

# Apple Lane

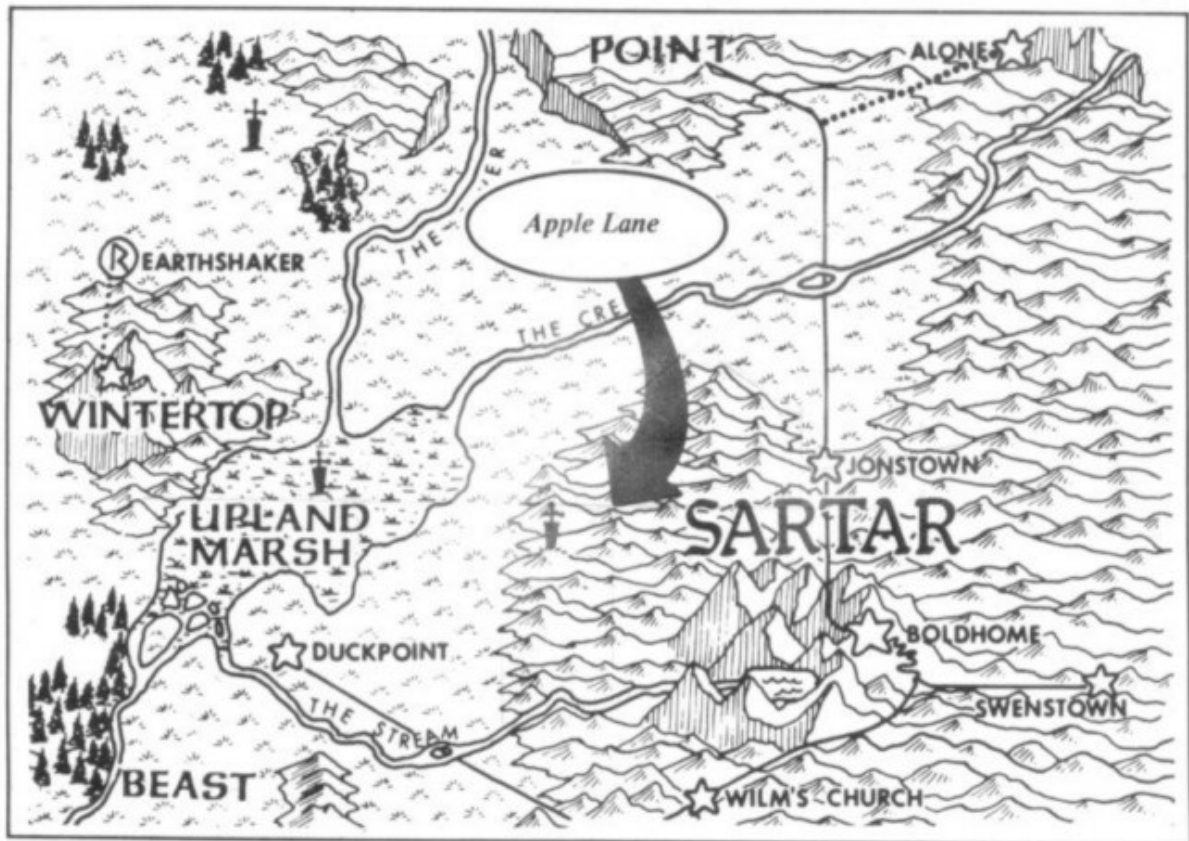
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Information from the classic RuneQuest scenario collected and updated for *Hero Wars*.

All work by Tim Ellis.

