



# Apple Lane

## Save the Hamlet From Scurrilous Scoundrels

APPLE LANE is a supplement for the RUNEQUEST roleplaying game. Though written specifically for the Standard Edition rules, APPLE LANE is fully usable with Deluxe Edition as well.



**The Avalon Hill  
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# Apple Lane

Adventures for **RuneQuest®**  
by Greg Stafford

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***May Issaries Bless This Book and Confound Those Who Criticize It***

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### A Chaosium Game

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# INTRODUCTION

Apple Lane is a village from my *RuneQuest* campaign, intended especially for gamemasters lacking the time or experience to create adventures of their own. Starting a campaign is always the hardest part. This interesting and entertaining hamlet can inspire further game-master creations, and act as a base of operations for new adventurers. Of course, *Apple Lane* is also useful for everyone needing fast *RuneQuest* encounters.

The adventures herein are designed for 6-8 beginning adventurers; adjust the quantity of opposing non-player characters if the number of adventurers varies much from this.

In the pullout section of this book can be found character statistics and notes about the inhabitants of Apple Lane (in addition to those for the two scenarios). With the exception of Gringle and Quackjohn, most of these villagers are not needed for the scenarios, but can be handy as play develops. As importantly, the village folk are links to many of the adventures which gamemasters may want to develop in the future.

We hope you enjoy a place where all of us have adventured.

— Greg Stafford, *Chaosium*.

## The Deluxe Rules Section

This is the third edition of *Apple Lane*. Text and statistics conform

with The Avalon Hill Game Company edition of *RuneQuest*, for both Standard and Deluxe editions. The Deluxe Rules Section contains all rules from the Deluxe edition needed to use this book. All spells, skills, or items occurring in Deluxe but not in Standard are asterisked (\*) in the text. The section describes all necessary Deluxe spells and forms of magic. At their option, Standard edition-using gamemasters may or may not allow the listed spells to be earned, learned, or used in their play.

However, the elaborate and well-tested connections between Glorantha religions and their magics cannot be easily supplied. Gods used in this book are briefly described in the text, but both Deluxe and Standard owners should consult The Avalon Hill Game Company publication *Gods of Glorantha*, which summarizes 60 *RuneQuest* religions, including cult special skills and spells.

The armors from the Deluxe edition which appear in this book have been summarized in a table in the Deluxe Rules Section.

## Conventions

Villagers often own armor and weapons. They don't normally wear such stuff, but it is included in their statistics. To avoid confusion, the statistics (under "points") always give armor points first, then the number of hit points.

Language skills are separated by a slash: Speak/Read-Write. If a single percentage appears, the charac-

ter speaks that language, but cannot read or write it at all.

Spirit magic spells bearing a parenthesized value are fixed spells: they cannot be reduced or increased in cost or strength. The values of variable spirit magic spells are not parenthesized.

Expert divine magic casters' non-stackable spells may have multipliers listed, signifying against how many targets the spell may be cast at once, and/or with strengths greater than usual.

If an entry such as armor or treasure does not appear in a particular character's statistics, then he or she has none.

The most useful local coin is the *lunar*, a coin equivalent in value to one *RuneQuest* penny. Frequently the lunar coin is abbreviated, as for example "28 L."

Apple Lane has an exact location in Glorantha, the fantasy world created by Greg Stafford. But references to localities called Apple Lane appear in most *Chaosium* games. This on-going joke should suggest that, since we are not squeamish about relocating this hamlet hither and yon, then neither should you be. Apple Lane belongs wherever the land has rain, a little snow, and enough late-summer sun to grow fine pippins.

— Lynn Willis,  
Charlie Krank,  
*Chaosium*.

# DELUXE RULES SECTION

The following section should be referred to whenever you encounter an asterisked notation in this book. However, the rules below simply describe the rudiments of the system. For complete information, see Deluxe Edition *RuneQuest*. The rules in the Deluxe edition supersede these necessarily simplified explanations. Note that certain spells below are found only in *Gods of Glorantha*.

## Deluxe Edition Magic

### Magic Items and the Ritual Magic System

Ritual magic is a powerful, time-consuming magical procedure. This Deluxe edition magic system underlies the other approaches to magic in *RuneQuest*. The three forms of Ritual Magic are Ceremony, Summoning, and Enchanting rituals. The only one of major significance to Apple Lane is the Enchanting ritual.

The Enchanting ritual can be used for many purposes: a magician can enchant things, persons, places, etc. In this book, the main point of the ritual is its use in creating the many magical items to be found. Almost any item can be enchanted, but to attempt an Enchantment, a character must have the Enchant skill, taught to him by a more experienced magician.

Using the Enchanting ritual, it is possible to enchant an item (such as a ring, etc.) to store magic points in, or to contain the knowledge of a spell. These items are called Magic

Point or Spell Matrices, respectively. Anyone, not just the enchanter, can use a matrix.

In the case of a Magic Point matrix, the user simply expends points while concentrating on the matrix. The matrix holds the points until he or someone else in physical contact with the item accesses them. Magic point matrixes always have a limit on the number of points that may be stored, usually around five.

An effective way to increase one's range of available spells is with a Spell Matrix, which contains the knowledge of a spell in an item. The baboons' magic fang in the first scenario is an example of a spell matrix, in this case for a spirit magic spell. The owner simply touches the item and casts his spell normally. All normal rules apply as if the caster knew the spell in the matrix. Anyone can use a spell matrix to cast a spell, but a spell cannot be permanently learned from one.

### Friendly and Bound Spirits

Spirits are highly useful entities to magicians. The complete rules for utilizing spirits are beyond the scope of this book, but certain points need to be explained.

Shamans and priests of some deities are lucky enough to have access to the powers of friendly spirits. Shamans have Fetches, which are a part of their own soul. Priests have Allied Spirits. Allied spirits are special animals with sentient spirits, or else bodiless spirits sent by the deity to inhabit objects sacred to the cult. These spirits are always in mental contact with their master.

Unwilling spirits may be bound into items. Once bound they may be used in various ways by the owner of the item. Note that fetches and allied spirits may control bound spirits. Fetches must maintain their magic points equal to that of their total controlled spirits at all times.

Spirits, whether fetches, allied spirits, or bound spirits, may know spells, in which case they may cast them for the benefit of their owner. Their owner, if in mental contact with them, may use their knowledge to cast the spell himself. Their magic points may also be utilized freely by their owner if he is in mental contact with them. Note the restrictions on fetch's magic points, however.

Bound spirits may also be ordered to attack other entities in spirit combat, with the object of possession. For example, the shaman of Apple Lane's fetch controls Fear spirits that may be sent to attempt to terrify a victim (successful possession indicates permanent Demoralization).

Once a released bound spirit has completed spirit combat, it is out of the control of the owner.

### Magic Crystals

Glorantha magic crystals are found items, capable of serving many magical purposes, such as the storage of magic points, without the need to enchant the crystal using the Enchanting Ritual. Many more mysterious purposes may be served by certain rare crystals. Magic crystals are believed to be the blood of the gods, left over from ages past.

## Deluxe Edition Spirit Magic Spells

### Bludgeon

Variable

Touch, Temporal, Passive

This spell works on any smashing or crushing weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per point of spell. This spell is incompatible with the other weapon-enhancing spell of Bladesharp.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

### Coordination

Variable

Touch, Temporal, Passive

This spell increases the target's DEX. The target must possess the DEX characteristic in order for this spell to work. Each point of spell increases DEX by 1 point, thereby increasing skills, DEX rolls, and lowering the number of the DEX strike rank. Although there is no limit to the stacking of this spell, a creature's DEX may never be increased to be greater than twice its current, unadjusted DEX.

### Dispel Magic

Variable

Ranged, Instant

This spell eliminates magic. One point of this spell will remove one magic point of spirit magic or sorcery spells: two points will remove one point of divine magic spells. With sorcery spells, only the Intensity of the spell must be eliminated to destroy the spell. Thus to dispel a Befuddle spell will require 2 points of Dispel, to dispel a 1-point Shield (a Divine spell) requires 2 points,

and to dispel a Smother 4 with twice the range and duration would require 4 points. You cannot Dispel part of a spell.

When cast against a target without specifying any specific effect or target, the Dispel will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be cast against a specific spell if the caster can discern a specific spell.

### Extinguish

Variable

Ranged, Instant

This spell puts out fires and flames and cools hot materials to the ambient temperature. One point of Extinguish will put out a candle, torch, or lantern; two points will put out a small campfire; three points will eliminate a bonfire, etc.

### Glamour

Variable

Touch, Temporal, Passive

Each point of spell adds 2 APP points to the target for its duration. The target must possess APP for it to be affected. The appearance of the target does not alter, but the quality of appearance increases so that soon the perceiver simply is not reminded of the similarities to the person of whom he might otherwise be reminded. Characters will be recognizable as themselves only when within half of their previous total APP. Example: Ugly Fredrick, APP 4, will be unrecognizable as himself by applying 2 points of the spell, but Gorgeous Arleen, APP 15, still will be recognizable after applying up to 3 points of the spell.

### Ignite

1 Point

Ranged, Instant

This spell will ignite anything normally burnable. It creates a small

fire. Thus ignite can set fire to a torch, a house, or a dry backpack. Skin cannot be Ignited. Hair of fur may be, but the target being's magic points then must be overcome on the resistance table.

### Ironhand

Variable

Touch, Temporal, Passive

This spell adds damage and increases the chance to hit with any natural weapon. Each point of the spell adds 1 point of damage if contact is made and +5 percentiles to the chance to hit. Though the name implies it works only on hands, various nonhuman creatures have Ironclaw, Ironbeak, Ironhoof, and so on which work the same way.

### Mindspeech

Variable

Ranged, Temporal, Passive

This spell allows mind-to-mind communication, like mental telepathy. Each point of the spell allows one more person to be in contact with the caster. It will transmit only the thoughts intended for transmission by the caster. The thoughts to be transmitted must be subvocalized (whispered) and the listeners will hear the message in their minds in the language sent. Knowledge of spells and magic points cannot be transmitted. Mindspeech does not create an open link between the spell caster's communicants. If A casts the spell on B and C, then B and C are not in contact.

### Second Sight

3 Points

Ranged, Temporal, Passive

This spell allows a person to view the POW aura of living beings and to gauge its relative strength. This spell does not allow the user to view the spirit plane. Shamans naturally have this ability and do not need to expend magic points to use it.

The aura of all creatures within the spell's range will glow only to the caster. If there are a large number of creatures within range it will be difficult for the caster to determine the POW of each. Undead things do not glow this way, for they have no characteristic POW. The POW of enchanted items is also visible to users of this spell, though the magic points in spells are not.

The gamemaster should tell the player whether the POWs of the viewed creatures are much less than the POW of the user, within 5 points of it, or much greater than the user's POW (for a shaman, include the fetch's POW). An adventurer can use the Second Sight spell to target spells and blows against enemies in the dark, as long as they possess POW. He will not be able to parry any blows received from that enemy.

Any heavy opaque surface - a thick woolen blanket, a wooden wall, etc. - will block Second Sight.

### Shimmer

Variable

Ranged, Temporal, Passive

This spell blurs and distorts the target's visual image making it harder to hit. Each point subtracts 5 percentiles from the skill of any enemy attempting to hit the affected target.

### Spirit Screen

Variable

Ranged, Temporal, Passive

This spell acts as spiritual armor to protect someone from attack by spirits. Each point of the spell adds 2 points to the target's defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.

### Toothsharp

Variable

Touch, Temporal, Passive

This spell adds damage and increases the chance to hit with any natural biting weapon. Each point of the spell adds 2 points of damage if contact is made and +5 percentiles to the chance to hit.

### Vigor

Variable

Touch, Temporal, Passive

Each casting of this spell adds 2 points to the CON of the target. The target must already possess CON in order for the spell to work. These extra points will increase normal hit points for the duration of the spell. Hit points per location will probably have to be refigured. Although there is no limit to the stacking of this spell, a creature's current CON may never be increased to be greater than twice its current, unadjusted CON.

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## Deluxe Edition Divine Magic Spells

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### Analyze Magic

1 Point

Touch, Instant, Stackable, Reusable  
Lhankor Mhy, Lord of Knowledge

This spell gives a true statement about at least one function of a single magical item, entity, or substance. If more than a single point is cast simultaneously, more than one truth is discovered. If the spells are not cast simultaneously, the same truths may be repeated.

### Erotocomatose Lucidity

2 Points

Touch, Special Duration, Nonstackable, Reusable

Uleria, Goddess of Love

The intended recipient may not resist this spell's effects. Both the

recipient and caster experience, and remember to his and her best ability, the ecstatic Oneness experienced during the moment of sexual climax. The experience lasts a number of minutes equal to the magic points expended.

After the spell expires, both participant's Fatigue is reduced by 10 points per magic point expended.

### Worship (Deity)

1 Point

Ritual (Ceremony), Nonstackable, Reusable

Common

This Ceremony ritual spell allows a priest to lead a formal worship service to the deity specified. If this service is held on Sanctified ground or temple on a holy day of the god, then it will allow the priests a POW gain roll. If held on the High Holy Day, it will allow all priests and initiates to attempt a POW gain roll.

### Create Market

3 points

Ritual Ceremony spell, reusable

Issaries, God of Trade

This spell creates an invisible protected zone identical to a Warding 1 in most respects [see Warding, below]. The priest must use one-meter staffs carved with likenesses of Issaries to define the boundaries of the zone. Unlike Warding, it does not detect just anyone entering, but only activates on those who enter the area with a hostile intent. It makes no distinction between "friendly" fighters and "hostile" fighters; anyone attempting to enter the zone with intentions of harm alerts it.

### Divination

1 Point

Ritual Spell (Ceremony), Stackable, Reusable

Common

This Ceremony ritual spell must be used in either a temple of the caster's deity or in a Sanctity-spell blessed area which is undisturbed for the duration of the Divination.

This spell allows the caster to communicate with his deity. For each point of the spell cast during the Ceremony, the communicant may ask a simple question and he or she either will receive an answer of up to seven words or a brief vision or dream of the answer. This procedure requires one hour per point of Divination used.

The gamemaster should privately roll D100 whenever a player requests an answer to a Divination. If the roll is greater than the caster's POWx5, then the caster failed to interpret the answer or dream properly and the gamemaster must make up a misleading or puzzling answer.

### Regrow Limb

2 points

Touch, special duration, nonstackable, reusable

Chalana Arroy, Goddess of Healing

This spell regrows a severed or maimed limb. The gamemaster should roll D100 whenever a limb is lost. The result shows how much

needs to be regrown — at the rate of 10% per game-week if the spell is applied within 10 minutes of the time of the severing or maiming, lengthening to 10% per game-month thereafter. This spell does not heal damage, so that the regrown limb must naturally heal or be otherwise magically aided.

### Warding

1 Point

Ritual (Enchant), Stackable, Conditionally Reusable

Common

This ritual spell creates an area of safety for those inside. It requires four wands exactly 15 centimeters long as props. The wands can be made of any material, and can be so spaced as to enclose a maximum area of up to 81 square meters. The spell extends into the air for 3 meters, and underground to the depth of the prop stakes.

The activated wands connect invisibly to form a barrier detectable only by magical means. The protection afforded by the Warding is initiated when physical or spirit enemies of the caster cross the barrier, or when a spell is cast across the barrier from the outside. When

this happens a loud noise (a keening, whistling, booming, etc.) begins which may be suppressed by the casting priest.

Each point of Warding counts as 1 point of Countermagic (see the spirit magic description) against spells cast across the barrier, 2 points of Spirit Resistance (adds points to the target's defense against all types of spirit combat) against outside spirits, and it does as well 1D3 points of damage, ignoring armor, to one hit location of any corporeal enemy that crosses the boundary.

Alternatively, the added points of Warding can be used to increase the area protected: an additional point will cover up to another 81 meter square, 2 more points will cover another 162m square area, and so on.

The Warding spell will remain in effect until the props are removed. Anyone but the caster who attempts to touch the stakes will touch off and be affected by the spell. But after suffering the Warding's effect, the sufferer can then remove the stakes. If the caster pulls up the stakes, he regains the use of his spell with proper prayer. The stakes need not be visible to work.

## Deluxe Edition Armors

armor ENC by SIZ (and total cost in pennies)

armor type	armor points	cost per ENC	small SIZ 6-10	medium SIZ 11-15	large SIZ 16-20	"troll" SIZ 21-25
Bezainted	4	70p	6.0 (420p)	7.5 (563p)	9.0 (630p)	10.5 (735p)
Lamellar	6	200p	14.0 (2800p)	18.0 (3600p)	21.5 (4300p)	25.0 (5000p)
Scale	6	120p	16.0 (1920p)	20.0 (2400p)	24.0 (2880p)	28.0 (3360p)
Brigandine	7	200p	17.5 (3500p)	22.0 (4400p)	26.5 (5300p)	31.0 (6200p)

**BEZAINTE**D: metal disks fastened onto soft leather armor. The major extra cost is the metal.

**SCALE**: metal scales of various sizes fastened to a backing.

**LAMELLAR**: metal strips usually held on to leather backing by means of rivets. Often combined with chainmail over joints and other moving surfaces.

**BRIGANDINE**: metal scales riveted between two layers of leather.



# THE VILLAGE

Apple Lane is a border hamlet. It sits astride a frequently-used secondary road, some 50 kilometers from the nearest city, Jonstown. Travelers, from whom the settlement gets the larger share of its trade, are happy to stop at this rustic outpost; farmers and shepherds from the surrounding hills enjoy its nearly-citified comforts. Apple orchards, which give the town its name, surround the place.

The accompanying map of the town shows buildings, roads, and surrounding orchards. Text descriptions of the individual buildings contain notes concerning important residents. Unless otherwise noted, all buildings are built of stone.

Apple Lane rests on the traditional boundary between the Colymar and the Malani, tribes of friendly barbarians who enjoy practical jokes and hearty meals. Both tribes follow Orlanth, the Storm God.

The map of the Apple Lane Region shows the various forts and other locations of interest in the immediate area.

Apple Lane is part of the Kingdom of Sartar. Boldhome, capital city of Sartar, lies some 100 kilometers away by secondary and primary roads. A map has been provided showing the portion of Sartar in which Apple Lane is situated.

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## The Sheriff's House

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A small sign by the front door of the two-story house announces the sheriff's name, Dronlan Swordsharp,

but misspells his title as "Sheruff." A stone hut attached to the rear of the house serves as Dronlan's jail. The house was the only one in town ever painted, but now it is chipped and peeling, though the Sheriff is a richer man than most. His wife's name is Oolina. They have three children: two sons run farms in a nearby valley; a daughter joined a mercenary band and disappeared years ago.

Sheriff Dronlan is an initiate of Orlanth.

---

## The Sheriff's Barn

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Of one story with a small hayloft, the Sheriff keeps his horse, cows, and chickens here, along with tools, farm equipment, and an occasional hired hand.

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## Uleria's Temple and The Ladies' Quarters

---

Uleria is a goddess of love, and this building is dedicated to her. One older woman and two younger ones live here to further the way of their goddess. The temple includes a room where free beverages are served after sundown, a room where (for a small fee) drunks may sleep, and several chambers for private worship and lectures with priestess or acolyte. The second story holds the women's quarters.

Many of the farmers know Avareen, the priestess, well enough to drink and joke with her in the Tin Inn. Highly respected, she is an expert in her cult practices. Aileena and Binguood are her acolytes, less-skilled but eager to follow the way of Uleria and to earn money for the cult.

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## Weaponmasters' Guild Hall

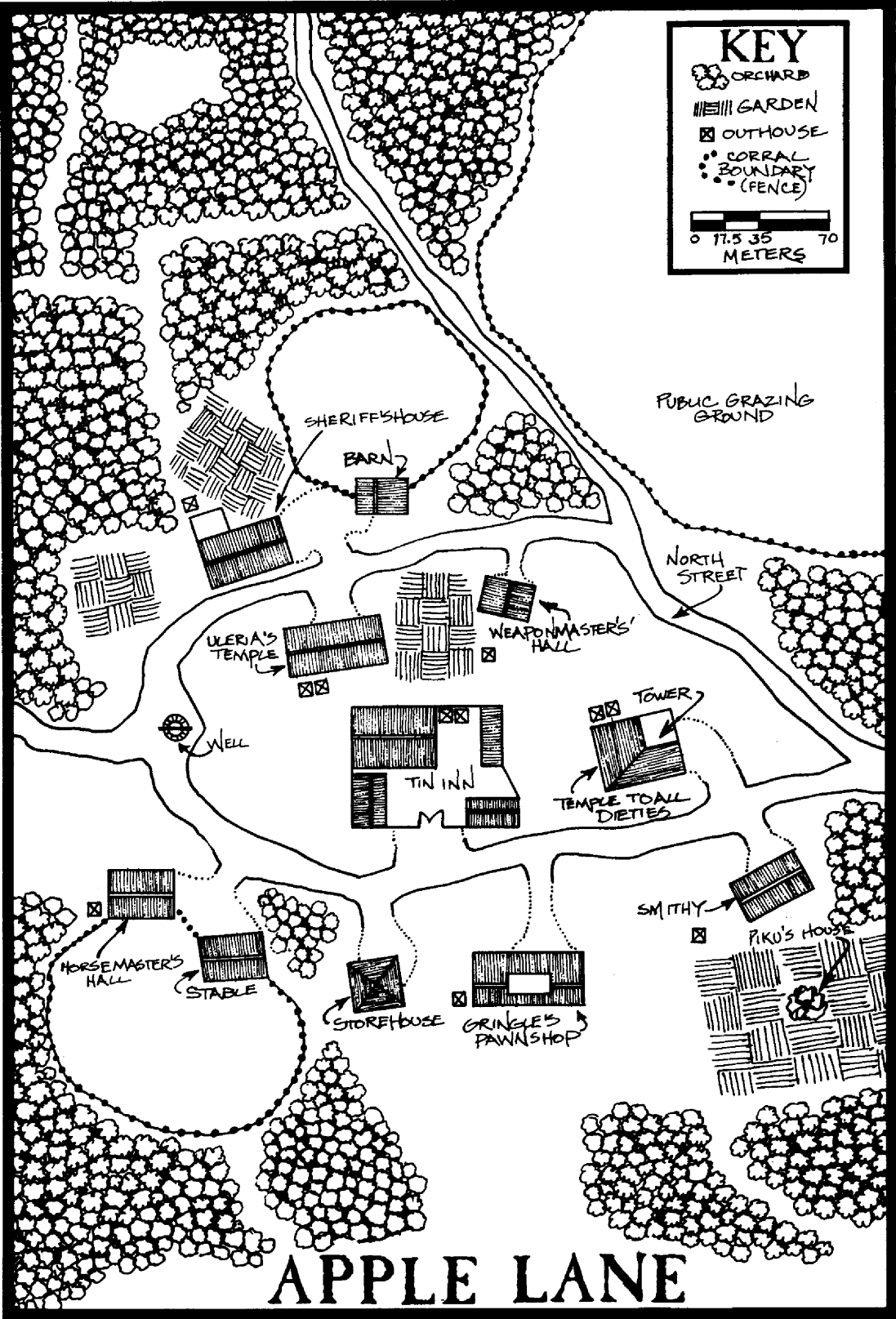
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In this two-story building is a small armory with a shop, practice rooms, an office, and so on. Two weaponmasters live in cramped quarters upstairs. They keep their horses at the Horsemaster's stable.

Jarstan Goodaxe is 52 and spry. He teaches great axe, throwing axe, and broadsword, charging four lunars per day (10 hours) of training per student.

Navarok One-Hand barely escaped death in battle after losing his weapon arm. At age 43 the veteran decided to retire and teach rather than relearn his skills left-handed. Navarok teaches lance, bow, and dagger at the same price as Jarstan. Navarok is an initiate of Humakt, god of Death and War.

Jarstan is a semi-retired Sword of Humakt (the warrior-priesthood of the deity), and can teach the spirit spells of Bladesharp, Demoralize, Disruption, Heal, Mindspeech\*, Protection, and Repair, charging 30 lunars plus 15 lunars per spell point for Humakti initiates, and 100 lunars



plus 50 lunars per spell point for friendly non-initiates.

Jarstan and Navarok travel to a nearby city at least once a season for worship services, and more often if they need to renew or sacrifice for divine magic at a temple of Humakt.

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### The Tin Inn

---

The inn is of two stories. There are outbuildings, a wall, and a courtyard: the inn and all the buildings have tin roofs.

A well-established road house on a frequently-traveled route, the Tin Inn almost always has visitors. It is the only tavern for a day's journey in every direction; outlying farmers normally congregate at the inn.

Bulster the Brewer, famous for his ale, runs the inn with his wife, Bertha. Their 13-year-old daughter, Brightflower, helps out. Barayo, their son, joined a mercenary band four years ago and is in distant lands. Bek Leadhead is the hired tavern bouncer and heavy laborer; he is the son of a local farmer.

Posal and Mineera are other Tin Innards. They live in a small building within the walls but outside the inn. Posal is the stablehand and laborer, noted for his skill at carpentry. Mineera gardens and tends the animals. Jeena, their daughter, is employed as a maid by Bulster. Their younger daughter Varen, age ten, is the "dog girl:" she handles two rough-coated terrier-raters, a pair of shambling hounds, and an irritable cow-dog.

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

Squinch, the local merchant, also lives at the Tin Inn. See the Storehouse description, below.

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### Temple To All Deities

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This is a two-story building with a full basement. It is surmounted by an additional two-story-high tower.

Of the main building, the first floor consists of a single large room, while the upper floor is divided into several smaller rooms. In the basement are rooms for storing food and equipment, and the caretaker's rooms.

The first and second floors of the temple, as well as the two tower rooms, are rented for celebrations and sacrifices. Locals hire them for seasonal farming ceremonies and for weekly prayers to minor deities. Only cults of chaos and evil have ever been denied rental here.

The building's owner is unknown. Communication is conducted through a hired messenger from a distant city. No one has ever dared to rob the place: rumors say that several guardian spirits live in the building.

The caretaker of the temple is a middle-aged-appearing woman, who is assisted by a retarded child. The woman's name is Kareena. Mysteriously, Kareena refuses to name the gods she worships, and little of her background is known. No one dares inquire too intently, for she has obvious magical powers. Besides, she knows a potent Healing spell which she will perform for ten lunars (or more, if the needy person doesn't have correct change). Kareena will not perform the spell for less.

If inquiries about Kareena are made, rumor suggests that those who are healed by her are magically inhibited from hostile acts against her thereafter.

