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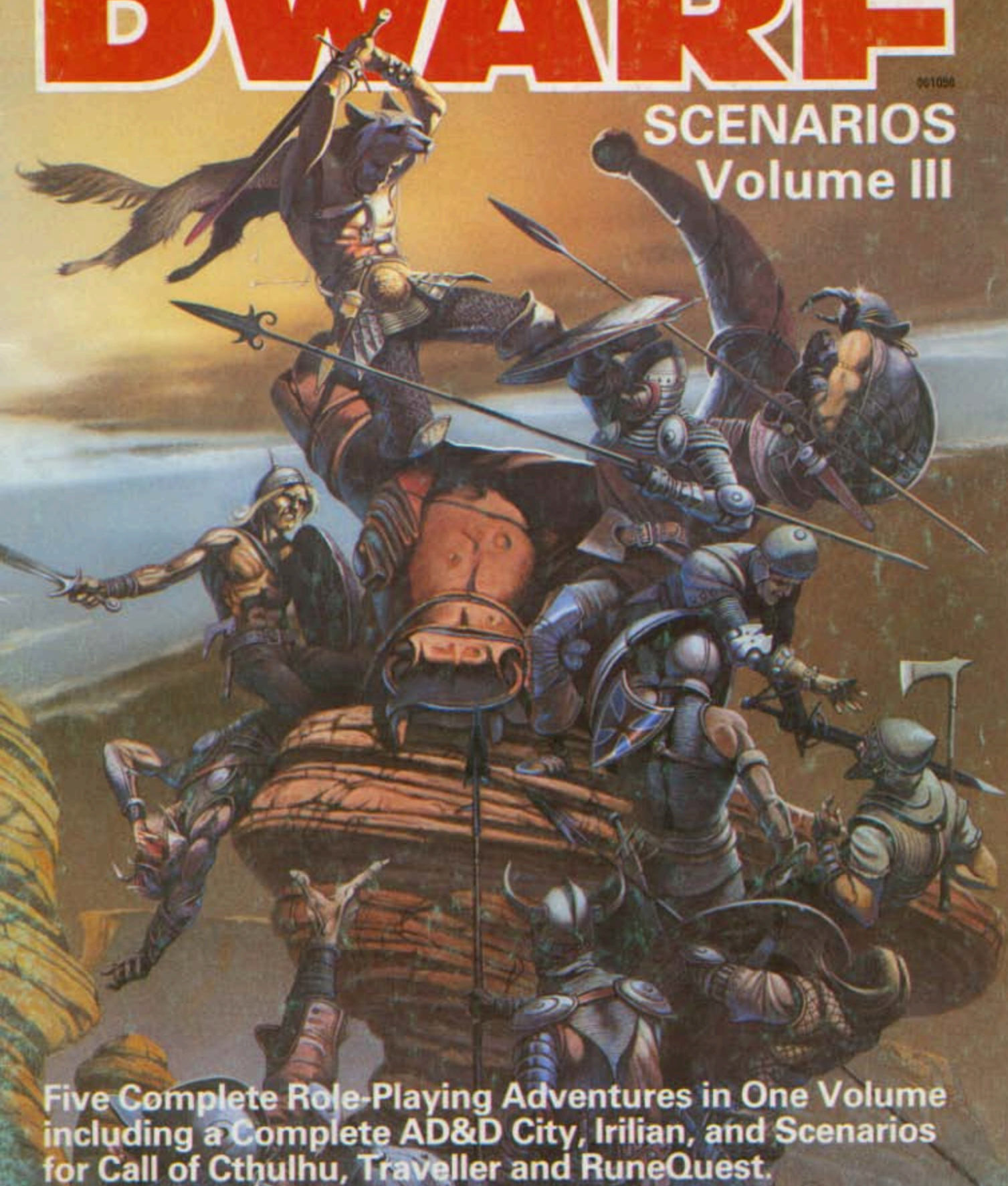
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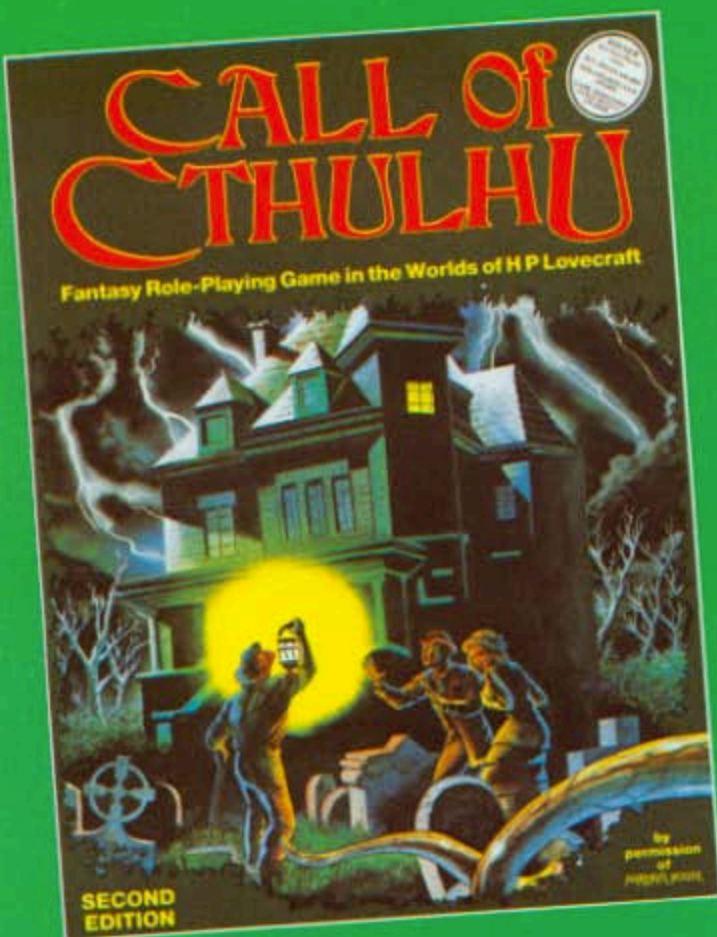
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THE BEST OF SCENARIOS III

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Issues of *White Dwarf* go out of print fast these days. That's why we decided to present the *Best of White Dwarf Scenarios III* for our more recent readers. Of course, we knew we had to publish the whole of *Irilian*, the complete *AD&D* city, because of its popularity and requests by readers to have it all in one volume. Printing *Irilian* in one volume did cause some problems, however. It's so extensive we were unable to get more than four other scenarios alongside it, despite an increase of fourteen pages on the last *Best of Scenarios*. There are so many other excellent scenarios we would've liked to have put in - but that's why the *Best of Scenarios IV* won't be far away, with all those other quality *White Dwarf* scenarios we had to pass over this time round.

Anyway, enough talk, here they are, a selection of the best scenarios from the forefront of the British RPG hobby, *White Dwarf* magazine.



The Watchers of Walberswick

Jon Sutherland 4

A *Call of Cthulhu* adventure that first appeared in *WD50*, involving a small English fishing village and the ravages of some Deep Ones, in the tradition of Lovecraft's *Shadow over Innsmouth*.

The Eagle Hunt

Marcus L Rowland 7

An *AD&D* scenario from *WD40*. Somebody has raided the king's armoury and stolen an ancient and powerful artifact. The king's men sent to recover it have disappeared. Can the players retrieve the artifact, find the men, and find out what is going on?

Irilian

Daniel Collerton 13

Irilian is a complete *AD&D* city that was serialized over six issues of *White Dwarf* (42-47) and is more than 30 pages long, packed with all the information you need to know about the city, including historical background, guilds, NPCs, shops, gods, temples, militia, courts etc. It is presented in the form of an adventure, the *Rising of the Dark*, involving the players in a desperate struggle against ancient elemental forces of evil.

Rumble at the Tin Inn

Michael Cule 28

This complete pull-out *RuneQuest* bar-room brawl appeared in *WD33*. It has a full map of the Tin Inn and cut-out counters representing the characters, tables, chairs etc. The players each take the part of a customer and are given certain objectives to fulfil. The resulting mayhem makes an exciting free-for-all!

The Snowbird Mystery

Andy Slack 54

A *Traveller* adventure from *WD41*. The players are members of the *Covert Survey Bureau*, an Intelligence branch of the Scouts. Their mission: find a missing Explorer class scout ship, the *Snowbird*. But things aren't as simple as that. As the players progress they uncover a web of intrigue and double-cross.

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The WATCHERS of WALBERSWICK

A Call of Cthulhu Adventure for Inexperienced to Intermediate Investigators, set in England, 1934
by Jon Sutherland

Investigators' Information

The players are all associates of the Bedford Archaeological Research Society (henceforth BARS). The Society has been in existence for some five years and has had signal successes on the Ivory coast, Mexico and Turkey. The investigators are hoping to become full members and obtain places on the Society's biggest expedition to date; an extended visit to Peru. The players are asked to attend a briefing in the Society lounge by J A D'Arcy BA (Hons).

The Briefing. Professor Oliver Wayland (attached to the Department of Archaeology and Anthropology, London University), a BARS member, was recently looking for a comfortable cottage to slip away to. Whilst staying at the Coach and Horses, Walberswick, he visited a much forgotten local museum in the village. Amongst the impedimenta of the farming community, a small, but impressive collection of rocks and fossils caught his attention. He was particularly intrigued by a bone, which appeared to be from some creature's leg. Baffled and annoyed, he could not readily identify the bone. Staying only over the weekend at the village he had no time to enquire as to the supposed nature of the bone. The curator was something of an abrasive old lady who could not or would not assist him so the Professor would like the bone investigated. D'Arcy believes that it is probably nothing special and in his opinion should not take more than a couple of days to sort out. He gives the group train timetables, and says that rooms have been booked in the Coach and Horses. He reminds the group that they are being judged for their merits in this and that a speedy conclusion will bode well when the selection panel meets to decide the Peruvian trip.

Keepers' Information

The bone itself is the foreleg of a Deep One, found by Reginald Kreigh, now quite mad after two encounters with the aforementioned beasts. Successful detective work will lead the investigators to the discovery of a lair of Deep Ones in the process of abandonment. The death and subsequent property disposal of the owner of Great Dingle Farm, in fact a Deep One, after his mother had been carried away by them for breeding purposes, caused awkward problems for the settlement. Simon Franklin (deceased) had owned land near Walberswick and had left it untouched in order to prevent any building near the Old Town Marshes. Through this route the Deep Ones traditionally gained access to the town and its inhabitants. Some thirty years ago, the Deep Ones home had suffered an unfortunate accident when a fishing trawler ran aground on the sand bank of the coast and ruptured the roof of their caves. The underground system was all but submerged in water. Whilst repairing, Reggie and some friends stumbled upon a boat being used by Franklin and four Deep Ones. Reggie got away with a bone he had used to fight off a Deep One, and finally the bone appeared in the museum, forgotten and now unimportant. An attempt was made to silence Reggie's ravings, but a harmless nut is not really a threat. Then the Franklin's plots were purchased by the County Council, threatening the safety of the group. Hence the decision to abandon.

General Information

Population of Walberswick: 150 approx. All buildings are of typical period design; mostly simple structures, of between 10-80 years old.

1. Stonehouse Museum. Large three story building with courtyard to rear and east. The yard is littered with old rusty ploughs and suchlike, nothing of any note. The museum is locked and always looks closed. By ringing a bell, Miss Caroline Eccles, the curator, will brusquely ask the player's business. She will let them in and disappear into her private rooms telling them to knock when finished. She will say she is too busy to help. A tedious look at the exhibits will lead the players to the second floor where they will find the Fossils and Rocks section, and the bone case with several other items of no interest. A card says it was presented to the Museum by Colonel CHG Swann, dated 9th December 1922. Miss Eccles will allow a closer inspection of the bone if pressed and a successful Palaeontology roll will indicate that this is indeed from no known species. Another successful roll will reveal that the creature was about 5½ feet tall. Closer examination requiring a sample and ½ man day tests with microscope and chemistry skills will conclude that the creature died approximately 40 years ago. If the book department is viewed then a library use roll is required to find:

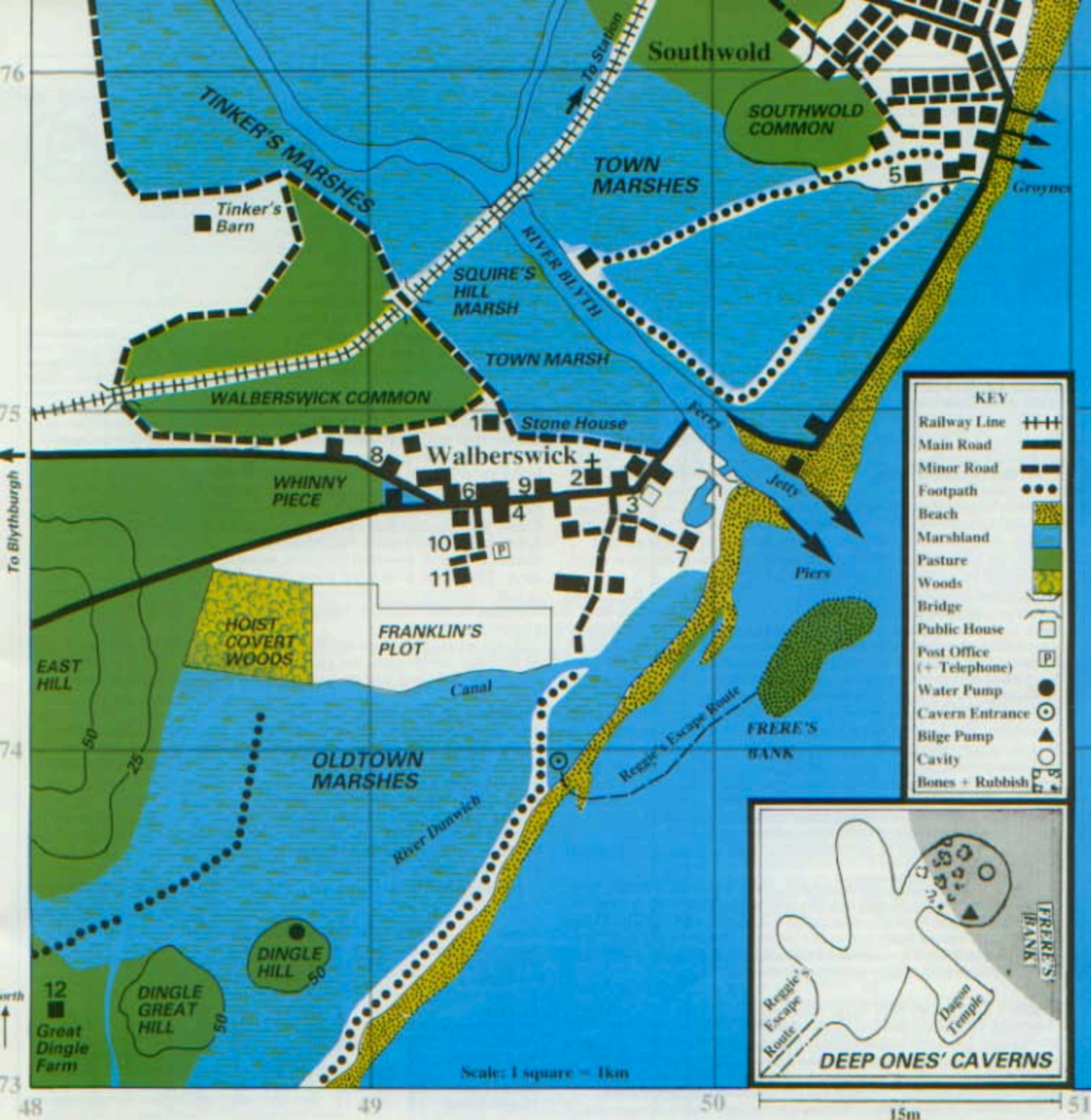
Southwold Gazette. Dated June 5th, 1892. **TRAWLER RUNS AGROUND ON FRERES BANK.** Small fishing vessel stuck on sand bank. Harry Cripps the captain sustained a broken leg. Three ships from Southwold needed to tow her to safety of the River Blyth. One of the crew who was on watch at the time states that his attention was caught by a large fish heading toward land.

