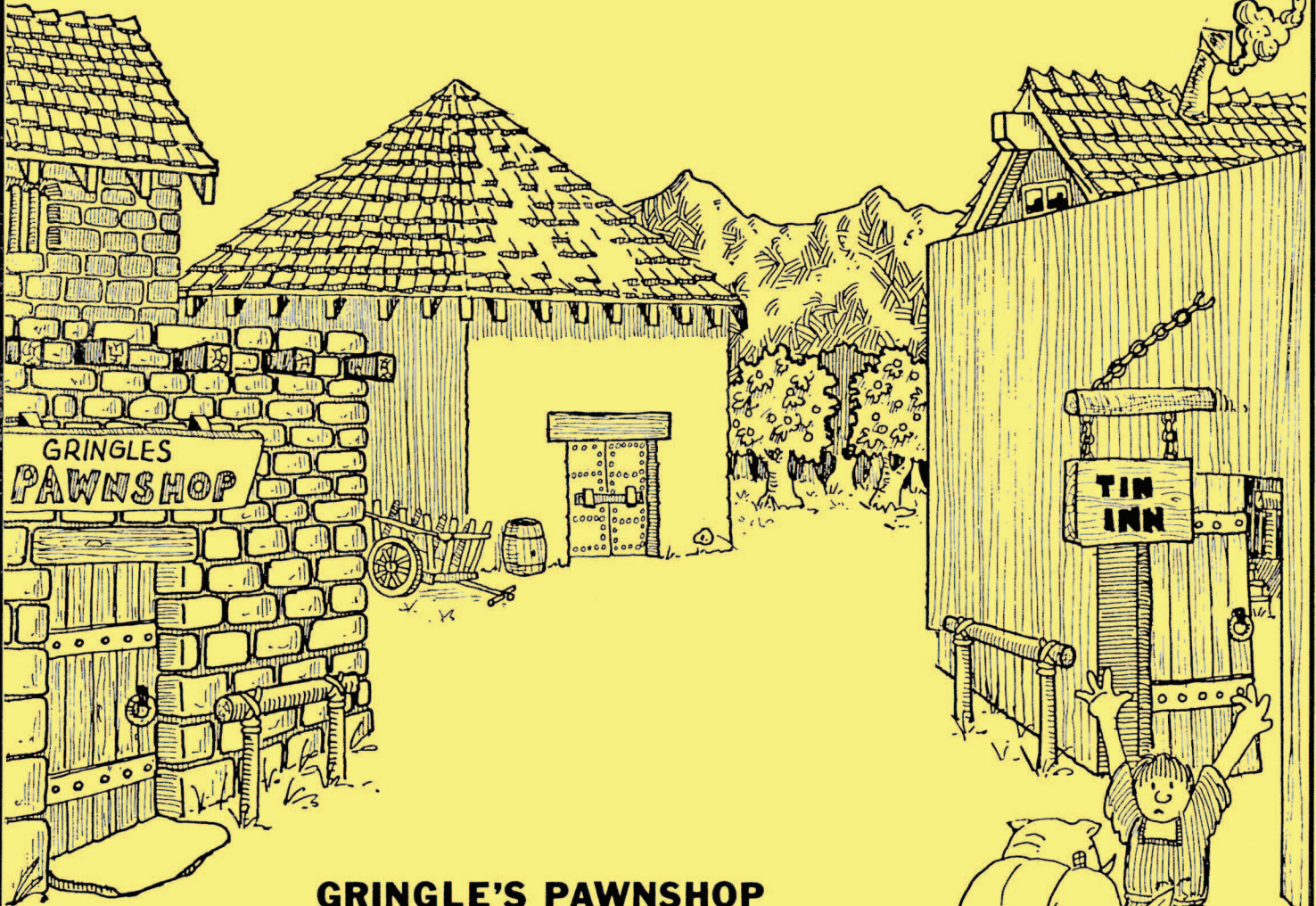


Apple Lane

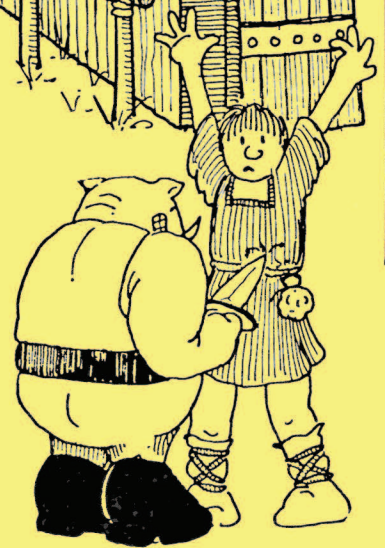


**GRINGLE'S PAWNSHOP
THE RAINBOW MOUNDS**

Two Beginning Scenarios

by

Greg Stafford



Willie

scenario pack 2

APPLE LANE

REGIONAL MAP	1
Map of Apple Lane	2
Apple Lane described	3
SARTARITE TRIBAL INITIATION	9
GRINGLE'S PAWNSHOP	10
Floorplan of the Pawnsnop	10
The Robbers	13
The Attack	14
Gringle and Quackjohn in Defense	17
Advice for the Referee	18
THE RAINBOW MOUNDS	19
Description of the Caverns	19
Map of the Caverns	20
The Newtlings	26
Whiteye's Tactics	28
EXPANSION NOTES	31
AREA MAP	32

Apple Lane is a village from my campaign, presented here for those without the time or the experience in creating scenarios to do their own, or for anyone needing a fast *RuneQuest* encounter. Starting is always the hardest part, and I hope to have presented an interesting and entertaining hamlet useful both as a source and a base for new adventurers. The book concludes by suggesting ways of expanding the scenarios in more widespread continuing adventures and by relating the little community to the broader world of Dragon Pass.

In the latter scenario, boxed intermissions contain specific mechanics not explained in *RuneQuest* and ideas hopefully diverse enough to interest other referees.

The adventures in this book are designed specifically for six to eight freshly rolled characters; referees should adjust the number of attackers (N PCs) if the number of characters varies much from this. Allot previous experience to some of the player characters, and some should be militia and some guild-trained to provide a variety of fighters.

An FRP game is a growing thing. *Apple Lane* is no exception. We hope you will enjoy it.

--- Greg Stafford

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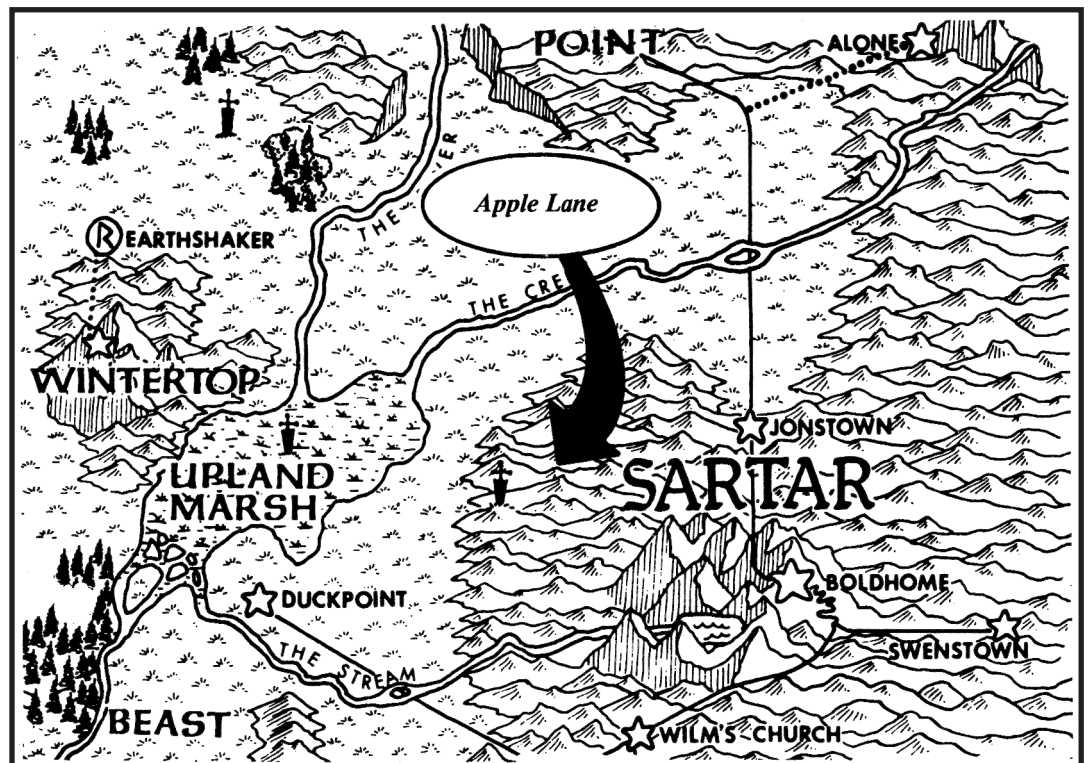
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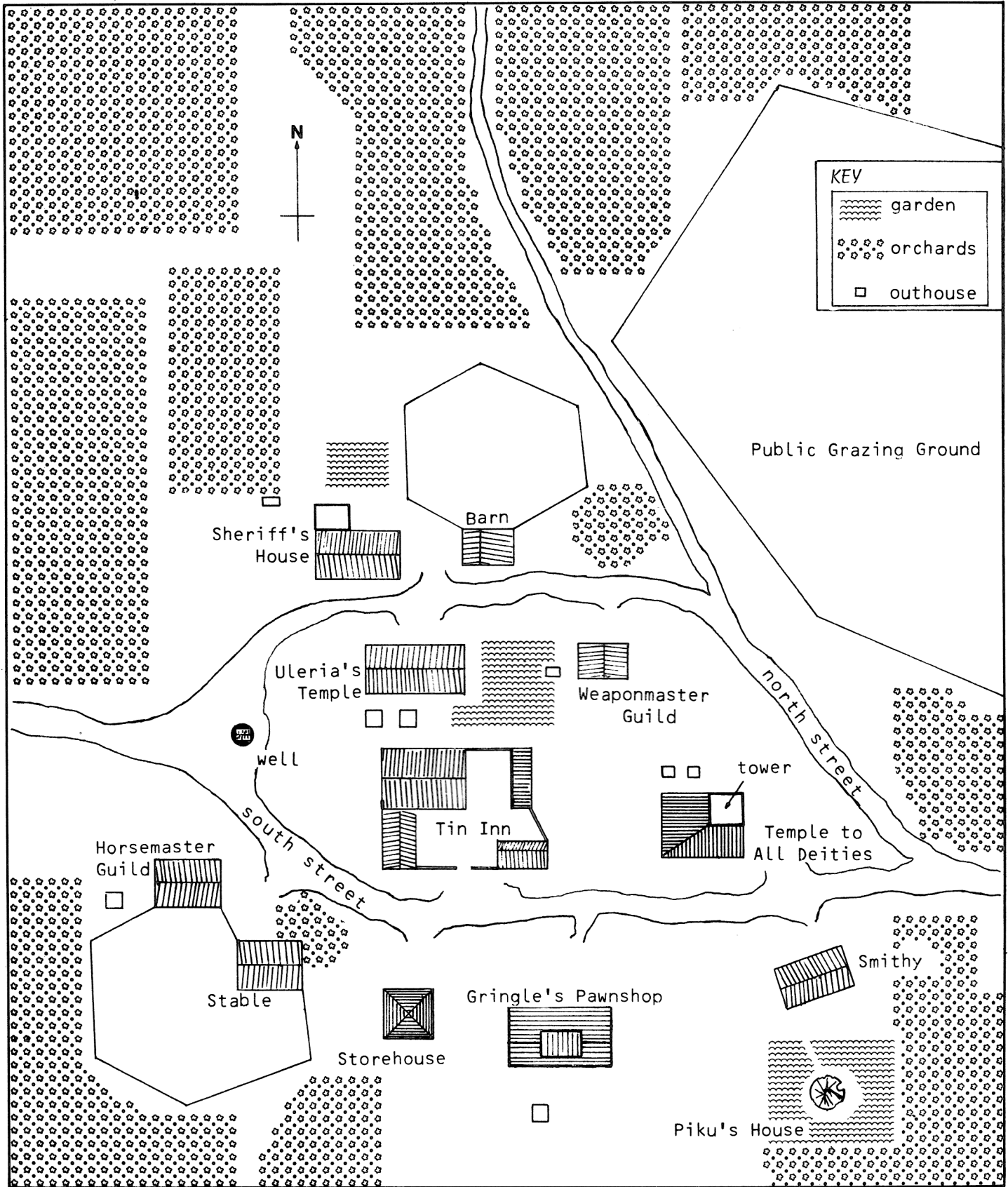
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May Arachne Solara bless
and protect this book.





WELCOME TO APPLE LANE

The village of Apple Lane is a non-descript gathering of buildings typical of borderland territories. Several days ride from the nearest large city, it sits astride a well-used road. Any travellers (from whom the settlement gets the larger share of its trade) are happy to stop at this rustic outpost, while farmers from the surrounding hills enjoy its nearly-citified comforts. The Sheriff of Apple Lane has authority in the area; there is no other official security force. Apple orchards, from which the hamlet draws its name, surround it on every side.

The map on the facing page shows the village buildings. The descriptions of the individual buildings below contain notes about important people living there, and their statistics. However, the statistics about Gringle's Pawnshop will be found at the end of that adventure. These statistics may be used as player characters, if you wish, or pulled from this book and adopted as non-player characters as needed. Some of the weaker NPCs are suitable for arming and using as beginning player characters.

It will be clear from a brief reading that most of the women are all but useless in a melee, though some of their magic could help. There are no stats for children: this is intentional, and reflects the general practice among most Sartarites whereby the strong protect the weak.

Unless otherwise noted, all buildings are of stone.

THE SHERIFF'S HOUSE [TWO STORIES]

A small sign by the front door announces the Sheriff's name, Dronlan Swordsharp, but misspells his title Sheruff. A stone cubicle attached to the house in back serves as the jail. The house was the only one in town ever painted, and now the paint has peeled away from the stone. Even so, the Sheriff is a richer man than most. Oolina is the Sheriff's wife. The couple have three children. The two sons run farms in the valley near Apple Lane. A daughter joined the mercenaries and disappeared years ago.

DRONLAN SWORDSHARP, human male. Initiate of Orlanth and lay member of the Earth Temple.

STR 15	CON 17	SIZ 13	Right Leg	(01-04)	7/6
INT 18	POW 15	DEX 15	Left Leg	(05-08)	7/6
CHA 13			Abdomen	(09-11)	7/6
			Chest	(12)	7/7
Mov 6	Hit Points 19		Right Arm	(13-15)	7/5
			Left Arm	(16-18)	7/5
Defense 15%			Head	(19-20)	8/6

Broadsword (1D8+1+1D4) 90% SR 6 Parry (20) 65%
 1H spear (1D6+1+1D4) 75% SR 4 Parry (15) 55%
 Javelin (1D10) 85% SR 2 Parry (15) 55%
 Medium shield Parry (12) 80%

SPELLS—Bladesharp 4, Countermagic 4, Disruption, Healing 6, Parry 3, Protection 4, Repair, Shimmer.

SKILLS and LANGUAGES—Evaluate Treasure 65%, Read Sartarite 15%, Speak Sartar 95%, Speak Tradetalk 70%, Speak Lunar 35%, Speak Darktongue 30%, Climbing 65%, Jumping 55%, Lock Picking 20%, Map Making 45%, Riding 85%, Swimming 30%, Trap Set/Disarm 35%, Listen 85%, Spot Hidden Item 70%, Spot Trap 35%, Tracking 35%, Camouflage 25%, Hide In Cover 40%, Move Quietly 30%, Pick Pockets 15%, Oratory 70%.
MAGIC ITEMS—POW12 Storage Crystal, POW 4 Spell Matrix in amulet.

1. **PRETTY AILEENA**, human female. Initiate of Uleria.
2. STR 17 CON 20 SIZ 8 Right Leg (01-04) 0/7
 INT 16 POW 15 DEX 19 Left Leg (05-08) 0/7
 CHA 16 Abdomen (09-11) 0/7
 Chest (12) 0/8
6. Mov 8 Hit Points 19 Right Arm (13-15) 0/6
 Left Arm (16-18) 0/6
8. Defense 0% Head (19-20) 0/7
9. Light club (1D6+2) 20% SR 6 Parry (20) 25%

SPELLS—Detect Silver, Glue, Healing 2, Mind Speech.

SKILLS and LANGUAGES—Evaluate Treasure 40%, Read Sartar 10%, Speak Sartar 80%, Speak Tradetalk 50%, Listen 35%, Camouflage 75%, Move Silently 55%, Oratory 55%.

ABOUT THE STATISTICS

- LINE 1** — the character's name is always first, in bold type, followed by race and sex, and the status of any cult connections.
- LINE 2** — at this point the stats divide in two: along the left side, the character's basic characteristics continue in bold print; three columns to the right give the actual hit location of the character, the D20 index to the hit locations, and the character's armor hit points followed by the body hit points in the particular location, all in medium type.
- LINE 6** — on the left side, after the basic characteristics have been given, the character's movement points and total hit points are given in medium type.
- LINE 8** — also on the left side, the character's defense bonus is given, if any. On the right, the hit locations and body area hit points now conclude.
- LINE 9** — at this point, the weapons which the character has handy are detailed. The name comes first, followed by the damage roll for the weapon in parentheses. Then comes the character's attack percentage with the weapon, his strike rank with it, the parrying damage it can absorb in parentheses, and finally the parrying percentage with the particular weapon.
- SPELLS** — after the weapon stats conclude, spells (and Runespells, if any) are presented, generally in alphabetical order.
- SKILLS and LANGUAGES** — some of the abilities of the character are listed, usually those only pertinent to the scenario. They are in no particular order, though the languages are usually together. Some characters have only one listed.



RuneQuest



OOLINA GENTLE, human female. Initiate of the Earth Temple and lay member of Orlanth.

STR 14	CON 14	SIZ 6	Right Leg	(01-04)	0/5
INT 13	POW 11	DEX 10	Left Leg	(05-08)	0/5
CHA 11			Abdomen	(09-11)	0/5
			Chest	(12)	0/6
Mov 8	Hit Points 14		Right Arm	(13-15)	0/4
			Left Arm	(16-18)	0/4
Defense 0%			Head	(19-20)	1/5

Light club (1D6+2) 30% SR 9 Parry (15) 25%

SPELLS—Bladesharp, Detect Life, Glue, Healing 3, Ignite, Repair.

SKILLS and LANGUAGES—Evaluate Treasure 25%, Read Sartar 65%, Speak Sartar 85%, Speak Tradetalk 60%, Climbing 40%, Jumping 40%, Lock Picking 05%, Map Making 25%, Riding 45%, Swimming 85%, Trap Set/Disarm 15%, Listen 65%, Spot Hidden Item 80%, Spot Trap 15%, Tracking 20%, Camouflage 15%, Hide In Cover 35%, Move Quietly 30%, Pick Pockets 05%, Oratory 40%, Cooking 95%, Farming 75%.

THE SHERIFF'S BARN [ONE STORY WITH SMALL HAY MOW]

The Sheriff keeps his horses, cows, pigs, and chickens here, along with tools, farm equipment, a wagon, and an occasional hired hand.

ULERIA'S TEMPLE AND THE LADIES QUARTERS [TWO STORIES]

One older woman and two younger ones live here, all tending the needs of their cult. Uleria is the Goddess of Love. Note the discreet his and hers latrines in back.

Many of the farmers know Avareen, the elder Priestess, well enough to have a drink and a joke or two with her in the Tin Inn. Highly respected, she is an expert in her cult practices. Aileena and BINGOOD are her acolytes, less skilled but eager to earn Lunars for the cult.

The Temple includes a room where free drinks are served after sundown, a room where drunks may sleep (for a small fee), and several chambers for private worship and lectures with the priestesses. The second story holds the women's living quarters.

AVAREEN BOSOM, human female. Priestess of Uleria.

STR 6	CON 17	SIZ 6	Right Leg	(01-04)	0/7
INT 14	POW 18	CON 17	Left Leg	(05-08)	0/7
CHA 18			Abdomen	(09-11)	0/7
			Chest	(12)	0/8
Mov 8	Hit Points 20		Right Arm	(13-15)	0/6
			Left Arm	(16-18)	0/6
Defense 0%			Head	(19-20)	0/7

Light club (1D6+2) 25% SR 7 Parry (20) 15%

SPELLS—Binding, Detect Life, Dispel Magic 2, Extinguish, Glamour, Healing 4, Mind Speech, Vigor.

SKILLS and LANGUAGES—Evaluate Treasure 65%, Read Sartar 80%, Speak Sartar 80%, Speak Tradetalk 85%, Listen 50%, Move Quietly 35%, Spot Trap 40%, Oratory 85%.

PRETTY AILEENA, human female, Initiate of Uleria.

