



A CHAOSIUM PUBLICATION



GREENWALD TALES

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ENEMY APES

INTRODUCTION

This scenario is intended for seven characters. The ideal party would include an experienced weaponsmaster leader, three to five mixed character types (healer, alchemist, mostly fighters) with the equivalent of mercenary experience, and three to five beginning characters with little experience. Rune masters of any type are inappropriate.

PLAYER'S INFORMATION

A band of farmers have formed a cooperative to raise a cash reward. Lately, their fields have been raided by organized bands of monkeys and apes. They, good hearty farmers, have some militia training and are willing to defend their fields, but they will pay cash to anyone who will seek out and eliminate the creatures in their hide-out.

They have raised 3000L to pay once the task is done. The hunters can keep anything they find as well. The hunters may be aware that they can skin the apes for a total of 1D6x100 lunars for all the hides together.

The farmers say that there are a number of types and sizes of raiding creatures. There usually are more little ones than big ones: the farmers never have seen more than two gorillas together at a time.

The gorillas are very dangerous and hurl huge rocks or use small trees as clubs. Such weapons could kill anything they hit, and the farmers make a point of telling the characters that they should try to avoid any blow the gorillas make.

The farmers believe that baboons are the leaders. Baboons are not native to this area, preferring dryer climates. Weapons-wielding has been seen among the raiders, and none of the local apes carried weapons before these baboons were seen.

Some of the creatures know magic. They have always known some magic, for they are all worshipers of their Monkey God. Now, though, they seem to know more combat magic, and the normally docile creatures seem happy to attack. Perhaps the baboons also are to blame for this.

The farmers can take the characters to their fields and show the tracks which lead away, into the trees, to-

wards the precipitous regions called The Stacks. These are barren, steep mountains just to the north.

APPROACHING THE SITE

If a Track roll is made the characters can tell that the creatures were in haste, making no attempt to cover their trail. A special roll (20% of needed or less) shows there were two gorillas, two chimpanzees, and two baboons among the freshest tracks.

The tracks lead to the southernmost, isolated spire of The Stacks, called Talus Tail. Its slopes and surrounding ground are covered with treacherous rock, piled in sensitive array ready to slip from underfoot or to crash down upon surprised climbers. Even the safest-looking ground can crash abruptly below, collapsed from the smallest extra weight. It is, in short, unclimbable, and is an awesome upthrust of granite thousands of feet high.

Now a monkey trail is visible winding through the rocks, marking a seemingly secure path. It is quite safe and easily-traversed. However, taking a single step off the path requires a POWx5 roll or the character suffers a fall doing 2D6 damage.

The path disappears into a big crack in the rocks.

THE CAVE

POINT A:

Climbing roll required to pass this point. A failed roll indicates that the character takes 2D6 damage from the fall and falling rock. Armor protects.

POINT B:

Any of these paths gradually gives way to unsteady ground. Players must first make a DEXx5 roll to let their characters remain safe, then DEXx4, DEXx3, etc as they venture out. There is nothing to see of value from any place along here. If characters move from the path and do not fall, they must still move back to the path, making the DEX rolls in reverse order.

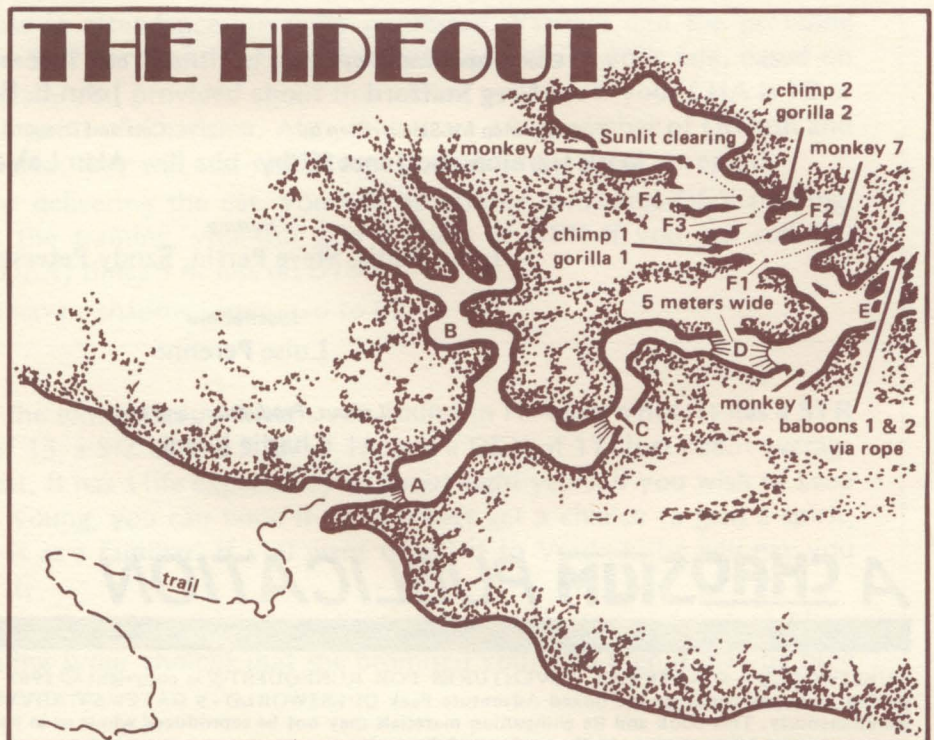
A fall from here does 1D6x1D6 points of damage. It is impossible to climb back up: survivors must go back to the entryway.

POINT C:

A Climbing roll is required to pass here. A failed roll indicates 2D6 damage from the fall and falling rock. Armor protects.

POINT D:

This is a ten-meter-wide crevice, with nearly 90° slopes on each side. It is too wide to be jumped by normal means. Another method must be used. The log and branch on the far side are each capable of holding a human-sized character.



TREASURE MAP FOR SALE

Player Information: a tavern in the city of Varnac

Your party has struck up an acquaintance with an old bum. Well, actually, that isn't quite true. This old coot latched onto your group the moment he spotted you and he's been babbling on incessantly ever since. Efforts to shut him up or lose him have proved futile, but suddenly the party has become more than a little intrigued by his prattle.

He rambles on and on about untold riches and treasure maps, and either you're going crazy or what he's talking about is beginning to make sense. (That thought alone should make you take pause.) Realizing that he has captured your attention, the codger whips out a dirty, torn piece of parchment and thrusts it at you for inspection. There is a crude but legible map sketched on the paper. Supposedly this map is the key to fabulous wealth, and, for the sum of merely 100 lunars, it's yours.

As you examine the map, the old guy spins this tale of how he lifted the map off of some deadster in an alleyway and that he'd go and get the treasure himself if he could, but well,

he's getting on in years, and things aren't too great in town right now, and .. c'mon, c'mon, will ya? After all, he doesn't have all day! After a hastily convened conference, you decide to buy the map; lunars are pitched onto the table, forming an untidy pile. With surprising speed, the cash is swept from the table into the bum's sleeve and a trail of dust marks his hasty retreat. For being as old, crazy, and drunk as he was, that guy sure can move! No time to worry about that now - you've got a treasure hunt to go on. At least buying the map shut him up.

Referee Information

The encounter described above took place in the city of Varnac, in a little hole-in-the-wall tavern, but it could just as easily have occurred in any city, and does not necessarily have to occur in a bar. Unbeknownst to them, the party has encountered the legendary con man Sam, who (just for the record) is neither old, crazy nor drunk. There was a little bit of truth in his story - Varnac had become too hot for him to stay in. Of course, after a certain amount of time,

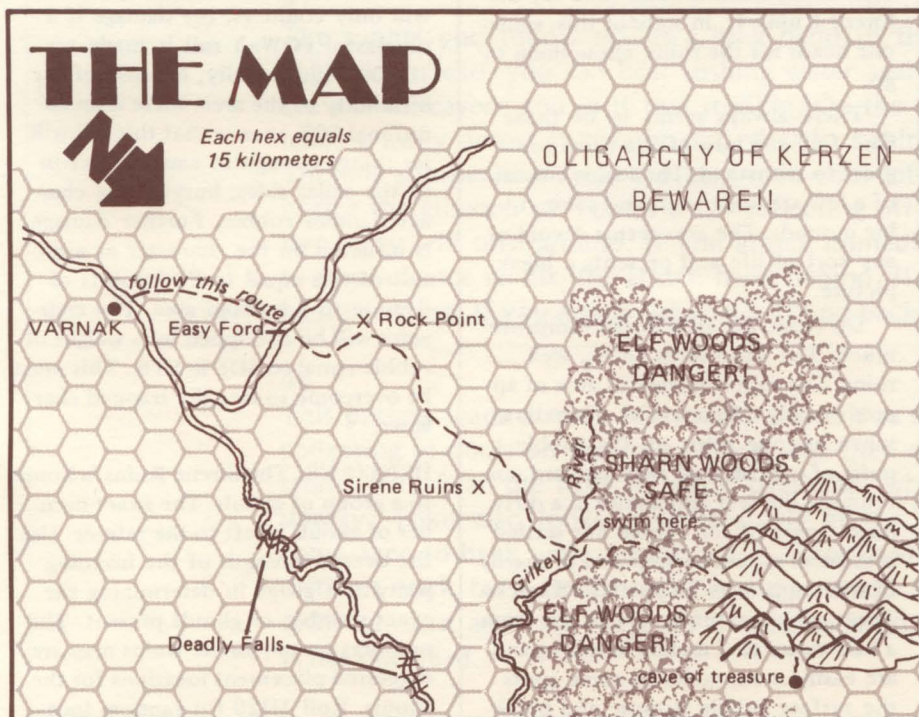
any town becomes too hot for Sam. For example, in Varnac and the surrounding area, Sam has just succeeded in ripping off two Lightbringer temples, looting a Storm Bull's saddlebags, and appropriating the jewels of a brooking. Unsociable behavior like this has made Sam, one of the most gracious of gentlemen, unwelcome almost everywhere.

Sam really should have been high-tailing it out of town when he ran into the party, but Sam's fatal flaw is that he can never resist a con, no matter how small. The party has fallen prey to the maps-for-saps con - a tried and true favorite scam of Sam's. The map that the party purchased is legitimate and will lead them on a merry chase. Unfortunately for the buyers, however, the map leads not to a pot of gold, but directly to the lair of two hungry jack o'bears. Sam works on commission for these two beasts, sending them fresh meat for the table whenever possible. In return, he collects 25 lunars per head from the jack o'bears, whatever fee he can con out of the saps for the map, and his pick of the victim's loot once the jacks have finished their repast. It's not a bad business arrangement for Sam and has carried him through some dry spells in the past. The jack o'bears, too, are happy with the agreement, as their diet would contain less variety were it not for Sam. So, Sam's happy, the jack o'bears are happy, and the party - well, if they knew their real destination - they wouldn't be happy. Two out of three ain't bad.

Scenario Notes

This scenario can be placed into a referee's existing campaign. The exact size and composition of the players' party involved is left to the discretion of the referee. The less experience a group of characters has, the larger should be the size of the party. A party composed entirely of beginners might number 6-8 in size, while 4-6 mercenaries might go on the quest. A small party of three or less people should go on this adventure only if one or more of the characters involved have a great deal of experience or are Rune level characters.

The movement system used in this scenario comes from Griffin Mountain. Any party is only as fast as its slowest member, and therefore, has only as many movement points as this per-



son. Movement points are expended as the party moves from hex to hex on the map. There are three movement modes available: search, travel, and pursuit. Search is the slowest mode of travel and involves a slow, methodical examination of everything and anything. Travel is normal movement with the usual quotient of precautions taken. Pursuit is the fastest mode of the three, and the type of movement with which Sam is most familiar. This kind of movement may be kept up for no more than two days at the maximum. The chart below gives the movement cost per hex for each type of terrain that may be encountered.

MOVEMENT TABLE

Terrain Type	Movement point cost per hex		
	Pursuit	Travel	Search
Clear	2	4	6
Hills	6	12	18
Forest	4	8	12
River Crossing	+1	+1	+1

Statistics, including Sam's will be found at the end of this scenario.

THE TREASURE MAP

The map the party has purchased has seen better days. It has been folded and refolded many times and the edges of the paper are torn and frayed. Although the ink is faded, the map is still readable. The map itself is a crude hand-drawn job without legend and with no attempt to impose any kind of scale. Only major points of interest are labeled.

Rock Point

Three days into the journey, the party will come across Rock Point, a local monument. Exactly what Rock Point is a monument to no one remembers or cares. Twenty meters high, Rock Point is a large stone slab whose square base measures 20 meters by 20 meters. The slab tapers as it reaches upward, but the name "Rock Point" is a misnomer, as it comes not to a point but rather a flat top, as though the peak was somehow sheared off. Should anyone wish to scale the monument, one full turn (5 minutes) and 2 successful climb rolls are required to reach the top. From the summit, any movement which is within a 12 hour journey (20 kilometers) may be seen.

Troll Patrol

Somewhere in the area between Rock Point and the detour around the Sirene Ruins, the party may encounter a group of trolls. This troll patrol is led by Hagarblast, a dark troll. A second dark troll, a ragbag cave troll, and four trollkin comprise Hagarblast's command. This burnt-out, seedy group has been on patrol a long time, and they're really not looking for a fight. The patrol's mission is to dissuade any travelers from going the direction of the Trollhold Mountains. Morale is low, however, and it wouldn't take much to persuade

the patrol to look the other way as the party passed. There is a 20% chance each day during daylight hours that the patrol and party will meet. At night, the chance of meeting increases to 40%. A D100 should be rolled once per day and once per night to see if an encounter occurs.

Sirene Ruins

The map in the party's hands deliberately leads them around (not to) the Sirene Ruins. If, in spite of this, someone heads for the ruins, allow them to go.

There always seems to be those who find the lure of the ruins too great to withstand. The Ruins consist of a few standing walls and some rubble mounds. The area seems devoid of any sort of life and presents a bleak picture.

Up close, the view doesn't improve much. The ruins seem to be, well ... ruins. The rubble covers an area of approximately 60 meters by 40 meters. When anyone steps on the rubble, puffs of greyish dust swirl upward, enveloping the feet and ankles in a dirty haze. Some of the rubble has settled into small mounds composed primarily of what appear to be pulverized bricks. These rubble mounds vary in size from a half-meter to 2 meters in height and are easily mountable. In some spots the surface rubble is loose and much

more unstable. Under normal circumstances these looser rubble areas will present no problems. However, if an individual standing on loose rubble is forced to move quickly or unexpectedly, footing difficulties could arise. Each round that a character tries to move quickly over the loose rubble, he must roll his DEXx5 or less on 1D100 or lose his balance.

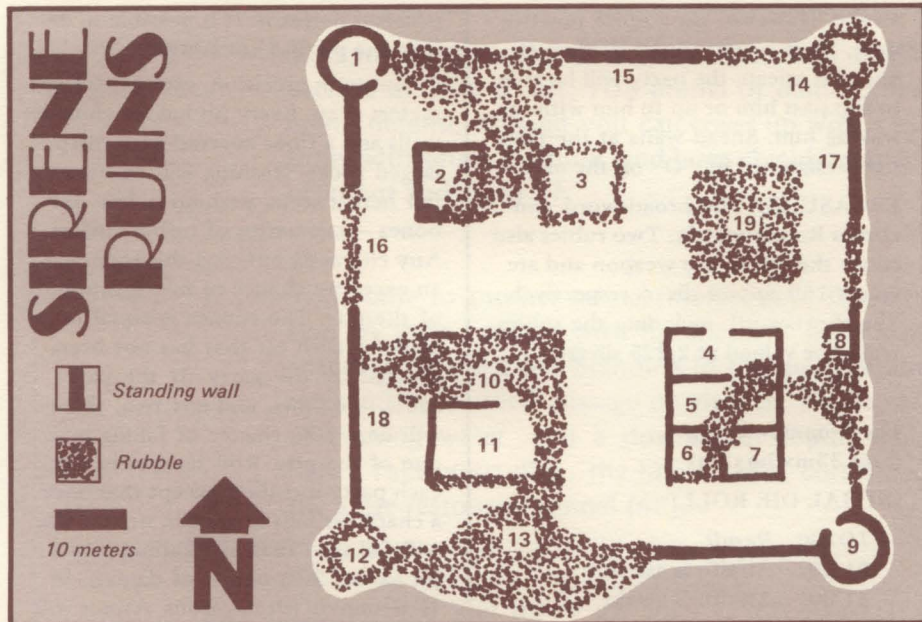
Besides the rubble, the only other point of interest that the Sirene Ruins boast are some segments of standing wall, usually three to four meters in height; a successful Climb roll is needed to scale them.