Southwold Gazette. Dated July 2nd, 1892. **FISHING TRIPPERS ATTACKED BY UNKNOWN ASSAILANTS.** The *Saucy Lass* a Walberswick registered 18 footer owned by Lows Boat Yard, and chartered by 4 Southwold clients was allegedly attacked by reptiles off Freres Bank yesterday. Three are missing. A survivor, Mr Reginald Kreigh of Southwold, is being questioned by the Police.

2. St Mary's Church and Vicarage. Father Roland is rather fat and pompous but his heart is in the right place. He took up his post after the death of the aged Father Chambers, back in 1922. He can offer no real assistance, save the diary of the late father. An entry for July 4th, 1892 reads: 'Reginald Kreigh, parishoner of St Jude's, Southwold, visited me today in a state of high anxiety. He claimed many incredible things, including the existence of fish like creatures of the sand banks near the river Blythe. He claimed to have had a terrifying encounter with these creatures again 2 days before and was so frightened that he has not spoken to a living soul. I believe the poor man to be quite mad and have encouraged him to seek medical as well as spiritual assistance.'

3. Coach and Horses Public House. The proprietor, Mr McBriar, is friendly enough. The investigator's have comfortable rooms on the 2nd floor which are sparsely furnished but adequate. They can obtain cooked meals and out of hours drink readily. The staff consist of his wife Margaret, a part time bar man and two local women who act as cook and chamber maid.





4. **P.C. Bertram's House/Police Station.** A typical bicycle-riding village bobby. Known locally as 'Tubby', this portly soul is painfully straightforward and honest. He does every thing by the book. A successful Fast Talk roll will convince him to let you have a look at his files and arrest records.

1. R Kreigh - drunk and disorderly July 8th 1892, August 1894, February 1897.

2. Person missing, 3 residents of Southwold (Southwold police have details). Dated July 5th 1892.

5. **Southwold Times and Print Shop.** Mr Farrell is editor and owner and will be only too pleased to allow you to look at the back issues of his paper (formerly The Southwold Gazette). See Stonehouse Museum library information for details after a successful Library roll.

6. **Doctor Winstanley's House and Surgery.** The Doctor inherited the practice from his father, the late R Winstanley. They were very similar in aspect and appearance. If talked to, the following may be divulged:

Colonel Swann. Death certificate, died natural causes 9th December 1922. The doctor will add that Swann was the owner of Great Dingle Farm and several notable houses and sites in the area.

After his death, having no children, the estate was run by executors for four years until a gentleman named Simon Franklin successfully produced documents to support his claim as a long lost son. The mother had disappeared some thirty years ago after having been spurned by the Colonel.

R Kreigh. Numerous entries for minor ailments. Also contained are details of Kreigh's committal papers to the Bulcham Asylum. Dated July 10th 1892. Released August 1894. His paranoia had improved to such an extent that the authorities decided he would be little more than a nuisance when released. He has been philanthropically seen to by both the father and son of this practice.

7. **Lows Fishing Tackle and Boat Hire.** Peter Low owns the boatyard situated in the small inlet off the River Blyth. His operation is a ramshackle affair but obviously successful; it is very popular with local anglers. The investigators may hire a vessel from this establishment. A successful bribe and Fast Talk will induce him to show you his records, when the company was run by his father.

The Saucy Lass. Booked out to four Southwold men, one of which was R Kreigh. The vessel went missing, indeed no trace has ever been found, nor of the people onboard except R Kreigh. >

8. Matthew Steddon House. Matthew Steddon is Reggie's nephew. He thinks his uncle is raving mad, but looks after him as best as he can. Matt is unemployed and he will be at home most of the time making nets to sell to Lows. He will tell the investigators to leave his uncle alone. A Fast Talk and assurance that no harm is meant to Reggie will induce him to tell the players where Reggie lives. He prefers not to believe Reggie's story.

9. Mrs Kebbels Shop. In the midst of boring trivial gossip Mrs Kebbel will tell the following:

1. Reginald Kreigh (Reggie) lives in Walberswick. 2. Colonel Swann's son acquired several acres of land near the village, all of which has been compulsorily purchased by the County Council since. 3. Reggie often sleeps near the beach. 4. Strange creatures are thought to stalk Old Town marshes. 5. Sometimes eerie lights are seen out to sea near Freres Bank.

10. Reggie's House. Small house within easy walking distance of the sea. Reggie will be there 60% of the time during the day, and 20% of the time in the evening or at night. Otherwise he will be aimlessly wandering the beach or the outskirts of the marshes near the sea. The house itself is unremarkable. See *Reggie's Story* and his stats for further details.

11. Steve Franks House. He lives directly opposite Reggie and 80% of the time will be in his front garden. He will tell Reggie's callers whether he is at home or not. He knows nothing and is little but an interfering busybody. He will attempt to follow the investigators should they go anywhere on foot from Reggie's. Stubborn and stupid, he will attempt to conceal himself in the most obvious way. He should be used for annoyance value.

12. Great Dingle Farm. Accessible through a footpath from Hoist Covert or by road leading up East Hill and then by track to the farm. It is deserted and overgrown except for an old and ugly man who will appear from one of the outbuildings. He will approach the investigators. There is a strong fishy smell about him and he will keep his face downwards revealing the scabrous marks on his neck. Anyone getting a view of his face will have to save versus sanity or lose 1d6 SAN. He is suffering from advanced stages of Deep One transition. His name is John Leigh and was one of the members of Reggie's crew from the ill-fated trip of 1892. If Reggie is present he will recognise John and automatically lose 1d20 SAN. Leigh will fight if attacked but will not harm Reggie; if trapped he will attempt to get to Dingle Hill and then into the marshes where he will lose the investigators by swimming away down the Dunwich River. Being almost all Deep One he can outswim anyone but the strongest. If captured, a successful Fast Talk will make him reveal the following:

1. That he is related to Colonel Swann's wife's family. His wife was, in fact, a Deep One. 2. He was the one who attempted to talk to Reggie but is too frightened to go into Walberswick. 3. The Deep Ones below Freres bank are in the process of uprooting and leaving, and if sufficiently convinced he will take the investigators into the caverns to prove they aren't malevolent.

Reggie's Tale (to be read to investigators).

'Johnny Leigh, Bob and Ian Carter and Meself hired the *Saucy Lass* from Lows for a weekend fishing. I remember we'd been out for a whole day and caught nought but a few tiddlers when Bob suggested we try the approaches to the Blyth. We could see the lights on the pier and the jetty alright, but I saw a light further upshore. It was near Freres Bank, where only a month before a trawler had run aground, so we thought we'd have a look and see if anyone was in trouble. As we got closer we could make out a small boat anchored right on the bank with four or five shrouded figures onboard. Johnny shouted but they didn't even look up. As we got closer we could hear a strange murmuring, and when we pulled alongside they looked up at us... it was horrible - one of them was human, the others... well, like fish they were, all scaly with white bellies. Then two of them sprang overboard and disappeared. I was gripped with fear and screamed in terror, lost my footing and fell into the water. I splashed about a bit and then one of the things was swimming real fast towards me. I turned and swam onto the bank, and stood up to run. Then it reared up and I ran but fell through a hole I hadn't seen. I fell about ten feet into a clammy, cold and damp cavern. On the floor was all bones and things scattered about. Above me I could hear scrambling and one of the things jumped down after me. I picked up some bone and swung at it as it was getting up. I bolted down the passage behind me - I didn't dare look to see what it was doing, I just ran and ran. Soon I couldn't run any more and, it fell really silent. I stood up and kept walking along the passage until I could see a light along the passage in front of me and smell fresh air. I came out of a crack in a rock near the beach by the Dunwich river in the marshes. Looking out to sea, I could still see the little boat making for the pier. It looked like only one person

was in it, there was no sign of our boat, nor my friends. Too frightened and exhausted to do anything, I fell asleep. When I woke up I ran into town straight to the police who just didn't believe me. So I went to see Father Chambers but he just humoured me. I felt I was going mad - all that torment and frustration. Why didn't anyone believe me? And that's not all - coming home from the pub some four months later this thing loomed out of the darkness at me... it was Johnny, all scaly. I ran off into the marshes pretty sharpish, I can tell you. I did not go home for several days after that - I just lay near the hole in the rock just waiting. Eventually, a policeman came and took me off to see Old Man Winstanley. Him and his friend from Southwold asked me a lot of questions until they signed this paper saying I was mad. They packed me off to the Bulchamp asylum. I got out in 94. I still watch for them, you know, and sometimes I see a light out near the bank, but I'm not sure. Anyway no-one believes me.'

Keepers' Guide

Reggie should be hard to find, at first. There should be a 25% chance that any inhabitants will refer to Reggie. The Deep Ones' caverns are in the process of being abandoned, since the impending building of houses on the Franklin land. The population has not grown amongst the Deep Ones to any extent. At anytime there may be 2-10 creatures in the caverns. Dagon (the God of the Deep Ones) has decreed that they withdraw from the area; they have been tardy and for each day, after the first two there is a 15% chance it may be deserted for good, rising to a 60% chance after 10 days. They have stolen the pump from the Saucy Lass to keep the caverns relatively dry, the remains of the rest of the ship can be found as timber supports holding up the cave roof in the rickety places.

If the investigators go into the caverns with a view to destroying or defiling the caverns, the Deep Ones will fight back - otherwise the Deep Ones will just try to escape, as they feel outnumbered.

Concluding the Scenario

The investigators should succeed if they can obtain positive proof of the nature of the bone. This could mean the capture, dead or alive, of a Deep One, or perhaps a photograph. If the investigators go too far up a blind alley then a direct mention that R Kreigh and Reggie are one and the same will help. It should be noted that the village is close knit and protective, even extending its hand to the outcast Reggie if he is roughly treated in any way. 1d10 villagers of unremarkable stats should come to his aid if applicable. In any event the policeman would not look kindly on outsiders interfering in his quiet little village.

Name	STATS									
	STR	CON	SIZ	INT	POW	DEX	CHA	SAN	EDU	HP
Caroline Eccles	8	9	9	14	12	8	7	60	15	10
Father Roland	10	9	14	13	9	13	11	55	13	13
Mr McBriar	12	14	12	12	14	11	12	71	10	13
P C Bertram	14	11	15	10	11	6	8	50	9	15
Mr Farrell	9	10	8	11	12	10	10	48	12	9
Dr Winstanley	10	12	11	14	12	14	12	65	16	14
Peter Low	14	11	10	9	10	13	9	52	8	12
Matt Steddon	15	12	12	7	15	9	11	55	7	14
Mrs Kebbel	7	10	11	10	8	7	9	62	10	8
Steve Franks	13	11	10	5	12	9	8	45	8	15
Reggie Kreigh	11	12	13	9	10	12	13	25	9	12

Deep Ones

	STR	CON	SIZ	INT	POW	DEX	HP	CLAW	ATT	DAM
John Leigh	16	12	14	11	8	8	13	30%		2d6
Deep One 1	11	9	12	11	11	11	15	35%		2d6
Deep One 2	15	9	14	12	7	8	12	25%		2d6
Deep One 3	10	11	13	10	9	9	11	30%		2d6
Deep One 4	18	14	18	11	10	10	11	55%		2d6
Deep One 5	20	11	16	8	8	11	14	25%		2d6
Deep One 6	15	9	14	12	7	8	15	40%		2d6
Deep One 7	16	12	21	9	11	11	17	30%		2d6
Deep One 8	14	8	11	10	8	13	10	25%		2d6
Deep One 9	19	8	20	8	9	9	12	30%		2d6
Deep One 10	9	11	12	4	13	11	14	35%		2d6

Final Note

The investigators should be urged not to use firearms, if possible not carry them, bearing in mind the operation on which they are engaged is seemingly a peaceful one, and that the availability of guns should be restricted and indeed frowned upon by the authorities.

An alternative for more experienced investigators could be to make nearly all the inhabitants in various stages of becoming Deep Ones, and thus all potentially hostile and unco-operative to any of the investigators endeavours. □

THE EAGLE BUNT

An AD&D Scenario for 1st-3rd Level Characters of all Classes by Marcus L Rowland

Introduction for DMs only

One dark night the King's Armoury was invaded by masked assassins on a desperate raid to steal some of the Royal weaponry and make their guild invincible. Among the magical artifacts stolen was the *Green Eagle*, a device so ancient that its nature has been forgotten.

