



RETURN TO APPLE LANE

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INTRODUCTION

This scenario requires that the Narrator has *Sartar: Kingdom of Heroes* and the *HeroQuest Core Rules*. It takes place before or during the events described in the Colymar Campaign (in *Sartar: Kingdom of Heroes*). It assumes the players are members of the Orlmarth Clan of the Colymar tribe and require some modifications if the players belong to a different clan; more if they belong to a different tribe.

This scenario introduces two recurring villains into the campaign: Darsten Black Oak and Erianda the Red. They are “bosses” working for the two main bosses of the Colymar Campaign: King Blackmor and Tatius the Bright.

THIS IS DIFFERENT FROM THE APPLE LANE I REMEMBER!

Apple Lane was originally written as a supplement for RuneQuest back in 1978. Since then, far more has been discovered about Glorantha, especially Sartar. This scenario “re-imagines” the classic Apple Lane of 1978, updating it for Gloranthan HeroQuest.

BACKGROUND

The old Issaries priest Gringle Goodsell of Apple Lane is a far older and greater man than he now appears. Once he was a boon companion of Tarkalor, accompanying him on many adventures and even traveling along dangerous paths in the Other World. When Tarkalor became King of Sartar, he gave Gringle the right to lend coin against the security of pledged items, and gave Gringle the protection of the Royal House of Sartar.

Gringle’s friends in the Colymar tribe swore to give him that tribe’s protection if he would live within their lands. At a crossroads in that tribe’s land, he built a pawn shop and an inn. Gringle became a very rich man and his treasure chest was legendary.

Then came the terrible Battle of Grizzly Peak where King Tarkalor and the hopes of Sartar met their doom. Gringle faded into wealthy obscurity, spending evenings swapping old stories with travelers at the Tin Inn. A small hamlet called Apple Lane grew up around Gringle’s pawnshop.

The events of 1613 brought Gringle back into the affairs of the kingdom of Sartar, as old friends persuaded him to participate in the Sartar High Council. Although Gringle dislikes the Empire greatly, he was adamantly opposed rebellion. Nonetheless, when the High Council chose Kallyr Starbrow as their leader and went to war against the Empire, Gringle provide the rebels with coin and support.

The failure of Starbrow’s Rebellion was ruinous for Gringle. He was forced to make a huge loan to the victorious Governor-General Fazzur Wideread, receiving in exchange the right to collect taxes from the Colymar and Malani tribes. In 1616, even this dubious honor was lost (after another forced loan was extracted by the Governor-General). Gringle’s Pawnshop is poor, his coin box empty, his former treasures taken by the Lunars. Or so everyone thought until recently.

It turns out that his greatest treasures are still in the Pawnshop. Over the years Gringle obtained three great magical treasures: the Eye of the Halfbird, the Lead Grimoire, and the Iron Egg of a Cardinal. Perhaps he got them heroquesting with Tarkalor or from some other Heroquester seeking to raise funds. Regardless of how he got them, knowledge of their existence has made its way to Tatius the Bright, the dean of the Lunar College of Magic. Tatius want them in his possession and has sent his Spolite apprentice, Erianda the Red. She is recruiting a band of thugs to pay a “visit” to Gringle.

OLD OATHS

The scenario begins at the hall of your chieftain (assumed to be Chief Gordangar of the Orlmarth clan, but could be any anti-Lunar clan chief). The chief welcomes the heroes, having summoned them to his hall immediately upon his return from a meeting with King Kangharl and other tribal leaders at Clearwine Fort. Gordangar is visibly angry, and still caked in dust and mud from his travels. Gesturing, the chief says:

“Evil plans are being brewed in Clearwine. The king intends to break the oaths of my father to a loyalthane of the House of Sartar. My father promised to protect Gringle; we Orlmarthings will not foreswear our ancestor’s oaths! I want you to ride immediately to Apple Lane and warn Gringle Goodsell that the king has proclaimed him outside of tribal protection and that an attack on him has been planned.”



QUESTIONS AND ANSWERS

The heroes are likely to have questions like:

WHO IS GRINGLE?

