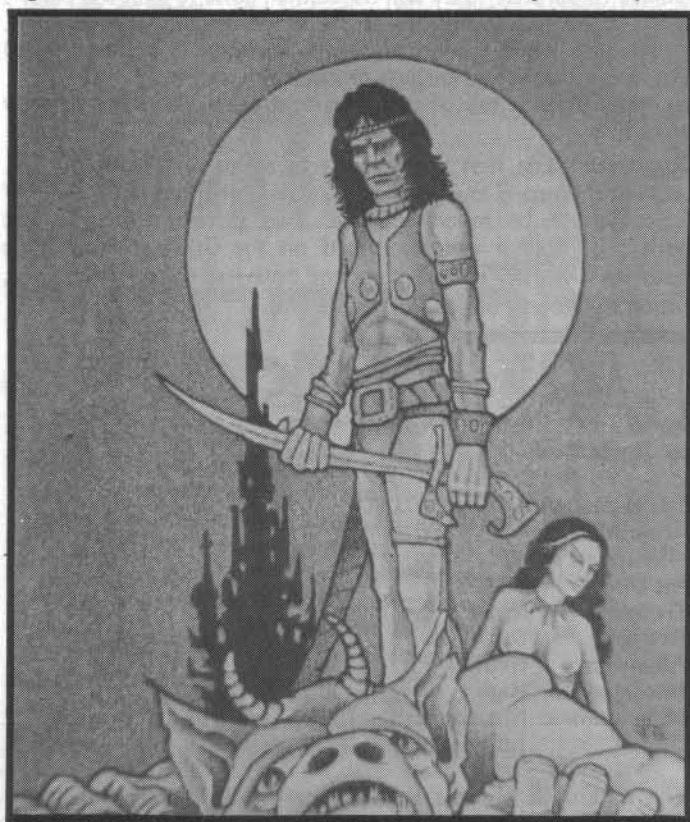


JORTHAN'S RESCUE

a **Runequest** mini-scenario

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INTRODUCTION

This adventure takes place somewhere in the hills off the trail between Boldhome and Pavis Rubble. The rich noble Jorthan was captured by trollkin, who demand a ransom of 5,000 lunars. His wife, Ilessa, has hired the party to rescue him. She will pay 2,000 lunars for his safe return, or 1,000 lunars for his body.

START

Approach to the trollkin lair is through rolling hills from the east. To the right is a burnt out ruin, about a month old, another burnt out ruin to the left, both partway up their respective hills, and between them is a spikewall of pointed logs about a decimeter in diameter, two meters tall, and with 3 decimeter spacing between the logs. There is a two meter gap in this wall, on the left side. The trollkin main house is barely visible through the wall. Unless the party detect hidden object successfully, they will not see the trollkin guardposts (A & B) on the two hills. If they go through this wall, both will attack at once. If they go round to either side, the guards on that side will attack at once, followed ten rounds later by the others. Roll 1D6; on a roll of 1 someone was smart enough to run to the main house for help. The occupants of the guardposts are:

POST A:

TEENY

RACE: Trollkin	SEX: Male	L	2/4	R
STR: 8; INT: 12; POW: 15;		2/3	2/5	2/3
CON: 10; DEX: 14; CHA: 10; SIZ: 6			2/4	
MOVE: 5		2/4		2/4
DEFENSE BONUS: 20%				TOTAL HPS 10
WEAPONS:				

DH Spear: SR3; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
 Sling: SR1; Dam: 1D8; Att: 15%
 SPELLS: Disruption; Healing 1
 ABILITY: Hear Noise 35%

TINY

RACE: Trollkin	SEX: Male	L	2/3	R
STR: 12; INT: 8; POW: 8;		2/2	2/4	2/2
CON: 8; DEX: 12; CHA: 10; SIZ: 7			2/3	
MOVE: 5		2/3		2/3
DEFENSE BONUS: 5%				TOTAL HPS 8
WEAPONS:				

