

# Wergild Worries

By A G Den

## Preface

This is a short, hack and slash, type Rune Quest adventure for up to seven characters. It is suggested that characters are well skilled in the use of a few close combat techniques and weapons before embarking on this adventure.

The premise of this adventure relies pretty heavily on characters having little money or barter goods on their person. If this is not the case, it is suggested that the GM either adjust wergilds or remove character savings before starting.

Access to Monster Coliseum may be beneficial when running this adventure, but is not critical to its success.

## Setting

This adventure takes place on the isle of Valornes - a large heavily forested northern island. Valornes takes its name from a small coastal kingdom, located in the southwestern most point of the island. The kingdom is the least vestige of civilisation brought to the island by the Valatians, two centuries earlier.

Barbarian tribes, who are often at war with each other, populate the rest of the island. They have been known to

make loose alliances against a common enemy, such as when they gathered to turn back the tide of civilisation, encroaching from the civilised kingdom.

In some ways, Valornes can be likened to ancient Ireland, in the time of the Ulster cycle. In fact, certain aspects of this adventure are taken from Celtic Mythology.

This adventure takes place in summer.

## Enter the Heroes

The party should already be together, travelling through the forest reasons for their travel could be:

- They have heard talk of a battle brewing between two feuding tribes and wish to sell their swords.
- They are returning to their clan for a visit.
- They are on the run.
- They have no food and are hunting for survival.

## Scene 1 - The Beast

It has been raining non-stop for three days, drenching the forest trees to the point that their canopy offers little shelter. The party is tired, cold and wet. Although only a heavy drizzle, they are soaked through. Night has fallen and they have set up camp, trying their best to dry out and get some warmth back into their bodies as they huddle around a meagre fire, which threatens to sputter out with each gust of wind.

Any trail provisions, which have not been wrapped in oilskin or such to keep them dry, have by now been ruined. The hunting has been non-existent in the rain. The wind picks up as they retire, eventually succeeding in extinguishing the fire. No amount of sodden wood piled on the fire will bring it back.

GM should make a listen roll for whomever is on watch. Either they hear the sound of something creeping up on them or not. It will make little difference. The beast will attack if confronted, or will try and drag a sleeping party member away, surely waking them and thereby raising the alarm in the process. This event should happen in the early morning, around two hours before sunrise.

#### Shoggy Beast (Bestialis slàine)

The shoggy beast is derived from a Slàine story in a comic called 2000AD. It is a large, humanoid shaped hairy beast with the head of a warthog and a rapacious hunger for flesh.

Many people confuse shogginess with lycanthropy due to the nature in which a normal person can change into a raging beast. In fact, shogginess the result of a shoggy spirit overcoming that of a mortal. The most common cases of shogginess usually come forth in humans, due to their relatively weak will, although other humanoid creatures have been known to be affected.

During the day a person affected by shogginess shall be in their normal form and have their own mind. Most will not even have a recollection of what they do in their shoggy form at night. They revert to the shoggy beast when the sun sets as a rule, although, if the shoggy spirit is greatly weakened, it may not choose to do so.

#### Shoggy Beast

Characteristics	Average		
STR 3D6 + 8	20-22	Move	5
CON 1D6 + 12	15-16	Hit Points	17
SIZ 2D6 + 6	13	Fatigue	30
INT 2D6	7		
POW 3D6 + 6	22-23		
DEX 3D6	10-11		
APP 1D6 + 2	3-4		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	1/5
L Leg	05-08	04-06	1/5
Abdomen	09-11	07-10	1/7
Chest	12	11-15	1/7
R Arm	13-15	16-17	1/4
L Arm	16-18	18-19	1/4
Head	19-20	20	1/5

WeaponSR	Attack %	Damage
Claw 5	40 + 5	1D8 + 2
Bite 8(3)	35 + 10	1D6 + 1D4(1D8 + 1D6)

Notes: The shoggy beast can claw and bite in the same round. If however it has a successful claw, it may try to grapple its victim. To break free, the victim must overcome the beasts STR with his own STR. If the victim cannot break free, the beast gets an automatic bite the following round, see figures in brackets. The beast will die like any normal animal. (See appendix for more details about the nature of shogginess). The statistics above are for a human host. As a general rule of thumb, the beasts STR should be  $\pm$  10 points greater than the average for its host.