“Gringle is a rich trader and an old friend of the kingdom of Sartar. He loans silver to kings, chiefs, merchants and heroes who pledge valuable goods and items as security. He is very old and was old when my father was king. Gringle belongs to no clan and has no family – only his friends, most of whom are dead now. Some clans hate him for collecting taxes for the Lunars, but he was forced to do that by the Lunars – punishment for trying to free Boldhome as part of the Sartar High Council.”

WHAT WAS THE OATH OF GORDANGAR’S FATHER?

“My father was Kenstrel Hendsson, king of the Colymar tribe and companion of High King Tarkalor. Gringle was a good friend of my father and my father swore on behalf of the Colymar tribe to protect Gringle and his property – as if he were a member of the tribe - if he would settle in our lands. Any dispute between Gringle and another Colymar would be heard by the king and if Gringle was harmed, the tribe would avenge him. Every Colymar king since Kenstrel has honored that oath. Until now that is.”

WHY DID THE KING PROCLAIM GRINGLE AN OUTLAW?

“No doubt because of the Lunar demon-worshippers the king keeps in his hall. They whisper all sorts of evils into his ear. A Lunar witch named Erianda recently arrived from Boldhome; she is a frightening one. Half of her is blue like a corpse, the other half red like Shepelkirt (*the Orlanthi name for the Red Moon*). After she arrived at Clearwine, the king proclaimed that Gringle is not under the protection of the Colymar tribe; he is, in effect, an outlaw and can be killed without consequence. I suspect she plans to take his silver and kill one of the last remaining friends of the House of Sartar.”

WHAT ATTACK IS PLANNED?

“The king told one of his thanes, Darsten Black Oak, to aid the Lunar witch. He likely will gather some mercenaries and members of his Taraling clan to drive Gringle off, take his property, and perhaps kill him.”

WHY IS IT OUR DUTY TO PROTECT GRINGLE FROM THE KING?

“Because King Kenstrel from our Orlmarthing clan swore that the Colymar tribe would protect him. Kenstrel is a hero of our clan songs and stories; he died at the side of High King Tarkalor fighting against the Lunars at the Battle of Grizzly Peak. Our ancestors would curse us if we foreswore King Kenstrel’s oath; the other clans would hold us in contempt as craven thralls of the Lunars.”

HOW SHOULD WE PROTECT GRINGLE?

“Warn him; get him out of Apple Lane and out of the reaches of King Kangharl. Do not kill the Lunar witch, for the Lunars’ retribution against our clan would be terrible. Do not kill Darsten or any members of the Taraling clan, for that would get us into a feud with King Kangharl. You will need cleverness and speed as much as strength and power.”

GETTING TO APPLE LANE

Apple Lane is a full day’s travel from Orlmarthing lands. A well-worn path skirts between the Starfire Ridges and the Colymar Wilds. The path goes through the lands claimed by the Black Spear Clan, feared hunters and mercenaries of the Colymar Tribe who currently feud with King Kangharl, and then on through lands claimed the Hiording Clan.

THE DRAGONEWTS

As the heroes travel along the narrow path, on the heroes’ right is the Colymar Wild, a very dangerous place for anyone not of the Black Spear Clan. On the left loom the high cliffs of the Starfire Ridge.

In the middle of the path, a group of eight dragonewts (two nobles, three warriors, and three scouts) stand motionless as if in the middle of a dance or magic ritual. Then they begin dancing again: whirling pirouettes and graceful leaps, all without sound. A magical charge can be felt in the air. Nothing can disturb their dance; not even death. If killed, a dragonewt will be reborn in the Dragons Eye and return in the future to take vengeance against its killer.

If a hero wishes to dance with the dragonewts, he must first overcome his own Fear Dragons ability (part of every Sartarite’s clan keyword) with some other appropriate ability. To actually keep up with the dragonewts requires a success against at least Hard Resistance. A successful dancer receives a lingering benefit on future dealings with dragonewts.

ASBORN’S STEAD

After the heroes get past the dragonewts, they will soon see the fortified and very defensible stead of Asborn Thriceborn, a famous priest of Orlanth still loyal to Queen Leika. Mounted huscarls watch the travelers but do not challenge them unless they leave the path towards Asborn’s Stead. However, unless the heroes are known supporters of King Kangharl, they can enjoy Asborn’s hospitality.

