	17	9/5
Beleros' Left Arm	18	9/5
Beleros' Head	19	9/6
Chain	20	6/12

WEAPON	%	DAMAGE	SR	PTS
Run Over by Wheels*	80	See below	6	—
Head-on Collision**	80	1D6+3D6	6	—
Driver's Chain Whip**	60	1D4+1D4+special	4	12
Beleros' Claw	55	1D4+1D4	6	—

* If a target is run over by the chariot, see below for the effects.
 ** Make a resistance roll of the chariot's damage done (before armor is subtracted) vs. the target's SIZ. If the attack is successful, the target is knocked down.
 *** If the chain whip strikes a target, make a resistance roll of the damage it inflicts (before armor is subtracted) versus the target's SIZ. If the attack is successful, the target is caught in the chain (as if grappled) and dragged behind the chariot. See below for more information.



For more information on chariots, see pages 220–222 of the RUNEQUEST core rules. Rules to keep in mind are the following:

- Attacks made by the chariot itself (Run Over by Wheels, Head-on Collision) use the **Drive Chariot** ability and can be avoided with a successful **Dodge** (for targets on foot) or an opposed **Ride** roll (for mounted adventurers).
- Melee attacks made from inside the chariot against a target on foot use 1D10+10 to determine hit location.
- Attacks against the driver and passenger that roll legs or abdomen hit locations strike the chariot's side panel instead unless they are made from behind the chariot or within it.
- Damage to the chariot's front or side panels in excess of its armor and hit points pass through to its occupants.
- If the driver fails their **Drive Chariot** roll, the chariot takes 2D6 hit points directly to its hit points. If the driver fumbles that roll, the chariot takes 3D6+6 damage directly to its hit points.
- A character being dragged by a chariot takes 1D6 damage per melee round to total hit points. The average value of the character's armor (averaged across all hit locations, including those without armor) can protect against this damage.
- Being run over by a chariot does 1D6+6 points of damage to each of 1D6+1 random hit locations. Physical armor protects half its normal value (round up) against this damage, while magical protection is unmodified.

Fighting the Rattling Wind

If the Rattling Wind is unable to pick anyone off—perhaps everyone is hunkering down inside the buildings—it employs its childlike cunning to force some people outside where it can prey on them. If anyone is huddling in one of the less sturdy houses (i.e. not the New Stone tavern), it simply charges through the timber, wattle and daub walls at speed, smashing a great hole through both sides and crushing anyone inside (roll to **Dodge**) as it passes. If everyone is hunkered down safely in the tavern, it resorts to charging into a nearby brazier on the green, showering the tavern's thatched roof with blazing firewood which sets the roof on fire, forcing everyone inside out of the building where they can be attacked.

The adventurers can attempt to confront the Rattling Wind there and then in Farfield as it races through the darkened lanes in search of a victim. If they choose to do so, encourage them to use whatever skills, magics and tools they possess to their advantage, rather than standing their ground and waiting for the monster to run them over. The gamemaster is encouraged to demonstrate the raw power of the entity by having it smash through an uninhabited hut on the edge of the green. Though powerful, the bone chariot does not put up a fight against more than three attackers, and any concerted resistance by the adventurers (for example, if it has taken two or three hits) will cause it to turn tail and run for Drakemere at high speed, if it is able to escape Farfield.

Though it is dark, any adventurers that dare approach the Rattling Wind can make a **Scan** roll to get a better look at the monster, and may learn its true nature:

- **Critical Success:** 'A bronze-clad chariot covered in weeds with no horses and some skeletons on board.'
- **Special Success:** 'A chariot covered in weeds with no horses.'
- **Success:** 'A large thing on wheels, covered in muck.'
- **Failure:** 'A large, indistinct, fast-moving thing.'
- **Fumble:** "Why yes, Jorgrin, I *would* like another helping of your fine lamb stew when that noise dies down."

The adventurers can also make a **Listen** roll to detect the dry rattling sound it makes (of bones clattering).

When the Rattling Wind has been beaten or forced to retreat, the cautiously thankful villagers emerge from their places of safety and rejoice, praising the adventurers.