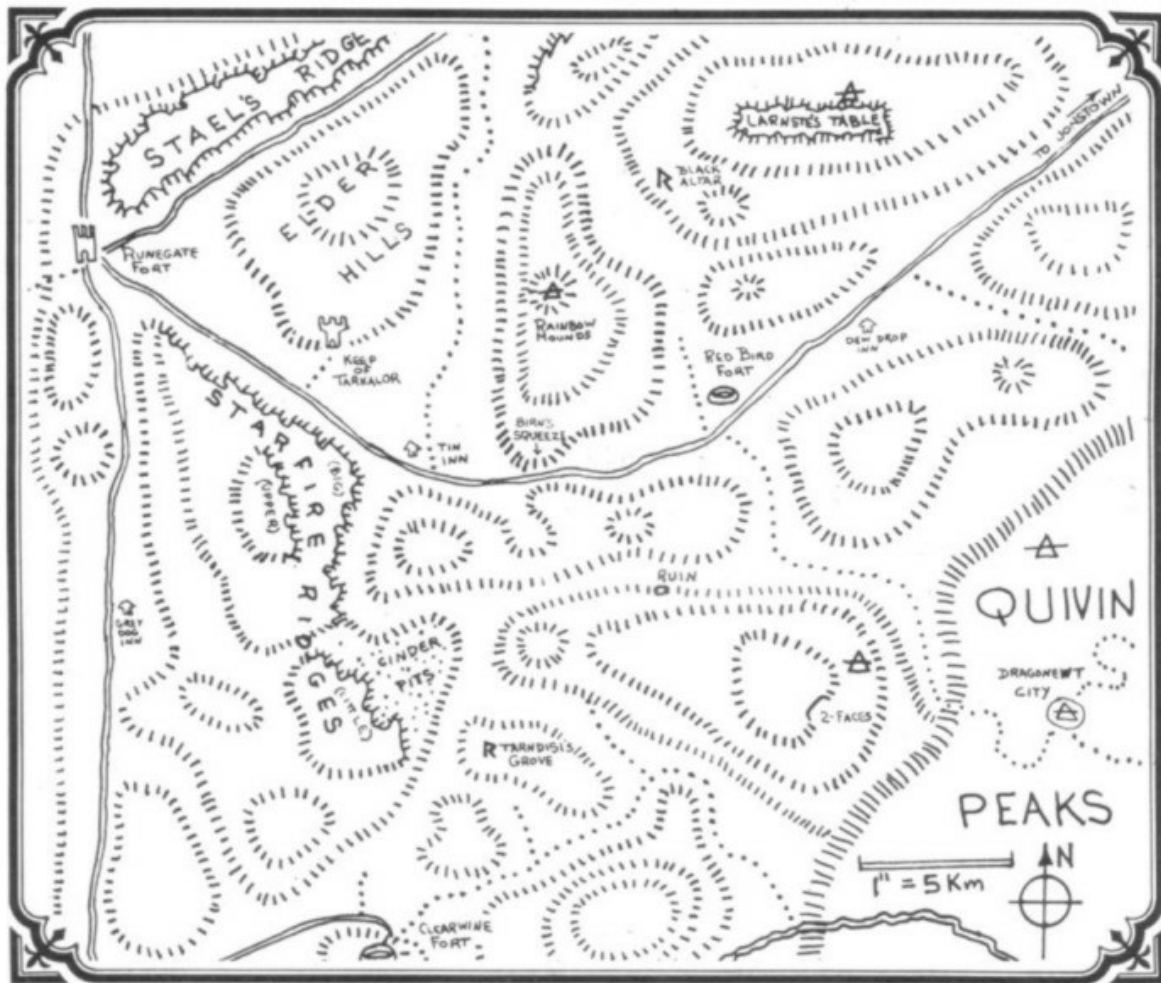
## WELCOME TO APPLE LANE

The village of Apple Lane is a nondescript gathering of buildings typical of borderland territories. Several days ride from the nearest large city it sits astride a well used road.



Any travellers (from whom the settlement gets the larger share of its trade) are happy to stop at this rustic outpost, while farmers from the surrounding hills enjoy it's nearly-citified comforts. The Sheriff of Apple Lane has authority in the area; there is no other official security force. Apple orchards, from which the hamlet draws its name,