Kareena has threatened to kill anyone who abuses her ward, whom she and everyone else calls Idiot Girl.

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### Horsemaster's Guild Hall and Residence

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A large guildhall, usually empty and always dusty, fills half of this house. The hall is much too large for the horsemasters' needs, having been built for unrealized dreams of throngs of eager riders, regular meetings, and walls covered with banners and trophies.

The rest of the building is home to Lipiccus and Varaneera, the horsemasters, a husband-and-wife team in their mid-forties. The couple's children left home long ago, 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 the use of weapons from horseback.

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### Stable

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The horsemasters' stable has 80 stalls. In addition to training horses, the horsemasters also breed and sell them. They have 1d20+1 horses available at any time, as well as 1d10 mules and donkeys.

Half of the stable has a second story, where the five horse handlers live. They are Halawell, Baltho, and Jarein (boys), and Garav and Carvala (girls). All are orphans under the age of 15, taken in by the kindly horsemasters.

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### Storehouse

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This one-story building has a unique and very secure pyramid-shaped roof of stone. The walls and foundation also are of stone. The single brass-

bound and magically-locked door faces the Tin Inn. This storehouse functions as the village's general store and is run by Squinch the merchant. Though Squinch is aloof and artificially worldly, he never intentionally cheats a customer.

Within the store are tools, foodstuffs, liquor, seeds, cloth, blank parchment and paper, and just about every other common trade item that Squinch thinks he can sell to the villagers, travelers, and farmers that patronize his establishment.

Squinch's air of snobbery comes from his position as the local sage and merchant. The origin of the title is unknown, since his highest Lore value is only 45%.

Farmers and travelers rely on Squinch, and he acts as the buyer of surplus farm crops. For the evaluation of important items such as a bull or a weapon, however, the sheriff and the horsemasters and weapons masters go to Gringle, the pawnbroker, as do knowledgeable travelers.

Squinch is an initiate of Issaries, God of Trade, and of Lhankor Mhy, Lord of Knowledge. He lives in the Tin Inn, and usually can be found there when not keeping store.

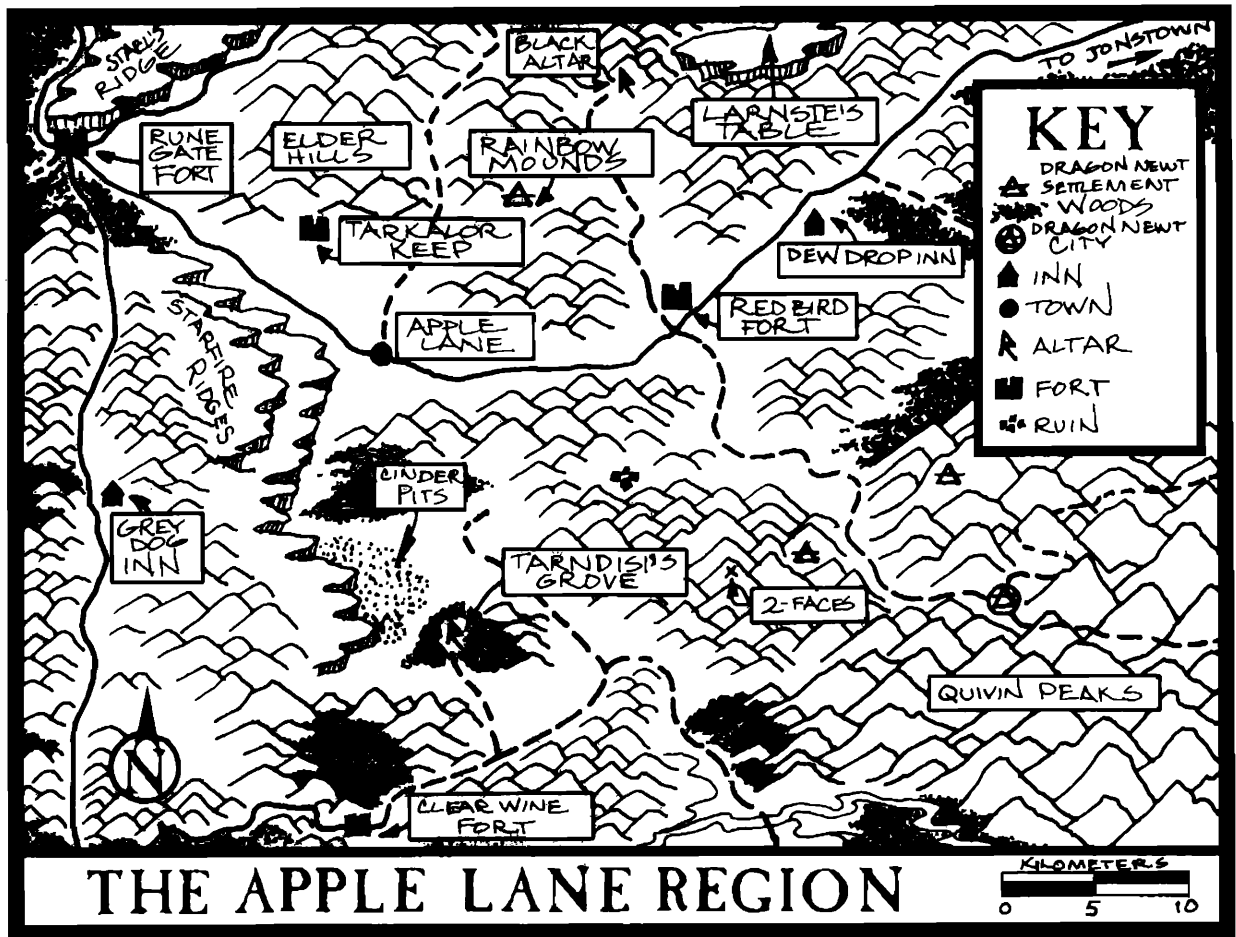
floor) and only two doors. The front (public) door admits clients to the barren Business Room, where Gringle the pawnbroker evaluates goods to be sold, or listens to descriptions of items someone wants to purchase. The second story is much smaller than the first. There is also rumored to be a basement.

Gringle worships Issaries and claims that the shop is a shrine to the deity. Rumor says that Gringle is a priest of Issaries' cult, and this seems to be true. Gringle is known far and wide for his fast-talking and his skillful purchasing. He loves to haggle. If he does not have exactly the item someone wants, he has something similar.

Gringle is old and balding. His left eye twitches. He is no scrooge,

### Gringle's Pawnshop

This bleak two-story building has only one window (on the second



though proud and aloof. He likes to swap war stories in the inn, and is unfailingly polite, except to rude people. He tries to avoid fights, but vigorously defends himself.

Besides Gringle, Quackjohn, Gringle's devoted manservant (see cover illustration) is the only other person allowed to move freely throughout the Pawnshop. Some of Gringle's friends, like the sheriff, occasionally are invited into the kitchen, dining room, and sitting room.

Quackjohn is a duck, likeable and chatty. Quackjohn sings when drunk, is a superb cook, and never questions his master's ways. He has worked with Gringle since they arrived in town 37 years ago.

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### Smithy and Armory

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The double doors of this single-story building face the road. There also is a rear door. In the daytime all doors are open to give the draft needed for the forge. Ingots of copper, bronze, tin, and lead lay on one side of the smithy, with coal and charcoal on

the other. Tools and smithing equipment hang on the walls near the anvils and cooling casks.

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

They chain a small, nameless animal without eyes to the bellows. The creature vigorously pumps that device 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 ever got loose.

Piku can obtain aluminum, iron, or other rare metals if his price is met, and he can forge almost any of a practical nature. He has little artis-

tic skill, although he knows a song to sing sword pommels into the shapes of animal heads. He makes weapons and armor as well as tools.

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### Surrounding Area

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Orchards surround Apple Lane for many kilometers, interspersed with farmhouses and pastures. These apple orchards produce the material for apple cider, apple brandy, apple wine, and apple lightning, drinks well-regarded throughout the region and often shipped to foreign parts.

Beneath the apple trees can often be found migrants and fugitives from the Lunar Empire, a powerful nation whose ever-nearing boundaries are not far distant.

One old trollkin regularly sleeps in the orchards. He collects fallen branches daily, which he sells in Apple Lane for just enough money to buy a meal at the Tin Inn. The trollkin is old, half-blind in one eye, missing several teeth, and excessively servile. His name is Shuffle.

# TRIBAL INITIATION

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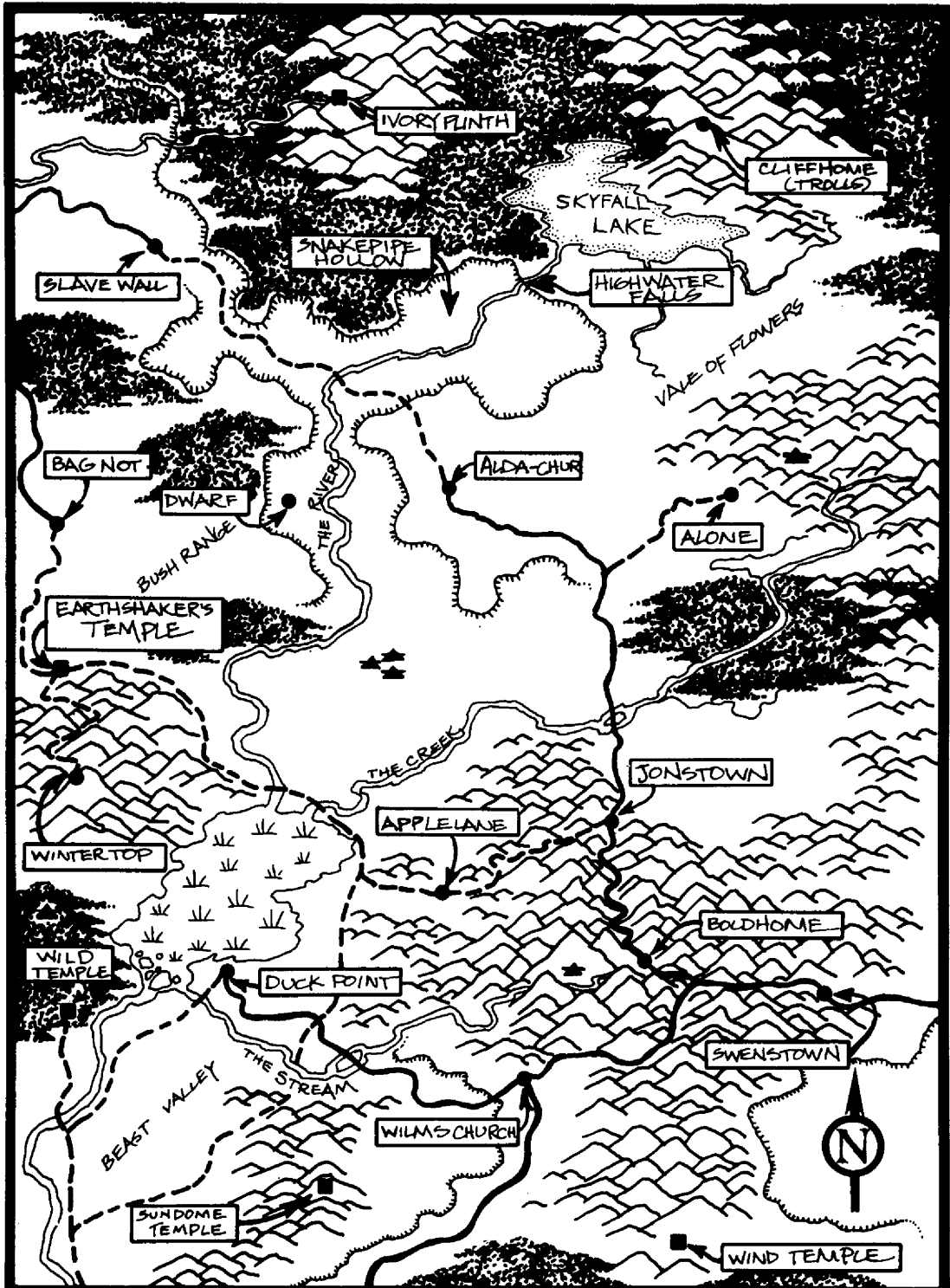
In introducing players to *RuneQuest*, the following tribal initiation makes an effective way to teach the basics of combat. If you wish only to teach the rules, and not to start a campaign, assign characters to your players from among Apple Lane's residents.

Among the tribes of the region, every person must complete an initiation into adulthood before facing the

dangers of the world. Before the initiation, initiates are but children — helpless, innocent, and ignored by nearly everyone. After initiation, initiates are adults. They are responsible for their actions and are free, for good or ill, to make their own judgments.

Before initiation, candidates must have proved themselves to their elders, who will not tolerate children

running around with weapons. Lessons must be learned, tribal ways understood, and weapons and tactics practiced. Each family teaches its own children. While this 2-3 year transition continues, the initiates have passed beyond childhood but are not yet adults. Various ceremonies lead to the final test of initiation and, with success, the assumption of adulthood.



# A Portion of SARTAR

- TEMPLE
- TOWN
- ▲ DRAGON NEWT CITY
- FOREST
- ~ CLIFF



Life can be perilous. Elders commonly judge preparation for life by the martial ability of those initiated: mastery of fighting skills must be proved. In the following ritual, initiates also learn the intimacies of anxiety, fear, pain, embarrassment, and praise, as well as the lessons of defeat and the calm of healing.

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### The Ritual Fight

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Typically, the test is held in the spring, once a year. At that time farmers and herders gather for many seasonal rites in villages like Apple Lane. The ritual's timing also provides new warriors for the coming summer raiding season.

In Apple Lane, the community builds a bonfire in the public grazing ground. With a spear, the sheriff scratches a wide Circle of Orlanth upon the ground, and Jarstan Goodaxe and Navarok One-Hand bless the ground within and invoke Humakt, god of death and war, to watch over the proceedings. Wearing a necklace of twinkling stones, Kareena the Healer sits just outside the circle, while the Idiot Girl sings a beautiful song to accompany the healing her mistress administers to the wounded.

Several non-adults are tested together, paired off to face each other. Boasters are allowed to fight several opponents at once. Sometimes such choices are left to the non-adults, testing their sensibilities as well as their courage. Whatever the arrangements, each initiate must demonstrate effective use of weapons for attack and parry, the use of the shield (if carried), and the ability to effectively dodge and move.

Fighters must stay and fight, even if wounded, until the adults present have confidence in the fighters' skills. Wounds are commonly in-

flicted, but permanent death is impossible since Kareena will return departed souls to their rightful bodies.

When the fighting begins, the spectacle of novices hacking, tripping, and fumbling their weapons causes the onlookers lining the fighting-circle to roar with laughter and toast the novice warriors with round upon round of Bulster Brewer's fine ale. As the youngsters blood themselves, the quaffers outrageously wager dung heaps against dishwater, deriding the stumblers in the ring. Perhaps most importantly, the encircling onlookers discourage early or precipitous departures from the ring.

When the adults judge that the initiates have learned something of what it means to be an adult, they declare the fighting over, and heal the wounded. Bulster breaks out his prized and potent "springwine mead" to toast victors and losers. Speeches welcoming the fighters to adulthood are made, and the tribe's people greet the new members with friendship and kinship.

As the party continues, the new adults are showered with well-intended prattle to improve their fighting skills, receive intriguing offers of further mature experiences at the Temple of Uleria, and will — the next day — awaken from these dreamlike experiences into the realm of adult life.

A folk poem, credited to the god Orlanth and known by all, tells much about the ideals of these people:

*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.*

*Worship wisely, but be no  
god's slave.*

*The holy person works  
through worship,*

*But not for himself! Immortal  
bindings*

*Do not become the free  
warrior.*

*Do not judge too quickly.*

*Keep a clear 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 foes*

*Poorly trained in many  
weapons.*

*Beware ghosts and spirits.*

*The dead and immortal  
despise us.*

*Dead they be, flee from them,*

*Let them be, flee from them,*

*Unless you are holy, magical,  
or inspired.*

*Remember your tribe and your  
clan.*

*There, none are strangers,  
none are foes.*

*A wanderer finds no comfort  
Without refuge among his own.*

*Find a deity to aid you.*

*No one is safe without help.*

*A wise man if friendly to  
Power*

*Is unafraid to face even ghosts.*

*The local merchant-priest needs your help! His shop is in danger from non-human foes, and he must attend to his god (so he says). He promises wealth in return for your aid, but tonight is the full moon...*

# GRINGLE'S PAWNSHOP

**GAMEMASTER** — *for some reason, the adventurers are sitting in the Tin Inn one evening. You must concoct this reason. If the adventurers are a new group and don't necessarily know each other, coincidentally they may have all stopped for the night in the same place. If they are familiar with one another, the Tin Inn may just have been the most convenient stopping place one night. If you wish, have the players play some of the residents of Apple Lane. Complete game statistics on all Apple Lane inhabitants are given in the Apple Lane Digest — part of the pullout from the center of the book.*

In the Tin Inn, a few farm hands nurse ale and chat. Here and there a dusty traveler sits alone. A rowdy group, members of an impromptu caravan formed for safer traveling, jokes and laughs in a corner. The owner of the local pawnshop, Gringle by name, moves from table to table, buying drinks and talking, moving wherever likely fighters (the adventurers) sit. Gringle is deciding who among them seems interested in and worthy of hiring out for a night.

The locals know Gringle. Any serving girl or farmer can say that Gringle is a merchant priest. Some swear that Gringle has a magic staff

which can kill — even without Gringle's control. Others speculate about the immense riches supposedly secured within his shop.

After choosing the player-characters as his hirelings, Gringle the pawnbroker assembles them at a single table and explains the situation.

## Gringle's Problem

**GAMEMASTER** — *The following is Gringle's statement to the player-characters. Make sure that the players understand that you are reading material to them which may contain items important to their adventurers or to the plot of this adventure.*

"Several days ago," Gringle begins, "I bought a few exotic items from a vagrant. Particularly interesting was a huge fang enchanted with a Toothsharp\* spell, useful to creatures who attack by biting. The fellow said he had taken it from a band of baboons during a fight, and that he had killed most of the adult baboons before the fight was done. Since it is my business to buy and sell, I bought it along with a few other fine trinkets.

"Yesterday two baboons stalked into my shop and screeched that they wanted their 'heirloom' back. They have such poor speech that it was several minutes before I understood what they wanted! I offered to sell the item back to them, but the scurrilous creatures probably hadn't even the purchase price.

"One of the beasts leapt to the bars which protect my transactions window and attempted to overcome me with a puny spell. My faithful valet, Quackjohn, skewered the ruffian with a quarrel before the fool scarcely had begun. The other monkey fled, cursing and ranting that he would return with friends and take the enchanted fang.

"I wish to hire you to defend my shop."

## Negotiating With Gringle

Using a Divination\* spell, Gringle knows that the baboons plan to attack tonight. He wants several stout adventurers guarding his house. Rather stuffily, he states that a man of his power and prestige has many ritual obligations which cannot be laid aside for a scuffle with baboons, so he cannot take part in the defense. (Gringle has, in fact, made periodic ceremonial retreats since he arrived



in Apple Lane. Some say he is a lycanthrope.) If asked for more information, he says that his divination indicated that eight to ten baboons will attack, a number incidentally corroborating the story told by the fellow who sold the 'heirlooms' to Gringle.

In return for protection, Gringle offers good pay: 100 lunars for each fighter who stands guard from the time of the interview until sun-up tomorrow, even if the baboons never attack. Additionally, he'll pay 50 lunars each for each dead baboon.

*Gamemaster — Gringle loves to dicker. If the players do, too, then Gringle could pay up to 100 lunars for each dead baboon, and an additional 100 lunars for each room left undisturbed by the attack. He specifically excludes the Public Room, the Negotiating Room, and the Fitting Room, saying there is nothing of value within them. Closets and hallways do not count as rooms. If an adventurer dies, his fellows can divide that unfortunate's portion among themselves. The adventurers can keep all booty recovered from dead robbers. Gringle could also agree to dispense or otherwise obtain up to two points of Heal or Heal Wound for each adventurer who survives until sunrise. More powerful healing can be obtained from Kareena (at the Temple to All Deities) at the adventurers' expense. Finally, Gringle could also provide as much liquor as they can drink the next day.*

Once the actual bargain is struck, Gringle hands the adventurers the baboon heirloom, instructing them to hide the fang in any unlocked room or closet. If the heirloom is stolen, the adventurers collect no payment for their efforts

Gringle also gives them permission to set three traps, and to lock any unlocked doors

Gringle immediately leads the adventurers to his pawnshop, granting them access to areas never seen by the townsfolk.

Tonight is the Full Moon, when lycanthropes emerge. Gringle warns his hirelings not to leave the pawnshop building for any reason, then he leads them to the Chapel room in the pawnshop. After the adventurers have given their oaths, Gringle and Quackjohn can (if you like) lead them about the building, or immediately depart for the basement vault.

## The Pawnshop

All of the rooms have four-meter-high ceilings unless otherwise noted. All have wooden floors, walls, and ceilings, with walls and ceilings painted off-white. Covered lanterns, marked on the plans by small circles, normally light the interior. (There is only one window, remember, and that is on the second floor.)

Befitting his secretive nature, Gringle has put doors with key locks on the entrances to each room, and between the Short and the Long Hallways. All the locks are made with a skill of 70% each; the doors are uniformly STR 18 (there is always enough room for two beings to assault the same door). Gringle provides one set of keys to the unlocked doors; it takes 1d4 melee rounds to find the right key for the right door.

The pawnshop has a basement vault, but nothing like a full basement. The stone foundation is exceptionally strong and thick, and unbroken except for a few SIZ 1 vent pipes.

The roof has a slight peak. It is made of tile.

**GAMEMASTER** — *remove the player's floorplan of the Pawnshop from the center of this book and hand it to the players. Note that it shows only what is obvious without very close inspection (i.e. no hidden or secret places are shown). Have the players mark on this map their hiding place for the fang; the locations of their traps, and any doors which are locked. Before play begins, spread it out on the playing surface. The plan is drawn so that you can place your miniatures directly on it. They will be about 2 times actual size. It does not show secret doors. Leave the room while the players decide how to defend the shop, where to hide the fang, and where to set their three traps (use the Devise and Conceal skills if the characters have appropriate items).*

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### 1. The Kitchen

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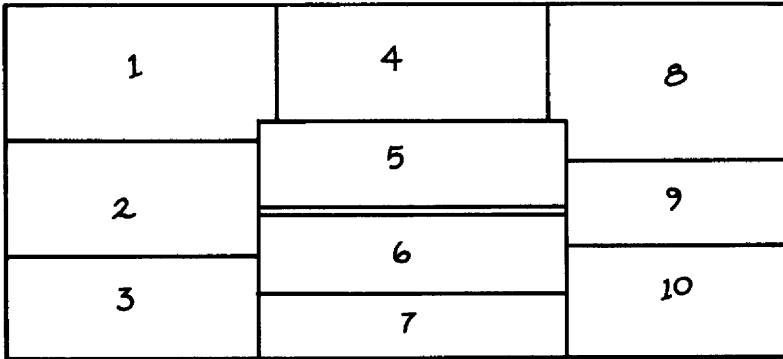
This room holds a table and four chairs. Along the west wall a number of shelves hold pots and dishes. On the east wall is a fireplace. That flue connects with the one for the Sitting Room fireplace, and both vent through a single rooftop chimney. In the fireplace resides a pet 3-meter salamander under the complete control of Gringle.

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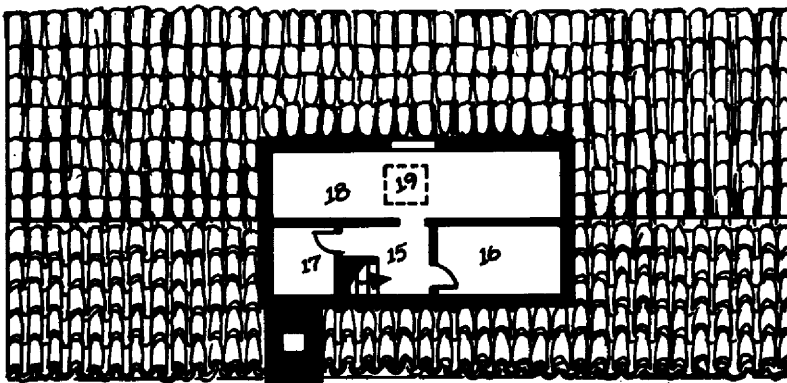
### 2. The Pantry

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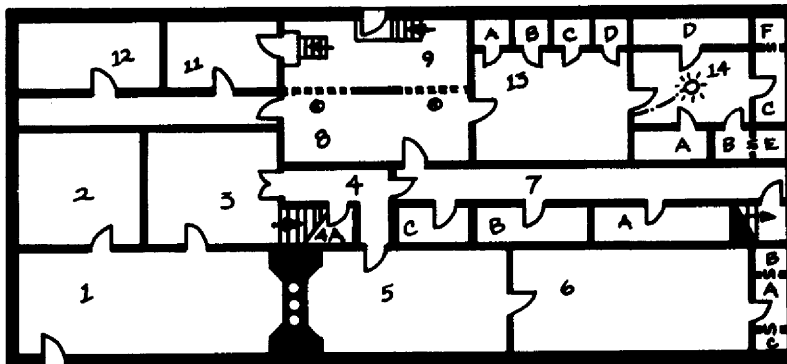
Lined with shelves, this room holds food and extra pots. There is a barrel of dill pickles made with a great deal of garlic, and most of a barrel of pickled herring, and several barrels of Bulster's finest ale. In one corner a pile of straw protects dozens of strange fist-sized bulbs: a successful Plant Lore roll reveals



ROOF ZONES FOR BABOON BREAK-IN



SECOND STORY & ROOF



FIRST FLOOR

# GRINGLE'S PAWNSHOP

	<b>KEY</b>		SECRET DOOR
	CROSSBOW		LIGHT
	TRAP DOOR		TILE
			METERS

that they are water-lily bulbs (Quackjohn's favorite snack, imported at considerable expense).

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### 3. The Chapel

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Here Gringle makes the hired warriors swear that they will not steal anything from his building while they are in Gringle's employ. (Gringle knows he cannot make them swear not to steal forever.) If they break their oath, he informs them, a Fury\* of his cult will attack them, joining a foe of theirs at some critical moment in the future.

The Chapel holds two statues and an iron-and-brass-bound chest. The large statue at (A) represents Issaries, God of Trade, sculpted as a handsome youth with several sacks tied to his belt, holding scales aloft from his left hand, and making a sign of peace with his right hand. The youth wears a robe and has a gold cirlet about his head.

