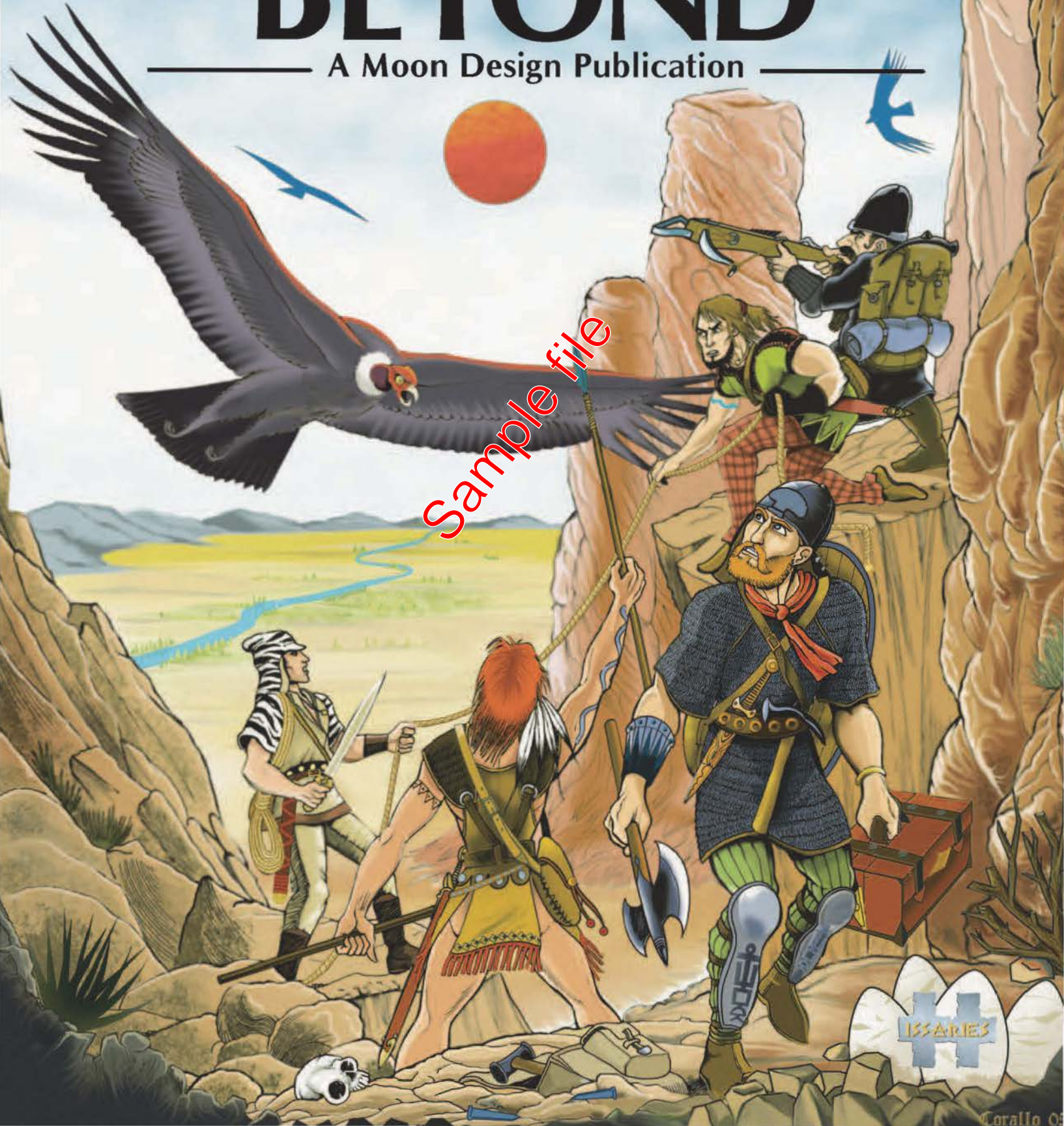


— Gloranthan Classics —

# BORDERLANDS & BEYOND

— A Moon Design Publication —



ISSUES









RuneQuest<sup>®</sup>

# Borderlands

A RuneQuest<sup>®</sup> Campaign in Seven Scenarios



## Overview of Play

### The Adventures

An adventure is a series of events occurring during an attempt to achieve a specific play objective. This campaign has seven adventures of varying length. One of these adventures may take one or more sessions of play to complete.