As part of the efforts to regain the stolen weaponry the King hired two detectives, McGuffey and Rose, under conditions of strict secrecy, to try and find the Guild headquarters and recover the Eagle. There is a reward of 20,000gp for its safe return.

Now McGuffey and Rose are also missing and their assistants, who know nothing of the assignment, are advertising for aid...

Players Introduction

Three weeks ago the senior partners of the detective agency McGuffey & Rose Investigations left their office and never returned, though they said they'd be back in a few hours. Since then three of the agency's employees have been murdered. The remaining staff have advertised for aid in finding the detectives and solving the murders, since all their attempts have failed. The address of the agency is 11 Tanners Lane, between the Grey Swan tavern and the offices of the Leather Workers' Guild...

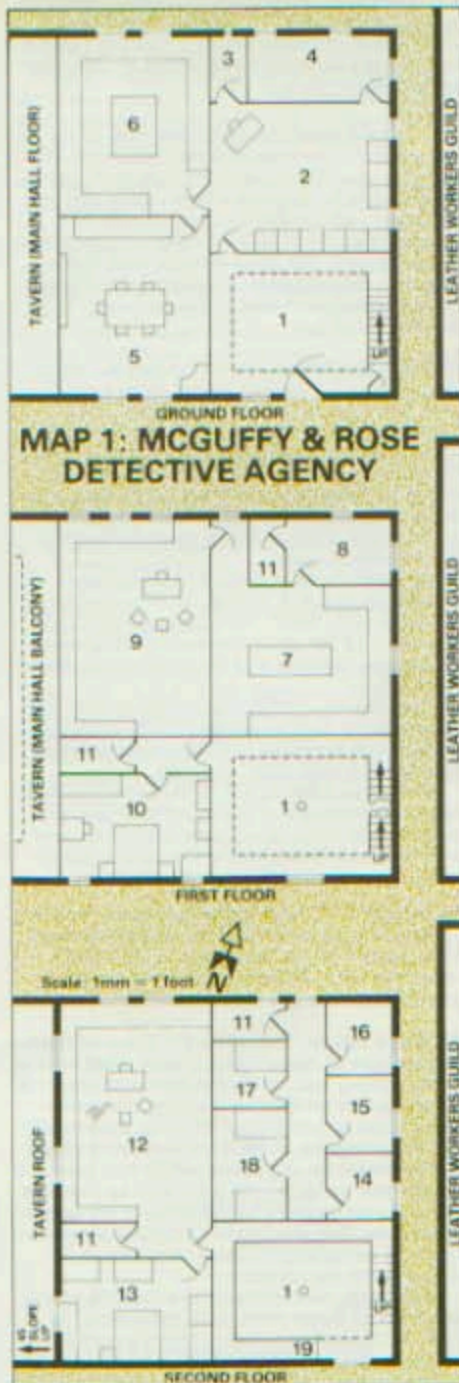
Detective Agency (see map 1)

A three-storied timber building. All windows are covered by ornate iron grilles. A narrow alley runs between the building and the leather guild offices, joining another alley between that block and the next. There is no gap between the agency and the tavern.

1. Entry hall and stairwell. A tall shaft running from the ground floor to the roof, lit by a double skylight and by a lantern hanging on a long chain from the beam between the skylights. Although the chain and beam look very strong the beam is in fact riddled with woodworm, and anyone swinging on the lantern will fall 12' and bring down the beam, the skylights, the grilles covering them and parts of the surrounding roof. This will inflict 4d8 damage to anyone below, but should not hurt anyone on the stairs. The lower 10' of the stairs is partitioned off from the hall and reached via a locked door. All stairs and landings have banisters. The landings are 10' and 20' above ground level. There is an unlocked cupboard under the stairs containing an assortment of mops, brooms, and buckets. The door to room 2, marked 'Enquiries', is unlocked. The door to 5 is closed and locked.

2. Reception Room and Office. There are comfortable chairs along two walls and a desk in the opposite corner, behind which sits a petite attractive brunette girl, aged about 20:

Velma Raven, Lvl3 houri; S14, I17, W10, C11, D16, Ch16; 8HP, AC8, G. Spells: *charm person*, *kiss of sleeping*, *silver tongue*, *dispel charm*. Equipment: 4 steel hairpins, 2 daggers, 25gp. (see *Best of WD Articles I* for this class). She is loyal to McGuffey and posted the advertisement which attracted the party. She can explain that a King's Messenger delivered a sealed packet the day before the partners disappeared, and that they were secretive about its contents. Velma will show the party around the agency and answer any questions. She will want to accompany any rescue mission. Velma is an unusual houri who initially trained as a normal magic user and has a familiar, a cat 'Tib' which is in Room



6. She has 54gp petty cash in a secret drawer of her desk and has a master key to all rooms.

3 & 4: Kitchen, Lavatory and Washroom.

5: Office. Used by the detectives' followers and employees, equipped with a table and chairs, a settee, racks of books and news sheets, and a small bar. There is a dart board and a large map of the city on the wall. Two men sit at the table playing cards.

Ari Auger, Lvl2 illusionist; S12, I16, W8, C9, D18, Ch11; 7HP, AC6, N. Spells: *audible*

glamour, *hypnotism*. Scroll spells *hypnotic pattern*, *rope trick*, *detect magic*, *paralyzation*. Dagger +1, 3 normal daggers, sling and balls, 14gp. Ari is a hireling and will remain moderately loyal for the duration of his contract (another 4 weeks). He knows that the day the partners disappeared Rose looked at the city map for several minutes, then left the room. He did not mark the map. There is a 60% chance that Ari will be able to remember the general area Rose was studying, the docks a mile or so away.

Remo Baker, Lvl4 thief; S13, I15, W7, C11, D17, Ch8; 15HP, AC4, CN. Leather armour, Broadsword +1, Dagger +2, 4 silvered daggers, tools, 58gp. Remo is one of Rose's followers, and is often sent to spy on his former guild. The night before the partners disappeared he was sent out to listen for rumours of unusual activity, but heard nothing. If Auger mentions that Rose was looking at the dock area there is a 75% chance that Remo will remember that the assassins guild is said to be based there. Rumour puts the base in some sort of tavern, shop, or warehouse. He will certainly mention this if he sees the map in 9.

6. Workshop. Fitted with various workbenches and cupboards containing an assortment of wood and metal-work tools, a large amount of junk, and an assortment of normal weapons and adventurer's equipment. Curled up on the central table is a large ginger cat - Tib, Velma's familiar (3HP). If Tib gets up he will disturb a piece of wood and reveal a small leather box embossed with the King's Arms. It contains a silver key which fits the cases holding the *Green Eagle* (see 72). The box will be seen by anyone within 3' of the table.

7. Alchemical Laboratory. An old man wearing a white apron is performing a chemical test at one bench:

Bay Radoc, Lvl5 assassin; S16, I16, W11, C8, D17, Ch9; 15HP, AC3, LE. Dagger +3 (poisoned), Dagger +1, Bracers AC3, Ring of Alignment Concealment. This ring makes detection of alignment by passive detection means (eg paladins, wands, etc) impossible, but will not block spell methods such as *know alignment*. Radoc is spying on the agency for his guild, and has succeeded in becoming hired as 'Roshi Naal', a sage specialising in forensic alchemy. He is pretending to analyse the poison on a dagger used to kill one of the detectives' followers. If asked he will call it a gnomish blade with a relatively crude plant poison - in actuality it is one of the Guild's typical weapons with their most lethal nerve poison. There is a 15% chance that characters will notice this deception, +10% for those who have met gnolls, +10% for detectives, and plus 15% if the party already suspect guild involvement. Any assassins in the party will certainly recognise the weapon and probably notice his disguise. He is actually fairly young.

If detected Radoc plans to run to the stairs, jump to the chandelier chain, then climb to the skylight and escape over the roof. He doesn't know the beam is faulty. To aid this plan he has prepared three flasks of concentrated acid (damage 3-12) and a flask of chemicals that releases a 3' cube cloud of black choking smoke. These flasks are within easy reach.

Radoc is from another city and does not know the location of the Guild HQ, though he can send and receive messages from the

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headquarters. He killed one of the detectives' followers.

8. Radoc's Bedroom. Although he has been careful to avoid leaving clues and has burned all messages received from the guild, if he leaves quickly a search will find his tools (a short sword, 6 daggers, strangling wire, 4 vials of poison, a makeup kit and clothing for disguises) in a valise under his bed and a homing pigeon in a small ventilated chest in the wardrobe. This bird will fly to the guild HQ if released. If Radoc is not detected he will warn the guild via the pigeon then follow and attempt to kill or divert the party, in disguise.

9. McGuffy's Office. The landing door is locked, the door to 7 is locked and bolted. The room contains a large desk and chair, three other chairs, and fitted cupboards and shelves around three of its walls. The desk drawers are locked. If opened and searched the contents will be found to be: an assortment of stationary, pens etc, a quart of ardent spirits and two glasses, a city map, three throwing knives (one clipped under the desk top), a novel entitled *Night of the Succubi*, a magnifying glass, and a pipe and pouch of weed.

There is a red line drawn on the city map around six blocks of the dock area. Other items in the desk are not significant. If searched carefully a secret drawer will be found, containing 8pp, 75gp, and half a dozen small gems (value 15gp each). The cupboards and shelves around the room contain a large number of books (especially about law and accountancy), many files, and a cabinet of food and drinks.

10. McGuffy's Bedroom. There are various items of combat equipment and armour stored in one wardrobe, a range of costumes and wigs in another, and normal clothing in a third.

11. Bathrooms.

12. Rose's Office. The door is locked but shows scratches, caused by picking. The room is almost identical to McGuffy's but shows signs of a search - disorganised papers, open drawers, and forced locks on the desk. Radoc has searched the room but missed one vital clue, a town directory under the desk. This book has three dog-eared pages:

Warehouse - Lists 27 of which one is in the area marked on the map in McGuffy's office: *Lysander Security Storage*.

Merchants establishments - Lists 78 of which two are in the marked area: *Honest Abdul's General Store* and *Mermaid Chandlery*.

Taverns - Lists 175 of which four are in the area: *The Kings Head*, *The Mariners Arms*, *The Jolly Tar* and *The Anchor*.

Of these establishments the warehouse backs on the Mermaid Chandlery and is across the street from The Kings Head and The Jolly Tar. (see map 2).

13. Rose's Bedroom. Similar to McGuffy's and also showing signs of a search. No significant clues or valuables will be found.

14-18. Bedrooms. All are unlocked and unoccupied. 14, 15 and 18 are spare rooms. 16 is Velma Raven's room. 17 is Ari Auger's room. Nothing of any interest will be found in these rooms.

19. Ladder. Leads to a locked trapdoor onto the flat roof. The lock shows pickmarks. Concealed behind the low roof parapet is a plank long enough to reach the roof of the Leather Workers Guild offices. This is part of Radoc's escape route.

The Kings Head

This is not part of the Assassins Guild headquarters, and is managed by a retired soldier: Sergeant Soge, Lvl5 fighter, 25HP, no unusual characteristics, LN. *Short sword +1*,

Dagger +2, Bracers AC4.

If questioned he will remember the detectives visiting the day they disappeared, and hearing a lot of noise from the Jolly Tar shortly after they left. The tavern consists of a public bar (20) which will hold 5-20 patrons at any given moment, a store room (21), two private rooms (22 & 23) and a walled yard (24).

There is a 30% chance that the tavern's patrons will include 1-2 assassins of Lvl1-3 at any time. If the guild are expecting the party three assassins of levels 2-4 will be posted there.

Sergeant Soge is also intent on minding his own business, but will try to prevent any violence in his tavern. In addition to the equipment listed above he keeps a pickaxe handle and a bottle holding three doses of sleeping potion under the bar.

Guild Headquarters (see map 3)

The guild HQ consists of three buildings - the Jolly Tar, the Mermaid Chandlery and Lysander Security Storage plus their yards and outbuildings - and underground tunnels and rooms. The complex is unusually large since the guild uses this base to train new members, as a staging post for assassins in transit to other countries, and to house one of their research facilities.

25. Main Bar Room. The bartender is a stocky man wearing a leather apron, with a patch over one eye: Giovanni Bazalgette, Lvl4 Assassin 20HP, no unusual characteristics. AC6. He wears studded leather armour under his clothing, a *Ring of Invisibility*, a hollow ring with three doses of *Sleeping Potion*, and three daggers. His broadsword, which is treated with a lethal blade venom, is under the counter. 170gp.

The customers include 6 'dockworkers': 4 Lvl1 assassins; 4, 4, 5, 6HP, AC8 (dexterity); 1 Lvl2 assassin; 10HP, AC7 (dexterity); 1 Lvl3 assassin; 12 HP, AC6 (dexterity); all armed with three daggers and long bill hooks, damage 1-6.

Three 'harlots': 2 Lvl1 assassins; 4, 6HP, AC8 (dexterity); 1 Lvl3 assassin; 12HP, AC7 (dexterity); with daggers and poisoned needles, damage 1-3 plus save vs death.

Four berserkers: 5, 7, 6, 6HP, with axes and daggers, hirelings of the guild for their 'protection' and other strongarm activities, and 3-18 innocent bystanders. Prices are marginally lower than at the King's Head.

26. Inn Yard. 12' high walls topped by rotating spikes. The gates are barred and padlocked. Three guard dogs, war dogs 15, 11, 10HP, roam the yard. They have been trained to attack intruders silently.

27. Store Room. The walls are lined with an assortment of barrels and crates piled nearly to the ceiling, except for the east wall which is disguised by an illusion making the room seem to be an additional 10' long, thus masking the presence of 28. This illusion is aided by the presence of a barrel which has been cut in half and nailed to the east wall so that it is joined to an illusory barrel to form an apparent whole. This illusion is unusually powerful and will withstand blows and passage through the secret door.

In the apparent centre of the room is a table at which sit three men: Lvl2 assassins; 10, 8, 7HP, AC7, leather armour, short swords, throwing knives. Total 48gp.

They are pretending to play a strange game involving several books, some lead models and curiously shaped dice but are actually intent on guarding the entrance to the underground complex. There is another repeating crossbow fixed under the table, aimed at the door, which can be fired by the man in the south chair. On the table is a bottle of wine and three half-filled glasses, all poisoned; save vs death. The assassins know this, of course.