Skills: Sneak 30-3, Scan 50-1, Search 40-5, Track 50-1

Armour: 1 point fur.

Should the GM not wish to use the Shoggy beast, a Werewolf or other lycanthrope could be substituted.

The beast will hopefully be killed. Once it dies, it will revert to its human form. It is a human male, around 18 years of age. He is well muscled and handsome, with a main of dark auburn hair. He is naked, bar a reasonably well crafted

gold torc around his left arm and a gold ring set with a sapphire on the middle finger of his right hand - a symbol of noble birth on Valornes (the party should know this fact). A swirling tattoo adorns his right arm.

Not long after the battle is over, male voices are heard, calling out. They appear to be nearby and a successful scan roll will reveal numerous armed men walking amongst the trees in the direction of the camp.

It is suggested that the GM ensure that the party does not run at this point, they need to come in contact with the searchers.

When the strangers come across the party, all is not well. They will instantly recognise the corpse of the slain shoggy beast (now in human form) as that of their chieftains' son, Mulrin.

By the look of them, they are hardened warriors, well armed with an assortment of battle axes and bastard swords. Most carry shields, wear either scale or ringmail byrnies and iron helms. They outnumber the party three to one.

Clearly the party has killed the son of their chieftain. As such, the warriors will place them under arrest, taking their weapons and escorting them to their village, less than a kilometre away. They are of the Clan Kannaer.

Should the party stupidly attempt to fight their way out, refer to the statistics for an average Kannaer warrior below. Remember that the

party will be outnumbered three to one, thus if the party numbers four, the Kannaer will number twelve.

#### Kannaer Warrior

Characteristics	Average	
STR 3D6	13	Move 3
CON 3D6	13	Hit Points 14
SIZ 2D6 + 6	14	Fatigue 26
INT 2D6 + 6	14	
POW 3D6	21	
DEX 3D6	12	
APP 3D6	10	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/5
L Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	5/7
Chest	12	11-15	5/7
R Arm	13-15	16-17	2/4
L Arm	16-18	18-19	2/4
Head	19-20	20	8/5

Weapon	SR	Attack %	Damage	PARR %	PTS
Bastard			1D10 +		
Sword	7	45 +15	1D4 +1	25 + 1	12
Buckler	8	15	1D4	35 + 10	8
Pole Lasso	5	47 + 5	-	-	4

While some warriors will engage the party, others will attempt to capture them with their pole lassoes. At all times they will try to dissuade the party from attacking, stating that their lawgiver must decide their punishment. Should Mulrin's torc and ring already have been looted by the characters, the warriors will insist the items are returned.

The main idea is to get the party to the Kannaer village in one piece.

\*

Upon arrival at clan Kannaers village, the party will be placed under oath that they will not attempt to escape. (Oath breaking is one of the most heinous offences on Valornes and any

warrior with honour would never consider such an action.) Should anyone refuse to take the oath, they will be locked in a storeroom with no windows and a guard placed at the door.

While not pleased with what the party has done, the clan does not meet them with open hostility, rather a very reserved welcome. They are given food and mead and allowed to wander the village until the hearing, which will occur that night, when all are gathered to bear witness.

Any attempt to discuss the hearing, or to mention that Mulrin had gone shoggy will be ignored, or if a character persists, will be rebuffed with mild violence, such as a well-placed punch.

It is clear that Mulrin was much loved; his father is visibly distraught, weeping openly at the sight of his son's corpse.

A map of the village is available in the appendix. There is not much to see or do, the rain keeping all but the warriors and a few hunters indoors.