Asborn knows Gringle as a wealthy merchant who once served as the banker for the Royal House of Sartar. He fears that Gringle has betrayed Sartar by becoming a Lunar tax collector. As for the dragonewt, Asborn says that they are a mad and extremely dangerous Elder Race. “The less we have to do with dragon-kind, the better.”



ASBORN THRICEBORN ᚱᚱᚱ

A cheerful priest of Orlanth Thunderous, Asborn is a famed warrior and hero of the Colymar tribe. He is a boon companion of Queen Leika and accompanied her into Snakepipe Hollow during her Crown Test; he is often called Demonslayer for all the Chaos he killed. Twice he has died and twice Orlanth has returned him from the dead. Asborn knows the secret paths through Tarnsdisi's Grove and is protected by the "Old Man" of the Grove.

Asborn was once a close friend of Kangharl Kagraðusson before he became king of the Colymar. The two fought side-by-side in many adventures and battles until Kangharl betrayed Queen Leika. Asborn now despises his former companion, always calling the king by his contemptuous nickname, "Blackmor." Asborn openly rebels against the Lunar Empire and enjoys robbing Lunar travelers along the road near his stead.

APPLE LANE

Apple Lane a small market hamlet located in territory disputed by the Colymar and Malani tribes. Scattered around a crossroads connecting Jonstown, Runegate, and Clearwine are some dozen buildings. Most buildings are made in the city style with stone with thatch or wood shingled roofs; one building – the Tin Inn – is tin roofed. Apple orchards belonging to the farmers of the Hiording clan, from which the hamlet draws its name, surrounds it on every side. The residents of Apple Lane are welcoming towards strangers. Travelers are directed towards the Tin Inn, which serves as a meeting place for the locals.

Apple Lane is an oasis from the turmoil that has rocked the kingdom of Sartar since the Lunar Conquest. Many of the hamlet's residents are middle-aged or elderly; several have been in Gringle's service for some forty years. Even after the disaster of Starbrow's Rebellion, Gringle's wealth and influence served to insulate the hamlet from the bloodshed and cruelty outside. The Narrator should play up the feeling of Apple Lane as a peaceful haven – at least until Erianda shows up to destroy it.

PLACES IN APPLE LANE

The notable buildings and people of Apple Lane are:

THANE'S HOUSE

A two story stone and timber building is the home of the thane of Apple Lane, Dronlan Swordsharp. The house was the only one in town ever painted, and now the paint has peeled away from the stone. Oolina is the thane's wife. The couple has three children. The two sons run farms in the valley near Apple Lane. A daughter joined a mercenary war band and disappeared years ago.

DRONLAN SWORDSHARP ᚱᚱᚱ

A member of the Ernaldoring clan, Dronlan was appointed thane of Apple Lane by King Dangmet more than twenty years ago. He is a good friend of Gringle's. As thane, Dronlan provides tribal protection and law for the hamlet and killed a number of bandits and outlaws over the years (including a fearsome cave troll). Now middle-aged and stout, Dronlan relies on his size and his reputation to keep the peace.

ULERIA TEMPLE

This two-story stone building serves as a temple to Uleria, the Goddess of Love. One older woman (Avareen) and two younger ones (Aileen and Binna) live here as temple priestesses, all tending the needs of their 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 with the priestesses. The second story holds the women's living quarters.

ULERIA XX

The Goddess of Love is the most ancient deity living, and the reason the world was saved from destruction. Uleria winds in and out of the other gods' lives, sometimes appearing in person as a mother or wife, or simply as the central figure of a vast orgiastic frenzy. She is worshiped by anyone wanting her blessings. Amongst the Orlanthi, she is worshiped as another name for Esrola, the Goddess of Fertility. As part of the worship of Uleria, her priestesses couple with anyone who makes an offering of silver to the goddess.

TEMPLE TO ALL DEITIES

This strange stone and timber building has two stories, a basement, and an additional timber tower that is open to the elements. It is a house to any god or goddess is invoked there by its worshipers. The temple serves as a place where foreigners and strangers can worship their gods. Locals use the temple for their seasonal farming ceremonies, and for weekly prayers to less popular deities. Only cults of chaos and evil ever have been denied the right of worship.

The caretaker of the temple is a middle aged appearing woman, Kareena, and she has an idiot girl assistant. Kareena knows a powerful healing spell which she performs for a small fortune in coin or silver. 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.