28. Small Room. At the head of a spiral staircase down 30' to the underground rooms. An ogre, 17HP, squats on a piece of tree trunk by

the stairhead and is supposed to kill intruders, but is actually bored by this job and his low wages (he only has 49gp) and fairly eager to be bribed - if he receives at least 100gp he will immediately leave.

The Mermaid Chandlery

Another guild front as well as being a profitable business in its own right. This is mainly due to the fact that all other chandlers in the city pay protection to the guild and have to charge higher prices to compensate. The windows are covered by steel grilles and the door is heavily reinforced.

29. Outer Shop. Divided into two sections by a high counter, the outer part being unfurnished and the inner fitted with shelves holding a variety of ships' stores and equipment. There is a rack of harpoons in the middle of the north wall, damage as spears. During the day there will be 1-6 legitimate customers in the shop and a staff of three: 'Manager', Lvl4 assassin, 15HP, leather armour AC5, *Broadsword +1*, 4 daggers, switch blade knife (poisoned, save vs death after 1-4 rounds). 'Sales Clerks', Lvl1 assassins 3, 5HP, leather armour, AC's 5, 6, 3 daggers each. At night this section is emptied and three war dogs from 32 are locked in.

30. Storage and Fitting Area. There are an assortment of sails and crates piled round the walls and two racks of uniforms and oilskins in the middle floor area. There is a large mirror on the west wall, made of one-way glass, covering three arrow slits form 42. If the guards in 42 want to fire the mirror drops down in a recess in the wall.

The secret door in the SW corner is 5' above the floor, reached by climbing a stack of crates arranged as steep steps.

Normally there will be one assassin (Lvl1-2) in this room, disguised as a clerk or a watchman, but if an attack is expected another 2-4 guards of levels 1-3 will be posted. The outer door of this room, to the yard, is normally locked and barred from the inside.

31. Muddy Yard. Has 10' high walls topped with broken bottles treated with tainted meat and dung to give a 75% chance of infection from any cut. The yard gates, topped with similarly treated iron spikes, are usually locked and barred on the inside. Four decomposing bodies are buried 3' deep in the SE corner. At most times two guard dogs roam this yard, from 32.

32. Wooden Hut. Has a padlocked door housing up to 8 war dogs, some of which will normally be in 29 or 31. These dogs have been trained to make silent attacks and not to bark at any time: 7, 8, 11, 12, 14, 15, 17HP.

Lysander Security Storage

This is on the South Wharf road, but the only entrances on that side are two 30' square steel reinforced doors raised and lowered by winches inside the warehouse, which cannot be opened from outside. The main warehouse building is 70' high, built of stone, and has a flat roof ringed with spiked iron rods. The only other entrance apparent is a yard and doors on the east side.

33. Yard. 15' high walls topped with curved 6" spikes and iron gates. During the day these gates are open and occasional legitimate customers visit the warehouse.

By day two 'workmen': Lvl1 assassins, 3, 5HP, AC8 (dexterity) armed with daggers and billhooks, guard this yard. At night two huge wolfhounds; HD3+3, 15, 19HP, attack 1-6, are released in the yard. By day they are tethered to rings at either side of the gates and will bark at any intruder, or bite anyone in their 3' chain radius.

34. Stable, holding a fast riding horse, 12HP.

35. Stable, holding two cart horses, 9 and 15HP.

36. Stable. holding a light war horse, 11HP.

37. Main Warehouse. A huge echoing structure dimly lit by three skylights during the day and six lanterns, marked L, at night. In the NE corner is a 15' high brick building with iron bars over its windows and spikes round the roof edge. A wooden catwalk runs around the walls 50' above the floor. Its position and that of the skylights and lamps means that it is always in shadow.

By day 4-9 hired labourers work in the warehouse with three 'foremen': 1 Lvl2 assassin, 8HP, AC7 (dexterity); 2 Lvl1 assassins, 2, 4HP, ACs 7, 8; all 3 armed with daggers and heavy crowbars. On the catwalk are 5 guards by day: 4 Lvl1 assassins, 4, 2, 3, 2HP, all AC7; 1 Lvl2 assassin, 10HP, AC6.

All the guards have alarm whistles and bags of flour to throw at invisible intruders. All wear leather armour and carry broadswords, light crossbows, and daggers. By night and if an attack is expected this guard is doubled, and 2 giant weasels, 17, 14HP, are released to roam the warehouse floor. By day they are penned in a large crate which can be opened by pulling a rope on the catwalk above.

38. Warehouse Office. Fully equipped for legitimate business with filing cabinets, papers etc, but its staff are assassins: 'Manager', Lvl3 assassin 14HP, dwarf male, AC6 (leather and Dex), broadsword, 3 daggers, 100gp. Her armour is concealed by loose clothing. 'Clerk', Lvl1 assassin, 8HP (Con), AC8 (Dex), 5 daggers (all poisoned with paralysis venom). 'Secretaries', Lvl1 assassins 2, 5HP, women, 3 daggers each. Both are moderately unattractive (Ch7, 5) but abnormally strong (17, 18, 15); both AC8 (Dex).

As well as the weapons they carry there are five broadswords concealed around the room, three under the counter and two in file drawers.

The door to 39 is made of iron and is usually locked. A key is carried by the 'manager'. There is a spyhole covered by a steel plate in the door, openable only from 39.

39. Guard Room. Holds four armed fighters: Lvl4, plate mail, shield, mace, 25HP, AC2, Str17, half orc male, 150gp. Lvl2, chain mail, shield, broadsword, AC4, 20HP, human 70gp. Lvl1, chain mail, 2-handed sword, AC3 (Dex), 7HP, 24gp. Lvl1, studded leather, spear, shield, AC7, Ring of Regeneration*, 8HP, 100gp. (*This ring has an unusual flaw - if its wearer is hit on a natural 20 all hit points regenerated in the past 48 hours are immediately lost again.)

All fighters are NE deserters from the army. The military police have offered 120gp bounty for the Lvl4 fighter and 40gp for the others.

A spiral wooden staircase runs from this room up a brick shaft to the catwalk of the main warehouse and its roof.

40, 41. Two Store Rooms. Both fitted with sliding iron gates and padlocked, the gates sliding away from each other. 40's contents are an elaborate illusion and trap, consisting of an illusory floor over a 20' deep pit flooded 7' deep with viscous mud (except for the western 3' of floor which is real) and an assortment of illusory chests and bags. One of the bags is torn to show a glint of gold. On an illusory locked rack at the east end of the room are some interesting-looking weapons. This is another unusually powerful illusion which will not be dispelled by prodding etc, but offers no resistance to solid matter.

41. Real Security Room. Holds two chests of coins (5000cp each), twenty bolts of silk (70gp/bolt, weight 80lb each), four bundles of fur (40 pelts/bundle, 3gp/pelt), a bale of opium poppies (value 150gp wholesale), and three leather coin sacks padlocked to the east wall (180gp, 200sp, 400sp). A wolfhound, 12HP, sleeps behind one of the coin chests. As well as biting attacks it wears a collar with

steel spikes, damage 1-3. These goods are not guild property.

42. Guard room. Holds three assassins: Lvl1; 6, 5, 3HP; short composite bows, studded leather armour, broad swords, daggers, all AC6, on guard and four more sleeping on bunks to the north of the room: Lvl1; 3, 5HP, leather armour, broad swords, daggers; Lvl2; 8, 12*HP, leather armour, broad swords, daggers (*half orc). Fully clothed except for helmets, gloves, and boots. All would be AC7 if awake, and any combat will probably disturb them. They will be awakened by the active assassins in any emergency. A total of 125gp is carried by the group.

There are three arrow slits and a lever to drop the mirror in room 30 in the east wall, and a wooden staircase up 6' to the door to 30, which is not concealed on this side.

43. Guard room. Guards head of a stone spiral staircase down 30' to the underground complex. It is normally occupied by one fighter: Lvl4; plate armour, shield, -1 Cursed Battle Axe (speaks common and claims to be vorpal, insults monsters, whistles when its carrier is in danger); 31HP, AC3, half-elf female, LE, no unusual characteristics, 144gp.

She is another deserter from the army and there is a reward of 120gp for her arrest. If an attack is expected she will be aided by 1-4 assassins of Lvl1-2.

44. Locked brick structure on warehouse roof covering stairs down to catwalk and room 39. The room is generally guarded by two assassins: Lvl1; 3, 7HP, swords, leather armour, both AC7. If an attack is expected they will be reinforced by 3-6 acolyte assassins, fighting as Lvl0 characters and armed with cudgels and daggers. The doors are generally barred on the inside.

45. Flat Strong Roof. Patrolled by four assassins: Lvl1; 3, 3, 5, 4HP, leather armour, short composite bows, daggers, all AC7. This guard is doubled if an attack is expected, and may also be reinforced by 3-6 acolytes once a definite attack is in progress. All have whistles and flour bags.



46. Barred Skylights. Over the main warehouse.

47. Pigeon Coop. Any bird arriving causes a bell to ring. Messages are sent down immediately.

The Underground Complex

This was carved from solid rock by slaves (all later killed) and shows pick-axe marks on floor, walls, and ceilings. Since the complex is partly below the level of the river it has been flooded on several occasions, and damp stains and occasional patches of luminous green algae cover the lower 2' of the corridor walls. This algae forms the only lightning for the corridors, leaving many shadows.

W: At several points in the complex are concealed shafts with ladders up to ground level trapdoors, all well-concealed and locked from below. These are used to aid flanking attacks outside the buildings, and as escape routes.

X: Lvl1 assassin guards are posted at several points in the complex, armed with knives and swords, wearing leather armour, and carrying alarm whistles and flour bags.

Y: Tripwires across the corridors.

Z: Doors with dummy handles sounding a magic mouth alarm if twisted. These doors are easily pushed open from either side.

These devices serve partly as traps for intruders and partly as training aids for junior assassins, who are often sent to perform tasks around the complex undetected.

Random encounters in the complex:

01-05	1-3 assassins, level 0-2
06-07	1 fighter, level 1-3
08-12	1-10 normal rats, 1HP, bite 1HP plus disease (10% per bite)
13	Grey ooze
14-19	No encounter
20	Other intruders

48. Base of staircases from upper buildings. Each is guarded by two Lvl1 assassins: East 3, 5HP, AC7; West 4, 4HP, AC7.

All are armed with swords and daggers, wear leather armour, and carry flour and alarm whistles.

49. Refectory. Furnishings include tables and chairs, a firkin of (cheap) ale, and an oil lamp on each table. If the complex is on alert the room will be unoccupied, otherwise it holds 3-12 assassins of levels 0-2 with appropriate weapons, money etc.

50. Small Kitchen. Occupied by two rather ugly slave girls, 2, 3HP.

51. Food and Drink Store. No contents of any special value.

52-8. Cells. 52-6 have barred doors sliding west, and are fitted with two beds, a table and chairs, and washing and sanitary bowls. 57-8 are punishment cells with solid steel doors and a 4' ceiling. They are exceptionally cold and damp. All cells are locked.

Cell 52 holds a wrinkled old gnome wearing a fairly clean shirt and trousers: Rikil Günz, Lvl4 illusionist, 14HP, CE, S11, I15, W9, C10, D18, Ch10; AC6. He is being held prisoner and forced to use his wand (see 73) to produce permanent illusions. He is generally taken blindfold to the desired point, given his wand, casts the spell, then is taken blindfold back to his cell. He is renowned amongst the area's illusionists for exceptional treachery, and will use a false name if he knows of any illusionists in the party. He has several spells memorised but no material components: detect invisibility, wall of fog, deafness, hypnotic pattern, improved phantasmal force.

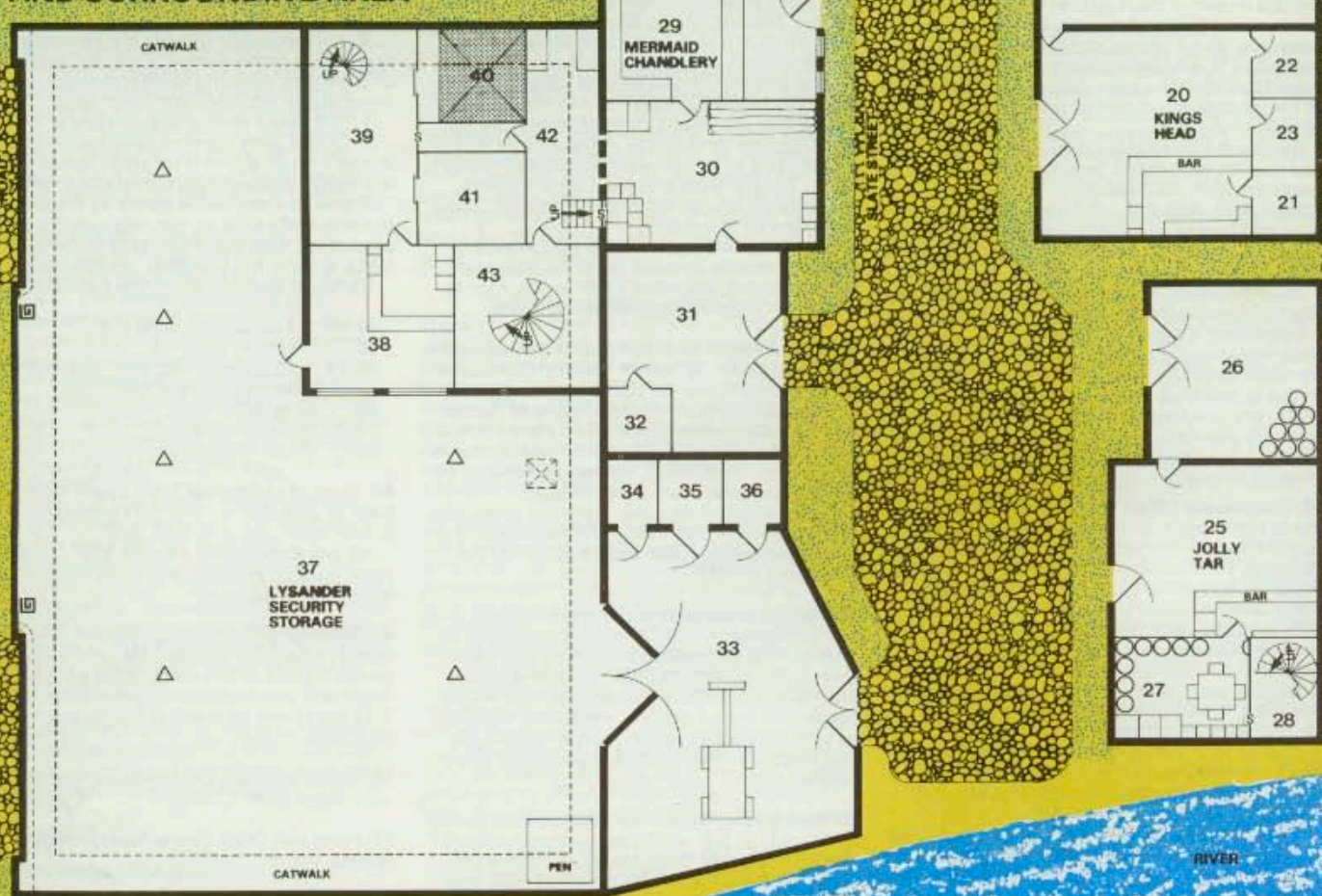
Günz's main aim is to recover his wand and escape, preferably with as much loot as possible. He will not wish to aid the party unless he benefits.