Each Borderlands adventure begins with the duke's instructions and desires. These instructions may be written in the duke's own words and could be read aloud to the players. Maps may be referred to, copies of which may be handed out to the players as the Referee sees fit.

After the initial instructions, the players will want to outfit themselves with the right equipment and question the referee for more information. The referee should provide any information which they feel the Duke or Daine are likely to know. It is quite likely that they will have no information after all, that's one of the things that these adventurers are hired for.

In the adventures, following the Player's Instructions are Referee Instructions, which make up the bulk of the adventure. These consist of a series of encounters which are pre-planned for both form and content. The instructions will tell who is there (and where to find the Stats) and also what their presence is supposed to convey. Often the meeting is intended for combat, and it will say so, but even then there may be an ulterior motive by allowing a single survivor to remain with a clue.

These encounters should occur in more or less the order given, or the referee should be responsible for loose ends.

There is latitude for flexibility. Parts of most of the adventures are made up of random encounters. Referees should alter any of the material as they see fit. Reviewing the complete campaign will give a general idea of what such changes may later prompt.

The adventures have no time limit, either in sessions of play or days of the game. It is possible, or even necessary, for characters to return again and again to a trouble spot to remove the menace.

### The Scenarios

Each adventure is prepared as a 'hard-keyed' scenario – one in which the data and statistics are prepared ahead of time and intended to be played out as given without any modification for the relative size or the strength of the player party.

Referees should change what they want, modifying the scenarios to fit special needs of the party. The referee should not be forced into a mold.

Each scenario takes one or more sessions to play. After they are over, the characters will either settle down, contented mercenaries in the service of their lord, or else move to further challenges.

### The Plots

**Scouting the Land** – The duke sends the PCs on a two-week riding tour about his domain. There are several nomad tribes to meet, and their chieftains should prove interesting.

A primary purpose of the adventure is to familiarize the characters with the land. For this, provide them with the domain map, or photocopy the reduced domain map.

**Outlaw Hunt** – To secure his lands and keep the peace with the Governor of Prax, the duke must deliver proof that he has eliminated an obnoxious gang of boat-raiding ducks from his stretch of the river. One of their leaders wears a jeweled eye patch, and this patch is the proof that the duke and the Governor want.

**Jezra's Rescue** – The duke's daughter is kidnapped, and everyone knows who did it. Off go the adventurers to the tower of the tusk riders. There is tough fighting here, so the player-characters need a plan. But they can't plan too long, or Jezra will suffer.

**Revenge of Muriah** – Poisonous water, illness of men and animals, misshapen tracks, and the ruination of Weis. The duke sends help, but are the player characters ready to take on broos?

**5-Eyes Temple** – The duke's right-hand man, Daine, has disappeared into the 5-eyes caves. Can the players find him? Characters will need good skills and planning to take on the newtlings in a tight place where they know all the ground, and have strange magic as well.

**Condor Crag** – The duke wants condor eggs, and he won't say why. This is an unusual chance for players to sharpen up their Climbing skills.

**To Giantland!** – Now the duke reveals what those condor eggs are good for. An overland journey along the edge of unknown mountains to Gonn Orta's castle. Barbarians are the main danger here, but watch for swollen rivers and human treachery.

### A Subplot

The multi-adventure foes for the characters are newtlings who have rejuvenated the ancient 5-eyes temple. Their shaman has raised new spirits for worship and magic, and organized the normally independent bands of bachelor newtlings who frequent the river.

Often these beings will be enemies of the player-characters. Several scenarios will have them in the background, sniping and harassing. Only in the 5-eyes temple adventure will they be encountered in force.

Referees should treat them as normally genial creatures who are fighting for their toehold in the world. They see the duke and his plans as a catastrophic intrusion, and are interested only in keeping power in the valley for themselves.

### From the Side of the Box

*Prax is a wilderness. Duke Raus is out to tame a corner of it for himself. Join him at Fort Rone and earn fame and fortune by completing the seven deadly missions he has for you. Great rewards, perhaps even the Rone Sword itself, are yours for the taking. This box includes seven inter-related scenarios to advance the Runequest adventurer further on his path to Rune status.*