If the adventurers manage to stop the Rattling Wind in its tracks in Farfield, they can examine it fully and come to whatever conclusions they may. The villagers will crowd around and more than one will gasp in recognition when they see the bronze chariot and skeletons under the weeds. The gamemaster should allow the adventurers to tease some or all of the truth of Beleros' murder out of Jorgrin, Viborna, and Orvald. See Rewards and Recognition.

If the adventurers forced the Rattling Wind to retreat, they can easily note the direction it took, but following it at night will be difficult unless the adventurers can see well enough in the dark to track it (see **Tracking the Monster** page 12). A villager will suggest that it is easier by far to wait until daybreak and follow the trail it has left in the ground.

If the adventurers have not already examined the muddy ground, describe the obvious wheel tracks left in the wake of the monster's attack. Anyone that contacted the chariot will later find strands of pond weed have transferred onto their clothes. See **The Next Day** (following).

THE NEXT DAY

The next day is bright and sunny. The terrorized villagers move about Farfield, starting to repair whatever destruction was wrought overnight, and attending to any wounded or slain in the attack. The mud from last night has left clear wheel tracks leading into and out of Farfield, tracks that the villagers explain lead in the direction of Drakemere.

Depending on how much the adventurers saw and heard of the monster during the attack, they may or may not now have a clearer idea of what they face. If the adventurers publicly state that the Rattling Wind is some sort of chariot, they can attempt **Insight (human)** rolls to notice that some of the villagers grow nervous and even more afraid at the word 'chariot,' especially Jorgrin, Viborna and Orvald. If they wish, allow the adventurers to tease the truth—or some part—of Beleros' murder out of Jorgrin, Viborna and Orvald.

The adventurers may choose to track the monster (see **Tracking the Monster** on this page) or wait until it attacks again. If they say they will wait, the frightened villagers become even more agitated—they can't just sit here and wait another week for the monster to attack and kill again. If they know what was taken, the villagers hurriedly scrape together everything they can spare (216 L), including Jorgrin's private savings, Viborna's kopis, and Orvald's two horses in order to pay the adventurers to track the monster now and deal with it for good. This is all the money they have, so the adventurers might need to roll against their **Honor** Passion before they accept it. Success means that if they make the roll and take the money, the Honor Passion is reduced by -1D6%.

If they still decide to wait, Viborna reluctantly goes off on her own to investigate. Either she or the ducks of Drakemere disturb the Rattling Wind, prompting it to attack Farfield once more, but this time during the day in a maddened state. See **Fury from the Lake** (page 17).

EXPLORING FARFIELD

If the adventurers look for tracks in the mud or evidence from prior attacks around the small hamlet, they find nothing of any interest. It was a week since the last attack, it rained last night, and Farfield is a busy place.

If the adventurers take time braving the cold and rain to search around and ask questions about various members of the community in Farfield, they may find:

- The New Stone tavern is slightly too grand for such a small hamlet—an **Evaluate** roll shows that it is quite new, probably rebuilt in the last couple of years around an older building. It must have cost quite a lot of money. Jorgrin the tavern-keeper claims to have been gifted the money by his recently deceased father. A success on an **Insight (human)** roll reveals that he is lying.
- The kopis hanging from the redsmith Viborna's belt is rather ornate—a **Craft (redsmithing)** or **Homeland Lore (Lunar Empire)** roll shows that it is a kopis of a ranking soldier the Lunar Empire. The redsmith claims to have bought it from a peddler some years ago. Succeed on an **Insight (human)** roll to reveal that she is lying.
- A couple of horses some years past their prime in the ostler Orvald's stables are very well-bred—an **Animal Lore** or **Homeland Lore (Lunar Empire)** roll shows that they have the distinctive branding of the Lunar Empire. The ostler claims to have bartered them off a Lunar deserter a few months ago. Succeed on an **Insight (human)** roll to reveal that he is lying.

TRACKING THE MONSTER

The tracks left by the chariot are relatively easy to follow the tracks in daylight (but far less so at night and require a **Tracking** roll). The villagers tell the adventurers what terrain lies in the direction the monster took—crop fields, low hills, light woodland and then the Dankmere lake “where those ill-tempered ducks have settled” (see the map of the terrain between Farfield and Drakemere on page 4). Successful **Insight (human)** rolls spot some slight twitching when the villagers mention the lake, which they claim is a dank, murky body of water not fit for fishing.