STR 17	CON 20	SIZ 8	Right Leg	(01-04)	0/7
INT 16	POW 15	DEX 19	Left Leg	(05-08)	0/7
CHA 16			Abdomen	(09-11)	0/7
			Chest	(12)	0/8
Mov 8	Hit Points 19		Right Arm	(13-15)	0/6
Defense 0%			Left Arm	(16-18)	0/6
			Head	(19-20)	0/7

Light club (1D6+2) 20% SR 6 Parry (20) 25%

SPELLS—Detect Silver, Glue, Healing 2, Mind Speech.

SKILLS and LANGUAGES—Evaluate Treasure 40%, Read Sartar 10%, Speak Sartar 80%, Speak Tradetalk 50%, Listen 35%, Camouflage 75%, Move Quietly 55%, Oratory 55%.

BINGOOD, human female. Initiate of Uleria.

STR 9	CON 11	SIZ 12	Right Leg	(01-04)	0/4
INT 6	POW 13	DEX 9	Left Leg	(05-08)	0/4
CHA 11			Abdomen	(09-11)	0/4
			Chest	(12)	0/5
Mov 8	Hit Points 12		Right Arm	(13-15)	0/3
			Left Arm	(16-18)	0/3
Defense 0%			Head	(19-20)	0/4

Light club (1D6+2) 45% SR 8 Parry (20) 50%

SPELLS—Detect Life, Healing 3, Invisibility.

SKILLS and LANGUAGES—Evaluate Treasure 35%, Read Sartar 05%, Speak Sartar 35%, Riding 20%, Swimming 80%, Listening 40%, Pick Pockets 60%, Oratory 30%.

All the women are lay members of Orlanth, Ernalda, Argan Argar, and several other cults.

• WEAPONSMASTERS GUILD HALL [TWO STORIES]

Downstairs is a small armory with shop, practice rooms, an office, and so on. Two weaponmasters live in cramped quarters upstairs.

Jarstan Goodaxe is a spry 52. He teaches Heavy Axe, Parry, Throwing Axe, and Broadsword at the usual rates. He teaches any of his spells for the usual rate. Navarok One-Hand barely escaped death in battle after losing his weapon arm. At age 43 he decided to retire and teach, rather than to relearn his skills left-handed. Both men keep their horses at the horsemasters' stables.

JARSTEN GOODAXE, human male. Priest of Humakt and lay member of Orlanth.

STR 14	CON 13	SIZ 13	Right Leg	(01-04)	4/5
INT 13	POW 18	DEX 11	Left Leg	(05-08)	4/5
CHA 15			Abdomen	(09-11)	5/5
			Chest	(12)	5/6
Mov 8	Hit Points 15		Right Arm	(13-15)	0/4
			Left Arm	(16-18)	5/4
Defense 15%			Head	(19-20)	6/5

Javelin (1D10) 70% SR 3 Parry (15) 45%

Great axe (2D6+2+1D4) 95% SR 7 Parry (15) 90%



Throwing axe (1D6) 90% SR 3 Parry (15) 40%
Broadsword (1D8+2) 90% SR 6 Parry (20) 80%

SPELLS—Befuddle, Bladesharp 5, Coordination, Countermagic 3, Detect Undead, Healing 5, Ironhand, Light, Mind Speech.

RUNESPELLS—Dismiss Medium Elemental, Divination 2, Multispell 2, Shield 2, Spell Teaching, Spirit Block.

SKILLS and LANGUAGES—Evaluate Treasure 55%, Read Sartar 40%, Speak Sartar 90%, Speak Tradetalk 70%, Speak Lunar 45%, Climbing 55%, Hide Item 50%, Jumping 65%, Map Making 30%, Riding 85%, Swimming 25%, Trap Set/Disarm 80%, Listen 75%, Spot Item 60%, Tracking 55%, Camouflage 30%, Hide in Cover 20%, Oratory 45%.

NAVAROK ONE-HAND, human male. Initiate of Humakt and lay member of Orlanth.

STR 9	CON 17	SIZ 6	Right Leg	(01-04)	0/6
INT 16	POW 17	DEX 16	Left Leg	(05-08)	4/6
CHA 13			Abdomen	(09-11)	5/6
			Chest	(12)	5/7
Mov 7	Hit Points 17		Right Arm	(13-15)	0/0
			Left Arm	(16-18)	4/5
Defense 10%			Head	(19-20)	6/6

Mounted lance (1D10+1) 90% SR 5 Parry (15) 75%
Broadsword (1D8+2) 70% SR 6 Parry (20) 60%
Dagger (1D4+2) 90% SR 5 Parry (12) 70%
Composite bow (1D8+1) 95% SR 8 Parry (10) 15%
Medium Shield Parry (12) 75%

SPELLS—Binding, Bladesharp 5, Countermagic 3, Detect Magic, Healing 4, Ignite, Multimissile 3, Repair, Shimmer.

RUNESPELLS—Shield, Spell Teaching.

SKILLS and LANGUAGES—Evaluate Treasure 65%, Read Sartar 95%, Read Tradetalk 55%, Speak Sartar 90%, Speak Darktongue 55%, Climbing 70%, Hide Item 55%, Jumping 80%, Map Making 45%, Riding 85%, Swimming 65%, Trap Set/Disarm 45%, Listen 55%, Spot Hidden Item 50%, Tracking 40%, Camouflage 55%, Hide In Cover 75%, Move Quietly 45%, Oratory 70%.

• THE TIN INN [TWO-STORIED INN, OUTBUILDINGS, WALL, AND COURTYARD; BUILDINGS ARE TIN-ROOFED]

Bulster the Brewer, famous for his beer and ale, and his wife, Bertha, run this fortified inn. Brightflower, their 13-year-old daughter, helps out. Barayo, their son, has been absent for four years since he joined a mercenary band. Bek Leadhead is the hired tavern bouncer and heavy laborer; Bek is the son of a local farmer.

Postal and Mineera live in a small building within the walls but outside the inn, and work there as well. Postal is the stable hand as well as being noted for his skill at carpentry. Mineera gardens and tends the animals. Jeena, employed as a maid by Bulster, is their daughter, as is Vareen, age ten, the “dog girl” (she handles two rough-coated ratter-dogs, two shambling hounds, and an irritable cow-dog).

Pramble, a poet, lives permanently in the Tin Inn. He has a hunched posture and personality, and spends most of his monthly stipend on paper and postage. Occasionally he works as an extra for the inn when he needs money and when trade allows.

Squinch, the local scholar, also lives at the Tin Inn. See below, Storehouse, for more about him.

The Tin Inn is a well-established roadhouse on a frequently travelled route, and almost always has visitors. It is the only tavern for a day’s journey beyond; outlying farmers normally congregate at the Inn.

BULSTER BREWER, human male. Initiate of Orlanth and lay member of the earth cult.

STR 9	CON 12	SIZ 12	Right Leg	(01-04)	4/4
INT 12	POW 13	DEX 11	Left Leg	(05-08)	4/4
CHA 15			Abdomen	(09-11)	7/4
			Chest	(12)	7/5
Mov 8	Hit Points 12		Right Arm	(13-15)	4/3
			Left Arm	(16-18)	4/3
Defense 0%			Head	(19-20)	5/4

Shortsword (1D6+1) 85% SR 8 Parry (20) 65%
1H spear (1D6+1) 55% SR 6 Parry (15) 35%
2H spear (1D8+1) 60% SR 6 Parry (15) 60%
Medium shield Parry (12) 70%

SPELLS—Countermagic 2, Detect Enemy, Disruption, Glue, Repair.

SKILLS and LANGUAGES—Evaluate Treasure 45%, Read Sartar 80%, Speak Sartar 95%, Speak Tradetalk 70%, Hide Item 55%, Jumping 45%, Cooking 45%, Brewing 95%, Spot Hidden Item 65%, Move Quietly, Oratory 60%.

BERTHA, human female. Initiate of the Earth cult.

STR 10	CON 9	SIZ 16	Right Leg	(01-04)	0/4
INT 7	POW 8	DEX 18	Left Leg	(05-08)	0/4
CHA 11			Abdomen	(09-11)	0/4
			Chest	(12)	0/5
Mov 8	Hit Points 11		Right Arm	(13-15)	0/3
			Left Arm	(16-18)	0/3
Defense 0%			Head	(19-20)	0/4

Light mace (1D6+2) 40% SR 5 Parry (15) 30%

SPELLS—Detect Life, Extinguish, Glue, Healing 2, Ignite, Repair.

SKILLS and LANGUAGES—Evaluate Treasure 20%, Read Sartar 05%, Climbing 55%, Hide In Cover 80%, Cooking 95%, Brewing 35%.

BEK LEADHEAD, human male. Initiate of Orlanth and lay member of the Earth cult.

STR 18	CON 16	SIZ 19	Right Leg	(01-04)	3/6
INT 6	POW 15	DEX 14	Left Leg	(05-08)	3/6
CHA 7			Abdomen	(09-11)	3/6
			Chest	(12)	3/7
Mov 8	Hit Points 17		Right Arm	(13-15)	3/5
			Left Arm	(16-18)	3/5
Defense 10%			Head	(19-20)	5/6

Heavy mace (1D8+2+1D6) 75% SR 6 Parry (20) 60%
 Fist (1D3+1D6) 85% SR 7 Parry (5) 45%
 Grapple 85% [special: see p. 26, RQ2]

SPELLS—Disrupt, Ironhand 2, Shimmer 4.
SKILLS and **LANGUAGES**—Speak Sartar 35%, Climbing 60%, Jumping 55% [note: Bek will brawl in the tavern, but will not use weapons].

POSTAL, human male. Initiate of Orlanth and lay member of Earth cult.

STR 13	CON 13	SIZ 12	Right Leg	(01-04)	4/5
INT 13	POW 12	DEX 12	Left Leg	(05-08)	4/5
CHA 11			Abdomen	(09-11)	7/5
			Chest	(12)	7/6
Mov 8	Hit Points 15		Right Arm	(13-15)	4/4
			Left Arm	(16-18)	4/4
Defense 0%			Head	(19-20)	5/5

1H spear (1D6+1+1D4) 55% SR 7 Parry (15) 45%
 2H spear (1D10+1D4) 65% SR 6 Parry (15) 55%
 Shortsword (1D6+1+1D4) 40% SR 8 Parry (20) 40%
 Javelin (1D6+1D4) 25% SR 5 Parry (10) 45%
 Large shield Parry (16) 65%

SPELLS—Disruption, Glue, Protection 3
SKILLS and **LANGUAGES**—Carpentry 95%, Listen 80%, Climbing 65%, Jumping 70%.

MINEERA, human female. Initiate of the Earth cult.

STR 9	CON 14	SIZ 12	Right Leg	(01-04)	0/5
INT 9	POW 11	DEX 15	Left Leg	(01-04)	0/5
CHA 13			Abdomen	(09-11)	0/5
			Chest	(12)	0/7
Mov 8	Hit Points 13		Right Arm	(13-15)	0/4
			Left Arm	(16-18)	0/4
Defense 0%			Head	(19-20)	0/5

Light club (1D6+2) 40% SR 8 Parry (20) 20%

SPELLS—Detect Life, Glamour, Healing 3, Mind Speech.
SKILLS and **LANGUAGES**—Farming 85%, Animal Keeping 80%, Swimming 70%, Cooking 60%, Speak Tarshite 80%, Speak Lunar 40%, Speak Sartar 60%, Listen 55%, Hide In Cover 60%, Move Quietly 55%.

PRAMBLE, human male. Initiate of both the Earth cult and of the Sisters of Inspiration, as well as a lay member of Orlanth.

STR 12	CON 9	SIZ 13	Right Leg	(01-04)	4/4
INT 15	POW 9	DEX 16	Left Leg	(05-08)	4/4
CHA 12			Abdomen	(09-11)	7/4
			Chest	(12)	7/5
Mov 8	Hit Points 12		Right Arm	(13-15)	4/3
			Left Arm	(16-18)	4/3
Defense 10%			Head	(19-20)	6/4

Battleaxe (1D8+2+1D4) 45% SR 6 Parry (15) 40%
 Throwing axe (1D6) 65% SR 3 Parry (15) 40%

1H spear (1D6+1+1D4) 45% SR 5 Parry (15) 50%
 Large shield Parry (16) 55%

SPELLS—Detect Spirit, Disruption, Healing 5, Invisibility.
SKILLS and **LANGUAGES**—Evaluate Treasure 55%, Read Esrolian 80%, Speak Esrolian 90%, Read Sartar 55%, Speak Sartar 85%, Map Making 85%.

• TEMPLE TO ALL THE DEITIES [TWO STORIES, BASEMENT, AND ADDITIONAL TWO-STORIED TOWER]

The basement stores food and equipment, and the caretaker's living quarters. The first floor is one large room, and the upper floor is several smaller rooms. These, and the tower rooms, are rented for celebrations or sacrifices. Locals use them for their seasonal farming ceremonies, and for weekly prayers to less popular deities. Only cults of chaos and evil ever have been denied rental here.

No one knows who owns the building. All communication is with a postal station in the distant city. No one ever has robbed the place, or tried, though rumor has it that several guardian spirits occupy the building.

The caretaker is a middle-aged-appearing woman, Kareena, and she has an idiot girl assistant. Kareena knows a six-point Healing spell which she will perform for ten Wheels (or more, if the needy person has no exact change. Kareena will not perform the spell for less. She cannot be harmed by mortals who ask her for healing. Kareena has threatened to kill anyone who abuses or makes fun of her ward, whom she (and everyone else) calls Idiot Girl.

KAREENA, human female. Priestess of Orlanth.

STR 13	CON 11	SIZ 10	Right Leg	(01-04)	3/4
INT 15	POW 18	DEX 13	Left Leg	(05-08)	3/4
CHA 14			Abdomen	(09-11)	5/4
			Chest	(12)	5/5
Mov 8	Hit Points 12		Right Arm	(13-15)	2/3
			Left Arm	(16-18)	2/3
Defense 5%			Head	(19-20)	5/4

Battleaxe (1D8+2+1D4) 80% SR 7 Parry (15) 70%
 Medium shield Parry (12) 80%

SPELLS—Detect Detection, Detection Blank, Detect Spirit, Dispel Magic 4, Disruption, Healing 6, Invisibility, Spirit Binding, Spirit Shield.

RUNESPELLS—Discorporation, Dispel Elemental 3, Divination 3, Divine Intervention 3, Extension 1 & 2, Multispell 1 & 2, Shield 3, Spirit Block, Vision.

SKILLS and **LANGUAGES**—Camouflage 80%, Hide in Cover 90%, Listen 80%, Move Quietly 80%, Trap Set/Disarm 85%.

• HORSEMASTERS GUILD HALL AND RESIDENCE [ONE STORY]

One-half of the house is a single large room, the guild hall. It is empty and dusty, much too large for the need, built years ago upon dreams of throngs of eager riders, regular meetings, and walls yet to be covered with trophies and banners.



The other half of the building houses Lipiccus and Varaneera, the Horse Masters, a husband-and-wife team now in their mid-fifties. The couple's children long ago left home, never to return. Lipiccus and Varaneera teach Riding skills, including Horse-Swimming and Diving From High Places. Although both are skilled with weapons, they do not teach weapons use from horseback, which is a Weapons skill.

LIPICCUS, human male. Initiate of Orlanth and lay member of the Earth cult.

STR 14	CON 17	SIZ 17	Right Leg	(01-04)	5/7
INT 13	POW 18	DEX 13	Left Leg	(05-08)	5/7
CHA 15			Abdomen	(09-11)	6/7
			Chest	(12)	6/8
Mov 8	Hit Points 20		Right Arm	(13-15)	5/6
			Left Arm	(16-18)	5/6
Defense 0%			Head	(19-20)	6/7

Composite bow (1D8+1) 85% SR 3 Parry (15) 60%
 Mounted lance (1D10+1+1D4) 70% SR 3 Parry (15) 65%
 Broadsword (1D8+1+1D4) 65% SR 5 Parry (20) 70%
 Medium shield Parry (12) 85%

SPELLS—Disruption, Firearrow, Healing 6, Multimissile4, Protection 4.

SKILLS and LANGUAGES—Evaluate Treasure 60%, Riding 100%, Read Sartar 40%, Speak Sartar 80%, Read Lunar 10%, Speak Lunar 50%, Speak Darktongue 55%, Speak Tradetalk 80%, Listen 65%, Swimming 85%, Oratory 80%.

VARANEERA, human female. Initiate of Orlanth and lay member of the Earth cult.

STR 12	CON 11	SIZ 8	Right Leg	(01-04)	5/4
INT 17	POW 10	DEX 13	Left Leg	(05-08)	5/4
CHA 14			Abdomen	(09-11)	5/4
			Chest	(12)	5/5
Mov 8	Hit Points 12		Right Arm	(13-15)	5/3
			Left Arm	(16-18)	5/3
			Head	(19-20)	5/4

Composite bow (1D8+1) 90% SR 4 Parry (15) 60%
 Broadsword (1D8+1) 65% SR 6 Parry (20) 80%
 Medium shield Parry (12) 80%.

SPELLS—Bladesharp 4, Demoralize, Detect Traps, Disruption, Healing 5, Light, Mind Speech, Multimissile 4, Repair.

SKILLS and LANGUAGES—Riding 100%, Tracking 80%, Swimming 50%, Jumping 45%, Climbing 40%, Speak Praxian 80%.

• STABLE [PARTIAL SECOND STORY]

The stable has 80 stalls, for the Horsemasters breed and sell horses as well as train them. They usually have 2-12 horses available, as well as a few mules and donkeys (never more than ten at a time). Half of the stable has a second story, where the five horse handlers live. They are named Halawell, Baltho, and Jarein (boys), and Garav and Carvala (girls). All are orphans younger than 15, taken in by the kindly couple.

• STOREHOUSE [ONE STORY]

With a unique (and very secure) stone-made and pyramid shaped roof, stone walls and foundation, and a single brass-bound and magically-locked door facing the Tin Inn, the storehouse never has been robbed. Within it are tools, foodstuffs, liquor, seeds, cloth, blank parchment and paper, and just about any other common trade good which Squinch thinks he can sell to the villagers, travellers, or farmers. He runs, in fact, the village's general store. Though he is aloof and artificially worldly, he never intentionally cheats a customer.

Squinch's air of snobbery comes from his position as the local sage and merchant. The origin of the title is unknown. The farmers and most travellers go to him for their needs, and he also acts as the buyer for surplus farm crops. For the evaluation of treasures, however, the Sheriff, Bulster, and the Horse and Weaponmasters go to Gringle, as do more alert travellers.

Squinch the Greylord lives in the Tin Inn, where usually he can be found.

SQUINCH, human male. Initiate of both Lhankor Mhy and of Issaries.

STR 11	CON 12	SIZ 10	Right Leg	(01-04)	3/5
INT 17	POW 18	DEX 10	Left Leg	(05-08)	3/5
CHA 14			Abdomen	(09-11)	6/5
			Chest	(12)	6/6
Mov 8	Hit Points 13		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
			Head	(19-20)	5/5

Broadsword (1D8+1) 40% SR 7 Parry (20) 35%
 1H spear (1D6+1) 45% SR 7 Parry (15) 40%
 Medium shield Parry (12) 65%

SPELLS—Binding, Countermagic 4, Demoralize, Detect Gold, Detect Life, Detect Spirit, Dispel Magic, Disrupt, Invisibility, Mind Speech, Mobility, Silence.

SKILLS and LANGUAGES—Evaluate Crops 95%, Read Sartar 90%, Speak Sartar 85%.

• GRINGLE'S PAWNSHOP [TWO STORIES]

The second story is much smaller than the first. There also is rumored to be a basement. A bleak building, the structure has only one window (on the second story), and only two doors. The front (public) door opens into the barren Business Room, where Gringle evaluates goods to be sold and listens to descriptions of something someone wants to purchase.

Gringle the Pawnbroker lives here. He worships Issaries, God of Trade, and claims that the shop is a temple to the deity. Gringle is rumored to be a Rune Lord of Issaries, and this seems to be true. The pawnbroker is widely known for his skill in evaluating goods, and also for his fast talk and skillful purchasing. Gringle loves to haggle. His stock is extensive: if he does not have exactly the item someone wants, he will have something similar. He is an old man, balding, with one eye that twitches. Though proud and aloof, he is no Scrooge. He likes to swap war stories in the Tin Inn, and is unfailingly polite except to rude people. He tries to avoid fights, but defends his home like a bear with cubs.

Quackjohn is the only person ever to regularly be in Gringle's Pawnshop in other than the Business Room. (Some friends, like the Sheriff, are allowed into the kitchen, dining, and sitting rooms.) Quackjohn is a Duck, Gringle's devoted manservant, likable and chatty. He sings when drunk, is a superb cook, and never questions his master's ways. He has worked with Gringle since they settled in Apple Lane some 37 years before.

Statistics for both characters will be found in the NPC section of the first scenario, GRINGLE'S PAWNSHOP.