The village is a bit run down. Clan Kannaer has been experiencing some hard times. The chieftains' son is not the first to have died. Other clansmen have been found slain and mutilated and two maidens have simply disappeared.

\*

That evening, a council meeting is called. The party is presented to the

lawgiver, an elderly man, whose name (Walkura), is known in many parts of Valornes. He is reputed to be very wise and fair, one of the best lawgivers in many years.

A successful world law (x 2) or law speaking (x 5) check will allow party members to recognise Walkura.

Walkura will listen to the testimony of the warriors, how they were bid to search for Mulrin by the chieftain, who feared that the same fate which befell his kinsmen, may have befallen his son when he did not return from hunting.

The characters are likely to try and explain the situation. It is likely that they will mention how Mulrin appeared to them as a Shoggy Beast and attacked them, unprovoked.

Walkura the Lawgiver will listen to all testimonies regarding the events that resulted in the demise of Mulrin. Though some of the warriors may embellish a bit, most speak the truth of what they did and did not see. They did see the party standing over a dead Mulrin with blooded weapons; they did not see Mulrin as the Shoggy Beast.

The lawgiver is a wily old man and will not be easily conned or fast-talked. Having considered all the facts including local folklore of the Shoggy Beast, he will give his ruling:

"I do not think you (the party) killed Mulrin with ill intent in your hearts and it is probable that he did attack you while overcome by the baneful glamour of the beast. Yet the facts

stand that you did kill the chieftains only son and for that you must pay."

"Clan Kannaer's bull died during the winter. The clan is poor and cannot afford to buy a new bull. Rather than make you pay a wergild in coin, I task you with capturing a very special animal to put fire into the clans cows and sire string offspring."

"I speak of an atheling beast known well in these parts as the Ooster. You are tasked with capturing the Ooster and bringing it here. This task done, your wergild shall be considered paid. Will you swear an oath to do so?"

Oaths are taken very seriously on Valornes. One does not take an oath lightly and breaking an oath will leave someone branded for life as an oath breaker. Many consider being named an oath breaker a fate worse than death.

With judgement made and a wergild proscribed, there is little the party can do to extricate themselves from situation they find themselves in. Once they take an oath to retrieve the Ooster, they will be made welcome in the hall. Food and ale will be made available and while a far cry from a full feast, it is nourishing enough.

If they ask about the Ooster they will be told that it is an aurochs of great size and power. Most cattle on the island are of a hairy, large breed which has more than a bit of aurochs blood running through their veins and will breed true with aurochs.

## Scene 2 - The Hunt

Certain mundane equipment (such as rope etc) is available in the village at normal prices. The village smith packed up and left a year before, but his smithy remains and is free to be used by anyone skilled.

When the party is ready to set out, a boy will take them to where the Ooster was last spotted, which is about a days trek through the forest and across the occasional field.

Aurochs are a reasonably rare sight on the island, with many having been hunted for food or captured for breeding with the local cattle. Successful animal law rolls should allow characters to know the basics of what an aurochs is and what it is capable of.

A successful tracking skill will soon have someone find the trail of a large bovine. The trail leads south, through some thick deciduous forest, which leads into some hilly country. Night is approaching and nothing has been sighted yet. Beneath the trees the night is extra dark. Fortunately it is not raining and is warm enough.

The following day fresh evidence of an aurochs passing can be found nearby. The trail is easy to follow and does not require any great skill in tracking as it meanders between trees for roughly a kilometre before ending at a grassy field.

The field is a roughly circular clearing in the forest, about five hundred

metres across. Near the opposite edge of the clearing is a massive bovine, munching on the lush green grass. The beast is definitely a bull. Long, pointy horns adorn its massive head and great muscles can be seen rippling below its summer coat.

Remember that the Aurochs must not be harmed during the process of its capture.