The villagers are reluctant to accompany the adventurers, so afraid are they (and with good reason). But alone of everyone, Viborna reluctantly steps forward to guide them, drawing her ornate kopis to show that she is not afraid (though in truth she has a horrible suspicion that this is all tied into the killing of Beleros).

If the adventurers wish, they can borrow steeds from the ostler Orvald. Two of the horses are very well-bred—an

THREE YOUNG SCOUTS

Wellan, Teltra, and Galrach are three young ducks whose parents died in an undead attack in the Upland Marsh. They then followed their aunt Cornflower into exile with Darvyn. They have recently taken on the roles of scouts for the ducks of Drakemere, but their youth and adventurous spirits can lead them into challenging threats when they should be more cautious. Wellan (male, age 17) is the oldest of the family and the bravest. Teltra (female, age 16) is the middle sister and the most observant. Galrach (male, age 15) is the quickest-tempered and most liable to get into trouble. They are relatively equivalent, stat-wise.



Animal Lore or **Homeland Lore (Lunar Empire)** roll shows that they have the distinctive markings/brands of the Lunar Empire. The ostler claims to have bartered them off a Lunar deserter a few months ago. An **Insight (human)** roll reveals whether he is lying—he is.

Accompanied by Viborna, the adventurers follow the trail out of Farfield. The trail leads them through the current rotation of crop fields and around some low-lying hills. There is little of note to be seen along the way, save perhaps the odd strand of pond weed (a **Search** roll) left hanging from a low branch or protruding bush—further evidence of the Rattling Wind's passage.

Several kilometers' travel takes them through light woodland and into the ducks' territory. Unless the adventurers are watchful (**Scan** rolls), they will not spot a concealed trio of armed and wary ducks until they drop down from their vantage point on a tree platform, uttering challenging squawks. The ducks—Wellan, Teltra, and Galrach—are scouts from Drakemere and order Viborna and the adventurers to be on their way, gesturing with their weapons. "Go back to your hovels, Farfielders, this is our land now!" they threaten.

The adventurers will need to **Bargain**, **Charm**, **Intimidate**, or fight their way through the ducks if they are to follow the trail further. Or perhaps they can return later at night and attempt to sneak onto the ducks' lands.

Wellan, Teltra, and Galrach Webfoot

Initiates of Humakt. Ducks, age 15–17.

Drakemere residents and orphans.

CHARACTERISTICS

STR 9 **CON** 13 **SIZ** 5 **DEX** 13

INT 13 **POW** 10 **CHA** 11

Hit Points: 15 **Move:** 5/8 (Swim)

DEX SR: 2 **SIZ SR:** 3

Runes: Air 60%, Beast 60%, Death 60%, Water 60%.

Rune Points: 1 (Humakt)

Rune Spells: All common Rune spells plus Detect Truth (1 pt., Wellan), Morale (2 pts., Teltra), and Oath (2 pts., Galrach).

Spirit Magic: Bladesharp 1, Detect Undead (1 pt.), Heal 1.

Gifts: +20% to Sense Assassin (Wellan); shortsword does double damage against ghouls (Teltra); and recover magic points at double speed (Galrach).

Geases: Remain silent one week per season (Wellan); double magic point sacrifice per holy day (Teltra); and eat no meat on Windsday (Galrach).

Magic Points: 10

Passions: Devotion (Humakt) 60%, Hate (Undead) 60%, Honor (50%), Loyalty (Drakemere) 75%, Loyalty (Ducks) 60%.

Armor: Cuirboilli body (3 pts.), composite helm (3 pts.), and leather limbs (2 pts.).

Skills: Boat 65%, Climb 15%, Dodge 50%, Hide 30%, Scan 40%, Sense Assassin 30% (Wellan only), Swim 80%.

Languages: Speak Beastspeech 60%, Speak Heortling 30%, Speak Tradetalk 15%.

Treasures: Carries 15 L each.

Ransom: 100 L.