• SMITHY AND ARMORY [ONE STORY]

The double doors of this building face the road. There also is a door in the rear. In the daytime all doors are open, to help the draft needed for the forge. Ingots of copper, bronze, tin, and lead lay in the smithy on one side, with coal and charcoal on the other. Tools and smithing equipment hang from the walls and near the anvils and cooling casks.

Piku Gastapakis and his family are foreigners, from the wandering metal-working tribe known as Third Eye Blue. The name comes from the tribal habit of tattooing a blue iris (a blue circle) of the eye upon the foreheads of master metal-workers to "see the secrets of the metal." Valeeda is Piku's wife, and considered to be the ugliest woman in town, but her goat-meat patties make eaters laugh with joy for hours. A 12-year-old daughter, Yaku, never speaks to males of any age. Wakapo, the son, is 15, and has the tattooed eye upon his forehead.

A small, nameless animal without eyes is chained to the bellows, and vigorously pumps that tool until told to stop. At night Piku unchains it, feeds it a goat-meat patty, and leaves it to guard his forge. No one knows what it would do if it got loose.

Piku can get and work iron, aluminum, and virgin metals if his price is met, and he can forge almost anything practical. He has little artistic skill, although he knows a song to sing sword pommels into the shape of animal heads. Piku makes weapons and armor as well as tools.

PIKU GASTAPAKIS, human male. Initiate of a foreign smithing deity and a lay member of the Earth cult.

STR 16	CON 10	SIZ 9	Right Leg	(01-04)	7/4
INT 11	POW 14	DEX 16	Left Leg	(05-08)	7/4
CHA 9			Abdomen	(09-11)	8/4
			Chest	(12)	8/5
Mov 8	Hit Points 11		Right Arm	(13-15)	6/3
			Left Arm	(16-18)	6/3
Defense 0%			Head	(19-20)	6/4

- War hammer (1D6+2+1D4) 80% SR 6 Parry (20) 65%
- 2H war hammer (1D12+2+1D4) 80% SR 4 Parry (17) 85%
- Dart (throwing) (1D6) 40% SR 3 no Parry
- Medium shield Parry (12) 55%

SPELLS—Bludgeon 4, Demoralize, Dullblade, Healing 3, Ignite, Repair.

SKILLS and LANGUAGES—Armor Making 85%, Weapon Making 90%, Shield Making 60%, Spot Hidden Item 80%.

• SMITH'S LIVING QUARTERS [ONE STORY]

Piku's house is a simple skin dome, a typical Third Eye Blue dwelling, surrounded by a fence which keeps the goats in. Around that are small crop gardens. No one ever has been invited inside.

• SURROUNDING AREA

Orchards, mainly the apples from which the village takes its name, surround the community for many kilometers, interspersed with farmhouses and pasturage. Migrants and fugitives sometimes camp in the trees. One old trollkin sleeps there regularly and collects fallen branches and twigs which he sells for firewood in Apple Lane each day. The few coppers he earns then buy a meal at the Tin Inn. The trollkin is old, half-blind, missing several teeth, and is servile. His name is Shuffle.

SHUFFLE, male trollkin, lay member of Kyger Litor.

STR 9	CON 8	SIZ 8	Right Leg	(01-04)	2/5
INT 8	POW 8	DEX 15	Left Leg	(05-08)	2/5
CHA 8			Abdomen	(09-11)	2/5
			Chest	(12)	2/6
Mov 8	Hit Points 7		Right Arm	(13-15)	2/4
			Left Arm	(16-18)	2/4
			Head	(19-20)	2/5

- Dart (throwing) (1D6) 85% SR 4 no parry
- Dagger (1D4+2) 50% SR 8 Parry (12) 30%
- Heavy mace (1D8+2) 55% SR 7 Parry (20) 30%

SPELLS—Detect Enemies, Healing 5.

SKILLS and LANGUAGES—Climbing 80%, Hide Item 75%, Lock Picking 55%, Swimming 50%, Listen 85%, Hide In Cover 65%, Tracking 90%.

VALEEDA, human female, lay member of the Earth cult.

STR 9	CON 8	SIZ 9	Right Leg	(01-04)	2/3
INT 13	POW 12	DEX 15	Left Leg	(05-08)	2/3
CHA 5			Abdomen	(09-11)	2/3
			Chest	(12)	2/4
Mov 8	Hit Points 9		Right Arm	(13-15)	2/2
			Left Arm	(16-18)	2/2
Defense 0%			Head	(19-20)	2/3

- Composite bow (1D8+1) 70% SR 4 Parry (10) 30%
- 2H spear (1D8+1) 55% SR 5 Parry (15) 65%

SPELLS—Bladesharp 4, Detect Enemies, Healing 6, Ignite.

SKILLS and LANGUAGES—Farming 55%, Animal Care 40%, Cooking 80%, Move Quietly 40%, Listen 80%, Speak Sartar 35%, Speak Fronelan 85%, Speak Tradetalk 50%, Hide Item 85%

THE TRIBAL INITIATION

Referees introducing players to the RuneQuest system will find the initiation ceremony to be a simple and effective teaching situation. I suggest that the referees using the situation allot sample characters to the new players.

Among the tribes of the land, every person must complete his or her initiation in adulthood before facing the dangers of the world. Prior to initiation they are but children, helpless and innocent and ignored by most of the world except for those who love or hate them. As adults, they are responsible for their own actions, and are free to make, for good or ill, their own judgments.

Before this they must prove themselves to their elders, who will not tolerate armed children running about. Lessons must be learned, tribal ways understood, and weapons and tactics practiced. Every family bears responsibility for this, and ceremonies of various sorts lead to the final initiation test. There is a two to three year period of transition, when the initiates are called “not-adults,” becoming adults only after the final test.

Tribal life is tenuous, and successful preparation for life is commonly judged by the martial ability of those initiated: fighting skills must be proved. Wry observers notice that this ritual also teaches the intimacies of anxiety, fear, and pain, as well as the triumphs of victory and the calm of healing.

Several not-adults may be tested at once, and they may face each other in separate pairs. Boasters are allowed to fight several opponents at once. Sometimes such choices are left to the not-adults, a test of their sensibilities as well as their courage. Whatever the arrangements made, each character fighting must demonstrate effective use of weapons for attack and parry, the use of shields if they are carried, and the ability to dodge and to move.

Fighters must stay and fight, even if wounded, until the adults present are sure the fighters know what they are doing. Wounds are common, but death is impossible since Kareena will put back departing souls into their bodies.

The test typically occurs once a year, in the spring. At that time farmers and herdspeople gather in the villages for many seasonal rites, and the ritual’s timing also provides new warriors for the coming campaign year. In the spring, then, the Apple Lane community builds a bonfire in the public grazing ground. The Sheriff marks a Circle of Orlanth upon the ground, and Jarstan Goodaxe then blesses the Circle and invokes Humakt, the war god, to watch over the proceedings. Kareena the Healer sits at the side of the Circle, wearing a twinkling necklace of stones, while Idiot Girl sings a beautiful song to accompany the healing her mistress will do for all the wounded.

When the fighting begins, the spectacle of novices hacking and fumbling is cause for merriment among the tribe. They line

the fighting circle and toast the initiates with round upon round of Bulster Brewer’s fine ale, or make ribald jokes at the expense of the fighters, or outrageously wager dung heaps and dishwater to deride the stumbling warriors-to-be. The encircling tribespeople also discourage early exits from the fighting ring.

When the tribespeople judge that all the not-adults have learned something of what it means to be an adult, the fighting is declared to be finished, and the wounded are healed. Bulster breaks out his especially potent Springwine Mead to toast the victors and losers, a speech welcoming the fighters to adulthood is made, and the tribe generally greets its new members with friendship and kinship. In the following festivities, the new adults will be showered with well-meaning prattle aimed at improving their fighting, receive as much food and drink as they want, and entertain intriguing offers of further mature experiences to be obtained at the Temple of Uleria. The next day they will wake from the dreamlike events into the realm of adult life.

A poem credited to the god Orlanth cites some of the maxims of life followed by the people of this tribe. These rules are part of each members upbringing, and help describe their attitudes and way of life. Here are some passages.

*Respect hospitality; do not burden your hosts
with abuse or blood on their hearth.
Eat your bread quietly, be glad
That a stranger should be so generous.*

*Do not judge too quickly.
Keep a dear mind with strangers.
Even the ugliest Dark Troll
Can learn to be a true friend!*

*Do not waste yourself in many pursuits.
One warrior skilled at sword and spear
Can best twenty fighters
Who are poor with many weapons.*

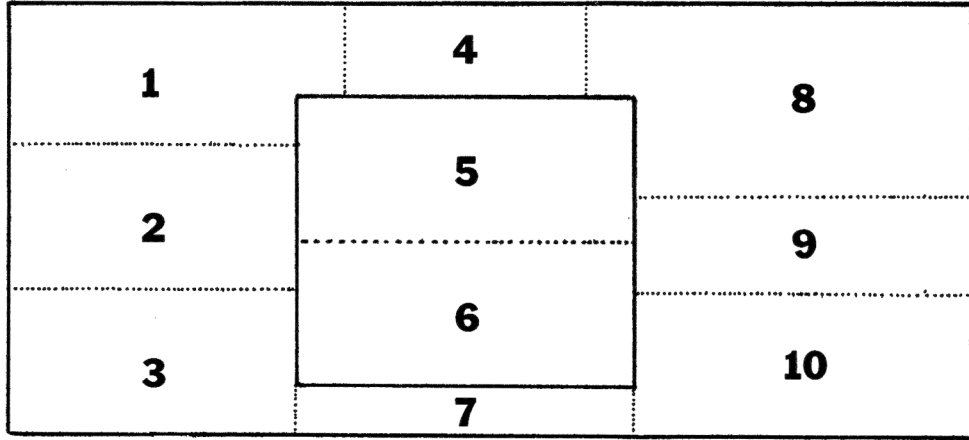
*Beware ghosts and spirits.
The dead and immortal despise us.
Let them be, flee from them.
Unless you be holy, magical, or inspired.*

*Remember your Tribe and your Clan.
There none are strangers or foes.
A wanderer finds no comfort
Till he finds refuge with his own.*

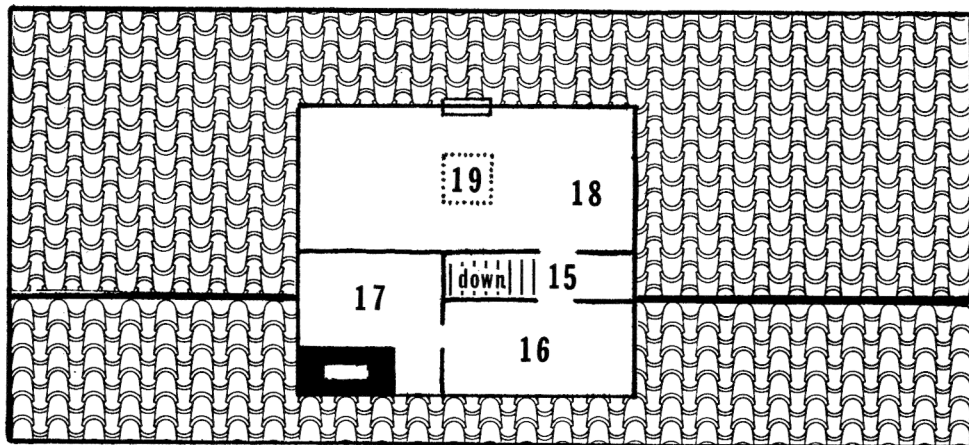
*Find a deity to aid you.
No one is safe without help.
A wise man friendly to Power
Fears not even ghosts.*

GRINGLE'S PAWNSHOP FLOORPLAN

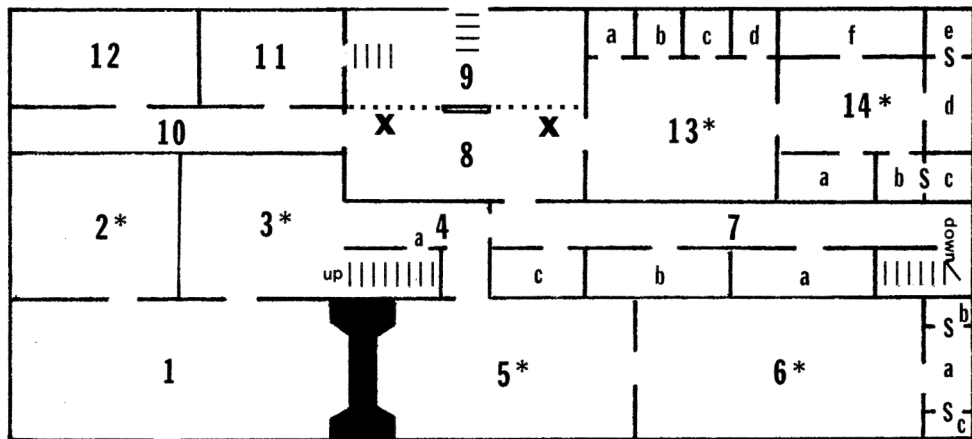
Roof Zones for
Baboon Break-In



Second Story
and Roof



First Floor



Scale ONE INCH equals EIGHT METERS

GRINGLE'S PAWNSHOP

MEETING GRINGLE

In the Tin Inn, a few farmers nurse ale and chat. Here and there a dusty traveller sits alone. A rowdy group, members of an impromptu caravan formed for safe travelling, jokes and laughs in a corner. Unusually, the owner of the local pawnshop, Gringle by name, moves from table to table, buying drinks and talking, going wherever likely fighters or Adventurers sit. He is figuring out who among them seem interested in hiring out for a fight.

The locals know Gringle, and any tavern servant (see the Tin Inn entry) will tell questioners that Gringle is rumored to be a Rune Lord. Some say he has a magic staff which can kill even without Gringle's control. Others speculate on the immense riches supposed to be laying within his shop.

After choosing his possible hirelings, the pawnbroker assembles them (unless they already sit at one table) and explains his problem.

GRINGLE'S PROBLEM

Several days before, an Adventurer had sold some exotic items to Gringle. Particularly interesting was a crystal of Toothsharp, useful to creatures who attack by biting. The man said he had taken it from a band of Baboons during a fight, and that he had to kill most of the adult Baboons before the fighting stopped. Since it was his business to buy and sell, Gringle bought this and other trinkets.

But yesterday two Baboons had come to his shop and demanded their family heirloom be returned. Finally understanding their shrieks, he offered to sell the crystal to them, but the scurrious creatures did not have the 20,000 Lunars price he asked. One leapt toward the transaction window and attempted to Disrupt the pawnbroker, but Quackjohn (Gringle's manservant) skewered the ruffian with a crossbow quarrel before harm was done. The Baboons fled, cursing, vowing to return with friends and take back the crystal by force.

NEGOTIATING WITH GRINGLE

By divination Gringle knows the Baboons plan to attack tonight, and he wants several Adventurers to guard his house. He stuffily states that a man of his power and prestige has ritual obligations which cannot be laid aside for a mundane Baboon raid, and so he cannot take part in the defense of his house. (In fact, tavern-goers will assure the Adventurers that Gringle has made monthly ceremonial retreats since coming to Apple Lane; some will even say he is a Lycanthrope.) If Gringle is pressed for more information, he will say that divination shows that only eight to ten Baboons will attack, and that this corroborates the original Adventurer's story.

Though demanding an oath from the players not to steal, as well as other minor agreements, Gringle will pay well for protection: 10 Lunars for each fighter, between this time and sun-up tomorrow, and 5 more Lunars for every dead Baboon.

Since Gringle loves to haggle, these terms can be modified. He will not pay more than 10 Lunars per fighter, but he will go as high as 10 Lunars for each dead Baboon, and additionally will pay up to 10 Lunars for each room in his house marked by an asterisk on the floorplan which has not been ransacked by sun-up tomorrow. If an Adventurer dies, the survivors divide his or her payment. The Adventurers keep all booty recovered from dead robbers. Gringle will even agree to give 2 points Healing to each survivor (if needed) at sun-up, and provide them with as much liquor as they can drink for the rest of that day. However, the Adventurers will have to hide and guard the crystal themselves (it can go in any unlocked room or closet). If the Baboons take back the crystal, the Adventurers collect no payment. Finally, he will agree to let the guards set three traps, and allow them to lock any unlocked doors.

If the players agree [if they don't, there's no adventure!], then Gringle immediately takes them to his pawnshop, where they will enter regions never seen by any of the townspeople. Tonight is Full Moon, when all Lycanthropes emerge. Gringle warns the players not to leave the house for any reason.

THE PAWNSHOP ROOMGUIDE

Before the game begins, it is helpful for the referee to draw out the floorplan of the shop on butcher paper with a heavy marker, or on a re-usable plastic sheet with a grease pencil. The diagram should be to scale as nearly as possible. Referees may find large sheets of graph paper (available at commercial art stores) to be of great help.

In drawing the pawnshop layout, do not include secret doors, or any details at all behind locked doors. Do label accessible rooms and closets, since the defenders must hide their crystal and require the information. Be sure to make which doors Gringle locks.

The referee should leave the room while the players decide how to defend the shop, where to hide the crystal, and where to set three traps.

All rooms have 4-meter-high ceilings, unless otherwise noted. All rooms have wooden floors, walls, and ceilings, with walls and ceilings painted off-white. The rooms are lit by covered lanterns.



ROOM 1 — THE KITCHEN

The room has a table and four chairs. Along the west wall a number of shelves hold pots and dishes. On the east wall is a fireplace. (Note: both the Kitchen and Sitting Room fireplaces lead to one chimney.)

ROOM 2 — THE PANTRY

Lined with shelves on all sides, the room holds mainly food.

ROOM 3 — THE CHAPEL

In this room Gringle will make the hired warriors swear that they will not steal anything from the shop while in Gringle's employ (Gringle knows he cannot make them swear not to steal forever). He informs them that if they break their oath, they will be attacked by a Fury of the cult, and that the Fury will join a foe of theirs at a critical moment in the future.

Two statues stand in the chapel, (A) statue in the corner nearest hallway 10 and room 2, and (B) statue in the corner of the chapel nearest hallway 10 and room 8. Statue (A) is of Issaries, God of Trade, sculpted as a handsome youth with several sacks tied to his belt, holding scales aloft in the left hand, and the sign of peace with the right hand. The image wears a robe and a gold circlet about the head. Statue (B) is a meter tall, 60 centimeters broad, and is crude and ugly. Gringle will warn everyone not to touch the statues or the unlocked iron and brass-bound chest next to the Issaries figure. Statue (B) is actually a Gargoyle, whose statistics will be found with those of Gringle and Quackjohn.

The unlocked iron box is a gateway to deliver sacrifices to Issaries. If anyone opens the chest and puts something in, then it never can come out. If a person puts a weapon or arm partway in and draws it out, the part which went in won't reappear. There is no damage to a person's hit points for this, although the limb will have been severed.

A stairway leads from this room to the second floor.

ROOM 4 — A HALLWAY AND CLOSET [4A ON THE FLOORPLAN]

The hallway is empty. An unlocked closet under the stairs holds warm winter clothing for Gringle and Quackjohn.

ROOM 5 — THE SITTING ROOM

The fireplace in the west wall connects to the same chimney used by the kitchen fireplace. This room is carpeted, has a desk and many shelves of scrolls and business records, and several spare chairs. Some fine lanterns and a few decorations hang from the walls. This is Gringle's office and place of relaxation, where he and Quackjohn play chess or snooker in the evening.

ROOM 6 — GRINGLE'S BEDROOM AND CLOSETS [6A, 6B, 6C]

This room is locked. The bedroom is more sumptuously furnished than the sitting room, with tapestries on the walls for extra warmth in winter. There is a big four-poster bed, a small desk in the corner, and a spare chair.

Closet 6a is Gringle's clothes closet.

Closet 6b holds a duplicate set of Gringle's inventory records; the door to the closet is hidden with 40% ability.

Closet 6c is a trap, hidden with 80% ability. It is a crossbow trap, and shoots a heavy crossbow bolt at anyone who opens the doors.

ROOM 7 — A LONG HALLWAY AND CLOSETS [7A, 7B, 7C]

An empty hallway, but at the east end the stairs go down to Gringle's Vault. Gringle will tell the adventurers that anyone who attacks the door will be killed. After saying goodnight to the defenders, Gringle and Quackjohn will retire to the Vault, with orders that they not be bothered until they come up in the morning.

Closet 7a contains small useful items, fairly common to everyone: pots and pans, foot warmers, flat irons, lamps, wicks, candle holders, and so on.

Closet 7b has pieces of armor in it. Most of the armor is bronze, of course, but much of it is elaborate bronze which is inlaid with gold or silver. Gringle expressly forbids anyone to use this armor, but does not lock the door.

Closet 7c has many different sizes and kinds of idols. The adventurers hired for the defense will recognize some of them, but not all. Most of the figures are small, hand-sized, and made of wood or stone. Some are of metal, ceramic, with precious stones and so on.