STABLES

Varaneera of Runegate is an elderly widow and horse trader for Apple Lane, assisted by a half-dozen horse handlers. She has known Gringle for some forty years and came here with her (now deceased) husband. Varaneera breeds and sells horses, although her assistants Halawell and Carvala are



responsible for training them. Varaneera has no children; it is assumed that Halawell and Carvala will take over the stables when she dies.

SMITHY

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.

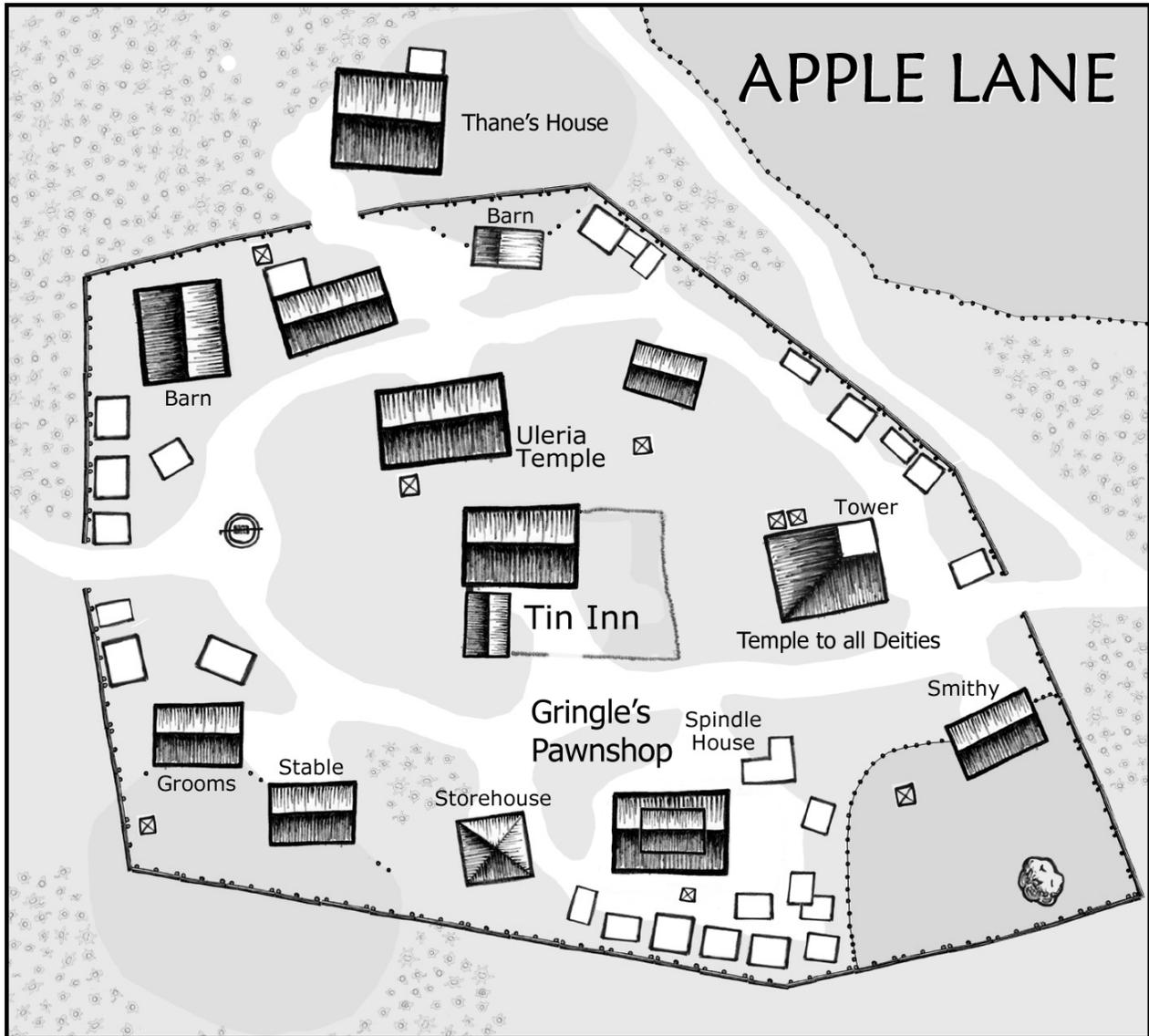
Piku Gastapakis and his family are foreigners, from the wandering metalworking tribe known as Third Eye Blue. The name comes from the tribal habit of tattooing a blue iris (a blue circle) of the eye upon the foreheads of master metalworkers to "see the secrets if the metal".