DUCK HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Right Leg	01–04	2/4
Left Leg	05–08	2/4
Abdomen	09–11	3/4
Chest	12	3/5
Right Arm	13–15	2/3
Left Arm	16–18	2/3
Head	19–20	3/4

WEAPON	%	DAMAGE	SR	PTS
Sling	50	1D8	2	—
Shortsword	45	1D6+1–1D4	8	12
Small Shield	45	1D3–1D4	8	8

THE HAMLET OF DRAKEMERE

Drakemere is a fishing hamlet some kilometers from Farfield. Its population of 15 adults and seven children consists exclusively of ducks, led by Darvyn Blackfeather. The buildings are all newly built timber huts on stilts, clustered over the lake but near to the shore. They are connected by raised wooden walkways. The largest hut is the home of Darvyn and his mate, the priestess Cornflower.

Onshore, small plots of land have been recently planted as vegetable patches. The ducks keep a few goats penned nearby. Platforms in nearby trees are used by the ducks to watch for intruders coming from inland. A great stinking heap of green lily pads lies rotting on the shore, having been cleared from the lake. Two small fishing are tethered to the hut stilts.

If the adventurers fight the ducks and kill them, they can follow the trail to the lake, but have earned the hostility of the ducks of Drakemere. They will have to deal with a furious Darvyn Blackfeather and sporadic guerrilla-style duck-attacks for the rest of the adventure. See **Into the Lake** (page 18).

If the adventurers merely drive off or incapacitate the trio of ducks, they can follow the trail to the lake but an angry Darvyn Blackfeather will confront them at the shore. See **Dealing with Darvyn** (see below).

If they make peace with the trio of ducks, they will insist that the adventurers accompany them to meet a suspicious Darvyn Blackfeather on the shore of the lake they call Drakemere. Fortunately, this is also where the trail leads. See **Dealing with Darvyn** (see below).

If the adventurers back off but return at night to sneak past the duck scouts, they must make **Move Quietly** rolls to bypass them. They can follow the trail to the lake but will get no help or hindrance from the ducks unless they make a disturbance to draw them out from their huts. See **Into the Lake** (page 18) but remember that it is now night time so penalties to vision may apply.

The trail leads out of the light woodland to the shores of a lake, called Drakemere by the local ducks. A small collection of newly built huts on stilts is clustered just beyond the shore nearby. The clear lake glitters in the sun. The chariot tracks evidently disappear under the water, heading down to the lakebed.

DEALING WITH DARVYN

The adventurers and Viborna are confronted on the shore by a retinue of ducks led by their chieftain Darvyn Blackfeather. Darvyn is suspicious of the outsiders though he is prepared to

parley with them. His suspicion may have turned to outright anger if the adventurers fought the duck scouts earlier, so the gamemaster should adjust his reactions accordingly. The adventurers can make **Bargain** or **Charm** rolls when dealing with Darvyn, or simply roleplay the exchange. Though Darvyn is wary of the adventurers' intentions, his mate and advisor Cornflower Goldbill is far more diplomatic and manages to keep the exchange with the adventurers civil, so long as the adventurers show Darvyn respect and give him no insult.

Darvyn Blackfeather

Initiate of Eurmal, lay member of Humakt. Male duck, age 40. Guardian and chief beak of Drakemere.

Darvyn left the Beastlands with a small band of followers after the suspicious death of a rival for the hand of Cornflower. He is mistrustful in nature and doubts the good intentions of strangers. Darvyn prefers that his people have little to no contact with their neighbors from Farfield, assuming them all to be potential thieves and busybodies. He is greedy for both treasure and respect and responds well to bribery and flattery. Darvyn has a great fear of the undead, having once been abandoned in the Upland Marsh. His magic torc gives him extra strength if he is cornered into fighting.

CHARACTERISTICS

STR 9 **CON** 13 **SIZ** 6 **DEX** 15

INT 15 **POW** 11 **CHA** 15

Hit Points: 12 **Move:** 5/8 (Swim)

DEX SR: 2 **SIZ SR:** 3

Runes: Air 60%, Death 60%, Disorder 75%, Illusion 75%, Water 60%.

Rune Points: 3 (Eurmal, Fright subcult).

Rune Spells: All common Rune spells plus Illusory Sight (1 pt.), Panic (2 pts.), Reflection (1 pt.).

Spirit Magic: Befuddle (1 pt.), Detect Undead (1 pt.), Distraction (1 pt.), Mobility (1 pt.), Slow (1 pt.).