HIDDEN SPOTS: At the referee's discretion, a successful Spot Hidden roll from outside could reveal movement within the rubble (see under Denizens).

A locked chest has been concealed in the northeast corner of a pit under area 19. A successful Spot Hidden and a search of at least 40 minutes is needed to spot it.

TRAPS: Area 19 on the Sirene Ruins map is one of the loose rubble areas on which a character fond of life and limb must tread lightly. Underneath the rubble is an old cellar with unsteady supports. Anytime anyone ventures onto any portion of 19, there is a 50% chance per round that the rubble will give way, causing the walker to drop two meters to the floor of the cellar below. This person takes 1D6 points of damage to a random hit location as a result of this fall, and armor will only count vs. the damage if a successful POWx5 roll is made on 1D100. Additionally, because of the instability of the area, there is an additional 50% chance that this fall will jar things enough to cause a cave-in of the cellar sides, burying the character under rubble. Further damage is inflicted on the character as a result of this equal to 2D6 points of damage to a random area. The character will be entrapped by a weight of rubble equal to 6D6 in STR. This must be overcome to free the trapped character.

DENIZENS: The Sirene Ruins is home to a group of ghouls. The exact number of ghouls is left to the referee. Use the overall strength of the invading party as a gauge in determining the exact number of ghouls present. The numbers on the Sirene Ruins map are suggested placement locations for the ghouls. Roll 1D20 for random loca-



tions, if you wish. Numbers other than 19 have no special significance.

TREASURE: Any obvious treasure was removed long ago. The locked chest in 19 contains a few items of interest. To determine the precise nature of the treasure, add up the Treasure Factors of all ghouls used, and roll the treasure using the standard RuneQuest treasure chart, or, if you own Plunder, using the charts provided therein.

The River Crossing

Assuming that no one dawdled along the way, the party should reach the Gilkey River on approximately the sixth day of their trek. The map provides the party with a specific site at which to attempt a crossing. The only way to cross the river here is to swim. The Gilkey is 10 meters wide and has a moderately fast current. It has neither sudden drop-offs nor treacherous currents. A single successful Swim roll is required to cross.

Some parties or party members may prefer to attempt to ford the river rather than swim it. The party must locate a possible fording site. To do so, roll once per hour of search with a 05% chance each hour, cumulative, of success. The maximum possible chance for finding a site is never more than 25%.

Sharn Woods

Once the obstacle of the river is overcome, the party will find themselves in the Sharn Woods. At first glance, the woods seem to be peaceful enough, and the silence is soothing. This stems

from the fact that no animal life of any kind is found here, a fact that the party would be wise to ponder. As they traipse through the woods, there is a 15% chance every eight hours of meeting a group of 1D3 giant ticks. The ticks may be either on the ground or in the trees, at the referee's discretion.

Final Leg of the Trip

Assuming that the party escapes the woods intact, they will spend the last leg of the trip in the rocky foothills surrounding the Cave of Treasure. This portion of the trek should last three days. There is a 40% chance each day that some hunting tigers will wander across the party's path. The tigers, who number two at most, will weigh

the odds before deciding whether or not to attack. Should the tigers feel that an ambush is likely to succeed, or if they equal or outnumber the party, the tigers will attack. If the party is aware of the tigers and/or outnumbers them, the tigers will probably run off.

CAVE OF TREASURE

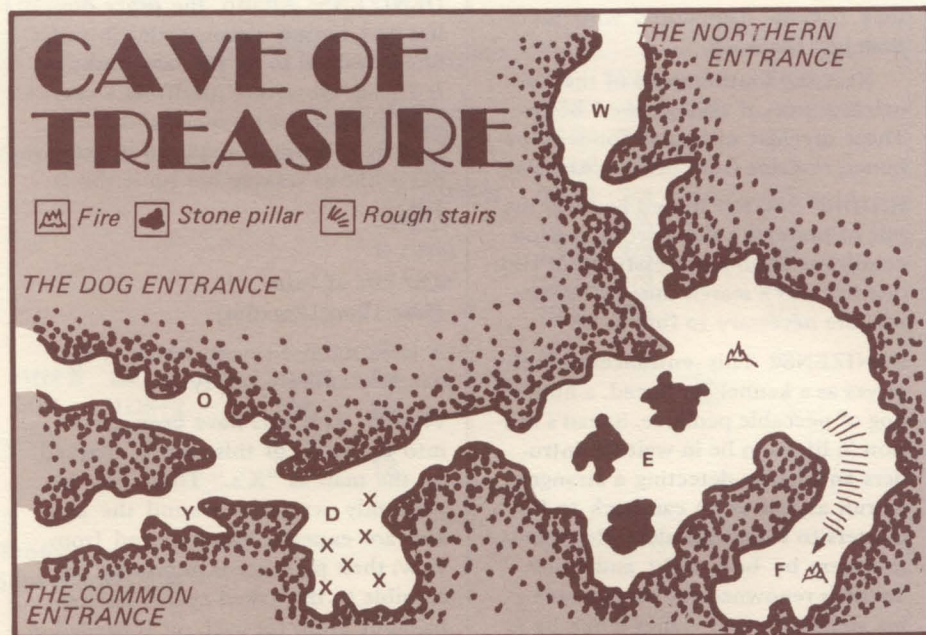
When the players arrive at this point, they will hopefully think that they have reached their destination and, having survived the journey, may blithely assume that untold riches may now soon be theirs. In reality, the party only has reached the lair of the jack o'bears and the trap that Sam set in motion is now closing in fast.

There are three entrances into the Cave of Treasure; two of the three are guarded by hunting dogs. These dogs both stand guard and serve as couriers who alert the jack o'bears that dinner is served.

**The Northern Entrance
(Size 48mx36mx3m)**

Apparently a little-used, winding tunnel which leads into the hillside. Cobwebs abound; there are no tracks or footprints to indicate that this passage-way has been used at any time in the recent past.

Once inside the tunnel, the party may notice a stale, musty odor, lending credence to the belief that this entrance is seldom used. Upon reaching the end of the tunnel, the party may notice the flames rising from the fire in E.



HIDDEN SPOTS: Inside the tunnel, just beyond the entrance, there lies a small, somewhat battered scroll tube. It appears to have been flung or rolled behind a few small rocks. This scroll tube is neither trapped nor magical. Once pried open, a scroll will fall out. It bears a terse message, "Jack o'bears are killing us all!" The message is in Tradetalk. A successful Spot Hidden and a search of 5 minutes is required to spot this tube.

TRAPS: At the widest section of the tunnel (designated by a "W" on the map) a trip wire is set up. Anyone not noticing the wire has a 50% chance of setting this trap in motion. When an individual trips, the entire corridor and all those unfortunate enough to be inside with the klutz are drenched in a downpour of crude oil. Once the shock subsides, it becomes evident that the messy drenching has done no permanent damage. However, if a stray ember should drift into the path of these well-oiled souls, they will "flame on!" taking 1D4 points of damage to all hit locations (armor is useless) for 1D3 rounds.

The Dog's Way In (Size 24mx3mx3m)

INITIAL DIE ROLL:

1D100	Result
01-30	Snead is asleep
31-00	Snead is awake and alert

Dog tracks lead both in and out of the entrance to this tunnel, and the stench of dog excrement will hit the party in the face once they near the entrance. Since there is no light here, the party must tread carefully lest they become acquainted with more than just the smell.

Near the southern end of the tunnel is a pile of well-gnawed bones. These are just ordinary nondescript bones, remains from the dog's meals.

HIDDEN SPOTS: Buried beneath the pile of bones is a shortsword in good condition. Both a successful Spot Hidden roll and a search time of 10 minutes are necessary to find it.

DENIZENS: This entrance tunnel serves as a kennel for Snead, a hunting dog of peccable pedigree. Snead's mission in life is to lie in wait for intruders and, upon detecting a stranger, to run as fast as he can back to his masters to sound the alert. He detects intruders by both sight and smell. Snead is renowned for his patience — his vigilance never wanes while he is

awake. However, on a more positive note, he is a very sound sleeper. If Snead is asleep, the party will be able to slip past him or up to him without waking him. Snead waits at the position designated by "O" on the map.

TREASURE: The broadsword contains a Repair matrix. Two rubies also adorn the hilt of the weapon and are worth 160 and 40 silvers respectively. The shortsword, including the rubies, would be valued at 2,225 silvers.

The Common Entry (Size 33mx3mx3m)

INITIAL DIE ROLL:

1D100	Result
01-30	Alfalfo is asleep
31-00	Alfalfo is awake

Like the two previous entrances, this is yet another natural tunnel into the hillside. Unlike the other two, however, this passage is relatively clean; it shows signs of being used regularly — tracks lead both in and out, the floor is scuffed and worn smooth. This is the tunnel most frequently used by the jack o'bears to enter their lair; hence all the wear and tear.

HIDDEN SPOTS: The mouth of this tunnel is effectively blocked from view by some large, thorny shrubs which grow in abundance in the area. Therefore, the party may only discover this entrance by a successful Spot Hidden roll or a successful Track roll. Either roll must be made at half of normal percentage. The search time required is 20 minutes.

DENIZENS: Alfalfo, the other dog, lies here for any unsuspecting intruder. She is trained to do the same tasks as is Snead. However, Alfalfo is a very light sleeper, and a successful Move Quietly roll will be required to get past her without waking her up if she is asleep.

The Pits of Pain (Size 12mx12mx6m)

A large natural cavern which is apparently entirely empty.

TRAPS: Five pits have been carved into the floor of this cavern, marked on the map as "X's." These pits are randomly scattered around the area and are expertly camouflaged from view; their presence is in no way discernible to the naked eye. A successful Spot Traps for each pit is needed in

order to detect it. It is possible to detect one pit and not another.

Cut with precision, each pit is four meters deep. Every pit has rough-hewn walls and a floor covered with sharp, jagged rocks. Nothing will cushion a fall here except perhaps a few old bones — mementos of earlier visitors. Any character entering this room has an excellent chance of falling into one of the pits. The chance is equal to 15% for each pit that has not been spotted by the party. If the party spots three pits, and not two, there will be a 30% chance of falling into one of the pits. Roll separately for each party member, except that once a character falls into a pit, no one else will fall into that pit. Falling into a pit causes 2D6 points of damage to 1D6 random hit locations. Armor will count vs. this damage if a successful POWx5 roll is made. A successful Climb roll is required to climb from a pit, assuming one is in good enough shape to attempt it.

The Diseased Room (Size 21mx21mx9m)

If the jack o'bears have been forewarned, either by the dogs or by noise from the party, they will await the party here.

This is a large gray stone cavern with pitted walls. A bonfire burning near the northern wall illuminates three pillars, each approximately 6mx3m around and reaching from floor to ceiling.

The cheery fire may create a false impression, as this room is actually quite a grisly place. Dried blood is splattered everywhere; bones, many with flesh still rotting on them, are strewn about, a series of misshapen skulls form an incongruous conga line along the eastern wall. Maggots worm their way in and out of the rotten flesh. Should a character remain motionless too long, the maggots will start crawling towards him, as if to sample something a little fresher.

DISEASE: This room is not the healthiest place in the world. Evidence of this is provided by the fact that the Black Rot festers within its environs. Little is known about the Black Rot, as few survive an attack of it. Characterized by extreme sensitivity of the skin to pressure, this insidious disease announces its presence when the sufferer feels that a slight bump or bruise hurts far more than it should. As the disease progresses, keeping on

clothing becomes sheer torture, and eventually, even if but a feather grazes the skin of the afflicted individual, he will let loose with torrents of agonized howls. The Black Rot is slow and painful. As the symptoms become more severe, the character's Encumbrance limit is steadily lowered point by point until he can no longer wear even ordinary clothing. Shortly after his Encumbrance limit has been reduced to 0, open, draining sores, pitch black in color, will begin to pop up about the body. These wounds open and fester, making the victim appear to be rotting away. After a week at this final stage, the character dies. When death is near, the sufferer will feel that even the normal pressure of air is too great for the skin to bear.

To keep from contracting the Black Rot, a character must roll his or her ENC limit x 5 or less on D100. Acute and terminal forms of the disease are rolled for as per the RuneQuest disease rules — acute and terminal forms cause the ENC limit to be reduced faster.

Should an adventurer be unfortunate enough to contract the Black Rot, he cannot naturally recover from its effects — it will always progress until the poor devil is dead. The disease may only be counteracted by the Rune spell of Cure All Disease or a successful Divine Intervention. A successful Treat Disease will arrest the disease's progress (though not reverse it) if it is done within 36 hours of originally contracting the Black Rot. A healer or old wife may know the folklore that if the juice from fresh berries off an *ingo* plant is rubbed directly into the sufferer's flesh and/or his open sores, the progress of the disease will be reversed.

It is left to the referee's discretion as to whether or not the party should go in search of the *ingo* plant, and it is for him to decide the plant's location, and whether or not the juice actually works.

HIDDEN SPOTS: A satchel is buried underneath a pile of refuse in the southeastern corner of the room. Inside of it is a small, leather pouch, which contains a healing potion POT 6, and a Blade Venom POT 13 potion. The potions are in vials labeled in Tradetalk and each has two full doses remaining. The satchel was hidden by the last party entering this area.

Lair of the Jack O'Bears (Size 9m x 9m x 9m)

The lair is reached by traveling down a spiral stairway 18m long from the Diseased Room. Once the party reaches the foot of the stairs two beds, a chest and a small fire will be visible. Additionally, if the jack o'bears were not in the Diseased Room, then their presence here will be obvious to all.

The mattresses are torn, the floor littered, the beds decrepit and scarred — against this background, a large (1x5x5m) ornamental chest stands out conspicuously. Elaborately carved, the burnished wood gleams softly in the firelight. The chest stands against the south wall of the lair, overshadowing everything else in the room and immediately drawing all eyes to it.

HIDDEN SPOTS: Tucked away inside one of the bed frames is a short Lhankor Mhy dissertation on the fundamental nature of the jack o'bear. Written in Old Wyrnish, how it got there is anyone's guess. Both a Spot Hidden and 20 minutes of search are required to find it.

TRAPS: Attached to the lid of the chest via the method of a trip wire is a vial of potency 15 acid. When the lid is raised, the vial flips out of the chest and has a 75% chance of hitting anyone standing between the chest and the foot of the stairs that lead out. A successful Spot Trap will avoid this little surprise. A successful DEXx2 roll enables any struck character to get off the armor over the hit location struck before the acid eats through to his flesh. A successful DEXx5 roll allows him to get his armor off and only take half damage (8 points) from the acid. A failed roll indicates that he took full damage. In any case, the armor is gone.

DENIZENS: The two jack o'bears who live here, Mort and Hilda, are, to put it mildly, not nice. As an example of their nature, should they come across an oiled opponent (see the Northern Entrance — Traps) both Mort and Hilda will consider it great sport to ignite this foe by means of a burning log. They notch a running tally of hits and misses on one of the bedposts. Non-oily enemies are Harmonized first and then fought.

Mort and Hilda prefer to do battle in the Diseased Room if possible; thus, if they have been forewarned, it is there that they will await the party's arrival. Should the tide of the battle

not go in their direction, the jack o'bears will retreat to their lair where they will re-evaluate their battle plan.

TREASURE: A conservative estimate of the value of the Lhankor Mhy scroll to the right scholar would be 400 silvers. The chest is well-crafted and worth 350 silvers; unfortunately, it has a SIZ of 20. If the trap in the chest's lid was disarmed, the acid is worth 750 silvers in most cities. Inside the chest are four gems (worth 15, 75, 118, and 211 silvers respectively), a string of black pearls worth 183 silvers, and a heavy silver medallion worth 301 silvers. Rattling around loosely in the bottom of the chest are 77 silvers and 371 coppers.

One Final Note

Neither Mort nor Hilda is immune to the powers of persuasion, as is evinced by their cozy arrangement with Sam. Should a character successfully use Oratory on the jack o'bears, he could convince them that it was to their advantage to make a similar deal with the adventurer. After all, there must be dry spells in between the parties that Sam sends, right? Right. But with two people sending innocents to the slaughter, it's a different story altogether. The fact that such a plan allows that person to escape the lair is incidental in the grand scheme of things. The jack o'bears will only allow a single adventurer to escape with such a deal and will keep the rest of the party to eat. Such an arrangement would also give an individual the chance to look up old friends — Sam, for example — and pay his respects.