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 17-year-old daughter, Yaku, never speaks to males of any age. Wakapo, the son, is a young man, and has the tattooed eye upon his forehead.

A small, nameless animal without eyes is chained to the bellows, which it vigorously pumps 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.

Piku's house is a simple skin dome, 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.





THIRD EYE BLUE ΔΩ

The Third Eye Blue people are a small tribe of talented metal smiths. Their homeland is in the far north, but over the ages families have migrated throughout the northern continent, always keeping to their ancient traditions. They are a race of sorcerers who sing their wizardry spells and offer sacrifices to no gods.

The Third Eye Blue once ruled a great empire in the north, and stole the secret of working iron from the Mostali. In retaliation, the Mostali destroyed their empire and scattered them.

THE TIN INN

The Tin Inn is a two-storied stone and timber inn with outbuildings and stone wall surrounding a courtyard; the buildings are tin roofed, giving it its name. It is a well-established (and well-fortified) roadhouse on a frequently travelled route, and almost always has visitors. It is the only tavern for a day's journey beyond; residents of Apple Lane and outlying farmers normally congregate at the inn.

Bulster the Brewer, a Malani tribesman famous for his beer and ale, and his wife, Bertha, run this fortified inn. Brightflower, their 18 year old daughter, helps out with her husband Kerad of Jonstown. Barayo Bulstersson has been absent for nearly a decade since he joined a mercenary band. Bek Leadhead is the hired tavern bouncer and heavy labourer; Bek is the son of a local farmer of the Hiording clan.

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

Pramble, a poet, lives permanently in the Tin Inn. He has a hunched posture and personality, having failed to find patronage with a chief or thane. 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.

STOREHOUSE

Like the Pawnshop, the Storehouse was built using dwarf secrets. With a unique (and very secure) pyramid-shaped stone 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, travelers or farmers. He runs, in fact the village's general store.

SQUINCH GREYBEARD 6Y#

A scribe from Boldhome, Squinch has been in Gringle's employ for over forty years and now serves as his factor. Though he is aloof and artificially worldly, he never intentionally cheats a customer. Squinch Greybeard lives in the Tin Inn, where usually he can be found.

Squinch's air of snobbery comes from his position as the local sage and merchant. The farmers and most travellers go to him for their needs, and he also acts as the buyer for surplus farm crops. Squinch records the payment of Lunar taxes by the local clans and their correspondence remittance to the Lunars by Gringle. A careful review of Squinch's records would show that Gringle has consistently collected substantially less than he has remitted.

GRINGLE'S PAWNSHOP

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

Gringle the Pawnbroker lives here. He worships Issaries, God of Trade, and the shop is a temple to the deity. Gringle's devoted manservant is Quackjohn, an elderly Duck, likeable and chatty. Quackjohn sings (horribly off-key) when drunk, is a superb cook, and never questions his master's ways. He is also a surprisingly good *ravenkaaz* player. Quackjohn has worked with Gringle since they settled in Apple Lane in 1572. Quackjohn is the only person ever to regularly be in Gringle's Pawnshop in other than the Business Room. (Some friends, like the Thane, are allowed into the kitchen, dining, and sitting rooms).

MEETING GRINGLE

The Pawnshop is closed when the heroes arrive in Apple Lane. Repeated efforts to get Gringle's attention or to get into the Pawnshop draws the attention of the Thane. The locals tell the heroes to wait for Gringle at the Tin Inn.

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. The locals know Gringle, and any tavern servant tells questioners that Gringle is rumored 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 within his Pawnshop, the ill-gotten gains of Lunar tax collection.

Eventually, an elderly Duck arrives in the Tin Inn, moving from table to table. When he makes his way to the heroes, the Duck says, "*My master awaits you at the Pawnshop.*" Quackjohn then leaves the Tin Inn, quickly scampers across the road and into Gringle's Pawnshop.



