

Gringle's Pawnshop

By Greg Stafford, converted to *Hero Wars* by Tim Ellis.

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Note! The conversion of this scenario to *Hero Wars* is a fan work. The hard-working volunteer has made all interpretations of game stats.

Convertors Note:- This adventure was originally part of Apple Lane in 1978. I haven't included any of the village or villager information in this conversion. Apple lane is a small village on a well travelled road, several days from the nearest large town.

GRINGLE'S PAWNSHOP (Two Stories)

The second story is much smaller than the first. There also is 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 that the shop is a temple to that deity. Gringle is rumoured to be a priest 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 to regularly be in Gringle's Pawnshop in other than the business room. (some friends, like the sheriff, are allowed in the kitchen, dining and living rooms.) Quackjohn is a Duck, Gringle's devoted manservant, likeable and chatty. He sings when drunk, is a superb cook, and never questions his master's ways. He has worked with Gringle since they settled in Apple Lane some 37 years before.

MEETING GRINGLE

In the Tin Inn, a few farmers nurse ale and chat. Here and there a dusty traveller sits alone.

A rowdy group, members of an impromptu caravan formed for safe travelling, jokes and laughs

in a corner. Unusually, the owner of the local pawnshop, Gringle by name, moves from table to table, buying drinks and talking, going wherever likely fighters or Adventurers sit. He is figuring out who among them seem interested in hiring out for a fight. The locals know Gringle, and any tavern servant will tell questioners that Gringle is rumoured to be a priest. Some say he has a magic staff which can kill even without Gringle's control. Others speculate on the immense riches supposed to be laying within his shop. After choosing his possible hirelings, the pawnbroker assembles them (unless they already sit at one table) and explains his problem.

GRINGLE'S PROBLEM

Several days before, an adventurer had sold some exotic items to Gringle. Particularly interesting was a crystal fetish in the shape of a fang. The man said he had taken it from a band of Baboons during a fight, and that he had to kill most of the adult Baboons before the fighting stopped. Since it was his business to buy and sell, Gringle bought this and other trinkets. But yesterday two Baboons had come to his shop and demanded their family heirloom be returned. Finally understanding their shrieks, he offered to sell the crystal to them, but the scurrilous creatures did not have the price he asked. One leapt toward the transaction window and attempted to overcome the pawnbroker with a minor spirit, but Quackjohn, (Gringle's manservant) skewered the ruffian with a crossbow quarrel before harm was done. The Baboons fled, cursing, vowing to return with friends and take back the crystal by force.

The price is largely immaterial - although it should be too high for the Characters to afford, should they choose to enquire - a minimum cost of 10w., although Gringle will originally ask for more

NEGOTIATING WITH GRINGLE

By divination Gringle knows the Baboons plan to attack tonight, and he wants several Adventurers to guard his house. He stuffily states that a man of his power and prestige has ritual obligations which can not be laid aside for a mundane Baboon raid, and so he cannot take part in the defence of his house. (In fact, tavern-goers will assure the Adventurers that Gringle has made monthly ceremonial retreats since coming to Apple Lane; some will even say he is a Lycanthrope.) If Gringle is pressed for more information, he will say that divination shows that only eight to ten Baboons will attack, and that this corroborates the original Adventurer's story. Though demanding an oath from the players not to steal, as well as other minor agreements, Gringle will pay well for protection: 10 Lunars for each fighter, between this time and sunup tomorrow, and 5 more Lunars for every

dead Baboon.