Magic Points: 11

Passions: Cowardly 60% (see Glorantha Bestiary, page 32), Devotion (Eurmal) 60%, Fear (Undead) 80%, Love (Cornflower Goldbill) 70%, Loyalty (Drakemere) 60%.

Armor: Cuirboilli body (3 pts.), composite helm (3 pts.), and leather limbs (2 pts.).

Magic Items: A bronze torc worth 500 L, containing a 2-point magic matrix for Strength.

Skills: Boat 65%, Dodge 50%, Fast Talk 45%, Listen 45%, Scan 40%, Swim 90%.

Languages: Speak Beastspeech 85%, Speak Heortling 60%, Speak Tradetalk 25%, Read/Write Tradetalk 25%.
Treasures: Carries 100 L.
Ransom: 250 L.

DARVYN BLACKFEATHER HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Right Leg	01–04	2/4
Left Leg	05–08	2/4
Abdomen	09–11	3/4
Chest	12	3/5
Right Arm	13–15	2/3
Left Arm	16–18	2/3
Head	19–20	3/4

WEAPON	%	DAMAGE	SR	PTS
Small Axe	70	1D6+1–1D4	8	6
Small Shield	55	1D3–1D4	8	8
Sling	65	1D8	2	—

Cornflower Goldbill

Initiate of Ernalda, initiate of Issaries. Female duck, age 37. Drakemere resident.

Chafing at her unhappy betrothal to a duck champion, Cornflower appealed to jealous admirer Darvyn Blackfeather to help her escape, resulting in the untimely death of her betrothed. She fled the Beastlands with Darvyn and a few followers, using her communication skills to prevent Darvyn from starting trouble on their journey. Now that they have settled at Drakemere, Cornflower hopes for a peaceful life for herself and her fellow ducks. Though she is only an initiate of Ernalda she serves as the village’s priestess.

CHARACTERISTICS

STR 7 **CON** 13 **SIZ** 6 **DEX** 13

INT 17 **POW** 15 **CHA** 17

Hit Points: 12 **Move:** 5/8 (Swim)

DEX SR: 2 **SIZ SR:** 3

Runes: Air 50%, Beast 60%, Earth 80%, Fertility 80%, Harmony 75%.

Rune Points: 6 (Ernalda), 2 (Issaries).

Rune Spells: All common Rune spells plus Bless Pregnancy (2 pts.), Heal Body (3 pts.), Inviolable (1 pt.), Path Watch (2 pts.).

Spirit Magic: Heal 2, Second Sight (3 pts.).

Magic Points: 15

Passions: Devotion (Ernalda) 80%, Devotion (Issaries) 60%, Hate (Undead) 80%, Honor 75%, Love (Darvyn Blackfeather) 60%, Loyalty (Drakemere) 70%.

Armor: None.

Skills: Bargain 60%, Charm 60%, Cult Lore (Ernalda) 60%, Dance 65%, Dodge 50%, First Aid 50%, Orate 50%, Plant Lore 40%, Swim 80%, Worship (Ernalda) 75%.

Languages: Speak Beastspeech 80%, Speak Esrolian 55%, Speak Heortling 75%, Speak Tradetalk 30%, Read/Write New Theyalan 45%, Read/Write Tradetalk 50%.

Treasures: Carries 100 L, gold headband worth 200 L.

Ransom: 250 L.

CORNFLOWER GOLDBILL HIT LOCATIONS

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/4
Left Leg	05–08	0/4
Abdomen	09–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

WEAPON	%	DAMAGE	SR	PTS
Staff (singlestick)	35	1D6–1D4	9	5

From the ducks the adventurers may learn that:

- **The ducks moved into the area quite recently, in the wake of the recent upheaval.** (True)
- **There are many more ducks nearby ‘on patrol.’** (False: Drakemere is a small settlement.)
- **They wish to keep themselves to themselves.** (True)
- **The sly villagers of Farfield have been disrespectful on the few occasions they have encountered each other.** (False: Darvyn is simply suspicious of all outsiders and quick to take offense.)
- **There is nothing here of any value to outsiders.** (True: However, Darvyn fingers his valuable torc jealously.)
- **They have seen nothing of any monster, but ‘something’ has been disturbing them at night with the rippling of the water, and the scouts up in the tree platforms have felt the ground shake.** (True: This is the Rattling Wind.)