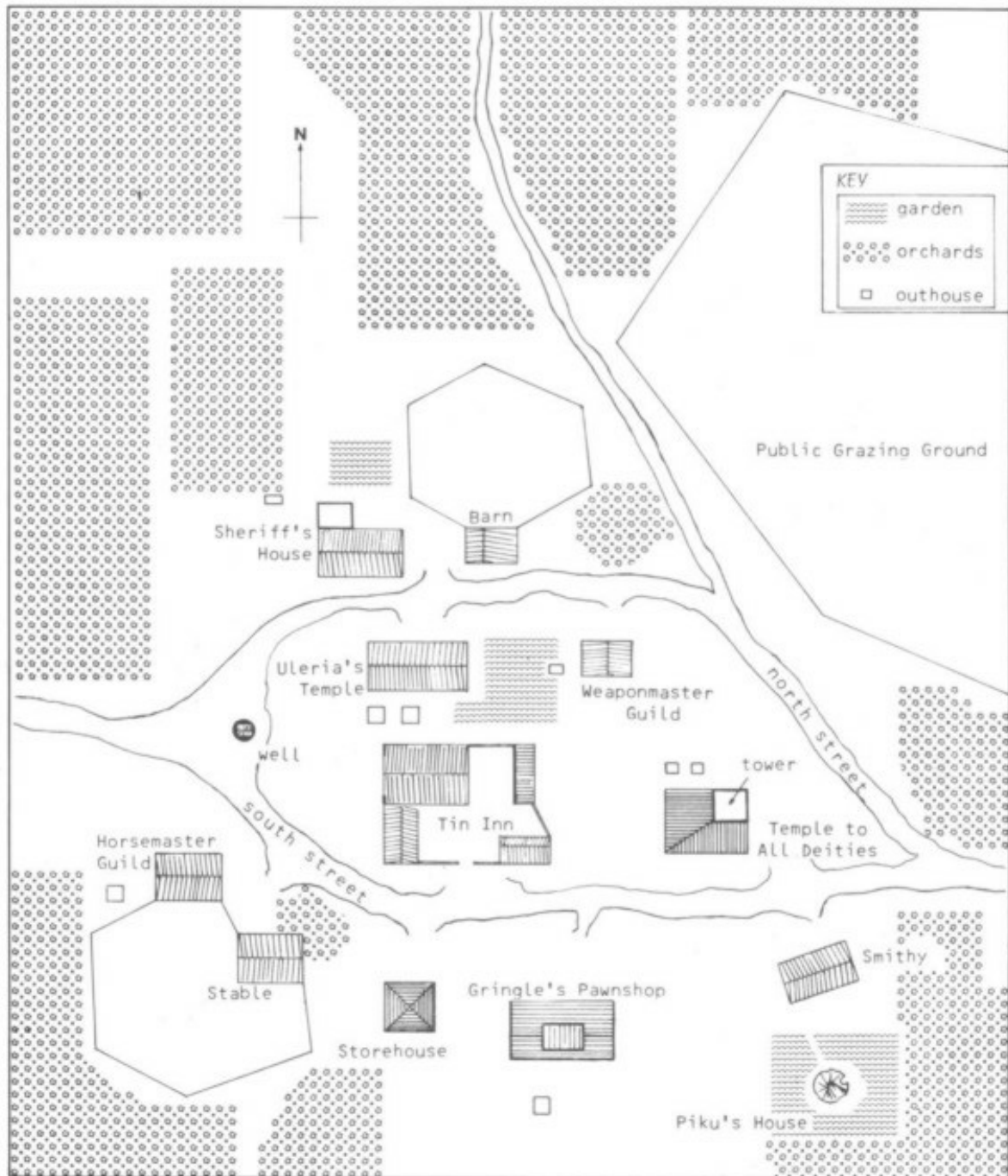
surround it on every side.



The Map shows the village buildings. The descriptions of the individual buildings below contain notes about important people living there, and their statistics.

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

Unless otherwise noted, all buildings are of stone.



# Apple Lane

## THE SHERIFF'S HOUSE (two stories)

A small sign by the front door announces the Sheriff's name, Dronlan Swordsharp, but misspells his title "Sheruff". A stone Cubicle attached to the back serves as the jail. The house was the only one in town ever painted, and now the paint has peeled away from the stone. Even so,

the

Sheriff is a richer man than most. Oolina is the Sheriff's wife. The couple have three children. The two sons run farms in the valley near Apple Lane. A daughter joined the mercenaries and disappeared years ago.