SAM THE CON MAN, Rune Priest/Lord of Thief God

STR	15	01-04	R LEG	2/6
CON	15	05-08	L LEG	2/6
SIZ	9	09-11	ABDOM	2/6
INT	18	12	CHEST	3/7
POW	18	13-15	R ARM	3/5
DEX	21	16-18	L ARM	3/5
CHA	18	19-20	HEAD	2/6

Move 8 Defense 40%
Hit Points 16

Weapon	SR	Attk%	Damage	Parr%	Pts
RH Short-sword	5	115%	1D6+1	145%	20
LH Short-sword	5	90%	1D6+1	135%	20
Thrown Dagger	1	155%	1D4	90%	12
Comp. Bow	1	160%	1D8+1	55%	10
Dart	1	150%	1D6	50%	6
Sm Shield	6	65%	1D4	170%	8

SPELLS: Dispel Magic 6, Healing 6, Protection 4, Spirit Binding; (known by allied spirit) Detect Gems (2), Detection Blank 4, Disruption, Farsee, Harmonize (2), Invisibility (3), Mobility, Repair (2), Silence; (known by bow spirit) Countermagic 4, Multimissile 4, Shimmer 2, Speedart; (known by scabbard spirit) Bladesharp 4, Extinguish (2), Spirit Shield 4; (known by belt spirit) Binding, Demoralize; (known by ring spirit) Detect Detection, Detect Enemies, Detect Gold, Detect Magic, Detect Traps (2), Firearrow (2)

RUNE MAGIC: Concealment x3, Dismiss Elemental II, Divination 5, Divine Intervention 4, Shield 4, Spell Teaching, Spirit Block 2, Vision

SKILLS: Bargain 120%, Bribery 105%, Camouflage 85%, Climb 180%, Disguise 110%, Evaluate Trade Goods 115%, Evaluate Treasure 120%, Find Healing Plants 30%, First Aid 100%, General Knowledge 20%, Hide in Cover 235%, Hide Item 215%, Jump 105%, Listen 110%, Lock Pick 265%, Map Making 120%, Move Quietly 215%, Oratory 155%, Pick Pocket 175%, Ride 55%, Row 30%, Spot Hidden 190%, Spot Traps 180%, Swim 50%, Taste Analysis 30%, Track 65%, Trap Set/Disarm 220%, Treat Disease 65%, Treat Poison 100% Brew Blade Venom POT 20, Brew Healing Salve POT 6, Brew Paralytic Gas POT 18, Brew Poisonous Gas POT 15, Brew Sleep Gas POT 20

LANGUAGES: Balazaring 90/90%, Draconic 60/25%, Lunar 90/80%, Praxian 55%, Sartarite 75/45%, Seatongue 35%, Stormtongue 30%, Tradetalk 95/90%, Wyrnish 45/05%

MAGIC ITEMS: 7-point spirit supporting crystal; 14-point POW storage crystal; composite bow contains Speedart matrix; 2-point POW storage crystal in bow - contains bound spirit; 3-point POW storage crystal in scabbard - contains bound spirit; 4-point POW storage crystal in belt buckle - contains bound spirit; 1-point POW storage crystal in ring - contains bound spirit; 3 healing salves POT 6; 1 dose Blade Venom POT 20; 1 dose poison gas POT 15; 1 dose paralytic gas POT 15; 1 dose sleep gas POT 20

TREASURE: Carries 11 gold pieces, 8 silvers, and 13 coppers, as well as three gems worth 34, 138, and 357 silvers. His ransom is 4500 silvers.

SPIRITS: allied spirit in medallion
INT 17 POW 20

bound spirit in bow
INT 11 POW 9

bound spirit in scabbard
INT 14 POW 15

bound spirit in belt buckle
INT 5 POW 16

bound spirit in ring
INT 18 POW 14

HAGARBLAST, male dark troll initiate of Kyger Litor, age 26

STR	20	01-04 R LEG	7/5
CON	13	05-08 L LEG	7/5
SIZ	18	09-11 ABDOM	7/5
INT	15	12 CHEST	7/6
POW	16	13-15 R ARM	7/4
DEX	12	16-18 L ARM	7/4
CHA	13	19-20 HEAD	7/5

Move 8 Defense 00%
Hit Points 15

Weapon	SR	Attk%	Damage	Parr%	Pts
Hvy Mace	7	70%	1D10 +1D6	70%	20
Maul	5	80%	2D8+1D6	75%	15
Comp Bow	3	70%	1D8+1	25%	10
Lg Shield	-	-	-	80%	16

SPELLS: Detect Enemies, Detect Spirit, Disruption, Extinguish (2), Healing 6, Protection 4, Spirit Binding; (known by bound spirit) Befuddle, Bludgeon 3, Countermagic 4, Dispel Magic 2, Repair (2)

SKILLS: Bargain 35%, Camouflage 70%, Climb 95%, First Aid 60%, Hide in Cover 85%, Jump 90%, Move Quietly 45%, Oratory 65%, Spot Hidden 70%, Spot Traps 55%, Swim 100%, Treat Disease 35%, Treat Poison 45%, Brew Blade Venom POT 8

LANGUAGES: Darktongue 80%, Esrolian 15%, Tradetalk 25%

MAGIC ITEMS: 2-point POW storing crystal in haft of maul - contains bound spirit

SPIRITS: bound spirit in crystal
INT 18 POW 11

YONKIR, male dark troll initiate of Kyger Litor, age 23

STR	17	01-04 R LEG	5/7
CON	18	05-08 L LEG	5/7
SIZ	14	09-11 ABDOM	5/7
INT	12	12 CHEST	5/8
POW	14	13-15 R ARM	5/6
DEX	17	16-18 L ARM	5/6
CHA	11	19-20 HEAD	5/7

Move 8 Defense 15%
Hit Points 19

Weapon	SR	Attk%	Damage	Parr%	Pts
Hvy Mace	6	55%	1D10 +1D4	50%	20
Quarterstaff	3	50%	1D8+1D4	50%	15
Comp Bow	1	55%	1D8+1	35%	10
Javelin	1	50%	1D10 +1D2	30%	10
Lg Shield	-	-	-	55%	16

SPELLS: Bludgeon 2, Countermagic 2, Disruption, Extinguish (2), Healing 3, Protection 2

SKILLS: Camouflage 35%, Climb 65%, Hide in Cover 45%, Jump 85%, Listen 45%, Move Quietly 40%, Spot Hidden 50%

LANGUAGES: Darktongue 80%, Tradetalk 15%

DESPISED, male cave troll

STR	25	01-04 R LEG	3/7
CON	15	05-08 L LEG	3/7
SIZ	28	09-11 ABDOM	3/7
INT	5	12 CHEST	3/8
POW	8	13-15 R ARM	3/6
DEX	9	16-18 L ARM	3/6
CHA	2	19-20 HEAD	3/7

Move 7 Defense 00%
Hit Points 19

Weapon	SR	Attk%	Damage	Parr%	Pts
Club	4	45%	2D8+2D6	40%	15
Claw	7	45%	1D6+2D6	-	-

SPELLS: Befuddle, Healing 3

SKILLS: Listen 30%, Spot Hidden 20%

NOTE: Regenerates 1 point of damage in each hit location until dead.

TWERP, trollkin

STR	11	01-04 R LEG	4/4
CON	12	05-08 L LEG	4/4
SIZ	9	09-11 ABDOM	4/4
INT	11	12 CHEST	4/5
POW	8	13-15 R ARM	4/3
DEX	17	16-18 L ARM	4/3
CHA	9	19-20 HEAD	4/4

Move 6 Defense 15%
Hit Points 12

Weapon	SR	Attk%	Damage	Parr%	Pts
1H Spear	5	70%	1D6+1	70%	12
Sling	1	75%	1D8	-	-
Sm Shield	7	35%	1D4	75%	8

SPELLS: Countermagic 1, Disruption 1, Healing 2

SKILLS: Climb 65%, Hide in Cover 75%, Jump 70%, Listen 55%, Move Quietly 70%, Spot Hidden 60%, Track 80%

SHRIMP, trollkin

STR	13	01-04 R LEG	3/3
CON	9	05-08 L LEG	3/3
SIZ	6	09-11 ABDOM	3/3
INT	8	12 CHEST	3/4
POW	10	13-15 R ARM	3/2
DEX	13	16-18 L ARM	3/2
CHA	7	19-20 HEAD	3/3

Move 6 Defense 05%
Hit Points 8

Weapon	SR	Attk%	Damage	Parr%	Pts
Lt Mace	8	35%	1D8	35%	20
Sling	2	40%	1D8	-	-
Sm Shield	-	-	-	40%	8

SPELLS: Speedart

SKILLS: Climb 55%, Hide in Cover 35%, Jump 50%, Listen 30%, Move Quietly 40%, Spot Hidden 15%

SQUEAK, trollkin

STR	15	01-04 R LEG	4/6
CON	18	05-08 L LEG	4/6
SIZ	11	09-11 ABDOM	4/6
INT	5	12 CHEST	4/7
POW	12	13-15 R ARM	4/5
DEX	9	16-18 L ARM	4/5
CHA	5	19-20 HEAD	4/6

Move 6 Defense 00%
Hit Points 18

Weapon	SR	Attk%	Damage	Parr%	Pts
Scimitar	7	65%	1D8+1 +1D4	65%	20
Comp Bow	3	55%	1D8+1	15%	10
Mdm Shield	-	-	-	65%	12

SPELLS: Bladesharp 1, Countermagic 1, Healing 2, Speedart

SKILLS: Climb 60%, First Aid 55%, Hide in Cover 40%, Jump 60%, Listen 35%, Move Quietly 45%, Spot Hidden 35%, Track 65%, Treat Disease 40%

RUNT, trollkin

STR	12	01-04 R LEG	1/5
CON	14	05-08 L LEG	1/5
SIZ	7	09-11 ABDOM	1/5
INT	8	12 CHEST	3/6
POW	10	13-15 R ARM	1/4
DEX	15	16-18 L ARM	1/4
CHA	7	19-20 HEAD	3/5

Move 6 Defense 00%
Hit Points 13

Weapon	SR	Attk%	Damage	Parr%	Pts
Maul	5	45%	2D8	45%	15
Sling	2	45%	1D8	-	-

SPELLS: Befuddle, Healing 2, Speedart

SKILLS: Climb 55%, Find Healing Plant 25%, Hide in Cover 35%, Jump 65%, Listen 30%, Move Quietly 30%, Spot Hidden 25%

GIANT TICK ONE

STR	15	01 RR LEG	5/3
CON	12	02 RH LEG	5/3
SIZ	8	03 LR LEG	5/3
POW	10	04 LH LEG	5/3
DEX	6	05-08 ABDOM	5/6
Move	3	09-10 RC LEG	5/3
Hit Points	11	11-12 RF LEG	5/3
		13-14 LC LEG	5/3
		15-16 LF LEG	5/3
		17-20 HEAD	5/6

Weapon	SR	Attk%	Damage
Bite*	10	80%	1D4+6

+ paralyzing poison POT 12

* each round of attachment, the tick will drain 1D6 STR points from its victim. Live ticks may be pulled off with a successful STR vs. STR roll, but this does 2D6 points of damage to the hit location the tick was attached to.

SKILLS: Climb 75%, Hide in Cover 75%

NOTE: Carries Soul Waste

GIANT TICK TWO

STR	13	01 RR LEG	5/4
CON	16	02 RH LEG	5/4
SIZ	6	03 LR LEG	5/4
POW	9	04 LH LEG	5/4
DEX	8	05-08 ABDOM	5/7
Move	3	09-10 RC LEG	5/4
Hit Points	15	11-12 RF LEG	5/4
		13-14 LC LEG	5/4
		15-16 LF LEG	5/4
		17-20 HEAD	5/7

Weapon	SR	Attk%	Damage
Bite*	11	80%	1D4+6

+ paralyzing poison POT 16

* each round of attachment, the tick will drain 1D6 STR points from its victim. Live ticks may be pulled off with a successful STR vs. STR roll, but this does 2D6 points of damage to the hit location the tick was attached to.

SKILLS: Climb 60%, Hide in Cover 80%

GIANT TICK THREE

STR	18	01 RR LEG	5/5
CON	17	02 RH LEG	5/5
SIZ	9	03 LR LEG	5/5
POW	12	04 LH LEG	5/5
DEX	8	05-08 ABDOM	5/8
Move	3	09-10 RC LEG	5/5
Hit Points	17	11-12 RF LEG	5/5
		13-14 LC LEG	5/5
		15-16 LF LEG	5/5
		17-20 HEAD	5/8

Weapon SR Attk% Damage

Bite*	10	100%	1D4+6+1D4
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+ paralyzing poison POT 17

* each round of attachment, the tick will drain 1D6 STR points from its victim. Live ticks may be pulled off with a successful STR vs. STR roll, but this does 2D6 points of damage to the hit location the tick was attached to.

SKILLS: Climb 90%, Hide in Cover 95%

NOTE: Carries Creeping Chills

TIGER ONE

STR	23	01-02 RH LEG	2/5
CON	12	03-04 LH LEG	2/5
SIZ	16	05-07 HIND Q	2/6
POW	11	08-10 FORE Q	2/6
DEX	19	11-13 RF LEG	2/5
Move	10	14-16 LF LEG	2/5
Defense	10%	17-20 HEAD	2/5

Hit Points 13

Weapon	SR	Attk%	Damage
Bite*	5	45%	1D10+1D6
Claw*	5	70%	1D8+1D6
Rip*	5	80%	2D8+2D6

* normally attacks with one bite and two claws in a round. If both claws hit, it will hang on and attack by biting and ripping from then on.

SKILLS: Hide in Cover 80%, Listen 50%, Move Quietly 75%, Spot Hidden 50%, Track 50%

TIGER TWO

STR	27	01-02 RH LEG	2/6
CON	15	03-04 LH LEG	2/6
SIZ	20	05-07 HIND Q	2/7
POW	16	08-10 FORE Q	2/7
DEX	20	11-13 RF LEG	2/6
Move	10	14-16 LF LEG	2/6
Defense	05%	17-20 HEAD	2/6

Hit Points 17

Weapon	SR	Attk%	Damage
Bite*	5	55%	1D10+2D6
Claw*	5	80%	1D8+2D6
Rip*	5	80%	2D8+4D6

* normally attacks with one bite and two claws in a round. If both claws hit, it will hang on and attack by biting and ripping from then on.

SKILLS: Hide in Cover 80%, Listen 50%, Move Quietly 75%, Spot Hidden 50%, track 50%

SNEAD, jack o'bear-owned male dog

STR	8	01-02 RH LEG	0/3
CON	12	03-04 LH LEG	0/3
SIZ	6	05-07 HIND Q	0/5
POW	10	08-10 FORE Q	0/5
DEX	15	11-13 RF LEG	0/3
Move	10	14-16 LF LEG	0/3
Defense	10%	17-20 HEAD	0/4

Hit Points 11

Weapon	SR	Attk%	Damage
Bite	8	40%	1D6

SKILLS: Climb 15%, Hide in Cover 25%, Jump 55%, Listen 55%, Move Quietly 40%, Spot Hidden 40%, Smell 65%, Swim 55%

ALFALFO, jack o'bear-owned female dog

STR	10	01-02 RH LEG	0/4
CON	14	03-04 LH LEG	0/4
SIZ	6	05-07 HIND Q	0/6
POW	11	08-10 FORE Q	0/6
DEX	14	11-13 RF LEG	0/4
Move	10	14-16 LF LEG	0/4
Defense	15%	17-20 HEAD	0/5

Hit Points 13

Weapon	SR	Attk%	Damage
Bite	9	45%	1D6

SKILLS: Climb 15%, Hide in Cover 35%, Jump 60%, Listen 60%, Move Quietly 75%, Smell 75%, Spot Hidden 40%, Swim 55%

MORT, male jack o'bear

STR	17	01-04 R LEG	3/6
CON	15	05-08 L LEG	3/6
SIZ	18	09-11 ABDOM	3/6
INT	7	12 CHEST	3/7
POW	19	13-15 R ARM	3/5
DEX	11	16-18 L ARM	3/5
CHA	10	19-20 HEAD	3/6

Move 10 Defense 00%
Hit Points 18

Weapon	SR	Attk%	Damage
Claw	8	55%	1D6+1D6

SPELLS: Countermagic 1, Disruption, Healing 2, Protection 2

SKILLS: Camouflage 25%, Climb 55%, Hide in Cover 30%, Jump 65%, Listen 35%, Move Quietly 35%, Spot Hidden 40%

LANGUAGES: Beastspeech 55%, Chaos Speech 35%, Tradetalk 25%

CHAOTIC FEATURE: Can cast Harmonize spell without POW loss once per round. Can control up to 9 victims at once.