GRINGLE GOODSSELL 6#Y

This priest and devotee of Issaries, the God of Trade, is originally from Esrolia but is well known throughout Sartar for his pawn-shop in Apple Lane. Gringle lends coin in exchange for an item of value given to him as security. Within a specified amount of time, the borrower can repay Gringle's loan plus interest and reclaim the item. Gringle also buys and sells valuable goods.

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, yet holds himself proud and aloof. Gringle is unfailingly polite except to rude people. He tries to avoid fights, but defends his home like a bear with cubs.

Gringle dislikes the Empire very much. He was part of the Sartar High Council and reluctantly supported Starbrow's Rebellion. After the Rebellion failed, he was forced to become a tax farmer for the Lunar Governor-General. Although used as a scapegoat by King Blackmor (who publicly blames him for the Lunar taxes) and now hated by many clans, Gringle has in fact given away a substantial portion of his personal fortune to reduce the burden of Lunar taxes upon the Colymar. Despite this, Gringle has great personal respect for the Governor-General, whom he believes is honorable and intelligent.

The heroes enter the antechamber of the Pawnshop – the so-called “Public Room.” This room is dug deep into the ground and is fifteen feet high from floor to ceiling. 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 lowers a basket. The window looking into the room has a heavy sliding shutter which can be closed almost instantly. The window itself is nine feet above the floor.

On the other side of the window, Gringle assumes the heroes are here to conduct business. He is surprised to hear that they were sent here by the son of his old friend Kenstrel: *“Kenstrel's son sent you? So many years have passed. How fares the son of my old friend? You are welcome in my humble home.”*

Gringle offers the heroes his hospitality and opens the doors to his home. The Pawnshop is curiously decorated with many strange devices and furnishings. Shelves with scrolls line the walls. There is even a fireplace with a chimney! Quackjohn provides exotic food and drink.

THE THREE TREASURES

When the heroes pass on Gordangar's warnings, Gringle initially scoffs. “King Blackmor is a vicious dog, but surely he is not so mad as to break the oath of his predecessors? Why would he permit such a thing?”

If the heroes suggest that the Lunars are after his silver, Gringle is skeptical. “General Fazzur already has most of my silver. That makes no sense either. Unless...”

Gringle gestures for Quackjohn. The duck leaves the room and returns several minutes later with a small carved ivory chest. The merchant opens the chest and within are three items resting on padded silk: a gemstone that looks like a large eye, a scroll sealed with lead, and a large ball of iron.

“These are my greatest treasures: the Eye of the Halfbird; the Lead Scroll; and the Iron Cardinal's Egg. No doubt some Lunar adventurer has learned of them and wishes to take them from me.”

Gringle tells the heroes that he would like them to serve as his bodyguards and to chase away whatever thugs “this adventurer brings along, until I can get word to the Governor-General about this nonsense.” He is willing to let the heroes name their price, but tries to haggle it down – out of sheer love of haggling. The Narrator should set the resistance based on the reasonableness of the heroes' price. He plans to leave for Boldhome soon, but no sooner than two days hence. Gringle tells the heroes that his Pawnshop is defended by Eighty-Eyes, a powerful spirit of Issaries. Additionally, Gringle can give some information about his Three Treasures:

The Eye of the Halfbird. *“I got this from one of the Masters of Luck and Death many years ago. He said it was the mortal eye of the immortal Halfbird – a strange creature born before the Emperor. Half of it proved mortal and is little more than a skeleton, the other half seeks to restore the dead half to life.”*

The Lead Grimoire. *“I received this from a treacherous wizard some years back. He was outfitting an expedition to Cliffhome to speak with Cragspider. He tried to reclaim the Grimoire (saying that it was essential for a future meeting) but could never repay what I loaned him.”*

The Iron Cardinal's Egg. *“This came from Wanelia, from the ruins of long-lost Slontos. I think it comes from further still, but am not entirely sure where. If properly warmed, it will hatch a chick, but I am not sure I know what I would do with an iron cardinal! Better to sell the possibility of one!”*

THE ATTACK

The next day around mid-day, a band of more than a dozen people arrive in Apple Lane, led by two riders – a thane and a strange red and blue woman. They are all armed and are asking about Gringle's Pawnshop.