The statue at (B) is a meter tall, 60cm broad, and is of a crude and ugly humanoid. It is a gargoyle, described just after Quackjohn in the Digest.

The metal-bound chest has no lock, and there is nothing within it. But this simple box is a gateway which delivers physical sacrifices to Issaries. Anything put into the chest disappears, and never can be recovered. If a person puts a weapon or an arm part way in and then withdraws it, that part which entered the empty space of the box does not reappear. The person suffers no damage to total hit points, but his hand, arm, etc., is severed.

Gringle warns everyone not to touch the statues or the chest. A stairway leads from this room to the second floor.

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### 4. Short Hallway And Closet

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Continuing from the Chapel on the first floor, the Short Hallway is empty. An unlocked closet under the stairs holds warm winter clothing for Gringle and Quackjohn.

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### 5. The Sitting Room

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The fireplace shares a chimney with the kitchen fireplace. The pet 3-cubic-meter salamander that resides in the fireplace may exit through either fireplace if Gringle commands it to.

This room is carpeted, has a desk and many shelves of scrolls and business records, and has several spare chairs. 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.

---

### 6. Gringle's Bedroom And Closets

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

**Closet (a)** is Gringle's clothes closet.

**Secret Closet (b)**, hidden with an 80% ability, holds a duplicate set of Gringle's inventory records.

**Secret Closet (c)** is a crossbow trap, concealed with 80% ability: it fires a heavy crossbow bolt (2d6+2) into the first person opening the door.

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### 7. Long Hallway And Closets

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This empty hallway ends at the stairs descending to Gringle's Vault. Gringle tells the adventurers that

anyone attacking the door of the vault will be killed instantly. After saying goodnight to the defenders, Gringle and Quackjohn retire to the vault, leaving orders not to be disturbed until the sun rises.

The Long Hallway is fitted with three closets.

**Closet (a)** contains small commonplace items such as pots and pans, foot warmers, flatirons, lamps, wicks, candle snuffers, and so on.

**Closet (b)** holds pieces of armor. Most of it is constructed of bronze, but much of it is embellished with inlays of gold or silver. Gringle expressly forbids use of this armor, but does not lock the door.

**Closet (c)** exhibits idols of many sizes and shapes. Adventurers may recognize some of them, but not all. Most are hand-sized, and made of wood, metal, ceramic, precious stone, or braided hair.

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### 8. Gringle's Negotiating Room

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The north wall is made of strong (STR 30) oak poles 10cm apart, behind which two heavy crossbows perch, bolted to swivel mounts. The crossbows may be fired through the gaps between these poles. On both plans large X's mark the locations of the crossbows. The center portion of the wall is solid, except for a window 3m above the Public Room. The window is guarded by a heavy sliding shutter which can be closed almost instantly.

Gringle indicates that the adventurers may use the crossbows, but may not remove them from their swivel mounts. Quivers containing ten quarrels each hang from the two swivel mounts.

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### 9. The Public Room

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Dug deep into the ground, five steps lead down from the entrance to the floor of the room. To negotiate with Gringle, a customer must reach high

up and place the item upon the ledge in front of the Negotiating Room window. Only then will Gringle investigate the item. If the seller is too short (SIZ 9 or less) to reach the ledge, then Gringle lowers a basket by means of a rope and pulley. The ceiling of this room is 5m above the floor.

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### 10. Medium Hallway

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Like the other two hallways, this one is bare.

---

### 11. The Fitting Room

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When a buyer comes in, Gringle listens to his wants. Then he and Quackjohn fetch a number of items which might serve the buyer's needs and put them into the Fitting Room. Then the door is unlocked, and the customer is allowed to enter and decide which item to buy. Only one of the two doors into this room is ever unlocked at any one time. Tonight, both doors are locked. At present there is a chair and some collapsible racks in the room, but nothing of real value.

---

### 12. Quackjohn's Room

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The duck keeps a well-furnished room, though one less elaborate than Gringle's. There is a bed, dresser, chair, small table, and chest, but no closet. Quackjohn's personal treasure is a songbook kept on a shelf above his table. He longs to be an opera singer. His singing voice is terrible, and Gringle always tries to silence him when the duck begins to sing.

Quackjohn keeps no personal wealth here: Gringle keeps Quackjohn's savings in the regular cash

supply, and the duck carries about his own petty cash.

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### 13. Outer Storeroom And Closets

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Layers of tapestries cover the south wall. Paintings hang from the eastern and western walls. All are neatly ordered, and labeled with an arcane inventory code.

**Closet (a)** contains 15 drawers of herbs, powders, and other alchemical ingredients.

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

**Closet (c)** has 22 drawers filled with precious stones and small jewelry such as necklaces, rings, earrings, etc.

**Closet (d)** is shelved. The top three shelves have blank scrolls, parchment, papyrus, and paper. Similar items repose on the next four shelves, but all are inscribed. The two bottom shelves hold books, some magical in nature. All writings are of value in Glorantha.

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### 14. Inner Storeroom And Closets

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A bare room except for closet doors and for a chandelier, which can be lowered by a rope and pulley. The rope is fastened near the door.

**Closet (a)** contains weapons of many types, including exotic specimens unknown in Apple Lane.

**Closet (b)** is locked. It has drawers, the contents of which are a mix of the closets in the Outer Storeroom, but the richest and rarest of those items.

**Closet (c)** holds clothes, methodically arranged and labeled. The garments are all on hangars, a system strange to Glorantha. These are expensive garments of silk, samite, and fur, broached with diamonds and silver, gold lace, and the like.

**Closet (d)** is locked. It is crowded with miscellaneous magical devices such as iron weapons and tools, enchanted items, charmed armor, and so on.

**Secret Closet (e)** is hidden with 40% ability. It is a heavy (2d6+2) crossbow trap, into which is bound a spirit (INT 10, POW 8) instructed to cast Speedart upon the bow whenever the closet is opened. The spirit is bound to the weapon's sighting mechanism. Also stored in the closet is an iron cardinal egg, a grimoire sealed with lead, and the eye of a Halfbird.

**Secret Closet (f)** is hidden with 40% ability and holds a magic crystal linked to the spirit which defends Gringle's house from enemies. The spirit attacks anyone opening this closet. Its name is Eighty-Eyes, and its statistics are included with Gringle's.

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### 15. Upstairs Hallway

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Like the others, this hallway is empty of furniture or decoration.

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### 16. Outer Dry Storage Room

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This room holds several casks full of salt and delicate chinaware from the East. On shelves are alembics, vases, and other valuable glass items. There is a cubical glass cage 25cm to a side, a glass clock pawned years ago by a dwarf, and a glass bush hiding three amber birds which sing when filled with water.

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### 17. Inner Dry Storage Room

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

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### 18. Crude Storage Room

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Here are five barrels of salted and cured food, two barrels of fresh rain-water, and seven wooden crates full

of assorted clothing. A window about 2m wide and 1m high, the only window in the house, faces the outside roof and looks toward the orchards to the north. A trap door leads to an attic.

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## 19. The Attic

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The attic extends only to the perimeter of the second floor, and is only 2m high at its greatest. Thus the room is not only empty, it is cramped to stand in. It has no windows or ventilation. The trap door in the floor to room 18 is not hinged, but must be lifted into and out of place. The trap door is less than a meter square, and only one person at a time may move through it.

## The Robbers

As far as it went, Gringle's divination was correct. Eight baboons are coming to raid him, and only one (Kochaz) is well-equipped to fight. The rest, despite some light magical ability, are no better than angry peasants armed with sticks and stones. As reported, the best baboon fighters were killed by the adventurer who stole the enchanted fang and sold it to Gringle.

Gringle failed to ask if anyone besides baboons would attack. To the likely surprise of Gringle's hirelings, the baboons have gotten the aid of a small band of highwaymen, Xarban's Gang. Xarban, the leader, is a beaked (second stage) dragonewt. The other four are: two dragonewt scouts, a centaur, and a duck.

---

## The Baboons

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The following describes the baboon attackers. Statistics for all are found

in the Apple Lane Digest in the center of the book.

The relationship between the chieftain and his followers is important. The clan follows the orders laid out here, unless told differently. But they lose hope if they seen or learn that Kochaz is dead, and they flee or surrender. They will as much fight to save their chief as he will to save them, but they obey his orders first. They all attack knowing that only danger brings rewards, desiring to reclaim the heirloom of their clan, and craving to salvage their family pride.

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

Kochaz is family head, the son of the former baboon chief and of Barzeek, the only other fully-adult member of the clan. Kochaz must now protect his people, and his burden is new and heavy upon him. He will not needlessly risk his family, and will leave the fang behind if need be to save his family. Yet he is vengeful, and lusts after the fang's power, as does the rest of his family.

*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. 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.

*Bazoo* is young, and the second-best warrior. She also knows some magic which she casts upon herself before battle.

*Dozak* is young and inexperienced, but knows something of the shortsword. He is better with claw and tooth, and grapples and

bites if possible after missing twice with his sword.

*Beekor*, *Kolark*, and *Borban* are adolescent baboons, naturally capable but with little training. They have each learned the family specialty-spell Disruption, and have trained in its use with the rest of the family.

*Kareek* is a very young baboon, more hindrance than help. Since he cannot be left alone in hostile territory, he comes along and helps in the diversion. He knows no magic.

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## Baboon Combat Tactics

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The family has a single tactic, massed fire directed either by Kochaz or Barzeek. Either leader can call out a target and weapon and the clan follows by slinging or Disrupting the named target. They are not trained to melee, but will fight close-ordered if necessary.

The baboons only want their heirloom. If they cannot find the fang, they'll withdraw and take only what their leader tells them to take (though any of them will pick up food if given the chance). The family has no interest in ransom or quarter, and kills whoever gets in their way. If both baboon leaders die, the rest panic and run, grabbing treasure if convenient.

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## The Outlaw Gang

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The following describes Xarban's outlaw gang; full statistics for them are found in the Digest.

*Xarban Fiolareen* is an outlaw beaked dragonewt, a fairly skilled fighter with good combat skills. He never runs from a fair fight, and courageously tries to save the lives and limbs of his comrades. Yet Xarban is an outlaw, forever cut off from the normal life-flow of dragonewts. He will not be reborn



The Baboons

when he dies; he mourns his loss and fears the consequences. Therefore, when Xarban has 6 or few hit points and if his escape is blocked, Xarban will immediately surrender to be taken prisoner.

*Peloi* and *Noramii* are lesser outlaws, also from Xarban's clutch. They are first-stage dragonewts, scouts, novices at fighting, and scantily armored. *Peloi* is better with his *chokin* (throwing weapons), while *Noramii* is skilled with an *utama* (flint short sword).

*Biglaugh Bigclub* is the centaur. Though not bright, he's a good fighter, unafraid of anything he thinks he can kill or knock over. He uses a two-handed lance in the open, and a huge club for close fighting.

*Pinfeather* the duck is an expert thief. He doesn't fight well or much if he and Xarban can help it, but he

doesn't hesitate in a pinch. *Pinfeather* loyally serves the gang, and has found real friendship with Xarban and *Biglaugh*.

## The Attack

Kochaz suspected that Gringle's inevitable divination would be incomplete. The baboon chieftain hopes that the outlaws will divert any defenders while the baboons find the heirloom and depart. Perhaps, he imagines, the defenders will pursue the freely-plundering outlaws, allowing the baboons to flee unhindered.

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### The Baboons Attack

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The baboon chieftain knows that he must open the attack to prove his

intentions and honesty to Xarban before the gang will attack. In general, the baboons create diversions at the front door and at the second-story window, and then try to break through the roof. Shortly after the baboons begin their attack, creating quite a racket in the meantime, the centaur breaks down the kitchen door.

Kareek and Borban, the weakest baboons, create a ruckus at the window. They'll smash at it with their clubs, trying to break the shutters. If they succeed, they throw torches into the Crude Storage Room, but do not enter.

Kochaz and Barzeek first stand guard beside the window, supervising Kareek and Borban. Dozak and Bazoo 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 being searched.

Review the gamemaster version of the pawnshop floor plan. The boundaries of the roof sections coincide with interior room and hallway walls, but ordinarily the sections include more than one room. As gamemaster, you must determine the specific room or closet into which the baboons break.

Dozak and Bazoo, working separately, find the weakest point on the roof in 1d6+3 melee rounds. Each round they stride about the roof noisily whacking at the tiles with their clubs. Once they find the right place, one alerts Kochaz and both begin bashing a hole in the roof. Remember to subtract fatigue points from Dozak and Bazoo for each round that they take to smash the hole in the roof. In 1d6 additional melee rounds, the hole is two meters across, big enough through which to sling stones, shoot arrows, throw torches, or cast spells.

Kochaz and Barzeek hasten to the growing hole and toss in enough torches to begin a moderate fire. They then prepare to sling stones at defenders. When events seem right, all leap into the room. Kochaz leads, Bazoo comes next, and then the

others. Barzeek is last. Two at a time can clutch the edge of the hole and swing into the room, keeping enough control to avoid the fire as they fall.

**GAMEMASTER** — *Note that both Gringle's guardian house spirit and his pet salamander are capable of eliminating moderate fires. Keep track of magic points expended and hit points lost, respectively.*

The baboons attempt to clear the room, search for hidden items, check the doors for traps, and then push on to the next room. If there is stout opposition, they'll try the same tactic of roof-bashing to provide good lines of fire, but their goal is a quick and thorough search of each room.

**GAMEMASTER** — *because of an affinity to the object they seek, add 20 percentiles to the baboons' Search abilities when they look for the gang.*

The baboons reserve their massed Disruptions for a sure shot or for an emergency.

Captured baboons won't lead adventurers to the clan treasure. Only Kochaz or Barzeek can use the treasure, either to ransom family members or to be ransomed by the family should both be captured.

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## The Outlaw Attack

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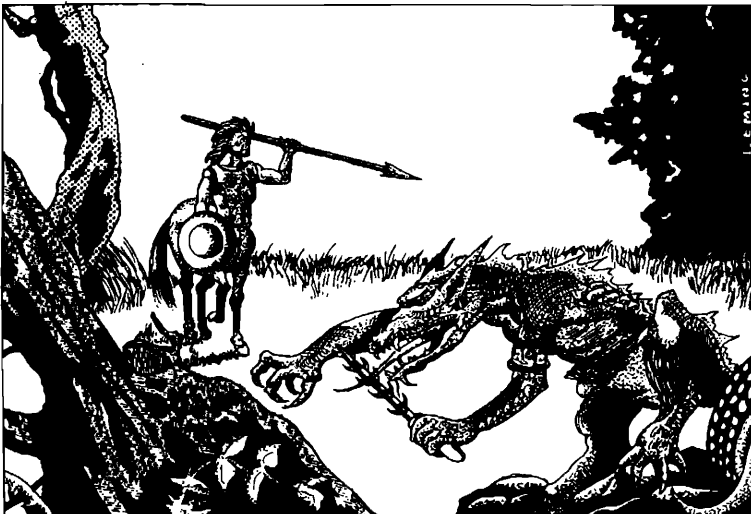
**GAMEMASTER** — *the players must not know about the outlaw gang until their adventurers see the centaur crash through the kitchen door. The centaur listens for the smashing on the window shutters, waits a few moments, then kicks open the kitchen door in 1d6+1 melee rounds.*

When the door splinters, the outlaws enter, led by Biglaugh. During the first round thereafter, the centaur can parry to his left (shielded) side and attack or weapon-parry to his right, pushing into the room. During the second round, he can fight with hooves as well as weapons.

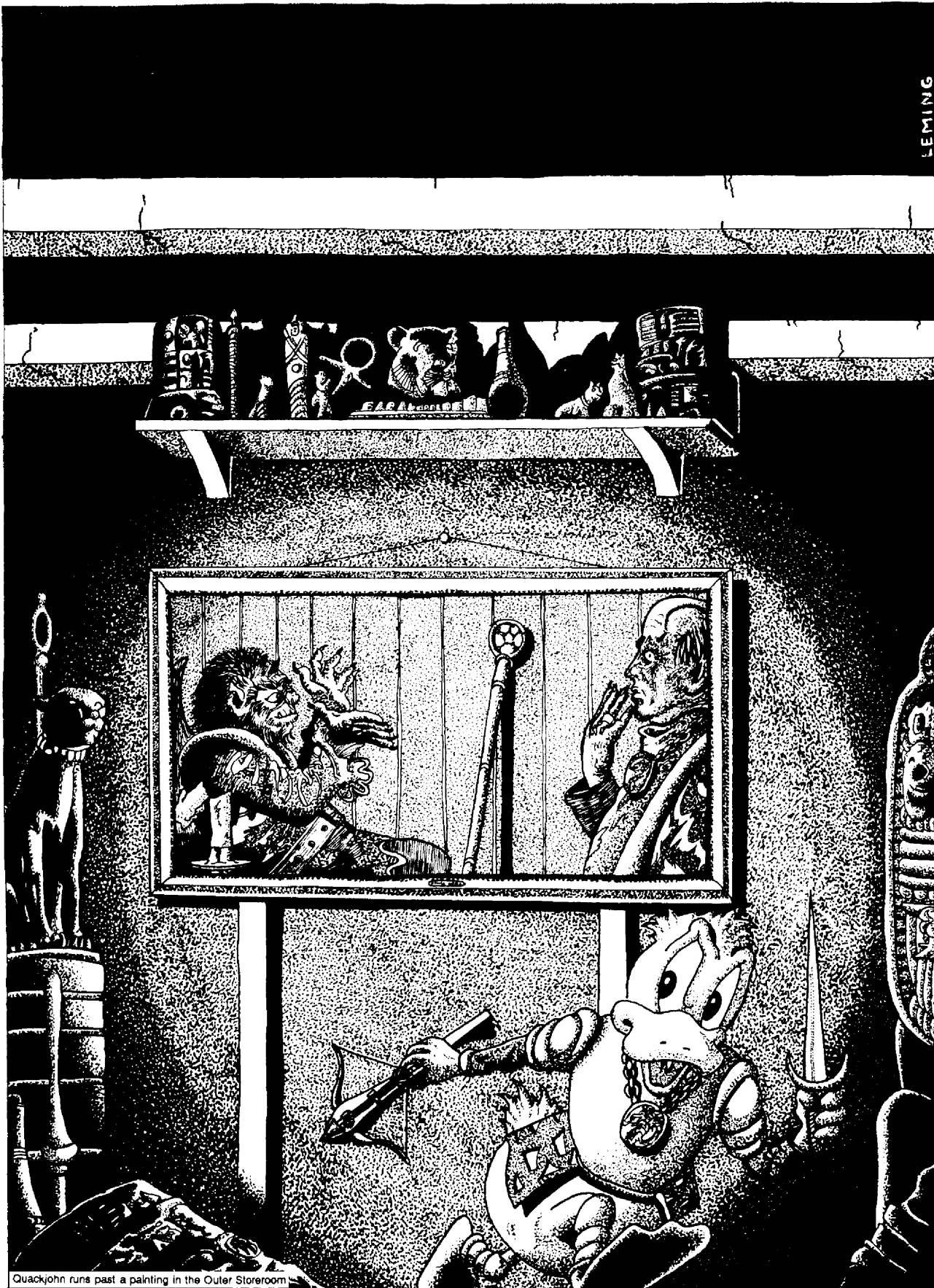
When Biglaugh Bigclub enters, then the two scout dragonewts step just inside the door and engage any foes with missile fire, if possible, or retreat to lure pursuers outside, and then countercharge. If foes do step outside, both Pinfeather and Xarban engage them. If the scouts yell for help or find a clear room, then Xarban enters to fight — after applying Protection. He casts Bladesharp later, if he needs it and can spare the magic points.

The gang clears a room, searches it, and goes on to the next. Biglaugh's hooves can smash any door in the Pawnshop in 1d8 rounds.

If Biglaugh is put out of the fight, Xarban heals him while the scouts hold off the attackers. Then Biglaugh re-enters the fray (he is not very smart).



Xarban & Biglaugh



Quackjohn runs past a painting in the Outer Storeroom



If Xarban is captured, he takes the adventurers to the gang's treasure, buried three kilometers from Apple Lane. Xarban swears to Humakt about this, and can be trusted to deliver. In return, Xarban demands an oath to be let go after revealing the treasure trove, which totals 2361 lunars.

The outlaws have nothing to lose by killing or robbing people. They search those they slay, and search the rooms they clear. The gang wants loot, and makes a room safe so that Pinfeather can come in and scoop up the best of what's there. The outlaws want to take as much as possible, of course, and care nothing about the aims of the baboons.

## Gringle and Quackjohn in Defense

As rumored, Gringle's pawnshop is a shrine. Gringle is a priest of Is-saries, god of roads, trade, and communication. Gringle counts on his magic and his god to help against thieves but, because of previous misdeeds which he refuses to discuss, he can't always be on guard. On those days, if he expects trouble, he hires adventurers to aid him. On other days, Gringle and Quackjohn defend the temple.

If Gringle and the duck do have to fight — perhaps the player-characters decide to rob the temple themselves after thinking about the baboon attack — then they adopt rehearsed tactics.

Eighty-Eyes sees onto the spirit plane. Sensing their spirits, the entity alerts Gringle that strangers approach. While the pawnshop is under attack, Eighty-Eyes looks to the safety of the building, snuffing out fires and repairing damage magically with Repair and Extinguish\* spells.

His Market\* spell can aid Gringle, but it also can be dispelled.

Gringle fights hard. He tries to incapacitate and capture opponents rather than to kill them. He hands over survivors to Sheriff Dronlan.

Gringle and Quackjohn are armed and armored if possible, but in any event always meet the intruders at the point of entry. When the first two intruders appear, both Gringle and Quackjohn fire their crossbows to kill, using Second Sight\* to Locate their targets in the dark. Then Gringle demands that the intruders surrender by lying down. If they refuse, Quackjohn fires his second crossbow (kept at his side, loaded) and retreats behind Gringle to another position, reloading if possible to await another shot.

Gringle will use his Befuddle spell, if possible. If necessary he will call his pet salamander from out of the fireplace for a quick finish —

he does not toy with thieves. He relies on his allied spirit to defend him magically, and upon Quackjohn to watch his rear. In melee he stands in a doorway and uses his iron-shod quarterstaff with a Bludgeon\* 4 spell upon it. His secondary weapon is a broadsword. If things get really tough, he activates his gargoyle.

Gringle is important to Apple Lane, well-known and well-liked. If the townspeople notice that there is trouble at the pawnshop, the local militia will muster. This includes all the citizens listed with weapons skills greater than 40%. The first to respond are the sheriff, the weapon masters, and the horse masters, all skilled fighters. The others come if they must, but are more reluctant to fight. If Big Trouble comes to town, the latter are likely to hole up in the Tin Inn.

The gargoyle (represented by the letter B in the Chapel on the floor plan) is activated by Gringle's command. Gringle will not tell the adventurers about it. Despite his warnings, nothing happens if they touch either statue. Use the gargoyle to balance play. If the pawnshop defenders are being beaten by the baboons, activate the gargoyle to aid them. But remember that Gringle doesn't want to overly-endanger it. He is rather fond of the creature, it has served him well, and it costs little to maintain.

*Who dares beard the malicious troll bandit in his lair?*

# THE RAINBOW MOUNDS

## The Situation

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

A band of thieving trollkin has hidden out somewhere nearby, and instead of snatching the usual chickens or straggling 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 are understandably distressed by this threat.

Nearby, and shortly after the first incident, another farmer's house was set afire after midnight. While escaping with his family, the farmer saw trollkin disappear into the shadows as he fled the flames.

Just yesterday another isolated farm was robbed while the family, except poor Granny, was out. The feeble old woman was killed, and the house stripped of its finest possessions.

The wise Sheriff Dronlan has deduced that Whiteye, a dark troll of ill repute, has returned to the Apple Lane environs. He is the source of this trouble.

Armed with this information, the Sheriff raised a reward from the farmers of the area, and is trying to raise a posse to clean out this nest of outlaws once and forever. The adventurers form the entire posse, and so are deputized by Sheriff Dronlan. The Sheriff will not go to the mounds. He is busy organizing Apple Lane's militia into defensive patrols in case the posse is unsuccessful and Whiteye's gang strikes again.

The posse will receive 2500 lunars for the head of Whiteye, the dark troll leader. Each trollkin head is worth 100 lunars. Specific rewards are posted for the return of valuable or cherished items. Any items unclaimed by the locals for the noted reward go to the posse.

The Sheriff believes that the gang hides out at a place call the Rainbow Mounds, several low hills beneath which can be found a system of caves with walls colored in all the hues of the rainbow. The Rainbow Mounds are easily located because of the two unusual granite formations found there (rumored brought to the hills by superhuman feats in prehistory). The first granite formation is a rune-inscribed dragonewt plinth; the other is an enormous structure called the Giant's Table. Under the Giant's Table lies the entrance to the caves inside the Rainbow Mounds — and Whiteye's lair.

## Getting Ready

The Rainbow Mounds lie a day's journey to the northeast of Apple Lane. The posse can chose their weapons and equipment from what they own, and Squinch the merchant offers each posse-member low-interest credit on goods from his general store. For each 100 lunars in goods which they want, they must repay 110 lunars (he's taking a risk, after all) when they return. He will extend a maximum of 1500 lunars credit to each adventurer (Squinch uses the prices listed in Standard Edition *RuneQuest*, or the Wilderness Prices if Deluxe Edition *RuneQuest* is used).

Should an adventurer be unable to repay Squinch at the end of the adventure, Squinch may offer to allow him to work it off (using a scenario of the gamemaster's devising). At the least, he will continue charging him 10% interest per season on the outstanding balance.

Lipiccus the horse master will provide each adventurer with the temporary use of a donkey from his stable, to ride to the mounds. He also instructs young Baltho to tend the donkeys and await the posse at the cave mouth. Baltho will not fight and knows no useful skills, other than bearing a slight affinity for donkeys.

## Gamemaster Notes

Some game functions are more easily resolved by the gamemaster than by the players. For instance, when determining whether or not the posse as a group succeeds in using their Perception skills, *you* should make the needed die rolls. A player rolls the dice for perception skills when the results affect his specific adventurer. You roll the dice when the results affect the party as a whole.

Before the posse begins its search for Whiteye, have each player note his adventurer's Scan, Search, and Listen skill values — either on one of the Gamemaster Logs (provided in *Monster Coliseum*) or on a blank piece of paper. You roll the dice and note which adventurer(s) hear, see, smell, or whatever, and relay this information to the proper player(s) during your patter. In any event, get into the habit of regularly rolling dice even if nothing is occurring that requires a roll. Then, when you need to determine whether something occurs or not, the players aren't alerted simply because you reach for your dice.