HILDA, female jack o'bear

STR	20	01-04 R LEG	3/6
CON	15	05-08 L LEG	3/6
SIZ	18	09-11 ABDOM	3/6
INT	10	12 CHEST	3/7
POW	18	13-15 R ARM	3/5
DEX	11	16-18 L ARM	3/5
CHA	11	19-20 HEAD	3/6

Move 10 Defense 00%
Hit Points 18

Weapon	SR	Attk%	Damage
Claw	8	40%	1D6+1D6

SKILLS: Hide in Cover 50%, Listen 50%, Move Quietly 50%, Spot Hidden 50%, Trap Set/Disarm 75%

LANGUAGES: Chaos Speech 50%, Tradetalk 50%

CHAOTIC FEATURE: Can cast Harmonize spell without POW loss once per round. Can control up to 9 victims at once.

GHOUL ONE

STR	14	01-04 R LEG	2/4
CON	11	05-08 L LEG	2/4
SIZ	10	09-11 ABDOM	2/4
INT	7	12 CHEST	2/5
POW	13	13-15 R ARM	2/3
DEX	11	16-18 L ARM	2/3
TF	14	19-20 HEAD	2/4

Move 8 Defense 00%
Hit Points 11

Weapon	SR	Attk%	Damage
Bite	9	35%	1D6 + paralyzing poison POT 20
Claw	9	35%	1D6
Howl	3	100%	Demoralize

SKILLS: Hide in Cover 35%, Listen 45%, Move Quietly 40%, Spot Hidden 25%

GHOUL TWO

STR	19	01-04	R LEG	3/5
CON	14	05-08	L LEG	3/5
SIZ	13	09-11	ABDOM	3/5
INT	8	12	CHEST	3/6
POW	15	13-15	R ARM	3/5
DEX	17	16-18	L ARM	3/5
TF	17	19-20	HEAD	3/6

Move 8 Defense 10%
Hit Points 15

Weapon	SR	Attk%	Damage
Bite	7	60%	1D6+1D4 + paralyzing poison POT 20
Claw	7	60%	1D6+1D4
Howl	1	100%	Demoralize

SKILLS: Hide in Cover 45%, Listen 55%, Move Quietly 50%, Spot Hidden 40%

GHOUL THREE

STR	23	01-04	R LEG	1/5
CON	12	05-08	L LEG	1/5
SIZ	17	09-11	ABDOM	1/5
INT	6	12	CHEST	1/6
POW	14	13-15	R ARM	1/4
DEX	9	16-18	L ARM	1/4
TF	14	19-20	HEAD	1/5

Move 8 Defense 00%
Hit Points 14

Weapon	SR	Attk%	Damage
Bite	8	50%	1D6+1D6 + paralyzing poison POT 20
Claw	8	50%	1D6+1D6
Howl	3	100%	Demoralize

SKILLS: Hide in Cover 20%, Listen 40%, Move Quietly 25%, Spot Hidden 20%

GHOUL FOUR

STR	15	01-04	R LEG	1/4
CON	10	05-08	L LEG	1/4
SIZ	10	09-11	ABDOM	1/4
INT	7	12	CHEST	1/5
POW	12	13-15	R ARM	1/3
DEX	11	16-18	L ARM	1/3
TF	13	19-20	HEAD	1/4

Move 8 Defense 00%
Hit Points 10

Weapon	SR	Attk%	Damage
Bite	9	40%	1D6+1D4 + paralyzing poison POT 20
Claw	9	40%	1D6+1D4
Howl	3	100%	Demoralize

SKILLS: Hide in Cover 25%, Listen 30%, Move Quietly 25%, Spot Hidden 30%

GHOUL FIVE

STR	24	01-04	R LEG	4/7
CON	17	05-08	L LEG	4/7
SIZ	18	09-11	ABDOM	4/7
INT	10	12	CHEST	4/8
POW	17	13-15	R ARM	4/6
DEX	15	16-18	L ARM	4/6
TF	21	19-20	HEAD	4/7

Move 8 Defense 05%
Hit Points 20

Weapon	SR	Attk%	Damage
Bite	7	85%	1D6+2D6 + paralyzing poison POT 20
Claw	7	85%	1D6+2D6
Howl	2	100%	Demoralize

SKILLS: Hide in Cover 65%, Listen 75%, Move Quietly 55%, Spot Hidden 70%

GHOUL SIX

STR	15	01-04	R LEG	3/4
CON	11	05-08	L LEG	3/4
SIZ	12	09-11	ABDOM	3/4
INT	7	12	CHEST	3/5
POW	15	13-15	R ARM	3/3
DEX	11	16-18	L ARM	3/3
TF	16	19-20	HEAD	3/4

Move 8 Defense 00%
Hit Points 11

Weapon	SR	Attk%	Damage
Bite	9	35%	1D6+1D4 + paralyzing poison POT 20
Claw	9	35%	1D6+1D4
Howl	3	100%	Demoralize

SKILLS: Hide in Cover 40%, Listen 40%, Move Quietly 40%, Spot Hidden 40%, Track 40%

The wagon will depart uneventfully, the crowd disperses, and disappears into different dens of labor. The player-characters should go on their way.

Afterwards, they will discover that they have been robbed -- their pockets picked! It certainly must have been professionally done to fool such clever people as the player-characters. At this time, the referee must determine exactly what was stolen from each person.

If they complain to authorities or seek rumors, all clues point to the sewers and Stimy's gang. Release whatever information you wish. No one knows exactly where in the sewers they live. Everyone would be glad to see them all hanged.

THE ADVENTURE

The destruction of Stimy's gang should not be difficult. The referee is invited to use as many traps or monsters in the sewers as he wishes. However, inexperienced characters should not be overly harassed *en route*. Any party should start at one of the two marked sewer entrances.

After trashing the gang, the adventure will end for beginning parties, and may end even for fairly experienced parties. The player-characters will find the treasures they had lost, plus the treasures of the gang, and the scenario will end.

However, the scenario is not yet through for experienced adventurers, though they will have made short work of the gang. After defeating the trollkin, if there are no survivors, there will be one remaining trollkin, a real wimp, hiding under some trash. He will tell the characters that their treasures have already been sold, and are gone off in the War Wagon. If the characters have left a few survivors, they will speak of the War Wagon. The trollkin themselves have only a few silvers and coppers left behind. The trollkin know nothing more about the wagon, its owners or purposes, and can say no more.

If the party is successful in defeating the wagon, they will get their own loot back, plus loose cash equal to about the value of their recovered goods, plus a bonus if they have time to search for and recover it.

THE SEWERS MAP

The map is an overhead view of a section of the city's sewer system. The

THIEF, THIEF

This scenario consists of two parts. The first is of an armored wagon whose details may or may not be used in play. The second is of a trollkin gang and lair, which probably will be used.

SETTING

One day in a city along the way, the player-characters hear a distant clanking and the dull roar of an approaching crowd. From everywhere around, people flock to the main road

where the player-characters are. Everyone talks about "the wagon."

The referee should drop some hints about the War Wagon. Stress its uniqueness, and that it always carries very valuable things around. The crowd will quickly thicken, each dropping what they were doing to watch.

The wagon approaches slowly and regally, clanking and clattering with all its metal parts, drawn by four horses. Let the player-characters study it. Have everyone make a Spot Hidden roll to see details.

sewers drain to the north. The average depth below street level is about 20 feet. All passages, except areas B, C, D, and the stairs, are roughly circular, and all that are more than three feet across have 10-12 inches of water in them year-round. This water is green, turgid, and foul-smelling. If any of this water is swallowed or if any enters an open wound, the victimized character is exposed to Wasting disease.

AREA DESCRIPTIONS

Area A - The Rubble Runner Nest

This place contains 1D2 female rubble runners and 2D6 immature creatures. There is a 40% chance that Scabwart will be encountered here.

The passages leading east, south, and west are sewer conduits. The northern way is a newly-dug tunnel to Stimy's quarters. It is impassable to any being with a SIZ of 7 or more.

TREASURE: 481 clacks, 90 lunars, 14 wheels, a pretty (and-worthless) stone, a necklace worth 20 lunars, a golden, jeweled bracelet worth 4000L, and two items from the found item table.

Area B - Trollkin Quarters

This is the barracks and kitchen for Stimy's gang. One corner holds a crude firepit and half a dozen dirty pots and pans. There are two months supplies and two beer kegs (one nearly empty) along the east wall. There are four bedrolls and several weapons scattered about.

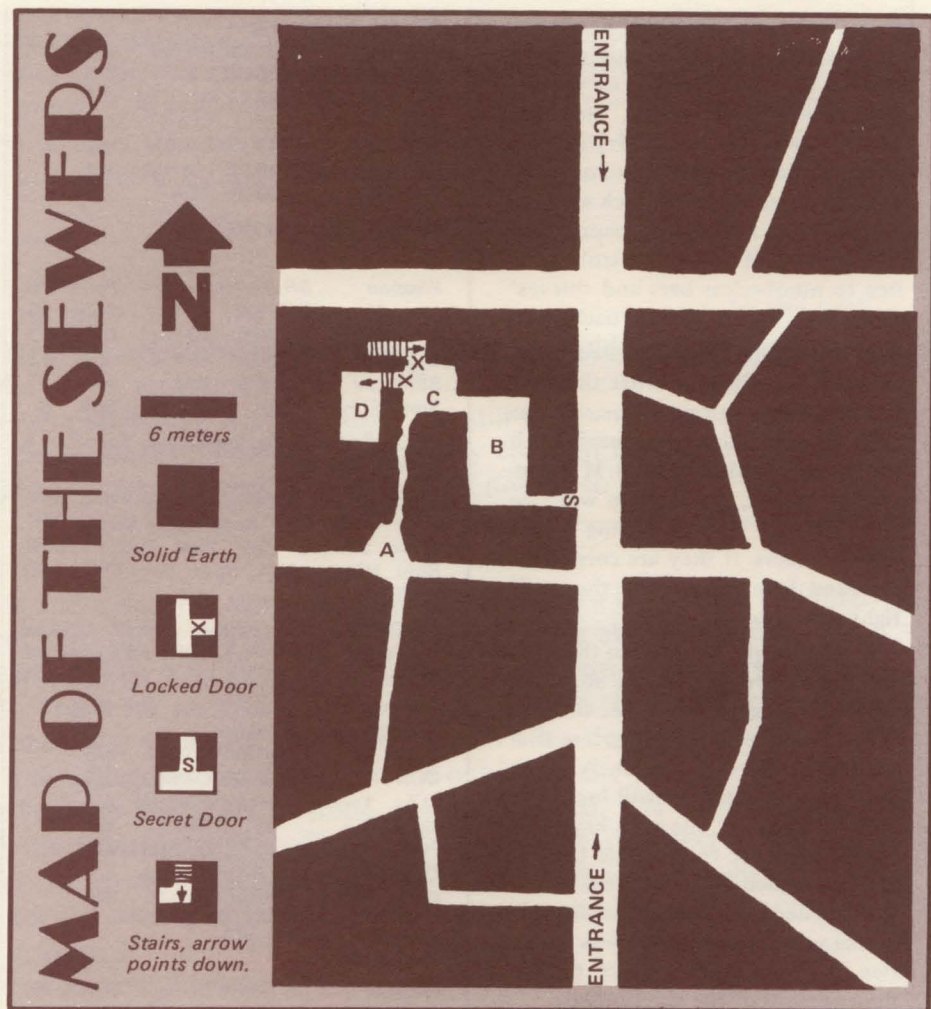
Two exits lead from this 12x21 foot room. The southeast exit leads to a hidden door in the wall of the main sewer. The northwest exit leads to Stimy's quarters.

TREASURE: A thorough search yields 3000 clacks, 1000 lunars, 50 wheels, jewelry worth, respectively, 45L, 40L, 140L, and 196L, and a found item.

Area C - Stimy's Quarters

This room is 11x9 feet and is decorated with cheap hangings and dirty rugs. Besides these, the room contains a double bedroll, two locked chests, and several accurate maps of the city.

There are three visible exits from this room; the door to the southeast, which leads to area B; a freshly dug tunnel to the southwest, and a door in the north wall, which leads to a flight of stairs up to a secret door in the wall of an abandoned house. Both the



doors of this exit are kept locked. The stairway is marked I.

HIDDEN SPOTS: There is a fourth way out of this area, but the trollkin are unaware of it. In the west wall is a cleverly concealed doorway. It is -40% to all Spot Hidden rolls. Once found, it must be unsealed and cleared to reveal the door proper, which is a trap. Once the door is opened, it reveals a stairway leading down. This is the stairway marked II.

TRAPS: The smaller of the two chests is trapped with a needle covered with systemic poison POT 15. The secret door in the west wall is also a trap. It is of granite, and there is a -25% to any Trap Disarm rolls. If the door is tampered with (and a Trap Disarm fails), there is a 75% chance that the door will fall outwards, like a drawbridge, doing 3D6+18 points of damage to anyone before the door in an area 3 feet wide and eight feet long.

TREASURE: Laying about the room are 1000 clacks, 800 lunars, and 50 wheels. The smaller chest (which is trapped) holds a crown worth 9,000L.

Area D - The Crypt

Stairway II leads down 12 feet lower than the sewers. At the bottom of the stairs is a thick oaken door bearing a brass plate. Engraved on the plate, in an antiquated form of the local language is *Enter, fools, if ye dare*.

Beyond the door, is a cold damp room about 8x11 feet. The only object in the room is a plain stone sarcophagus without carvings, engravings, or plaques of any type, and sealed with bronze bands. If the player characters are nervy enough to break the seals, they will find the distorted mummy of a woman, obviously sealed in alive.

TRAPS: Anyone touching the body is attacked in spirit combat by the woman's ghost, INT 16, POW 17. She will try to kill men and possess women.

TREASURE: The assorted jewelry on the mummy is worth 12,000L.

GANG PLANS

Stimy's gang has definite plans in case they are ever attacked in their hide-away. If they are attacked through the sewers, and they are warned via the

rubble runners, the trollkin may attempt to ambush a small party. If the trollkin have no warning, or the attackers are too powerful, they will grab whatever they can carry and flee upstairs, via stairway I, to an abandoned house. They will lock all doors behind them to delay pursuit. From the abandoned house, the trollkin can flee to numberless bars and thieves' dens by way of alleys and back streets.

If the trollkin are attacked from above, they will grab what they can, and retreat down one of the side passages off the main sewer, leaving rubble runners behind as spies. If the intruders persist, the trollkin will flee deep into the sewers, hoping to lose their pursuers. If they are cornered or attacked from two sides they will fight to the death.

Both the hidden door to the sewer, and the hidden door in the abandoned house are rigged with wires that will sound bells in Stimy's quarters if a stranger opens either door. All four doors in the complex will lock, but Stimy is the only one with keys to the doors. All these rooms date back to the time when what are now slums were owned by powerful nobles. Such rooms were handy, if one was a smuggler or just wanted a place to put someone out of the way, quietly.

FOUND ITEM TABLE

1D10 Result

- 1 a gorp
- 2 a child's skull
- 3 17 lead bolgs
- 4 a bronze full helm, for SIZ 16
- 5 a marble sphere 6 inches across
- 6 a troll skull
- 7 three fish skeletons
- 8 a burst leather sack holding 24L
- 9 a bronze broadsword, corroded, but usable (15 hit points)
- 10 gem worth 690L that is also a Repair matrix

Roll on the above table where necessary, and whenever anyone reaches one of the asterisks marked on the map. Note: the gorp will not be found in areas A or C, reroll.

Stimy's Gang

Stimy, the leader, is selfish and greedy, but cunning. He and his band will avoid stand-up fights, unless the odds are greatly in their favor. Bulk is an ex-mercenary, and the muscle for the band. Doc was formerly the servant of a Xiola Umbar healer, and Kalis is a typical wimp. Silia and Thelma are Stimy and Bulk's females, respectively.

STIMY, trollkin leader

STR	8	01-04	R LEG	3/5
CON	14	05-08	L LEG	3/5
SIZ	8	09-11	ABDOM	4/5
INT	14	12	CHEST	4/6
POW	11	13-15	R ARM	3/4
DEX	19	16-18	L ARM	3/4
CHA	12	19-20	HEAD	4/5

Move 6 Defense 25%
Hit Points 13

Weapon	SR	Attk%	Damage	Parr%	Pts
Light Mace	5	75%	1D8	75%	20
2H Spear	2	70%	1D10+1	65%	15
Dagger	6	55%	1D4+2	40%	12
Sling	1	60%	1D8	—	—
Small Shield	—	—	—	80%	8

SPELLS: Befuddle, Healing 4, Shimmer 4, Silence, Speedart

SKILLS: Climb 80%, Hide in Cover 65%, Hide Item 50%, Jump 70%, Listen 85%, Move Silently 75%, Pick Pockets 90%, Spot Hidden 65%, Spot Trap 60%, Trap Set/Disarm 65%

MAGIC ITEMS: cheap copper bracelet (worth 2L as jewelry) is also an Extinguish matrix.