ROOM 8 — GRINGLE'S NEGOTIATING ROOM.

The north wall is of oak slats, very strong, behind which two heavy crossbows are bolted to swivel mounts. Their positions are represented by heavy X's on the floorplan. The window looking into Room 9 has a heavy sliding shutter which can be closed almost instantly. The window itself is three meters above the floor.

Gringle tells the adventurers that they certainly can use the heavy crossbows, but that they cannot remove them from their swivel mounts.

ROOM 9 — THE 'PUBLIC ROOM'

This room is dug deep into the ground. Five steps go from the floor to the doors in the room. To negotiate with Gringle, a customer must reach up high and place the item upon the ledge in front of the window, where Gringle investigates it. If the seller is too short to reach the ledge, then Gringle sets up a little pulley and lowers a basket. This room is five meters high from floor to ceiling.

ROOM 10 — A LONG HALLWAY

ROOM 11 — THE 'FITTING ROOM'

When a buyer comes in, Gringle listens to his wants, and then he and Quackjohn will get a number of items which might serve the buyer's needs, and put them in the fitting room. Then the room is unlocked, and the customer is allowed to come in and decide which item he will buy. Only one of the doors to this room is unlocked at a time. Tonight both doors are locked. At present there is a chair in the room, and some collapsible racks, but little else.



ROOM 12 — QUACKJOHN'S ROOM

A well-furnished room, though less elaborate than Gringle's — there is a bed dresser, chair, a small table, a chest, but no closet. Quackjohn's personal treasure is a songbook kept on a shelf above his table. He has always wanted to be an opera singer. His voice is terrible for singing, and Gringle always silences his servant if the duck begins to sing.

Quackjohn has no personal wealth kept here. Gringle keeps back wages, etc., in the regular cash supply, and Quackjohn carries his own petty cash about.

ROOM 13 — OUTER STOREROOM AND CLOSETS [13A, 13B, 13C, 13D]

The south wall is covered with several layers of tapestries. Paintings hang from the eastern and western walls. All are neatly laid out and labelled with inventory codes.

Closet 13a contains fifteen drawers which can be pulled open; the drawers contain herbs, powders, and alchemical ingredients.

Closet 13b holds charms, amulets, and some crude medicine bundles, again in drawers. The two bottom drawers have arm bands, head bands, a small crown, and other large items of gold jewelry.

Closet 13c has 22 drawers with precious stones and small jewelry such as necklaces, rings, earrings, etc.

Closet 13d is shelved. The top three have blank scrolls, parchment, papyrus, and paper. The next four have similar items, but inscribed. The two bottom shelves hold books. Some of these are of magical value, others are less important. All writings, however, are valuable in this world.

ROOM 14 — INNER STOREROOM AND CLOSETS [14A, 14B, 14C, 14D, 14E, 14F]

This room is bare except for a multi-wick lantern hanging from the ceiling, which can be lowered by a rope and pulley. The rope is tied next to the door.

Closet 14a contains weapons of many types, including some very exotic types generally unknown in the region.

Closet 14b is locked. It has drawers, the contents of which are the same as the closets in Room 13, but are the richest and rarest of those items.

Closet 14c is a secret room, hidden with 40% ability. It holds a Power storage crystal which is linked to the spirit which defends Gringle's house from Rune Lords and Rune Priests. The spirit will attack the person opening this closet.

Closet 14d is also locked, and is stacked with miscellaneous magical devices such as iron weapons and tools, magical crystals, scrolls which raise characteristics, charmed armor, etc.

Closet 14e is another secret closet, hidden with 35% ability. It is trapped with a heavy crossbow with Multimissile on it. A Power storage crystal rests on the crossbow's sighting mechanism. Also stored in the closet is an iron cardinal egg, a grimoire sealed with lead, and the eye of a Halfbird.

Closet 14f holds clothes, methodically tagged and labelled like everything else. Strange for this world, the clothes are on hangars. These are expensive garments of silk and samite and fur, broached with diamonds, silver and gold laces, and the like.

ROOM 15 — UPSTAIRS HALLWAY

At the west end is the staircase leading down to Room 3, the chapel. The hallway is empty.

ROOM 16 — DRY STORAGE

This room holds several casks full of salt and delicate china-ware from far Kralori. On shelves rest alembics, vases, and other glass items. There is a glass cage 25 centimeters long, high, and wide, and a glass clock pawned by a dwarf years ago which Gringle still holds for him, and a glass bush hiding three birds carved from amber that sing if filled with water.

ROOM 17 — DRY STORAGE

A room crammed with boxes of trophies, awards, medals, ribbons, and so on, including portions of uniforms. Over a dozen stuffed deer, moose, and other animal heads hang on the wall. One of the bear heads is striped red and white, and has no eyes. Everything in the room is very dusty.

ROOM 18 — CRUDE STORAGE

In this room sit five barrels of salted and cured food, two barrels of fresh rainwater, and seven wooden crates full of assorted clothing. This items can be moved around the room. A window, the only window in the house, faces the outside roof and looks out over the orchards to the south. A trap door in the ceiling leads to Room 19.

ROOM 19 — THE ATTIC

There is attic only over the second floor, and it is only two meters high at its greatest; thus the room is not only empty, it is cramped to stand in except directly under the peak of the roof. There are no windows or ventilators, and no way of making light. The trapdoor in the floor which leads to Room 18 is not hinged, but must be lifted in and out of place; the trapdoor is less than a meter square, and only one person may move through it at a time.

THE ROBBERS

ABOUT THE BABOONS

Gringle's divination was correct as far as it went. Eight Baboons are coming to raid, and only one, Khochaz, is well-equipped to fight. The rest, despite some light magical skills, are no better than angry peasants armed with sticks and stones. As reported, the good warriors were killed by the Adventurer who stole the crystal and sold it to Gringle.

The Baboons are not interested in taking anything except their heirloom, if they can find it. If they cannot get the jewel, they will withdraw and take only what their leaders tell them to take, or take food. The family has no interest in ransom or quarter, and will kill anyone in their way. If the leaders are both killed, then the Baboons will panic and run, grabbing treasure if convenient.

Important: because of their affinity to the crystal they seek, the Baboons all have a +20% increase for their Spot Hidden ability for the Toothsharp crystal only.

KOCHAZ is a competent warrior. He uses a shield, owns some armor, and knows some basic magic. He takes special pride in his helmet.

Khochaz is the family head and son of the former chief Baboon and of Barzeek, the other fully adult member of the

tribe. Khochaz now must protect the tribe, and his burden is new and heavy upon him. He will not risk the lives of his family needlessly or carelessly, and will leave behind the crystal if need be to save his family. Yet he is vengeful and lusts after the jewel, as do the rest of his family. Thus they go forward with the attack, knowing only danger brings rewards, desiring to reclaim the heirloom of their clan and salvage the family pride.

The relation between the chieftain and his followers is important. The others will follow prescribed orders, as laid out here, unless superseded by their commander. But if they see or learn that he is dead, they will lose all morale and flee or surrender. They will fight to save their captain as much as he to save them, but they will obey his orders first.

BARZEEK is the mother of Khochaz, and First Female of the family. She is an old Baboon, clever and wily, with an iron hand of command over the others, her children and grandchildren. Without Khochaz they will obey her, but she obeys her son now. He does not misuse her abilities, which are most powerful in magical support. Her senses are keener than her sons, for sensing ambush, etc. She would prefer not to melee if possible.

There are six younger Baboons, two slightly combat-trained and four younger males and females.

BAZOO is the second-best warrior. She also knows some Baboon magic which she casts upon herself before battle.

DOZAK is young and inexperienced, but knows something of the mace. He is better at claw and tooth, and will try to grapple if he misses twice with his mace.

BEEKOR, **KOLARK**, and **BORBAN** are young adolescent Baboons, capable of most natural abilities but little else. They have learned the cult specialty spell of Disruption, and have trained in its use with the rest of the family.

KAREEK is a very young Baboon, more of a liability than a help. Since he cannot be left alone in hostile territory, he comes along and helps in the diversion. He knows no magic.

The family has learned one basic tactic, massed fire, for two weapons. Either Khochaz or Barzeek can call out a target and weapon, and the clan will follow by slinging or Disrupting the named target. They are not trained in close-order battle techniques, and would prefer not to melee but will fight close-ordered if necessary.

ABOUT THE OUTLAW GANG

Gringle's divination was correct as far as it went, but it did not go far enough. Gringle did not ask to see if there would be anyone besides the baboons attacking. Unfortunately, and to the great surprise of the defending Adventurers, the baboons have accepted the aid of a small gang of robbers from the nearby country. They are called Xarban's Gang, after their leader. The gang includes Xarban (a beaked dragonewt), a centaur, two crested dragonewts, and a duck.

XARBAN FIOLAREEN is an outlawed beaked dragonewt, a fairly skillful fighter with good combat spells. He never runs from a fair fight, and will bravely try to save the lives and limbs of his friends. Yet Xarban's an outlawed dragonewt, condemned to the life of a normal mortal. When he dies, Xarban will not be reborn in his home nest, and the outlaw mourns the loss and fears the consequences. Therefore, when Xarban reaches three or less hit points and cannot escape, he will surrender immediately and be taken prisoner.

PELOII and **NORAMII** are two lesser outlaws from Xarban's nest. Both are crested dragonewts, relative novices at fighting, and scantily armored. Peloi is better with his bow, while Noramii is a surprise with a 60% shortsword.

BIGLAUGH BIGCLUB is the centaur's name, and though he is not smart, he is a good fighter, unafraid of anything that looks like he can kill it or knock it over. He uses a two-handed lance in the open, but prefers the mace in close quarters. Biglaugh attacks with both weapon and hooves each melee round.

PINFEATHER the duck is expert at various thieflly skills. He does not fight well or much if he and Xarban can help it, but he does not hesitate in a pinch. Pinfeather loyally serves the gang, and has real friendship with Xarban and Biglaugh.

THE ATTACK

THE BABOON ATTACK

Hoping that Gringle's inevitable divinations have been incomplete, Khochaz has won his gamble. The player-defenders must not learn about the outlaw gang until they see Biglaugh Bigclub crash through the kitchen door. The baboon chieftain also hopes that the outlaws will divert pursuit if the attack succeeds. If his allies can plunder freely, Khochaz hopes Gringle will pursue them rather than the baboons, who ought to take only one magical jewel.

Khochaz knows he must open the attack to prove his intentions and honesty to Xarban before the outlaws will act, therefore the baboons must open the attack.

In general, the baboons will create diversions at the front door and the second story window, and then break in through the tiled roof. After their action has begun, the outlaws will batter down the kitchen door and enter there.

Kareek and Borban, the weakest baboons, will create a diversion at the window, smashing at it with their clubs to try to break the shutters. If they smash the shutters, they will throw in torches but will not enter.

Khochaz and Barzeek will at first stand guard and be reinforcements beside the window.

Dozak and Bazoo will inspect the tile roof of the pawnshop, searching for weak spots by smashing their clubs against the tiles. Roll 1D10 each turn to randomly establish the roof section (see the top diagram of the floorplan) being searched. As can be seen, the boundaries of the roof sections coincide with the interior room/hallway layout, but that ordinarily the sections include more than one room. The referee must determine into which room of the section the baboons break.

Dozak and Bazoo will find the weakest point in 1D6+3 full turns. Each turn prior to their discovery of the weakest point will be spent by them (and by Khochaz and Barzeek) striding noisily about the roof, whacking at it with their clubs. Once finding it they all will smash at the weakened tile with two-hand heavy maces, each mace doing 1D8+2 damage per melee round per baboon. The group will have bashed a hole into the pawnshop after 1D6 melee rounds. The hole created will be two meters across, big enough to sling stones or shoot arrows through, toss in torches, or throw spells.

Khochaz and Barzeek will also pound at the roof hole unless and until they see defenders, at which they will sling stones rather than hurl torches. When events seem right, all will leap into the room with Khochaz leading. Bazoo next, and the others

as called. Barzeek will be last. Two per melee round can swing down through the hold by clutching the edge of the roof, keeping enough control to avoid any fire as they fall.

The baboons will attempt to clear the room, search for hidden items, check the door for traps and ambush, then push into the next room with the same program: torches, slings, and melee. They will reserve their multiple Disruption for a good shot or for an emergency.

Captured baboons will not lead the players to the clan treasure. Only Khochaz or Barzeek can use that to ransom other family members, or be ransomed by the family if both are captured.

THE OUTLAW ATTACK

Their attack opens by bashing in the kitchen door in 1D8+3 melee rounds. When the door nearly breaks, the centaur will finish the task. When the door splinters, the centaur enters first. In the first round Biglaugh can parry to the left (the shield side) and attack or weapon-parry to the right. In the second round he will push into the room and will be able to fight with his hooves as well.

When the centaur enters, then the two crested dragonewts will step around the edges of the door and engage any foes with missile fire if possible, or will seemingly retreat to lure pursuers outside, then counter-charge them. If foes step outside, both Pinfeather and Xarban will engage them. If the crested dragonewts yell for help or find a clear room, then Xarban will enter to fight after putting Countermagic or Protection on himself. He will save Bladesharp for later, if he needs it and can spare the Power.

The gang will clear a room, search it, and go on to the next room. Biglaugh's hooves can shatter any door in the place in 1D10 melee rounds.

If an attack fails, then Xarban will heal the centaur first, but not the dragonewts who can (and are expected to) skirmish. If they can hold off the players, then Biglaugh will try again (he is not very smart).

If Xarban is captured, he will surrender and take his captors to the gang's treasure, hidden three kilometers from Apple Lane. Xarban will swear to Humakt about this, and can be trusted to deliver. Xarban will demand to be let go after revealing his treasure trove, which totals 2361 Lunars.

The outlaws have nothing to lose by killing people or robbing them. They search those they slay and search the rooms they clear. The gang wants loot, and will make safe a room so that Pinfeather can come in and get the best of it. The outlaws want to take as much as possible and care nothing about the aims or goals of the baboons.

KHOCHAZ, male baboon.

STR 18	CON 10	SIZ 13	Right Leg	(01-04)	4/4
INT 14	POW 14	DEX 14	Left Leg	(05-08)	4/4
CHA 14			Abdomen	(09-11)	4/4
			Chest	(12)	4/5
Mov 8	Hit Points 11		Right Arm	(13-15)	2/3
			Left Arm	(16-18)	2/3
Defense 10%			Head	(19-20)	6/4

- 1H spear (1D8+1D4) 50% SR 4 Parry (15) 40%
- 1H heavy mace (1D8+2+1D4) 40% SR 7 Parry (20) 50%
- Claw (1D6+1D4) 55% SR 8 no parry
- Bite (1D8+1D4) 50% SR 8 no parry
- Sling (1D8) 45% SR 2 no parry
- Medium shield Parry (12) 55%

SPELLS—Countermagic 2, Ironhand, Protection 2.

SKILLS—Listen 40%, Move Quietly 25%, Spot Hidden Item 35%, Set/ Disarm Trap 15%, Spot Trap 60%, Climbing 80%.

BARZEK, female baboon.

STR 16	CON 16	SIZ 12	Right Leg	(01-04)	2/6
INT 10	POW 14	DEX 13	Left Leg	(05-08)	2/6
CHA 12			Abdomen	(09-11)	3/6
			Chest	(12)	3/7
Mov 8	Hit Points 16		Right Arm	(13-15)	3/5
			Left Arm	(16-18)	3/5
Defense 5%			Head	(19-20)	4/6

- 2H heavy mace (1D8+2+1D4) 40% SR 4 Parry (20) 45%
- 1H heavy mace (1D8+2+1D4) 30% SR 7 Parry (20) 25%
- Claw (1D6+1D4) 55% SR 8 no parry
- Bite (1D8+1D4) 60% SR 8 no parry
- Sling (1D8) 40% SR 2 no parry

SPELLS—Countermagic 3, Demoralize, Disrupt, Healing 4, Protection. SKILLS—Listen 55%, Climbing 40%, Move Quietly 20%, Spot Hidden 50%, Set/Disarm Trap 20%, Spot Trap 60%.

DOZAK, baboon male.

STR 12	CON 12	SIZ 11	Right Leg	(01-04)	1/5
INT 8	POW 17	DEX 15	Left Leg	(05-08)	1/5
CHA 10			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Mov 10	Hit Points 17		Right Leg	(13-15)	1/5
			Left Leg	(16-18)	1/5
Defense 5%			Head	(19-20)	3/6

- Claw (1D6+1D4) 35% SR 8 no parry
- Bite (1D8) 40% SR 8 no parry
- Sling (1D8) 35% SR 2 no parry

SPELLS—Healing 2.

SKILLS—Spot Trap 30%, Climbing 30%, Move Quietly 15%, Spot Hidden Item 10%.

BEEKOR, baboon female.

STR 12	CON 15	SIZ 8	Right Leg	(01-04)	1/5
INT 3	POW 15	DEX 13	Left Leg	(05-08)	1/5
CHA 15			Abdomen	(09-11)	1/5
			Chest	(12)	1/6
Mov 10	Hit Points 15		Right Leg	(13-15)	1/4
			Left Leg	(16-18)	1/4
Defense 0%			Head	(19-20)	1/5

1H light mace (1D6+2) 25% SR 7 Parry (20) 25%
 Claw (1D6) 35% SR 8 no parry
 Bite (1D8) 40% SR 8 no parry
 Sling (1D8) 35% SR 2 no parry

SPELLS—Disruption.
 SKILLS—Listen 30%, Climbing 30%, Move Quietly 15%,
 Spot Hidden Item 10%.

KOLARK, baboon female.
 STR 12 CON 15 SIZ 13 Right Leg (01-04) 1/4
 INT 9 POW 15 DEX 13 Left Leg (05-08) 1/4
 CHA 9 Abdomen (09-11) 2/4
 Chest (12) 2/5
 Mov 10 Hit Points 9 Right Arm (13-15) 1/3
 Left Arm (16-18) 1/3
 Defense 5% Head (19-20) 2/4

1H light mace (1D6+2) 25% SR 7 Parry (20) 25%
 Claw (1D6) 35% SR 8 no parry
 Bite (1D8) 25% SR 8 no parry
 Sling (1D8) 35% SR 2 no parry

SPELLS—Disruption.
 SKILLS—Listen 30%, Climbing 30%, Move Quietly 15%,
 Spot Hidden Item 5%.

BORBAN, baboon male.
 STR 14 CON 7 SIZ 8 Right Leg (01-04) 2/2
 INT 14 POW 14 DEX 9 Left Leg (05-08) 2/2
 CHA 7 Abdomen (09-11) 2/2
 Chest (12) 2/3
 Mov 10 Hit Points 14 Right Arm (13-15) 2/1
 Left Arm (16-18) 2/1
 Defense 5% Head (19-20) 2/2

1H heavy mace (1D8+2) 25% SR 7 Parry (20) 25%
 Claw (1D6) 30% SR 9 no parry
 Bite (1D8) 25% SR 9 no parry
 Sling (1D8) 35% SR 3 no parry

SPELLS—Disruption.
 SKILLS—Listen 30%, Climbing 30%, Move Quietly 15%,
 Spot Hidden Item 5%.

BAZOO, baboon female.
 STR 18 CON 11 SIZ 14 Right Leg (01-04) 3/4
 INT 16 POW 12 DEX 18 Left Leg (05-08) 3/4
 CHA 11 Abdomen (09-11) 4/4
 Chest (12) 4/5
 Mov 10 Hit Points 12 Right Arm (13-15) 3/3
 Left Arm (16-18) 3/3
 Defense 15% Head (19-20) 5/4

2H spear (1D8+1+1D4) 50% SR 2 Parry (15) 40%
 Claw (1D6+1D4) 40% SR 6 no parry
 Bite (1D8+1D4) 60% SR 6 no parry
 Sling (1D8) 45% SR 1 no parry
 Medium shield Parry (12) 45%

SPELLS—Healing 2, Protection 2.
 SKILLS—Listen 30%, Climbing 30%, Move Quietly 15%,
 Spot Hidden Item 5%.

KAREEK, baboon male.
 STR 15 CON 6 SIZ 8 Right Leg (01-04) 0/2
 INT 12 POW 9 DEX 15 Left Leg (05-08) 0/2
 CHA 15 Abdomen (09-11) 0/2
 Chest (12) 3/2
 Mov 10 Hit Points 9 Right Arm (13-15) 1/1
 Left Arm (16-18) 1/1
 Defense 5% Head (19-20) 2/2

1H heavy mace (1D8+2) 25% SR 7 Parry (20) 25%
 Claw (1D6) 35% SR 7 no parry Bite (1D8) 35% SR 7 no parry
 Sling (1D8) 35% SR 1 no parry

SPELLS—none.
 SKILLS—Listen 30%, Climbing 30%, Move Quietly 15%,
 Spot Hidden Item 5%.