I've left these values in Lunars rather than converting them to Wealth - unless the Characters are extremely poor, the amount of money Gringle is offering is not going to significantly increase their Wealth rating, however well they haggle! Spending a Hero Point at the end of the adventure will allow a character to raise their wealth by one. I'd alternatively allow characters to temporarily augment their wealth by two (three if they successfully haggle) for the purpose of buying stuff off Gringle at the end of the adventure (this augment would not count against the one mundane augmentation allowed)

Since Gringle loves to haggle, these terms can be modified. He will not pay more than 10 Lunars per fighter, but he will go as high as 10 Lunars for each Baboon, and will additionally pay up to 10 Lunars for each room - other than the public, fitting and negotiation rooms - which has not been ransacked by sun-up tomorrow. If an adventurer dies, the survivors divide up his or her payment. The Adventurers keep all booty recovered from dead robbers. Gringle will even agree to provide Healing for each survivor (if needed) at sun-up

The healing Gringle will provide will be to remove one hurt from each adventurer,

and provide them with as much liquor as they can drink for the rest of that day. However, Adventurers will have to hide and guard the fetish themselves (it can go in any unlocked room or closet). If the Baboons take back the fetish, the adventurers receive no payment. Finally he will let the guards set traps and allow them to lock any unlocked doors.

There is time to set a maximum of three traps, which the characters must disarm and remove come morning...

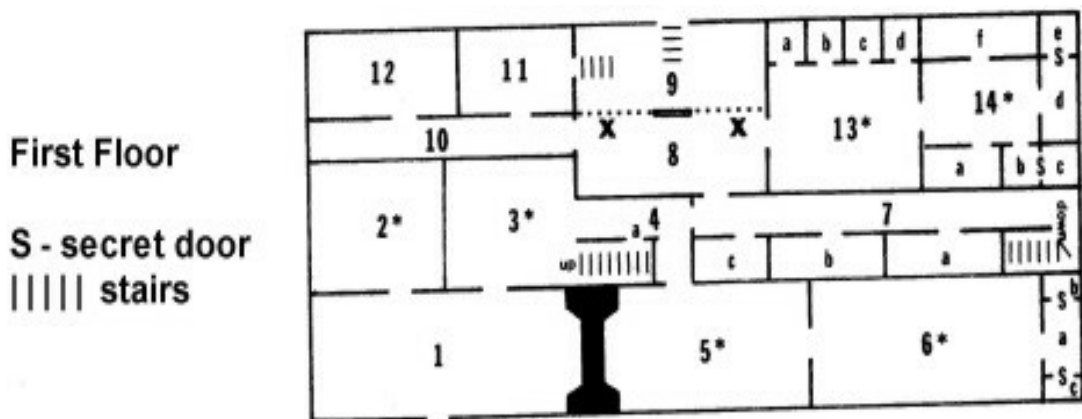
If the players agree (If they don't there's no adventure!), then Gringle immediately takes them to his pawnshop, where they will enter regions never seen by any of the townspeople. Tonight is Full Moon, when all Lycanthropes emerge. Gringle warns the players not to leave the house for any reason.

THE PAWNSHOP ROOM GUIDE

Before the game begins, it is helpful for the referee to draw out the floor plan of the shop on butcher paper with a heavy marker, or on a reusable plastic sheet with a grease pencil. The diagram should be to scale as nearly as possible. Referees may find large sheets of graph paper (available at commercial art stores) to be of great help. In drawing the pawnshop layout, do not include secret doors, or any details at all behind locked doors. Do label accessible rooms and closets, since the defenders must hide their crystal and require the information. Be sure to mark which doors Gringle locks. The referee should allow the players time to decide how to defend the shop, where to hide the crystal, and where to set the three traps.

When running the attacks on the Pawnshop, the referee should remember that (1) the attackers do not know the characters' plans, and (2) her job is to provide an interesting game, not to "beat" the players

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



ROOM 1 - The Kitchen

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

ROOM 2 - The Pantry

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

ROOM 3 - The Chapel

In this room Gringle will make the hired warriors swear that they will not steal anything from the shop while in Gringle's Employ (Gringle knows he cannot make them swear not to steal forever). He informs them that if they break their oath they will be attacked by a