DH Spear: SR3; Dam: 1D10+BV2; Att: 30%; Par: 30%; HP: 15
 1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 25%; HP 15
 SHIELD:
 Small: Par: 20%; Arm Pts: 8
 ABILITY:
 Hear Noise 30%

POST B:

UGLY

RACE: Trollkin	SEX: Male	L	1/4	R
STR: 16; INT: 13; POW: 13		1/3	1/5	1/3
CON: 10; DEX: 13; CHA: 3; SIZ: 9			1/4	
MOVE: 5		1/4		1/4
DEFENSE BONUS: 10%				TOTAL HPS 10
WEAPON:				

1H Spear: SR5; Dam: 1D6+1; Att: 35%; HP 15
 SHIELD: Medium; Par: 40%
 SPELLS: Fireblade (4)
 ABILITY: Hear Noise 40%

NERFLE

RACE: Trollkin	SEX: Male	L	2/4	R
STR: 10; INT: 9; POW: 12		2/3	2/5	2/3
CON: 11; DEX: 10; CHA: 12; SIZ: 10			2/4	
MOVE: 5		2/4		2/4
WEAPONS:				TOTAL HPS 11

Short Sword: SR6; Dam: 1D6+1
 Main Gauche: SR7; Dam: 1D4+1
 DH Spear: SR3; Dam: 1D10; Att: 35%; Par: 30%; HP15
 ABILITY: Hear Noise 30%

POST C:

SNERD

RACE: Trollkin	SEX: Male	L	3/5	R
STR: 10; INT: 10; POW: 4		3/4	3/6	3/4
CON: 15; DEX: 14; CHA: 9; SIZ: 9			3/5	
MOVE: 5		3/5		3/5
WEAPONS:				TOTAL HPS 11

DH Spear: SR5; Dam: 1D10; Att: 15%;
 Par: 20%; HP: 15
 Light Mace: SR8; Dam: 1D6; Att: 15%; HP10
 Sling: SR2; Dam: 1D8; Att: 25%
 SHIELD: Small; Par: 25%; Arm Pts: 8
 SPELL: Countermagic 1
 ABILITY: Hear Noise 25%

SNOFF

RACE: Trollkin	SEX: Male	L	3/5	R
STR: 11; INT: 11; POW: 7;		3/4	3/6	3/4
CON: 13; DEX: 14; CHA: 8; SIZ: 10			3/5	
MOVE: 5		3/5		3/5
DEFENSE BONUS: 5%				TOTAL HPS 13
WEAPONS:				

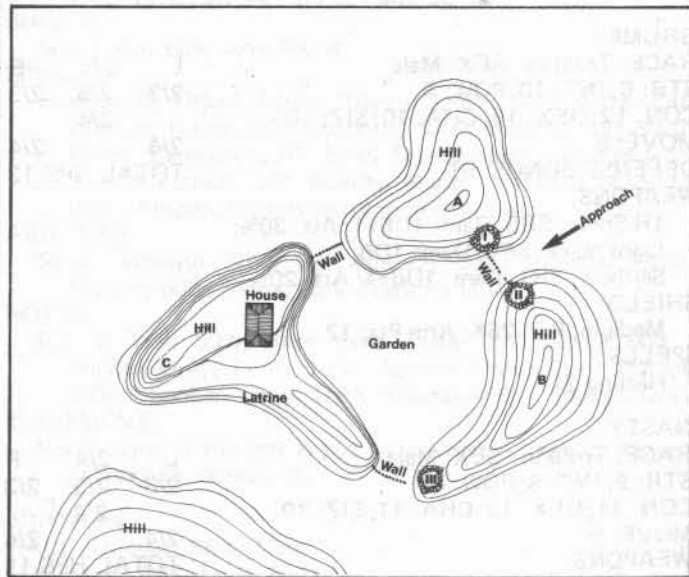
DH Spear: SR4; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
 Light Mace: SR7; Dam: 1D6; Att: 30%; HP: 10
 Sling: SR1; Dam: 1D8; Att: 30%
 SHIELD: Small; Par: 30%; Arm Pts: 8
 SPELL: Disruption
 ABILITY: Hear Noise 30%

The trollkin main house is a two storey, greenwood building partially set into the hillside. It has only one door, and its

only windows are arrowslits. It has a roof of sunhardened clay tile.