XARBAN'S GANG

XARBAN FIOLOREEN, male beaked dragonewt.
 STR 19 CON 17 SIZ 18 Right Leg (01-04) 3/7
 INT 10 POW 16 DEX 13 Left Leg (05-08) 3/7
 CHA 10 Abdomen (09-11) 5/7
 Chest (12) 5/8
 Mov 7 Hit Points 19 Right Arm (13-15) 4/6
 Left Arm (16-18) 4/6
 Defense 0% Head (19-20) 5/7

* 1H spear (1D8+1) 40% SR 4 Parry (15) 40%
 * Javelin (1D10) 40% SR 2 Parry (15) 40%
 Klanth (1D10) 45% SR 5 Parry (20) 45%
 Medium shield Parry (12) 55%

SPELLS—Bladesharp 2, Countermagic 2, Healing 3,
 Protection 2, Xenohealing 3.
 SKILLS—Evaluate Treasure 10%, Hide in Cover 30%, Hide
 Item 15%, Listen 55%, Move Quietly 15%, Spot Hidden
 item 20%, Set/Disarm Trap 50%, Spot Trap 50%.
 * same weapon

NORAMII, male crested dragonewt.
 STR 8 CON 10 SIZ 5 Right Leg (01-04) 1/3
 INT 10 POW 10 DEX 13 Left Leg (05-08) 1/3
 CHA 8 Abdomen (09-11) 2/3
 Chest (12) 2/4
 Mov 7 Hit Points 9 Right Arm (13-15) 1/2
 Left Arm (16-18) 1/2
 Defense 5% Head (19-20) 2/3

Shortsword (1D6+1) 60% SR 8 (20) 40%
 Bow (1D6+1) 35% SR 2 no parry
 Small shield Parry (8) 30%

SPELLS—Healing 2.
 SKILLS—none.

PINFEATHER, male duck.

STR 9	CON 11	SIZ 5	Right Leg	(01-04)	2/4
INT 12	POW 12	DEX 17	Left Leg	(05-08)	2/4
CHA 9			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 5	Hit Points 10		Right Arm	(13-15)	2/3
			Left Arm	(16-18)	2/3
Defense 10%			Head	(19-20)	4/4

Shortsword (1D6+1) 25% SR 7 Parry (20) 30%
 * Dagger (1D4+2) 40% SR 8 Parry (10) 20%
 * Thrown dagger (1D4) 40% SR 1 no parry
 Small shield Parry (8) 30%

SPELLS—Bladesharp 2, Healing 2, Protection 3, Speedart 2.

SKILLS—Listen 15%, Climbing 40%, Evaluate Treasure 65%, Hide In Cover 40%, Hide Item 55%, Lock Pick 55%, Move Silently 45%, Spot Hidden 65%, Set/Disarm Trap 50%, Spot Trap 50%.

* same weapon

BIGLAUGH BIGCLUB, male centaur.

STR 21	CON 13	SIZ 24	R Hind Leg	(01-02)	2/5
INT 7	POW 8	DEX 14	L Hind Leg	(03-04)	2/5
CHA 9			Hindrtr.	(05-06)	1/7
			Foreqrtr.	(07-09)	1/7
Mov 12	Hit Points 16		R. Foreleg	(10-11)	2/5
			L. Foreleg	(12-13)	2/5
Defense 0%			Chest	(14)	4/7
			Right Arm	(15-16)	3/5
			Left Arm	(17-18)	3/5
			Head	(19-20)	4/6

2H spear/lance (1D10+1+2D6) 35% SR 2 Parry (15) 30%
 1H heavy mace (1D8+2+2D6) 45% SR 5 Parry (20) 30%
 Hoof (1D8+2D6) 35% SR 6 no parry
 Bow (1D6+1) 30% SR 2 no parry
 Large shield Parry (16) 60%

SPELLS—Healing 2.

SKILLS—Spot Hidden Item 10%, Jumping 30%, Listen 25%, Move Quietly 5%.

PELOII, male crested dragonewt.

STR 7	CON 11	SIZ 7	Right Leg	(01-04)	1/4
INT 10	POW 5	DEX 12	Left Leg	(05-08)	1/4
CHA 9			Abdomen	(09-11)	1/4
			Chest	(12)	2/4
Mov 7	Hit Points 10		Right Arm	(13-15)	1/3
			Left Arm	(16-18)	1/3
Defense 5%			Head	(19-20)	3/4

Shortsword (1D6+1) 35% SR 7 Parry (20) 30%
 Bow (1D6+1) 50% SR 2 no parry
 Small shield Parry (8) 30%

SPELLS—Healing 2.

SKILLS—none.

GRINGLE AND QUACKJOHN IN DEFENSE

As rumored, Gringle's pawnshop is a temple. Gringle is a Rune Lord-Priest of Issaries, God of Roads, Travel, Trade, and Communication. Normally Gringle could count on his spells and his god for help against thieves. However, Gringle's magic doesn't always work right on some days because of previous misdeeds which he will not talk about. On those days, if he expects minor trouble, he will hire Adventurers to aid him.

On other days Gringle and his temple forces will defend. They will use the following general tactics.

First, Eighty-Eyes, Gringle's bound spirit, will alert him to the approach of strangers, including invisible people. While under attack the spirit will also look to the safety of the building by putting out fires and repairing damaged sections with magic.

Gringle will naturally use his Market Spell defense to aid him, but this can be Dispelled. Even if it is not dispelled, Gringle will actively aid in the fight. He will not necessarily try to kill them all if he can avoid it, but he will try to incapacitate and capture them. Then Dronlan will hold them to wait for the king's justice.

Gringle and Quackjohn will both be armored and armed, if possible, but will always be ready to meet the invaders at their point of entry. When the first two people show (if they can wait that long) both Gringle and Quackjohn will fire to kill, having located their targets with a Detect Life spell in the dark. Then Gringle will demand they surrender by lying down. If they stand or move forward, then Quackjohn will fire his second crossbow (kept loaded by his side) and retreat behind Gringle to await another convenient shot.

Gringle will use his Befuddle if possible. If necessary he will Ignite something and summon a small Salamander to finish things quickly. He will not toy with the thieves. He will rely upon his allied spirit to guard him magically, and upon Quackjohn to watch his rear. In melee he will try to stand in a doorway and use his iron-shod staff with a Bludgeon 4 on it. His secondary weapon is the broadsword.

He will also use the gargoyle, mentioned below, as needed. Remember that while it cannot fly in the house, it can launch itself in a fast glide across a room.

Remember too that Gringle is a well-known and well-liked member of the community. If others noticed that there was trouble, the local militia would be mustered. The militia includes the all those citizens of Apple Lane listed as having arms and armor. The first to respond will always be the Sheriff and the weaponmasters and horsemasters, all of whom are skilled fighters. The others will come if they must, but are quite reluctant to fight. They are more likely to hole up in the Inn if big trouble comes to town.

THE GARGOYLE IN ROOM 3

Statue B can be activated by Gringle's command. It is a gargoyle although Gringle will not bother to tell the Adventurers about it. Despite his previous warning, nothing really will happen if they touch either statue.

Referees should use the gargoyle as a plot device to keep some balance in the play. If the hired guards are getting badly beaten, Gringle can call the statue to help them. Or if they start helping the thieves, Gringle will certainly hit the Adventurers with it. In general, Gringle does not want to use or endanger the gargoyle. He is rather fond of it. It has served him well and costs little to maintain.



RuneQuest



GRINGLE, human male. Rune Lord-Priest of Issaries.

STR 15	CON 17	SIZ 11	Right Leg	(01-04)	10/7
INT 15	POW 19	DEX 16	Left Leg	(05-08)	10/7
CHA 14			Abdomen	(09-11)	11/7
			Chest	(12)	11/8
Mov 6	Hit Points 18		Right Arm	(13-15)	10/6
			Left Arm	(16-18)	10/6
Defense 25%			Head	(19-20)	10/7

Quarterstaff (1D12+1D4) 95% SR 4 Parry (20) 95%
 1H spear (1D6+1+1D4) 65% SR 4 Parry (15) 50%
 Broadsword (1D8+1+1D4) 55% SR 6 Parry (20) 55%
 Dagger (1D4+2+1D4) 70% SR 7 Parry (11) 40%
 Crossbow (2D6+2) 65% SR 1 Parry (10) 95%
 Medium shield Parry (12) 90%

SPIRITS (POW/INT): Allied Spirit (in quarterstaff) 12/9;
 Bound Spirit (building) 14/11.

SPELLS—Demoralize, Detect Spirit, Dispel Magic 6,
 Disruption, Healing 6, Ignite, Mind Speech, Mobility,
 Spirit Bind.

RUNESPELLS—Analyze Magic, Create Market,
 Discorporation, Divination 3, Divine Intervention 4,
 Extension 2, Lock, Shield 4, Special Lock, Spell Trading,
 and [one use only] Summon Salamander 3.

SKILLS and LANGUAGES—Bargaining 95%, Camouflage
 25%, Chess 75%, Climbing 30%, Evaluate Treasure 95%,
 Fiddle 45%, Hide In Cover 25%, Hide Item 50%, Jumping
 30%, Speak Sartar 100%, Read Sartar 90%, Speak
 Tradetalk 100%, Speak Lunar 85%, Read Lunar 50%,
 Spirit Speech 30%, Speak Darktongue 60%, Pick Locks
 20%, Listen 25%, Map Making 80%, Move Quietly 20%,
 Oratory 90%, Pick Pockets 15%, Riding 50%, Snooker
 50%, Spot Hidden 20%, Spot Trap 25%, Swimming 30%,
 Tracking 20%. Trap Set/Disarm 20%.

MAGIC ITEMS—POW 9 Power Storage Crystal, POW 6
 Power Storage Crystal, POW 4 Power Reinforcing Crystal
 [all crystals at maximum Power].

QUACKJOHN, duck male.

STR 11	CON 15	SIZ 4	Right Leg	(01-04)	4/5
INT 12	POW 10	DEX 15	Left Leg	(05-08)	4/5
CHA 8			Abdomen	(09-11)	6/5
			Chest	(12)	6/6
Mov 5	Hit Points 13		Right Wing	(13-15)	4/4
			Left Wing	(16-18)	4/4
Defense 10%			Head	(19-20)	5/5

Heavy crossbow (2D6+2) 85% SR 2 Parry (8) 20%
 Shortsword (1D6+1) 60% SR 8 Parry (20) 40%
 Small shield Parry (8) 65%

SPELLS—Bladesharp 4, Disrupt, Glue, Healing 3, Ignite,
 Multimissile 4, Spirit Screen 3.

SKILLS—Chess 45%, Climbing 30%, Cooking 100%,
 Jumping 20%, Map Making 85%, Musical Spoons 80%,
 Oratory 10%, Riding 25%, Sewing 80%, Singing 10%,
 Snooker 85%, Swimming 95%.

MAGIC ITEMS—POW 6 Power Storage Crystal.

GARGOYLE, statue.

STR 28	CON 13	SIZ 6	Right Leg	(01-03)	6/4
INT 4	POW 12	DEX 8	Left Leg	(04-06)	6/4
			Abdomen	(07-09)	6/4
			Chest	(10)	6/5
Mov 6	Hit Points 12		Right Wing	(11-12)	6/4
			Left Wing	(13-14)	6/4
Defense 0%			Right Arm	(15-16)	6/4
			Left Arm	(17-18)	6/4
			Head	(19-20)	6/5

Right Fist* (1D10+1D6) 80% SR 5 no parry
 Left Fist* (1D10+1D6) 50% SR 11 no parry

SPELLS—Ironhand 2. SKILLS—none.

*Weapons attacking the gargoyle do normal damage to its parrying arms; the arms do damage when they are parried by weapons.

Both Gringle and Quackjohn have armor far better than any available in the RuneQuest rules. There are other such oddities about Apple Lane as well. These abnormal items exist to indicate some of the unique surprises which a magical world may bring. These items should not be duplicated.

ADVICE FOR THE REFEREE

Some game functions are more easily done by the referee than by the players. Some of these can be presumed. For instance, group perceptions are more easily made by the referee. Before the expedition starts, everyone should write down their Spot Hidden, Listen, and Spot Traps. The referee should habitually roll the dice regularly, even if nothing is occurring, for when he rolls to see if the players sense the ambush awaiting them, they will not know that something significant is about to happen. If the players do sense something, or do hear it, or do spot the deadfall trip wire, then the appropriate player should be notified of what his senses tell him. Individual functions should be rolled by the players. This includes Spot Hidden, or Spot Traps when searching for a known item, like checking for trick locks on a box, and so on.

Seeing darkness is a problem for players, and ought to be. Players can not hold a torch in their shield hand as they fight. A torch placed or dropped onto dry ground illuminates a three-meter radius. Held or embedded above the floor they are good for a ten meter radius. Lanterns with a shutter can direct a beam of light up to 16 meters. If a lantern is dropped, there is a 01-30 chance it goes out completely, a 31-70 chance it stays lit and unbroken, a 71-85 chance the lantern goes out, breaks and spreads oil across the floor, and an 85-00 chance that the oil also catches fire.

THE RAINBOW MOUNDS

INTRODUCTION

Dark trolls and their trollkin followers are common around Apple Lane. They are not always unfriendly, and occasionally trolls stay at the Tin Inn, deal with Gringle, or rent the Temple. But reticence and mistrust exists between dark trolls and humans, and lately the uneasy situation has deteriorated.

A band of thieving trollkin has hidden out somewhere nearby and, instead of snatching the usual chickens or a stragglng cow, they attempted to carry off a farmer's child last week. Though the farmer wounded one and drove the rest off, he and his neighbors understandably are distressed by the trollkin threat. Nearby, and shortly after the first incident, another farmer's house was set afire after midnight. Though escaping with his family, the farmer saw trollkin in the shadows as he fled. Just yesterday another isolated farm was robbed while all the family except poor Granny was away. The feeble old woman was killed, and the house was stripped of its finest possessions.

Following a hunch, the Sheriff performed a Divination and learned that Whiteye, a dark troll of bad repute, had returned to the region and was causing the trouble by instigating his trollkin followers.

Armed with this information, the Sheriff raised a reward from the farmers of the area, and further convinced them to offer separate rewards for the return of especially valuable items lost to the robbers. Now the Sheriff is enlisting a posse to clean out the nest of outlaws once and for all. The posse will collect 20 Wheels for the head of Whiteye, the leader. Each trollkin head is worth 10 Lunars. Specific rewards have been posted for the return of valuable or cherished items. Any treasure unclaimed (for the noted reward) by the locals also goes to the posse.

The Sheriff believes the gang hides out at a place called the Rainbow Mounds, well known because of two granite formations brought to the hills by superhuman feats in prehistory. One is a dragonewt marker, and the other is an enormous plinth called the Giant's Table. Under the Giant's Table lies the entrance to Whiteye's cave.

Other information from the lawman is less firm. Though unsure of the number of trollkin in the gang, he thinks there are at least four. There probably are no dark trolls since Whiteye is disliked even by his own kind. The Sheriff knows nothing of the Rainbow Mounds or the cave, and no one in the town has been to the Mounds.

The Rainbow Mounds are a days journey to the northeast. The posse may choose to arrive at the cave at any time of the day or night.

The Sheriff will be busy around Apple Lane, organizing defensive patrols in case the posse is unsuccessful and Whiteye's gang strikes again. The Sheriff will not go to the Mounds.

The Giant's Table is a double T formation, and the cave mouth lies between the upright legs of the formation. The plinth legs are 10 meters high and the stone topping them is about 12 meters long. The cave entrance is five meters high and about three meters wide. The stone around the mouth is off-white in color. The cave is very dark. The only sounds are soft, slushing echoes.

• GENERAL CAVE NOTES

The cave complex is limestone, dry unless otherwise noted. All surfaces are irregular. The roof to all cave sections (except 7—The Flat Room) is arched. The walls are usually perpendicular. Floors are level unless otherwise noted on the map.

The cave is unlit. Explorers must carry some form of illumination. Sounds carry well in these caves. The players will hear approaching noises, but will likewise tend to betray their presence through their own movement.

As the posse moves deeper into the caves, the colors of the rock change. These shifts are noted by room names on the map, and always mentioned in the text. Cave sections and tunnels have been numbered. All sections are also named, so that the artificiality of numbering may be avoided when the Referee describes the passages and chambers to the posse.

Both the map and text indicate which parts of the caves have sloping passages or lips, because of the importance of these features in combat if the Melee Positional Bonus rule (after 1. The Entrance Cavern, below) is used.

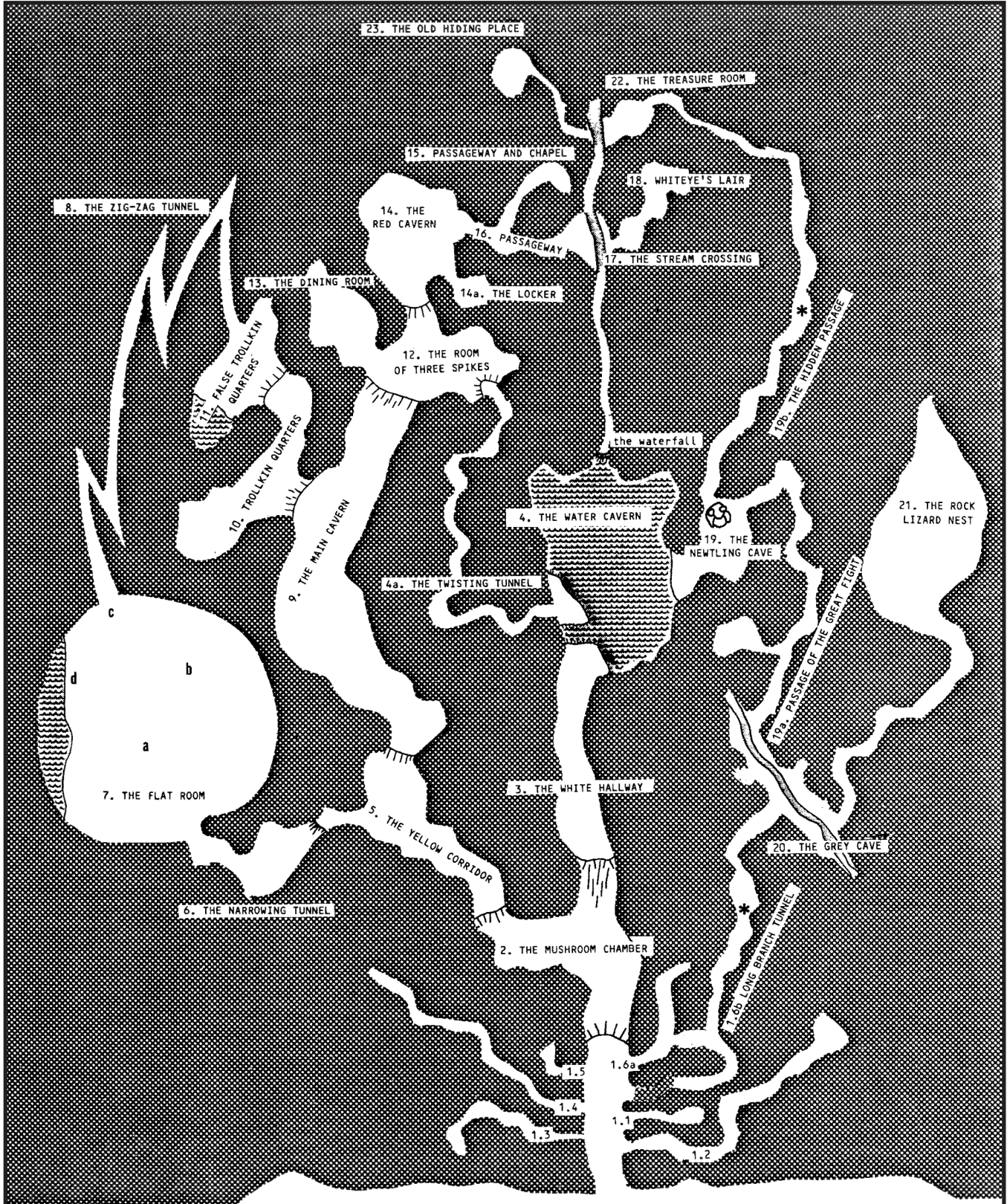
• 1. THE ENTRANCE CAVERN

With walls of creamy off-white, the color is the same as the outside rocks. The passage is three meters wide. Several largish tunnels immediately branch to the right and left.

Four rock lizards hide in these branch tunnels; roll 1D6 for each lizard to determine which branch tunnels they emerge from if they attack. Referring to the map, note that these tunnels are marked 1.1, 1.2, etc., each roll on the 1D6 matching the decimal number of a particular tunnel. If the die so indicates, more than one rock lizard may emerge from a single tunnel.

The lizards will all attack if any one does, always attacking the character nearest. An attack will occur (a) if anyone enters these side caves, or (b) if someone hugs the cave wall while sneaking past the entrance to the branch, or (c) if a party of freshly wounded people pass by.