BULK, outlaw trollkin

STR	14	01-04	R LEG	4/5
CON	15	05-08	L LEG	4/5
SIZ	11	09-11	ABDOM	4/5
INT	7	12	CHEST	4/6
POW	10	13-15	R ARM	4/4
DEX	17	16-18	L ARM	4/4
CHA	9	19-20	HEAD	4/5

Move 6 Defense 10%
Hit Points 15

Weapon	SR	Attk%	Damage	Parr%	Pts
Hvy Mace	6	65%	1D10	70%	20
			+1D4		
2H Spear	3	70%	1D10+1	70%	15
			+1D4		
Dagger	7	40%	1D4+2	40%	12
Sling	1	75%	1D8	—	—
Mdm Shield	—	—	—	75%	12

SPELLS: Healing 2, Protection 2, Speedart

SKILLS: Climb 45%, Hide in Cover 55%, Hide Item 30%, Jump 60%, Listen 65%, Move Silently 35%, Pick Pockets 85%, Spot Hidden 40%, Spot Traps 40%

SILIA, outlaw female trollkin

STR	8	01-04	R LEG	4/3
CON	8	05-08	L LEG	4/3
SIZ	11	09-11	ABDOM	4/3
INT	11	12	CHEST	4/4
POW	5	13-15	R ARM	4/2
DEX	17	16-18	L ARM	4/2
CHA	11	19-20	HEAD	4/3

Move 6 Defense 10%
Hit Points 8

Weapon	SR	Attk%	Damage	Parr%	Pts
Lt Mace	6	40%	1D8	30%	20
2H Spear	3	30%	1D10+1	30%	15
Dagger	7	40%	1D4+2	40%	12
Dart	1	40%	1D6	—	6
Sling	1	45%	1D8	—	—
Small Shield	—	—	—	35%	8

SPELLS: Healing 2, Speedart

SKILLS: Climb 50%, Hide in Cover 55%, Jump 35%, Listen 50%, Move Silently 60%, Pick Pockets 85%, Spot Hidden 40%, Spot Traps 40%

KALIS, outlaw trollkin

STR	7	01-04	R LEG	3/4
CON	11	05-08	L LEG	3/4
SIZ	7	09-11	ABDOM	3/4
INT	7	12	CHEST	4/5
POW	10	13-15	R ARM	3/3
DEX	12	16-18	L ARM	3/3
CHA	6	19-20	HEAD	3/4

Move 6 Defense 00%
Hit Points 10

Weapon	SR	Attk%	Damage	Parr%	Pts
Lt Mace	8	35%	1D8	30%	20
2H Spear	5	35%	1D10+1	35%	15
Dagger	9	25%	1D4+2	25%	12
Dart	3	25%	1D6	—	6
Sling	3	30%	1D8	—	—
Small Shield	—	—	—	35%	8

SPELL: Speedart

SKILLS: Climb 45%, Hide in Cover 35%, Jump 40%, Listen 40%, Move Silently 30%, Pick Pockets 70%, Spot Hidden 35%

DOC, outlaw trollkin, lay Xiola Umbar

STR	6	01-04	R LEG	3/6
CON	16	05-08	L LEG	3/6
SIZ	11	09-11	ABDOM	4/6
INT	9	12	CHEST	4/7
POW	10	13-15	R ARM	3/5
DEX	19	16-18	L ARM	3/5
CHA	9	19-20	HEAD	4/6

Move 6 Defense 15%
Hit Points 16

Weapon	SR	Attk%	Damage	Parr%	Pts
Lt Mace	5	50%	1D8	55%	20
Dagger	6	50%	1D4+2	30%	12
Sling	1	50%	1D8	—	—
Small Shield	—	—	—	35%	8

SPELLS: Healing 4, Speedart

SKILLS: Climb 60%, First Aid 65%, Hide in Cover 40%, Jump 35%, Listen 65%, Move Silently 40%, Pick Pockets 90%, Spot Hidden 45%, Treat Poison 40%

THELMA, outlaw female trollkin

STR	8	01-04	R LEG	3/4
CON	11	05-08	L LEG	3/4
SIZ	12	09-11	ABDOM	3/4
INT	9	12	CHEST	4/5
POW	9	13-15	R ARM	4/3
DEX	15	16-18	L ARM	4/3
CHA	9	19-20	HEAD	4/4

Move 6 Defense 05%
Hit Points 11

Weapons	SR	Attk%	Damage	Parr%	Pts
Lt Mace	7	50%	1D8	45%	20
2H Spear	4	35%	1D10+1	40%	15
Dagger	8	40%	1D4+2	30%	12
Dart	2	25%	1D6	—	6
Sling	2	40%	1D8	—	—
Small Shield	—	—	—	30%	8

SPELLS: Healing 2, Speedart

SKILLS: Climb 50%, Hide in Cover 60%, Hide Item 30%, Jump 40%, Listen 50%, Move Silently 55%, Pick Pockets 80%, Spot Hidden 45%, Spot Traps 40%

THE RUBBLE RUNNERS

The Rubble Runners

Ten adult rubble runners live in this part of the sewer system. They are led by Scabwart, a runner who had his

INT raised by a Rune priest in return for Stimy's help. Scabwart has a Mind-speech 2 matrix in an amulet around his neck, allowing him to communicate with the trollkin at need. Scabwart is always accompanied by at least 1D4+1 rubble runners. The other rubble runners are scattered about the complex, scavenging and looking for intruders. There is a 40% chance that a party will be spotted by a runner on look-out, who will warn Scabwart and the trollkin. The rubble runners will aid the trollkin in a fight by pouncing on wounded enemies. They also serve as handy garbage disposals.

SCABWART, intelligent rubble runner

STR 5 01-02 RH LEG 2/4
 CON 15 03-04 LH LEG 2/4
 SIZ 4 05-07 HIND Q 2/6
 INT 13 08-10 FORE Q 2/6
 POW 12 11-13 RF LEG 2/4
 DEX 15 14-16 LF LEG 2/4
 CHA — 17-20 HEAD 2/5

Move 6 Defense 20%
 Hit Points 13

Weapon SR Attk% Damage
 Bite* 9 75% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SPELLS: Healing 2

SKILLS: Climb 100%, Hide in Cover 95%, Jump 40%, Move Silently 90%, Spot Hidden 75%, Spot Trap 70%

MAGIC ITEM: Mindspeech 2 matrix in amulet around neck.

RUBBLE RUNNER ONE

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER TWO

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER THREE

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER FOUR

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER FIVE

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER SIX

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER SEVEN

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER EIGHT

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

RUBBLE RUNNER NINE

STR 5 01-02 RH LEG 2/3
 CON 12 03-04 LH LEG 2/3
 SIZ 3 05-07 HIND Q 2/5
 POW 10 08-10 FORE Q 2/5
 DEX 14 11-13 RF LEG 2/3
 Move 6 14-16 LF LEG 2/3
 Defense 10% 17-20 HEAD 2/4
 Hit Points 10

Weapon SR Attk% Damage
 Bite* 9 30% 1D6

* if it hits with a bite, the rubble runner will hang on and continue to bite. Roll each round to see if the 'hit' is critical.

SKILLS: Hide in Cover 50%, Jump 50%

THE ARMORED WAGON

Dimensions: 15 1/2 feet long
 7 1/2 feet wide
 7 1/2 feet high

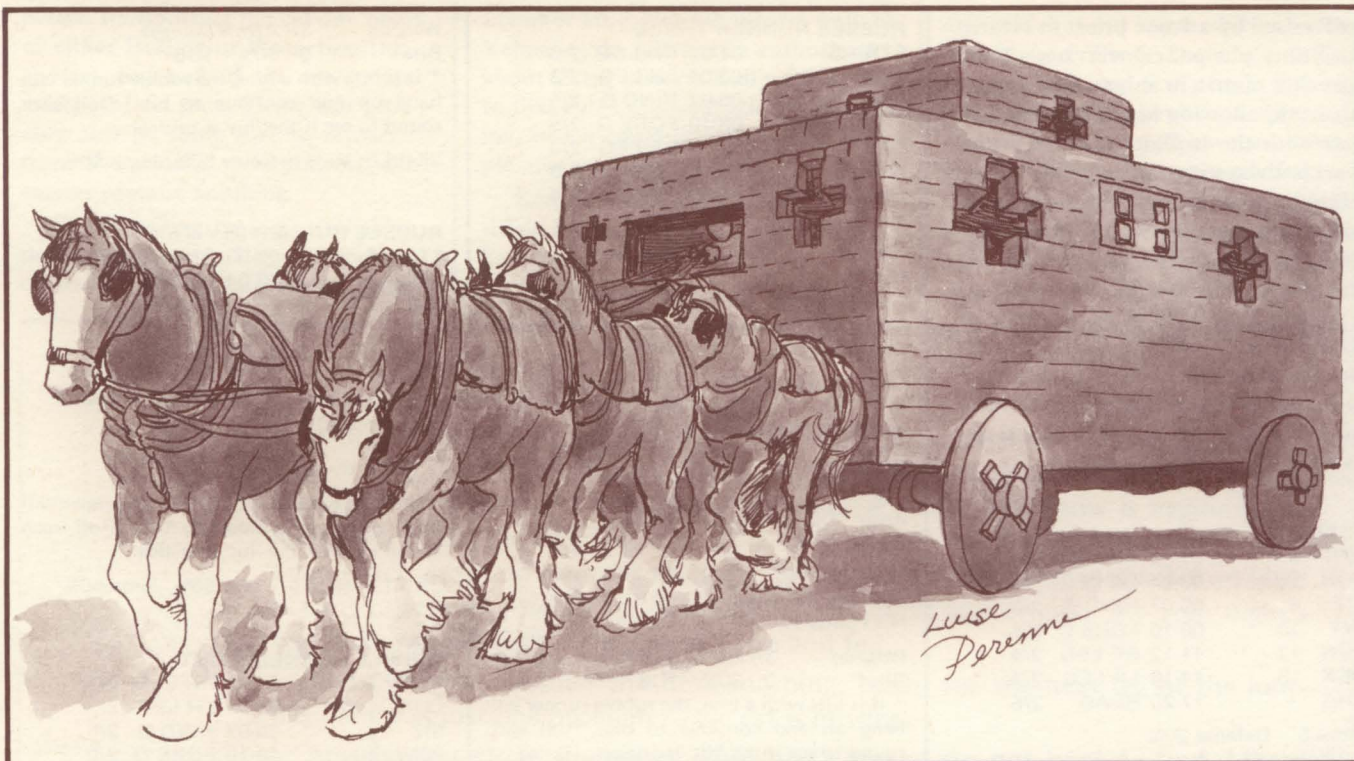
This is excluding the yoke pole and the wheels.

Wheels: Diameter — 44 inches
 Thickness — 6 inches, solid wood, no spokes
 Wheels are rimmed with bronze

Armor: wooden body overlaid with bronze plates for a total of 30 points of physical protection. Magical protection is described later in the section on the interior.

Doors, portholes, and other openings: A) the driver's viewport is four inches high and 28 inches wide. Through here the reins extend from the driver to the horses.

Continued on the next page —



Continued

B) The only door in or out of the wagon, it is 36 inches wide and 64 inches high. The door opens inwardly, and the hinges are on the inside for security. The door is secured with bolts and bars on the inside. There is no lock, so it cannot be picked from the outside. The only opening in the door is a viewport measuring 2 inches by 12 inches.

C) A sliding door (with ventilation holes) opens onto a small compartment containing a carrier pigeon. If the wagon is attacked, the pigeon will be released with a message to bring reinforcements. If it gets away, it is up to the referee to determine if any reinforcements come, and if they do, how long they will take. This sliding door is worked from the inside, and the interior door of the compartment is locked and bolted.

D) All other openings are cruciform in shape and function as arrow slits and ventilation holes. There are 12 of them, including four in the square fixed turret.

Turret: Located atop the wagon, in the center of the roof, is a square fixed turret. It is of the same construction as the rest of the wagon, and is pierced by four arrow slits. The turret contains two quivers of crossbow bolts, and a harness to secure any marksman using the turret while the wagon is in motion. To use the turret, a guard must stand on the strongbox.

The two major features of the wagon interior are the driver's seat and the strong box.

Driver's Seat: This is located in front of the wagon behind the driver's viewport. The seat is also a chest containing extra harnesses, tools for horseshoeing, and first aid supplies. On the left side of the seat is a brake stick. Directly in front of the driver's seat is a 10x12 inch box with a lever on the left side. This is used when one of the horse pairs is dropped or killed. When depressed, this lever releases the yoke pole to which the horses are hitched, freeing the wagon for emergency movement.

Strong Box: This is like a safe. It is 40x40x50 inches. It has two compartments, each with its own door. One door opens towards the back of the wagon, and is 35 inches deep. The other door faces the front of the wagon, is 12 inches deep, and contains a number of shelves. Each door has its own different lock and key, which are not interchangeable. The strongbox is constructed of bronze-bound oak, and the wood has been impregnated with a fire-resistant chemical. There are 1427L, 221C, and six wheels inside the strongbox.

Magical Protection: Inset in the center of the strongbox's top is a thin sheet of iron, ten inches square, covered by a sheet of crystal for protection. This plate of iron holds four spell matrices, which will only affect the wagon and anything in it. While removed from the wagon, they are useless.

They consist of: an Extinguish matrix, a Repair matrix, a matrix for the Rune spell of Shield 3, and a matrix for the Rune spell of Motion. This last will provide the wagon with fifteen minutes of emergency propulsion at 30 miles per hour. It requires a point of power to activate. The wagon cannot levitate over obstacles, nor cross water. Steering of the wagon is done mentally, but the person must do nothing else, and hold one hand over the matrix. Alternatively, the wagon may be steered normally.

After use, each of the Rune spell matrices must be renewed by a priest.

DRIVER, male human

STR	16	01-04	R LEG	4/5
CON	14	05-08	L LEG	4/5
SIZ	7	09-11	ABDOM	4/5
INT	11	12	CHEST	5/6
POW	9	13-15	R ARM	4/4
DEX	17	16-18	L ARM	4/4
CHA	11	19-20	HEAD	4/5

Move 8 Defense 20%
Hit Points 14

Weapon	SR	Att%	Damage	Parr%	Pts
Bastard	5	90%	1D10+1	75%	20
Sword					
Dagger	7	85%	1D6+1	80%	12
H Crossbow	1	60%	2D6+2	40%	10
Mdm Shield	—	—	—	85%	12

SPELLS: Bladesharp 2, Mobility, Protection 4, Xenohealing 4

SKILLS: First Aid 75%, Horse Care 95%, Listen 80%, Ride 100%, Spot Hidden 80%, Spot Traps 75%

MAGIC ITEMS: Healing 5 matrix in amulet on wrist

TREASURE: carries 89L, 10W

GUARD ONE, male human

STR	15	01-04	R LEG	4/5
CON	14	05-08	L LEG	4/5
SIZ	7	09-11	ABDOM	4/5
INT	12	12	CHEST	5/6
POW	11	13-15	R ARM	4/4
DEX	13	16-18	L ARM	4/4
CHA	13	19-20	HEAD	4/5

Move 8 Defense 15%
Hit Points 13

Weapon	SR	Att%	Damage	Parr%	Pts
Shortsword	7	80%	1D6+1	65%	20
Dagger	8	70%	1D4+2	60%	12
H Crossbow	2	90%	2D6+2	35%	10
Mdm Shield	—	—	—	75%	12

SPELLS: Bladesharp 4, Detect Enemies, Healing 4, Protection 2, Speedart

SKILLS: Climb 80%, Hide in Cover 65%, Jump 50%, Listen 75%, Move Silently 70%, Spot Hidden 75%, Spot Trap 65%

TREASURE: carries 20L, 18W

GUARD TWO, male human

STR	14	01-04	R LEG	4/6
CON	16	05-08	L LEG	4/6
SIZ	11	09-11	ABDOM	4/6
INT	14	12	CHEST	5/7
POW	10	13-15	R ARM	4/5
DEX	15	16-18	L ARM	4/5
CHA	12	19-20	HEAD	4/6

Move 8 Defense 15%
Hit Points 16

Weapon	SR	Attk%	Damage	Parr%	Pts
H Mace	7	85%	1D8+2 +1D4	75%	20
Dagger	8	75%	1D4+2 +1D4	75%	12
H Crossbow	2	55%	2D6+2	35%	10
Mdm Shield	-	-	-	80%	12

SPELLS: Befuddle, Bludgeon 4, Detect Enemies, Healing 3, Protection 3, Repair (2)

SKILLS: Bargaining 55%, Jump 45%, Listen 75%, Ride 70%, Spot Hidden 80%, Spot Trap 75%

MAGIC ITEMS: 7-point POW storage crystal in belt

TREASURE: carries 256L, 20W

DRAFT HORSE ONE, gelding

STR	39	01-02	RH LEG	6/7
CON	16	03-04	LH LEG	6/7
SIZ	38	05-07	HIND Q	7/9
POW	14	08-10	FORE Q	7/9
DEX	12	11-13	RF LEG	6/7
Move	12	14-16	LF LEG	6/7
Hit Points	23	17-20	HEAD	6/8

Horses may make no attacks while in harness.