Aurochs (pl. Aurochs) - RQ Vikings GM Book p 17

This species of extinct wild cattle lived in Scandinavia until the Viking ages, when the last were killed by hunters. The second rune is named after this animal, "ur" which means strength. Aurochs were closely related to the wisent, or European bison, but were even larger. The singular of "aurochs" is "aurochs." A typical aurochs stood about 6 feet high at the shoulder and was over 10 feet long.

Hunting a couple of these enormous bulls in the presence of a king or jarl should provide action for an evening's game. The females have STR and SIZ of 3D6+32 instead of the characteristics given below.



#### Aurochs

Characteristics	Average	
STR 4D6 + 32	46	Move 9
CON 2D6 + 12	19	Hit Points 32
SIZ 4D6 + 32	46	Fatigue 63
INT 4	4	
POW 2D6	7	
DEX 2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
Rh Leg	01-02	01-02	6/9
Lh Leg	03-04	03-04	6/9
Hindquarter	05-07	05-09	6/14
Forequarter	08-10	10-14	6/14
Rf Leg	11-13	15-16	6/9
Lf Leg	14-16	17-18	6/9
Head	17-20	19-20	6/11

WeaponSR	Attack %	Damage
Charge 7	35 + 1	1D10 + 5D6
Trample 7	75	10D6 *

\* To downed foe only.

Skills: Smell Intruder 25 - 4%, Listen 25 - 4%

Armour: 6-point hide

Should the party subdue the aurochs, they will be approached by a number of warriors who have apparently been drawn by the sounds of the struggle.

The warriors are of Clan Balar and will want to know why the party is rustling their bull aurochs. The aurochs is indeed their bull and is not the legendary Ooster. Should the party lay claim to what they believe to be the Ooster, or mention that they are capturing the Ooster, they will be greeted with much good-hearted laughter. Someone may explain that "The Ooster is a far greater beast than this. Few have dared try to capture it and none have ever succeeded, or survived the attempt."

The leader of the Balar warriors - one Guran, will invite the party back to Kyr Balar (their village) to attend a feast

celebrating their chieftain's birthday. The party will be escorted in a friendly manner back to Kyr Balar should they agree. Should they choose to fight however, the Balar warriors will stand their ground while sending someone to call for assistance. Their statistics will be much the same as the Kannaer Warriors (see page III).

If the party does manage to subdue the Balar warriors and return to Kannaer with the Aurochs, they will be disappointed to find that they have indeed captured the wrong beast. Worse, kinsmen of the slain Balar will be eagerly searching for them to extract a wergild. (If found, they will be escorted back to Kyr Balar - see below for details of what may happen).

Assuming the party takes the peaceful option, they will be warmly greeted when they reach Kyr Balar.

Kyr Balar is more a town than a village. It is the home of the most powerful clan in the area and attracts many to its markets. The chieftain's birthday celebrations have resulted in an influx of revellers from nearby villages, who throng the town's busy streets. The party will be shown where the great hall is and advised that the feast will begin at dusk.

Guran will leave them to their own devices until then, bidding them mention his name to pass by the hall's guards.

The town has an outstanding market and most wares are available. Other areas of interest are a lively stock

market, a tattooist, who for the right price, can work a spell matrix enchantment into a tattoo of his creation and The Pit.

The Pit is a roughly circular, 4 meter deep hole sunk into the ground. Roughly 15 meters in diameter, it seems deeper due to the terraced benches which circle it. A loose wicker roof allows light in while supporting a solid candelabrum for the night time.

The pit gladiators fight non stop during market festival time. Many wagers are made and it is not uncommon for someone who cannot pay his debts to find himself in the pit, working his debts off - it is a custom for the crowd to toss coin or other small trinkets into the pit for the victories or popular to collect. In this way a gladiator may collect enough coin buy his way out, should he survive that long, that is.

Some sample gladiators are supplied in the appendix should the party desire to place a wager and "play" a gladiator.