Fury of the Cult, and that the Fury will join a foe of theirs at a critical moment in the future. Two statues stand in the chapel, (A) statue in the corner nearest hallway 10 and room 2 and (B) statue in the corner of the chapel nearest hallway 10 and room 8. Statue (A) is of Issaries, God of Trade, sculpted as a handsome youth with several sacks tied to his belt, holding scales aloft in the left hand, and the sign of peace with the right hand. The image wears a robe and a gold circlet about the head. Statue (B) is a metre tall, 60 centimetres broad, and is crude and ugly. Gringle will warn everybody not to touch the statues or the unlocked iron and brass bound chest next to the Issaries figure. Statue (B) is actually a Gargoyle, whose statistics will be found with those of Gringle and Quackjohn. The unlocked iron box is a gateway to deliver sacrifices to Issaries. If anyone opens the chest and puts anything in, then it can never come out. If a person puts a weapon or arm part way in and draws it out, the part which went in won't reappear. This causes no apparent Injury or Hurt, although the limb will have been severed. A stairway leads from this room to the second floor.

ROOM 4 - A Hallway and a Closet (4a on the floor plan)

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

ROOM 5 - The Sitting Room

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

ROOM 6 - Gringle's Bedroom and Closets (6a, 6b, 6c)

This room is locked. The bedroom is more sumptuously furnished than the sitting room, with tapestries on the walls for extra warmth in the winter. There is a big four-poster bed, a small desk in the corner and a spare chair. Closet 6a is Gringle's clothes closet. Closet 6b holds a duplicate set of Gringle's inventory records; the door is hidden with a resistance of 12

Hidden doors and traps. These will not be spotted unless specifically looked for, in which case roll a simple contest vs. the resistance listed

Closet 6c is a trap, hidden with a resistance of 1w. It is a crossbow trap, and shoots a heavy crossbow bolt at anyone who opens the doors. It fires with an ability of 16 (use the Simple contest chart)

ROOM 7 - A Long Hallway and Closets (7a, 7b, 7c)

An empty hallway, but at the east end the stairs go down to Gringle's Vault. Gringle will tell the adventurers that anyone who attacks the door will be killed. After saying goodnight to the defenders, Gringle and Quackjohn will retire to the Vault, with orders that they not be bothered until they come up in the morning. Closet 7a contains small useful items, fairly common to everyone: pots and pans, foot warmers, flat irons, lamps, wicks, candle holders, and so on. Closet 7b has pieces of armour in it. Most of the armour is bronze, of course, but much of it is elaborate bronze which is inlaid with gold or silver. Gringle expressly forbids anyone to use this armour, but does not lock the door. Closet 7c has many different sizes and kinds of idols. The adventurers hired for the defence will recognise some of them, but not all. Most of the figures are small, hand-sized, and made of wood or stone. Some are metal, ceramic, with precious stones and so on.

ROOM 8 - Gringle's Negotiating Room

The north wall is of oak slats, very strong, behind which two heavy crossbows are bolted to swivel mounts. Their positions are represented by heavy X's on the floor plan. The window looking into room 9 has a heavy sliding shutter which can be closed almost instantly. The window itself is three metres above the floor. Gringle tells the adventurers that they certainly can use the heavy crossbows, but that they cannot remove them from their swivel mounts.

ROOM 9 - The 'Public Room'

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

ROOM 10 - A Long Hallway

ROOM 11 - The 'Fitting Room'

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

ROOM 12 - Quackjohn's Room

A well-furnished room, though less elaborate than Gringle's - there is a bed dresser, chair, a small table, a chest but no closet. Quackjohn's personal treasure is a songbook kept on a shelf above his table. He has always wanted to be an opera singer. His voice is terrible for singing and Gringle always silences his servant if the duck begins to sing. Quackjohn has no personal wealth kept here. Gringle keeps back wages, etc., in the regular cash supply, and Quackjohn carries his own petty cash about.