DRAFT HORSE TWO, gelding

STR	39	01-02	RH LEG	6/7
CON	16	03-04	LH LEG	6/7
SIZ	38	05-07	HIND Q	7/9
POW	14	08-10	FORE Q	7/9
DEX	12	11-13	RF LEG	6/7
Move	12	14-16	LF LEG	6/7
Hit Points	23	17-20	HEAD	6/8

Horses may make no attacks while in harness.

DRAFT HORSE THREE, gelding

STR	39	01-02	RH LEG	6/7
CON	16	03-04	LH LEG	6/7
SIZ	38	05-07	HIND Q	7/9
POW	14	08-10	FORE Q	7/9
DEX	12	11-13	RF LEG	6/7
Move	12	14-16	LF LEG	6/7
Hit Points	23	17-20	HEAD	6/8

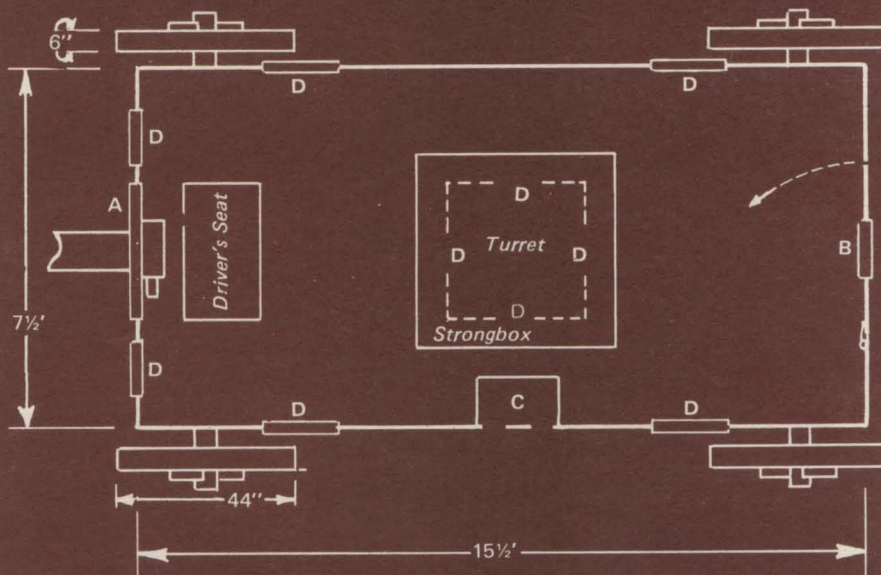
Horses may make no attacks while in harness.

DRAFT HORSE FOUR, gelding

STR	39	01-02	RH LEG	6/7
CON	16	03-04	LH LEG	6/7
SIZ	38	05-07	HIND Q	7/9
POW	14	08-10	FORE Q	7/9
DEX	12	11-13	RF LEG	6/7
Move	12	14-16	LF LEG	6/7
Hit Points	23	17-20	HEAD	6/8

Horses may make no attacks while in harness.

THE WAR WAGON



CATS & DRAGONS

This scenario is intended as an introduction to solitary RuneQuest and as a first adventure for characters going it alone. It is designed for a character who is about 40-60% with his or her best weapon, and is intended exclusively for characters with no stored Power.

The treasure found in this scenario is more generous than that found in many, on the theory that inexperienced characters are the ones who most benefit from treasure, while higher-level characters can benefit more from opportunities to improve by experience. This scenario should also give a lower-level character a chance to acquire the spells he or she needs to survive tougher adventures.

How to Run a Solo

To play this scenario, you must go to the section entitled The Story. From there, you will be instructed to go to 1. The solitary adventure is divided into numbered sections. After finishing reading section 1, you will be given a choice of two sections you could turn to. Decide which one suits you best, and go to that one. In some cases you may be given no choices, or your character may have to perform

some feat (such as make a Spot Hidden roll) in order to be allowed a given choice.

It may decrease your enjoyment of the scenario to read ahead or to skip from section to section without "earning" your way there. Have fun!

The Story

A famous healer priestess named Zmeya Mechet has been breeding shadow cats for many years, and has achieved a pedigreed strain very desirable for its high CON and DEX. The elegant cats are swift and sleek, and are much in demand as familiars among the priests and lords of related cults.

Vsadnik Vetra is to be inducted as a priest of the Orlanth Adventurous cult in three days, in a town two days' ride from Zmeya's home. Zmeya has just weaned a kitten from its mother and wants to give it to Vsadnik in fulfillment of a promise she made almost ten years ago. Her duties prevent her from going to Vsadnik's installation, and all the Orlanth initiates nearby have already left. Thus, she needs to hire someone to take the cat to the ceremony. In return, she will teach the

person transporting the cat one point of either Healing or Protection (his choice), but only if the cat arrives safely and on time. There will probably also be some sort of reward from the grateful Orlanthi, but she cannot promise anything.

She is willing to hire a reliable person from any of the following cults: Aldrya, Eiritha, Humakt, Issaries,

Lhankor Mhy, Orlanth, Storm Bull, or Yelmadio; she will not be enthusiastic about hiring a Storm Bull initiate, due to that cult's preoccupation with fighting, which could interfere with simple missions such as this.

Zmeya can loan her courier with a riding horse, if he does not already have one.

The journey is through upland for-

est, wild, but not impassable nor completely uncivilized. There is a well-marked trail, and few people making the trip have any problems. Zmeya doesn't think you will have any trouble, but she has been wrong before.

Those are the terms. If you take the job, go to 1. If you don't want the job, then why did you read this introduction?

1

The first day of the trip is as uneventful as Zmeya promised. It is late in Storm season, but the air is clear, cool, and still, not at all unpleasant for riding. There is a layer of snow on the ground. The snow lies as deep as your hand along the trail, and is piled deeper under the trees and shaded banks. The snow is beginning to melt; Sea season is not far away – six weeks ago, the passage here would have been much more difficult. A sheltered grove in a little hollow looks like an ideal place to spend the night, so you hobble your horse and prepare for your night's rest, making sure that the kitten is warm and fed.

You awaken refreshed the next morning, ready for the next leg of the journey. There is just one problem – the cat is missing.

Angrily you circle the camp. The thief's tracks are not hard to find. Like a road in the aging snow, the footprints lead away through the trees. Following them for a short distance, you see they run through heavy brush and over rocky ground, terrain unsuitable for riding. The prints look like unshod human feet. But now you must make a decision. Will you hide your horse as best you can and follow the tracks? If so, go to 8. Or, will you give up and go home? Then go to 27.

2

Above the urns on one wall hang a series of ladles, scoops, and cups, evidently for sampling or serving the contents of the urns. Behind one of the larger ladles, and suspended from the same peg, you find a sort of bronze medallion on a leather thong. One side of the medallion is blank and flat, but the other is cast in relief, depicting a clumsy-looking dragon with a stubby tail and inadequate wings. The workmanship is inferior, yet the medallion was hidden as if it were of at least modest value. Do you take it with you or leave it here? After you decide, go to 14.

3

At this point, you have two choices. Open the door (15), or give up and go home (27).

4

Was your spell Befuddle or Demoralize? If so, it failed. Go back to 29. On the other hand, if your spell was Binding, Disruption, or Harmonize, go to 10.

5

This is a room of the usual size, with doors in the east, south and west walls. This seems to be a larder of some sort, with a lot of food for what you guess is a variety of creatures. Bread, cheese, and dried meat are stacked on several shelves. There is a large bowl of seeds and grain by the south door. In one sealed jar you find catnip! Do you sample some of the food? If so, nothing horrible happens. Now select one of the doors: east (13), south (21), or west (7).

6

There are four winged statues in this room, each holding a javelin in each hand; or is it in each claw? In the few moments before you have a chance to react, you do not see them move. Every seasoned adventurer is a little nervous about winged statues holding javelins. The room is of normal size and has two doors, the east one that you just entered by and the north one. Do you back out (24) or enter (18)?

7

This room is the same size as the first one and has two other doors, to the east and south. It is full of large urns and jugs, many holding liquids of various sorts. If you remove the covers, stoppers, or lids, you find that some contain what appears to be water, some seemingly holding wine, and still others with quite unidentifiable fluids. Some contain nothing but a powdery crust on the bottom. Do you sample some of the wine or water? If so, go to 2. If not, go to 14.

8

After following the tracks for about an hour, you come to a large stone building. The tracks lead right up to the front door. The building is about 15m on a side, but is shaped irregularly. You guess it has quite a few rooms. It appears to have but one story. There are no visible windows. You can circle the structure and watch it from the cover of nearby trees. There are no other doors and no windows at all. There is no adornment or writing on the outside of the building. The front door is about 2m high and made of stone. It is now closed. The woods come up to 15m from the front door. You can stand there and cast Detect Life if you wish. If you do so, go to 12. (This is the only point in this scenario where allowance is made for the casting of Detect Life.) If you decide not to cast it, or you do not know it, go to 3.

9

Are you going to try the north door (go to 17), or the west door (16)?

10

The spell succeeds if you overcame its POW of one. One? Hmmm. Return to 29.

11

This room is the same size as the first one, with two doors, one north (which you just entered by) and the other east. There are four winged statues in the room, all holding two javelins, one in each hand. In the moments before you react, they do not move. Every seasoned adventurer is a little nervous about statues holding javelins. Do you back out (15), or walk on in (18)?

12

You find two, one near the center of the building as you look at it, and the other a bit to the left. Normal Size, too. Whether their other attributes are normal remains to be seen. Go to 3.

13

Behind this door is a scruffy, goatish creature. Have you seen a broo before? It's not the sort of meeting one readily forgets. This broo snatches up a pointed stick and gives you a beastly leer. Do you slam the door and flee (22)? Or do you advance unafraid and stout of heart (31)? Actually, even if you are sensibly nervous but still want to advance into the room, go to 31.

14

Roll your Spot Hidden. If you succeed, go to 2 unless you just came from there. Otherwise, select a door: east (5) or south (15).

15

This room is about 5m on a side. The exterior door of the hut is on the west wall of the room. There are two other doors, one in the north wall and the other in the south wall. Both these doors are of stone, as are the interior walls. Unless otherwise indicated, all dimensions and materials of the building's rooms will be identical with this one. On the east wall of the room are painted these Runes:



Scrawled around these cheerful emblems is a selection of comforting slogans in many languages. Even without a monk's literacy you will easily get the drift: "Go away. Begone. Scram. Hit the road. Who invited you? Get thee hence. No peddlers. Trespassers will be violated." And so on. Will you turn your back on this hospitality and scurry out the front door? If so, go to 27. Otherwise, you may select one of the interior doors: north (7) or south (11).

16

Have you been in the Statue Room before? If so, go to 25. If you are entering it for the first time, go to 6.

17

In the middle of this room is a strange creature. It has the head of a rooster and the body of a tiny dragon, with a spiny crest down its back. It was pecking at some seeds on the floor, but now it lifts its head to look at you. Do you back hastily out of this room (taking you to 9), or advance boldly into it (30)?

18

You tread lightly and cautiously, oh, so cautiously, into the room, but as far as you can tell, the statues do not budge. Even poking one of them has no effect. Evidently, they are just statues. There does not seem to be anything of value around them. All that's left for you to do is leave through one of the doors. Go north (15) or east (24).

19

If you have the dragon medallion, you find that it just fits the countersunk circle in the stone door. When the medallion is twisted, the door swings open. Inside the cabinet are three scrolls, but they are disappointingly blank. Why were they locked up? Then, you look again. They are made of rare correcting parchment, in which changes can be made, even long after the ink has dried, by just rubbing with a little pumice. It is the sort of material greatly favored by mistake-prone scribes and unscrupulous contractors. Each scroll, you guess, is worth about 500L. They are heavy, though, so you will only want to collect them when and if you are able to leave this building. Now, go to 9.

20

Once again, they do not move as you pass through the room. Step lightly to the north door: go to 15.

21

At first you think it is a miniature dragon standing in the middle of this room, between you and the door on the opposite wall. Then, the creature raises its head. Instead of a snout and glowing eyes, this one has a rooster's head, which it turns towards you. Do you back quickly out and close the door behind you (5), or do you advance recklessly into the room (30)?

22

The broo comes through the door after you. Do you turn and fight (31) or continue to run (30)?

23

On the opposite side of the room from the north door, which you entered by, sits a duck in front of a second door. As you enter, it looks up pleasantly and hefts a large club which leaned on its stool. Do you cast Detect Enemies? If so, go to 28. Now, you may try to talk to it (go to 26) or fight it (29).

24

This room has two doors, north and west. It seems to be a grotesque library. Scrolls covered with splotchy, clumsy writing lay open on the floor. Other ragged pieces of parchment bear crude drawings of unpleasant subjects. If the pictures are at all indicative of the subject matter, you may be grateful for your illiteracy in whatever obscure language the script represents. In one corner is a stone cabinet. Sunk into the door is a sort of inverse relief of an awkward dragon, with ineffectual wings and a scrawny, stubby tail. On the theory that it might be a lock of some sort, you might try picking it, but all such attempts fail. If you have a special idea as to how to open it (if you do, you will know what is meant here) go to 19. Otherwise, go to 9.

25

Since you were in the room the first time, the statues seem to have moved slightly. Yes, you're sure of it. But now they are motionless again. Perhaps it is safe to enter. Will you back out (24) or try to walk through the room (20)?

26

It gets the first hit. Go to 29.

27

You get away with no trouble, but the kitten is lost. You have failed your mission, and get no reward, not even from the healer. Roll 1D100. If you roll 96-00, you lost a point of Charisma.

28

None. Go to 23.

29

It's time to have a little fight.

The duck will neither accept nor offer surrender. If you cast a spell at him, go to 4 for the outcome. If you defeat the duck, go to 32.

The Warrior Duck

Weapon	SR	Attk%	Dmg	Parr%	Pts	Location	1D20	Armor/Pts	CHEST	12	2/8
Maul	7	45%	2D8	25%	15	R LEG	01-04	2/7	R ARM	13-15	2/6
						L LEG	05-08	2/7	L ARM	16-18	2/6
						ABDOMEN	09-11	2/7	HEAD	19-20	0/7

30

Yes, it really is one.

Each round that the basilisk is still alive and not incapacitated, roll its POW vs yours. If it overcomes your POW, *ffft!* — time to get another adventurer. It will get one glance attack before you can hit it, at SR 1. Then, melee will continue normally. It will also try to claw you each round.

The basilisk has no treasure. If it is functionally incapacitated, its stare loses its potency. Since the basilisk's glance acts as a 3-point Rune spell, Shield 3 or Countermagic 5 (only temporarily for the Countermagic) will block its effect. •

If, by some bit of luck, you manage to survive this encounter, you win a richly deserved reward: the right to walk out of the room. The north door leads to 5, the south door leads to 24.

The Basilisk

	Weapon	SR	Attack	Damage
STR 12				
CON 15	Glance	1	100%	Resist POW vs POW or die
SIZ 9	Claw	10	25%	1D3
POW 15				
DEX 8				

Location	1D20	Armor/Pts
RH LEG	01-02	2/5
LH LEG	03-04	2/5
HIND Q	05-07	2/6
FORE Q	08-10	2/6
R WING	11-12	2/4
L WING	13-14	2/4
RF LEG	15-16	2/5
LF LEG	17-18	2/5
HEAD	19-20	2/5

Hit Points: 15

31

This is Ho-hum, the night broo. Ho-hum has an unfortunate chaotic feature — he is very sleepy during the day. He must roll his CONx5 or less on 1D100 every melee round or he will forget to attack, losing his concentration.

Though very sleepy, Ho-Hum still parries at full chance. In order to overcome this handicap, Ho-Hum usually casts Fanaticism on himself, which keeps him hopped up enough to be able to ignore the CON roll. However, he always casts Protection on himself first, because he can't cast it while he is Fanatical. Ho-Hum needs to make his CON roll to cast either of his spells: they take even more concentration than attacking.