Soon after, the band arrives before Gringle's Pawnshop. The red and blue woman shouts in New Pelorian, “Give me the Eye and your life will be spared.” Gringle does no such thing. The thane shouts in Sartarite, “Gringle Pawnbroker has been declared an outlaw by King Kangharl. I, Darsten, a thane of the Taraling clan and cousin to the king, will kill anyone who protects him.”

Darsten is willing to parley with Gringle and the heroes for a short while – he hopes to persuade them to leave the Pawnshop, where his men can attack them more easily. Darsten invokes Orlanth for whatever assurances the heroes demand, but such oaths are of no value to Darsten, as he believes the Storm God is powerless.



If the heroes (or Gringle) mention that Fazzur Wideread would not be pleased at an attack on Gringle, Erianda laughs scornfully. *“That barbarian chieftain has no authority over me!”*

At some point, Dronlan Swordsharp arrives and tell Darsten that Gringle is under his protection and that he should leave. A tense standoff between the thanes lasts until Erianda, exasperated, pulls out her two iron scimitars and runs them through Dronlan’s back, killing him. “Kill them all and burn down the place,” she says to Darsten.

The thugs attack the Pawnshop with torches, arrows, and spears. This should be handled as a group extended contest between the heroes and enough thugs to keep things exciting. Neither Erianda nor Darsten will attack the Pawnshop. They sense the presence of Eighty-Eyes and fear they need additional magical preparations to deal with such a guardian.

THE THUGS

The thugs are mercenaries and herders belonging to the Taraling clan. They are outfitted with spears, bows, torches, clubs and other simple weapons. They are all cottars and follow Darsten out of greed and ambition. The thugs should range in difficulty from Moderate to Hard.

The Narrator should warn the players that serious injury or killing of thugs results in a feud between the Taralings and the heroes’ clan unless wergild is paid. Since King Blackmor is of the Taraling clan, such a feud could be extremely destructive!

If the heroes overcome the thugs, Darsten and Erianda withdraw from Apple Lane. Clearly the Gringle is defended by sterner stuff than either expected! They ride immediately back to Runegate and gather a full company of professional Lunar soldiers to attack in three days (on the Full Moon).

DARSTEN BLACK OAK 𐌆𐌿𐌸

A powerful thane and warrior of the Taraling clan, Darsten is a kinsman of Kangharl and the strong right hand of the king. He was once a priest of Orlanth, but after the humiliating defeat of the Sartar High Council, Darsten concluded that the god Orlanth was doomed to defeat by the Red Goddess. Darsten traveled into Peloria where he learned of Doburdun Black Oak, the Pelorian storm god, and was initiated into his secrets. Darsten is now a priest of Doburdun and the leader of that small cult in Colymar lands.

Darsten is a stout, greedy man who wears his grizzled hair long to cover the scars left by Orlanth’s impests. He always carries “Addi” - a magical curved club made of dark oak. Darsten is a fluent speaker of New Pelorian. Darsten is at least a Hard Difficulty in combat or magic. If Darsten were injured or killed, his cousin King Kangharl would go to extreme lengths to avenge him.

ERIANDA THE RED 𐌆𐌿𐌸

A Lunar magician and assassin from the grim land of Spol, Erianda is a member of the Lunar College of Magic and a loyal follower of Tatus the Bright. A powerful magician and a deadly assassin, cruel and ruthless, her exposure to mind-rending Lunar sorceries has seriously affected her sanity, she smiles and laughs as she kills. She is an expert swordswoman with her two iron (!) scimitars: Dancer and Blood-Drinker.

Of striking appearance, Erianda has pale blue skin but she has dyed the entire left half of her body Moon Red. In magic and combat she is always at least a Very Hard obstacle. If Erianda were killed, Tatus the Bright would inflict terrible reprisals on the killers and on the Sartarites in general.

ESCAPE FROM APPLE LANE

Darsten and Erianda leave Apple Lane with their surviving thugs, leaving the dead and wounded behind. Dronlan lies dead in front of the Pawnshop. Gringle is dumbstruck and cannot believe what has happened. When Dronlan’s widow Oolina hears the news, she comes wailing and screaming.