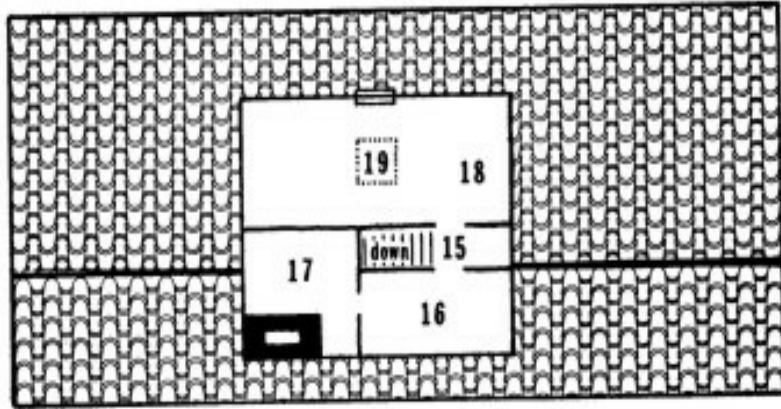
ROOM 13 - Outer Storeroom and Closets (13a, 13b, 13c, 13d)

The south wall is covered with several layers of tapestries. Paintings hang from the eastern and western walls. All are neatly laid out and labelled with inventory codes. Closet 13a contains 15 drawers which can be pulled open; the drawers contain herbs, powders and alchemical ingredients. Closet 13b holds charms, amulets and some crude medicine bundles, again in drawers. The bottom two drawers have arm bands, head bands, a small crown and other large items of gold jewellery. Closet 13c has 22 drawers with precious stones and small jewellery such as necklaces, rings, earrings, etc. Closet 13d is shelved. The top three have blank scrolls, parchment, papyrus, and paper. The next four have similar items, but inscribed. The two bottom shelves hold books. Some of these are of magical value, others are less important. All writings, however, are valuable in this world.

ROOM 14 - Inner Storeroom and Closets (14a, 14b, 14c, 14d, 14e, 14f)

This room is bare except for a multi-wick lantern hanging from the ceiling, which can be lowered by a rope and pulley. The rope is tied next to the door. Closet 14a contains weapons of many types, including some very exotic types generally unknown in this region. Closet 14b is locked. It has drawers, the contents of which are the same as the closets in room 13, but are the richest and rarest of those items. Closet 14c is a secret room hidden with a resistance of 12. It holds a God's blood crystal which is home to Eighty Eyes, the Cult Daimon which defends Gringle's house. Closet 14d is also locked, and is stacked with miscellaneous magical devices such as iron weapons and tools, magical crystals, charmed armour, etc. Closet 14e is another secret closet, hidden with a resistance of 11. It is trapped with a heavy crossbow enchanted to fire a second magical bolt along with the real one (roll two attacks against the same defending roll). A power storage crystal rests on the crossbow's sighting mechanism. Also stored in the closet is an iron cardinal egg, a grimoire sealed with lead and the eye of a Halfbird. Closet 14f holds clothes, methodically tagged and labelled like everything else. Strange for this world, the clothes are on hangers. These are expensive garments of silk, samite and fur broached with diamonds, silver and gold laces, and the like.

Second Story and Roof



ROOM 15 - Upstairs Hallway

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

ROOM 16 - Dry Storage

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

ROOM 17 - Dry Storage

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

ROOM 18 - Crude Storage

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

ROOM 19 - The Attic

There is attic only over the second floor, and it is only two metres high at its greatest; thus the room is not only empty, it is cramped to stand in except directly under the peak of the roof. There are no windows or ventilators, and no way of making light. The

trapdoor in the floor that leads to room 18 is not hinged, but must be lifted in and out of place; the trapdoor is less than a metre square, and only one person may move through it at a time.

THE ROBBERS

ABOUT THE BABOONS

Gringle's divination was correct as far as it went. Eight Baboons are coming to raid, and only one, Khochaz, is well equipped to fight. The rest, despite some light magical skills, are no better than angry peasants armed with sticks and stones. As reported, the good warriors were killed by the Adventurer who stole the crystal and sold it to Gringle. The Baboons are not interested in taking anything except their heirloom, if they can find it. If they can not find the fang, they will withdraw and take only what their leaders tell them to take, or take food. The family has no interest in ransom or quarter, and will kill anyone in their way. If the leaders are both killed then the Baboons will panic and run, grabbing treasure if convenient.