If you fled from Ho-Hum at first, he has cast Protection on himself already, and wants to cast Fanaticism the first chance he gets. If you immediately advanced to attack him, he has not yet cast Protection, and that will be his first priority.

Ho-Hum fights with his spear until that is broken. Then, he fights with club and shield. He uses his butt attack at all times. He tends to yawn a lot as he fights.

Keep track of the melee rounds. If the fight goes over 10 rounds, Ho-Hum's Protection will expire, and he cannot recast it until the Fanaticism also expires, in which case, he has to start making CON rolls again in order to cast spells (even Healing).

Ho-Hum, knowing the sort of mercy he can expect, does not surrender. He will, however, accept your surrender, and will hold you for a ransom of 1000L. You have to come up with that yourself: the healer Zmeya will not pay it since you failed your mission. If you do manage to pay it, go to 27. If you cannot pay it, he does bad things to you, at the end of which you are dead. If you manage to defeat Ho-Hum, you can look around his room. You find everything too repellent to pick up, and now get to leave through the south door of his room. Go to 23.

Ho-Hum, the Night Broo

	Weapon	SR	Attk%	Damage	Parr%	Pts
STR 11						
CON 13	2H Spear	5	40%	1D8+1	45%	15
SIZ 9	Club	7	40%	1D8	35%	20
INT 9	Butt	8	55%	1D6	—	—
POW 10	Mdm Shield	—	—	—	40%	12
DEX 14						
CHA 5	Defense: 05%					

Spells: Fanaticism, Healing 2, Protection 2

Magic Item: 8-point POW storage crystal. Thus, Ho-Hum's POW doesn't start to decrease until after he has cast 8 points of spells.

Chaotic Feature: Very sleepy in daytime (see above)

Location	1D20	Armor/Pts
R LEG	01-04	2/5 - 2
L LEG	05-08	2/5
ABDOMEN	09-11	3/5
CHEST	12	3/6
R ARM	13-15	2/4
L ARM	16-18	2/4
HEAD	19-20	3/5

Hit Points: 13

Melee Format:

- 1) Make Statement of Intent.
- 2) Roll 1D100. If the roll is less than or equal to 65, Ho-Hum casts his next spell, if he has not yet cast them both, and he will attack this round.
- 3) Resolve spells and attacks and parries. Remember his 05% Defense and his parry, as well as his attack if he made his CON roll. Once he has cast Fanaticism on himself, he will attack every round (at 60% with either spear or club, and at 80% if he butts). When Fanatical, he cannot parry nor recast Protection; he still gets his 05% Defense.

32

Having defeated the duck, which you have probably recognized by now as a zombie, you search the room. Finding nothing of interest, you open the south door of the room. In this room, the southeast corner of the hut, you find two shadow cats. You're pretty sure that one of them is yours, but which? The cats seem to be getting along. Both will protest if you try to take just one. Looks like you're stuck.

Also in the room is a small box. It was supposed to have one of those child-proof lids, but the kittens obviously have been playing with it, and have gotten it open. They have been batting coins around the floor. When you finally collect them all, you find the total comes to 78W and 232L, much still in the box. Gather up your treasure, not forgetting the kittens.

Presumably, you also harvested Ho-Hum's crystal. You may be relieved to learn that Ho-Hum did not have any loathsome (or fashionable) diseases.

You find your horse where you left it. Maybe the day will turn out satisfactorily after all.

However, the time you lost investigating Ho-Hum's domicile means that you will have to spend another night on the road. You can still reach Vsadnik's ceremony in time, and this will give you a chance to put some POW into your new crystal. After an 8 hour rest, you will get a third of your Power back, so that might be a plausible amount to put into it, as long as you're not too low already.

You probably aren't too happy about spending another night out alone, however. With two watch-kittens about, one would think you would be safe enough, if only they didn't sleep 16 hours a day!

In the morning, the cats, your horse, and the treasure are all still there. Things don't always go wrong. The trail now leads down into open country. You travel amidst scrub and a few cultivated fields in a valley between two ranges of hills. The snow is lighter here.

Then, from behind one of those hills, comes flying a wyrm. It's about ten meters long and flying right towards you. If you want to do anything, like dis-

mount or cast a spell, you will have to make a Ride roll. Horses don't like the smell of wyrms, nor the look of those teeth. Clinging to the back of the wyrm you now see a small crested dragonewt.

The wyrm lands on the road in front of you, lashes its massive tail a few times for dramatic effect, and opens its jaws. Wyrms aren't necessarily supposed to have fiery breath, but at this moment you aren't so confident. No flames come forth, though, so perhaps the stories are not too unreliable.

The dragonewt, looking almost as pale as you must be (quite a trick for a dragonewt), hops off its monstrous mount, runs before it, and sets a little bottle on the ground. It pantomimes that you should drink the contents of the bottle. "Bottoms up," he seems to be saying.

This situation doesn't appear to have any attractive options. The wyrm looks ferociously at you. Do you drink the potation (44) or do you defy its wrath (59)?

33

Toko is 55% at Tracking. If either you or he makes a successful Track roll (each of you get one chance), go to 38. Otherwise, go to 49.

34

The tunnel continues for almost 100m and the floor continues to resemble a refuse repository. Finally, the discards peter out as the noise of rushing water gets louder. You come to a bridge of untrustworthy appearance over a swift underground river. Four ropes cross the water: two support the planks on which you must walk, and the other two are handholds. The ropes, when you tug them, do seem firmly anchored. The wood floor of the bridge looks slippery, but not unmanageable. On the far side, about 20m away, the bridge ends in a small cavern, which then opens away to the right, out of sight. It's time for a decision. Do you go across the bridge (go to 46) or back (53)? Toko doesn't seem afraid of the bridge, but he's probably a good swimmer. He will not go across first, however.

35

You and Toko return to the first junction. Go to 53.

36

Try your Swim roll. If you make it, go to 55. If you miss, go to 39. If you fumble, you take 2 points of damage to your chest and then go to 39.

37

Was your intent to advance (45), retreat (51), cast an offensive spell (57), or to cast any other spell (40)? An "offensive spell" is any spell which must overcome an opponent's POW.

38

You see the tracks of three medium-sized humanoids at several points in the snow. They seem to be wearing boots, sensibly. Go to 49.

39

Toko hauls you out with his rope. It probably wasn't easy, as he's not too strong. He can pull you close to the bank, and then you lift yourself out. Disillusioned with the concept of swimming, and now sloshing around like the Swamp Thing, you return down the corridor to the previous intersection, to take another choice. Go to 41.

40

Two more stones come at you from each trollkin, under the same conditions: each is at 25% to hit, 1D8 points of damage per hit, and you cannot parry nor apply defense, though you can cover up with a shield (one, two, or three hit locations with small, medium, and large shields, respectively). Make another statement of intent and go to 37.

41

You come to another tunnel intersection. Three tunnels lead away from this junction. A large passage with luminescent walls leads back toward (eventually) the entrance of the cave. Standing in this passage and looking toward the fork, you see a mist-shrouded passage on the left which carries the sound of a muffled roar of rushing water and a downward sloping, algae-decked, wet tunnel on your right. Take your pick: the luminescent corridor (35), the misty passage (54), or the algae-festooned tunnel (48).

42

The trollkin you threw the spell at was Swart. If the spell was Disruption, resolve damage and go to 40. If the spell was Demoralize, Swart flees, and the other trollkin, seeing him go, runs away too. Go to 56. If the spell was Befuddle, Swart stands there stupefied, while the other runs off. Go to 56, but ignore future references to Swart if you now proceed to cross the bridge. If the spell was Harmonize, you can walk Swart into the water, and he will be swept away. Go to 56 and ignore future references to Swart. Finally, Binding will not change their actions, so go to 40 in that case.

43

Fight it out with them. Toko will not get involved. If you are facing only one trollkin and the other is out of commission, the one standing will run off if the way to the bridge is left open. Don't forget their spells.

If and when you defeat them, go to 60. If they defeat you, they will probably eat you, and O Mighty Worm will have to hire another stooge.

Swart, a trollkin

	Weapon	SR	Attk%	Damage	Parr%	Pts
STR 10	Light Mace	7	35%	1D6+2	35%	20
CON 11	Sling	2/9	25%	1D8	—	—
SIZ 8	Mdm Shield	—	—	—	40%	12
INT 13						
POW 7						
DEX 13	Defense: 10%					
CHA 7	Spell: Healing 2					
	Skills: Listen 35%, Spot Hidden 45%					

Location	1D20	Swart Armor/Pts	Finster Armor/Pts
R LEG	01-04	3/4 ✓	3/3
L LEG	05-08	3/4	3/3 -1
ABDOMEN	09-11	3/4 -452	3/3
CHEST	12	3/5	3/4
R ARM	13-15	3/3	3/2
L ARM	16-18	3/3	3/2
HEAD	19-20	3/4	3/3

Finster, another trollkin

	Weapon	SR	Attk%	Damage	Parr%	Pts
STR 14	Light Mace	6	30%	1D6+2	30%	20
CON 9	Sling	1/7	25%	1D8	—	—
INT 9	Mdm Shield	—	—	—	35%	12
POW 7						
DEX 16	Defense: 05%					
CHA 11	Spells: Bludgeon 2, Protection 1					
	Skills: Listen 50% Spot Hidden 35%					

Hit Points: 10 9

~~10~~ ~~9~~

44

Suddenly, you can make out (barely) what the wyrm and the dragonewt are saying to each other. The wyrm calls the dragonewt Toko. Toko calls the wyrm “O Mighty Wyrms.” Maybe you would do well to do the same. Toko is watching you, and when he sees the look of surprise cross your face, he nods to the Wyrms.

(You now understand Old Wyrms at 25%. If you could already speak Old Wyrms, the potion can only raise your comprehension to a maximum of 25%. If you are already past that, it is useless.)

The wyrm speaks. The ensuing conversation might go something like this:

O Mighty Wyrms: “You must recover something for me.”

You: “Who, me?”

O. M. W.: “I don’t see any other worthless, insignificant human around here. I must be talking to you.”

You: “But why me? I mean, I’m real busy ...”

O. M. W.: “You’re available.”

You: “Gosh, I’d love to help, but I’m on a very tight schedule ...”

O. M. W.: “My slave Toko will go with you to make sure you find the right one.”

You: “I don’t seem to be getting through. I’ve got very important matters to attend to.”

O. M. W.: “Whatever trivial thing you’re up to can wait.”

You (cannily): “What’s in it for me?”

O. M. W.: “Well, for one thing, I won’t eat you.”

You: “When do I start?”

O. M. W.: “And, I will give you the other potion when you bring back the sacred klanth.”

You: “What other potion?”

O. M. W.: “The one that neutralizes the slow-acting poison in the one you just drank.”

If wyrms could grin, this one would.

He tells you that he has given Toko a potion for a single cast of the spell of Fireblade. Toko will cast it on your sword, axe, or spear when you request it. Toko will not himself fight; that is up to you, but having somebody else maintain the Fireblade is most efficient. An initiate of Yelmario or Eiritha may or may not object to having Fireblade cast on their weapon, but the wyrm isn’t interested. “Your petty religious prejudices are of no concern to me,” he says.

He eventually gets around to telling you what’s missing. You can tell he’s not too pleased about discussing it with a measly human (if you’re not a human, he doesn’t appear to notice, and classes you with them, probably much to your frustration), but he doesn’t seem to have any choice. In fact, he looks downright embarrassed.

The Klanth of Aeschynanth from the Black Pagoda of the Coral Flame has been stolen, he admits at last. Actually, you see, he was supposed to be guarding it at the time, but .. here the explanation gets very confusing. You hear him say that he was throwing purple geese at a boat full of elf rhino tanners, but that is hopefully a misunderstanding based on your unfamiliarity with the language. The story gets more complicated as the klanth passes from hand to hand, snatched from the snatchers, burgled from the burglars, and so on, each stage taking him further from home and the Coral Flame. “Finally, ” he says, “I have tracked the klanth to a cave in that hill up there. It is in the possession of small gnomish creatures of a mean, despicable, vile, and base nature.” (Here the wyrm looks extremely uncomfortable.) “I think you insignificant humans call them ... uh ... trollkin.”

You probably half strangle, trying not to laugh at the lordly O Mighty Wyrms enlisting your aid to deal with (ahem) trollkin. It's not too hard to figure out why he needs help, though. Wyrms don't fit into some caves too easily.

If you need any help in restraining your laughter, you can always think about the poison O Mighty Wyrms gave you.

If you agree to go look for his klanth, go to 33. If you refuse, go to 59.

O Mighty Wyrms

STR 42	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 14	Bite	7	80%	1D10+4D6

SIZ 34

INT 14

Defense: 0%

POW 17

Spells: Befuddle, Countermagic 1, Detect Life, Healing 6,

DEX 12

Mindspeech 1

CHA 14

Skills: Listen 70% (when it deigns to), Spot Hidden 55% (likewise)

Language: Speak Old Wyrmmish 70%

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
TAIL	01-04	8/8
ABDOMEN	05-08	8/8
CHEST	09-12	8/9
R WING	13-14	8/7
L WING	15-16	8/7
HEAD	17-20	8/8

Hit Points: 21

45

Seeing you coming, the trollkin get off one more slingstone each, again at 25% to hit, and then flee around the bend and out of sight. Decide whether you intend to complete crossing the bridge or whether you intend to go back, and then go to 56.

46

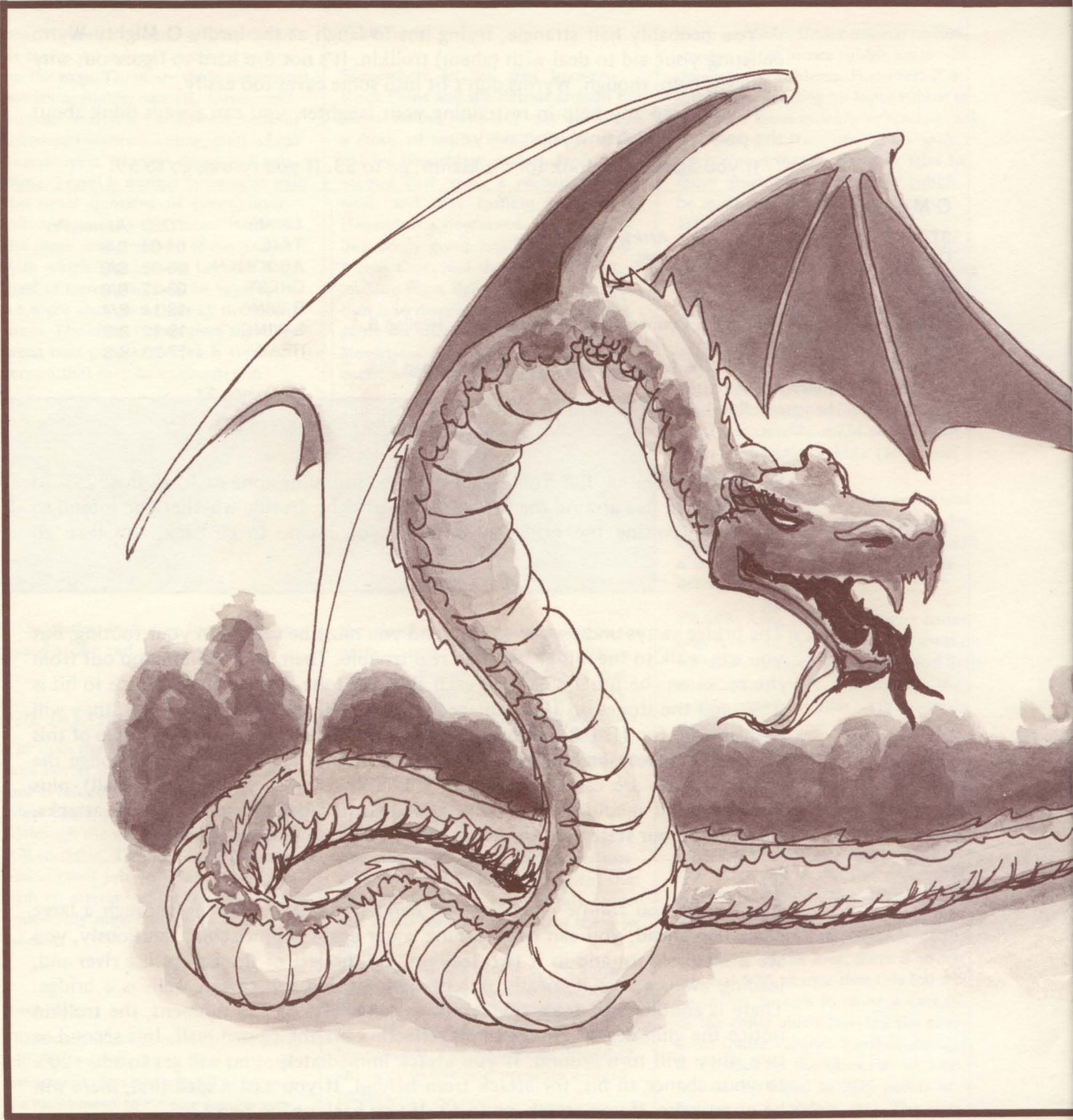
The bridge sways under your weight, and you must be careful in your footing, but you can walk to the middle with no real trouble. Then, two trollkin pop out from the rocks on the other side, and each slings a stone at you. Their chance to hit is 25%, and the stones do 1D8 damage if they hit. (If they roll 05% or less, they will even impale for 1D8+8 points of damage!) Because you are in the middle of this somewhat rickety and slippery bridge, you cannot apply defense nor dodge the stones. If you are carrying a shield, it will cover your left arm (if small), plus your chest (if medium), plus your abdomen (if large). Resolve the two attacks, then make your statement of intent. When you have done so, go to 37.