Seeing in the darkness should be difficult for the adventurers, and you must convey the appropriate mood to the players. It is pitch-black in the Rainbow Mounds, which means that adventurers fighting without a light source deduct 75 percentiles from their normal agility, manipulation, and weapons skill values (also reducing impale and critical chances). If an adventurer's reduced chances of success indicate a negative number, he still has a minimum 5% chance to succeed.

Adventurers may use torches, candles, and lanterns to light their way, and to increase their combat effectiveness in the Rainbow Mounds.

**CANDLES:** a candle is a stick of wax with a central wick which burns. A *RuneQuest* candle will burn for approximately two game-hours. A candle illuminates a 1-meter radius sufficiently to read by and use Search skills normally, with a 5 percentile reduction to the skill roll for every meter away from the candle (cumulative with any terrain features).

A slight breeze will extinguish a candle. If dropped, a candle will go out if the gamemaster rolls 51-00 on d100: this roll should be made every melee round until the candle extinguishes or until someone puts the candle upright.

**TORCHES:** torches are sticks which burn at one end. Torches can burn for more than one game-minute have some flammable substance on the head of the stick, possibly a wrapping of oil-soaked rags. A *RuneQuest* torch will burn for approximately one game-hour. A torch held at shoulder height sufficiently illuminates a 10-meter-diameter area to read by and to perform a Search skill normally. If laying on the ground, it illuminates 3 meters this well. A torch is visible for hundreds of meters, and modifies a Search roll in the same manner as candles when the skill is performed outside the normal illumination radius.

If dropped, a torch will go out when the gamemaster rolls 96-00 on d100. This roll should be made each melee round until the torch dies or until someone puts the torch upright.

**LANTERNS:** a lantern is a small ceramic or metal box equipped with reflectors and shutters which can direct the light or withhold a shaft of light from a light source within. When the shutters are open, the lamp can illuminate an area 3 meters square and 10 meters distance with sufficient light to read by and to normally perform a Search skill. Such a beam is visible at great distance. Used outside the beam, the Search skill suffers a 10-percentile reduction for every meter outside the edge of the light.

A lantern may use a candle as a light source; in high wind, such a lamp has a 25% chance of going out each melee round unless totally shuttered. A lamp candle will burn for approximately one game-hour. An oil lamp with wick will not go out except in a major gale, and will burn for approximately two game-hours before the oil is exhausted. Oil lamps are dangerous if dropped.

### Dropped Oil Lamp Table

**d100 result**

- 01-30 Light is extinguished, lamp is unharmed.
- 31-70 Lamp continues to burn unharmed; roll for random beam direction.
- 71-75 Lamp breaks and is no longer usable. Oil spreads over the floor, leaving a slick surface. Wick goes out.
- 76-85 Lamp breaks irreparably and spreads oil over floor, leaving slick surface. Wick goes out.
- 86-00 Lamp breaks and spreads burning oil across floor; treat flames as a small fire (see *The World* chapter).

The posse is free to arrive at the cave at any time of the day or night.

## Under the Table

The Giant's Table is formed of two huge, irregular granite columns 10 meters tall and 4 meters around, surmounted by a 12x5 meter cap. The cave mouth lies between the upright legs of the formation. It is five meters high and about three meters wide. The stone of the mouth is a dirty off-white in color. The cave is very dark. The only sounds are soft, sloshing echoes.

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### General Cave Notes

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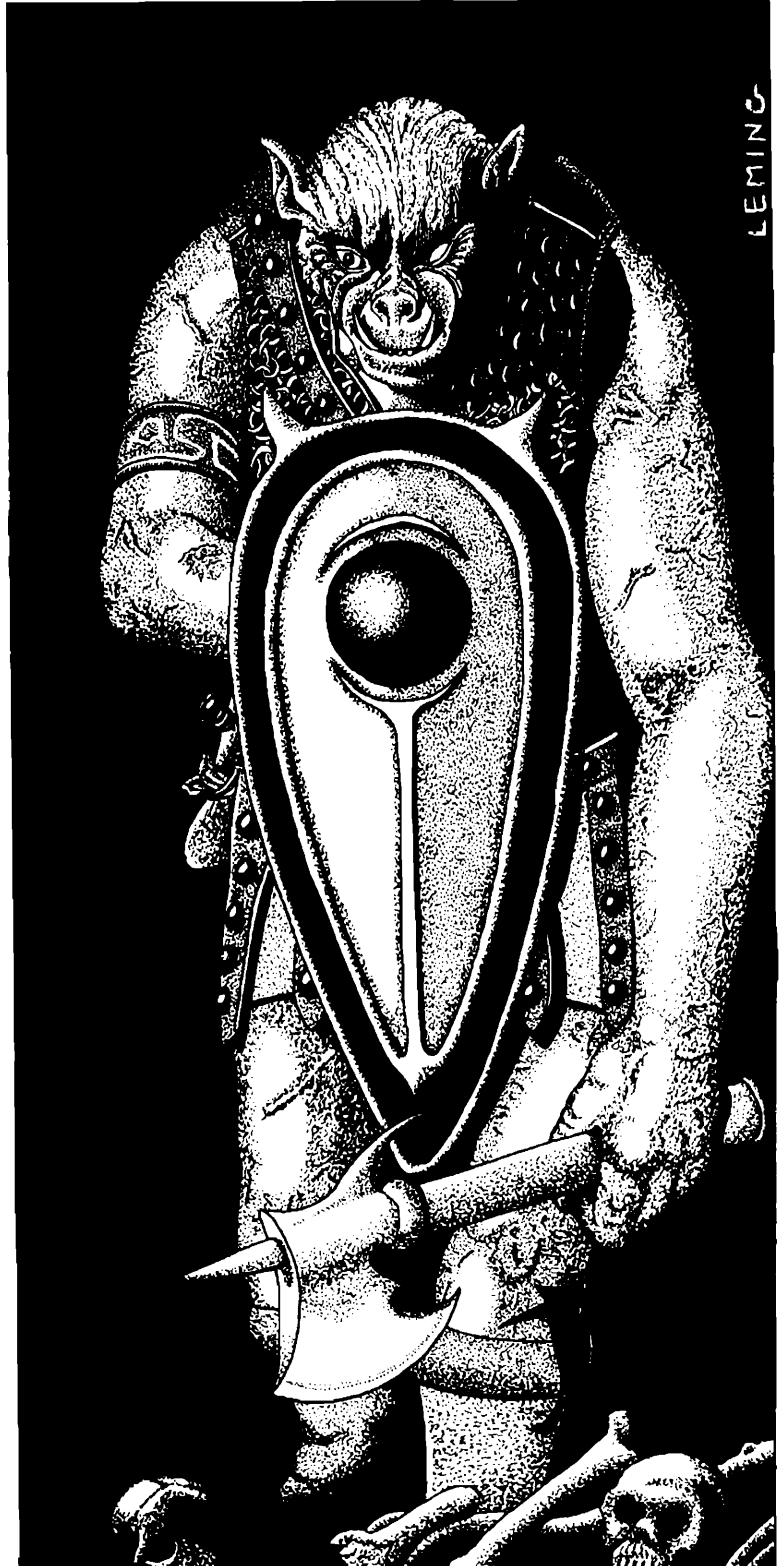
The cave is formed of limestone, dry unless otherwise noted. All surfaces within these caves are irregular. The ceilings of all cave sections except the Flat Room (7) are irregularly arched. Walls vary from roughly perpendicular to acute angles. Floors are vaguely level unless otherwise notes.

The caves are unlit. The adventurers must carry some form of illumination. Sounds carry well in the caves, so the adventurers will hear noises as someone approaches, but conversely will betray their own presence as well. If they listen closely, they can hear continual soft, sloshing-slurpy sounds and quiet drips of water.

As the posse moves deeper into the complex, the colors of the rock change. These color shifts are noted in the descriptive text.

Cave sections and tunnels are both named and numbered. Use the names when describing the sections to the players.

Both the map and the descriptive text indicate floor sections which contain significant drops or lips. These become important in combat if positional bonuses are used



Whiteye the bandit

(described in Deluxe Edition *RuneQuest*; ignore if Standard Edition is used).

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## 1. Entrance Cavern

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*The walls are dirty off-white — the same color as the outside rocks. The passage is three meters wide. Several tunnels branch off to the right and left, seen dimly in the light which filters into the cavern entrance under the Giant's Table. If you listen carefully, you can hear a hissing and slithering, bumps and thumps from within. Now is a good time to prepare torches or lanterns.*

1d4 of the rock lizards which nest in the branch tunnels hungrily emerge and stare as the adventurers pass by. Roll 1d6 for each lizard to determine from which tunnel it emerges (side tunnels are numbered 1.1, 1.2, 1.3, and so on). More than one lizard may emerge from one tunnel. The lizards won't attack unless first attacked or one or more of the following conditions are met:

anyone enters a branch tunnel,

anyone hugs the main tunnel wall and passes close-by a branch tunnel,

anyone who is freshly wounded passes anywhere within the main tunnel.

If one lizard attacks, all lizards attack, each moving to the nearest adventurer. If adventurers venture into the Mounds more than once, they may remark on the unusually high number of rock lizards here (rock lizard numbers are not reduced through combat losses). The reason lies in the Rock Lizard Nest (21).

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### Side-Tunnel Treasure

Small amounts of treasure exists in these tunnels — the indigestible portions of the lizards' prey. To get to it, the adventurers must crawl on

hands-and-knees down each tunnel, attempting to Search every three meters of tunnel-length. If they don't find the treasure listed below before the end of the tunnel, then they find it at the end.

Tunnel 1.1 — 34 clacks, 6 lunars.

Tunnel 1.2 — nothing.

Tunnel 1.3 — 27 clacks, 18 lunars, 1 wheel.

Tunnel 1.4 — broken sword with jeweled hilt worth 49 lunars.

Tunnel 1.5 — 33 clacks, 8 lunars.

Tunnel 1.6 — 4 clacks, 4 lunars; 5 lunars at point marked \*

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## 1.6 Long Branch Tunnel

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This side-tunnel continues to the Grey Cave (20). While following this passage, the adventurers must travel single-file, often walking sideways to squeeze through narrow sections. The tunnel rises and falls at times, but not significantly. Mention it only to worry the players. It is impossible for adventurers to change places in line except at the wide spot just after the asterisk (\*).

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## 2. The Mushroom Chamber

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*The ceiling of this chamber lies about 3 meters overhead and the walls are covered with three distinct types of fungus. Where visible, the cavern walls are the same dirty off-white as the entrance. The air near the floor is damp and musty, as if spores fill the air.*

The three fungus types are:

**BROWN HAIR MOSS:** anyone sniffing it closely sneezes uncontrollably for 1d6 melee rounds, but it is otherwise harmless.

**TOADTABLES:** an edible, tasty mushroom.

**EURMAL'S CRUMBS:** tiny magic mushrooms said either to kill the eater or to give him great magic. These rumors are known to any adventurer who succeeds in Glorantha Lore. If any adventurer eats a piece, toll 1d10 and consult the Eurmal's Crumbs Effects table. These mushrooms can affect any eater only once in his life. Magic or hit points lost return normally.

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### Eurmal's Crumbs Effects

#### 1d10 effect

- 1-2 lose 1d10 general hit points.
- 3-6 lose 1d10 magic points.
- 7 no effect; these mushrooms will never affect the particular eater.
- 8-9 add 1d3 points to (roll 1d4):  
1-STR, 2-CON, 3-DEX, 4-APP.
- 10 add 1d6 POW points (also raising that character's human POW maximum by the rolled amount).

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## 3. The White Hallway

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*This off-white hallway is three meters wide and five meters high. It holds no permanent residents. When within it, you can clearly hear water falling and splashing.*

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## 4. The Water Cavern

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*Entering this cavern from the White Hallway (3), the vault arches some twelve meters above the two-meter wide ledge where you stand. Below, most of the cavern is filled with water. The ledge extends three meters from the White Hallway to meet a bridge.*



Inside The RAINBOW MOUNDS

*The ramshackle log bridge leads to another ledge four meters away. This ledge is two meters wide and six meters long. A tunnel (4a) is the only exit from the further ledge, except for the bridge. The bridge spans a gap of some 8 meters. 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.*

The roof and walls of the water 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 a hole in the rock.

Facing the waterfall, the adventurers also notice what appears to be a branching cavern at the water line, halfway along the wall to their right, but even lanterns no more than sug-

gest 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 the Twisting Tunnel (4a), thereby separating the orange limestone from the off-white rock.

The water is three to five meters deep, shallower near the Newtling Cave (19), and about 1.5 meters deep under the bridge.

*The Bridge — this structure, generously called a bridge, is made of crudely cut logs laid unfastened across each other. It has neither handholds nor railings, and there are no apparent projections on which to tie a rope from one side of the bridge to the other (though a suitable projection can be found two meters down the Twisting Tunnel). The bridge looks as if it could support several people at once.*

Each adventurer crossing the bridge must attempt a DEXx5 roll; failure means that the adventurer slipped off

the bridge and fell headlong into the water. In addition to the danger of drowning, two gorp live in the water. Rescue is possible.

The bridge automatically collapses if any combination of people and/or equipment with a total SIZ+ENC greater than 30 passes over or, in any event, when the sixth adventurer crosses.

### Falling and Drowning

Since the water under the bridge is only 1.5 meters deep, anyone with a SIZ of 9 or better can stand and breathe, should he be agile enough to get to his feet on such a slippery surface. When a character falls, use the following procedure:

1) The adventurer's player must attempt a Luck roll. Success means that the adventurer got a good breath before hitting the water, and he can hold it the first round if his player makes a CONx10 roll (remember, a result of 96-00 is still a failure). For the next nine melee rounds, the CON success roll is reduced by one multiplier. Thus, in the second round the roll is CONx9, then CONx8 in the third round, and so on.

Failure in making the luck roll condemns the adventurer to a percentile chance of holding his breath equal to his CON. A failed CON roll results in drowning damage.

2) To stand, each player must succeed in a DEXx5 roll for his adventurer. Players can attempt DEX rolls for all characters of SIZ 9 or better, even if drowning. Reduce the chance of success one percentile for each point of ENC worn by an adventurer.

3) Drowning adventurers sustain 1d8 points of damage to their total hit points at the end of each round following a CON roll failure, until he dies (or stands, if of SIZ 9 or better).

4) Adventurers may drop any weapons or equipment to aid themselves. One ENC point of armor can be doffed per strike rank. Adventurers struggling out of their armor cannot attempt to stand.

### THE GORP

Two gorp live in the water. These shapeless blobs of putrid ooze drip acid and corrosive enzymes. If one or more of the adventurers fall in, the gorp attack the two largest (compare SIZ values), and are satisfied with one adventurer apiece. The gorp are hungry and alert — they ar-

### The Newtling Underwater Rescue

Do not tell the posse of the existence of the newtlings, or of their intentions. Let them be a surprise and introduce them only as the situation warrants (and to save certain characters).

The newtlings live in the Newtling Cave (19), that waterline cavern branching away from the Water Cavern (4). They may rescue people falling into the water. Newtlings always stay underwater when humans or trolls are in this cavern section, swimming to evade torchlight. They are not hostile, merely shy.

Should an adventurer fall into the water, 1d6 newtlings arrive unseen to his side in 1d6+2 turns. They only intervene to save seriously injured, drowning characters. Two newtlings tow such characters to their cave, casting newtling spells to comfort them and to halt further drowning effects. Let the grieving player(s) think that their character(s) are dead (even continuing the drowning procedure so that the player marks off all his character's hit points — the newtlings will actually intervene before The End arrives). Take these player(s) aside, out of hearing of the other players, and hint to them that all may not be lost. As time permits, conduct the newtling encounter described in the boxed section titled "The Newtlings."

# Whiteye's Tactics

Whiteye didn't earn his reputation as a bandit by being foolish. He remains in the Red Cavern (14) unless he hears fighting or is out raiding. He is so hardened by his bandit existence that he sleeps in his armor.

If fighting breaks out in the caves, the sound carries and Whiteye hears it. Consult the *Whiteye Arrives* table below to determine how fast he responds.

The trollkin won't venture from their posts (or beds) unless Whiteye orders them to, or unless they are driven from their location by intruders. Slud always remains in the Red Cavern unless Whiteye orders her to do something else. The trollkin always retreat toward Slud.

Whiteye prefers to let the trollkin do the dying, but he isn't afraid to step into the fray unless he is severely wounded, or if three or fewer trollkin remain. He tries to flee down his escape tunnel to his lair in this event.

When he does fight, Whiteye opens with an Extinguish\* spell if possible, then puts Countermagic 2 on himself. He then tries to Demoralize the largest enemy (compare SIZ values). Just before hand-to-hand combat, he casts Bludgeon 2\* on his weapon.

Whiteye won't endanger himself to defend the Red Cavern. Since, by Whiteye's command, the trollkin cannot pass beyond the Red Cavern (toward Whiteye's Lair), Slud will stay here with all remaining trollkin and fight to the death, protecting her offspring and her cowardly owner's retreat.

## WHITEYE ARRIVES

fighting in...	Whiteye arrives...
Main Cavern (9)	in 1d6 rounds with the trollkin from the Main Cavern and the Room of Three Spikes.
Trollkin Quarters (10)	in 1d8 rounds, with the trollkin from the Room of Three Spikes; the trollkin from the Main Cavern arrive one round later.
Room of Three Spikes (12)	In 1d3 rounds. All trollkin stay put unless Whiteye personally gets them.

rive 2d3 melee rounds after someone falls in. A gorp attacks by moving next to its victim during a melee round. If the victim's player fails a Jump or Dodge roll, the gorp envelops him. Anyone enmeshed suffers 8 points of corrosion damage per round. Armor protects until it is eaten away. Surviving victims may attempt Jump or Dodge rolls on subsequent rounds.

## 4a. The Twisting Tunnel

*This one meter wide, convoluted passage changes color from white to yellow as you travel along.*

It empties into the Room of Three Spikes (12), which the trollkin use

as their headquarters. As it turns, the tunnel also rises, imperceptibly to anyone but a dwarf.

## 5. The Yellow Corridor

*Along here the rock changes from off-white to yellow, and by the time you reach the forked end of this corridor section the walls and ceiling are intense yellow shot-through with white flecks.*

The corridor forks at the end furthest from the cavern entrance. Standing facing the fork, the left tunnel drops down to the Flat Room (7), while the right tunnel quickly rises to the Main Cavern (9).

## 6. The Narrowing Tunnel

*Here the rock is also yellow, but dull compared to the Yellow Corridor. The ceiling gradually lowers towards the north. The lowest end of the ceiling lies only two meters above the floor.*

## 7. The Flat Room

*This huge cave spreads horizontally, like a fan. Both floor and ceiling are flat, but irregular, so you must stoop to enter the room. Everywhere the color is a mottled yellow-brown. As you enter this room, you hear the sounds of many scampering feet as well as the squeaking of many rodent-like voices. Your light picks up reflections deep in the cave.*



As the adventurers proceed toward the opposite wall, they must stoop by map-point A, crawl on their hands-and-knees by map-points B and D, and wriggle on their bellies by map-point C. Torchlight or lantern-light reveals reflections (from metal items and jewels, described below) at these lettered points, except that D is visible only from points C or B.

The squeaking issues from large rats clustered in a huge pack. The pack, however, only leaves the Flat Room if they smell fresh blood in the Narrowing Tunnel (6).

### The Reflections

A — a trollkin skeleton. Any person reaching here is attacked by 1d6 lesser packs of rats. Since the adventurer is stooping, his attacks are all reduced by 10 percentiles versus the rat packs. Rummaging among the trollkin bones yields 6 clacks, 5 lunars, a normal throwing dagger, and a twisted scrap of aluminum (make a Glorantha Lore or an Evaluate roll to realize that this is magical rune-metal worth roughly 40 lunars to Squinch, 10 lunars to Piku, and nothing to Gringle).

B — a human skeleton. Adventurers here are attacked by 1d10 packs of rats. They must crawl on their hands-and-knees, reducing all effective attacks by half. The skeleton wears a chainmail hauberk (for SIZ 10, 7 armor points), a cuirbouilli helm with soft leather padding (4 AP), a good broadsword, a broken spear, 18 lunars, 2 wheels, and two jewels worth 15 and 60 lunars respectively.

C — a human skeleton. Anyone approaching here from deep in the Flat Room or from the tunnel (8) must crawl on his belly to move forward, and is attacked by 3d6 rat packs per turn. All attack skills are halved, and only SR3 weapons may be used to fight the rats. The skeleton points toward the tunnel, and its bony fingers are only one meter from the entrance. Several rat skeletons are also visible. A bronze cuirass (SIZ 14, 8 AP) and a ringmail helm (5 AP) encase it. There is also a broadsword, a silver-edged dagger (82 L. value), and 9 lunars.

D — a newtling skeleton. The bony hands clutch an arm broken from a statue. The broken stone arm is made of rich blue marble veined with green. A flint knife lies nearby. If the 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 the Newtlings section).

### RAT PACKS

When describing the rat attacks to the players, multiply the number of attacking packs by 7 to provide them with a rough idea of the actual number of rats attacking them. This ensures the proper morale effect. There is no need to tell them that it is only the number of packs attacking, not the number of rats that is significant. This estimate of the real number of rats is far more impressive.

For each fight first determine the number of packs attacking and their target(s). Have the player's characters attack first, regardless of strike rank. If they kill even a single rat, that whole pack scampers away, reducing the total number of packs for the next round. Then have the rats attack.

Rats always attack second. Multiply the number of attacking rat packs by 5% to determine the probability of any of the rats inflicting damage. This is the packs' attack chance. 5 packs would attack at 25%, for example. A successful attack inflicts 1d8 points of damage to a single hit location. Armor may absorb this damage.

Additionally, each adventurer bitten by at least one pack for actual damage suffers a 15% chance of getting infected with Brain Fever (consult the RuneQuest rules for further notes on the acquisition of diseases and the effects of Brain Fever.)

### 8. The Zig-Zag Tunnel

*Here the walls are pale orange, and the fine sand underfoot is a paler value of the same color. The walls are hard and smooth as glass, and cool to the touch. They are also canted, so that you must lean to one side to pass by along the lower wall, whether walking or crawling. The tunnel makes several extremely jagged twists, forming sharp edges on the inner corners. The walls narrow to a fine point overhead.*

The five corners resulting from the tunnel's zigging and zagging are razor sharp. Careless adventurers can be severely cut by these sharp angles. To prevent these cuts, each player must roll percentile dice and obtain a result equal to their DEXx5%. Failure results in the adventurer suffering 1d10 points of damage to a random location. Five rolls must be made.

### 9. The Main Cavern

*This great hall is more than 100 meters long and 30 meters across, at its widest. Near the Yellow Corridor, the stone of the Main Cavern logically bears a yellow tint, but this gradually deepens to a bright orange at mid-cavern, and to an angry red-orange near the Room of Three Spikes.*

The Main Cavern may be entered upslope from the Yellow Corridor, upslope from the Trollkin Quarters, or downslope from the Room of Three Spikes.

A trollkin squad is posted here as standard procedure. These guards attack anyone going up the rise from the Yellow Corridor in the hall they protect. They are rarely surprised, and attempt to ambush intruders. They won't leave this post unless driven away in defeat, or unless ordered to leave by Whiteye. If forced to retreat they run towards Whiteye's cave, ignoring their own quarters. There are 2d3 trollkin here.

**DISPOSITION OF THE TROLLKIN** — *Whiteye commands 12 trollkin: 2d3 each in the Main Cavern, and the Room of Three Spikes. All others are asleep in the Trollkin Quarters. If all twelve trollkin are on duty, then none are asleep. If and when fighting breaks out, refer to the section labeled Whiteye's Tactics.*

## 10. Trollkin Quarters

*This is an unadorned cavern fashioned of orange-yellow rock. An odoriferous heap of refuse fills a side-pocket in the cave.*

This small cave quarters the trollkin, who have hidden their meager treasure in the refuse pile. Subtract 15 percentiles from the Search skill of any adventurer searching for treasure here. A dirty leather sack holds 45 clacks, 28 lunars, 6 wheels, and a gem worth 13 lunars.

## 11. False Trollkin Quarters

*The walls here are an even, light orange. Along the far wall is a pile of trash and brush.*

The disguised entrance from the Zig-Zag Tunnel (8) is so narrow that only one person at a time can enter or exit. The mouth of the passage can be passed only if a player can roll higher than his character's SIZx3%.

A successful Search turns up a brass box no larger than a man's

fist. It is tarnished, with a clasp formed in the shape of a serpent. If the box is opened, a poison pin cleverly hidden in the latch inflicts 1d4 points of damage to the proper arm of the character opening it. Gloves cannot be worn when picking the lock. A character so poisoned will howl with pain for the same 1d4 turns. For each turn the character so screams, increase the percentage possibility of the cries attracting trollkin by 15, starting with 15% on 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 one wall, (between the Red Cavern and the Locker) are driven three large bronze spikes, from which hang one leather sack each.*

Only the central sack holds treasure, while the other two hold snakes. The snakes won't move until the sacks are opened. These are several snakes in each bag, so there is a 75% chance that the character opening the bag is bitten, for 1d4 points of damage and poison strength of 13.

Unless fighting has already occurred, 2d3 trollkin are in this room when the adventurers enter. Unless forewarned, there is only a 30% chance that they are armed and waiting for Whiteye's orders.

The central leather bag holds treasure: 18 clacks, 178 lunars, 68 wheels, a semi-precious stone worth 67 lunars, a very good gemstone worth 282 lunars, and a scroll writ-

ten in Darktongue which explains techniques for increasing STR by training (and thus replaces a teacher), up to a maximum increase of 2 points. Other limits due to characteristic original values also apply. Any merchant will pay 50 lunars for it, merchants dealing in troll-heavy area will pay up to 130 L.

## 13. Dining Room

*Two fire pits and adjacent sitting stones mark this eating place, along with an unsavory stack of bones at the side of the entrance nearest to the Main Cavern. The walls are orange-red. On the wall opposite the bones is crude writing, done with brush in brown and black. The words cannot be read.*

A successful Search roll reveals three corked clay jars hidden in a crevice at the north end of the cave. One jar holds wine, one holds black ink, and the other holds treasure.