Cells 53 to 56 are empty. 57 is a punishment cell holding a naked man: Erik Rose, Lvl12 detective (drained to Lvl6), S15, I14, W11, C13, D14, Ch10; now 22HP, LN. See *Best of WD Articles II* for full details of detectives.

He has been tortured and is currently on 12HP, recovering extremely slowly due to the conditions of his cell. He can describe the *Eagle of the Ages* (see 73) but is unaware of its true name and powers. Both he and McGuffy were caught in a parasitic web which drained them, then disintegrated. Rose does not know McGuffy's whereabouts but knows he was in 55, and was taken away earlier that day.

Cell 58 holds an assortment of clothing, weapons and armour, the property of the prisoners. All valuables, spell components, magical gear etc have been removed.▷

MAP 2: GUILD HEADQUARTERS AND SURROUNDING AREA



59. Torture Chamber. Equipped with two racks, an 'operating' table, two iron maidens, a brazier of hot coals, stocks, and an assortment of chains, thumbscrews, whips etc on various shelves. Two men are chained to the E wall: Jock and Crazy Eddie, berserkers 3 and 6HP, both wearing rags. They are guild hirelings who disobeyed orders.

A young woman is fastened to the west rack: Irene, Lvl2 druid, S11, I12, W14, C10, D12, Ch16, 14HP, N.

The assassins are torturing her to make her reveal the location of a grove of Ent-wives, as part of a complex plot to discredit the local druids and replace them with a suitably evil cult (eg Kali). This in turn is part of an ambitious scheme to raise farm prices and levy higher protection rates on the local granaries...

Two torturers are at work in the room, preparing various knives and branding irons: Lvl3 assassin 17HP, studded leather, sword, sharpened steel hook replacing left hand (-2 hit prob/damage 1-3) AC6 (Dex), 140gp. Lvl4 assassin 19HP, studded leather, sword, 4 daggers, 1 vial of acid, 1 strangling wire, AC5 (Dex), 170gp. All weapons carried by both men are treated with paralysis venom, duration of effect 3-6 turns.

The torturers are watched by six students: 3 Lvl0 acolytes, 1, 2, 2HP, unarmoured with daggers. All AC9. No money. 2 Lvl1 assassins, 4, 4HP, leather armour, broad swords, daggers, both AC6 (Dex). 1 Lvl2 Cleric, 17HP, leather armour, mace, shield, AC7, 3 Lvl1 spells, CE, a priest of Kali learning new torture methods for his temple, 80gp, 3 Lvl1 spells.

Another two students have fainted after seeing the equipment and are lying on the floor, to be punished when they wake, Lvl0 acolytes 1, 3HP.

60. Control Station. Two levers marked flow

rate and outer door and a large pump handle. Flow rate is set to 10% and outer door to closed. These controls fill cell 61, the pump can be used to empty it. The controls are unattended.

61. Cell. Reserved for those especially disliked by the assassins. The room extends under the river and has a remotely-controlled outer door. It can be flooded at a rate of 1-10 inches per round, and has an 8' ceiling and no furniture. It is currently flooded 4' deep and filling at 1"/round. The cells inner door is barred and opens towards the complex. If it is opened without pumping out the cell the door will fly back for 2-8 damage, and the lower corridor and stairs will flood 2'6" deep. A naked man occupies the cell: Ryan McGuffy, Lvl10 detective (drained to Lvl7); S15, I17, W12, C12, D16, Ch7; now 19HP, but on 14 due to partial drowning, LN.

Due to the effects of the cell being twice flooded then drained McGuffy is developing the first symptoms of pneumonia. He is being punished for attempting to kill the assassin's leader when last taken for interrogation. He knows that the leader's office is reached by taking two right, a left, and a right turn from the cells but does not know where he is in relation to the cells. He is also unaware of the distances involved in reaching the office, since he was mostly dragged there.

The outer cell door cannot be opened unless the inner is closed and the cell is fully flooded, but this mechanism can be broken by an adroit thief to allow the cell and lower corridor to be flooded with the inner door open, by use of the flow rate control, then the outer door to be opened. This will cause the complex to fill with water to a depth of 2' at a rate of 30 cubic feet of water per round. Complex doors tend to stop the flow of water. For each turn this process continues once the

outer door is open there is a 2% cumulative chance of some large aquatic predator entering the complex. The process of sabotaging the door and pump interlocks will take 3-6 turns. This is accidentally happened in the past and the assassins have contingency plans to deal with flooding, including a good supply of sandbags, mops and buckets kept amongst the warehouse stock.

62. Dormitories. For neophyte assassins; each room holds 5 stacks of three bunks, all of which will be empty. 20-50gp will be found by diligently searching the personal possessions in each dormitory, not more than 6gp in any one acolyte's gear.

63. Dormitories. For Lvl1 assassins, each holding four double bunks. If there is an alert the rooms will be unoccupied, otherwise each will hold 1-4 assassins who are likely to be in bed or cleaning and sharpening their equipment.

64. Dormitories. For Lvl2 and 3 assassins, each holding two double bunks. If there is no alert 1-2 assassins may be in each room, with normal equipment.

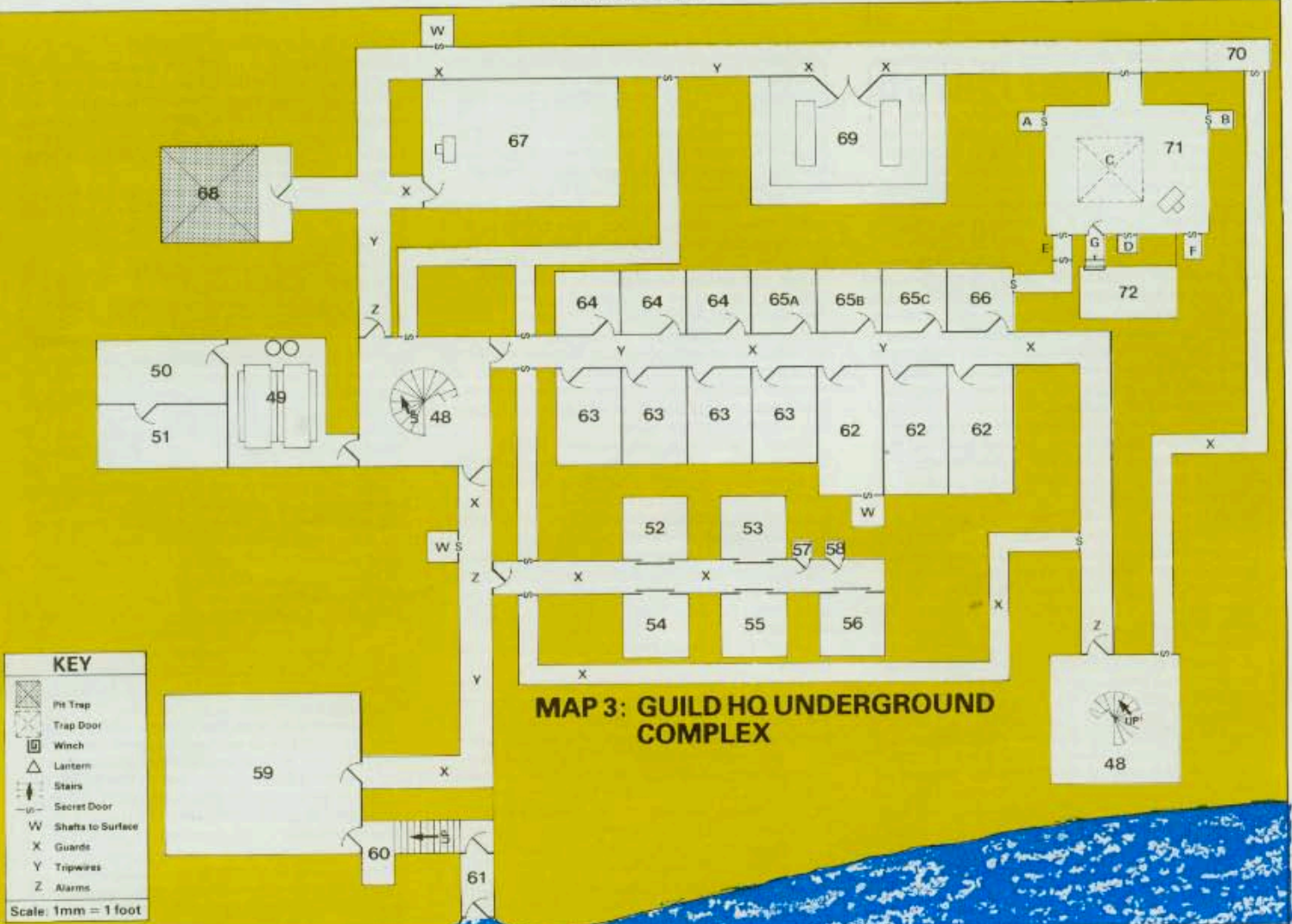
65. Bedrooms. For higher level assassins. All three rooms are locked and contain rare and unusual ornaments to a value of 50-150gp, and are unoccupied. Each room also contains some form of boobytrap left to deter intruders and 'borrowing':

65A - A small mantrap coated in blade venom (save vs paralysis of 1-6 turns) concealed under a small rug at the foot of the bed.

65B - All ornaments treated with *magic mouth* spells and cry 'Help - thieves' 2-5 turns after removal from the room.

65C - Pet venomous snake curled under the

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bed; HD1, Att 1-2 + poison, save vs paralysis of 1-6 rounds, if paralysed then save vs death.

66. Assassins Leader's Bedroom. This is superficially like rooms 65A-C but holds ornaments worth 220gp and a viciously booby-trapped chest, spraying acid over the entire room if the lock is picked. Its contents are a *Broadsword* +1, three sacks of silver coins (200sp/sack), and a belt with six small leather pouches, each holding a potion vial. All potions are poisons with the following effects: 1: Instant death, 2: Death after 1-4 rounds, 3: Death after 1-4 days, 4: Death after 3-6 turns, 5: Instantaneous paralysis 5-10 turns, 6: Drain 1 level. All are 1 dose phials of blade venom.

67. Classroom. An assassin: Lvl5, 26HP, AC4 (armour and Dex), 120gp, +1 studded leather armour, *Dagger* +2 (poisoned, paralysis venom), *Broadsword* +1 which can also cast *darkness* 10' radius, is lecturing sixteen students on some of the finer points of disguise: 6 Lvl2 assassins 8, 10, 7, 9, 8, 6HP, leather, swords, daggers, all AC7; 4 Lvl1 assassins 3, 2, 3, 5HP, leather, swords, daggers, all AC7; 6 neophytes 1, 2, 3, 3, 2, 2HP, unarmoured, daggers, all AC9.

The students are all seated on wooden stools. If the complex is alerted for an attack this class will be cancelled and the room empty.

68. Temple of Kali. Also a trap for intruders. The western 15' of the room is occupied by a 20' deep pit with 100 swords fixed point-up to the floor. A decomposing corpse lies amongst the swords.

Most of the swords in the pit floor are normal iron, steel, or bronze weapons, but two are silverised, one is studded with gems worth 120gp, and one is a -3 cursed weapon

which negates any *invisibility* or *silence* spells on its bearer. All are cemented to the floor, but if the cursed sword is even touched it will *teleport* to the victims hand the next time he reaches for a weapon. A feat of strength is needed to remove any of the other swords, or 1-4 rounds work with a hammer and chisel. A grey ooze lives on the eastern pit wall, 17HP.

69. Alchemical Laboratory. Gleaming equipment of the most advanced designs, holding three men, all wearing protective aprons, visors and gloves: Lvl4 assassin, 22HP, *Bracers* AC2, poisoned *Sword* +1 (lethal poison) 120gp; Lvl2 assassin, 10HP, leather, sword, 3 daggers, strangling wire, AC5, 28gp; Lvl1 assassin, 3HP, leather, 4 daggers, 8 poisoned darts (paralysis), AC6, 40gp.

These assassins are attempting to produce new potions and poisons for the guild. The Lvl1 assassin has just drunk a new potion which will allow him to go out of phase before attacking (like a phase spider). This potion has an unsuspected flaw and there is a 10% cumulative chance per reappearance that the assassin will suffer an uncontrolled chemical reaction leading to spontaneous burning of his flesh and immediate death.

Around the room are 42 vials of poison, all marked with four figure code numbers. The first figure of this code designates the chemicals effect (roll d8):

1: Death, 2: Paralysis, 3: Sleep, 4: Insanity, 5: Death, 6: Blindness, 7: Vomiting, 8: Damage 1-3

The effects of non-lethal potions last 1-4 d6 turns. The second figure indicates the time before the poison takes effect:

1: Instant, 2: 1-4 rounds, 3: 1-4 turns, 4: 1-8 turns, 5: 1-4 hours, 6: 1-8 hours, 7: 3-24 hours, 8: 1-3 days.

The third figure represents application method:

1: Blade venom, 2: Water soluble, 3: Wine soluble, 4: Food additive, 5: Any food/drink, 6: Contact poison, 7: Inhalation, 8: Injection.