## THE SHERIFF'S BARN (one story with small hay mow)

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

## ULERIA'S TEMPLE and THE LADIES QUARTERS (two stories)

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

Many of the farmers know Avareen, the elder Priestess, well enough to have a drink and a joke or

two with her in the Tin Inn. Highly respected she is an expert in her cult practices. Aileena and Bingood are her acolytes, less skilled but eager to earn Lunars for the cult.

The Temple includes a room where free drinks are served after sundown, a room where drunks may sleep (for a small fee) and several chambers for private worship and lectures with the priestesses.

The second story holds the women's living quarters.

## WEAPONMASTERS GUILD HALL (two stories)

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

Jarstan Goodaxe is a spry 52. He teaches Close Combat (Great Axe, Broadsword) and Ranged Combat

(Throwing Axe) at the usual rates. Navarok One-Hand barely escaped death in battle after losing

his weapon arm. At age 43 he decided to retire and teach, rather than to relearn his skills left handed. Both men keep their horses at the horsemasters' stables.

## THE TIN INN (two-storied inn, outbuildings, wall, and courtyard; buildings are tin roofed)

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

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

Preamble, a poet, lives permanently in the Tin Inn. He has a hunched posture and personality, and spends most of his monthly stipend on paper and postage. Occasionally he works as an extra for the inn when he needs money and when trade allows. Squinch, the local scholar also lives at the Tin Inn. See below, Storehouse, for more about him.

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

## TEMPLE TO ALL THE DEITIES (two stories, basement, and additional two-storied tower)

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

No one knows who owns the building. All communication is with a postal station in the distant

city. No one ever has robbed the place, or tried, though rumour has it that several guardian spirits occupy the building.

The caretaker is a middle aged appearing woman, Kareena, and she has an idiot girl assistant. Kareena knows a powerful healing spell which she will perform for 10 wheels (or more if the needy person has no exact change). Kareena will not perform the spell for less. She can not be harmed by mortals who ask her for healing. Kareena has threatened to kill anyone who abuses or makes fun of her ward, whom she (and everyone else) calls Idiot Girl.

## HORSEMASTERS GUILD and RESIDENCE (one story)

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

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

## STABLE (partial second story)

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

## STOREHOUSE (one story)

With a unique (and very secure) stone made and pyramid-shaped roof, stone walls and foundation, and a single brass bound and magically-locked door facing the Tin Inn, the storehouse has never

been robbed. Within it are tools, foodstuffs, liquor, seeds, cloth, blank parchment and paper, and just about any other common trade good which Squinch thinks he can sell to the villagers, travellers or farmers. He runs, in fact the village's general store. Though he is aloof and artificially worldly, he never intentionally cheats a customer.

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

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

## GRINGLE'S PAWNSHOP (two stories)

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

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

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

## SMITHY AND ARMOURY (one story)

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

Piku Gastapakis and his family are foreigners, from the wandering metalworking tribe known as

Third Eye Blue. The name comes from the tribal habit of tattooing a blue iris (a blue circle) of the eye upon the foreheads of master metalworkers to "see the secrets if the metal".

Valeeda

is Piku's wife, and considered to be the ugliest woman in town, but her goat-meat patties make

eaters laugh with joy for hours. A 12-year-old daughter, Yaku, never speaks to males of any age. Wakapo, the son, is 15, and has the tattooed eye upon his forehead.

A small, nameless animal without eyes is chained to the bellows, and vigorously pumps that tool

until told to stop. At night Piku unchains it and feeds it a goat-meat patty, and leaves it to guard his forge. No one knows what it would do if it got loose.

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

## SMITH'S LIVING QUARTERS (one story)

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

## SURROUNDING AREA

Orchards, mainly the apples from which the village takes its name, surround the community for many kilometres, interspersed with farmhouses and pasturage. Migrants and fugitives sometimes

camp in the trees. One old trollkin sleeps there regularly and collects fallen branches and twigs, which he sells for firewood in Apple Lane each day. The few coppers he earns then buy a meal at the Tin Inn. The trollkin is old, half blind, missing several teeth and is servile.

His name is Shuffle.