The other residents are horrified. Thane Dronlan has been cut down by the Lunars without provocation. Bulster the Brewer worries that without Dronlan, “the Varmandi will eat us alive!” Bertha runs to the Uleria Temple to prevent the priestesses from seeing the dead. Varaneera looks disgusted; she knows Darsten and several of his thugs, but could not imagine they would stoop so low. Piku and his wife look to Gringle for support, but the old trader says quietly, *“We must leave here. They will return. And their retaliation will be terrible.”*

Gringle asks the heroes if they can escort him, Quackjohn, and Squinch to Quackford, where they can hire a boat to Nochet and safety. Gringle offers the heroes their choice of one of the Three Treasures.

Additionally, Piku offers his services and that of his family to the heroes and their clan, if they will support and protect them. Piku’s skill at metal-working, especially iron-working, would be greatly welcomed; his sorcerous rituals and herd of unclean goats would be far less welcome.

Much is now up to the heroes. Will they escort Gringle and his assistants to Quackford? Will they accept the services of Piku and the responsibility of supporting him and his family? Their decisions have ramifications on the hamlet of Apple Lane and on future scenarios in the campaign.

Within a day, Piku and his family can gather their worldly possession into a large cart drawn by a herd of goats. Goats are considered unclean animals by the Sartarites and are often seen as distant relatives of the Chaotic brood. It takes Quackjohn about the same amount of time to pack Gringle’s possessions into a covered wagon drawn by a team of mules.

It will take the better part of a day to travel from Apple Lane to Asborn’s Stead. There they can get hospitality with Asborn Thriceborn who welcomes the enemies of King Blackmor. At Asborn’s Stead, Gringle will present the heroes with one of the Three Treasures.



CONSEQUENCES

Although King Blackmor takes no immediate action against the heroes (unless they killed several of his kinsmen), they have earned his anger. The king swears that next time they cross his path, they shall regret it.

Erianda, Darsten and a company of Lunar soldiers return to Apple Lane to find Gringle's Pawnshop deserted and largely empty. The frustrated soldiers burn down the Pawnshop and ransack the hamlet. Later, the hamlet is assigned to Brutus, a retired Lunar soldier. Only the Uleria priestesses remain.

Erianda vows vengeance against the heroes and continues to seek the Halfbird's Eye. If the heroes have it, they will have a relentless foe that makes life miserable for them and their clan in the years to come. Darsten Black Oak is humiliated by the heroes' actions and also vows vengeance.

The heroes have likely also made allies. Gringle, Asborn, and Piku are all potentially useful allies in the developing Colymar Campaign.

NARRATOR'S INFORMATION

The Three Treasures are unique magical items that the Narrator can do with as he desires in his campaign. Ideally they should be a source of future scenarios exploring the secrets of Glorantha.

THE EYE OF THE HALFBIRD

The Eye of the Halfbird is part of the mortal remnants of that remarkable bird. It allows the possessor to look into the Otherworld when he is in this World and into the Middle World when he is in the Otherworld. The Halfbird greatly desires his mortal eye and would offer much for its return.

THE LEAD GRIMOIRE

This grimoire is a very ancient scroll sealed with lead bulla. The lead bulla bears a strange symbol of three arrows each pointing outward and joined in the center – the Rune of Arkat. The scroll dates from the Second Age and contains cryptic sorcerous secrets of Arkat. It is written in the Western script.

THE IRON CARDINAL EGG

The iron egg is mislabeled as a cardinal's egg – it is from a great sacred bird of Rinliddi. With the right preparation it hatches a chick - made of iron yet still capable of flight. What other abilities it might have as it grows is up to the Narrator.

SARTAR: KINGDOM OF HEROES

This *HeroQuest* Supplement will be available in the Fall of 2009 from Moon Design Publications. The Sartar Book contains everything you need for a Gloranthan *HeroQuest* campaign set amongst the storm-worshipping tribes of the Kingdom of Sartar:

- How to create Sartarite characters and clans using the *HeroQuest* rules
- Expanded rules for Rune Magic in *HeroQuest*
- The magic and religion of the Sartarites (with complete cult writeups of Orlanth, Ernalda, Humakt, Urox, Chalana Arroy, Issaries, Lhankor Mhy, Elmal and Yinkin)
- A guide to Sartarite myths and the powerful magical adventures called Heroquesting
- Background information about the Kingdom Sartar and its peoples
- An epic campaign arc that will put your characters in the middle of the magical wars that will determine the fate of the Kingdom of Sartar.

Discover more at: www.glorantha.com