The treasure consists of 1184 clacks, 292 lunars, 85 wheels, a good gemstone worth 16 L., a good piece of jewelry (80 L.), and a flawed gemstone worth 23 clacks. There is also a scroll written in Darktongue which is a local primer, worth 20 L. locally.

## 14. The Red Cavern

*This room reflects signs of meager civilization. A broken table is propped against a wall, and a chair and stool are set near it. A large chest rests at the rear of the cavern.*

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

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

The chest contains some of Whiteye's personal possessions, mostly clothing, secured by a lock which can be broken after taking 10 points of damage in one blow. It holds decayed and moth-eaten clothing, and a sack yielding 349 clacks, 57 lunars, and 2 wheels.

There is also the left side of a statue's head, wrapped in a cloak at the bottom of the chest. 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.

The act of handling this statue alerts its true owners. If the party keeps it, there is a 10% chance they will be approached by three newtlings whenever the party passes through any empty room except the Red Cavern (14), the Locker (14a), and Whiteye's Lair (18). Newtlings do not go into these caverns.

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### 14a. The Locker

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*The outlaws have filled this indentation with parts of dead animals as a food supply, should they be besieged.*

Rummagers here must have strong stomachs, but with persistence find a

jewel worth 10 lunars and a stone worth 8 L.

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### 15. The Chapel

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*Of red stone streaked with soot on ceiling and walls, unintelligible words are smeared into the walls. The walls and ceiling halfway down the passage have an archway of stone chips hacked away from them. The stone 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 troll war god. Under the statue sits a lead strong-box, visible to all who enter.*

The first time that a human, or anything held by a human, touches the obsidian statue, that person triggers and must resist a special spell, a Disruption 3 (doing 3d3 damage) backed by an additional 16 magic points (19 MP total). Nothing like this occurs if anyone touches it again.

Inside the lead box is a troll medicine bundle, the source of the Disruption attack. This bundle is composed of feathers, bones, knots, and so on. It is worthless now.

There is also a pair of scrolls written in Darktongue. One causes the reader to immediately fall asleep for two weeks. He can not be awakened. The other holds a technique which, if the reader's player can succeed with a Mace experience gain roll after 50 hours of training, permits him to gain 2d6 percentiles in both attack and parry with the Mace. This may be used only once per adventurer.

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### 16. Passageway

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*This bizarrely-colored tunnel leads from the Red Cavern to an underground stream. Facing the stream, red stone makes up the right wall, while on the left the stone is a lurid purple.*

If pressed, Whiteye tries to flee down this corridor.

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### 17. The Stream Crossing

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*The Passageway opens onto this one-meter by three-meter ledge featuring a sheer drop of three meters into a stream. The ceiling lies five meters overhead. A corresponding ledge on the other side of a shallow, swift-running brook 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 the Passageway, draped over a spike driven into a stone. When pursued or seeking privacy, Whiteye uses the chain to swing across the fissure, wrapping it about a spike on the other side. He thus withholds its use to others who follow.

Adventurers can try to leap the stream; those who fail their Jump fall into it. Once in the stream, they are washed down to the Water Cavern, exiting through the waterfall there.

## 18. Whiteye's Lair

*These cavern walls are a medium purple. At the back of the cavern lies a pile of reeds which form a sleeping mat. A crudely cleaned animal skin has been sewn to form a water bag. A large heap of half-eaten, rotting carcasses is noticeable.*

This is solely Whiteye's domain. Here he keeps his personal treasure in a black wooden box in a hollow under his sleeping mat. In defending his lair, Whiteye can hurl 6 javelins and innumerable rocks. To avoid opposing missile fire, he hides around the bend from the opening. From

there he waits to step forward to grapple with adventurers jumping across the stream. There is room for only two adventurers to attempt to leap during any melee round.

The moment someone leaps Whiteye darts out to give them a good shove as they land, so that they totter into the water. He gets one free attack as the defender struggles to regain balance. (all this means is that each adventurer must resist Whiteye's STR with their own to regain balance). If more than one adventurer gains the ledge, Whiteye backs off and reaches for his dagger.

The bandit chieftain will contentedly wait within his lair for as long as necessary. If he is killed, the adventurers find many valuable items

of treasure, which they can return to town.

## 19. The Newtling Cave

*An eerie blue glow from a statue in an alcove dimly lights this cavern. The figure is man-sized, but an arm, part of the head, and the remaining eyeball have been broken off.*

The walls of this cavern are formed of a golden stone, which could be noticed if light were permitted here. The newtlings, however, do not allow fire into their quarters. This place can be entered from a wide



Slud, mother of the trollkin

# The Newtlings

The newtlings are a race native to Dragon Pass. They look like bipedal newts. Newtlings normally are very shy in the presence of humans, for often they have been hunted for their tails. Newtling tails are hacked off and tied or sewn shut, then treated in a number of ways to provide a very nutritious and flavorful food. Newtling tails bring 10 lunars each from Squinch, in Apple Lane, who resells them to a distant folk who fancy newtling tails as a delicacy. Among the humans of Apple Lane (and Colymar and Malani tribes), it is considered uncivilized to eat other sentient races.

Newtlings eat fish, crustaceans, and insects. They speak their own language and know the rudiments of Tradetalk.

The tribe has lived in this cavern in secrecy for many years. They have learned to dislike trolls and trollkin, but are looking for a human to fulfill several prophecies. The newtlings classify other beings in one of several ways, and treat them appropriately:

**HOSTILES** are any beings entering the newtling's hidden home cave by any means, except in the case of humans being rescued by newtlings. This includes any foe entering their flooded underwater caves as well. The newtlings will attack and fight to the death to defend their home.

**UNFRIENDLIES** are all beings encountered in the Rainbow Mounds, and all strangers when the newtlings are outside of their home cavern. The newtlings fight if it seems likely that they will win. Otherwise they flee.

**NEUTRALS** are humans in a temporary state, having just been rescued from the water. The newtlings question the person to decide if they should be hostile or friendly. If the rescued person yells back to his friends, it makes the newtlings very hostile.

**FRIENDLIES** are those humans who have assured the newtlings that they mean no harm, and who have sworn on the statue. People carrying a part of the statue are considered friendly unless they refuse to cooperate and thereby prove themselves hostile.

**WORSHIPFULS** are those revered by the newtlings as the fulfillment of their long-awaited prophecy. Such a person can command the newtlings as he wishes, around the caves; The newtlings volunteer information to him and will die for him. To be considered for this status, the candidate must complete The Deal with the newtlings.

## The Deal

This offer from the newtlings is based on their long-standing feud with the rock lizards of the Rainbow Mounds. Their great ancestor engaged in a prehistoric battle with the rock lizard ancestor in these very

caves. The Great Newt was turned to stone and broken, but he managed to kill the Old One and knock all intelligence from the lizard race forever. The Old One survives as a trinity of ghosts in the Grey Cave which guards his wife of old (less a prisoner than the Great Newt, bound into his glowing idol). The newtlings were cut off from their favored nest-pond, as well as from a secret underwater exit downstream through the Grey Cave.

The spirit of the Great Newt promises 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 and destroy the guardian there. The newtlings will then enter and destroy all of the eggs, and the prophecy will be fulfilled.

If any friendly person agrees to undertake this task, he may be accompanied by human allies if they also swear friendship to the newts.

The worshipful who completes this task is declared King of the Newts, and they obey his commands while within the Rainbow Mounds. The Newtlings won't leave these caves, and no caring leader should ask them to.

Additionally, the newts will show their savior "the greatest treasure in the Rainbow Mounds" (the Treasure Room, 22). They know nothing of this item or items, for they have never seen it. They are certain that it awaits as promised by their ancestor, for their human Liberator.

## Swearing an Oath on the Newtling Idol

Neutrals are asked to swear an oath of friendship by placing their hands upon the broken idol in the Newtling Cave. This blue marble statue has green streaks, and glows with a dull blue light. It is cold and clammy to the touch.

If a person breaks an oath sworn on the statue, his hands become thumbless frog flippers. The flesh of the altered parts is mottled green, and clammy, and exudes a shiny black, stinking secretion. If the missing parts of the statue are ever replaced, then the results of the oath breaking worsen. If the arm is replaced, both hands and feet of any oathbreakers become frog-like as above. If the missing portion of the head is replaced, the oathbreaker becomes entirely a frog, ceasing to be human except in mind and size!

If the missing eye is replaced the statue comes to life of its own accord. But the eye was lost outside the cave, in a place now forgotten. Bringing the Great Newt back to life would be a heroic quest of great difficulty. See the companion volume to this book, **SNAKEPIPE HOLLOW**, also from the Avalon Hill Game Company, or create a very challenging hiding place for the eye yourself.

shelf bordering on the water of the Water Cavern (4), or from the Passage of the Great Fight (19a), or the Hidden Passage (19b).

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### 19a. Passage of the Great Fight

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*This tunnel is large enough for even a large human to walk upright. One opening branches off near the Grey Cave (20).*

If anyone approaches the branch tunnel opening off the main tunnel, and any newtlings are present, they say simply "Don't go there." The branch tunnel is a newtling guard post, and two newtlings hide there. They are armed and prepared to attack anyone approaching from the Grey Cave. Adventurers coming from this direction are considered hostile.

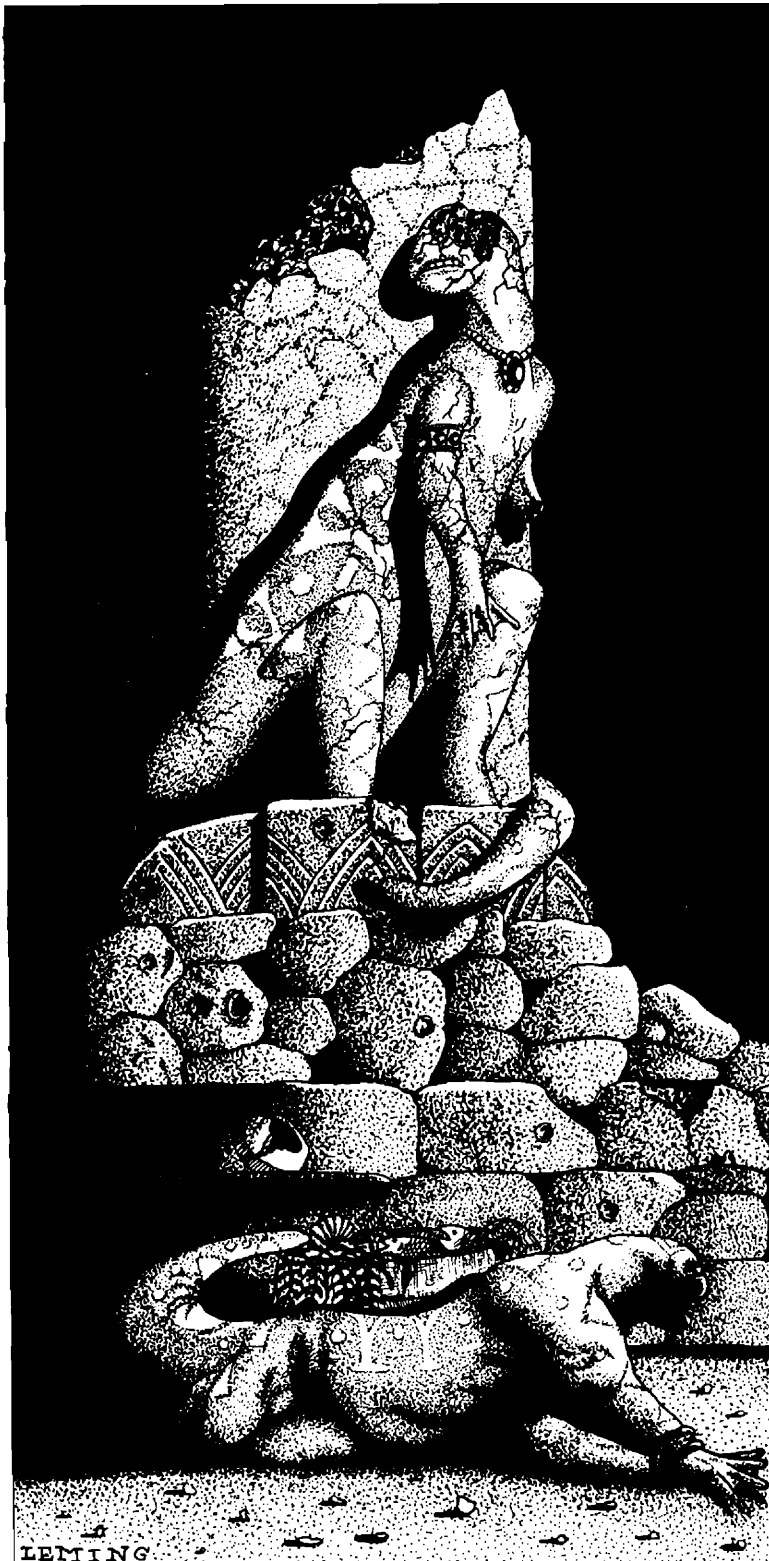
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### 19b. The Hidden Passage

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*The tunnel's color is orange near the Newtling Cave (19), changing successively to red, purple, pale violet, and pale blue just before the Treasure Room (22).*

Only after the idol has been moved can anyone notice this tunnel. Humanoids up to SIZ 14 can walk upright. It leads to the Treasure Room (22). The newtlings don't know of this tunnel and have never gone down it.



The Newtling Statue

## 20. The Grey Cave

*This strange stone scar in the rock must have been formed by prehistoric magical battles, for the cave's grey walls are unnaturally smooth. A stream rushes down the center of the cavern, and mist coats the slick floors and walls (-1 meter to movement, -10 percentiles to Agility skills). Several broken newtling skeletons lay near the opening to the Passage of the Great Fight (19a).*

The three ghosts of the Old One occupy this cave. They attack as normal ghosts, and strike at any non-lizard entity entering. These ghosts are bound to the location and cannot leave this cave.

**GAMEMASTER:** *if the posse is large, add a few rock lizards to this room as well. If a single adventurer enters, all three ghosts may attack.*

Anyone that is possessed by one of these ghosts is bodily transformed into a rock lizard (losing all human attributes but SIZ, including INT, which goes to a fixed value of 2), and the lizard will be unconscious (0 Magic Points). After transformation (1 melee round) the ghost leaves and attacks another posse member.

The stream bisecting the Grey Cave is knee-deep to most humans, cold and slippery, but not too swift to negotiate cautiously. The banks slope easily and do not seriously impede movement. A 10% chance exists that one of the gorp from the Water Cavern (4) may slip this far downstream while searching for food. Roll for one gorp the first time that any creature (including rock lizards but not ghosts) enters the

stream. If both gorp have already died, ignore this.

The Grey Cave has three entrances: from the Long Branch Tunnel (1.6), Passage of the Great Fight (19a), and the tunnel that leads to the Nest (21). This last tunnel is large and allows a person of up to SIZ 21 to pass through.

## 21. The Rock Lizard Nest

*The red-orange rock in this room glows magically. The floor is sand, the same color as the walls. Eggs lay in clusters, half-buried in the warm sand. Tiny rock lizards scamper out of your way. In the center of the cavern is a huge rock lizard, bigger than any you have ever seen.*

This is the Great Mother Lizard, former wife of the Old One who, ages ago, was killed and battered into separate spirits. The Great Mother knows the posse approaches, and addresses them via Mindspeech to all posse members, when the first person reaches the entry.

"Stop!"

"Do Not Enter!"

"This is a sacred place; you may not violate it. I do not wish to harm you! Flee, flee, for there is great magic here. Begone or the furies will pursue you and the gods will curse you for this desecration. Heed me now! Remove yourselves while you still live."

She issues one brief, additional warning as the first person enters, then she attacks with abandon.

The first three adventurers into the chamber meet the attack of her tongue. After three are in this room, she lurches forward and puts her head opposite the door to bite anyone else who enters. Her move-

ment allows two more people to scamper into the room.

Each person involved in the melee and also located 3 meters or closer to her, is spattered with blood when the Great Mother dies. Upon her death, this spattered blood confers a supernatural toughness (2 AP) to their skin, acting as armor. Additionally, each member of the posse can boast of slaying a dinosaur.

Upon the death of this monster, the idol in the Newtling Cave (19) moves of its own accord, even if not repaired, and reveals the Hidden Passage (19b). If humans enter this passage, the newtlings will follow.

## 22. The Treasure Room

*Here the rock is pale translucent blue, and glows of itself. In the center of the room a mighty column of black stone or metal stretches from cave floor to ceiling. It is covered with wispy writing and is warm to the touch.*

The column is made of adamantine, and cancels the effect of all magic in the room (thus magical detection spells have no effect, body and weapon magics expire, etc.). Awed by the column, the newtlings won't touch it, and whine in fear of any human does so.

Anyone who does touch it has the knowledge of one Detect (Substance) spell appropriate to their life's calling impressed in their mind (the gamemaster chooses the spells).

If the humans display ignorance of the substance of the column, the newtlings explain that adamantine is fossilized magic, nothing less than raw Law, refined to a crystal brilliance to reveal its inner magical glow. Adamantine is the hardest, and most rare, material in the universe.

Such an abundance of the material is unprecedented. Everyone is mystified by its existence, but one ancient, prune-like, mottled-brown newt suggests that it probably has something to do with the Dragonewt Plinth located atop the Mounds.

The writing upon the column makes sense to no one. And, though the column literally is worth a king's ransom, there is no way to remove this priceless object. "Besides," says the old newt, "who'd want to anger them dragonewts."

On the far side of the cave a stream rushes by. A small opening there is visible only with a successful Search roll.

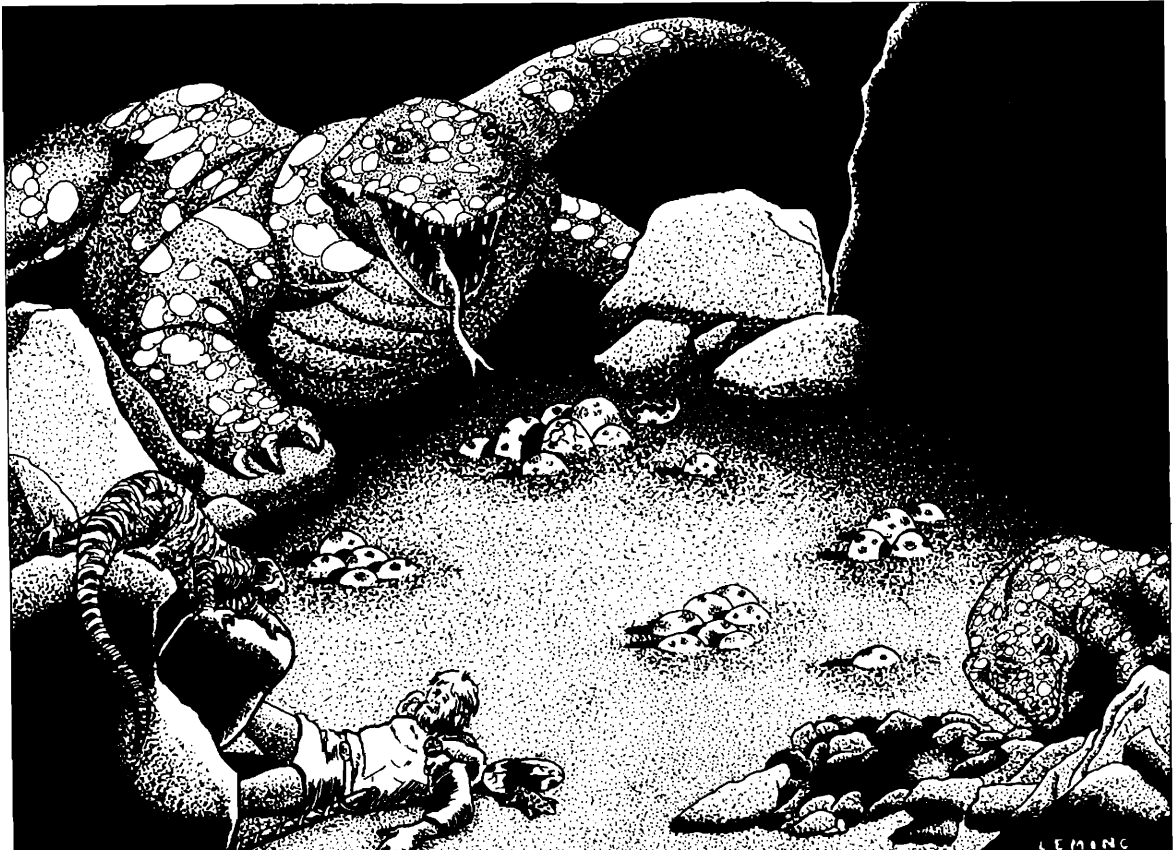
### 23. The Old Hiding Place

*Across the stream from the Treasure Room is a small hole. Beyond the hole is a small chamber. The interior of the chamber has room for only 4 people. The stone is dark blue in color, and contains three items. Laying on the ground to the left is a shining metallic sculpture of a red-and-gold leaf, roughly a meter in diameter. In the center, a bronze-and-silver of a woman stands as tall as a young child. She wears either an extremely elaborate headdress or hairdo, and is dressed in peasant clothes. On the right a one meter long stone rod lies on the ground, bearing a green jewel at one end.*

This old hiding place can be entered only by an adventurer who first jumps the stream, then receives a successful DEXx5% roll to scramble into the opening. The hole is narrow, accommodating only persons SIZ 12 or smaller — those larger than SIZ 12 can only hang on the edge for 1d6 turns before falling into the stream.

Anyone touching the metallic leaf sculpture suffers 1d6 points of damage to the body part which touched it. This damage cannot be resisted, absorbed by armor, or healed by magic. It must heal naturally.

The bronze-and-silver statue is not magical, weighs 30 kilograms, and is worth 1000 lunars to Gringle. It is, however, bulky and difficult to get across the stream. A clever person might drop it into the water and, with newtling aid, maneuver it into



LEMONG  
The Great Mother Lizard



the Water Cavern (4) and then fish it out of the water.

If the stone rod is touched, the chamber begins to creak and groan; the stone walls and ceiling of the chamber crack and collapse in 2d6 turns. The rod cannot be lifted or moved.

1d6 turns after the earthquake begins in here, it spreads to the Treasure Room (22), which collapses 1d6 turns after the Old Hiding Place collapses. The Hidden Passage (19b) also begins to collapse then.

For better game-effect, while urging the adventurers to flee for their lives, describe these areas as collaps-

ing right at the heels of the last adventurer to leave, up to the point in the Hidden Passage marked with an asterisk (\*).

Death is automatic if caught in the collapse of the area, and the fallen rock cannot be moved by any normal means.

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### Unclaimed Goods

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Assuming that the posse was successful at regaining the villager's goods, these items remain unclaimed:

An heirloom brooch worth 500 Lunars;

An raw ruby the size of a plum pit worth 400 lunars;

An excellent gem worth 150 lunars;

Two polished pieces of amber worth 40 and 32 L. apiece;

Four amber chips worth 5, 4, 1, and 2 lunars respectively.

Individual rewards from the farmers will net 50 L. more, plus the adventurers receive free lodging at the Tin Inn for a week.

# Expansion Notes

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What can be done with this book after helping Gringle and sacking Whiteye's lair? Several things, for this book's contents can supply a variety of adventures.

Did any baboons or outlaws escape? They may be hiding in the Rainbow Mounds after the posse clears it of trolls. Maybe the baboons fulfilled the newtling quest, and now have their aid. Were there any surviving trollkin, or did Whiteye escape at the end? Do any adventurers want to try robbing Gringle's? Maybe the adventurers join the outlaws. They probably still

owe Squinch money. How will they pay him off?

Save the surviving scenario personalities to create additional adventures. Friend or foe, meetings between adventurers and well-known non-player personalities always adds zest to a game.

Have the adventurers use Apple Lane as a base of operations. The maps of the immediate region and the portion of Sartar in which Apple Lane is found are included to help you generate new scenarios, and may be used as you will.

If you wish, construct maps of the surrounding area yourself and

populate it with personalities of your own devising.

Other scenario packs linked to the same region of Glorantha are available from the Avalon Hill Game Company, from which you can draw adventures and scenario ideas.

The people and institutions of Apple Lane suggest further possibilities. Has someone kidnaped Idiot Girl? Was there a murder at the Tin Inn? A brawl at Uleria's Temple? Many people pass through the village; who knows what they have done, where they are going, or who pursues them?

# Apple Lane Inhabitants

## AVAREEN BOSOM

Human Female, Priestess of Uleria, Age 51

characteristics

attributes

STR 6

CON 17

SIZ 8

INT 16

POW 18

DEX 17

APP 18

Move: 3

Hit Points: 13

Fatigue: 23

Magic Points: 18

DEX SR: 2

location

r leg

l leg

abdomen

chest

r arm

l arm

head

weapon

sr

att

damage

per

pts

club

7

36%

106

32%

4

Dodge: 40%

Spirit Magic (90%):

Dispel Magic\* 2,

Extriglish\* 1, Glamour\* 3, Heal 4,

Mindspeech\* 1, Second Sight\* (3), Vigor\* 2.

Divine Magic (100%):

Erotocomatose

Lucidity\* x14, Worship Uleria\*.

Skills: Ceremony\* 78%, Courtesan 108%,

First Aid 48%, Human Lore 37%, Listen 50%,

Orate 92%, Search 39%, Sleight 76%, Sneak

38%.

Languages: Sartarite 60/40%, Tradetalk

38%.

## Conventions

An asterisk (\*) indicates that an explanation is available in the Deluxe Rules Section.

Spirit Magic spells in parentheses () are non-variable spells.

Divine Magic spells with multipliers (x3) are non-stackable, and the multiplier gives the number of targets or times the spell can be cast.

Divine Magic spells with numbers (3) are stackable. Normal rules apply.

## PRETTY AILEENA

Human Female, Acolyte of Uleria, Age 24

characteristics

attributes

STR 15

CON 20

SIZ 7

INT 17

POW 15

DEX 19

APP 16

Move: 3

Hit Points: 14

Fatigue: 35

Magic Points: 15

DEX SR: 2

location

r leg

l leg

abdomen

chest

r arm

l arm

head

weapon

sr

att

damage

per

pts

club

7

34%

106

30%

4

Dodge: 20%

Spirit Magic (75%):

Detect Silver (1), Heal 4,

Mindspeech\* 1.

Divine Magic (100%):

Worship Uleria\*.

Skills: Conceal 74%, Courtesan 25%, Orate

58%, Sleight 25%, Sneak 54%.