Jellessa's party (see Room 7) raided the trollkin bandits a month ago, and all but she were killed. In ruin I lurks her once-bound 10 point, INT 7 spirit waiting to possess a body. It knows *mobility* and *xenoheal* 2.

All three ruins (I, II, and III) contain burned bones of both humans and trollkin.



TROLLKIN MAIN HOUSE

Room 1: Only entrance to house. There are stairs going up and down, and two obvious doors, one on N wall and one on W wall. The door is wood bound in bronze, and can be barred, but isn't. It contains Sleepy the trollkin guard, whose spear is leaning on the door. It will fall and wake him if door is opened. Also, any noise in this room will travel up and down stairs, alerting the others. The trollkin upstairs will wait for arrow shots before charging down (they're on guard duty upstairs), but the ones downstairs will come running. Also in this room are Angry and Balky, the mules, with 4 saddlebags and 15m of rope.

SLEEPY

RACE: Trollkin SEX: Male L 2/6 R
STR: 12; INT: 12; POW: 16; 2/5 2/7 2/5
CON: 16; DEX: 16; CHA: 12; SIZ: 9 2/6
MOVE: 5 2/6 2/6
DEFENCE BONUS: 5% TOTAL HPS 16
WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 35%; Par: 30%

1H Spear: SR5; Dam: 1D6+1+BV2; Att: 35%; Par: 30%

SPELL:

Countermagic 1

ANGRY

RACE: Mule L -/4 R
MOVE: 12 -/4 -/5 -/4
DEFENCE BONUS: 10% -/4
WEAPON:: -/4 -/4
Kick: SR7; Dam: 2D6; Att: 25%; TOTAL HPS 12

NOTES:

Will kick only if approached rapidly.

BALKY

RACE: Mule L -/4 R
MOVE: 12 -/4 -/5 -/4
DEFENCE BONUS: 10% -/4
WEAPON: -/4 -/4
Kick: SR7; Dam: 2D6; Att: 25% TOTAL HPS 12

NOTES:

Will kick only if approached rapidly.

Room 2: The eating room. Contains the dark troll Shamus, leader of the trollkin, and Clumsy and Thinker, both trollkin.

Shamus and Thinker are talking, and Clumsy is cooking. There are several tables and a stove with a meal started. There are two heavy crossbows at the arrowslits in this room, detachable. There is some chance they will hear a disturbance in the other room; they notice on a roll of 1 on a D6 when the party first enter, and on a roll of 1-3 when the trollkin run up from the basement.

SHAMUS

RACE: Dark Troll SEX: Male L 4/6 R
SOCIAL CLASS: Bandit Chief 6/5 6/7 6/5
STR: 15; INT: 15; POW: 18; 6/6
CON: 15; DEX: 14; CHA: 16; SIZ: 15 6/6 6/6
HANDEDNESS: Right TOTAL HPS 17
MOVE: 6
STRIKE RANK BASE: 3(1 SIZ + 2 DEX)
DEFENCE BONUS: 0%

WEAPONS:

Maul: SR4; Dam: 2D8+1D4; Att: 50%; Crit: 2%; Par: 40%; HP: 15; Fum: 98+%

Heavy Mace: SR6; Dam: 1D8+1D4; Att: 30%; Crit: 1%; Par: 20%; HP: 20; Fum: 97+%

Heavy Crossbow: SR2; Dam: 1D12; Att: 30%; Crit: 1%; Fum: 7%

SHIELD:

Medium; Par: 30%; Arm Pts: 12

SPELLS:

Bludgeon 2; Countermagic 2; Detect Gold 1; Glamour 2; Multimissile 2; Speedart 2; Healing 2

ABILITIES:

Sense Ambush 50%; Set Ambush 65%; Eval. Treas. 50%; Oratory 50%

NOTES:

Speaks Sartar 30%; Lunar 30%; Pavis Trade 50%

EQUIPMENT:

Has a 2pt power crystal and 4 wheels in his pocket; wearing scalemail and padding and an open helm.