And the final figure a quality control number: Vials marked 1 or 2 are full strength, 3-6 are slightly old, save at +2, 7-8 are older still, save at +4.

The key to this labelling system is kept in 71, the workers in this room know it too well to bother keeping a copy. All vials hold 1-3 doses of poison. Around the room are several plates of food and glasses of wine, all treated with one or other of the above poisons, and a cage containing a dozen white mice used for various tests. A dustbin in one corner holds another 87 dead mice.

70. Corridor. Ends in a false door. If any attempt is made to pull or push it open heavy iron portcullises fall from the ceiling 10' and 20' from the 'door', and a feat of strength is needed to lift them. A bell rings when the portcullises fall.

71. Carpeted Room with a large mahogany desk and no other furniture. A man wearing black studded leather armour sits behind it: Jahin Vitaxol; Lvl8 assassin; S16, I17, W12, C15, D17, Ch14, 40HP, AC3, *Ring of Invisibility*, +2 armour, *Life Stealing Sword* +2, 6 poisoned daggers. He is ambidextrous and uses a sword in his left hand and a dagger (at -1 hit probability) in his right. He is the temporary leader of this branch of the guild until a new guildmaster arrives, since the previous leader was killed during the raid in which the *Eagle of the Ages* was stolen.

There are also four guards in the room, all wearing guild livery over leather armour. All are armed with light crossbows firing▷

poisoned (paralysis) bolts, broad swords and daggers. Each also carries three alchemical flash pellets, exploding for 2d6 damage in a 5' radius; Lvl1 assassins 3, 4, 4, 5HP, all AC6. The desk drawers are locked, two being treated with contract poison causing violent epileptic fits. They hold a petty cash box containing 120gp, stationery, a bottle of poisoned ardent spirits and two glasses, a leather bag holding three small venomous snakes (AC7, HD½, 2, 3, 3HP, att 1-2 plus poison [paralysis then death after 1-6 rounds]). Under the desk is a rack of three daggers (all coated with paralysis venom) and a bank of levers controlling various devices.

A: Concealed cupboard with four shelves holding equipment for disguises, an assortment of climbing gear, and a tool belt made of an odd silvery material with a series of pouches and loops. This is a technological thieves tool kit, and was 'borrowed' by one of the assassins on an exceptionally unusual expedition. Its contents are not labelled but are an electronic lockpick, a device which vibrates locks and has the same chance of opening them as an Lvl12 thief, 22 charges. It must touch the lock when used, and takes three rounds to work. It is marked with peculiar symbols which are untranslatable without magical aid, and read *Made in Galifree*, a stethoscope, a pencil torch (battery life 12 hours), 4 fused thermite blocks, each capable of burning a 4" wide hole through up to 3" of steel, 4" of iron, or 12" of wood. Each block is 2" square and ½" thick, with a 3 round fuse sticking out of one side and one flat face coated in adhesive. An assortment of lockpicks, mostly of standard design but some designed for unusual magnetic and electronic locks. There is also a set of standard picks made of a hard plastic instead of metal. A digital watch with 6 months battery life left. Normal crowbars, files etc. The belt itself holds a concealed flexible short sword blade, which can be screwed to the buckle and becomes rigid as it is tightened.

The cupboard is boobytrapped with a heavy guillotine blade (damage 2-12) which falls if anything is lifted from any shelf. This trap is switched off from the desk.

B: Concealed cupboard holding a rust monster, 27HP, released from desk.

C: Trapdoor over 20' deep pit, floor covered in 8" spikes. Operated from desk.

D: Cupboard without traps, holding several sacks containing the magical and unusual possessions of the prisoners. Each bag is labelled with the prisoner's name:

Rikii Gūnz: *Ring of Regeneration*, scroll, 4 Lvl3 illusion spells, *Dagger +2*, *Dagger +1*, glass phial of yellow dust (yellow mould spores), spell components.

Erik Rose: *Broadsword +3*, *elven rope*, *cloak and boots*, +20% lockpick, *Ring of Aura Alteration*, 62d6 flash pellets, scroll of *Protection vs Gargoyles*, 1 stick of incense (kills all non-magical insects in 20' cloud), spell components.

Druidess Irene: *Scimitar +1*, silver sickle, radiating a field which repels evil rodents of all types, silver bowl, scroll, 4 Lvl2 druidic spells, spell components.

Ryan McGuffy: *Helm of Infravision*, *Dagger +2*, *Everfull Canteen* (refills with water every time stopper is replaced), spell components.

E: Cupboard holding the illusion of an assortment of silver ornaments, fitted with a boobytrap which drops a large stone block for 4d6 damage if a pressure over 150lb is exerted on the floor. This trap can be switched on or off from the desk or from the passage behind the secret door at the back of the cupboard. The two levers are linked, so that moving one moves the other.

F: Empty cupboard.

G: Short passage to 72, boobytrapped as E with controls at the desk and in 72.

72. **Small Strongroom.** The door is made of 6" thick bronze (immune to rusting) over 6" of steel, and fitted with 3 complex locks (picked at -10% probability). All three locks

are boobytrapped with ampoules of poison gas (death, 1' cube cloud) which burst at any unsuccessful attempt to pick the lock. An ogre mercenary is in the vault; 25HP, 200gp, not amenable to bribes.

The room is lined with shelves holding a total of 4 leather bags and six wooden chests. A magic aura spell has been cast on all of them: Bag I holds 240gp, bag II holds 500 false gold pieces. It is a *Bag of Holding*. Bag III holds 100gp, 150sp, 200cp. Bag IV holds 4 jewelled chains (values 140, 500, 400, 200gp) and a small lizard which is able to change its shape and colour to appear to be another chain. It is a *rust mimic*, a small relative of the rust monster; AC5, HD2, 11HP, attacks as a 4HD monster, bites for 1-3 damage or touches its two tiny antennae to any ferrous metal it encounters, rusting up to 36 cubic inches of metal on each attack. It has normal animal intelligence and is extremely dextrous, gaining +2 on initiative rolls.

Chest 1 is locked, not trapped, holds 5000cp. Chest 2 is unlocked, not trapped, holds 16 silver ingots, each weighing 20lb and worth 16gp. Chest 3 is locked, boobytrapped to spray acid in a 5' radius cloud. It holds a dismantled suit of +1 plate mail, a *Mace +2*, and 4 potion vials: *Healing*, *Extra Healing*, *Invisibility*, *Superheroism*. A concealed compartment in the lid boobytrapped with a similar acid spray holds a copy of the *Book of Vile Darkness*.

Chest 4 is locked, boobytrapped as 3, and empty.

Chest 5 is locked, no traps, holds 4 velvet lined trays, 2 large leather-bound books, and a wand case. Each tray holds 10 vials of potions or poison. The potions are: 2 vials *Animal Control*, 1 dose/vial; 1 vial *Red Dragon Control*, 1 dose; 3 vials *Delusion*, 2 doses/vial; 1 vial *Healing*, 1 dose, poisoned save vs death; 4 vials *Healing*, 1 dose/vial; 1 vial *Heroism*, 1 dose; 2 vials *Invisibility*, 1 dose; 2 vials *Polymorph Self*, 1 dose; 1 vial *Phase* potion (as in 69, also defective) 1 dose. The remaining 23 vials are assorted poisons, as those in 69. The two books are a *Manual of Golems*, with instructions to build a clay golem.

The wand is Rikii Gūnz's *Wand of Illusion*, and as well as this type of wand's normal function can cast permanent illusions of unusual persistence (see 27, 40) at a cost of 10 charges. If discharged this function cannot be regenerated, though the normal wand power can be recharged. The wand holds 37 charges. Chest 6 is locked, boobytrapped with contact poison on its lock and hinges (death poison). It contains three boxes made of a softly glowing yellow wood, all stamped with the Kings arms. All three boxes are locked but not trapped, and are 13x13x20".

Box 1 holds a silver model of a forked branch, tipped at one side with a screw threaded socket and at the other with a crystal disc cradled in three 'twigs'. Its base ends in a screw thread. It is packed in padded velvet.

Box 2 contains a flat silver block 1' square and 6" thick. The top of the box has a screw socket which will take the 'branch' and six shallow depressions, each 1x6" and ¼" deep. This part is also padded in velvet.

Box 3 holds a jade statue of an eagle with jewelled eyes, which has a screw thread on its base and can screw to the 'branch', also nestled in velvet.

The Green Eagle

These three components form a device known as the *Green Eagle*, whose true origins and function are not known to any living person. It is actually a functioning magical time 'machine', whose true name is the *Eagle of the Ages*, and has spent the last five hundred years in the vaults of the Royal palace. If the three parts are screwed together they will immediately function, transporting any living organisms and associated matter (eg armour etc) within 25' through time. Normally the journey to be made is set by six control blocks, 1" quartz cubes which slide back and

forward in the grooves on top of the box, whilst the settings made are shown glowing scarlet symbols on the crystal disc, in the common numerical system. Since the cubes are missing, however, the disc will only show these co-ordinates after a jump. The controls are:

- 1: Coarse control, centuries - 0-100 centuries in steps of 1 century.
- 2: Fine control 1, years - 0-100 years of 1 year.
- 3: Fine control 2, days - 0-400 days in steps of 4 days.
- 4: Past/Future/Off
- 5: Geographical location - 0-180°.
- 6: Reality lock off/on.

Controls 1-4 are self explanatory. Control 5 is slid backwards and forwards to set movement N or S then E or W. Control 6 prevents the machine from transporting its 'passengers' to another plane, dimension, or universe.

When the machine was dismantled its settings were 1205 years, 40 days, past, no spatial movement, reality lock off. Once this first jump has been made the controls will randomly reset and another jump will occur after 2-5 days (with the disc flashing violet an hour before the jump is made). The only resets that will not occur randomly are 'off' for control 4 and 'on' for control 6. For every time jump is made with reality lock off there is a 10% chance that the party will indeed shift to another plane or otherwise leave the familiar universe, as in the following examples:

- 01: Elemental plane of fire.
- 02: Elemental plane of water.
- 03-05: The party arrive on a conveyer belt under a sign saying 'You are now entering Megacity 1'... etc.

The control blocks have been widely scattered through time and space, and each will only function in one slot. If controls are found and used the setting relevant to the control used will be shown on the disc before a jump. The spells that went into the machine's construction make it invulnerable to anything short of *disintegration*, and will prevent it or those 'carried' materialising inside solid objects or more than 6' above the ground (or water). It will temporarily stop working if dismantled within an hour of arrival, after which time the joints lock until the next jump.

The destination time set is 300 years before the city was founded, an era of superstitious tribesmen who attack anyone using any form of magic. The area is covered in thick forest.

Time in this universe obeys a law known as *Conservation of Events*, in which any alteration in the 'true' course of events tends to repair itself extremely rapidly. If someone is killed at the 'wrong' time they may be resurrected by an interested god, spontaneously reanimate as amazingly lifelike zombies, or be replaced by a party member. Keeping someone alive may have similar drastic consequences. In the unlikely event that the party succeed in making a significant alteration to events before their own lifetimes, there is a chance that events will be altered sufficiently to cause one or more party members to be cancelled from history. In this event the party members concerned will instantly vanish, and the rest of the party will not be able to remember them ever existing. Only if the party happen to change events back to their original course will the missing members reappear. How they spend their time while 'cancelled' is up to the DM, but it is not likely to be very exciting!

Final Note

If DMs do not wish to incorporate Time Travel into their universe, an alternate function for the Eagle is as follows: The *Green Eagle* is an exceptionally lethal magical weapon. Once it has been assembled the bird can be made to become ethereal and directed to any desired target by pressing fingers into one or another slot. The disc gives an 'Eagles Eye' view of its surroundings at any range up to 2 miles. Once the Eagle can see its target it can materialise and fire one *disintegration beam*, range 4' ½' base cone. It will then automatically return to the branch and cannot be used again for 24 hours. □

Out of the West,
The Dark comes crawling;
Higher and higher,
Till it touch the sky.

While in the East,
The Light, still burning,
Sends the Hero,
To the funeral pyre.

DAWN BREAKS!

Old Irilian Prophecy Song

SECRET

ambush

ELL

trading post

POOR ROAD

ferry

GOOD ROAD

River Sil

River Iril



Nomenclature

The following nomenclature will be used throughout the series.

Characters

RA = Race: H = Human, D = Dwarf, E = Elf, G = Gnome, 1/2E = Half-Elf, 1/2 = Halfling, 1/2O = Half-Orc.

SX = Sex: F = Female, M = Male.

AL = Alignment: LG = Lawful Good, LN = Lawful Neutral, etc.

CL = Class: A = Assassin, B = Bard, C = Cleric, D = Druid, F = Fighter, H = Hourie, I = Illusionist, MU = Magic-User, M = Monk, P = Paladin, R = Ranger, T = Thief.

LV = Level.

HP = Hit Points, adjusted for constitution, HD = Hit Dice.

AC = Armour Class, adjusted for dexterity and magic.

AG = Age in years.

WE = Wealth in gp. This is the total fortune of the character and is made up of 3% assorted coins, 10% gems, 7% debts owed, promissory notes, shares, etc. 30% equipment and personal possessions, 50% property if applicable, if not, then +25% gems and +25% personal possession.

BL = Bribe Level (in gp). Virtually everyone in Irilian can be bribed, if not personally then by a donation to a 'good cause'. To determine if a person accepts a bribe and then carries out the desired action, the DM should give a percentage chance of the person performing that action if merely asked; this percentage may be negative. For each bribe equal to the bribe level offered, this percentage is raised by 20%. For example, a character attempts to bribe Kullut, the bouncer, to allow him to remain in the Heafod Aef Orc after closing time. The DM thinks that, in the circumstances, there is a -10% chance of this being possible. The character offers a bribe of 40gp. This is 4 times Kullut's BL so there is now a 70% (-10 + [4x20]) chance that Kullut will agree. The DM rolls a 78% so Kullut pockets the bribe but then throws the character out anyway.

Bribes are almost always accepted, the question is whether they are acted on.

ST = Strength. +a/+b gives to hit (a) and damage (b) bonuses;

IN = Intelligence;

WI = Wisdom;

DE = Dexterity;

CO = Constitution;

CH = Charisma;

MI = Magic items

owned;

WN = Normal weapon

used.