The high population of rock lizards may be noticed by the players who venture into the place more than once. There is no reason to explain this, except to say that there is a reason (it is in cave section 21). The Entrance Cavern slopes down to cave section 2.



THE RAINBOW CAVES 0 ████████████████████████ 40 meters
Narrow passages not to scale.

ROCK LIZARD ONE

STR 14 CON 10 SIZ 7	R. Hind Leg (01-02)	3/2
POW 11 DEX 11	L. Hind Leg (03-04)	3/2
	Hindquarters (05-07)	3/4
	Forequarters (08-10)	3/4
Mov 4 Hit Points 9	R. Foreleg (11-13)	3/2
	L. Foreleg (14-16)	3/2
Defense 0%	Head (17-20)	3/3

Claw (1D6+1D4) 35% SR 9 Parry (0) 0%.
 Bite (1D10+1D4) 30% SR 9 Parry (0) 0%.

ROCK LIZARD TWO

STR 12 CON 12 SIZ 19	R. Hind Leg (01-02)	3/4
POW 8 DEX 12	L. Hind Leg (03-04)	3/4
	Hindquarters (05-07)	3/6
	Forequarters (08-10)	3/6
Mov 4 Hit Points 14	R. Foreleg (11-13)	3/4
	L. Foreleg (14-16)	3/4
Defense 0%	Head (17-20)	3/5

Claw (1D6+1D4) 35% SR 8 Parry (0) 0%.
 Bite (1D10+1D4) 30% SR 8 Parry (0) 0%.

ROCK LIZARD THREE

STR 12 CON 11 SIZ 15	R. Hind Leg (01-02)	3/3
POW 9 DEX 10	L. Hind Leg (03-04)	3/3
	Hindquarters (05-07)	3/5
	Forequarters (08-10)	3/5
Mov 4 Hit Points 12	R. Foreleg (11-13)	3/3
	L. Foreleg (14-16)	3/3
Defense 0%	Head (17-20)	3/4

Claw (1D6+1D4) 35% SR 8 Parry (0) 0%.
 Bite (1D10+1D4) 35% SR 8 Parry (0) 0%.

ROCK LIZARD FOUR

STR 15 CON 12 SIZ 15	R. Hind Leg (01-02)	3/4
POW 6 DEX 11	L. Hind Leg (02-04)	3/4
	Hindquarters (05-07)	3/6
	Forequarters (08-10)	3/6
Mov 4 Hit Points 13	R. Foreleg (11-13)	3/4
	L. Foreleg (14-16)	3/4
Defense 0%	Head (17-20)	3/5

Claw (1D6+1D4) 35% SR 9 Parry (0) 0%.
 Bite (1D10+1D4) 35% SR 9 Parry (0) 0%.

Treasure by Tunnel:

- 1.1 — 34 Clacks, 6 Lunars.
- 1.2 — nothing.
- 1.3 — 27 Clacks, 18 Lunars, 1 Wheel.
- 1.4 — broken sword with jeweled hilt worth 49 Lunars.
- 1.5 — 33 Clacks, 54 Lunars.
- 1.6a — 4 Clacks, 8 Lunars.
- 1.6b — 4 Clacks, 4 Lunars at asterisk (*) point.

• 1.1- 6 BRANCHES TO THE ENTRANCE CAVERN

Treasure, consisting of the undigestable parts of those beings dragged into the caves and eaten there, exists in these small caves. To get it, adventurers must crawl on hands and knees down each tunnel, rolling once every three meters for Spot Hidden. If they don't find the treasure before they reach the branch's end, they'll find it there.

• 1.6B LONG BRANCH TUNNEL

This branch continues to chamber 20. Players move in single file only. It rises and falls at times, but not significantly. It is impossible to turn around in the tunnel except at the wide point just after the asterisk.

• 2. THE MUSHROOM CHAMBER

The ceiling of this chamber is about ten meters overhead, and the walls have a cover of three distinct types of fungus. Where visible, the walls are the same off-white as the entrance. The air near the floor is damp and musty, as if the spores of the molds fill the air. The three types of fungus are:

Brown Hair Moss: which makes a player sneeze uncontrollably for 1D6 turns, but is otherwise harmless.

Toadtables: a harmless, tasty mushroom.

Eurmal's Crumbs: a magical mushroom said either to kill the eater or give him magic. This rumor is known to the players, and must be pointed out. If they press for details, say there is only rumor. If they choose to eat any piece, or even lick it, they must roll 1D10 with these results:

1-2	Lose 1D10 Hit Points.
3-6	Lose 1D8 Hit Points.
7	No Effect.
8	Add 1 point POW.
9	Add 2 points POW.
10	Add 3 points POW.

Eurmal's Crumbs will affect any eater, for good or bad, only once in their life. Any damage done by this mushroom may be healed by magic.

• 3. THE WHITE HALLWAY

This off-white passageway is three meters wide and five meters high. It holds no permanent residents. When in it, adventurers can hear the sound of water falling and splashing.

• 4. THE WATER CAVERN

At the entrance to this cavern from the White Hallway, the vault arches some twelve meters above the ledge where the adventurers stand. This ledge is two meters wide. Below it, most of the cavern is filled with water. The ledge extends three meters from the entrance and meets a bridge. The ledges and walls nearby are all off-white. The ledges rise three meters above the surface of the water. Ledge and wall sides are wet limestone, and very slippery—much too slick to climb.

A ramshackle bridge, made of crudely cut logs laid unfastened across each other, leads to another ledge four meters away. The bridge has no handholds or railings, nor are there apparent handholds around from which to tie a rope on either

MELEE POSITIONAL BONUS

The RuneQuest Classic rules state (p. 23) that an attacker gets a 20% bonus to his attack if the opponent is on the ground, otherwise immobilized, or unaware of him. This can be extended to give advantages or disadvantages to those battling to or from higher ground in melee. Generally speaking, being above an opponent gives an advantage to the attacker, while being below is disadvantageous. Calculate Attacker's Position in human-sized body lengths.

Attacker Position	Effect On Location	Hit Effect On Attack	Example
½ body higher	none	add 10%	defender on 1 leg; attacker ½ higher (on rock, stairs, horse, etc.)
full body below	+8*	add 20%	defender prone in pit, etc.
½ body below	none	subtract 10%	attacker on 1 leg, downhill, etc.
full body below	-2**	subtract 20%	attacker prone, in pit, etc.

*19-20 = head **01-04 = Right Leg

side of the bridge (though one can be found two meters down the Tunnel 4a).

The ledge across the bridge is two meters wide and six meters long. Tunnel 4a is the only exit from the further ledge except for the bridge.

The roof and far walls of the cavern may be visible to the adventurers if they have lanterns with directional shutters and reflectors. The far walls are dark orange in color, and halfway up their center a waterfall gushes out of the rock. Facing the waterfall, the players also will notice what appears to be a branching cavern at the waterline halfway along the cavern wall to their right, but even lanterns will do no more than suggest its existence. A grey band of rock runs from this dim cavern mouth, across the cavern vault, to the tip of the ledge leading to Tunnel 4a, thereby separating the orange limestone from the off-white rock. The water is 3-5 meters deep, more shallow near Cavern 19, and about 1.5 meters deep under the bridge.

THE BRIDGE

The bridge may be crossed, and will support some people successfully if they make a roll less than their DEX x 5 as a percentile, unless the bridge collapses. If a character does not make his roll and falls, the bridge will not collapse, but the bridge will collapse under the weight of any one or a number of people with a total SIZE + ENCUMBRANCE of 18 or greater, or automatically collapse under the sixth character to cross. Falling in the water has two dangers; drowning and/or being eaten by the two gorp which live in the Water Cavern. Rescue is possible.

DROWNING

Since the water under the bridge is only 1.5 meters deep, anyone with a size of 8 or more can stand on the bottom and get air. When a character falls in the water, this procedure must be followed:

- 1) Make a Luck roll (POW x 5 or less on D100). If the character makes the roll, he has gotten a good breath of air before hitting the water. A good breath means that he may try five times to stand up. Failing the roll gives the character two tries to stand up.
- 2) To stand, a character must roll his or her DEX x 5 or less as a percent. Reduce this percentage by five percent for each point of Encumbrance, including armor, shield, and

hand-carried weapons. Each roll is one melee round. If the character can not stand, he will begin to drown.

- 3) Drowning characters take 1D8 points of damage directly to their CON each melee round. Characters may continue to attempt to stand as long as they are alive.
- 4) Characters may drop shields and weapons with no penalty. Other armor may be removed at the rate of one Encumbrance point per melee round, but the character may not attempt to stand if he or she is removing armor.

THE GORP

Two gorp live in the water. If several characters fall in the water, the gorps will attack the two largest. The gorps will attack until they kill one person, at which time they settle down to slowly eat. The two gorp are hungry and alert, and if a character falls into the water, the gorp will take 2D6 melee turns to reach their victim(s).

Gorp attack by moving next to a victim. If the victim does not make his DEX as a percentage (so calculated for in-the-water movement), then the gorp envelops that character. Thereafter it does 8 points of damage per melee round, dissolving armor first.

GORP ONE

CON 6 SIZ 26 POW 8 Mov 6 Hit Points 9

GORP TWO

CON 11 SIZ 25 POW 10 Mov 6 Hit Points 14

THE NEWTLINGS

Newtlings live in 19, The Newtling Cave, that waterline cavern branching away from the Water Cavern. They may rescue people falling into the water. Newtlings always swim while people or trolls are in this cavern section, swimming underwater to evade the torchlight. They are not hostile, only shy.

Should someone fall into the water, 1D6 newtlings will arrive at his side in 1D10 turns. Two newtlings can lift any person enough above the water to gasp air, unless the person fights them off.

The newtlings will try to tow anyone rescued to cave section 19. Do not inform the posse of newtling intentions. Let the characters, including any drowning ones, know what actions occur, but let the players form their own reactions.



Underground streams, usable only by newtlings, lead to cave sections 7,11, and 20.

• 4A. THE TWISTING TUNNEL

One meter wide, this convoluted passage finally empties into cavern section 12, The Trollkin Headquarters. As it turns, the tunnel also gradually rises, imperceptible to anyone but a dwarf. As it rises, the color of the walls changes from white to yellow.

• 5. THE YELLOW CORRIDOR

The rock here turns from off-white to yellow. By the time the adventurers reach the forked end of the cavern section, the walls and ceiling are an intense yellow occasionally shot with white flecks. The corridor forks at the end further from the cavern entrance. Standing facing the fork, the left tunnel drops down to 7, The Flat Room, while the right tunnel quickly rises to 9, The Main Cavern.

• 6. THE NARROWING CORRIDOR

Here the rock is yellow also, but dull compared to the Yellow Corridor. The ceiling gradually lowers, so that the lower end of the tunnel is only two meters above the floor.

• 7. THE FLAT ROOM

This cave section spreads horizontally, like a fan. Both the floor and ceiling are flat but irregular, so a character must stoop to enter the room. Everywhere the color is a mottled and dull yellow-brown. As the adventurers proceed toward the opposite wall, they must stoop by map point 'A', crawl on hands and knees at pomrs ts and 'U', and wriggle on their bellies at point 'C'. Torchlight or lantern will reveal reflections at these points, except that point 'D' is visible only from 'C' or 'B'.

When a party enters this room, they will here the sound of many scampering feet, as well as the squeeking of many rodent voices: these are large rats in a huge pack. The pack, however, will only leave the Flat Room if they smell fresh blood in the Narrowing Tunnel, cavern section 6.

THE REFLECTION POINTS

- A) A trollkin skeleton. Any person reaching here will be attacked by 1D6 packs of rats. Since the characters will be stooping, player attacks will be reduced by 10%. Rummaging among the bones will yield 6 Clacks, 5 Lunars, a twisted scrap of aluminum (worth 40 Lunars to Squinch, 10 Lunars to Piku and nothing to Gringle), and a normal throwing dagger.
- B) A human skeleton. Persons here will be attacked by 1D 10 packs of rats. Characters must go on hands and knees, reducing their attacks by 20%. The skeleton wears chain mail chest and abdomen armor, a 4 point helmet, a good broadsword, a broken spear, 18 Lunars, 2 Wheels, and two jewels worth 15 Lunars and 60 Lunars respectively.
- C) A human skeleton. Anyone approaching here from deep in the Flat Room or from the tunnel, cave section 8, will be attacked by 3D6 rat packs per turn. The skeleton is pointing toward the tunnel, and its bony fingers are only one meter from the entrance. A bronze cuirasse (6 point armor) and a 5 point helm encase it. There is also a broadsword, a silver-edged dagger, and 90 Lunars.

- D) A newtling skeleton. The skinny arms and webbed hands clutch an arm broken from a statue. The rock it is carved from is blue marble veined with green. A flint knife lies nearby. If a party takes the arm of the statue, there is a 10% chance per turn that they will be approached by a newtling in any empty cave section which they afterwards enter (see 19, The Newtling Cave).

• 8. THE ZIG-ZAG TUNNEL

Here the walls are pale orange, and the fine sand underfoot is paler orange. The walls are as smooth as glass and cool to the touch. They lean 60 degrees from the horizontal toward the cave complex. The posse will have to lean against the side to walk, along the lower wall. The walls come together overhead to a fine point, as they do also on the sides when changing direction. Careless passers-by will be cut by the edges of the acute wall angles. To prevent being cut, players must roll less than their DEX x 5% on D100 at each of the sharp turns. Failure to make this roll results in 1D10+2 damage to a location.

• 9. THE MAIN CAVERN

This great hall is more than 100 meters long and some 30 meters across at its widest. It may be entered upslope from cavern section 5, The Yellow Corridor, from 10, Trollkin Quarters (also an upslope entrance), or downslope from 12, The Room Of Three Spikes. Near section 5 the stone of the walls has a yellow tint, but this gradually deepens until the cavern is orange in the central section and an angry red-orange near the Room of Three Spikes.

A trollkin squad is posted in the Main Cavern as a regular procedure. These guards will attack anyone going up the rise from the Yellow Corridor into the hall they protect. They are rarely surprised and will always try to ambush. They will not leave their post unless driven to do it by defeat, or unless ordered to by Whiteye. If forced to retreat they run towards Whiteye's cave, ignoring their own quarters. There are 1D6 trollkin in this position.

FIGHTING RAT PACKS

When telling the players about the attacking rats, multiply the number of packs by 7 to give the exact number of rats and to insure the proper moral effect; there is no need to tell them that the number of rat packs is the only important element: an estimate of the number of rats will be more impressive.

In each fight first find out how many are attacking and relate the figure to the player. The player will then attack, regardless of strike rank, and (if he kills a rat) the whole pack will scamper away, reducing the overall attack in the next round.

Rats always attack second. Find the number of packs and multiply it by 5% to find the chance of any accumulated damage by the animals. Make the roll on percentile dice, and use it for each pack's attack percentage. A successful attack will do 1D8 to a hit location. Armor may absorb this damage. Remember that a roll of 01% is still a critical hit.

Additionally, each successful attack had a 5% chance of infecting the victim with Brain Fever, but several bites in one melee turn do not raise the percentage. See page 106 of RuneQuest for the disease.

• **10. TROLLKIN QUARTERS**

Of orange-yellow rock, this room quarters the group guarding the cave entrance. It is unadorned, but the trollkin have attempted to hide their treasure in a pile of refuse at the end of the cavern section. A dirty leather sack holds the following treasure: 456 Clacks, 283 Lunars, 64 Wheels and one gem worth 130 Lunars.

• **11. FALSE TROLLKIN QUARTERS**

These walls are an even light shade of orange. The disguised entrance from cavern section 8, The Zig-Zag Tunnel, is so narrow that only one person at a time can enter or exit. The trollkin have blocked it (perhaps because of the rats at the other end of the passage) with trash and brush they packed in. The mouth of the passage can be passed through by a character rolling DEX x 5 as a percentage. If successful, players can enter 11 from 8; if not, the rolling character falls on his face and must try again.

A successful Spot Hidden reveals a brass box about the size of a fist, much tarnished, with a clasp in the shape of a serpent. If the box is opened, a poisoned pin in the latch will cause 1D4 hit points of damage to the character opening it. Gloves can not be worn to pick the lock. A character so poisoned will howl with pain for the same 1D4 roll of turns. For each turn the character so screams, increase the percentage possibility of the cries attracting trollkin attention, starting with 15% in the first turn, and up to 60% on turn four.

The empty brass box is worth 50 Lunars to Gringle.

• **12. THE ROOM OF THREE SPIKES**

This orange-red room has little in it but piles of skins for relaxing upon, and crude bone-and-stick gambling games kicked together in a heap. In the wall between cavern sections 14 and 4a have been driven three large bronze spikes, from which hangs one

leather sack each. Only the central sack holds treasure, while the other two hold snakes. The snakes will not move until the sacks are opened. There are several snakes in each bag, so there is a 75% chance that the character opening the bags will be bitten, with damage of 1D4 hit points, and poison equal to the CON of the character.

Unless fighting already has occurred, 1D6 trollkin will be in this room when the adventurers enter. Unless forewarned, there will be a 30% chance that they will be armed and waiting for Whiteye's orders.

The central leather bag holds treasure: 18 Clacks, 178 Lunars, 68 Wheels, a semi-precious stone worth 6 Lunars, a very good gemstone worth 282 Lunars, and a scroll written in Darktongue increasing STR by one point per two weeks of practice, up to a strength of 14. Any dealer will pay 50 Lunars for it.

• **13. THE DINING ROOM**

Two firepits and adjacent sitting stones mark this eating place, along with an unsavory stack of bones near the entrance to 12, nearest to 9. The walls are orange-red. On the wall opposite the bones is writing in a crude style, done with brush in brown and black. The words can not be read.

A successful Spot Hidden reveals treasure hidden in a crevice at the north end of the cave, in one of three clay jars with corks. The other two have win in one and black ink in the other. Treasure: 1184 Clacks, 292 Lunars, 85 Wheels, a good gemstone worth 16 Lunars, a good piece of jewelry worth 80 Lunars, and a flawed gemstone worth 63 Lunars. There is also a Darktongue scroll which is a writing primer, worth 20 Lunars locally.

• **14. THE RED CAVERN**

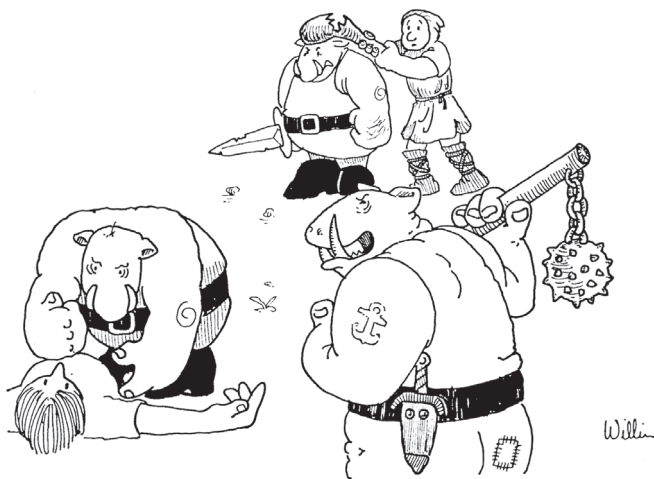
Whiteye and Slud (his wife or pet, depending on your terms) live here. Slud is a cave troll. She rarely ventures out of this cavern section, and rarely further than 4 or 9. Slud is the mother of all the trollkin.

Although Whiteye will not trouble himself to defend this room, Slud will. If she is still alive when the dark troll leader flees, Slud and any remaining trollkin will fight it out here. The trollkin will not surrender while Slud lives.

The room itself is meagerly civilized. They have propped a broken table against a wall, and set a chair and stool near it. A large chest at the rear of the cavern section contains Whiteye's personal possessions, secured by a lock which can be broken after taking 10 points of damage by a weapon. It holds decayed and moth-eaten clothing, a sack yielding 349 Clacks, 57 Lunars and 2 Wheels. There is also the left side of a statue's head. It looks like the head of a bubble-eyed goldfish, with gills and scales. The stone is blue marble with green streaks. The eye socket is empty (a party taking this will psychically alert the true owners, and there will be a 10% chance of the party being approached by three newtlings in each empty room they afterwards enter, except caverns 14 through 18 where the newtlings will not go).

• **14A THE LOCKER**

The outlaws have filled this indentation in the cavern wall with parts of dead animals. It is the food supply should a siege occur. Rummagers here will find a pretty stone, a good jewel worth 10 Lunars, and a semi-precious stone worth 8 Lunars.



DISPOSITION OF TROLLKIN
 Whiteye commands 12 troll kin: 1D6 in cavern sections 9 and 12, respectively, and any remainder asleep in cavern section 10. If the roll is a '6' for both locations, obviously no troll kin will be in 10. When the fighting breaks out at either location, refer to WHITEYE'S TACTICS, pp. XX-XX.