THINKER

RACE: Trollkin SEX: Male L 1/4 R
STR: 11; INT: 16; POW: 12 1/3 1/5 1/3
CON: 11; DEX: 12; CHA: 14; SIZ: 10 1/4
MOVE: 5 1/4 1/4
WEAPONS: TOTAL HPS 11

Carving Knife: SR7; Dam: 1D6; Att: 25% HP: 10

Club: SR6; Dam: 1D6; Att: 30%; HP: 20

Thrown Plate: SR3; Dam: 1D2; Att: 20%

SHIELD:

Small (Chair): Par: 15%; Arm Pts: 5

SPELLS:

Healing 4; Darkwall; Disruption

NOTES:

Speaks Pavis Trade 60%; Storm Tongue 40%

CLUMSY

RACE: Trollkin SEX: Male L 1/4 R
STR: 12; INT: 12; POW: 8 1/4 1/5 1/3
CON: 11; DEX: 3; CHA: 15; SIZ: 8 1/4
MOVE: 5 1/4 1/4
WEAPONS: TOTAL HPS 10

Meat Cleaver: SR6; Dam: 1D8; Att: 15%; HP: 15

Pot Full of Stew: SR3; Dam: 1D6; Att: 20%;

Thrown Pan: SR3; Dam: 1D6; Att: 15%

SHIELD:

Small (Pot): Par: 15%; Arm Pts: 5

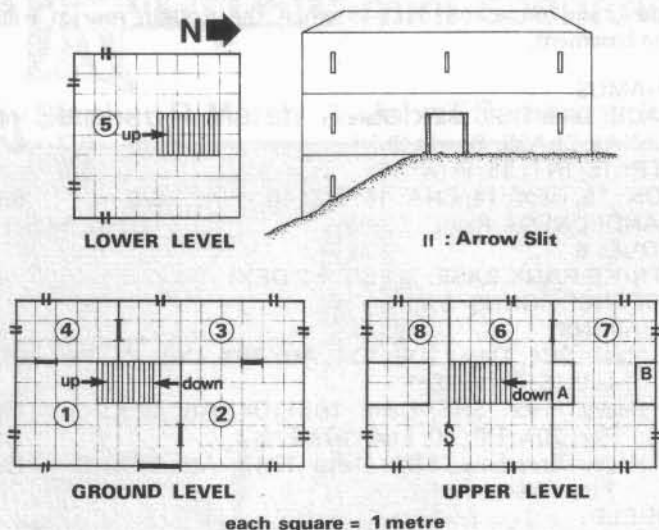
SPELL:

Glamour

Room 3: Storeroom. Its arrowslits are fastened shut. It contains weak beer and mouldy bread and cheese. Half a goat is also here. There are some half-fledged arrows at the south end, and at the middle of the west wall is a sack, half empty, of seed grain worth 10 lunars a kilo. There are 20 kilos salvageable.

JORTHAN'S RESCUE

TROLLKIN MAIN HOUSE



Room 4: Strawroom for mules. A dark, dank room with a pile of loose straw and some horseshoes. A very small gorp hides in the straw: 10 hit points, 9 power points, does 1D6/hit.

Room 5: Common sleeping room for the trollkin. Contains Winner, Loser, and Fool, who are gambling with dice worth 5 lunars, and have 50 lunars in piles on the middle of the floor. There are 3 selfbows and 60 arrows racked on the walls, but no armour. It is a semi-basement to house.