If the adventurers manage to maintain a civil relationship with Darvyn, he grants them permission to investigate the lake. See **Into the Lake** (page 16).

INTO THE LAKE

Viborna halts some distance from the lake edge and will come no closer. She regards the waters with fear, if any of the adventurers are paying attention to her **Insight (Human)** rolls. If they question her nervousness, she mutters that “The lake used to be covered in thick lily pads. You could almost walk across them. We called it Dankmere. The water’s so clear now...” The adventurers may, if they choose, tease some or all of the story of the Rune Lord Beleros’ murder from her with a **Charm** or **Intimidate** roll.

The adventurers can swim down into the lake to follow the wheel tracks if they are able (**Swim** rolls or certain magics), to look for the Rattling Wind. Consult the rules for swimming, taking ENC into account and making **CON** rolls as needed to hold their breath underwater (RUNEQUEST core rules, **Drowning and Asphyxiation** on page 156).

If Darvyn is well disposed to them, he sends three ducks (the scouts Wellan, Teltra, and Galrach if they are still available) to accompany the adventurers, easily swimming alongside them and scanning the lakebed. If the adventurers are not on good terms with the ducks, a suspicious Darvyn sends the three ducks to follow the adventurers at a distance as they search the lakebed, with orders to recover any treasure before the adventurers do.

If the adventurers choose not to investigate the lake (or are physically unable to do so), Darvyn sends his scout ducks into the lake to probe its depths, with orders to recover any treasure. See **Into the Lake (Reducks)** (page 17).

The Rattling Wind rests some four meters down on the lakebed, among the weeds (a **Plant Lore** roll will match these weeds to those left in Farfield by the monster). The adventurers can make **Search** rolls as they probe around on the lakebed. On a success, the adventurers find the murky, weed-draped shape of the bone chariot. It is resting in its dormant state. The gamemaster should provide a basic description of the chariot, bearing in mind that it is underwater and covered in weeds. On a critical or special success, the adventurers also glimpse white bones, bronze armor, and tarnished bronze chains on the chariot.

A cursory underwater inspection of the chariot reveals that:

- It is made of bronze and wood but covered in weeds.
- Two skeletons are chained to it by tarnished bronze.
- It is carved with the Moon and Movement Runes.



INTO THE LAKE (REDUCKS)

If the adventurers do not investigate the lake personally for whatever reason, three of Darvyn's ducks do so on his orders. They easily swim down into the lake and soon find the Rattling Wind, instantly disturbing it as they get too close. One duck is killed by Beleros' grasping bony hands while the others swim rapidly to the surface, pursued by the bone chariot. It bursts out of the water and onto the shore before the adventurers and the ducks. See **Fury from the Lake** (below).

As soon as any adventurer gets within touching distance of the bone chariot, it awakens, and the skeletons stir! If no adventurer is bold or foolish enough to get close, one of the inquisitive ducks swims close to the bone chariot instead. Beleros' grasping bony hands grab for whoever is closest, trying to throttle and drown them. The adventurer should attempt a **Dodge** roll to evade the bony clasp. If it is one of the ducks, they are grabbed and killed within 1D3 rounds by the vengeful skeleton.

Moments after the skeletons stir, the entire bone chariot thrashes into life in a flurry of weeds and a cloud of silt. The bronzed wheels of the chariot turn, churning up the silt. The Rattling Wind begins to roll slowly along the lakebed and up to the shore, gathering speed as it moves. It violently jerks from side to side if any adventurers remain close, while the skeletons continue to grab at anyone who gets too close.

FURY FROM THE LAKE

The Rattling Wind has been disturbed from its cycle of rest and has awoken in a maddened state. It bursts out of the lake, trailing water and weeds, and charges the nearest group of people, be they adventurers or ducks. Everyone in the path of the bone chariot must make a **Dodge** roll to avoid being hit. If he is there, Darvyn lets out an involuntary shriek of fear at the sight of this undead monstrosity.

Now that it is visible in daylight, the adventurers can see the monster more clearly. The gamemaster should provide a fuller description of the chariot and a brief mention of the two jerking skeletons bound to it by chains.