Languages: Sartarite 36/10%, Tradetalk

23%.

## BINGOOD

Human Female, Acolyte of Uleria, Age 27

characteristics

attributes

STR 9

CON 11

SIZ 12

INT 9

POW 13

DEX 9

APP 11

Move: 3

Hit Points: 12

Fatigue: 20

Magic Points: 13

DEX SR: 3

Dodge: 20%

Spirit Magic (65%):

Heal 3, Second Sight\*

(3).

Divine Magic (100%):

Erotocomatose

Lucidity\*.

Skills: Ceremony\* 28%, Courtesan 57%,

Listen 44%, Orate 32%, Sleight 56%, Swim

79%.

Languages: Sartarite 32/4%.

Illustrations: the following pages include woodcuts of the townspeople, carved by Quackjohn the duck.

Ladies of the  
Uleria Temple

## BULSTER BREWER

Human Male, Initiate of Orianth, Age 47

characteristics  
STR 9  
CON 12  
SIZ 14  
INT 14  
POW 13  
DEX 11  
APP 15

attributes

Move: 3  
Hit Points: 13  
Fatigue: 21-19=2  
Magic Points: 13  
DEX SR: 3

location  
r leg  
l leg  
abdomen  
chest  
r arm  
l arm  
head

melee  
01-04  
05-08  
09-11  
12  
13-15  
16-18  
19-20

missile  
01-03  
04-06  
07-10  
11-15  
16-17  
18-19  
20

weapon sr  
Shortsword 7  
2H Spear 7  
Target Shd 2

att  
83%  
64%  
78%

damage  
106+1  
108+1  
204+2

par  
64%  
65%  
—

pts  
10  
10  
8

Dodge: 54-19 = 35%.

Armor: cuirbouilli limbs, bezainted helm, and scale torso, all underlain with soft leather.

Spirit Magic (65-19 = 46%): Countermagic 2, Disruption (1), Repair 2, Shimmer\* 2.

Skills: Ceremony\* 22%, Craft/Brewing 98%, Craft/Cooking 40%, Jump 48-19 = 29%, Scan 61%, Sleight 55%.  
Languages: Sartarite 51/58%, Tradetalk 36%.

## BERTHA

Human female initiate of Ernalda, Wife of Bulster Brewer, Age 38

characteristics  
STR 10  
CON 9  
SIZ 13  
INT 10  
POW 8  
DEX 18  
APP 11

attributes

Move: 3  
Hit Points: 11  
Fatigue: 19  
Magic Points: 8  
DEX SR: 2

location  
r leg  
l leg  
abdomen  
chest  
r arm  
l arm  
head

melee  
01-04  
05-08  
09-11  
12  
13-15  
16-18  
19-20

missile  
01-03  
04-06  
07-10  
11-15  
16-17  
18-19  
20

weapon sr  
Light Mace 6

att  
40%

damage  
1d8

par  
38%

pts  
6

Dodge: 25%.

Spirit Magic (40%): Extinguish\* 2, Heal 2, Ignite\* (1), Second Sight\* (3), Repair 2.

Skills: Climb 50%, Craft/Brewing 39%, Craft/Cooking 92%, Hide 85%.

Languages: Sartarite 37%.

## BEK LEADHEAD

Human Male, Initiate of Orianth, Age 22

characteristics  
STR 18  
CON 16  
SIZ 19  
INT 9  
POW 15  
DEX 14  
APP 7

attributes

Move: 3  
Hit Points: 18  
Fatigue: 34-9=25  
Magic Points: 15  
DEX SR: 3

location  
r leg  
l leg  
abdomen  
chest  
r arm  
l arm  
head

melee  
01-04  
05-08  
09-11  
12  
13-15  
16-18  
19-20

missile  
01-03  
04-06  
07-10  
11-15  
16-17  
18-19  
20

weapon sr  
Heavy Mace 6  
Flit 7  
Grapple 7

att  
6  
87%  
87%

damage  
1d10+1d6  
1d3+1d6  
special

par  
68%  
47%  
—

pts  
10  
(9)  
—

Dodge: 64-9 = 55%.

Armor: cuirbouilli body armor plus ringmail helmet.

Spirit Magic (75-9 = 66%): Bludgeon\* 2, Disruption (1), Heal 1, Ironhand\* 2, Shimmer\* 3.

Skills: Animal Lore 40%, Climb 66%, First Aid 25%, Jump 68-9 = 59%, Listen 35%, Martial Arts 25%, Track 35%.

Languages: Sartarite 31%.

## PRAMBLE

Human Male, Age 61, Dual Initiate of Ernalda and of the Sisters of Inspiration

characteristics  
STR 12  
CON 9  
SIZ 15  
INT 17  
POW 9  
DEX 16  
APP 12

attributes

Move: 3  
Hit Points: 12  
Fatigue: 21-15=6  
Magic Points: 9  
DEX SR: 2

location  
r leg  
l leg  
abdomen  
chest  
r arm  
l arm  
head

melee  
01-04  
05-08  
09-11  
12  
13-15  
16-18  
19-20

missile  
01-03  
04-06  
07-10  
11-15  
16-17  
18-19  
20

weapon sr  
Battleaxe 6  
Thorax Axe 2,7  
Hatchet 6

att  
49%  
64%  
47%

damage  
198+2+1d4  
1d8+1d2  
1d8+1+1d4

par  
49%  
—  
40%

pts  
8  
6  
6

Dodge: 65-15 = 50%.

Armor: cuirbouilli limbs, bezainted helmet, and scale torso, plus soft leather under all.

Spirit Magic (45-15 = 30%): Disruption (1), Heal 5, Protection 3, Second Sight\* (3).

Skills: Evaluate 25%, Hide 20%, Human Lore 35%, Listen 50%, Orate 40%, Play Lute 20%, Ride 30%, Sing 25%, Sneak 30-15 = 15%, World Lore 30%.

Languages: Estrolian 47/45%, Sartarite 43/44%.



Bulster and Bertha



Pramble

## KAREENA

Human Female, Shaman and Keeper of the Temple To All Deities, Age 70+

characteristics

STR 11 \_\_\_  
CON 11 \_\_\_  
SIZ 10 \_\_\_  
INT 17 \_\_\_  
POW 18 \_\_\_  
DEX 13 \_\_\_  
APP 14 \_\_\_

attributes

Move: 3  
Hit Points: 11  
Fatigue: 22  
Magic Points: 18 + fetch 61  
+POW spirits 24 = 103  
DEX SR: 3

location meleé missile points

r leg 01-04 01-03 0/4  
leg 05-08 04-06 0/4  
abdomen 09-11 07-10 0/4  
chest 12 11-15 0/5  
r arm 13-15 16-17 0/3  
l arm 16-18 18-19 0/3  
head 19-20 20 0/4

weapon sr att damage par pts  
Battleaxe 7 48% 108+2 37% 8

Dodge: 63%.

**Spirit Magic (90%):** Dispel Magic\* 4, Second Sight\* (3), Shimmer\* 3, Spirit Screen\* 4, Fetch (305%): Heal 10, Ignite\* (1), Repair 3.

**Skills:** Animal Lore 47%, Ceremony\* 78%, Conceal 80%, Devise 88%, Enchant\* 56%, First Aid 87%, Healing Ritual 90%, Hide 97%, Listen 50%, Plant Lore 51%, Scan 57%, Search 43%, Sing 58%, Sneak 80%, Summon 66%, World Lore 33%.

**Languages:** Sartarite 68%, Stormspeech 44%.

**Magic Items:** two slender, 30 cm-long aluminum needles. Kareena won these years ago in Kralorela's Forest of Franghts. She performs a special healing magic ritual with these needles. She skillfully inserts them into the spine of her patient, and wriggles and twirls them in a ritual manner (this hurts, but hurts less than the original wound).

For each magic point she expends, two points of damage are healed. It takes her about an hour to properly perform this ritual, plus another 10 minutes per point of damage healed. She can also heal general hit point damage this way. When the ritual is complete, the patient is cured, with one side effect: no one cured in this way by Kareena can bring himself or herself to instigate an attack against Kareena.

The shaman also wears a beautiful silk shawl embroidered with exotic designs. The embroidery forms enchantments which can bind two healing spirits\*: the ones currently bound are of POW 15 and POW 9.

**Fetch:** INT 14, POW 61

The fetch controls spirits with a combined POW of 59.

**Passion Spirit (fear):** POW 19  
**Passion Spirit (fear):** POW 16  
**Power Spirit:** POW 12  
**Power Spirit:** POW 7  
**Power Spirit:** POW 5

**Notes:** she will not ransom herself, for she knows no one who would pay a ransom for her. She will offer, however, to free her attackers from possession by her fear spirits.

## JARSTAN GOODAXE

Human Male, Sword of Humakt, Age 52

characteristics

STR 14 \_\_\_  
CON 13 \_\_\_  
SIZ 15 \_\_\_  
INT 15 \_\_\_  
POW 18 \_\_\_  
DEX 11 \_\_\_  
APP 15 \_\_\_

attributes

Move: 3  
Hit Points: 14  
Fatigue: 27-14=13  
Magic Points: 18  
DEX SR: 3

location meleé missile points

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

weapon sr att damage par pts

Javelin 3 78% 108+102 8  
Great Axe 6 95% 206+2+104 90% 10  
Thrown Axe 3,9 99% 106+102 6  
Broadsword 7 99% 148+1+104 91% 10

Dodge: 69-14 = 55%.

**Armor:** bezzanted legs with ringmail torso and right arm, and lamellar helmet.

**Spirit Magic (90-14 = 76%):** Befuddle (2), Bladesharp 6, Coordination\* 2, Mindspeech\* 1, Protection 4; (in matrix) Heal 5, Light (1).

**Divine Magic (100-14 = 86%):** Divination\* 2, Shield 2, Truesword 2.

**Skills:** Ceremony 61%, Climb 54%, Devise 83%, First Aid 102%, Jump 62-14 = 48%, Listen 78%, Orate 46%, Ride 92%, Scan 109%, Sleight 57%, Track 57%.

**Languages:** New Pelorian 26%, Sartarite 44/28%, Tradetalk 32%.

**Magic Items:** Heal 5 and Light (1) spell matrix\* in sword pommel.

**Gifts & Geases:** may wear no armor on left arm and can never use any hammer as a weapon. When his great axe hits an opponent's abdomen (only), it doubles any damage that penetrates armor.

**Notes:** carries two throwing axes and one javelin.

# The Weapons Masters & the Mysterious Priestess

## NAVAROK ONE-HAND

Human Male, Initiate of Humakt, Age 43

characteristics

STR 9 \_\_\_  
CON 17 \_\_\_  
SIZ 9 \_\_\_  
INT 17 \_\_\_  
POW 17 \_\_\_  
DEX 16 \_\_\_  
APP 13 \_\_\_

attributes

Move: 3  
Hit Points: 13  
Fatigue: 26-8=18  
Magic Points: 17  
DEX SR: 2

location meleé missile points

r leg 01-04 01-03 0/5  
l leg 05-08 04-06 4/5  
abdomen 09-11 07-10 5/5  
chest 12-14 11-16 5/6  
r arm 15-18 17-19 4/4  
head 19-20 20 6/5

weapon sr att damage par pts

Broadsword 7 73% 108+1 10  
Dagger 8 98% 104+2 61% 6

Dodge: 48-8 = 40%.

**Armor:** wears bezzanted over left leg and arm, ringmail over torso, and a lamellar helmet.

**Spirit Magic (85-8 = 77%):** Countermagic 3, Heal 4, Ignite\* (1), Repair 2, Shimmer\* 5, Speedart (1); (in matrix) Bladesharp 5.

**Divine Magic (100-8 = 92%):** One use — Shield 2, Truesword.

**Skills:** Climb 32%, Conceal 50%, Devise 48%, Hide 74%, Jump 88-8 = 80%, Listen 55%, Orate 79%, Ride 88%, Scan 53%, Sneak 48-8 = 40%, Swim 68%, Track 45%.

**Languages:** Darktongue 25%, Sartarite 44/41%, Tradetalk 22%.

**Magic Items:** Bladesharp 5 spell matrix\* in dagger pommel.

**Gifts & Geases:** may wear no armor over right leg. When his dagger hits an opponent's head (only) it doubles any damage that penetrates armor.



Jarstan & Navarok

### PIKUGASTAPAKIS

Human Male, Initiate of Third Eye Blue, Age 32

characteristics attributes  
STR 16 \_\_\_ Move: 3  
CON 10 \_\_\_ Hit Points: 11 \_\_\_  
SIZ 12 \_\_\_ Fatigue: 26-30=4 \_\_\_  
INT 13 \_\_\_ Magic Points: 14 \_\_\_  
POW 14 \_\_\_ DEX SR: 2 \_\_\_  
DEX 16 \_\_\_  
APP 9 \_\_\_

location r leg 7/4 \_\_\_  
l leg 7/4 \_\_\_  
abdomen 8/4 \_\_\_  
chest 8/5 \_\_\_  
r arm 6/3 \_\_\_  
l arm 6/3 \_\_\_  
head 6/4 \_\_\_  
weapon sr att damage par pts  
Warhammer 6 83% 106+2+104 37% 8 \_\_\_  
GI Hammer 5 81% 206+2+104 89% 10 \_\_\_  
Dart 2,7 40% 106+102 \_\_\_ 4 \_\_\_  
Target Sd \_\_\_ \_\_\_ 57% 12 \_\_\_

Dodge: 55-30 = 25%.

Armor: lamellar limbs and head, plus soft leather on legs. Plate on torso.

Spirit Magic (70-30 = 40%): Bludgeon\* 4, Demoralize (2), Heal 3, Ignite\* (1), Repair 3.  
Skills: Craft/Armoring 86%, Craft/Smith 98%, Craft/Weaponmaking 80%, Scan 83%.

Languages: Fronelan 35%, Sartarite 27%, Tradetalk 30%.  
Notes: carries three darts.

### SQUINCH

Human Male, Initiate of Lhankor Mhy and Issaries, proprietor of the Storehouse. Age 37.

characteristics attributes

STR 12 \_\_\_ Move: 3  
CON 12 \_\_\_ Hit Points: 13 \_\_\_  
SIZ 13 \_\_\_ Fatigue: 24 \_\_\_  
INT 18 \_\_\_ Magic Points: 18 \_\_\_  
POW 18 \_\_\_ DEX SR: 3 \_\_\_  
DEX 10 \_\_\_  
APP 14 \_\_\_

location melee missile points  
r leg 01-04 01-03 0/5 \_\_\_  
l leg 05-08 04-06 0/5 \_\_\_  
abdomen 09-11 07-10 0/5 \_\_\_  
chest 12 11-15 0/6 \_\_\_  
r arm 13-15 16-17 0/4 \_\_\_  
l arm 16-18 18-19 0/4 \_\_\_  
head 19-20 20 0/5 \_\_\_  
weapon sr att damage par pts  
Broadsword 7 43% 108+1 36% 10 \_\_\_

Dodge: 30%.

Spirit Magic (90%): Countermagic 4, Demoralize (2), Detect Gold(1), Dispel Magic\* 2, Disruption (1), Mindspeech\* 1, Second Sight\* (3), Shimmer\* 4.

Skills: Animal Lore 34%, Evaluate 44%, Human Lore 45%, Mineral Lore 26%, Plant Lore 25%, Sneak 35%, World Lore 31%.  
Languages: Sartarite 49/65%.

### VALEEDA

Human Female, Age 30

characteristics attributes  
STR 9 \_\_\_ Move: 3  
CON 8 \_\_\_ Hit Points: 8 \_\_\_  
SIZ 8 \_\_\_ Fatigue: 17-4=13 \_\_\_  
INT 15 \_\_\_ Magic Points: 12 \_\_\_  
POW 12 \_\_\_ DEX SR: 3 \_\_\_  
DEX 15 \_\_\_  
APP 5 \_\_\_

location melee missile points  
r leg 01-04 01-03 2/3 \_\_\_  
l leg 05-08 04-06 2/3 \_\_\_  
abdomen 09-11 07-10 2/3 \_\_\_  
chest 12 11-15 2/4 \_\_\_  
r arm 13-15 16-17 2/3 \_\_\_  
l arm 16-18 18-19 2/3 \_\_\_  
head 19-20 20 2/3 \_\_\_  
weapon sr att damage par pts  
Self Bow 3,9 78% 106+1 27% 5 \_\_\_  
2H Spear 7 51% 1010+1 68% 10 \_\_\_

Dodge: 60-4 = 56%.

Armor: stiff leather.

Spirit Magic (60-4 = 56%): Bladesharp 4, Heal 6, Ignite\* (1), Speedart (1).

Skills: Craft/Animal Husbandry 44%, Craft/Cooking 85%, Craft/Farming 59%, Devise 85%, Listen 83%, Sneak 45-4 = 41%.  
Languages: Fronelan 48%, Sartarite 21%, Tradetalk 22%.

### POSAL

Human Male, Initiate of Orlanth, Age 32

characteristics attributes  
STR 13 \_\_\_ Move: 3  
CON 13 \_\_\_ Hit Points: 14 \_\_\_  
SIZ 14 \_\_\_ Fatigue: 26-22=4 \_\_\_  
INT 15 \_\_\_ Magic Points: 12 \_\_\_  
POW 12 \_\_\_ DEX SR: 3 \_\_\_  
DEX 12 \_\_\_  
APP 11 \_\_\_

location melee missile points  
r leg 01-04 01-03 4/5 \_\_\_  
l leg 05-08 04-06 4/5 \_\_\_  
abdomen 09-11 07-10 7/5 \_\_\_  
chest 12 11-15 7/5 \_\_\_  
r arm 13-15 16-17 4/4 \_\_\_  
l arm 16-18 18-19 4/4 \_\_\_  
head 19-20 20 5/5 \_\_\_  
weapon sr att damage par pts  
Javelin 7 66% 106+1+104 49% 8 \_\_\_  
Javelin, Thr 3 38% 108+102 \_\_\_ 8 \_\_\_  
Shortsword 7 40% 106+1+104 47% 10 \_\_\_  
Hoplite Sd \_\_\_ \_\_\_ 61% 18 \_\_\_

Dodge: 47-22 = 25%.

Armor: cuirbouilli limbs, scale torso, bezaunted helm, with soft leather under all.

Spirit Magic (60-22 = 38%): Disruption (1), Extinguish\* 1, Heal 2, Protection 3.

Skills: Climb 66%, Craft/Carpentry 117%, Jump 76-22 = 54%, Listen 86%, Ride 35%.  
Languages: Sartarite 37%.  
Notes: carries two javelins.

### MINEERA

Human Female, Initiate of Ernalda, Age 29

characteristics attributes  
STR 9 \_\_\_ Move: 3  
CON 14 \_\_\_ Hit Points: 13 \_\_\_  
SIZ 12 \_\_\_ Fatigue: 23 \_\_\_  
INT 12 \_\_\_ Magic Points: 11 \_\_\_  
POW 11 \_\_\_ DEX SR: 3 \_\_\_  
DEX 15 \_\_\_  
APP 13 \_\_\_

location melee missile points  
r leg 01-04 01-03 0/5 \_\_\_  
l leg 05-08 04-06 0/5 \_\_\_  
abdomen 09-11 07-10 0/5 \_\_\_  
chest 12 11-15 0/6 \_\_\_  
r arm 13-15 16-17 0/4 \_\_\_  
l arm 16-18 18-19 0/4 \_\_\_  
head 19-20 20 0/5 \_\_\_  
weapon sr att damage par pts  
Club 7 46% 106 36% 36 \_\_\_

Dodge: 65%.

Spirit Magic (55%): Glamour\* 2, Heal 3, Mindspeech\* 1, Second Sight\* (3).

Skills: Climb 20%, Craft/Animal Husbandry 81%, Craft/Cooking 63%, Craft/Farming 88%, Hide 66%, Listen 53%, Sneak 54%, Swim 70%.

Languages: New Pelorian 26%, Sartarite 39%, Tarshite 31%.



Piku and Valeeda

# The Sheriff, Horse Master, and Others

## DRONLANSWORDSHARP, SHERIFF

Human Male, initiate of Orlanth, Age 45

characteristics		attributes	
STR 15	Move: 3		
CON 17	Hit Points: 16		
SIZ 15	Fatigue: 32-29=3		
INT 18	Magic Points: 15 +		
POW 15	12 crystal = 27		
DEX 15	DEX SR: 3		
APP 13			

location		melee		missile		points	
r leg	01-04	01-03	7/6				
l leg	05-08	04-06	7/6				
abdomen	09-11	07-10	7/6				
chest	12	11-15	7/8				
r arm	13-15	16-17	7/5				
l arm	16-18	18-19	7/5				
head	19-20	20	8/6				

weapon sr		att		damage		par		pts	
Broadsword	7	90%	108+1+104	66%	10				
Javelin	7	77%	106+1+104	58%	8				
Javelin, thr	3	89%	108+102		8				
Target Sd					79%	12			

**Dodge:** 44-29 = 15%.

**Armor:** brigandine plus plate helm. If unarmored, wears 1-point leather vest 50% of the time.

**Spirit Magic (75-29 = 46%) = Bladesharp 4, Disruption (1), Heal 6, Repair 2, Shimmer\* 4; (in an amulet) Countermagic 4.**

**Skills:** Ceremony\* 33%, Climb 66%, Evaluate 64%, Hide 40%, Jump 57-29=28%, Listen 84%, Ride 82%, Scan 71%, Search 36%, Sneak 62-29=33%, Track 35%.

**Languages:** Darktongue 15%, New Pelorian 26%, Sartarite 55/14%, Tradetalk 32%.

**Magic Items:** 12-point magic point matrix crystal; Cntmgc. 4 spell matrix amulet.



Sheriff Dronlan

## OOLINA GENTLE

Human Female, initiate of Ernald, Age 40

characteristics		attributes	
STR 14	Move: 3		
CON 14	Hit Points: 11		
SIZ 8	Fatigue: 28		
INT 15	Magic Points: 11		
POW 11	DEX SR: 3		
DEX 10			
APP 11			

location		melee		missile		points	
r leg	01-04	01-03	0/4				
l leg	05-08	04-06	0/4				
abdomen	09-11	07-10	0/4				
chest	12	11-15	0/5				
r arm	13-15	16-17	0/3				
l arm	16-18	18-19	0/3				
head	19-20	20	1/4				

weapon sr		att		damage		par		pts	
Club	8	31%	106	26%	4				

**Dodge:** 20%.

**Armor:** wide-brimmed leather hat.

**Spirit Magic (55%):** Befuddle (2), Heal 4, Ignite\* (1), Repair 2, Second Sight\* (3), Shimmer\* 2.

**Skills:** Craft/Cooking 96%, Craft/Farming 74%, Hide 37%, Jump 39%, Listen 68%, Orate 42%, Ride 45%, Scan 80%, Sneak 31%, Swim 82%.

**Languages:** Sartarite 44/32%, Tradetalk 30%.



Lipiccus Horsemaster

## LIPICCUS

Human Male initiate of Orlanth, Horsemaster for the village, Age 47.

characteristics		attributes	
STR 14	Move: 3		
CON 14	Hit Points: 16		
SIZ 18	Fatigue: 28-23=5		
INT 14	Magic Points: 18		
POW 18	DEX SR: 3		
DEX 13			
APP 15			

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

weapon sr		att		damage		par		pts	
Comp Bow	3,9	89%	108+1	39%	7				
Lance	1+	75%	1010+1+306	85%	12				
Broadsword	6	61%	108+1+104	85%	10				
Target Sld					86%	12			

**Dodge:** 72-23 = 49%.

**Armor:** scale torso and head, bezaunted with soft leather beneath on the limbs.

**Spirit Magic (90-23 = 67%):** Bladesharp 3, Disruption (1), Heal 2, Protection 4, Repair 1, Speedart (1).

**Skills:** Listen 68%, Ride 106%, Swim 80%.  
**Languages:** Darktongue 24%, New Pelorian 24/9%, Sartarite 43/28%, Tradetalk 49%.

**Notes:** carries 20 arrows.



Squinch

## VARANEERA

Human Female initiate of Orlanth, wife of Lipiccus the horsemaster, Age 42

characteristics		attributes	
STR 10	Move: 3		
CON 11	Hit Points: 10		
SIZ 8	Fatigue: 21-14=7		
INT 17	Magic Points: 10		
POW 10	DEX SR: 3		
DEX 13			
APP 14			

location		melee		missile		points	
r leg	01-04	01-03	5/4				
l leg	05-08	04-06	5/4				
abdomen	09-11	07-10	5/4				
chest	12	11-15	5/5				
r arm	13-15	16-17	5/3				
l arm	16-18	18-19	5/3				
head	19-20	20	5/4				

weapon sr		att		damage		par		pts	
Comp Bow	3,9	93%	108+1	23%	7				
Broadswd	8	61%	108+1	69%	10				
Target Sd					87%	12			

**Dodge:** 68-14 = 54%.

**Armor:** full ringmail.

**Spirit Magic (50-7 = 43%) =** Bladesharp 4, Demoralize (2), Disruption (1), Heal 4, Light (1), Mindspeech\* 1, Repair 2, Speedart (1).

**Skills:** Climb 48%, Jump 44-14 = 30%, Ride 103%, Swim 59%, Track 80%.

**Languages:** Sartarite 40%, Praxian 41%.

**Notes:** carries 20 arrows.

## GRINGLE

Human Male, Priest of Issaries (Garzeen subcult), Age 56.

### characteristics

STR 15 \_\_\_  
CON 17 \_\_\_  
SIZ 11 \_\_\_  
INT 15 \_\_\_  
POW 19 \_\_\_  
DEX 16 \_\_\_  
APP 13 \_\_\_

attributes

Move: 3  
Hit Points: 14  
Fatigue: 32-24=8  
Magic Points: 19 + crystals  
16 + allied spirit 9 = 44  
DEX SR: 2

**location**

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

**weapon sr att damage par pts**

Quarterstaff 5	106%	1d8+1d4	94%	8
Broadsword 6	52%	1d8+1+1d4	47%	10
1H Spear 8	36%	1d8+1+1d4	32%	10
Dagger 7	43%	2d4+2	38%	6
Hy. Xbow 2	49%	2d6+2	33%	10
Target Sh 7	37%	2d6	51%	12

Dodge: 59-24 = 35%.

Armor: iron chainmail (magical) with leather padding, the best armor in Apple Lane.

Spirit Magic (95-24=71%): Disruption (1), Glamour\* 3, Healing 3, Mindspeech\* 2, Second Sight\* (3), Shimmer\* 3

Divine Magic (100-24=76%): Analyze Magic\* 3, Create Market\*, Divination\* 3, Soul Sight, Worship Issaries\*.