# Apple Lane Characters

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## APPLE LANE CHARACTERS

These are the important NPC's in Apple Lane (Except Gringle & Quackjohn, who are given in Gringle's Pawn Shop). I have given the appropriate magic keywords, Occupational keywords (underlined) and any important additional skills together with some suggested ratings.

Narrators should feel free to adjust any of these numbers to fit in with their own campaigns.

Where necessary, I have also added some brief notes of explanation.

Magic and Occupational Keywords are taken from Storm Tribe and Thunder Rebels

### Dronlan Swordsharp, Sheriff of Apple Lane

Devotee of Andrin Lawspeaker 10w (Allfather 7w , Making 12w ,Clan Law 5w )

Lawspeaker 15w, Council Member 12w

### Oolina Gentle, Sheriff's wife

Initiate of Orane Allmother 3w (Bless Family 3w, Bless Mothers 19, Bless Stead 1w)

Steadwife 7w

Dronlan has been appointed by the City Ring to keep order in Apple Lane

### Jarsten Goodaxe, Humakti Weaponmaster

Devotee of Kargan the Weaponmaster 12w (Death 8w , Honour 5w , Combat 12w)

Weaponthane 12w, Close Combat 3w2 (Sword & Shield, Spear & Shield, Great Axe),  
Ranged Combat 17w (Javelin, Thrown Axe)

### Navarok One-hand, Humakti Weaponmaster

Devotee of Efrodar Blackhands 10w (Death 4w, Honour 13w, Battle Command 6w)

Warband Leader 12w, Close Combat\* 15w(Sword & Shield, Mounted lance), Ranged Combat\*  
8w

(Composite Bow)

- Navarok can't use these skills at this level (if at all!) due to losing his weapon arm, however

he can train others up to these levels.

The Humakti have been "Resheathed" into society (Storm Tribe p96), and are responsible for ensuring Apple Lane is protected, and the Fyrd trained and ready

## Bulster Brewer, Owner of the Tin Inn

Devotee of Minlister 8w (Allfather 1w, Making 3w, Brewing 10w)

Craftsperson 5w, Brewing 10w, Cooking 17, Chat with customer 1w

## Bertha, Inkeepers wife

Initiate of Esra 1w (Bless Domestic Animals 17, Bless Domestic Plants 17, Barley 1w)

Steadwife 5w, Cooking 5w, Brewing 17

## Bek Leadhead, Bouncer and labourer

Initiate of Destor Adventurous 17 (Combat 1w, Movement 19, Wind 17)

Merchant 17, Burly 15, Close Combat 5w (Brawling, Club)

## Postal, Stable hand

Initiate of Orstan the Carpenter 17 (Combat 17, Movement 1w, Wind 18)

Craftsperson 17, Carpentry 5w, Care for Horses 18

## Mineera, Gardener

Initiate of Overdruva Allmother 17 (Bless Family 1w, Bless Mothers 19, Bless Plants 18)

Gardener 17, Tend Animals 19,

## Pramble, the poet

Devotee of Drogarsi 17 (Combat 17, Movement 18, High Entertainment 3w)

Skald 2w, Read/Write 1w, Contacts in Jonstow 17, Contacts in Boldhome 17, Contacts in Tarsh 13, Contacts in Esrolia 13

## Kareena, healer and Priestess

Devotee of Roitina 12w (Healer aspect) (Heal People ,Heal realtionships ,Earth Rituals )  
Worship Storm Pantheon 5w, Worship Earth Pantheon 5w

Healer 10w, Priestess 12w, Council Member 5w

Kareena has never been a mother, so still worships the Ernalda the Healer, rather than "progressing" to Ernalda Allmother

## Lipiccus, Horsemaster

Devotee of Beren the Rider (Elmali subcult) (Combat , Light , Horses )

Herder 12w ,Warrior 1w, Ambitious 17, Riding 15w, Horse Swimming 5w

## Varaneera, Horsemaster

Devotee of Redalda (Bless Family , Bless Horses )

Herder 8w, Steadwife 17, Kindly 3w, Riding 12w, Horse Swimming 8w

The Horse-Masters both breed and train horses, as well as teaching riding skills.