\*

Fine ale and mead flow aplenty that night at the feast. The Balar chieftain - Häna is already in place, making merry with warriors and guests. He is large man with shaven head and a bushy red beard, whose bellows of mirth easily turn to a shout of rage as he cuffs a thrawl who clumsily spills ale when filling his horn.

A bull has been slaughtered and the hero's portion is jokingly proffered to the party, for their "heroic" capturing of the Balar Aurochs.

This is where events start getting interesting. It is necessary for one or all the characters to become involved in an argument. Possible catches could be:

- A local (Culloch The Meddlesome) takes issue with one (or more) of the players helping themselves to the hero's portion.
- Someone who recognises them from the trial at Kannaer proclaims them oath breakers.
- A fight erupts between other feasters and spills over, forcing the party to become involved.
- An enemy from the past is present and instigates a fight.

Whichever way the party is enticed to fight, steel must be drawn and someone must die or be at least severely injured. This accomplished:

Chieftain Häna takes great exception to the disruption of his feast. While the party may not be guilty of having started the fight, he deals with their killing/maiming one of his guests swiftly. They are arrested, their weapons and armour confiscated.

Häna in his wrath, declares that the party must pay a wergild for his slain/maimed guest.

#### Culloch The Meddlesome

##### Characteristics

STR	12	Move	3
CON	12	Hit Points	14
SIZ	15	Fatigue	24
INT	14		
POW	15		
DEX	12		
APP	10		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	1/6
Chest	12	11-15	1/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attack %	Damage	PARR %	PTS
Main Gauche	8	31	1D4+2	8	10
Broadsword	7	36	1D8+1	23	10

Culloch wears a soft leather tunic which covers his chest and abdomen.

There are two options here, if the party is relatively wealthy, he will say that they may not pay in money, but in deed. If they are not rich, they must pay in money.

Either way, the party is consigned to The Pit!

### Scene 3 - The Pit

The characters will be escorted to The Pit. A set of double doors leads into a room which is partitioned by wooden boards in which is set a sturdy, locked door. Their equipment, weapons and armour will be stored within the partitioned room.

A rough earthen ramp leads down from the other side of the room. It

turns back on itself and enters a T junction. The characters will be marched down one passage and forced into a cell.

The cell is about 5 by 5 metres. A slatted door is situated opposite the one they entered by. Through the door can be seen the arena.

The Pit is comprised of the arena which is a 4 meter deep hole sunk into the ground. Roughly 15 meters in diameter, the walls are of long boards, sunk vertically into the ground. They are planed smooth and offer little purchase. Seven doors are set in the pit wall. Three widely spaced and the other four close together.

The other doors apparently lead to other cells. The cells are roughly roofed and gaps provide the odd glimpse of the punters in the seating above.

It is up to the GM how The Pit combat can be played. The following sequence does not have to be strictly adhered to. While it is preferable to have the characters stripped down to the barest essential clothing (or naked!) it remains the GM's discretion to allow them armour and weaponry.

Note: The Pit is loosely based on the arena depicted in the opening scenes of Conan The Barbarian (Movie).

There are various other prisoners, professional gladiators and animals locked up in other cells. It is the custom for punters in the benches above to throw down some of the coin

they have won to their favourite gladiators. On occasion other items may also be thrown down, such as bits of armour or daggers.

The more dangerous the combat, the higher the stakes and the more the pit fighters may make.

See appendix for combatant statistics. It is suggested that the party start off with wrestling. Each may take a turn against an evenly matched human or orc opponent. Use the character and opponents grapple skills. The first to make a successful grapple (where the other does not succeed - if both succeed, they are still feeling each other out and no one has gained the advantage yet) will be active, the other passive on the resistance table.

To pin an opponent, the wrestler must grapple successfully three times in succession. Once to gain advantage, once to force opponent to the ground and a third time to pin said opponent. If the opponent successfully resists at any stage, it means they have broken the hold - start again.

Using Punch, Kick or Head-Butt to gain advantage is allowed and encouraged. An opponent who is knocked down by for example, a kick, can be more easily grappled. The GM can decide if only two or one successful grapple is necessary to pin the opponent.