Buildings

ST = Number of stories; N1 = Number of rooms on the ground floor; N2 = Number of rooms on the first floor, etc; CN = Condition; AV = Average, PQ = Poor, BA = Bad, CO = Collapsing.

References

DMG = Dungeon Master's Guide;

PH = Player's

Handbook;

MM = Monster Manual;

FF = Fiend Folio;

DDG = Deities and

Demigods;

WD = White Dwarf.

Pronunciation

In general, Irilian is pronounced the same as English, except g which is sounded as y. Two vowels together are sounded as one. Thus, for example, Geard is pronounced Yard. It is easier to think of Irilian as English spoken with a Scandinavian accent. See the glossary for a fuller 'translation'.

Note: Phrases and names used without full explanation will be completely defined in subsequent episodes.

IRILIAN

A complete AD&D city by Daniel Collerton

Part 1 of a six part series detailing an AD&D town - Irilian. Each part features an episode of a linked scenario (the Rising of the Dark) as well as background information to introduce characters to the town. Irilian first appeared in WD42 and ran through to WD47 - thirty-three pages packed with background information and an excellent scenario. A scenario and series of this scope has never been tried before by any other magazine and it proved very popular. So here it is, this time complete.

This scenario is for a moderately large group of third to sixth level characters who, at its start, are journeying through the wilderness.

The Ambush

In the early morning of 504 - Caelf - Storm - Eirdaeg, the party become aware of the sound of battle coming from the far side of a hill to the north. Any character investigating will see a conflict between some dwarfs, who are guarding a small caravan, and about twice their number of orcs. From the position of the many bodies, it seems that the dwarfs were ambushed in a small ravine to the west but managed to fight their way clear before their horses were brought down. The combatants are as follows:

Orcs: Only 19 remain of 57. They are from two different tribes, the Gnashuz and the Daughqa; well known blood enemies. It is unheard of them to act together in this way.

The surviving orcs are:

Gnashuz Leader: AC4, Move 9", HD2, 1 attack at 1d10 (halberd), HP14. Witch Doctor: AC7, Move 12", HD2, 1 attack at 1d6+1 (mace), HP8. Spells: cure light wounds x2, chant (used); push, shield, scare. 8 Orcs: AC6, Move 9", HD1, 1 attack at 1d6 (short sword), HP8, 2x7, 3x4, 2x3.

Daughqa Leader: AC4, Move 9", HD2, 1 attack at 1d8 (long sword), HP9. 8 Orcs: AC6, Move 9", HD1, 1 attack at 1d8 (long sword), HP6, 2x5, 4, 4x3.

The Witch Doctor will not be in combat, but using his chant. Because of the overcast sky and heavy rain, the orcs are not at their normal -1 to hit in daylight.

Dwarfs: Of the 42 members of the Khazal clan escorting the caravan, 13 survive. All are male fighters.

Name	Lvl	HP	AC	ST	IN	WI	DE	CO	CH
Thorfin	6	32/68	-3	18(76)	14	14	13	17	12
MI +3 Axe, +2 Plate Mail, +3 Shield.									
Bali	3	14/24	1	16	16	11	14	14	11
MI +1 Mace, +1 Plate Mail.									
Kilim	3	10/18	0	17	9	7	15	13	13
MI +2 Lucerne Hammer, Plate Mail.									
Thori	1	4/7	4	14	12	18	13	12	16
Uzin	1	7/9	7	13	4	9	4	14	12
Sigis	1	3/8	4	18(65)	15	16	13	12	10
Fili	1	8/12	4	14	7	14	11	16	15
Kinki	1	10	4	11	18	18	13	18	11
Dimin	1	10	2	15	15	17	16	13	11
Dwalin	1	3/8	4	13	9	11	9	13	11
Rilim	1	10	4	17	16	12	12	18	16
Thorgi	1	5/7	4	17	9	17	11	18	9
Fori	1	3/9	4	8	9	10	14	14	7

Notes: All first levels wear Splint Mail and shields, and have battle axes, short swords and short bows, with 20 arrows each. Hit points before the slash are current totals (due to wounds) those after are normal totals.

The caravan consists of 7 solidly built, covered wooden carts, each pulled by 8 draft horses [MM] AC7, Move 12", HD3, 1 attack at 1d3, HP56x13. For each horse killed, speed drops by one eighth from its normal 1 hex/hour on poor roads, 2 hex/hour on good roads (= 3"/6"/turn). Up to 8 hours/day can be spent travelling. Night travel is one fifth normal speed. At night, the carts may be linked to form a stockade. Usually, 14 of the escorting dwarfs ride on the carts with the others walking alongside. After the battle, half of the horses will be dead.

The carts contain two year's production of the Khazal mines and trading ventures:

34 platinum ingots, 1000gp each. 50 gold ingots, 200gp each. 700 silver ingots, 10gp each. 3000 copper ingots, 1gp each. (Each ingot weighs 20lbs). 3 wrought gold plates at 1400gp, 1000gp, 900gp. 2 wrought platinum bowls at 2500gp, 1500gp. 3 gem-set silver goblets at 3000gp each. 12 pieces of lapis lazuli at 10gp each. 3 pieces of onyx at 50gp each. 6 pieces of jet at 100gp each. 3 pieces of peridot at 500gp each. 6 fire opals at 1000gp each. 600 assorted furs worth 1500gp.

The total value is 80,570gp, distributed equally amongst the carts with the most valuable - platinum, gold, jewellery and gems - locked inside iron-bound chests to which Thorfin has the key. Each cart also contains food for 6 dwarfs for 10 days and equipment for making camp.

The first characters to charge down the hill will have surprise and, on their first strike, be +2 to hit and +1d4 to damage.

If the party successfully aids the dwarfs, they will be thanked by the senior survivor and asked to act as guards until the caravan reaches Irilian for a (negotiable) percentage of the value of the goods in the caravan which reach the Gilds Faector in Irilian. The percentage should be enough to convince the party that honesty is the best policy but neither its

gp value nor the composition of the caravan's merchandise will be given. The party should accept the offer.

The Journey (See Map 1)

The narrow, rotted track winds its way around the low hills. It goes through a thick fir forest. Movement off it is impossible for carts and at one tenth normal speed for others. In each hex there will be a clearing suitable for making camp. The forest is unnaturally quiet and there is a marked absence of animal life. The weather is exceptionally poor for the season with almost continual thunderstorms; the orcs drums can be heard between the thunderclaps and occasional pillars of smoke can be seen rising from surrounding hill-tops. There is a general feeling of menace. Roll once/hour for random events; a score of 1 on a d12 indicates one of the following:

1. Cart gets bogged down. 1d4 turns to free it.
2. Cart loses a wheel. 1d6 turns to repair it.
3. Horse goes lame. Move at half speed until replaced.
4. Fallen tree blocks road. 1d8 turns to move it.

Encounters

There are two types of encounter, time and location encounters. Should these clash, the time encounter and all following time encounters should be postponed for 1 day. Encountered monsters who attack will make an immediate frontal assault using wave tactics. They will be maddened with fear. Their morale will be 15% better than normal but any adverse result should be taken to mean 'flee in panic' [DMG]. Thus morale will be better while it lasts but, when it fails, the results will be more catastrophic. Monsters who fail their morale throws once will not attack again. No attacker will be taken alive; those who are captured will die - apparently from a psionic attack.

Time Encounters

By the time of the aftermath of the battle it will be 3 Neahture, Eirdaeg. The following encounters will take place during the journey at the times given.

Eirdaeg. Dosk. As it makes camp, the caravan is attacked by the following humanoid tribes, none of whom have missile weapons and as with the orcs, are all notorious enemies:

Kuzg: 1 Goblin Leader AC4, Move 6", HD1, 1 attack at 1d8 (longsword), HP8; 38 Goblins AC6, Move 6", HD1-1, 1 attack at 1d6 (short sword), HP38x3; Nazg: 1 Goblin Leader AC5, Move 6", HD1+1, 1 attack at 1d8 (longsword) HP9; 46 Goblins AC6, Move 6", HD 1+1, 1 attack at 1d6 (shortsword) HP46x3; Tulus: 1 Hobgoblin Leader AC3, Move 9", HD2, 1 attack at 1d8 (longsword) HP13; 27 Hobgoblins AC5, Move 9", HD1+1, 1 attack at 1d8 (longsword) HP27x5; Fethi: 1 Bugbear Leader AC3, Move 9", HD3+4, 1 attack at 1d10 (halberd) HP24; 12 Bugbears AC5, Move 9" HD3+1, 1 attack at 2d4 (guisarme) HP12x13.

Two rounds after the attack begins, a group of daoine sidhe ride out of the forest to help the caravan. If possible, they will use their magical, psionic and divine awe powers instead of fighting.

Queen: AC3, Move 12"/24" (horsed), HD6, 1 attack at 1d4 (dagger), HP32. **Spells:** colour spray x2, light, hypnotism, wall of fog, blindness x3, hypnotic pattern x2, fear x2, paralysis x2, confusion x2, phantasmal killer, chaos x2, permanent illusion.

Prince: AC3, Move 12"/24" HD6, 1 attack at 1d8 (longsword), HP42. **Spells:** entangle x5, charm person or mammal x2, cure light wounds x2, call lightning x3, call woodland beings, cure serious wounds, wall of fire.

Fool: AC3, Move 12"/24", HD6, longsword, HP37. He has an Anstruth Harp [DMG].

The daoine sidhe are similar to elves, but are 6', with soft, fair skin and long blond, blue-black hair. They have an unearthly beauty which gives them a charisma of 7-24. Those with 18+ Charisma have Divine Awe powers [see DDG]. These denizens of Faerie have great powers of the mind and arcane knowledge. They are only corporeal at certain times, otherwise they are mere shadows unable to effect the material world. See WD31 for full details if you wish to use them outside this scenario.

27 Daoine Sidhe AC3, Move 12"/24", HD3, 1 attack at 1d8 (longsword), HP27x14. All of the Sidhe have the psionic powers of *Animal Telepathy*, *Detection of Good and Evil*, *Invisibility*, *Shape Alteration* and *Telepathy*. Following the defeat of the humanoids, the Sidhe Queen will give the senior survivor of the caravan a sealed silver scroll tube. She will lay upon all those present the task of delivering the tube to Teral Guthdohtor at the Abbeie in Irilian. She also gives a warning. 'The Dark is rising and it will do everything in its power to prevent you reaching Irilian. However, there will be those on your journey who will aid you. May your Gods look over you.' before returning to the forest.

Eirdaeg. Middneacht. The Wild Hunt [DDG] gallops across the sky. It will not attack and only characters who roll a 1 on a d20 (to see if they are awake) and then fail their saving throw will attempt to join it.

Earthdaeg. Dagung. 10 Gnolla, AC5, Move 9", HD2, longsword, HP10x8, and 2 Ogres, AC5, Move 9", HD4+1, 1 attack at 1d10, HP21, 15, attack the caravan as it strikes camp.

Earthdaeg. 2 Neahture. 4 Kobolds, AC4, Move 6", HD1/2, 1 attack at 2d4, HP4+x2, trail the caravan as it strikes camp.

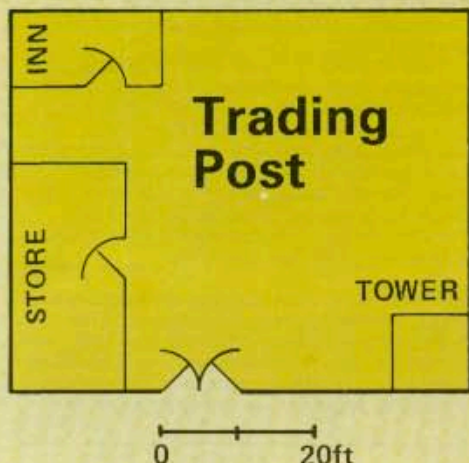
Earthdaeg. Middneacht. The Wild Hunt passes overhead.

Monadaeg. 11 Daegure. A Hill Giant, AC4, Move 12", HD9, 1 attack at 2d8, HP49, attacks the lead cart.

Fyrdaeg. 1 Daegure. A doombat [FF] AC4, Move 18", HD6+3, 1 attack at 1d4, Special Attacks: Shriek, HP34, and 5 giant bats [FF] AC8 Move 3"/18", HD1/2, 1 attack at 1d2. Special Defenses: Aerial Maneuvrability, HP3x3, 2x2, attack the lookout. >



Name	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Kiris	H	M	CN	F	3	15	8	52	1435	100	12	13	9	12	14	9	-	Longsword
Sili	H	F	N	F	2	14	8	47	1136	100	15	14	7	10	15	11	-	Longsword



Location Encounters

Trading Post. See above. A small stockaded fort. The walls are of 10ft high logs and have a walkway. The Inn and the Store are stone-built, single-storied, single-roomed buildings. The 20ft high lookout tower of open wooden construction. The store contains fur and a small selection of weapons (10% chance for any particular one) and trapping equipment. The Inn provides a basic meal and an area of floor for the night for 1sp. Caravans may be tethered in the yard for 1gp/cart/night. The post is run by two retired fighters. Kiris and Sili will attempt to keep the peace, but not at the cost of their own skins. When they learn of the attacks on the caravan, they will insist that it stays only one night.

Also in the Trading Post is a small mule train of 12 mules and 15 handlers, actually disguised brigands who will attack the caravan at 2 Daegure. There are 14 0 level fighters (RA H, SX M, AL CE, CL F, LV0, HP14x4, AC5, WN Shortsword) and one leader RA H, SX F, AL CE, CL F, LV3, HP17, AC4, AG32, ST16 (+0/+1), IN10, WI9, DE13, CO11, CH14, MI +1 Longsword (No special abilities) WN Longsword.

Kiris and Sili warn that the bridge over the Sil on the East Road is down. The only other crossing is the ferry on the West Road.

Ferry. The ferry keeper lives in a small hut on the north bank. Name Saliq, RA ½E, SX F, AL N, CL F, LV0, HP6, AC8, AG18, WE98, BL10, ST16 (+0/+1) IN14, WI10, DE15, CO16, CH18, MI-, WN Longsword. She has a tame cave bear, Grun [MM] AC6, Move 12", HD6+6, 2 attacks at 1d8, 1 attack at 1d12. Special Attacks: Hug for 2d8, HP40.