47

The tunnel you follow makes a long bend to the left, curving through a large angle. Up ahead, you can hear rushing water again. Approaching cautiously, you see a small cavern and in it two trollkin. On the left of the cavern is a river and, leading away across it, nearly out of sight behind the cavern wall, is a bridge. There is another exit from the cavern to your left. At this moment, the trollkin notice the glimmer of Toko's torch reflecting off the cavern wall. In a second or two, they will turn around. If you attack immediately, you will get to add +20% to your chance to hit, for attack from behind. If you cast a spell first, there will be no surprise. If you attack, go to 43. If you back up, go to 52.

48

This passage leads down a fairly steep slope. You see water oozing from the walls, collecting in pools on the rocky floor, and then draining off into crevices in the stone. You hear the rush of water overhead, which cannot help but make you uneasy. Toko also looks uncomfortably at the ceiling. Rounding a bend, you come face to beak with a dragonsnail. It looks almost as surprised as you are (a difficult trick for a dragonsnail) and then snaps at you. Do you stand and fight (58), or turn and run (41)? As dragonsnails go, this one is on the small side. It has one head.





49

You work your way up the hill, with Toko pointing the way. Right where he said it was, there is a cave entrance. At this point, Toko drinks his Fireblade potion. This gives him the knowledge of the spell for one cast of it, sometime in the next 2 hours. It also supplies the POW for the spell, so Toko does not have to drain his own POW for it. When he is maintaining Fireblade, he can cast no other spells. For reasons which should be obvious from the hit location chart, he will not himself fight unless required to by self-preservation. He will cast his spells on you if you wish, and he isn't maintaining the Fireblade. Shimmer 3 could be nice, but it is not compatible with Protection or Countermagic. If you do not have an

edged weapon, Toko will not even bring the potion. At any rate, he will not cast the spell for you until you request it. Toko will perform one other useful task: carry a lit torch. It's dark in there.

It will be useful to write down Toko's spells and his POW, in case he ever casts spells for you.

You advance into the cave mouth, your footfalls echoing down the tunnel you find. With Toko behind you, you walk down the sloping passage. Soon, the daylight of the entrance is lost from sight. The unsteady glare of the torch flickers off walls which are getting damper by the moment as you progress. Now you arrive at a fork. To your left is a broad passage. The floor is littered with all sorts of garbage: copper, leather, cloth, lead, wood; remnants of dozens of implements and items of apparel. To your right is a narrower passage whose walls glow with a faint luminescence of unknown origin. Go to 53.

Toko, Crested Dragonewt

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 7						
CON 9	Shortsword	8	50%	1D6+1	40%	20
SIZ 6	Sling	2	45%	1D8	—	—
INT 14	Small Shield	—	—	—	50%	8
POW 10						
DEX 15	Defense: 10%					
CHA 11	Spells: Disruption, Mobility, Shimmer 3, Speedart					
	Skills: Hide in Cover 60%, Listen 55%, Spot Hidden 55%, Track 55%					
	Language: Speak Old Wyrnish 70%					

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	1/3
L LEG	05-08	1/3
ABDOMEN	09-11	1/3
CHEST	12	1/4
R ARM	13-15	1/2
L ARM	16-18	1/2
HEAD	19-20	1/3

Hit Points: 8

50

Exploring deeper into the tunnel, you find Porky's hidden stash. In it is the klanth, which Toko snatches up eagerly. He looks indifferent to the rest of the stash, but you may be interested. There are five gems, 21 wheels, and 102 lunars. You will have no trouble getting back out of the cave and finding your way down the hill to where the wyrm is waiting. Go to 61.

51

You may go back to the junction (53), or you may cast some spells and try the bridge again (46).

52

Toko doesn't let you retreat, waving the torch in your face. He's seen the trollkin and thinks you are close to the sacred klanth. Go to 43 and fight the trollkin.

53

Do you want to take the debris-littered passage (34), the luminescent passage (41), or the way out (59)?

54

You come to the bank of a large underground river. To your right and about 20m away is a waterfall, about 10m high. The river flows from your right to your left, so the water falls toward you. The pool beside which you stand is fairly calm and slow-moving. Toko suggests that you tie a rope to yourself and swim across, after which you can pull him across. It will also allow him to pull you out if you have difficulties. He refuses to go across the river first. Do you swim (36) or back up (41)?

55

Toko Swims at 60%. If he makes the roll, he gets across with no trouble. If he misses, the torch gets wet and goes out, plunging the two of you into darkness. You huddle, wet and miserable, on the bank of the river, until the torch dries enough to be relit. When you resume your trek, you find that this tunnel rejoins the one it diverged from on the other side of the river, the algae-lined one. Continuing along the main corridor, you will walk a considerable distance. Go to 47.

56

Do you continue across the bridge to fight the trollkin (43) or go back to the other side of the bridge (51)?

57

Your target has a POW of 7. If the spell worked, go to 42. If not, go to 40.

58

If the snail defeats you, we know what happens. If you defeat the snail, you may well cut it open in hopes of finding the klanth. No such luck. Continue down the passage, which rises and rejoins the passage it diverged from on the other side of the snail. Go to 47.

Dragonsnail

STR 19	<i>Weapon</i>	SR	Attk%	Damage
CON 11	Bite	8	45%	1D6+1D6
SIZ 20	Defense: 0%			
POW 10	Chaotic Features: Regenerates 1 hit point per round in			
DEX 11	most severely damaged location; always surprised, add			
	+20% to all initial attacks on the monster.			

<i>Location</i>	1D20	Armor/Pts
SHELL	01-08	8/7
BODY	09-15	4/6
HEAD	15-20	4/6

Hit Points: 13

59

To get here, you must have given up at one point, refused to swallow the potion, or refused to do what the wyrm asked. It doesn't matter. The potion was not poison after all, at least not to you. The wyrm lets you go, indifferent to your petty concerns. It will live a long time, and there are lots more beings to recruit. You will soon forget the knowledge of Old Wyrnish you gained from drinking the first potion, if you drank it.

You arrive safely and in time for Vsadnik's ceremony. He gives you an additional 250L for your efforts. Go to 62.

60

Turning from your victory over the trollkin, you see another one emerge from a tunnel into this cavern. He takes one look at you, and then something funny starts happening to him. His jaw shifts back and suddenly there are two long teeth which weren't there a second ago. His nose expands into a snout, and he drops to all fours. In just a few seconds, you are facing an angry, hideous, half-trollkin boar.

As long as he is in boar form, Porky (that's his name) takes no damage from bronze weapons. The only things which can damage him are: Disruption, which works normally; Rune metals, which do normal damage; and weapon-improving magic like Bladesharp, Bludgeon, Speedart, and — Fireblade.

Speedart is useless, because you have no room to use missiles.

Bladesharp and Bludgeon do just the magical damage, minus Porky's 2-point skin on each hit. Thus, if you hit with a Bladesharp 3, you would do 1 point of damage.

Fireblade does the full 3D6 damage, but must ignore your damage bonus in this case, and Porky's 2-point skin still counts.

Critical hits still ignore armor, but only the magical component of the damage will go through.

If Toko is ordered to, he will cast Disruption at the boar, but he cannot do this if he is maintaining Fireblade on your weapon.

If you cast spells at the boar, remember his Countermagic.

If you defeat Porky, go to 50. If Porky defeats you, Toko will cast one more Disruption, and if that doesn't knock Porky over, Toko will abandon you and run off. Were-boars have notoriously bad tempers — he will certainly smash you into as many pieces as he can, once you are down.

Porky, the trollkin tusk brother

					<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
STR 12 (24)	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	RH LEG	01-02	2/3
CON 10	Gore	10	35%	2D6+1D6	LH LEG	03-04	2/3
SIZ 11	Stomp	10	50%	1D6+2D6 vs downed foes	HIND Q	05-07	2/5
INT 9 (5)					FORE Q	08-10	2/5
POW 8	Defense: 0%				RF LEG	11-13	2/3
DEX 12 (8)	Spell: Countermagic 1				LF LEG	14-16	2/3
CHA 4	Skills: Move Quietly 30%, Smell Hidden 70%				HEAD	17-20	2/4 -4

61

First, the wyrm gives you the potion, as promised, which makes the knowledge of Old Wyrnish permanent. It might also be an antidote to the other potion, if it really was poison. O Mighty Wyrm is most happy to get the klanth back. It even tells you how much your gems are worth, the ones you took from Porky's stash. The wyrm is very knowledgeable about gems. "That one is worthless, that one nearly so, that one too, that one's pretty, and this one here isn't bad." What did you expect? That's close enough for a dragon. If pressed, he will convert those dragonish terms into human coinage: 1, 11, 12, 25, and 77 wheels of value each, for a total of 2520 lunars of worth.

Taking your leave of Toko and the wyrm, you set off for the Orlanthi ceremony, arriving just in time. When you recount your story of the encounter with the wyrm, those in attendance are quite impressed. Vsadnik and the presiding priest have heard of the Klanth of Aeschynanth and believe your tale, based on some of the details you provided about that fabled weapon. If your CHA is 12 or less, you gain a point of Charisma. Also, if you are a lay member of Orlanth and wish to be initiated, they will add +10% to your chances for being accepted.

In return for delivering the cat, you will be offered some free DEX training. If you accept the training, you will gain a point of DEX if you can roll (20 minus current DEX) times 5 or less on D100.

Finally, you have a shadow kitten. Go to 62.

62

You still have the extra shadow kitten you found in Ho-Hum's hut. It has a STR of 8, a CON of 13, a SIZ of 2, a POW of 18, and a DEX of 17. Just about average for a shadow cat. It has a life expectancy of about eight years, if you wish to keep it — since it is young, you can tame it. If you ever get a chance to gain a spirit, you could use it as a familiar. If you want to sell it to Vsadnik, he will pay you 200 lunars for it.

When you return to Zmeya Mechet, she will teach you the extra point of Protection or Healing (your choice) that she promised you. And then it may be time for another adventure.

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RIGGA DESERT

Trade Path

South Range

North

TROLLS?

DWARVES

Trade Path

OLIGARCHY

Kreithen

OF Ploam

KERZEN

Kleindorf

Abing

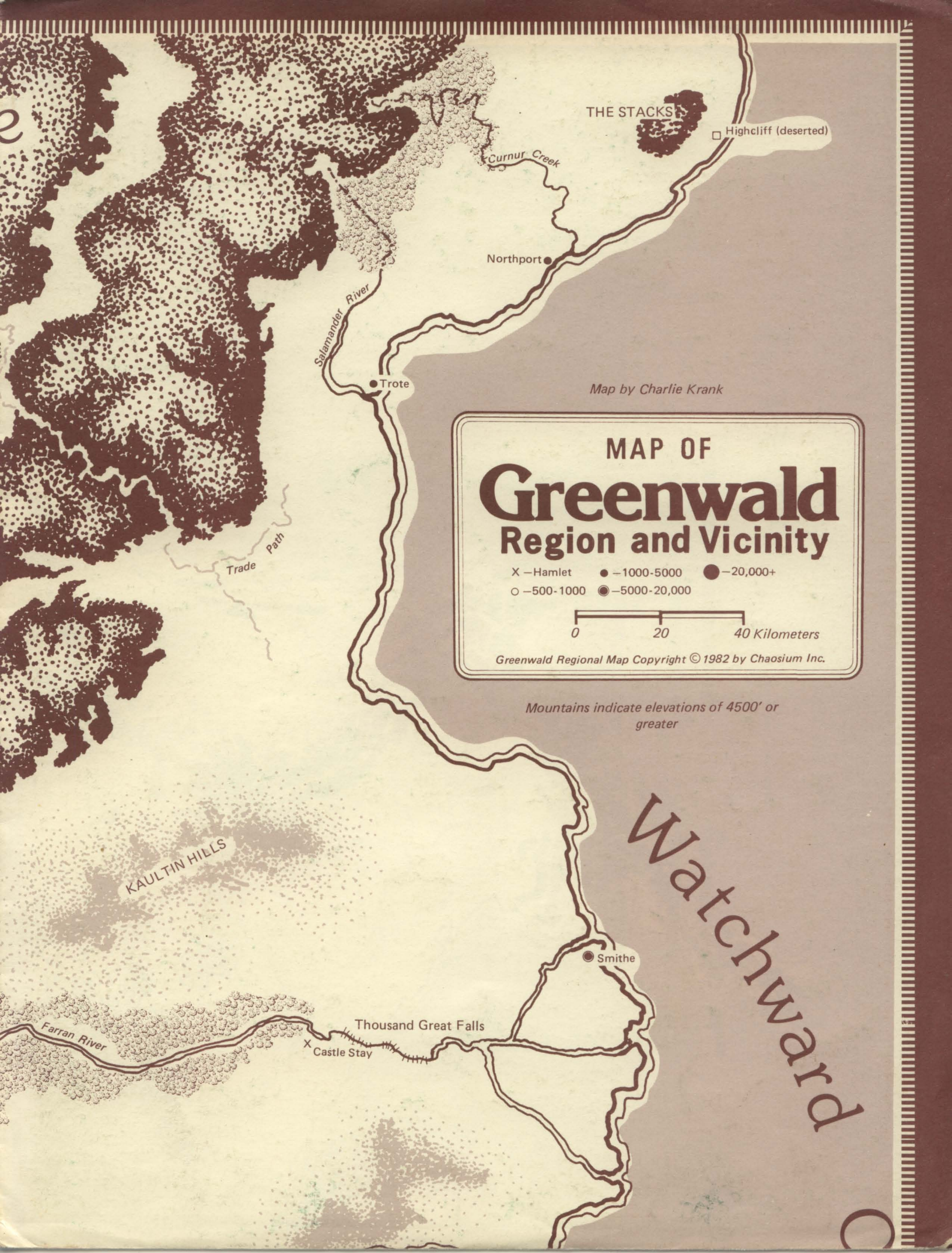
Candlefire

Mokry River

Gilkey River

KINGDOM

TROLLS



THE STACKS

Highcliff (deserted)

Curnur Creek

Northport

Salamander River

Trote

Map by Charlie Krank

MAP OF
Greenwald
Region and Vicinity

X - Hamlet	● - 1000-5000	● - 20,000+
○ - 500-1000	● - 5000-20,000	

0 20 40 Kilometers

Greenwald Regional Map Copyright © 1982 by Chaosium Inc.

Mountains indicate elevations of 4500' or greater

KAULTIN HILLS

Watchward

Farran River

Thousand Great Falls

Castle Stay

Smithe



Estroli

OF

Uo River

SVYET

Varnac

East Fork River

Forest Home (est.)

Farran River

Hightree

(light woods)

Heather Wood (heavy forest)

Barango

Swamp

Fork River

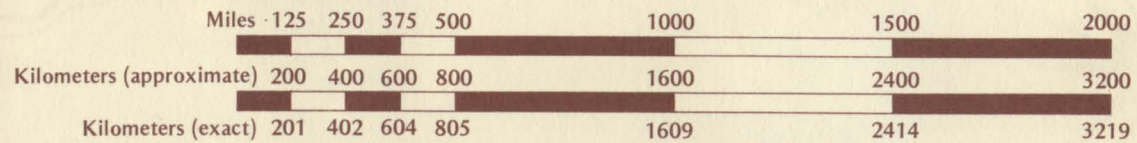
Farran River

Little Farran River



KANOS

The light tint indicates a body of water.
The dark tint indicates terrain 4500 feet or more above sea level.



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GALERIC

OCEAN

Nokobli Is.

Bay



of Narsay

Rigga Desert

NORTH RANGE

Smithe

WATCHWARD

OCEAN