It is GM's discretion on how much coin the punters will throw the winner. The more spectacular the victory, the more coin is a good rule of thumb.

Once the characters have won enough coin to buy weapons and/or armour, the ante may be upped. Higher risk being rewarded with greater prizes. Where wrestlers may have been flung copper coin, armed combatants may be tossed silver or gold.

The natural progression would be for characters to purchase or win a dagger, fighting claw or cestus.

Remember that the aim of the characters will be to win sufficient coin to pay their wergild or to win sufficient rounds of combat to entertain Hāna enough to release them.

Should the characters gain enough weaponry, they may enter the high paying gladiator arena. Here the combatants are prisoners (the characters and others) pitted against wild animals/monsters or professional gladiator fighters. The stakes are high and the prizes more so.

The GM may decide how far to take The Pit. Characters may be kept for months fighting and dying, or possibly be released after only a few fights.

One of the prisoners whom the characters may meet is Ortar the Minotaur. He is a proficient fighter who has been imprisoned for months while he has saved to pay a considerable gambling debt. He is friendly and more importantly, has healing magic - for sale. His main motivation is to gain his freedom, be this by escape (assisting the characters) or by collecting sufficient

coin through fighting and selling his magic.



**Ortar The Minotaur**  
Characteristics

STR	20	Move	5
CON	17	Hit Points	19
SIZ	21	Fatigue	25
INT	9		
POW	15		
DEX	8		
APP	5		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/7
L Leg	05-08	04-06	3/7
Abdomen	09-11	07-10	7/7
Chest	12	11-15	7/9
R Arm	13-15	16-17	11/6
L Arm	16-18	18-19	11/6
Head	19-20	20	3/7

Weapon	SR	Attack %	Damage	PARR %	PTS
Dagger	7	33	1D4+2+2D6	18	5
Scimitar	6	50	1D6+2+2D6	27	10
Head Butt	5	60	1D6+2D6	-	-

Ortar has a ram's head tattooed to his left Bicep. This tattoo contains a Spell Matrix in which he can store numerous Heal Body and Heal Wound spells. These are the only spells

he is willing to sell, but if hard pressed, may part with a Re-grow Limb spell he has stored.

Note: Minotaurs are not endemic to Valornes, Ortar travelled to the island from his homeland far to the south. He had 3 AP skin and wears a bezanted byrnie and plate greaves.

## Scene 4 - End Game

Once the party is free of the pit, they will still need to find the Ooster and capture it. This task may be hampered if they escaped without fulfilling their second wergild - as they will undoubtedly be followed by Balar Warriors bent on ensuring they do pay the wergild in full.

Gm's discretion as to whether any character's equipment that was locked up has gone missing during their stint in The Pit.

Some decent tracking and/or questioning of locals by should have the party find The Ooster within the week. Remember that The Ooster must be captured and not harmed.

The Ooster  
Characteristics

STR	52	Move	9
CON	21	Hit Points	35
SIZ	50	Fatigue	68
INT	4		
POW	9		
DEX	7		

Hit Location	Melee (D20)	Missile (D20)	Points
Rh Leg	01-02	01-02	6/9
Lh Leg	03-04	03-04	6/9
Hindquarter	05-07	05-09	6/14
Forequarter	08-10	10-14	6/14
Rf Leg	11-13	15-16	6/9
Lf Leg	14-16	17-18	6/9
Head	17-20	19-20	6/11

WeaponSR	Attack %	Damage
Charge 7	35 + 1	1D10 + 5D6
Trample 7	75	10D6 *

\* To downed foe only.

Skills: Smell Intruder 25 - 4%, Listen 25 - 4%

Armour: 6-point hide.

Note: The Ooster is an aethling beast. It has above average intelligence and is extremely wily. He will lead pursuers on a good chase, may evade their traps and will put up a good fight. He is however wise enough to know when he is beaten - this should not however be taken as surrender and, given the opportunity, he will try to escape.