Spirits: Gringle has an allied spirit\* (Gossip) housed in his quarterstaff, and a magic spirit (Eighty-Eyes) bound into his Pawnshop building.

GOSSIP: INT 12, POW 9, Spirit Magic (45%): Befuddle (2), Bludgeon\* 3, Countermagic 4, Ignite\* (1), Light (1), Repair 1. Divine Magic (100%): Heal Wound 3, Find Gold, Regrow Limb\*, Soul Sight.

EIGHTY-EYES: INT 14, POW 11, Spirit Magic (55%): Demoralize (2), Extinguish\* 3, Protection 2, Repair 4, Second Sight\* (3).

Skills: Bargain 93%, Ceremony\* 67%, Climb 42%, Conceal 46%, Craft/Mapmaking 82%, Devise 32%, Evaluate 84%, Glorantha Lore 64%, Hide 28%, Human Lore 66%, Jump 38%, Listen 43%, Orate 94%, Play/Chess 78%, Play/Snooker 49%, Ride 54%, Scan 56%, Search 45%, Sleight 28%, Sneak 34-24 = 10%, Summon\* 43%, Swim 39%, Track 24%, World Lore 56%.

Languages: Darktongue 99%, New Pelorian 54/27%, Sartarite 65/59%, Tradetalk 72%.

Magic Items: heavy gold medallion depicting dragon eating its tail with two 5-point magic

point matrix crystals\* set into its eyes (value 110 lunars). Copper ring with silver inlay and a 6-point magic point matrix crystal\*. Cast bronze head of quarterstaff set with special magic crystal\* which adds 3 points to the magic-point strength of offensive spells cast by Gringle for the purpose of penetrating defensive magic and for overcoming a target's magic points.

Treasure: though he keeps much of value in the Pawnshop, Gringle habitually carries only 3 lunars on his person.

Notes: Gringle carries two daggers. His crossbow, spear, and shield are not included in his ENC, as Gringle discards the crossbow after firing one shot and picks up spear and shield only if he loses the use of his quarterstaff and broadsword. Gringle has two magical guardians, a salamander and a gargoyle, commanded verbally or through Mindspeech.

## GARGOYLE

Chapel Statue B, Loyal to Gringle, Ageless

### characteristics

STR 28 \_\_\_  
CON 14 \_\_\_  
SIZ 6 \_\_\_  
INT 4 \_\_\_  
POW 12 \_\_\_  
DEX 8 \_\_\_

attributes

Move: 2/5 fly  
Hit Points: 10  
Fatigue: 42  
Magic Points: 12  
DEX SR: 4

**location**

melee	missile	points
r leg 01-03	01-02	6/4
l leg 04-06	03-04	6/4
abdomen 07-09	05-08	6/4
chest 10	09-13	6/5
r wing 11-12	14-15	6/4
l wing 13-14	16-17	6/4
r arm 15-16	18	6/4
l arm 17-18	19	6/4
head 19-20	20	6/5

**weapon sr att damage par pts**

Claw 10	88%	1d10+1d6	30%	(3)	1
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Dodge: 0%.

Armor: 6 point thick, leathery skin.

Spirit Magic (60%): Ironhand\* 3.

Skills: Climb 32%, Jump 58%, Listen 73%, Scan 45%

## Pawn Shoppers

### QUACKJOHN

Duck Male, Initiate of Orlanth, Age 34

### characteristics

STR 11 \_\_\_  
CON 15 \_\_\_  
SIZ 4 \_\_\_  
INT 12 \_\_\_  
POW 10 \_\_\_  
DEX 15 \_\_\_  
APP 8 \_\_\_

attributes

Move: 3  
Hit Points: 10  
Fatigue: 26-10=16  
Magic Points: 10 + crystal 6 = 16  
DEX SR: 3

**location**

melee	missile	points
r leg 01-04	01-03	4/4
l leg 05-08	04-06	4/4
abdomen 09-11	07-10	9/4
chest 12	11-15	9/5
r arm 13-15	16-17	4/3
l arm 16-18	18-19	4/3
head 19-20	20	9/4

**weapon sr att damage par pts**

Shortsword 8	67%	1d6+1	46%	10
Hy. Xbow 3	87%	2d6+2	33%	10
Buckler 8	13%	1d4	63%	8

Dodge: 72-10=62%.

Armor: iron ringmail hauberk and helm with leather padding, stiff leather limb protection.

Spirit Magic (50-10=40%): Bladesharp 4, Disruption (1), Heal 3, Shimmer\* 3, Speedart (1).

Divine Magic (100-10=90%): one use: Lightning 6.

Skills: Boat 66%, Ceremony\* 34%, Craft/Cooking 93%, Craft/Mapmaking 88%, Devise 46%, Duck Lore 53%, Evaluate 53%, Glorantha Lore 45%, Hide 61%, Jump 33-10 = 23%, Listen 56%, Play/Chess 56%, Play/Musical Spoons 78%, Play/Snooker 85%, Scan 45%, Search 67%, Shiphandling 37%, Sing 13%, Sleight 43%, Sneak 72-10 = 62%, Swim 94%, Track 14%, World Lore 73%.

Languages: Sartarite 45%, Tradetalk 32%.

Magic Items: heavy gold medallion, exactly like Gringle's except smaller, depicting dragon eating its tail with two 3-point magic point matrix crystals\* set into its eyes (value is 155 lunars).

Treasure: carries no money except when on errand for Gringle.

Notes: ENC deductions do not include Quackjohn's two crossbows (ready to fire). He drops each after firing.

# Giant Baboon

## Papio sapiens

In Glorantha's Wastelands dwell troops of large intelligent baboons. Normally, they travel in small family groups of no more than 15-20 individuals, but may join into larger troops.

Baboons are quadrupeds, and lack full arm mobility. In combat, they may use only their bite or a thrusting melee weapon. The only missile weapons they can use are thrown weapons and slings. They cannot use shields effectively.

A baboon walking on its hind legs moves at a rate of 1 meter/sr. If it walks on three legs (presumably using one are to carry an object or weapon, it moves at 3 meters/sr.

The statistics below are for a male baboon. Females have a STR of 3d6 and a SIZ of 2d6.

characteristics	average
STR	3d6+6 16-17 Move: 5
CON	3d6 10-11 Hit Points: 10-11
SIZ	3d6 10-11 Fatigue: 27
INT	2d6+6 13 Magic Points: 13
POW	2d6+6 13 DEX SR: 2
DEX	3d6+6 16-17
APP	3d6 10-11

location	melee	missile	points
r leg	01-04	01-03	1/4
l leg	05-08	04-06	1/4
abdomen	09-11	07-10	1/4
chest	12	11-15	1/5
r arm	13-15	16-17	1/3
l arm	16-18	18-19	1/3
head	19-20	20	1/4

weapon	sr	att	damage	par	pts
Bite	7	30+10	1d8+1d4	—	8
Javelin	6	20+10	1d6+1+1d4	20+6	8
Javelin, thr	2/7	20+10	1d8+1d2	—	—
Sling	2/7	20+10	1d8	—	—

**Combat Note:** a common baboon technique is to stab with javelin, using bite as second attack if it has sufficient SR to do so.

**Dodge:** 25+6.

**Armor:** 1 point fur.

## KOCHAZ

Warrior/Leader of the baboons

characteristics	attributes
STR	13 Move: 5
CON	10 Hit Points: 10
SIZ	9 Fatigue: 23-7=16
INT	14 Magic Points: 14
POW	14 DEX SR: 1
DEX	20

location	melee	missile	points
r leg	01-04	01-03	4/4
l leg	05-08	04-06	4/4
abdomen	09-11	07-10	4/4
chest	12	11-15	4/5
r arm	13-15	16-17	3/3
l arm	16-18	18-19	3/3
head	19-20	20	7/4

weapon	sr	att	damage	parry	points
2H spear	5	58%	1d10+1	40%	10
dagger	7	59%	1d4+2	36%	6
bite	7	53%	1d8	—	—
sling	1/5/9	51%	1d8	—	—

**Dodge:** 59-7=52%.

**Spirit Magic (70-7 = 63%):** Bladesharp 2, Countermagic 2, Disruption (1), Heal 1, Shimmer 2.

**Skills:** Climb 84%, Devise 47%, Scan 66%, Search 57%, Sneak 58-7=51%.

**Notes:** 1 point fur plus cuirbouilli armor with leather arms and a brightly colored lamellar helm worth 300 lunars. His right lang is inlaid with copper and silver, and is worth 143 lunars.

## BARZEEK

Mother of the baboons

characteristics	attributes
STR	11 Move: 5
CON	16 Hit Points: 12
SIZ	8 Fatigue: 27-4=23
INT	10 Magic Points: 14
POW	14 DEX SR: 2
DEX	18

location	melee	missile	points
r leg	01-04	01-03	3/4
l leg	05-08	04-06	3/4
abdomen	09-11	07-10	4/4
chest	12	11-15	4/5
r arm	13-15	16-17	3/3
l arm	16-18	18-19	3/3
head	19-20	20	4/4

weapon	sr	att	damage	parry	points
claw	8	64%	1d6	—	—
bite	8	67%	1d8	—	—
sling	2/7	43%	1d8	—	—

**Dodge:** 49-4 = 45%.

**Spirit Magic (70-4 = 66%):** Countermagic 3, Demoralize 2, Disruption (1), Heal 4.

**Skills:** Climb 63%, Devise 23%, Scan 55%, Search 53%, Sneak 58-4=54%.

**Notes:** 1 point fur plus stiff leather armor with padding on torso and head.

## Bazoo

Female baboon, the second-best warrior.

characteristics	attributes
STR	12 Move: 5
CON	11 Hit Points: 11
SIZ	10 Fatigue: 22-6=16
INT	16 Magic Points: 12
POW	12 DEX SR: 1
DEX	20

location	melee	missile	points
r leg	01-04	01-03	3/4
l leg	05-08	04-06	3/4
abdomen	09-11	07-10	4/4
chest	12	11-15	4/5
r arm	13-15	16-17	3/3
l arm	16-18	18-19	3/3
head	19-20	20	5/4

## Dozak

Young baboon

characteristics	attributes
STR	8 Move: 5
CON	12 Hit Points: 10
SIZ	8 Fatigue: 20-2=18
INT	8 Magic Points: 17
POW	17 DEX SR: 1
DEX	22

location	melee	missile	points
r leg	01-04	01-03	1/4
l leg	05-08	04-06	1/4
abdomen	09-11	07-10	3/4
chest	12	11-15	3/5
r arm	13-15	16-17	1/3
l arm	16-18	18-19	1/3
head	19-20	20	3/4

weapon	sr	att	damage	par	pts
shortsword	7	37%	1d6+1	42%	10
bite	8	45%	1d8	—	—
sling	1/5/9	35%	1d8	—	—

**Dodge:** 35-2=33%.

**Spirit Magic (85-2 = 83%):** Heal 2.

**Skills:** Climb 67%, Scan 35%, Sneak 45-2=43%.

**Notes:** 1 point fur plus stiff leather hauberk and helm.

# The Baboons

weapon	sr	att	damage	par	pts
2H spear	4	56%	1d10+1	43%	10
claw	6	44%	1d8	—	—
bite	6	65%	1d8	—	—
sling	1/5/9	46%	1d8	—	—

**Dodge:** 43-6=37%.

**Spirit Magic (50-6 = 54%):** Disruption (1), Heal 2, Protection 4.

**Skills:** Climb 36%, Sneak 37-6=31%.

**Notes:** 1 point fur plus cuirbouilli with leather limbs, cuirbouilli helm with padding.



## KAREEK

Very young male, almost useless.

characteristics attributes

STR 10 Move: 5  
 CON 6 Hit Points: 6  
 SIZ 5 Fatigue: 16-2-14  
 INT 12 Magic Points: 9  
 POW 9 DEX SR: 2  
 DEX 16

location melee missile points  
 r leg 01-04 01-03 1/2  
 l leg 05-08 04-06 1/2  
 abdomen 09-11 07-10 1/2  
 chest 12 11-15 1/3  
 r arm 13-15 16-17 1/2  
 l arm 16-18 18-19 1/2  
 head 19-20 20 1/2

weapon sr att damage par pts  
 2H spear 6 24% 1d10+1 20% 10  
 claw 8 31% 1d6  
 bite 8 36% 1d8  
 sling 2/7 25% 1d8

Dodge: 22-2=20%.

Spirit Magic (33%): Scan 31%, Search 19%, Sneak 16-2=14%.

Notes: 1 point fur.

## BEEKOR

Young adolescent.

characteristics attributes

STR 8 Move: 5  
 CON 15 Hit Points: 11  
 SIZ 6 Fatigue: 23-1-22  
 INT 5 Magic Points: 15  
 POW 15 DEX SR: 2  
 DEX 18

location melee missile points  
 r leg 01-04 01-03 1/4  
 l leg 05-08 04-06 1/4  
 abdomen 09-11 07-10 1/4  
 chest 12 11-15 1/5  
 r arm 13-15 16-17 1/3  
 l arm 16-18 18-19 1/3  
 head 19-20 20 1/4

weapon sr att damage par pts  
 2H sh. spear 7 27% 1d8+1 21% 10  
 claw 8 35% 1d6  
 bite 8 42% 1d8  
 sling 2/7 35% 1d8

Dodge: 13-2 = 11%.

Spirit Magic (75-2 = 73%): Disruption (1).

Skills: Climb 35%, Scan 32%, Search 22%, Sneak 13-2=11%.

Notes: 1 point fur.

## KOLARK

Young adolescent.

characteristics attributes

STR 10 Move: 5  
 CON 15 Hit Points: 13  
 SIZ 11 Fatigue: 25-1-24  
 INT 9 Magic Points: 15  
 POW 15 DEX SR: 3  
 DEX 15

location melee missile points  
 r leg 01-04 01-03 1/5  
 l leg 05-08 04-06 1/5  
 abdomen 09-11 07-10 1/5  
 chest 12 11-15 1/6  
 r arm 13-15 16-17 1/4  
 l arm 16-18 18-19 1/4  
 head 19-20 20 1/5

weapon sr att damage par pts  
 shortsword 7 22% 1d6+1 29% 10  
 claw 8 32% 1d6  
 bite 8 25% 1d8  
 sling 3/9 36% 1d8

Dodge: 21-1=20%.

Spirit Magic (75-1 = 74%): Disruption 1.

Skills: Climb 31%, Scan 43%, Search 32%, Sneak 17-1=16%.

Notes: 1 point fur.

# Xarban's Gang

## BIGLAUGH BIGCLUB

Centaur heavy for the gang.

characteristics attributes

STR 21 Move: 10  
 CON 13 Hit Points: 19  
 SIZ 26 Fatigue: 34-15-19  
 INT 10 Magic Points: 8  
 POW 8 DEX SR: 3  
 DEX 14

location melee missile points  
 rh leg 01-02 01 2/6  
 lh leg 03-04 02 2/6  
 hind q 05-06 03-06 2/9  
 fore q 07-08 07-10 2/9  
 rf leg 09-10 11 2/6  
 lf leg 11-12 12 2/6  
 chest 13-14 13-17 2/9  
 r arm 15-16 18 2/6  
 l arm 17-18 19 2/6  
 head 19-20 20 3/7

weapon sr att damage parry points  
 lance 1+ 32% 1d10+1+2d6 — 10  
 2H spear 4 41% 1d10+1+2d6 29% 10  
 big 1H club 5 49% 2d6+2d6 12% 10  
 comp. bow 3,9 36% 1d8+1 — 7  
 target end — — 37% 12  
 kick\* 6 48% 3d6 — —

\* Biglaugh can kick 3 strike ranks after striking with his spear or other melee weapon, though not after using his spear as a lance.

Dodge: 00%.

Spirit Magic (40-15 = 25%): Heal 2.

Skills: First Aid 32%, Jump 53-15 = 38%, Listen 31%, Play Lyre 64%, Sing 27%.

Notes: leather armor, composite helm.

## BORBAN

Young adolescent.

characteristics attributes

STR 11 Move: 5  
 CON 7 Hit Points: 13  
 SIZ 6 Fatigue: 18-2-16  
 INT 14 Magic Points: 14  
 POW 14 DEX SR: 4  
 DEX 9

location melee missile points  
 r leg 01-04 01-03 2/5  
 l leg 05-08 04-06 2/5  
 abdomen 09-11 07-10 2/5  
 chest 12 11-15 2/6  
 r arm 13-15 16-17 2/4  
 l arm 16-18 18-19 2/4  
 head 19-20 20 2/5

weapon sr att damage par pts  
 shortsword 7 23% 1d6+1 20% 10  
 claw 8 31% 1d6  
 bite 8 29% 1d8  
 sling 4/10 23% 1d8

Dodge: 17-2=15%.

Spirit Magic (70-2 = 68%): Disruption (1).

Skills: Climb 41%, Scan 32%, Search 24%, Sneak 15-2=13%.

Notes: 1 point fur plus 1 point leather.

## XARBAN FIOLOREEN

Outlaw dragonew't warrior, leader of the gang.

characteristics attributes

STR 19 Move: 2  
CON 17 Hit Points: 18  
SIZ 18 Fatigue: 36-7=29  
INT 10 Magic Points: 16  
POW 16 DEX SR: 3  
DEX 13

**location**      **melee**      **missile**      **points**  
tail            01-02      01            6/5  
r leg          03-05      02-04      6/6  
l leg          06-08      05-07      6/6  
abdomen      09-11      05-07      6/6  
chest          12          12-15      6/8  
r arm\*\*       13-15      16-17      6(12)/5  
l arm          16-18      18-19      6/5  
head           19-20      20           6/6

**weapon sr**    **att**    **damage**    **par**    **pts**  
LH kiahth    6    48%    1d10+1+1d6    53%    12  
RH uluma    6    24%    1d6+1+1d6    33%    8  
LH uluma    6    45%    1d6+1+1d3    47%    8  
chokin\*     3    73%    1d6+1d3       —      2  
long bow    39    46%    1d10+1       —      8  
dragon claw 7    52%    3d6           61%    12

\* can impale. Xarban carries 9 of these missiles, and can throw several at once. Each additional weapon thrown at one time subtracts 10 percentiles from the chance to hit for all the missiles thrown. Xarban usually throws three chokin at one time, thus lowering his chance to hit with each to 53%.  
**Dodge:** 74%-7=67%.

**Spirit Magic (80-7 = 73%):** Bladesharp 2, Countermagic 2, Disruption (1), Heal 2, Shimmer\* 3.

## NORAMII

Outlaw dragonew't scout.

characteristics attributes

STR 8 Move: 3  
CON 10 Hit Points: 8  
SIZ 5 Fatigue: 18-4=14  
INT 12 Magic Points: 10  
POW 10 DEX SR: 3  
DEX 13

**location**      **melee**      **missile**      **points**  
tail            01-02      01            1/3  
r leg          03-05      02-04      1/3  
l leg          06-08      05-07      1/3  
abdomen      09-11      05-07      1/3  
chest          12          12-15      1/4  
r arm          13-15      16-17      1/3  
l arm          16-18      18-19      1/3  
head           19-20      20           1/3

**weapon setback**    **damage**    **parry points**  
LH uluma    8    29%    1d6+1      35%    8  
chokin\*     3    44%    1d6        —      2  
sling        39    20%    1d8        —      —

\* can impale. Noramii carries 8 of these missiles, and can throw several at once. Each additional weapon thrown at one time subtracts 10 percentiles from the chance to hit for all the missiles thrown. Noramii will throw two chokin at once, thus lowering his chance to hit with each to 34%.

**Dodge:** 52%-4=48%.

**Spirit Magic (50-4 = 46%):** Protection 4.

**Skills:** Conceal 34%, Hide 21%, Sneak 33-4=29%.

**Notes:** 1 point scaly hide.

**Skills:** Climb 41%, Conceal 73%, Devise 32%, Hide 86%, Listen 54%, Scan 43%, Search 56%, Sneak 36-7=29%.

**Dragon Magic:** Dragon's Claw. Xarban can transform his right hand into a dragon limb with razor-sharp claws and 12-point armor. He can do this at will, it takes effect on SR 1, and it costs no magic points of POW. The claw's armor points are not reduced through taking damage. Xarban relies on his magic far too much — a character flaw which may have been the cause of his being outlawed.

**Notes:** 6 point scaly hide.

## PINFEATHER

Outlaw duck thief.

characteristics attributes

STR 7 Move: 2  
CON 11 Hit Points: 8  
SIZ 5 Fatigue: 18-7=11  
INT 12 Magic Points: 12  
POW 12 DEX SR: 2  
DEX 17  
APP 9

**location**      **melee**      **missile**      **points**  
r leg          01-04      01-03      2/3  
l leg          05-08      04-06      2/3  
abdomen      09-11      07-10      3/3  
chest          12          11-15      3/4  
r arm          13-15      16-17      2/3  
l arm          16-18      18-19      2/3  
head           19-20      20           3/3

**weapon sr**    **att**    **damage**    **par**    **pts**  
shortsword 8    28%    1d6+1-1d4    32%    10  
dagger       8    43%    1d4+2-1d4    34%    5  
thr dagger\* 2    45%    1d4           —      5  
buckler      —      —      —           41%    8

\* Pinfeather carries four daggers, lighter than normal combat daggers, suitable for melee use or as missiles.

**Dodge:** 46-7=39%.

**Spirit Magic (60-7 = 53%):** Bladesharp 4, Protection 3, Speedart 2.

**Skills:** Boat 43%, Devise 84%, Fast Talk 56%, Hide 48%, Scan 45%, Search 54%, Swirm 89%.

**Notes:** cuirbouilli on chest, abdomen, and head, leather on extremities.

## PELOII

Outlaw dragonew't scout.

characteristics attributes

STR 7 Move: 3  
CON 11 Hit Points: 9  
SIZ 7 Fatigue: 18-4=14  
INT 10 Magic Points: 5  
POW 5 DEX SR: 3  
DEX 12

**location**      **melee**      **missile**      **points**  
tail            01-02      01            1/3  
r leg          03-05      02-04      1/3  
l leg          06-08      05-07      1/3  
abdomen      09-11      05-07      1/3  
chest          12          12-15      1/4  
r arm          13-15      16-17      1/3  
l arm          16-18      18-19      1/3  
head           19-20      20           1/3

**weapon sr**    **att**    **damage**    **par**    **pts**  
LH uluma    8    23%    1d6+1      21%    8  
chokin\*     3    31%    1d6        —      2  
sling        39    31%    1d8        —      —

\* can impale. Peloi carries 6 of these missiles, and can throw several at once. Each additional weapon thrown at one time subtracts 10 percentiles from the chance to hit for all the missiles thrown. Since he is not very good, Peloi usually throws only one chokin at once.

**Dodge:** 31-4=27%.

**Spirit Magic (25-4 =21%):** Shimmer\* 2.

**Skills:** Conceal 23%, Hide 31%, Sneak 24-4=20%.

**Notes:** 1 point scaly hide.

# Creatures of the Rainbow Mounds

ROCK LIZARD ONE		location		melee		missile		pts	
attributes	tail	01-02	01					3/4	
MP: 7	rh leg	03-04	02-03	03-04	02-03	01		3/4	
HP: 14	lh leg	05-06	04-05	03-04	02-03	01		3/5	
FP: 26	hind q	07-09	06-09	04-05	03-04	01		3/5	
	for q	10-13	10-14	06-09	06-09	01		3/6	
	rl leg	14-15	15-16	10-13	10-14	01		3/6	
	fl leg	16-17	17-18	14-15	15-16	01		3/5	
	head	18-20	19-20	16-17	17-18	01		3/5	

ROCK LIZARD TWO		location		melee		missile		pts	
attributes	tail	01-02	01					3/4	
MP: 7	rh leg	03-04	02-03	03-04	02-03	01		3/4	
HP: 14	lh leg	05-06	04-05	03-04	02-03	01		3/5	
FP: 26	hind q	07-09	06-09	04-05	03-04	01		3/5	
	for q	10-13	10-14	06-09	06-09	01		3/6	
	rl leg	14-15	15-16	10-13	10-14	01		3/6	
	fl leg	16-17	17-18	14-15	15-16	01		3/5	
	head	18-20	19-20	16-17	17-18	01		3/5	

ROCK LIZARD THREE		location		melee		missile		pts	
attributes	tail	01-02	01					3/4	
MP: 7	rh leg	03-04	02-03	03-04	02-03	01		3/4	
HP: 14	lh leg	05-06	04-05	03-04	02-03	01		3/5	
FP: 26	hind q	07-09	06-09	04-05	03-04	01		3/5	
	for q	10-13	10-14	06-09	06-09	01		3/6	
	rl leg	14-15	15-16	10-13	10-14	01		3/6	
	fl leg	16-17	17-18	14-15	15-16	01		3/5	
	head	18-20	19-20	16-17	17-18	01		3/5	

ROCK LIZARD FOUR		location		melee		missile		pts	
attributes	tail	01-02	01					3/4	
MP: 7	rh leg	03-04	02-03	03-04	02-03	01		3/4	
HP: 14	lh leg	05-06	04-05	03-04	02-03	01		3/5	
FP: 26	hind q	07-09	06-09	04-05	03-04	01		3/5	
	for q	10-13	10-14	06-09	06-09	01		3/6	
	rl leg	14-15	15-16	10-13	10-14	01		3/6	
	fl leg	16-17	17-18	14-15	15-16	01		3/5	
	head	18-20	19-20	16-17	17-18	01		3/5	

## Rock Lizards

### Megasaurus vanium

characteristics		attributes	
STR	13	Move:	3
CON	13	Hit Points:	14
SIZ	14	Fatigue:	26
INT	2 (fixed)	Magic Points:	7
POW	7	DEX SR:	3
DEX	10		

weapon		sr		att		damage	
Claw	8	56%		1d6+1d4			
Bite	8	48%		1d10+1d4			

Note: a rock lizard attacks with a claw until it scores a hit. Then it hangs on with its claw and bites.

Dodge: 0%.

Skills: Hide 27%, Track 32%.

Armor: 3 point scales.