Important: because of their affinity to the crystal they seek, the Baboons all have a +5 increase for their Search ability for the Crystal fetish only

KOCHAZ is a competent warrior. He uses a shield, owns some armour, and knows some basic magic. He takes special pride in his helmet. Kochaz is the family head and son of the former chief Baboon, and of Barzeek, the other fully adult member of the tribe. Kochaz now must protect the tribe, and his burden is new and heavy upon him. He will not risk the lives of his family needlessly or carelessly, and will leave behind the fetish if need be to save his family. Yet he is vengeful and lusts after the fang, as do the rest of his family. Thus they go forward with the attack, knowing only danger brings rewards, desiring to reclaim the heirloom of their clan and salvage the family pride. The relation between the chieftain and his followers is important. The others will follow prescribed orders, as laid out here, unless superseded by their commander. But if they see or learn that he is dead, they will lose all morale and flee or surrender. They will fight to save their captain as much as he to save them, but they will obey his orders first.

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

females.

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

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

BEEKOR, KORLAK, and BORBAN are young adolescent Baboons, capable of most natural abilities but little else. They have captured the families preferred "Harm at Distance" spirits and have trained in their use with the rest of the family.

KAREEK is a very young Baboon, more of a liability than a help. Since he cannot be left alone in hostile territory, he comes along and helps in the diversion. He knows no magic. The family has learned one basic tactic, massed fire, for two weapons. Either Kochaz or Barzeek can call out a target and weapon, and the clan will follow by slinging or unleashing the "Harm at Distance" spirits at the named target. They are not trained in close-order battle techniques, and would prefer not to melee but will fight close ordered if necessary.

ABOUT THE OUTLAW GANG

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

XARBAN FIOLAREEN is an outlawed beaked (Warrior) dragonewt, a fairly skilful fighter with good combat spells. He never runs from a fair fight, and will bravely try to save the lives and limbs of his friends. Yet Xarban is an outlawed dragonewt, condemned to the life of a normal mortal. When he dies, Xarban will not be reborn in his home nest, and the outlaw mourns the loss and fears the consequences. Therefore, when Xarban reaches 3 or less action points and can not escape, he will surrender immediately and be taken prisoner.

PELOII and NORAMII are two lesser outlaws from Xarban's nest. Both are crested (scout) dragonewts, relative novices at fighting, and scantily armoured. Peloi is better with his sling, while Noramii is a surprise with his Utuma (shortsword).