Once The Ooster is captured, it will take another week to lead it back to clan Kannaer. This trip may be an adventure in itself. Should the Party successfully deliver The Ooster, the wergild will be considered paid and they will be officially released of any further obligation to the clan.

## End

## - APPENDIX -

### **The Nature of Shoggyness**

Certain artifacts of great power can affect some people in alarming ways. In the 2000AD (comic) story about Slàine and the Shoggy Beast, a person touched one of the Drune Lords Weird Stones. As a result, his body was warped and he went "shoggy" on certain nights.

The shoggy beast is like a werewolf, but rather resembles a warthog than wolf. Shoggyness is not a disease, like lycanthropy, but a magical ailment. In Rune Quest terms, it occurs when a shoggy spirit overcomes the POW of a character. Spirit combat rules would apply.

When a character becomes shoggy, very little can be done, apart from killing the character or having a shaman defeat the shoggy spirit on the spirit plain and rescue the characters spirit.

The character will initially feel nauseous and tired in the daytime. Senses may start to feel a bit odd (enhanced). People infected by shoggyness usually take a few nights before they go fully shoggy and become a shoggy beast. In the nights prior to this, they may warp in and out of their shoggy form, grow excessive hair and teeth or become very violent.

Once in their shoggy form, they forget themselves and become the Shoggy Beast! See creatures for statistics.

**Shoggy Spirit:** The shoggy spirit is a kind of disease spirit. Full details for disease spirits are provided in the Rune Quest Creatures Book. The shoggy spirit attacks APP. Once it has possessed its victim, the sufferer loses once current APP point per day.

#### Shoggy Spirit

Characteristics	Average
POW 3D6+4	15-16
Move equal to POW	

### **Rope Tricks**

A skill which may be of use in this adventure is Rope Tricks. It is Agility based and has a base chance of 10%.

Rope tricks refers to the ability to work with rope, twine or similar items. This includes tasks such as tying knots as well as performing certain tasks with a rope - for example: tying a knot in one end of a rope and throwing it to hook a prison guards keys. Clearly this must be an agility skill, rather than manipulation as tying knots would otherwise work under a boat skill and most rope tricks involve some sort of throwing. This skill does not surmount specialist rope skills, such as using a net or rope lasso.

### **Orcs & Humans**

Valornes (the setting for this adventure) is mostly populated by barbarian humans. There are however a few areas in which orc tribes are encountered. The two races get along mostly by staying out of each others way. As such there are few real battles or feuds between the species and it is not uncommon to encounter an orc

amongst humans or vice versa. Orcs, being the warlike creatures they are, do tend to often sign on with raiding parties or northmen ships which are short of warriors. Insofar Kyr Balar is concerned, the local orc populace has found a good source of violence and revenue in The Pit -a turn of events which the punters love as an orc combat is usually far more violent and bloody.

## Pit Opponents

### Human Wrestler/Dagger Duellist

Characteristics	Average
STR 3D6	13 Move 3
CON 3D6	13 Hit Points 14
SIZ 2D6 + 6	14 Fatigue 26
INT 2D6 + 6	14
POW 3D6	21
DEX 3D6	12
APP 3D6	10

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/7
Chest	12	11-15	0/7
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attack %	Damage	PARR %	PTS
Grapple	7	54	1D6	27	-
Fist	7	54	1D3	27	-
Kick	7	44	1D6	17	-
Head Butt	7	39	1D4	12	-
Dagger	7	34	1D4+2	17	6

Note: At this level no armour is used and drawing blood is usually sufficient for a win.