In its rage, the bone chariot then charges towards Drakemere's vegetable patches and goat pens nearby, perhaps mistaking them for the hamlet of Farfield. Ducks scatter this way and that to avoid the oncoming destruction, while Darvyn splutters in fear and outrage. Timber, earth and vegetables fly in all directions as the bone chariot smashes through. Somewhat less afraid of the undead than Darvyn,

the other ducks defend their property as best they can, but their weapons prove of little use against the powerful monster. The adventurers can attack the bone chariot as it hurtles about.

An agile adventurer may attempt to leap aboard the speeding bone chariot (requiring a successful **Jump** roll with a -10% or -20% penalty, depending on the adventurer's vantage point), perhaps from a stilt hut or a tree platform. If they succeed, remember that the skeletons of Beleros and the driver are animate and will grab for the adventurer and attempt to throttle them. The gamemaster should describe both skeletons in some detail here, noting that both are draped in weeds but wearing tattered remnants of Lunar Empire clothing and that the bronze chains that bind them to the chariot are tarnished but appear to be strong.

Viborna lets out a curse at the sight of the bone chariot and draws back in fear. "The Rune Lord's chariot! It has come back!"

The adventurers can quickly draw the story of Beleros from her (she will take no persuading at this point), while the bone chariot is distracted by its attack on Drakemere. She is not sorry they killed him but curses her greed and that of Jorgrin and Orvald for taking his possessions. "I should never have taken this damned sword!"

After a brief but destructive attack on Drakemere, the bone chariot then regains some sense of its original purpose and turns away from the shore. It heads toward the trail that leads through the woodland and back to Farfield, gathering speed as it passes into the trees, carrying with it any adventurer on board! See **Final Destination** (below).

FINAL DESTINATION

The Rattling Wind charges along the trail toward Farfield, intent on a final reckoning with the place where Beleros was killed. It moves at its top speed, but is somewhat erratic, running through bushes and bouncing off trees as it barrels along. Anyone on the bone chariot must make a **STR**×3 roll at the gamemaster's discretion to hang on. The adventurers may give chase and can keep pace with the bone chariot if they are mounted or have other means of moving at the speed of a galloping horse (see **Chases**, RUNEQUEST core rules, pages 151–153). Leaping aboard the bone chariot is entirely possible (**Jump** roll with a -10% or -20% penalty, depending on the adventurer's vantage point). The two skeletons are still a threat to anyone on board, however.

If Viborna is unable to join in the pursuit, she hands the kopis to an adventurer. “This belonged to the Rune Lord we killed. Perhaps it will help you to bring this evil to rest.”

If the adventurers want the ducks to accompany them in the pursuit, they must make an **Fast Talk** roll to overcome Darvyn Blackfeather’s **Fear (Undead)**. Reluctantly, Darvyn arms himself for battle and sets off on foot as quickly as he can, accompanied by Cornflower and the eager scouts Wellan, Teltra, and Galrach. They will arrive at Farfield sometime after the adventurers. When the ducks reach Farfield, Darvyn may demand concessions from the Farfielders before the ducks lend their assistance. He may even demand recompense from the Farfielders if the ducks have learnt that the origin of the threat is due to the humans dumping the chariot in ‘his’ lake.

The adventurers may be able to defeat the Rattling Wind *en route* to Farfield as it races along the track, but if not, it hurtles into the small hamlet once more, though this time in broad daylight. The people of Farfield spot the approach of the bone chariot (and the adventurers if they are in pursuit) and variously scream and scatter. It renews its attack on the hamlet, but this time will not back away from any large groups of resistance, instead it will charge them no matter the risk of damage to itself.

One or more of the swifter adventurers may taunt or otherwise distract (via an **Intimidate** roll) the bone chariot to keep the other adventurers and villagers out of harm’s way. Encourage any adventurer who attempts to distract the monster to be inventive in how they **Dodge** its relentless attacks.

The adventurers may be able to use the bone chariot’s maddened, bull-like behavior to their advantage, luring the Rattling Wind into attacking them (an **Intimidate** roll) in a certain location and then **Dodge** out of the way at the last

moment. The heavy stone walls of the New Stone tavern for example might make an immovable object to the monster’s irresistible force, with a suitably devastating impact that destroys the building, the chariot and anyone in the near vicinity. See **Rewards and Recognition** (page 19).

Another way of ending the threat is to lay the bone chariot to rest by returning that which was stolen from Beleros. See **Laying It to Rest** (following).