## Squinch the Greylord

Squinch is a "Wild Sage" of Lhankor Mhy (one who does not reside in a temple/library) - He studied Trade and is a devotee of Garzeen, worshiped as a sub-cult of Lankhor Mhy

Devotee of Lhankor Garzeen 4w (Knowledge 8w, Literacy 6w, Middleman 8w)

Scribe 10w, Merchant 8w, Council Member 1w, Evaluate Crops 5w

## Piku Gastapakis, Third Eye Blue smith

(Third Eye Blue are a sorcerous people, although not Orthodox Malkioni. They stole the secret of working all kinds of metals from the Mostali. These abilities are held in the Grimoire "The Secrets of the Metal" and are keyed to the Smiths tattooed 3rd Eye. Spells are similar to those in Gustbran's "Bronze" affinity, but there are spells for all types of metal.

Piku also knows the Grimoire "The Secrets of the Forge", from which he summoned the creature that pumps his bellows. His Pommel shaping song is a stand alone spell)

The Secrets of the Metal 12w, The Secrets of the Forge 10w, Pommel Shaping Song 5w

Smith 10w, Craftsman 5w

Valeeda, Smith's wife

Lay Member of Third Eye Blue 17

Steadwife 17, Cooking 3w, Fronelan Customs 17, Orlanthi Customs 15

Shuffle, Trollkin stickpicker

Stickpicker 13, Enlo\* 15, Uz Customs 14, Orlanthi Customs 12, Kyger Litor Tradition Knowledge 13, Servile 17

\*Anaxials Roster p168

## The Ulerians

(Uleria is the Goddess of Love in all its forms (from pure, chaste love to wild uncontrollable lust) - She is a Great Goddess, though not a part of the Storm Tribe, but the Orlanthi recognise her power (although few worship her directly - cults like Niskiss and Vela generally provide access

to the powers they need). Subcults of Uleria may offer affinities like Harmony, Fertility or even Matchmaking. I have left Feats to the imagination of the individual Narrator)

Avareen Bosom, Priestess of Uleria

Devotee of Uleria 12w (Love 8w , Lust 6w , Sensuality 15w)

Priestess 5w, Godi 5w, Alluring 17

Pretty Aileena, Ulerian

Devotee of Uleria 1w (Love 1w , Lust 17 , Sensuality 5w)

Godi 17, Pretty 15

Bingood, Ulerian

Devotee of Uleria 1w (Love 17 , Lust 5w , Sensuality 1w)

Godi 17, Eager 15, Pick Pockets 15

## The Tribal Initiation

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

Before this they must prove themselves to their elders who, will not tolerate armed children running about. Lessons must be learned, tribal ways understood, and weapons and tactics practised.

Every family bears responsibility for this, and ceremonies of various sorts lead to the final initiation test. There is a two to three year period of transition when initiates are called "not-adults", becoming adults only after the final test.

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

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

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

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

When the fighting begins, the spectacle of novices hacking and fumbling is cause for merriment among the tribe. They line the fighting circle and toast the initiates with round upon round of Bulster Brewer's fine ale, or make ribald jokes at the expense of the fighters, or outrageously wager dunghills and dishwater to deride the stumbling warriors-to-be. The encircling tribespeople also discourage early exits from the fighting ring.

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

A poem credited to the god Orlanth cites some of the maxims of life followed by people of this

tribe. These rules are part of each members upbringing and help describe their attitudes and way of life. Here are some passages.

*Respect hospitality; do not burden your hosts*

*and abuse or blood on their hearth.*

*Eat your bread quietly, be glad*

*That a stranger should be so generous.*

Do not judge too quickly.

Keep a 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 fighters

Who are poor with many weapons.

Beware ghosts and spirits

The dead and immortals despise us

Let them be, flee from them,

Unless you be holy, magical or inspired.

Remember your Tribe and your Clan.

There none are strangers or foes.

A wanderer finds no comfort

Until he finds refuge with his own.

Find a deity to aid you

No one is safe without help.

A wise man friendly with power

Fears not even ghosts.

Fan-contributed perspective map of Apple Lane