## Gorps

### Chaosamorphous

Gorp One		Gorp Two	
CON	15	CON	6
SIZ	27	SIZ	26
INT	1	INT	1
POW	12	POW	12
Move:	1	Move:	1
HP:	21	HP:	21

## GREAT MOTHER LIZARD

characteristics

attributes	
STR	20
CON	19
SIZ	35
INT	10
POW	20
DEX	5

location		melee		missile		points	
tail	01-02	01		01		5/7	
rh leg	03-04	02-03		02-03		5/9	
lh leg	05-06	04-05		04-05		5/9	
hind q	07-09	06-09		06-09		5/11	
fore q	10-13	10-14		10-14		5/11	
rl leg	14-15	15-16		15-16		5/9	
fl leg	16-17	17-18		17-18		5/9	
head	18-20	19-20		19-20		5/9	

weapon		sr		att		damage	
Tongue	4	45%		2d10		+chance to swallow next round.	

Swallow	10	70%		1d8 per melee round once victim is swallowed.
Claw	7	20%		2d6+2+2d6
Bite	7	40%		1d10+2d6
Tail Sweep	10	40%		2d6+4+2d6

**Combat Note:** she can attack once per melee round with her tongue, once with her bite, once each with any two of her four claws, and once with her tail against all adventurers to her rear. Thus she can attack up to 5 times per melee round, depending on the positions of members of the posse. This is a greater number of attacks than other rock lizards, but she is the Great Mother, after all, and has lived for centuries. She is generally not a good fighter, despite the damage she can do; fighting is not her primary function.

Dodge: 0%

**Spirit Magic (100%):** Heal 4, Mindspeech\* 6.

**Other Magic:** the Mother Lizard is immune to Disrupt, and is also immune to all Sorcery spells (the caster expends his magic points, and then realizes that his spell had no effect).

Armor: 5 point scales.

## Spirits of the Rock Lizard Ancestor

Ghost One	INT 2	POW 20
Ghost Two	INT 4	POW 16
Ghost Three	INT 1	POW 14

# The Troll Bandits

## Slud's Trollkin

Trollkin with rhyming names are litter-mates and are ordinarily found together. Whiteye ignores this bond.

characteristics attributes

STR 12  
CON 10  
SIZ 9  
INT 11  
POW 8  
DEX 11

weapon sr att damage par pts  
2H spear 8 34% 1d8+1 26% 10  
light mace 8 29% 1d8 21% 6  
sling 3/9 23% 1d8  
buckler 9 12% 1d4 42% 8

Skills: Climb 58%, Dark Scan 43%, Dark Search 37%, First Aid 36%, Jump 34-9=25%, Sneak 55-9=46%, Troll Lore 23%, Track 14%.

Notes: 1 point skin plus leather.

## WHITEYE

Male dark troll bandit leader, age 32.

characteristics attributes

STR 19 Move: 3  
CON 14 Hit Points: 17  
SIZ 20 Fatigue: 33-24=9  
INT 13 Magic Points: 17  
POW 17 DEX SR: 3  
DEX 15  
APP 11

location	melee	missile	points
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	8/6
chest	12	11-15	8/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	6/6

weapon	sr	att	damage	par	pts
Battleaxe	5	58%	1d8+2+1d6	46%	8
Hy Mace	5	32%	1d8+1d6	39%	10
sling	3/9	66%	1d8	—	0
dagger**	6	34%	1d4+2+1d6	23%	6
like shield	6	22%	1d6+1d6	71%	16

\* carries two.

Dodge: 31-24=7%.

Spirit Magic (85-24=61%): Bludgeon\* 2, Countermagic 2, Demoralize 2, Extinguish\* 2, Heal 3.

Skills: Ceremony 17%, Climb 43%, Conceal 22%, Devise 32%, Dark Scan 43%, Dark Search 35%, Evaluate 52%, Glorantha Lore 24%, Hide 35%, Jump 33-24=9%, Listen 81%, Sleight 18%, Sneak 12-24=00%, Speak Darktongue 45%, Speak Tradetalk 29%, Swim 32%, Track 44%, Troll Lore 37%, Visual Scan 25%, Visual Search 33%, World Lore 37%.

Notes: 1 point skin, ringmail with leather padding (ENC 17).

## SLUD

Female cave troll, mate to Whiteye. Age 26.

characteristics attributes

STR 24 Move: 3  
CON 15 Hit Points: 20  
SIZ 24 Fatigue: 39-9=30  
INT 9 Magic Points: 10  
POW 10 DEX SR: 3  
DEX 11  
APP 6

location	melee	missile	points
r leg	01-04	01-03	3/7
l leg	05-08	04-06	3/7
abdomen	09-11	07-10	3/7
chest	12	11-15	3/9
r arm	13-15	16-17	3/6
l arm	16-18	18-19	3/6
head	19-20	20	10/7

weapon	sr	att	damage	par	pts
1H club	4	49%	2d8+2d6	46%	12
r claw	6	58%	3d6	—	0
l claw	6	72%	3d6	—	0

Dodge: 0%.

Spirit Magic (50-9=46%): Ironhand\* 2, Protection 2.

Skills: Climb 62%, Conceal 11%, Dark Scan 54%, Dark Search 31%, Hide 18%, Jump 42-9 = 33%, Listen 66%, Speak Darktongue 35%, Swim 21%, Track 67%, Troll Lore 42%, Visual Scan 22%, Visual Search 25%, World Lore 40%.

Notes: 3 point skin, chainmail bonnet.

## BASHU

female trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic (40-9=31%): Detect (Edible Scraps).

## NASHU

female trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic (40-9=31%): Heal 2.

## DIN

male trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic (40-9=31%): Speedart (1).

## GORT

male trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic (40-9 = 31%): Disruption (1), Heal 2.

## BORT

male trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic (40-9 = 31%): Countermagic 3.

## TORT

male trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic: none.

## SMART

male trollkin

attributes location melee missile points  
MP: 8 r leg 01-04 01-03 3/4  
HP: 10 l leg 05-08 04-06 3/4  
FP: 13 abdom 09-11 07-10 3/4  
Spr 10 chest 12 11-15 3/5  
Mace 6 r arm 13-15 16-17 3/3  
Bucklr 6 l arm 16-18 18-19 3/3  
head 19-20 20 3/4

Spirit Magic: none.

**FLIN**

male trollkin  
 attributes location melee missile points  
 MP: 8 \_\_\_ r leg 01-04 01-03 3/4 \_\_\_  
 HP: 10 \_\_\_ l leg 05-08 04-06 3/4 \_\_\_  
 FP: 13 \_\_\_ abdom 09-11 07-10 3/4 \_\_\_  
 Spear 10 \_\_\_ chest 12 11-15 3/5 \_\_\_  
 Mace 6 \_\_\_ r arm 13-15 16-17 3/3 \_\_\_  
 Bucklr 6 \_\_\_ l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spirit Magic (40-9=31):** Countermagic 2.

**HIN**

male trollkin  
 attributes location melee missile points  
 MP: 8 \_\_\_ r leg 01-04 01-03 3/4 \_\_\_  
 HP: 10 \_\_\_ l leg 05-08 04-06 3/4 \_\_\_  
 FP: 13 \_\_\_ abdom 09-11 07-10 3/4 \_\_\_  
 Spear 10 \_\_\_ chest 12 11-15 3/5 \_\_\_  
 Mace 6 \_\_\_ r arm 13-15 16-17 3/3 \_\_\_  
 Bucklr 6 \_\_\_ l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spirit Magic (40-9=31):** none.

**ZIN**

male trollkin  
 attributes location melee missile points  
 MP: 8 \_\_\_ r leg 01-04 01-03 3/4 \_\_\_  
 HP: 10 \_\_\_ l leg 05-08 04-06 3/4 \_\_\_  
 FP: 13 \_\_\_ abdom 09-11 07-10 3/4 \_\_\_  
 Spr 10 \_\_\_ chest 12 11-15 3/5 \_\_\_  
 Mace 6 \_\_\_ r arm 13-15 16-17 3/3 \_\_\_  
 Bucklr 6 \_\_\_ l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spirit Magic (40-9=31):** Speedart.

**LOBA**

female trollkin  
 attributes location melee missile points  
 MP: 8 \_\_\_ r leg 01-04 01-03 3/4 \_\_\_  
 HP: 10 \_\_\_ l leg 05-08 04-06 3/4 \_\_\_  
 FP: 13 \_\_\_ abdom 09-11 07-10 3/4 \_\_\_  
 Spr 10 \_\_\_ chest 12 11-15 3/5 \_\_\_  
 Mace 6 \_\_\_ r arm 13-15 16-17 3/3 \_\_\_  
 Bucklr 6 \_\_\_ l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spirit Magic (40-9=31):** Endurance 2, Heal 2, Vigor\* 2.

**Sample Newtlings**

characteristics attributes  
 STR 8 Move: 2/6 swimming  
 CON 14 Hit Points: 11 \_\_\_  
 SIZ 7 Fatigue: 22 \_\_\_  
 INT 12 Magic Points: 12 \_\_\_  
 POW 12 DEX SR: 3 \_\_\_  
 DEX 13

weapon	sr	att	damage	par	pts
indent	8	60%	263	50%	10 ___
net	7	55%	ensnare	70%	6 ___
net, thrown	3	50%	tangles	—	6 ___

**Combat Notes:** a successful net attack which is not parried allows the newtling two rolls on the melee hit location table. There is no special effect if the same location is rolled twice. The areas rolled are ensnared and immobilized — if the abdomen or chest is ensnared, then the target falls down if the newtling's STR overcomes his. If the head is ensnared, all combat skills are halved until he can remove the net (his vision is obscured). If the net is parried, the parrying weapon is caught instead. The newtling nets are made out of a specially strong material that cannot be ripped by human strength or burned. Someone trapped in the net can only escape by disposing of the newtling holding onto the other end and then rolling his DEX x1 on d100. He can try once per round. If both arms are pinned, he cannot escape without help.

**Dodge:** 50%.

**Spells:** Climb 46%, First Aid 45%, Jump 53%, Newtling Lore 56%, Scan 45%, Search 54%, Swim 84%, Throw 24%.

**BLUE EYE**

male newtling  
 attributes location melee missile points  
 MP: 12 \_\_\_ tail 01-02 01-02 0/3 \_\_\_  
 HP: 11 \_\_\_ l leg 03-05 03-04 0/4 \_\_\_  
 FP: 22 \_\_\_ r leg 06-08 05-06 0/4 \_\_\_  
 Trdnt 10 \_\_\_ abdom 09-11 07-10 0/4 \_\_\_  
 Net 6 \_\_\_ chest 12 11-15 0/5 \_\_\_  
 r arm 13-15 16-17 0/3 \_\_\_  
 l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spirit Magic (60%):** Detect Enemy.

**LONG TONGUE**

male newtling  
 attributes location melee missile points  
 MP: 12 \_\_\_ tail 01-02 01-02 0/3 \_\_\_  
 HP: 11 \_\_\_ l leg 03-05 03-04 0/4 \_\_\_  
 FP: 22 \_\_\_ r leg 06-08 05-06 0/4 \_\_\_  
 Trident 10 \_\_\_ abdom 09-11 07-10 0/4 \_\_\_  
 Net 6 \_\_\_ chest 12 11-15 0/5 \_\_\_  
 r arm 13-15 16-17 0/3 \_\_\_  
 l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spells:** none.

**CROAKER**

male newtling  
 attributes location melee missile points  
 MP: 12 \_\_\_ tail 01-02 01-02 0/3 \_\_\_  
 HP: 11 \_\_\_ l leg 03-05 03-04 0/4 \_\_\_  
 FP: 22 \_\_\_ r leg 06-08 05-06 0/4 \_\_\_  
 Trdnt 10 \_\_\_ abdom 09-11 07-10 0/4 \_\_\_  
 Net 6 \_\_\_ chest 12 11-15 0/5 \_\_\_  
 r arm 13-15 16-17 0/3 \_\_\_  
 l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spells:** none.

**FLY SNAPPER**

male newtling  
 attributes location melee missile points  
 MP: 12 \_\_\_ tail 01-02 01-02 0/3 \_\_\_  
 HP: 11 \_\_\_ l leg 03-05 03-04 0/4 \_\_\_  
 FP: 22 \_\_\_ r leg 06-08 05-06 0/4 \_\_\_  
 Trdnt 10 \_\_\_ abdom 09-11 07-10 0/4 \_\_\_  
 Net 6 \_\_\_ chest 12 11-15 0/5 \_\_\_  
 r arm 13-15 16-17 0/3 \_\_\_  
 l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spells:** none.

**SHORT TONGUE**

male newtling  
 attributes location melee missile points  
 MP: 12 \_\_\_ tail 01-02 01-02 0/3 \_\_\_  
 HP: 11 \_\_\_ l leg 03-05 03-04 0/4 \_\_\_  
 FP: 22 \_\_\_ r leg 06-08 05-06 0/4 \_\_\_  
 Trdnt 10 \_\_\_ abdom 09-11 07-10 0/4 \_\_\_  
 Net 6 \_\_\_ chest 12 11-15 0/5 \_\_\_  
 r arm 13-15 16-17 0/3 \_\_\_  
 l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spells:** none.

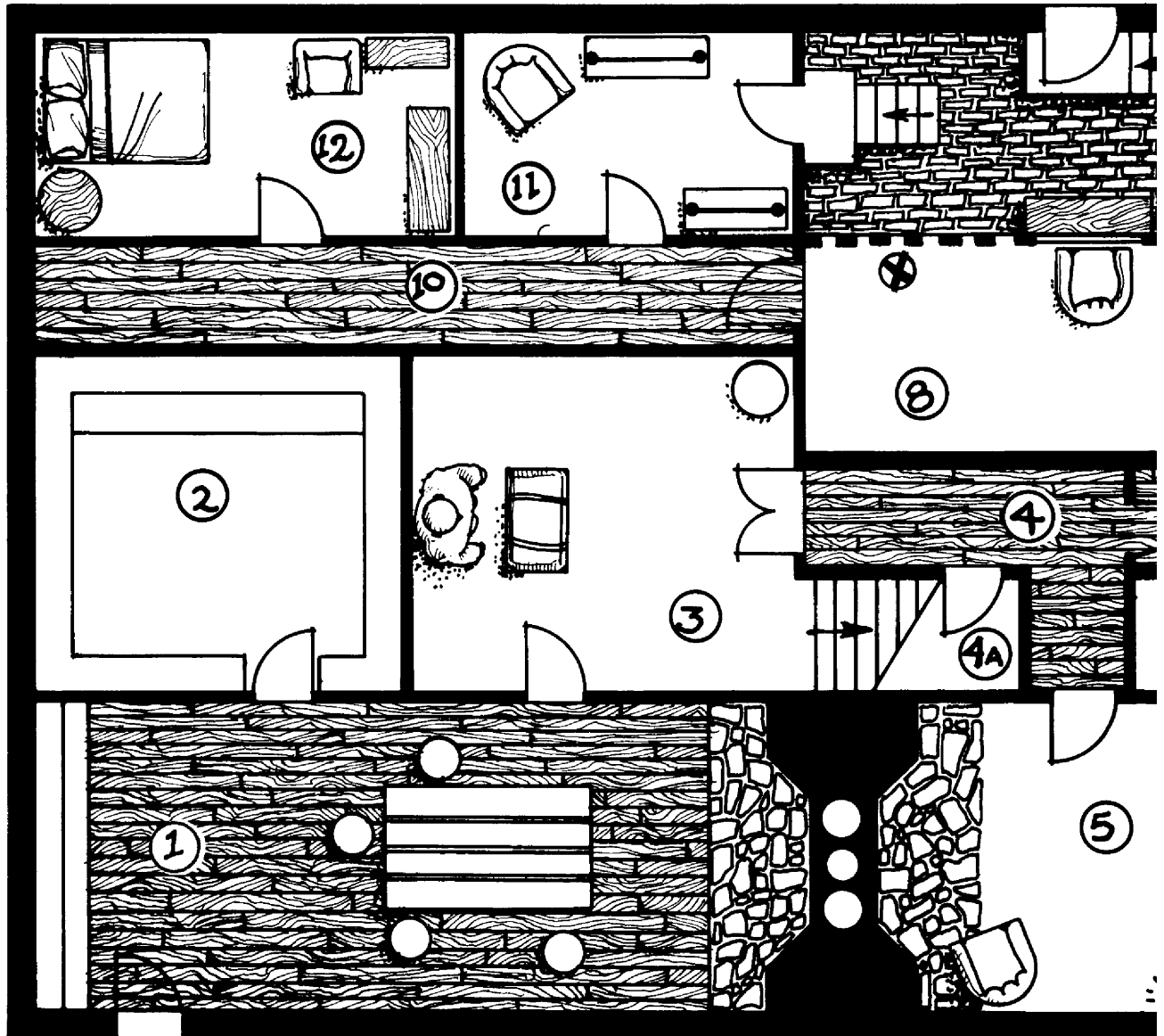
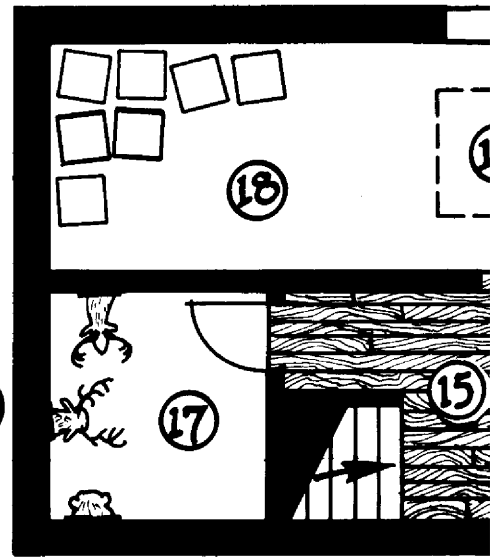
**REDTAIL**

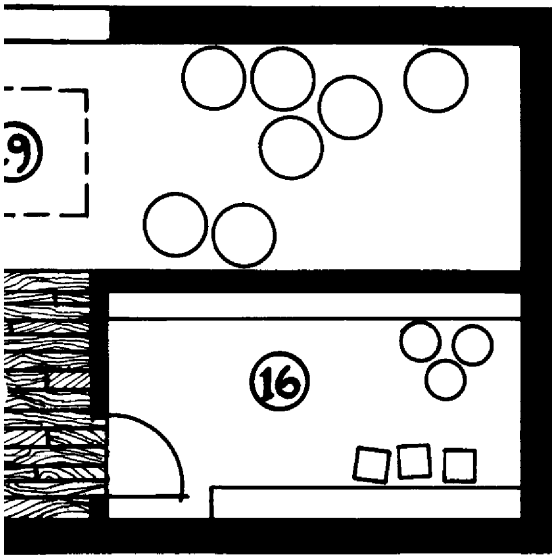
female newtling  
 attributes location melee missile points  
 MP: 12 \_\_\_ tail 01-02 01-02 0/3 \_\_\_  
 HP: 11 \_\_\_ l leg 03-05 03-04 0/4 \_\_\_  
 FP: 22 \_\_\_ r leg 06-08 05-06 0/4 \_\_\_  
 Trdnt 10 \_\_\_ abdom 09-11 07-10 0/4 \_\_\_  
 Net 6 \_\_\_ chest 12 11-15 0/5 \_\_\_  
 r arm 13-15 16-17 0/3 \_\_\_  
 l arm 16-18 18-19 3/3 \_\_\_  
 head 19-20 20 3/4 \_\_\_

**Spells:** none.








# GRINGLE'S PAWNSHOP

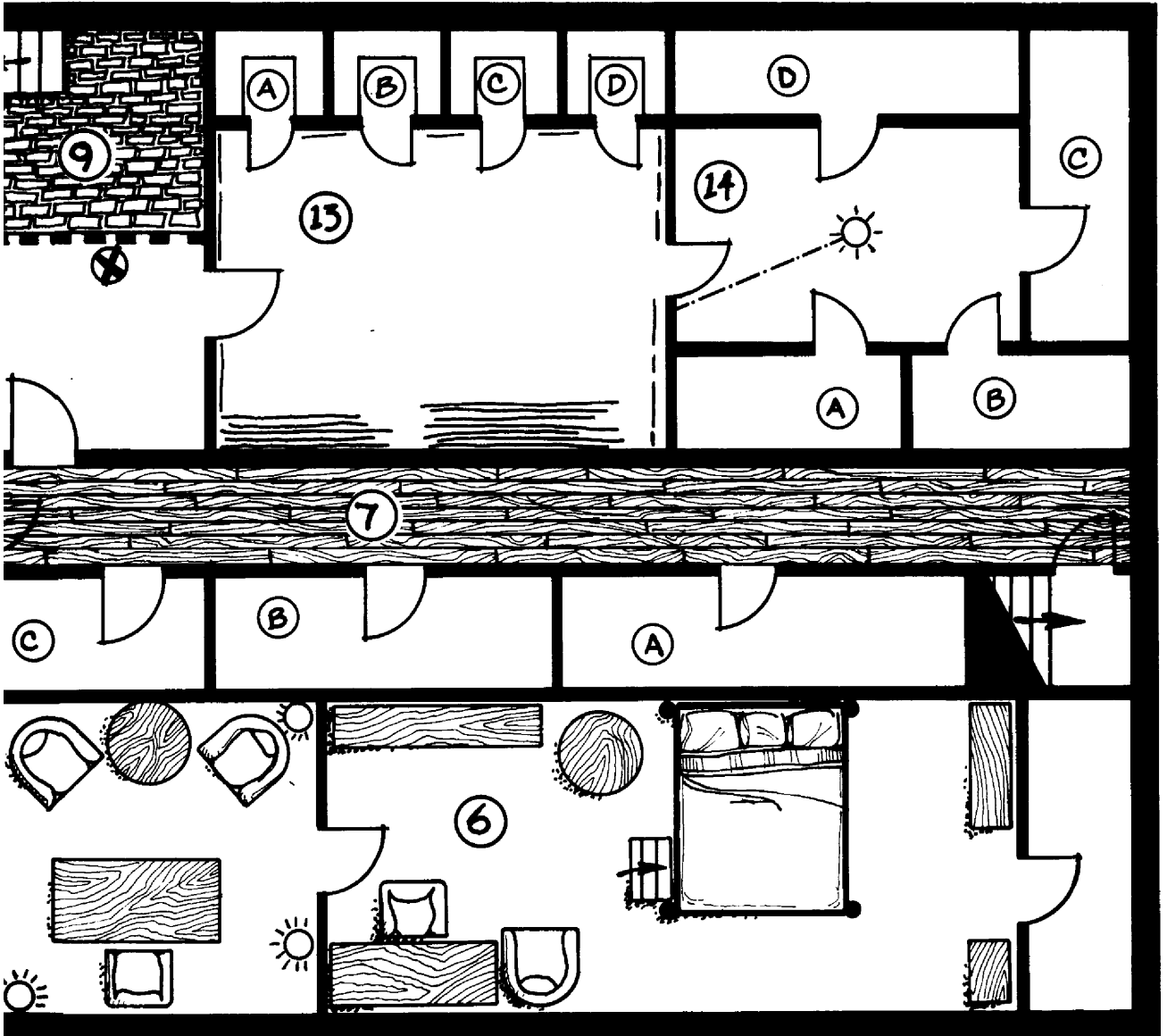
IN APPLE LANE





### KEY

 WOOD  FLAGSTONE  TOP STAIRS  WINDOW	 BRICK  LAMPS  CROSSBOW
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# WHITEYE THE BANDIT STRIKES AGAIN!

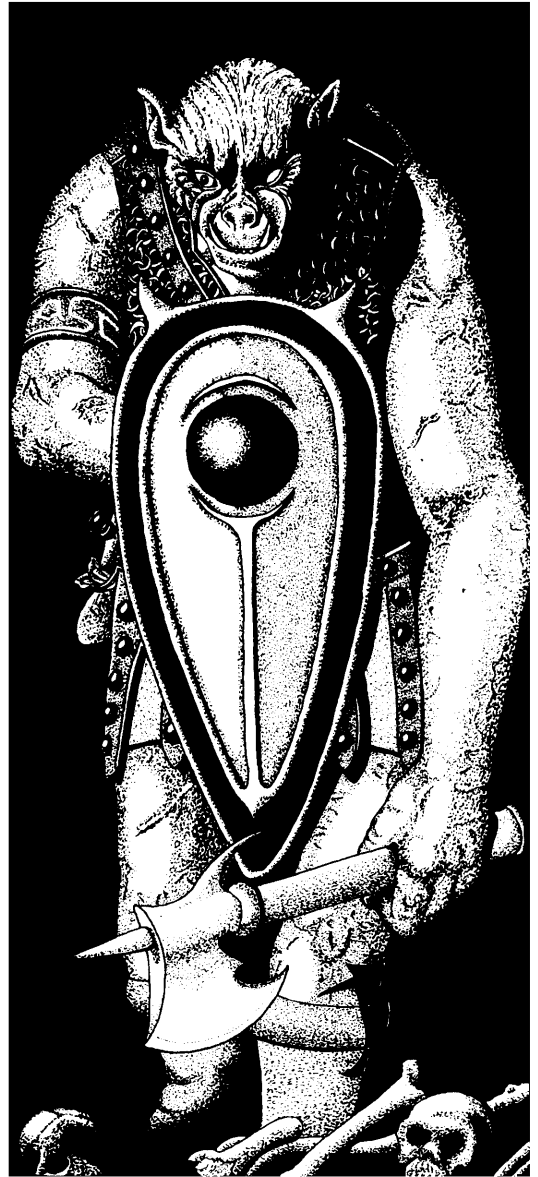
APPLE LANE, SARTAR — In a particularly vicious pre-dawn attack, the notorious bandit Whiteye and his trollkin gang raided several farms in the Apple Lane region — without warning or apparent cause.

Whiteye has long been a nuisance to merchants, farmers, and travelers-at-large. Despite previous attempts at his capture, the wily bandit always has eluded Sheriff Dronlan's men, retreating to his secret hideout located among the numerous hills in the region.

The sheriff, vowing "This time, that loathsome troll has gone too far," is assembling a posse, and offers a sizable reward for Whiteye's capture, dead or alive!

APPLE LANE is a book of adventures for the **RuneQuest** roleplaying game. It contains two adventures (Gringle's Pawnshop and The Rainbow Mounds) written especially with the new **RuneQuest** gameplayer in mind, though sophisticated enough to enthrall even the most experienced gamer. APPLE LANE includes an 11x17" center-stapled, pull-out floorplan of Gringle's and a pull-out digest of all necessary character and creature game statistics.

APPLE LANE is written for **Standard Edition RuneQuest**. All materials used from **Deluxe Edition** are reproduced in this book. Of course, APPLE LANE can be used with **Deluxe Edition RuneQuest**.



*Whiteye the Troll*

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