WINNER

RACE: Trollkin SEX: Male L 1/4 R
STR: 13; INT: 14; POW: 9 1/3 2/5 1/3
CON: 12; DEX: 12; CHA: 10; SIZ: 13 2/4
MOVE: 5 1/4 1/4
DEFENSE BONUS: 5% TOTAL HPS 12

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 15%; Par: 20%; HP: 15
Shortsword: SR7; Dam: 1D6+1; Att: 30%
Selfbow: SR3; Dam: 1D6+1; Att: 25%

SHIELD:

Medium: Par: 20%; Arm Pts: 12

SPELLS:

Healing 1; Padding (2)

LOSER

RACE: Trollkin SEX: Male L 1/4 R
STR: 10; INT: 6; POW: 15 1/3 2/5 1/3
CON: 11; DEX: 13; CHA: 12; SIZ: 10 2/4
MOVE: 5 1/4 1/4
DEFENSE BONUS: 5% TOTAL HPS 11

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 25%; Par: 20%; HP: 15
Shortsword: SR7; Dam: 1D6+1; Att: 15%
Selfbow: SR2; Dam: 1D6+1; Att: 20%

SHIELD:

Medium; Par: 20%; Arm Pts: 12

SPELLS:

Countermagic 1

FOOL

RACE: Trollkin SEX: Male L 1/4 R
STR: 11; INT: 4; POW: 11 1/3 2/5 1/3
CON: 11; DEX: 11; CHA: 11; SIZ: 11 2/4
MOVE: 5 1/4 1/4
DEFENSE BONUS: -10% TOTAL HPS 11

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 20%; HP: 15
Shortsword: SR7; Dam: 1D6+1; Att: 20%;

Selfbow: SR3; 1D6+1; Att: 10%

SHIELD:

Medium: Par: 30%; Arm Pts: 12

Room 6: Guardroom upstairs in middle of upper floor. Contains Grumpy, Nasty, and Wimpy, all trollkin, with selfbows. They are on guard duty, and occasionally look out the arrowslits on each side. They will stay upstairs guarding the prisoners unless things get bad downstairs.

GRUMPY

RACE: Trollkin SEX: Male L 2/4 R
STR: 9; INT: 10; POW: 9 2/3 2/5 2/3
CON: 12; DEX: 16; CHA: 10; SIZ: 10 2/4
MOVE: 5 2/4 2/4
DEFENSE BONUS: 5% TOTAL HPS 12

WEAPONS:

1H Spear: SR5; Dam: 1D6+1; Att: 30%;
Light Mace: SR6; Dam: 1D6
Selfbow: SR1; Dam: 1D6+1; Att: 20%

SHIELD:

Medium; Par: 25%; Arm Pts: 12

SPELLS:

Healing 2

NASTY

RACE: Trollkin SEX: Male L 2/4 R
STR: 9; INT: 9; POW: 4 2/3 2/5 2/3
CON: 11; DEX: 15; CHA: 11; SIZ: 10 2/4
MOVE: 5 2/4 2/4
DEFENSE BONUS: 5% TOTAL HPS 11

WEAPONS:

1H Spear; SR5; Dam: 1D6+1; Att: 30%
Light Mace: SR6; Dam: 1D6
Selfbow: SR2; Dam: 1D6+1; Att: 25%

SHIELD:

Medium: Par: 20%; Arm Pts: 12

SPELLS:

Countermagic 1

WIMPY

RACE: Trollkin SEX: Male L 2/4 R
STR: 7; INT: 7; POW: 4 2/3 2/5 2/3
CON: 12; DEX: 12; CHA: 9; SIZ: 9 2/4
MOVE: 5 2/4 2/4
DEFENSE BONUS: 5% TOTAL HPS 12

WEAPONS:

1H Spear; SR5; Dam: 1D6+1; Att: 30%; Par: 25%
Light Mace: SR6; Dam: 1D6
Selfbow: SR3; Dam: 1D6+1; Att: 20%

SHIELD:

Medium: Par: 25%; Arm Pts: 12

SPELLS:

Countermagic 1

Room 7: Prisoner room. Door is trapped with deadfall with spikes, 40% chance of hit @2D4. Hits first one through; if party open door and wait a bit, it will fall without hitting anyone. Location %: D10: 1-2 L Arm, 3-5 Head, 6-7 R Arm, 8 Chest, 9 L Leg, 10 R Leg. Jorthan is tied to bed A. His flail and other property are in a pile next to it. Jellessa is on bed B; she is drugged and will sleep for 12 hours. She will teach +5% riding free to party if escorted to the pure horse (bastard) tribe. Hidden under bed A is a flask of 3 doses of blade venom 2, and under bed B a sack with 40 wheels, under a flagstone in floor. Jellessa's broadsword and other property are in a pile next to bed B.

JELLESSA TIGERBANE

RACE: Human SEX: Female L -/6 R
SOCIAL CLASS: Barbarian -/5 -/7 -/5
NATION & CULTS: Pure Horse Tribe; -/6 -/6
Rune Priestess of Waha the Butcher
STR: 16; INT: 14; POW: 19; TOTAL HPS 16
CON: 16; DEX: 17; CHA: 17; SIZ: 8
HANDEDNESS: Right
STRIKE RANK BASE: 3(2 SIZ + 1 DEX)
DEFENSE BONUS: 20%

WEAPONS:

Lance: SR4; Dam: 1D10; Att: 70%; Crit: 3%; Imp: 17%
 HP: 15; Fum: 99+%

Halberd: SR3; Dam: 3D6; Att: 50%; Crit: 2%; Imp: 12%
 Par: 50%; HP: 12; Fum: 98+%

Broadsword: SR5; Dam: 1D8+1; Att: 60%; Crit: 3%;
 Par: 30%; Fum: 98+%

Selfbow: SR1/7; Dam: 1D6+1; Att: 60%; Crit: 3%;
 Imp: 15%; Par: 5%; HP: 6; Fum: 98+%

SHIELD:

Small: Par: 60%; Arm Pts: 8

SPELLS:

Healing 6; Dispel Magic; Dispel Spirit; Demoralize; Disruption; Harmonize; Glamour; Spirit Binding; 1Pt Small Water Elemental; 1Pt Small Salamander (from Oakfed); 3Pt Divination; 3Pt Modify Moon (Makes it equal to dark of moon; returns weres to human form.)

ABILITIES:

Sense Ambush 50%; Set Ambush 50%; Climbing 30%; Oratory 60%; Riding 85%; Tracking 50%;

NOTES:

Follow Trail 50%; Read Pavis Trade 90%; Sartar 60% - Spoken Only; Lunar 15% - Spoken Only; Spirit Tongue 60% - Spoken Only; Dark Tongue 10% - Spoken Only

EQUIPMENT:

Her armour, if she gets it put on, is cuirbolli with one point of padding: Armour 4.

JORTHAN

RACE: Human SEX: Male L -/5 R
 SOCIAL CLASS: Lunar Noble -/4 -/6 -/4
 STR: 14; INT: 16; POW: 12 -/5
 CON: 14; DEX: 12; CHA: 12; SIZ: 14 -/5 -/5
 HANDEDNESS: Right TOTAL HPS 15
 STRIKE RANK BASE: 5(2 SIZ + 3 DEX)

WEAPONS:

Greatsword: SR6; Dam: 2D8+1D4; Att: 50%; Crit: 2%;
 Par: 50%; HP: 15; Fum: 98+%

1H Spear: SR6; Dam: 1D6+1+1D4; Att: 50%; Crit: 2%;
 Imp: 12%; Par: 20%; HP: 15; Fum: 98+%

Curved Flail: SR8; Dam: 1D8+1D4; Att: 50%; Crit: 2%;
 Par: 20%; HP: 12; Fum: 96+%

SHIELD:

Medium: Par: 50%; Arm Pts: 12

SPELLS:

Healing 4; Countermagic 3; Glamour; Disruption; Blade-sharp 2

ABILITIES:

Eval. Treas. 80%

NOTES:

Speaks Lunar 95%; Dark 40%; Pavis Trade 60%;
 Alchemist Associate; Guild Member. Is member of a trade family — they have a royal franchise.