• 15. PASSAGEWAY AND CHAPEL

Of red stone, streaked with soot on the ceiling and walls, the walls of this cavern section have words drawn into the soot which are unintelligible to humans. The walls and ceiling, halfway down the passage, have an arch-way of stone chips hacked away from them, and the chips have fallen to the floor to complete a circle.

A large stone bowl filled with caked blood rests at the end of the passage. Behind the bowl stands an obsidian statue of Zorak Zoran, the dark troll war god. Under the statue sits a lead strong box, visible to all who enter.

If anything held by a human touches the statue, that person will be attacked by a Disruption 3 with 16 points of power behind its attack (note that this is not an ordinary spell). Succeeding touchers of the statue will not be harmed.

Inside the lead box is a troll 'medicine bundle', the source of the power attack. The bundle is feathers, bones, knots, and so on, and worthless now. There are also a pair of scrolls written in Darktongue.

First scroll: the reader of which falls asleep for two weeks and can not be awakened. This happens immediately.

Second scroll: written in Darktongue, the reader of which adds ten percent to his Mace or Maul attack and parry, up to 75%. This may be used only once per character.

• 16. PASSAGEWAY

If pressed and able to escape, Whiteye will flee down this corridor, red walls to his right and a lurid purple-red stone to his left.

• 17. THE STREAM CROSSING

Passageway 16 opens onto a one meter by three meter ledge. The ledge drops sheerly for three meters to a stream; the cave ceiling is five meters overhead. All walls and surfaces are damp and slippery here. There is a corresponding ledge on the other side of the shallow, swift-running brook, but it is two meters distant. A bronze chain runs from an iron bolt in the cave ceiling. The chain is ancient and corroded.

Whiteye (and bandit generations before him) usually keep the chain on the side adjacent to Passageway 16, draped over a spike driven into the stone. When pursued or seeking privacy, Whiteye will use the chain to swing across the fissure, then wrap it around a spike on the other side, thereby withholding its use to those who follow.

Leaps across the stream may be attempted. If the characters do not make their Jumping ability roll, they fall into the stream. Once in, they will slide down the stream bed until they exit through the waterfall into the water in cavern section 4, The Water Cavern.

• 18. WHITEYE'S LAIR

This is solely Whiteye's domain. It keeps his treasure, and an emergency supply of food and water. The room is medium purple. The treasure lays in a black wooden box in a hollow under the piled weeds of his sleeping mat.

To defend his lair, Whiteye can hurl 6 javelins, and rocks forever, unless taking return missile fire, whereupon he will hide around the bend. From there he will step forth to grapple with adventurers jumping the stream. There is room for only two adventurers to leap in any melee round.

Whiteye will Grapple with those who do cross. The moment someone leaps, he will step out to grab them, and try to throw them down the creek. Whiteye will get one free attack when the defender has landed and struggles to make sure he stays on the ledge. After that they each grapple, as explained on pp. 26 of the *RuneQuest* rulebook. Player characters always fall into the stream if they lose, but Whiteye always falls on the ledge, then goes for his dagger.

The bandit chieftain will contentedly wait in his lair as long as necessary. If he is killed, and the adventurers find the treasure and return with it to town, the following will be unclaimed by the farmers: heirloom jewelry worth 5000 Lunars, an excellent jewel worth 4000 Lunars, a superb gem worth 3000 Lunars, an excellent gem worth 1500 Lunars, two very good gems worth 400 and 324 Lunars each, and four good gems worth 57, 48, 29, and 8 Lunars respectively, for a total of 14,366 Lunars. The additional rewards for items returned to the farmers will net 500 Lunars more, and free lodging at the Tin Inn for a month.

• 19. THE NEWTLING CAVE

This part of the cavern is golden stone if it could be seen by torchlight, but the newtlings will not allow fire in their quarters. A dim blue glow from the statue in the alcove lights the cavern section. The figure is man-sized, but an arm, part of the head, and the remaining eyeball have been broken off.

The newtling home can be entered from a wide shelf bordering the water of The Water Cavern, or from the two tunnels below.

• 19A PASSAGE OF THE GREAT FIGHT

This tunnel is big enough to walk through. One opening branches off near section 20, and the newts (if present and friendly) will say simply, "Don't go there." It is a guardpost, and two newtlings hide there, armed and prepared to attack anyone passing by approaching from 20, The Grey Cave. Adventurers coming from this direction will be treated as Hostiles.

• 19B THE HIDDEN PASSAGE

Only after the idol has been moved can one perceive and go down this tunnel. The way allows entry of up to SIZ 16. The passage leads to 22, The Treasure Room. The newtlings do not know of this tunnel, and have never gone down it. It is orange near the nest cave, changing successively to red, purple, pale violet, and pale blue just before cavern section 22.

• 20. THE GREY CAVE

This grey-stone scar in the rock is another formation caused by prehistoric magical battles. A stream rushes down the center of the cavern section, and mist coats the slick floors and walls (-5% to movement, -10% to defense). Several broken newtling skeletons lay near the opening to 19a, The Passage of the Great Fight.

Three ghost spirits of the Rock Lizard Ancestor occupy this cave. These attack as normal ghosts, and will strike at any non rock lizard entering. These ghosts will never leave this cavern section (note that if the posse is large, the referee may also want 1D6 rock lizards present as well).

GHOST ONE INT 2 POW 20
GHOST TWO INT 4 POW 16
GHOST THREE INT 1 POW 14

The stream bisecting The Grey Cave is knee deep to most humans, cold and slippery but not too swift to negotiate. The banks slope easily and do not impede movement seriously. A ten percent chance exists, however, that one of the gorp from room 4, The Water Cavern, will have slipped this far downstream while searching for food. Roll for one gorp the first time any creature (including rock lizards but not ghosts) enters the stream. If both gorp have already died, ignore this.

The cavern section has three entrances: from 1.6b (Long Branch Tunnel), 19a (Passage of the Great Fight), and 20a (The Way to the Nest). This last tunnel leads to 21, The Rock Lizard Nest, and it will allow up to SIZ 21 to pass through.

• 21. THE ROCK LIZARD NEST AND PASSAGE

The red-orange rock of this room glows. The floor is sand, of the same color as the walls. Eggs lay in clusters, half buried in the warm sand. Tiny rock lizards scamper out of the way of the adventurers. In the center of the cavern section is a huge lizard.

This is the Great Mother Lizard, former wife of the Rock Lizard Ancestor who was killed and made into spirit form ages before. The Great Mother always will know when the posse approaches, and will address them when the first member reaches the entry.

"Stop!" she will say, using Mindspeech to all the members of the party. "Do not enter! This is a sacred place! I do not wish to harm you! Flee, there is magic and Power here! Begone, or the Furies will pursue you, and the gods will curse you for your desecration! Heed me now, and rout yourselves while you still live!"

THE NEWTLINGS

BACKGROUND

Newtlings are a race native to Dragon Pass. They look like newts or salamanders. They lay eggs in water, and mature into adults in about a year and a half. Newtlings normally are very shy in human presences, for often they have been hunted for their tails. The tails may be hacked off and tied or sewed closed, then squeezed to provide a very nutritious liquid capable of being used as both food and water. A newtling tail will bring about ten Lunars from Squinch in Apple Lane, who will sell it to distant folk who fancy the appendages as delicacies (among the humans of Apple Lane it is uncivilized to eat other intelligent species). Newtlings eat fish, crustaceans, and insects. They speak Tradetalk.

The tribe has lived in this cavern for many years in secret. They have eggs in the water. They have learned to dislike trolls and troll kin, but are looking for a human who is said to fulfill several prophecies. Thus the newtlings will rescue people who fall into the water, hoping for a savior.

Newtlings will classify and treat humans in one of five ways:

Hostiles are those people entering the newtlings' cave by any means except rescue from the water in the Water Cavern. This includes any foes who might come in through their flooded caves as well.

Unfriendly beings are all dark trolls and troll kin, and all strangers when the newtlings are outside their home cavern. The newtlings will fight if it seems likely or possible to win, but will otherwise flee.

Neutral people are in a temporary state, having just been rescued from the water. The newtlings will question the person and decide if they should be hostile or friendly or hostile. If the rescued person yells back to his friends, it will make the newtlings very hostile.

Friendly people are those who have assured the newtlings that they mean no harm and have sworn on the statue. People who have a part of the statue are automatically friendly, unless they refuse to cooperate and thereby become hostiles.

Worshipful people are those revered by the newtlings as the fulfillment of the long-awaited prophecy. Such as person will be able to order the newtlings however he wishes about the caves. The newtlings will volunteer all the information and even die for him. But to be worshipful, the person must complete The Deal with the newtlings (see below).

THE DEAL

The newtling offer is based on their long-standing feud with the rock lizards. Their ancestor was in a great fight with the ancestor of the rock lizards. The Great Newt was turned to stone and broken, but he still managed to kill the rock lizard ancestor and knock all Intelligence from the race forever. The rock lizard ancestor survives as a trinity of 'ghosts in cave 21, guarding his wife, less a prisoner than the Great Newt, bound into the glowing idol. The newts were cut off from their own favored nest-pond, as well as a secret underwater exit downstream through The Grey Cave.

The spirit in the statue has promised that a human liberator will come, rescued from the water in The Water Cavern. This savior will slay the spirits of The Grey Cave, then go to the Rock Lizard Nest, 21, and destroy the guardian there. Then the newtlings will enter and destroy all the eggs, and the prophecy will be fulfilled. If the person Friendly will agree to undertake the task, he may be aided by friends, if they also swear Friendship to the newts.

The person succeeding in this task will be the King of the Newts, and they will be at his command while inside the cavern complex (though they will not promise to leave the cave).

Additionally, the newts will show their savior the greatest treasure in the Rainbow Mounds. They know nothing else of this item, for they have not seen it either. It waits as a promise by their ancestor, for their Liberator.

SWEARING AN OATH ON THE NEWTLING IDOL

Friendly people will be asked to swear an oath by placing their hands on the broken idol in the newtling cave. This is a blue marble statue with green streaks, and it glows with a dull blue color. It is cold and clammy to the touch. If a person breaks an oath upon this statue, then their hands will become webbed frog flippers with no thumbs. The flesh will be mottled, clammy, and exude a shiny, black, stinking secretion. If the parts of the statue are replaced, then the results of an oath-breaking will be worse.

If the arm is upon it, then the hands and feet both will become frog-like. If the head is upon it, then the oath-breaker will turn completely into a frog and cease to be human, except in his mind. If the eye is ever replaced, then the statue comes alive of its own accord, but the eye is hidden outside the cave, in a location lost long ago.



If one person enters the room she will say, "You were warned!" and begin her attacks.

The Great Lizard Mother will strike at the first three people to enter the room with her tongue. After three are in the room, she will lurch forward and put her head opposite the door to bite anyone entering. His movement will allow two more people to scamper into the room.

She may make up to one attack per melee round with each leg, with her bite, and can make two attacks per melee round with her tail against anyone to her rear. Legs and bite can, of course, only strike those near. Thus, she attacks 1-7 times per round, depending on the posse's position. But she is not good fighter, despite the damage she can do: fighting is not her natural life function.

GREAT LIZARD MOTHER

STR 24 CON 19 SIZ 35	R. Hind Leg (01-02)	6/8
POW 20 DEX 5	L. Hind Leg (03-04)	6/8
	Hindquarters (05-07)	6/10
	Forequarters (08-10)	6/10
Mov 6 Hit Points 25	R. Foreleg (11-13)	6/8
	L. Foreleg (14-16)	6/8
Defense 0%	Head (17-12)	6/9

Tongue (2D10+chance to swallow) 45% SR 2 Parry (0) 0%

Swallow (1D8 per melee round) 70% SR 10 Parry (0) 0%

Legs (2D6+2+2D6) 40% SR 7 Parry (0) 0%

Tail (2D6+4+2D6) 60% SR 3 & 11 Parry (0) 0%

Bite (1D10+2D6) 60% SR 9 Parry (0) 0%

SPELLS—Healing 4, Mindspeech.

CHAOTIC FEATURE—immune to Disruption.

The cave holds nothing of value to people. The newtlings will enter the cavern after the Great Mother is dead, and begin digging up the eggs and smashing them. When she died, each person in melee with her was splattered with her blood. As soon as she was dead, the blood conferred a permanent 2-point toughness to their skin, acting like armor and absorbing blows.

Additionally, each survivor will rise one point in CHA if they helped in the fight, and the leader (the one rescued by the newtlings) raises two points in CHA. These members also may afterwards boast of slaying a "dinosaur".

Upon the death of this monster, the idol in The Newtling Cave (19), will move of its own accord and reveal 19a, The Hidden Passage. The humans will enter the passage first and the newtlings will follow.

• 22. THE TREASURE ROOM

Here the rock is pale blue, and glows of itself. In the center of this room an adamantine column stretches from beneath the cave floor into the cave ceiling. It is covered with wispy writing, is warm to the touch, and cancels all magic in the room (thus there are no magical detects allowed, etc.). Awed by the column, the newtlings will not touch it, and will whine in fear if any human does so. Any human who does touch it will receive knowledge

of one Detection spell. Determine which one by rolling 1D10+8 and referring to the Battle Magic spell list in the RuneQuest pull-out sheets. The spell paired with the number is the spell the character receives.

If the humans do not know its significance, then the newtlings will explain that Adamantine is a type of fossilized magic, nothing less than raw, incarnate Law refined into its crystal brilliance to reveal its inner glow of magic. Such columns are extremely rare, and Adamantine is the hardest material known in the universe. Newtlings and humans alike will be mystified by its existence here, although they might figure (correctly) that the pillar has something to do with the dragonewt plinth atop the Rainbow Mounds. The writing on the column makes no sense to anyone present. Though the column is literally worth nations, there is no way to remove the priceless object.

On the far side of the cavern section, a stream rushes by wildly. There is a small opening on its farther bank which can be seen only if a person makes his Spot Hidden roll.

• 23. THE OLD HIDING PLACE

Across the stream is a small hole, enterable only if a character makes his Jumping roll, then makes his DEX x 5% roll to scramble into the tiny opening. If anyone larger than SIZ 10 attempts to enter the hole, they can only hang onto the edge for 1D6 turns, because they are too large to enter this tiny chamber. Once one person crosses, he may tie a rope across the creek for easier access. The width and dimensions of the creeksides here are exactly the same as at 17, The Stream Crossing.

The interior of the chamber has room for only 4 people. It is dark blue in color. It contains three items. On the right is a stone rod one meter long, with a green jewel at one end. If touched, the chamber immediately begins to groan and creak, and will crack and collapse in 2D6 turns. The rod can not be lifted or moved.

1D6 turns after the quaking begins in 23, it starts in 22, which also then will collapse in 2D6 turns after that. Death is automatic if caught in the collapse. The Hidden Passage (19b) also will collapse then, caving in at the exact rate of movement of the last member of the party, and close on his heels, up to the position marked with an asterisk (*). None of the rock so collapsed can be removed by any normal means.

In the center is a statue made of bronze and silver. It is not magical, weighs 30 kilos, and is worth 10,000 Lunars to Gringle. It is, however, extremely difficult to get across the stream. A clever person might drop it into the water of the stream, and fish it out of the water in 4, The Water Cavern, with newtling aid.

On the left is a shining metallic sculpture of a gold and red leaf. If anyone touches it, they will take 1D6 points of damage to the portion of the body which touched it. This injury can not be healed by magic, only time.

WHITEYE, male dark troll.

STR 19	CON 14	SIZ 20	Right Leg	(01-04)	6/6
INT11	POW17	DEX 15	Left Leg	(05-08)	6/6
CHA 11			Abdomen	(09-11)	7/6
			Chest	(12)	7/7
Mov 7	Hit Points 17		Right Arm	(13-15)	6/5
			Left Arm	(16-18)	6/5
Defense 5%			Head	(19-20)	5/6

1H large axe (1D8+2+1D6) 55% SR 5 Parry (15) 50%
 1H heavy mace (1D8+2+1D6) 35% SR 6 Parry (20) 35%
 Dagger (1D4+2) (1D4 thrown) 40% SR 7 Parry (10) 20%
 Javelin (1D10) 65% SR 2 no parry Large shield Parry (16) 70%

SPELLS—Bludgeon 2, Countermagic 2, Demoralize, Extinguish 2, Healing 3.
SKILLS—Camouflage 10%, Climbing 15%, Evaluate Treasure 50%, Hide In Cover 20%, Hide Item 10%, Jump 30%,

WHITEYE'S TACTICS

The trollkin groups present are static, and will not venture from their posts (or beds) unless Whiteye orders them to, or unless they are driven from their initial locations. Trollkin always retreat toward Whiteye, Slud, and The Red Cavern (14).

If fighting breaks out at the ambush site in 9, The Cavern, or in 10, The Trollkin Quarters, there is a 40% chance per full turn that the sound carries and is recognized by Whiteye. It will then take him 1D6 full turns for him to arrive with the trollkin from room 12, The Room Of Three Spikes and (if the fighting is in 9) those trollkin formerly asleep in 10. If fighting breaks out in cavern 10, then Whiteye will arrive with the trollkin from 12 in 1D6 turns. He'll shout to the ambush party in 9, and they will arrive one turn later. If the fighting breaks out in 12, however, neither the trollkin from 9 or 10 will leave their start point unless Whiteye goes and gets them. Whiteye always will here fighting in 10 or 12, and can arrive in 1D6 melee rounds from The Red Cavern. In any case, Slud will stay in 14 unless Whiteye decides otherwise.

If the fighting reaches 12, he and Slud will hang back, letting the trollkin fight. As her children are wounded, Slud will go out and drag them in for Whiteye to heal. Whiteye will not heal trollkin after his own POW drops below 9.

Whiteye did not get a reputation as a bandit by being first among the foolish. He always stays in The Red Cavern, unless summoned by fighting or booty. He sleeps in his armor. Slud is usually nearby him.

He prefers to let his trollkin children do the fighting, but he is not afraid to step into the fray unless he becomes badly wounded, or if three or fewer trollkin remain. Whiteye will turn and flee down his escape tunnel to 18, Whiteye's Lair, in this event.

In melee, Whiteye opens with an Extinguish spell if possible, then puts Countermagic 2 on himself, then attempts to demoralize the largest enemy visible to him. Just before fighting hand-to-hand, he will try to put a Bludgeon 2 upon himself.

Whiteye will not endanger himself to defend The Red Cavern. Slud will, however, since she considers this her nest. Since, by Whiteye's command, trollkin may not enter tunnels 15 or 16, Slud will stay with the remainder of the trollkin in The Red Cavern, or stay and fight until dead, protecting her offspring and her cowardly owner's retreat.

Listen 80%, Lock Picking 5%, Map Making 10%, Move Quietly 10%, Oratory 10%, Pick Pockets 5%, Spot Hidden 20%, Swimming 30%, Tracking 30%, Set/Disarm Trap 25%, Spot Trap 40%.

SLUD, female cave troll.

STR 24	CON 15	SIZ 24	Right Leg	(01-04)	3/4
INT 10	POW10	DEX11	Left Leg	(05-08)	3/7
CHA 6			Abdomen	(09-11)	3/7
			Chest	(12)	3/8
Mov 8	Hit Points 16		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
Defense 0%			Head	(19-20)	6/7

2H club [used 1-handed] (2D8+1D6) 55% SR 4 Parry (15) 40%
 Right claw (2D6) 55% SR 7 no parry
 Left claw (2D6) 70% SR 7 no parry
 Bite (1D10+1D4) 60% SR 9 no parry

SPELLS—Ironhand 2, Protection 2.

SKILLS—Camouflage 10%, Climb 60%, Evaluate Treasure 5%, Hide In Cover 10%, Hide Item 10%, Jump 30%, Listen 45%, Lock Picking 5%, Map Making 10%, Move Quietly 10%, Oratory 5%, Pick Pockets 5%, Spot Hidden Item 10%, Swimming 20% Tracking 25%, Spot Trap 15%.

TORT, male trollkin.

STR 11	CON 13	SIZ 10	Right Leg	(01-04)	3/5
INT 11	POW 7	DEX 11	Left Leg	(01-08)	3/5
CHA 7			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Mov 5	Hit Points 13		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
Defense 0%			Head	(19-20)	3/5

2H spear (1D10) 25% SR 6 Parry (15) 25%
 1H light mace (1D6) SR 8 Parry (20) 20%
 Sling (1D8) 25% SR 3 no parry
 Small shield Parry (8) 25%

SPELLS—none.

SKILLS—Spot Hidden Items 35%.

FLIN, male trollkin.

STR 8	CON 10	SIZ 12	Right Leg	(01-04)	3/4
INT 8	POW 6	DEX 15	Left Leg	(05-08)	3/4
CHA 6			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 5	Hit Points 10		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
Defense 0%			Head	(19-20)	3/4

2H spear (1D10) 25% SR 6 Parry (15) 25%
 1H light mace (1D6) 25% SR 8 Parry (20) 15%
 Sling (1D8) 25% SR 2 no parry
 Small shield Parry (8) 20%

SPELLS—Countermagic.