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

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

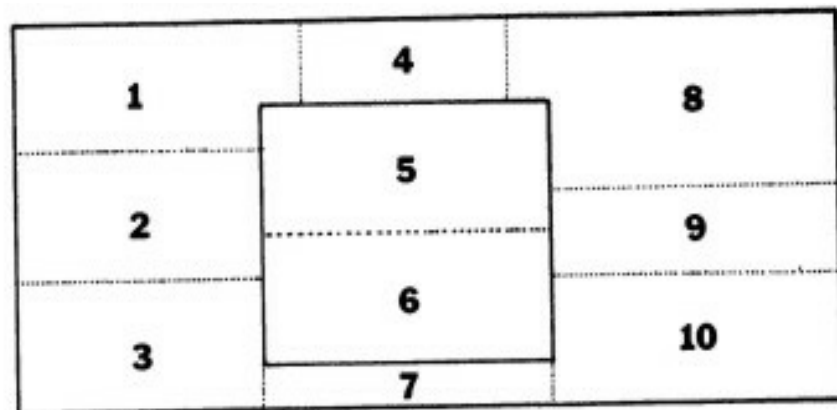
THE ATTACK

THE BABOON ATTACK

Kochaz has won his gamble that Gringle's inevitable divinations have been incomplete. The player-defenders must not learn about the outlaw gang until they see Biglaugh Bigclub crash through the kitchen door. The Baboon chieftain also hopes that the outlaws will divert pursuit if the attack succeeds. If his allies can plunder freely, Kochaz hopes Gringle will pursue them rather than the Baboons, who ought to take only one fetish. Kochaz knows he must open the attack to prove his intentions and honesty to Xarban before the outlaws will act, therefore the Baboons must open the attack. In general, the Baboons will create diversions at the front door and the second story window, and break in through the tiled roof. After their action has begun, the outlaws will batter down the kitchen door and enter there. Kareek and Borban, the weakest Baboons, will create a diversion at the window, smashing at it with their clubs to try to break the shutters. If they smash the shutters, they will throw in torches, but not enter. Kochaz and Barzeek will at first stand guard and be reinforcements besides the window. Dozak and Bazoo will inspect the tile roof of the pawnshop, searching for weak spots by smashing their clubs against the tiles. Roll 1d10 (a d20/2) each turn to randomly establish the roof section (see the top diagram of the floorplan) being searched. As can be seen, the boundaries of the roof sections coincide with the interior room/hallway layout, but that ordinarily the sections include more than one room. The referee must determine into which room of the section the Baboons break. Dozak and Bazoo will find the weakest point after 5 - 9 attempts (roll a d20/4 + 4). Each turn prior to their discovery of the weakest point will be spent by them (and by Kochaz and Bareek) striding noisily about the roof, whacking at it with their clubs. Once finding it, they will smash at the weakened tile with two-handed heavy maces. The

group will have bashed a hole into the pawnshop after 1-5 actions (d20/4). The hole created will be two metres across, big enough to sling stones or shoot arrows through, toss in torches or throw spells. Kochaz and Barzeek will also pound at the roof hole unless and until they see defenders, at which they will sling stones rather than hurl torches. When events seem right, all will leap into the room with Kochaz leading, Bazoo next, and the others as called. Barzeek will be last. Two per action can swing down through the hold by clutching the edge of the roof, keeping enough control to avoid any fire as they fall. The Baboons will attempt to clear the room, search for hidden items, check the door for traps and ambush, then push into the next room with the same program: torches, slings and melee. They will reserve their multiple spirits for a good shot or an emergency. Captured Baboons will not lead the players to the clan treasure. Only Kochaz or Barzeek can use that to ransom other family members, or to be ransomed by the family if both are captured.

Roof Zones for Baboon Break-In



THE OUTLAW ATTACK

Their attack opens by bashing in the kitchen door in 1d10+2 actions. When the door nearly breaks, the centaur will finish the task. When the door splinters the centaur enters first. In the first action Biglaugh can parry to the left (the shield side) and attack or weapon parry to the right. For his second, he will push into the room and will be able to attack with his hooves as well. When the centaur enters, the two crested dragonewts will step around the edges of the door and engage any foes with missile fire if possible, or will seemingly retreat to lure pursuers outside, then counter charge them. If foes step outside, both Pinfeather and Xarban will engage them. If the crested dragonewts yell for help or find a clear room, then Xarban will enter to fight, after augmenting with his Strong (and Dragon Might if time permits). The gang will clear a room, search it and go on to the next room. Biglaugh's hooves can shatter any door in the place in 1d10 actions. If an attack fails, then Xarban will attempt to heal the centaur first, but not the dragonewts who can (and are expected to) skirmish. If they can hold off the players, then Biglaugh will try again (he is not very smart). If Xarban is captured, he will surrender and take his captors to the gang's treasure, hidden three kilometres from Apple Lane. Xarban will swear to Humakt about this, and can be trusted to deliver. Xarban will demand to be let go after revealing his

treasure trove, which totals 2361 Lunars. The outlaws have nothing to lose by killing people or robbing them. They search those they slay and search the rooms they clear. The gang wants loot, and will make safe a room so that Pinfeather can come in and get the best of it. The outlaws want to take as much as possible and care nothing about the aims or goals of the Baboons.