EQUIPMENT:

His armour, if he gets it put on, is ringmail with one point of padding: Armour 5.

Room 8: Shamus's private quarters. The door is concealed, but poorly; +15% on detect hidden object. It contains a large bed, a decorative club, an extra coat of scale armour, a small brazier with warm coals, clothing, etc. It also contains Stilletto, the ogre who is Shamus's lover, and the brains of the outfit. She is wearing a necklace worth 600 lunars, and has a 2-point power crystal.

Hidden under loose flagstones in the floor are a flask with a sleeping drug (for mixing with victim's food), 2D4 doses good for 12 hours each, and a chest containing a snake (12 HP, 30% bite 1D4+1D6 blade venom, SR10, 30% defense) guarding 68 wheels and 3,200 lunars.

STILLETTO

RACE: Ogre SEX: Female L 5/6 R
 STR: 15; INT: 17; POW: 18; 5/4 5/7 5/4
 CON: 14; DEX: 16; CHA: 16; SIZ: 13 5/6
 HANDEDNESS: Right 5/6 5/6
 MOVE: 7 TOTAL HPS 16

STRIKE RANK BASE: 3(2 SIZ + 1 DEX)

DEFENSE BONUS: 0%

WEAPONS:

DH Club: SR5; Dam: 1D12+1D4; Att: 30%; Crit: 1%;
 Par: 30%; HP: 20; Fum: 97+%

Long Dagger: SR6; Dam: 1D6+1D4+BV2; Att: 50%; Crit: 2%;
 Imp: 12%; Par: 30%; HP: 15; Fum: 98+%

SHIELD:

Small: Par: 30%; Arm Pts: 8

SPELLS:

Bladesharp 2; Detect Enemies 1; Disruption 1; Healing 5; Shimmer 2

NOTES:

Speaks Sartar 10%; Lunar 30%; Pavis Trade 60%; Alchemist Skill is blade venom 2; natural skin armour 5 is her chaotic power, plus dismiss elementals.

EQUIPMENT:

Has a 2 point power crystal, a necklace worth 600 lunars and a wheel and 50 lunars.

Wants to join cacodemon cult.

Has a vial of 3 doses of blade venom 2.

She wears no armour, and looks harmlessly unprotected (aside from her weapon).

ALTERNATIVE MAP FOR JORTHAN'S RESCUE SCENARIO

Or, 'How to run the same scenario twice with some of the same people and get away with it.'

This is set up to eliminate the initial fight with the trollkin guards in the first version, but to provide for two fights, one going in and one going out. The party gets a chance to sneak in and overcome Sleepy, the guard in the first cavern (Room 1 in the scenario key). If they fail, he'll flee in either direction (choose randomly), and the party can either chase him and take on the trollkin on that side only, or go the other way and get trapped between the trollkin on the side they went to and those on the other side, returning with Sleepy to deal with the invaders. Assuming the party is smart and chase Sleepy, they will fight their way into the first cave (5 or 9), which are trollkin sleeping rooms, each of which has three trollkin in (5 as described in the scenario, 9 with the first three from the guardposts). When the fight starts there, the inhabitants of the next room will come in (2 as described in the scenario, 3 as in the scenario, except it contains Stilletto and the remaining three trollkin from the guardposts). Note that rooms 2 and 3 have secret doors leading to room 8, which is Shamus's sleeping room as described in the scenario. Room 7 is the prisoners' room, as described in the scenario, with a door on each end that the party can open with the keys that Shamus and Stilletto have, or must force open. After the party has rescued the prisoners, they can go out the other door, or back the way they came (which is more likely). If they keep going, they will run right into the other half of the bandits. If they go back out the way they came, they will have to fight their way out of room 1, which will then have the rest of the bandits in it, trying to figure out what happened to Sleepy.