SKILLS—Spot Hidden Items 45%.



RuneQuest



HIN, male trollkin.

STR 11	CON 11	SIZ 9	Right Leg	(01-04)	3/4
INT 10	POW 7	DEX 10	Left Leg	(05-08)	3/4
CHA 5			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 5	Hit Points 11		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
Defense 0%			Head	(19-20)	3/4

2H spear (1D10) 25% SR 6 Parry (15) 25%
 1H light mace (1D6) 25% SR 8 Parry (20) 15%
 Small shield Parry (8) 20%

SPELLS—none.
 SKILLS—Spot Hidden Item 65%.

GORT, male trollkin.

STR 10	CON 3	SIZ 10	Right Leg	(01-04)	3/2
INT 9	POW 11	DEX 14	Left Leg	(05-08)	3/2
CHA 9			Abdomen	(09-11)	3/2
			Chest	(12)	3/3
Mov 6	Hit Points 3		Right Arm	(13-15)	3/1
			Left Arm	(16-18)	3/1
Defense 5%			Head	(19-20)	3/2

2H spear (1D10) 30% SR 5 Parry (15) 30%
 1H light mace (1D6) 30% SR 7 Parry (20) 25%
 Sling (1D8) 30% SR 2 no parry
 Small shield Parry (8) 35%

SPELLS—Disruption, Healing 2.
 SKILLS—Spot Hidden Items 35%.

BORT, male trollkin.

STR 13	CON 11	SIZ 12	Right Leg	(01-04)	3/4
INT 13	POW 9	DEX 15	Left Leg	(05-08)	3/4
CHA 11			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 6	Hit Points 11		Right Arm	(13-15)	3/3
			Left Arm	(16-18)	3/3
Defense 10%			Head	(19-20)	3/4

2H spear (1D10) 35% SR 5 Parry (15) 30%
 1H light mace (1D6) 35% SR 7 Parry (20) 25%
 Sling (1D8) 40% SR 3 no parry
 Small shield Parry (8) 30%

SPELLS—Countermagic.
 SKILLS—Spot Hidden Items 55%.

ZIN, male trollkin.

STR 12	CON 10	SIZ 8	Right Leg	(01-04)	3/3
INT 7	POW 8	DEX 12	Left Leg	(05-08)	3/3
CHA 7			Abdomen	(09-11)	3/3
			Chest	(12)	3/4
Mov 5	Hit Points 9		Right Arm	(13-15)	3/2
			Left Arm	(16-18)	3/2
Defense 0%			Head	(19-20)	3/3

2H spear (1D10) 25% SR 6 Parry (15) 25%
 1H light mace (1D6) 20% SR 8 Parry (20) 20%
 Sling (1D8) 20% SR 3 no parry
 Small shield Parry (8) 25%

SPELLS—Speedart.
 SKILLS—Spot Hidden Item 35%.

SMORT, male trollkin.

STR 13	CON 10	SIZ 7	Right Leg	(01-04)	3/3
INT 7	POW 5	DEX 12	Left Leg	(05-08)	3/3
CHA 5			Abdomen	(09-11)	3/3
			Chest	(12)	3/4
Mov 5	Hit Points 9		Right Arm	(13-15)	3/2
			Left Arm	(16-18)	3/2
Defense 0%			Head	(19-20)	3/3

2H spear (1D10) 20% SR 6 Parry (15) 25%
 1H light mace (1D6) 20% SR 8 Parry (20) 15%
 Sling (1D8) 25% SR 3 no parry
 Small shield Parry (8) 25%

SPELLS—none.
 SKILLS—Spot Hidden Items 35%.

RIN, male trollkin.

STR 8	CON 12	SIZ 11	Right Leg	(01-04)	3/4
INT 10	POW 4	DEX 15	Left Leg	(05-08)	3/4
CHA 4			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 5	Hit Points 11		Right Arm	(13-15)	3/3
			Left Arm	(15-18)	3/3
Defense 0%			Head	(19-20)	3/4

2H spear (1D10) 25% SR 5 Parry (15) 25%
 1H light mace (1D6) 25% SR 7 Parry (20) 25%
 Sling (1D8) 30% SR 2 no parry
 Small shield Parry (8) 25%

SPELLS—Countermagic.
 SKILLS—Spot Hidden Item 45%.

OIN, male trollkin.

STR 11	CON 14	SIZ 10	Right Leg	(01-04)	3/5
INT 7	POW 8	DEX 17	Left Leg	(05-08)	3/5
CHA 9			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Mov 5	Hit Points 14		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
Defense 5%			Head	(19-20)	3/5

2H spear (1D10) 30% SR 4 Parry (15) 35%
 1H light mace (1D6) 40% SR 5 Parry (20) 35%
 Sling (1D8) 40% SR 1 no parry
 Small shield Parry (8) 40%

SPELLS—Speedart.
 SKILLS—Spot Hidden Items 45%.



RuneQuest



BASHU, female trollkin.

STR 7	CON 13	SIZ 9	Right Leg	(01-04)	3/4
INT 14	POW 3	DEX 15	Left Leg	(05-08)	3/4
CHA 7			Abdomen	(09-11)	3/4
			Chest	(12)	3/5
Mov 5	Hit Points 12		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
Defense 5%			Head	(19-20)	3/4

2H spear (1D10) 30% SR 5 Parry (15) 35%
 1H light mace (1D6) 35% SR 7 Parry (20) 35%
 Sling (1D8) 30% SR 2 no parry
 Small shield Parry (8) 25%

SPELLS—none.

SKILLS—Spot Hidden Item 35%.

NASHU, female trollkin.

STR 8	CON 13	SIZ 11	Right Leg	(01-04)	3/5
INT 10	POW 9	DEX 14	Left Leg	(05-08)	3/5
CHA 8			Abdomen	(09-11)	3/5
			Chest	(12)	3/6
Mov 5	Hit Points 13		Right Arm	(13-15)	3/4
			Left Arm	(16-18)	3/4
Defense 5%			Head	(19-20)	3/5

2H spear (1D10) 35% SR 5 Parry (15) 35%
 1H light mace (1D6) 30% SR 7 Parry (20) 30%
 Sling (1D8) 30% SR 2 no parry
 Small shield Parry (8) 30%

SPELLS—Healing 2.

SKILLS—Spot Hidden Items 35%.

LOBA, female trollkin.

STR 7	CON 9	SIZ 7	Right Leg	(01-04)	3/3
INT 10	POW 5	DEX 13	Left Leg	(05-08)	3/3
CHA 12			Abdomen	(09-11)	3/3
			Chest	(12)	3/4
Mov 5	Hit Points 8		Right Arm	(13-15)	3/2
			Left Arm	(16-18)	3/2
Defense 5%			Head	(19-20)	3/3

2H spear (1D10) 35% SR 5 Parry (15) 30%
 1H light mace (1D6) 30% SR 7 Parry (20) 30%
 Sling (1D8) 30% SR 2 no parry
 Small shield Parry (8) 30%

SPELLS—Healing 2.

SKILLS—Spot Hidden Item 35%.

The trollkin whose names rhyme are litter-mates, and ordinarily would be found together. Whiteye may ignore this nurture bond, of course.

BLUE-EYE, male newtling.

STR 11	CON 12	SIZ 11	Right Leg	(01-04)	2/4
INT 13	POW 4	DEX 13	Left Leg	(05-08)	2/4
CHA 14			Abdomen	(09-11)	2/4
			Chest	(12)	2/5
Mov land 6, water 12			Right Arm	(13-15)	2/3
Hit Points 12			Left Arm	(16-18)	2/3
Defense 5%			Head	(19-20)	2/4

Trident (1D6+1) 40% SR 6 Parry (12) 30%
 Net (4) (enemy fumble) 20% SR 6 Parry 50%

SPELLS—none.

SKILLS—Swimming 90%.

LONG-TONGUE, male newtling.

STR 4	CON 8	SIZ 9	Right Leg	(01-04)	2/3
INT 5	POW 11	DEX 14	Left Leg	(05-08)	2/3
CHA 14			Abdomen	(09-11)	2/3
			Chest	(12)	2/4
Mov land 6, water 12			Right Arm	(13-15)	2/2
Hit Points 8			Left Arm	(16-18)	2/2
Defense 5%			Head	(19-20)	2/3

Trident (1D6+1) 80% SR 6 Parry (12) 40%
 Net (4) (enemy fumble) 40% SR 6 Parry 60%

SPELLS—none.

SKILLS—Swimming 90%.

CROAKER, male newtling.

STR 6	CON 13	SIZ 7	Right Leg	(01-04)	2/4
INT 9	POW 12	DEX 13	Left Leg	(05-08)	2/4
CHA 12			Abdomen	(09-11)	2/4
			Chest	(12)	2/5
Mov land 6, water 12			Right Arm	(13-15)	2/5
Hit Points 12			Left Arm	(16-18)	2/5
Defense 5%			Head	(19-20)	2/4

Trident (1D6+1-1D4) 90% SR 6 Parry (12) 30%
 Net (4) (enemy fumble) 50% SR 6 Parry 90%

SPELLS—none.

SKILLS—Swimming 90%.

CROSS-EYE, male newtling.

STR 8	CON 10	SIZ 3	Right Leg	(01-04)	2/3
INT 15	POW 4	DEX 12	Left Leg	(05-08)	2/3
CHA 11			Abdomen	(09-11)	2/3
			Chest	(12)	2/4
Mov land 6, water 12			Right Arm	(13-15)	2/2
Hit Points 8			Left Arm	(16-18)	2/2
Defense 5%			Head	(19-20)	2/3

Trident (1D6+1) 40% SR 7 Parry (12) 30%

SPELLS—none.

SKILLS—Swimming 90%.

FLY-SNAPPER, male newtling.

STR 8	CON 17	SIZ 10	Right Leg	(01-04)	2/6
INT 10	POW 10	DEX 15	Left Leg	(05-08)	2/6
CHA 10			Abdomen	(09-11)	2/6
			Chest	(12)	2/7
Mov land 7, water 12			Right Arm	(13-15)	2/5
Hit Points 17			Left Arm	(16-18)	2/5
Defense 10%			Head	(19-20)	2/6

Trident (1D6+1) 30% SR 5 Parry (12) 30%

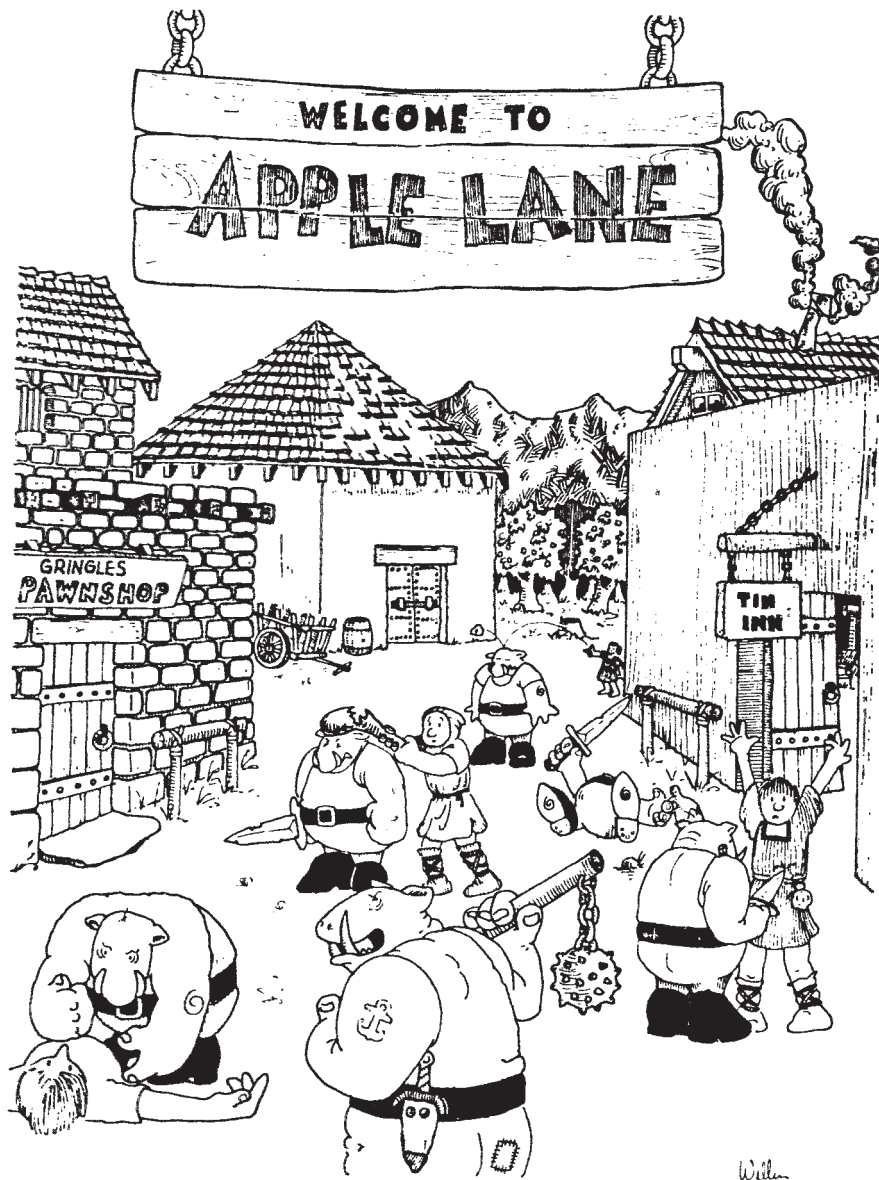
SPELLS—none.
SKILLS—Swimming 90%.

SHORT-TONGUE, male newtling.

STR 9	CON 7	SIZ 8	Right Leg	(01-04)	2/3
INT 14	POW 14	DEX 13	Left Leg	(05-08)	2/3
CHA 13			Abdomen	(09-11)	2/3
			Chest	(12)	2/4
Mov land 6, water 12			Right Arm	(13-15)	2/2
Hit Points 7			Left Arm	(16-18)	2/2
Defense 10%			Head	(19-20)	2/3

Trident (1D6+1) 30% SR 7 Parry (12) 30%

SPELLS—none.
SKILLS—Swimming 90%.



The original cover artwork, as published in Wyrms Footnotes #6.

A NOTE ON NEWTLING NETS

Three newts have special magic nets. These may be used to parry. If used to attack with, and the attack is successful, then the defender must roll on the fumble table for his next melee action. These net attacks may be parried, and if so then the net takes normal damage. If it is torn completely (loses all its points) then the net may not be used to attack again. Therefore these newts will be parrying with their tridents instead of their nets. If a net attack is successful, but parried, then the defender's weapon takes 1D10 damage.

EXPANSION NOTES

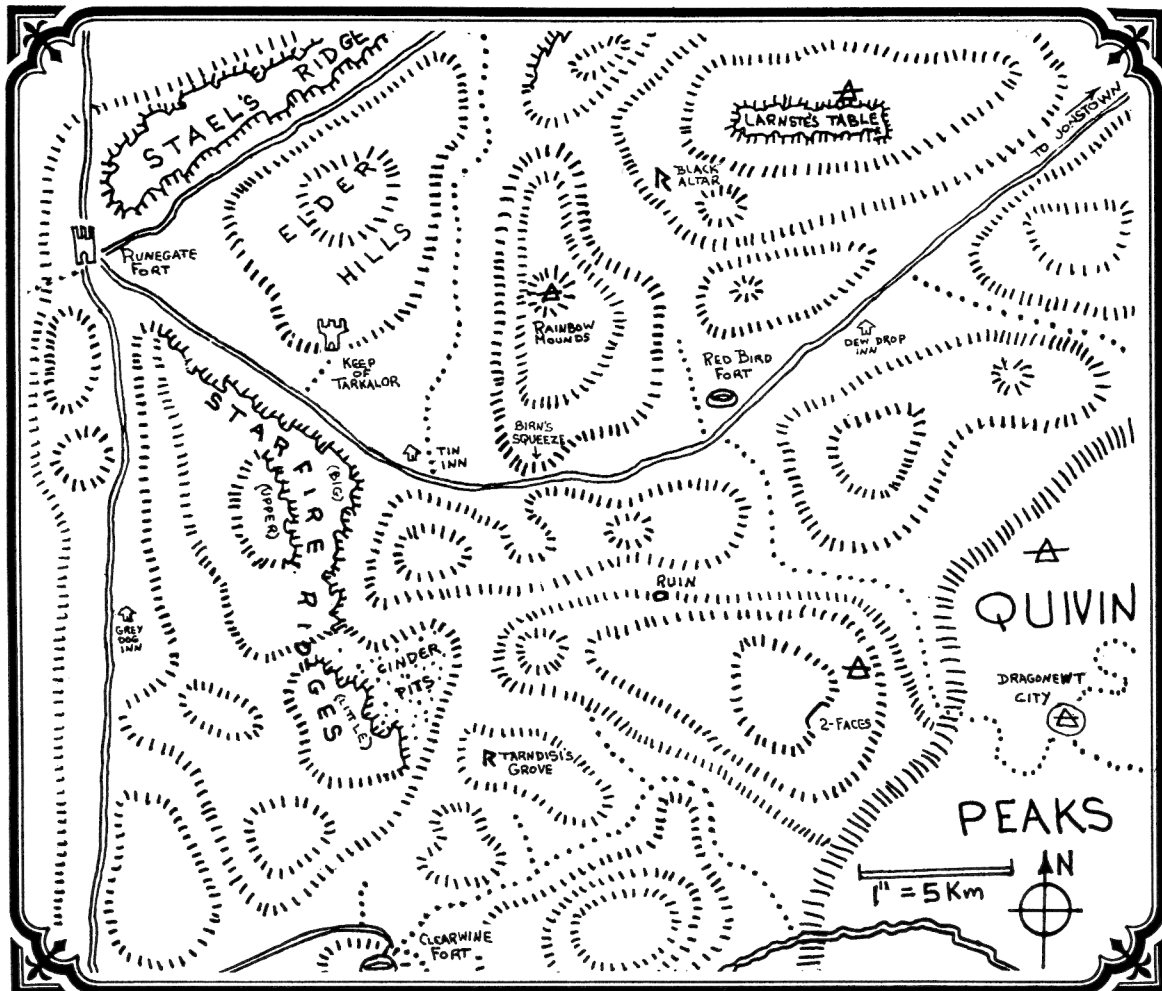
What can be done with this book after helping Gringle and sacking Whiteye's lair? Several things, for I doubt the book's contents can be quickly used up.

Did any baboons or other outlaws escape? They may have hidden in the caves of the Rainbow Mounds after the players cleared it of Trollkin. Maybe the baboons finished the newtling quest and have their aid. Were there surviving trollkin? Did any players try to rob Gringle? They may have joined the desperados. Always save survivors for future encounters. Friend or foe, meetings between know player and non-player characters adds zest to any campaign.

Use Apple Lane as a base of operations. If you wish, populate other regions of the maps with adventures. Failing time to draw up elaborate plans, other scenario packs are available which can be ransacked for situations and personnel adaptable to Apple Lane. Or use one layout and put different monsters in it.

The people and institutions of Apple Lane offer many ideas. Has someone kidnapped Idiot Girl? Is there a murder at the Tin Inn? A brawl at Uleria's Temple? Many travel through the village: who knows what they have done, where they must go, or who pursues them?

NOTES



Apple Lane

Two complete adventures in the outlands of Sartar!

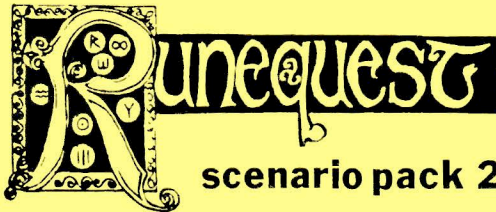
Specially designed for comprehensive ease of play, APPLE LANE sets a new standard for fantasy role-playing games, presenting not only treasure and gore but situations and non-player characters of humor and interest: perfect situations for turning on players new to gaming!

GRINGLE'S PAWNSHOP: a crafty old Rune Lord needs a few Adventurers to guard his shop against more than he had divined....

THE RAINBOW MOUNDS: the Posse sets out to clip the ears of Whiteye and his gang; they find more in the hideout than Whiteye knew of....

TRIBAL INITIATION: a special mini-scenario introducing FRP to new players via an intriguing ritual of adulthood....

Lengthy background notes, five pages of maps and plans, complete NPC statistics and motivational profiles, tactical and contingency explanations, and even a page of sample player characters. Referees can start either adventure after little more than reading it and sketching the playing area!



scenario pack 2

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IMPORTANT: this book is base entirely upon the role-playing game RUNEQUEST. You must have that rulesbook to use this scenario pack.