GRINGLE AND QUACKJOHN IN DEFENCE

As rumoured, Gringle's pawnshop is a temple. Gringle is a devotee and priest of Issaries, the God of Roads, Travel, Trade, and Communication. Normally Gringle could count on his spells and his god for help against thieves. However, Gringle's magic doesn't always work right on some days because of previous misdeeds which he will not talk about. On those days, if he expects minor trouble, he will hire adventurers to aid him. On other days Gringle and his temple forces will defend, they will use the following general tactics. First, Eighty-Eyes, Gringle's Temple Daimon, will alert him to the approach of strangers, including invisible people. While under attack the spirit will also look to the safety of the building by putting out fires and repairing damaged sections with magic. Gringle will naturally use his Bless Market feat to aid him, (Acts as a handicap to those trying to disrupt the market). Additionally, Gringle will actively aid in the fight. He not necessarily try to kill them all if he can avoid it, but he will try and incapacitate and capture them. Then Dronlan (The Sheriff) will hold them to wait for the king's justice. Gringle and Quackjohn will both be armoured and armed, if possible, but will always be ready to meet the invaders at their point of entry. When the first two people show (if they can wait that long), both Gringle and Quackjohn will fire to kill. Then Gringle will demand they surrender by laying down. If they stand or move forward, then Quackjohn will fire his second crossbow (kept loaded by his side) and retreat behind Gringle to await another convenient shot. Gringle will use his Confuse Person feat if possible. If necessary he will ignite something and summon a small fire daimon to finish things quickly. He will not toy with the thieves. He will rely upon Quackjohn to guard his rear. In melee he will try to stand in a doorway and use his iron-shod staff with his Strong Staff feat. His secondary weapon is the Broadsword. He will also use the gargoyle, mentioned below, as needed. Remember that while it cannot fly in the house, it can launch itself in a fast glide across a room. Remember too, that Gringle is a well known and well liked member of the community. If others noticed that there was trouble, the local militia would be mustered. The militia includes all those citizens of Apple Lane listed as having arms and armour. The first to respond will always be the Sheriff and the weaponmasters and horsemasters, all of whom are skilled fighters. The others will come if they must, but are quite reluctant to fight. They are more likely to hole up in the Inn if big trouble comes to town.

THE GARGOYLE IN ROOM 3

Statue B can be activated by Gringle's command. It is a gargoyle although Gringle will not tell the Adventurers about it. Despite his previous warning, nothing will happen if they touch either statue. Referees should use the gargoyle as a plot device to keep some balance in play. If the hired guards are getting badly beaten, Gringle can call the statue to help them, or if they start helping the thieves, Gringle will certainly hit the Adventurers with it. In general, Gringle does not want to use or endanger the gargoyle. He is rather fond of it. It has served him well and costs little to maintain.

STATISTICS

BABOONS

(See Anaxial's Roster P135)

The Baboon band have the following general abilities, except as noted below in the individual sections.

Agile 15, Climb 2w, Move Silently 16, Search 16, Run Fast 12, Spirit Combat 18, Close Combat 18, Ranged Combat 13 Weapons - Bite ^1, Sling ^3, Club ^2 Magic.

All the Baboons except Kareek have captured "Harm at Distance" spirits as Might 12 fetishes. The Crystal fetish holds a fully integrated "Strong Jaws" Spirit with a might of 13w, should they recover it.

KOCHAZ

Male Baboon Leader

Close Combat 1w, Ranged Combat 17, Strong 17, Search 18 Armour and Weapons: Kochaz owns a shield, a helmet, and a leather vest for a defence rank ^2, and a short spear ^3

Magic: Kochaz additionally has a one use "Run Fast" Fetish, Might 14

BARZEEK

Baboon Matriarch

Small 8, Spirit Combat 5w, Search 1w, Sense Ambush 14, Close Combat 16

Magic: Barzeek has a 3 x Day Might 17 "Healing" Fetish, a 2 x day Might 14 "Harm at a Distance" Fetish, and a one use Might 12 "Spirit Fighting" Spirit (provides support when fighting spirits or resisting Spirit powered magic)