### Orc Wrestler/Dagger Duellist

Characteristics	Average
STR 3D6+6	18 Move 4
CON 2D6+6	15 Hit Points 15
SIZ 2D6 + 6	15 Fatigue 30
INT 2D6 + 6	14
POW 3D6	11
DEX 3D6	13

APP 3D6 9

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	05
Abdomen	09-11	07-10	07
Chest	12	11-15	07
R Arm	13-15	16-17	04
L Arm	16-18	18-19	04
Head	19-20	20	05

Weapon	SR	Attack %	Damage	PARR %	PTS
Grapple	7	43	1D6	36	-
Fist	7	50	1D3	25	-
Kick	7	35	1D6	15	-
Head Butt	7	67	1D4	44	-
Dagger	7	39	1D4+2	10	6

Note: At this level no armour is used and drawing blood is usually sufficient for a win.

### Retiarii (human or orc)

Characteristics	Average
STR 3D6	14 Move 3
CON 3D6	15 Hit Points 14
SIZ 2D6 + 6	17 Fatigue 17
INT 2D6 + 6	13
POW 3D6	10
DEX 3D6	17
APP 3D6	9

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	4/6
Chest	12	11-15	0/7
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	5/4
Head	19-20	20	0/5

Weapon	SR	Attack %	Damage	PARR %	PTS
Trident	7	75	2D3+1D4	60	9
Net	6	75	1D4+1D4	75	6

Note: Wears cuirbouilli skirts and bezanted left arm armour. Full rules for ensnaring etc with a net are in the Monster Coliseum.

### Secutori (orc)

Characteristics	Average		
STR 3D6	17	Move	3
CON 3D6	12	Hit Points	12
SIZ 2D6 + 6	13	Fatigue	27
INT 2D6 + 6	8		
POW 3D6	8		
DEX 3D6	18		
APP 3D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	8/4
L Leg	05-08	04-06	8/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	8/3
L Arm	16-18	18-19	0/3
Head	19-20	20	8/4

Weapon	SR	Attack %	Damage	PARR %	PTS
Gladius	6	48	1D6+1	19	10
Target	7	35	1D6	44	12

Note: Wears plate armour on legs, sword arm and head. Uses target shield to protect unarmed areas. May cast a Fireblade if feeling threatened.

### Mirmillones (human)

Characteristics	Average		
STR 3D6	12	Move	3
CON 3D6	15	Hit Points	16
SIZ 2D6 + 6	16	Fatigue	27
INT 2D6 + 6	14		
POW 3D6	16		
DEX 3D6	9		
APP 3D6	12		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	4/6
L Leg	05-08	04-06	4/6
Abdomen	09-11	07-10	4/6
Chest	12	11-15	0/8
R Arm	13-15	16-17	0/5
L Arm	16-18	18-19	0/5
Head	19-20	20	6/6

Weapon	SR	Attack %	Damage	PARR %	PTS
Broadsword	6	48	1D6+1	19	10
Target	7	35	1D6	44	12

Note: Wears bezaunted trows and a scale helmet. May cast a True Sword.

### Bear (Brown - Male)

Characteristics			
STR	24	Move	7
CON	16	Hit Points	22
SIZ	27	Fatigue	40
INT	5		
POW	7		
DEX	15		

Hit Location	Melee (D20)	Missile (D20)	Points
Rh Leg	01-02	01-02	3/6
Lh Leg	03-04	03-04	3/6
Hindquarter	05-07	05-09	3/10
Forequarter	08-10	10-14	3/10
Rf Leg	11-13	15-16	3/6
Lf Leg	14-16	17-18	3/6
Head	17-20	19-20	3/8

Weapon	SR	Attack %	Damage
Bite	7	35	1D8 + 2D6
Claw	7	50	1D6 + 2D6

A special success with claw will mean the bear "hugs". It will hold its prey and will not have to hit to do claw damage the next turn. It may also attack with bite during the next turn.

Skills: Climb 30%, Listen 45%, Search 30%, Sneak 40%, Swim 50%, Track 25%

Armour: 3-point hide

This document was created with Win2PDF available at <http://www.daneprairie.com>.  
The unregistered version of Win2PDF is for evaluation or non-commercial use only.