LAYING IT TO REST

If the adventurers are unable or unwilling to end the threat of the Rattling Wind by physically destroying the bone chariot, breaking the chains that bind it to the skeletons, or casting an appropriate undead-disrupting spell, a more elegant solution is to lay it to rest and render the entity inert. They can do so by reuniting the bone chariot with Beleros’ stolen possessions: his 300 L of silver (taken by Jorgrin), his kopis (taken by Viborna) and his two horses (taken by Orvald).

If they have not already learned of the connection between the bone chariot and those items, successful **INT**×5 rolls allow the adventurers to remember seeing evidence of Lunar Empire items back at Farfield (Viborna’s ornate kopis, Orvald’s fine horses) and the incongruous grandeur of the New Stone Tavern.

Jorgrin and Orvald (and possibly Viborna) are scattered about the hamlet when the bone chariot returns for its final savage attack and will readily confess, at the slightest prompting, to stealing from the body of Beleros. “We shouldn’t have taken from the body! No matter how much we deserved recompense for his cruelty!”

The adventurers should realize that the bone chariot must be reunited with that which was taken from it, if it is to be laid to rest. If they do not come to this conclusion, a villager or even one of the ducks such as Cornflower will point it out.



They must then collect the possessions and present them to the Rattling Wind, which continues to attack Farfield while the adventurers investigate how to lay it to rest.

The sum of silver need not be the exact same coins (which have long since been spent), as long as Jorgrin (or whoever) fills a purse with the correct value of 300 L. Viborna has probably already handed the kopis to one of the adventurers (see **Final Destination**, page 17), but Orvald will plead for the lives of the two horses. “No! They’re my friends! They had no part in Beleros’ evil!” The adventurers will have to restrain Orvald as he stands between them and the horses brandishing a pathetically small knife or make an **Intimidate** or **Orate** roll to get him to stand aside.

Then it will be a matter of attracting the Rattling Wind’s attention, which should not be hard, and surviving long enough for the possessions to be set before it. The bone chariot will halt its charge as soon as the possessions are presented before it, no matter how hurriedly or ceremonially, and rolls forward gently toward them. The silver coins instantly tarnish on contact with the chariot, the kopis corrodes and snaps, and the horses whinny and whither to skeletons in seconds (everyone who sees this may be affected as if by a Fear spell (RUNEQUEST core rules, page 328)).

At this, the chariot seems to settle, the bronze tarnishing and the wood rotting and the skeletons of Beleros and the driver slump lifelessly with a final rattle. See **Rewards and Recognition** (following).

REWARDS AND RECOGNITION

The adventurers get 50 L each from their tribal, clan, or cult superiors, or from the villagers of Farfield, plus whatever extra they may have bargained. They may keep Viborna’s kopis if it survived the adventure. Anything taken from the bone chariot (pieces of bronze or bones for example) has little monetary value, but the gamemaster may decide that they retain some magical properties from the Rattling Wind (see the monster’s profile). If so, choose an effect associated with the Runes of Death, Moon, or Movement.

The adventurers each gain +1D4% Reputation for defeating the bone chariot through magic, strength of arms or clever tactics; or they each gain +1D3% Reputation for laying the bone chariot to rest correctly. If the adventurers dealt with the people of Farfield fairly and kept casualties to a minimum, they each gain an additional +1D2% Reputation. They gain no Reputation if they dealt with the villagers harshly, allowed too many people to be hurt, or bargained for more money.

If the adventurers dealt with the ducks of Drakemere fairly, did not kill any ducks, and kept a civil tongue when dealing with Darvyn, they each gain a grudging +1% Reputation. They gain no Reputation if they were disrespectful or argued with Darvyn. If they killed any ducks, they each gain +1D2% Reputation, but now have the ducks of Drakemere as sworn enemies.



GREG STAFFORD

(1948 - 2018)

**GAME DESIGNER, MYTHOLOGIST, SHAMAN, FATHER,
GRANDFATHER, HUSBAND, BROTHER, AND FRIEND**

*To honor Greg's memory the family requests, in lieu of flowers,
that you strike up a conversation with someone you don't know,
go somewhere you haven't been,
face a personal challenge head on,
read about something new,
and enjoy life.*

#WeAreAllUs