DOZAK

Male Baboon

Strong 15

BAZOO

Female Baboon

Small 10

Bazoo has a Spear ^3, a Shield for a defence ^1, and a one use "Fighting" spirit Might 14

BEEKOR

Female Baboon

Small 10

KORLAK

Female Baboon

Small 10

BORBAN

Male Baboon

Strong 15

KAREEK

Young Male Baboon

Small 12, Close Combat 12, Spirit Combat 10, Ranged Combat 10

Kareek has no magic

XARBAN'S GANG

XARBAN FIOLAREEN

Male Warrior Dragonewt (AR p162)

Close Combat 15w (Klanth ^4), Large 15, Tough 5w, Strong 15, Acute Hearing 5w, Move Silently

10w, Dodge Attack 5w, First Aid 17

Armoured Hide ^5

Dragon Magic: Xarban can perform the following abilities

Dragon Might 15. Can be used to augment Xarban's Tough, Strong or Large abilities

Scorn Wound 5w. Xarban can use this to negate the penalties for any wounds or hurts he takes.

He can attempt to use it on others, but takes a -10 improvisation ability in this case.

PINFEATHER

Male Duck (AR p138)

Nimble 15, Small 14, Close Combat 12 (Shortsword ^2), Ranged Combat 17 (Thrown Dagger ^1),

Move Quietly 15, Hide 15, Find Traps 17, Remove Traps 15, Pick Lock 17, Evaluate 17

BIGLAUGH BIGCLUB

Male Centaur (AR p136)

Large 5w, Strong 2w, Agile12, Close Combat 2w, Ranged Combat 2w Bow ^3, Lance ^4, Heavy Mace^4,

Hoof ^1 If charging with his lance, Biglaugh will augment with his large for a +4 edge When in close combat with his Mace, Biglaugh will also attack with his hooves - treat this as an automatic +2 Bonus (generated from his large) to his close combat

PELOII

Male Dragonewt Scout (AR p162)

Close Combat 15 (Utuma ^2), Agile 15, Dodge Attack 15, Ranged Combat 17 (sling ^3), Small 20,

Scouting 18)

NORAMII

Male Dragonewt Scout (AR p162)

Close Combat 2w (Utuma ^2), Agile 15, Dodge Attack 15, Ranged Combat 15 (sling ^3), Small 20,

Scouting 18)

GRINGLE AND FRIENDS

GRINGLE

Human Male

Devotee of Issaries (Garzeen subcult) 10w

Communication (Clear-voice Shout, Convince Buyer, Convince Seller, Entertain with Voice, Talk with Hands) 12w2 Merchant (Bless Market, Evaluate Currency, Hide Booby Trap, Identify Thief, Lock Box, Make Safety Alarm, Recognize Magical Object) 8w3

Middleman (Enhance Appearance of Goods, Evaluate Quality, Sense Theft, Weights and Measures) 10w2

Secret: Guarantee Profit 18

Gringle knows the following feats learned from minor hero cults: Confuse Person 2w, Strong Staff 17

Gringle has also traded with a fire cultist (using a Goldentongue priest as an intermediary) for a single use of "Summon Urzani" (Fire Daimon).

Abilities: Identify Jewels 2w, Gauge Value 15w, Bargain 2w2, Lie 17w, Play Chess 17, Play Snooker 14, Relationship to Apple Lane 17, Close Combat (Quarterstaff, Spear & Shield, Broadsword & Shield) 5w, Ranged Combat (Crossbow 17)

QUACKJOHN

Male Duck (AR p138)

Initiate of Issaries/Garzeen 18, Small 14, Boastful 14, Sing off key 14, Cooking 2w2, Play Chess 14, Play Snooker 18, Close Combat (Short sword) 17, Ranged Combat (Crossbow) 2w

GARGOYLE

Male Gargoyle (AR p103)

Sit Motionless 10w, Look Like Statue 2w, Strong 2w, Glide across Room 12Close Combat (Claws) 15w1

Armour: Stone skin ^10