The ferry is a small barge and will carry up to 8 horses or 1 cart. A hawser is anchored to each riverbank and passes through pulleys at each end of the barge to guide it. Motive power is provided by the passengers who pull on the rope. Saliq will charge 1gp for each crossing, which will take 1 turn.

In the centre of the river on its first crossing, the ferry is attacked by 8 sahuagin [MM] AC5, Move 12"/24", HD2+2, 1 attack at 1+1d6 (trident), HP4x12, 3x11, 10. Simultaneously, 2 others (HP14, 12) attempt to cut the hawser. They will need 1 turn to do this to the point where it will snap. Because of the light, the Sahuagin will be at -1 to hit and damage.

Four rounds after the Sahuagin attack, they will be attacked in turn, by 20 sea elves [MM] AC5, Move 12"/24", HD1+1, 1 attack at 1+1d8 (longsword), HP3x9, 7x8, 10x7, who will vanish without explanation when all of the Sahuagin are dead.

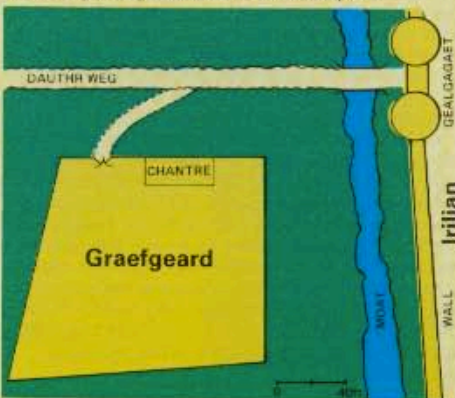
Irilian. The caravan arrives at dusk. (Regardless of how far it had to travel on the final day, some mishap will have delayed it.) The Gealgagat will close as it arrives and, simultaneously, the wind will rise to a gale, the thunder and lightning reaching a new peak.

The almost continual flashes of lightning will reveal, through the driving rain, a cloud of blackness moving slowly (10ft/round) down the Dauthr Weg towards the caravan. When first noticed, it will be 300ft distant.

Inside the cloud are 3 sons of kyuss [FF] AC10, Move 9", HD4, 1 attack at 1d8, Special Attacks: Worms, Disease, Special Defenses: Fear, Regeneration, HP21, 18, 16, each accompanied by 3 zombies, [MM] AC8, Move 6", HD2, 1 attack at 1d8, HP9x8. The undead will attack the caravan until destroyed. Any who are turned will return when the duration of the turning has been exceeded. Visibility inside the cloud is 10ft.

When the cloud is 150ft from the caravan, the gates of the Graefgeard will slowly open to reveal a figure beckoning to the party. It is dressed in a black shroud, the cowl of which is thrown back to reveal a death's head. The wind, whipping madly at the shroud, will show beneath, black armour emblazoned with a skull.

The figure is the Chantman; a cleric of the DauthrMan, the Irilian God of the Dead. He will shelter the caravan in the Graefgeard; helping defend it against the Undead. In the morning the gates of Irilian will open.



Graefgeard and Chantman, The Dauthr Weg. ST1, N1 2, CN AV. Irilian's dead are buried in the Graefgeard. Entry is through a set of double wrought-iron gates (DPV 5) in the surrounding 10ft stone wall (Damage Point Value [DPV] 4). It is overseen by the Chantman, RA H, SX M, AL NG, CL C, LV5, HP30, AC-3, AG32, WE5120, BL-, ST17(+1/+1), IN14, WI18, DE12, CO16, CH3, MI: Mace of Disruption, +5 Plate Mail, WN Mace. Spells: detect evil x2, protection from evil x2, cure light wounds, augury, chant, hold person x2, silence 15ft radius, dispel magic, remove curse.

The Chantman lives at the Chant where he sings the prayers for the dead. He hates Undead, destroying them wherever he can. He might even join a party of adventurers if that were their intention. Because of his low charisma, the Chantman is solitary in his habits; only venturing outside the Chant when his mask, which gives him an effective charisma of 8, is in place and, even then, only to burials, expeditions against the Undead or to visit his great friend, Teral Guthdohtor, at the Abbeie.

The cost of a burial ranges from 1cp to 1000gp depending upon its magnificence. For an extra 1gp/wika, the Chantman will sing the death songs for the deceased.

Background Information

From conversations with the dwarfs and the owners of the Trading Post, the party will be able to learn the following about Irilian.

History. 500 years ago, when Irilian was a collection of hovels beside a ford on the river Iril, gems were discovered in nearby clay beds. Irilian then grew rapidly to its present size, acquiring a reputation as one of the richest

and most powerful city-states in the area. It attracted many adventurers as well as the attention of the large humanoid tribes to the north who tried to sack it several times before being virtually wiped out in the Damner Batayle, the final battle in a 15 year war.

A century ago the gems failed and Irilian started to decay; its lands and possessions were sold off or occupied and its power declined, now extending a bare 5 miles from the city. It now makes a precarious living as a trading centre, situated between the civilised lands to the south and the wilderness to the north. Only the street names now bear witness to the glory and power that was Irilian.

Government. Although nominally independent, Irilian leans heavily on the countries to the south for support and, if possible, will try not to offend them. However, there have been times when Irilian has had to defend itself against a 'fraternal visit' from one or two armies. There are two main facets to Irilian politics - the Council and the Mob existing in uneasy partnership; Council proposing and the Mob, now and then, disposing. The Council are the elected representatives of the people while the Mob are the people themselves. Details of the Council and Mob will be given in a later episode.

Citizenship. Anyone wishing to become a citizen must either have been born there or take an oath of loyalty and pay 1gp to the Treasury. Citizens can vote in the Council elections and claim protection under Irilian Law (Regardless of citizenship, everyone in Irilian is subject to the punitive aspects of the Law.)

Taxes. The major Irilian taxes are: *Hearth Tax:* 1sp/family or single adult/year. *Merchandise Duty:* 3% of value of goods for trade on entering or leaving the city. *Poll Tax:* 1sp/voter/year. (Irilians are allowed a vote when over the age of 15). *Property Tax:* 3% of value of property owned/year. *Toll:* 1cp/person on foot, 5cp/cart, 1sp/rider, on entering or leaving the city. *Treasure Duty:* 10% of all gems, jewellery and non-Irilian coins which are brought into Irilian and not taken out again. Goods in transit are exempt.

All travellers entering the city are checked and, if carrying taxable goods, are directed to the Council Hus to pay their duties. Should they refuse, the Garde will be called. Personal equipment is not considered taxable.

Irilian Law. Irilian Law is of four types; Criminal, Civil, Religious and Military, each has different courts and penalties. They will be detailed in a later episode.

The Irilian Daeg. The Irilian Daeg, 24 ure (hours) each of 60 minutes, is divided into the Daegure and the Neahture; these being separated by Middneah and Middaeg and subdivided by Dagung and Dosk.

Typical Irilian Daeg

Middneah. Changing of the Night Patrol. 1 Daegure. 2 Daegure. 3 Daegure. Inns close, Beggars Finish. 4 Daegure. 5 Daegure. 6 Daegure. Beggars start, Breakfast. Dagung. Dawn, City gates open, Food shops open, Night Patrol exchanges with the Day Patrol, Temple Service. 8 Daegure. Market opens. 9 Daegure. Other shops open. 10 Daegure. Inns open. 11 Daegure. Middaeg. Changing of the Day Patrol, Temple Service. 1 Neahture. MIDDAY meal. 2 Neahture. Council sits, Courts are convened. 3 Neahture. Market closes. 4 Neahture. Council rises. 5 Neahture. Dosk. Dusk, Gates close, Non-food shops close, Punishments carried out, Day Patrol exchanges with the Night Patrol, Main Temple Service. 7 Neahture. Evening meal. 8 Neahture. Food shops close. 9 Neahture. 10 Neahture. 11 Neahture. Middneah. Changing of the Night Patrol.

The Ure are marked by Temple gongs which sound one beat for the half ure and the relevant number of beats for the ure. The Ure of Middneah, Dagung, Middeag and Dask are further marked by a snatch of Sacred Text sung out from the Temple Gong Tower by one of the clerics.

The Irilian Calendar. The Irilian year comprises four *Sesons*, each of eight *Wika* of ten *Daeg*. The *wika* are *Storm, Rivere, Waeter, Lac, Hael, Mont, Vale and Pas*; the *Sesons* are *Caelf, Heahfore, Cu and Bole*; and the *Daeg*: *Regndaeg, Sunnedaeg, Eirdaeg, Earthedaeg, Monadaeg, Waeterdaeg, Fyrdag, Seoradag, Frostdaeg, and Cludaeg*. Between the *Sesons* are the festivals of *Deorcdag, Leohtdag, Samedeorc* and *Sameleoht* plus many other yearly festivals; the most important of which are *Caelfdaeg, Heahforedaeg, Cudaeg, Boledaeg* and *Domsdaeg*.

When giving a date, the year is given first (Year Zero is the date of Irilian's foundation as a city) followed by the *Seson*, the *Wika* and the *Daeg*. The present year is 504 thus, for example, the date of the second great market is 504 - Bole - Rivere - Eirdaeg. Numerically, this would be 504 - 4 - 1 - 3. To convert to AD&D game time, for hiring and aging purposes, for example, let 1 *Daeg* = 1 day, 3 *Wika* = 1 month, 1 Irilian year = 1 year.

The Irilian Calendar

SESON	Daeg	Wika	Regndaeg	Sunnedaeg	Eirdaeg	Earthedaeg	Monadaeg	Waeterdaeg	Fyrdag	Seoradag	Frostdaeg	Cludaeg
Caelf	Storm	F1	H	M		(H)		H				
	Rivere		H	M		(H)		H				
	Waeter		H	M		(H)		H				
	Lac		H	M		(H)		H				
	Hael		H	GM1F2		(H)		H				
	Mont		H	M		(H)		H				
	Vale		H	M		(H)		H				
	Pas		H	M		(H)		H				
Heahfore	Storm	F3	H	M		(H)		H				
	Rivere		H	M		(H)		H				
	Waeter		H	M		(H)		H				
	Lac		H	M		(H)		F4H				
	Hael		H	M		(H)		H				
	Mont		H	M		(H)		H				
	Vale		H	M		(H)		H				
	Pas		H	M		F5	(H)	H				
Cu	Storm	F6	H	M		(H)		H				
	Rivere		H	M		(H)		H				
	Waeter		H	M		(H)		H				
	Lac		H	M		(H)		H				
	Hael		H	M		(H)		H		F7		
	Mont		H	M		(H)		H				
	Vale		H	M		(H)		H				
	Pas		H	M		(H)		H				
Bole	Storm	F8	H	M		(H)		H				
	Rivere		H	M		(H)		H				
	Waeter		H	GM2F9		(H)		H				
	Lac		H	M		(H)		H				
	Hael		H	M		(H)		H				
	Mont		H	M		F10(H)		H				
	Vale		H	M		(H)		H				
	Pas		H	M		(H)		H			F11	

DEORCDAEG

Notes: F: Festival. H: Holiday. M: Market.
GM: Great Market. (H): Halfdaeg.

The Festivals. All the festivals feature eating, drinking, processions, Temple services, games, plays and general jollity. The unique features of each are given below.

F1. Caelfdaeg. This celebrates the first *sezon*, the *Caelf*, the new year. There is a procession, through the streets, of five matched pairs of calves; each pair having one black

and white animal. At the culmination, the calves are ritually slaughtered in the Mark Geard by clerics of the Temple. The carcasses are butchered and the raw flesh is consumed by the assembled populace who meantime scream to the Gods to let the following *sezon* be fruitful.

F2. Fondation. This commemorates Irilian's foundation. The members of the Council are borne thrice round the Mark Geard in palanquins as they throw 'gems' to the assembled multitude. Or rather they used to; in the present hard times, the 'gems' are coloured glass and pretty pebbles. One of the two great yearly markets, the Fondation Mark, is held on this *daeg*.

F3. Heahforedaeg. As *Caelfdaeg* except the calves are replaced with heifers.

F4. Daeg Aef Victorie. The Irilians remember their more glorious past, in particular the Damner Batayle. All day long, the Irilian Garde gives marching displays, parades, fights mock battles and generally shows off. In the evening, there is a great spell- and torch-lit circus in which various unfortunates fight to the death against assorted monsters in the hope of winning some of the prizes on offer.

F5. Foldaeg. The Irilians lose their customary reserve and vie with each other to play the most outrageous practical jokes. All normal rules of behaviour are suspended (although the Law is not) and the Council Aef Misriule, a group of drunkards and rakes, rules for the *daeg*; passing the most shocking laws that they can dream up. One famous example was when the Council decreed that the males and females in Irilian would have to exchange clothes - from that time dates the general similarity in male and female attire in Irilian.

F6. Cudaeg. As *Caelfdaeg*, except ten cows are slaughtered to try and sway the Gods.

F7. Relief Aef Irilian. During the days, in remembrance of the siege of Irilian by humanoid tribes in the years 376 - 379, the Irilians eat the food to which they had been reduced by the time the siege ended: wood bread, rat stew, grass porridge and similar delicacies. At Dask, the Temple gongs ring out to mark the relief of Irilian and the populace then eat and drink themselves insensible on more palatable fare.

F8. Boledaeg. Apart from bulls rather than calves being the sacrificial animals, this celebration bears a remarkable resemblance to *Caelfdaeg*.

F9. Domsdaeg. The day on which Irilians look forward to the end of the world when the skies shall split, the ground shall be consumed in flame, the waters of the world shall be turned into blood and a new and greater Irilian shall arise to take her rightful place as the Queen of the cities of the world. Most of the day is spent either at the Domsdaeg Mart, or watching the lengthy play in the Munuc Geard which depicts the above in all its gruesome details.

F10. Gemmafaile. With great weepings and wailings and gnashings of teeth, the citizens remember when the Gods turned on Fair Irilian and the gem beds failed. No Irilian will speak between Dagung and Dask nor allow food to pass his or her lips from middneah to middneah.

F11. Dauthrdaeg. The Festival of the Dead. The Irilians dress in their best red clothes, red being the colour of death, and attend numerous temple services; donating gifts to the spirits of the dead to prevent them returning and plaguing the living. As a finale, the entire population processions to the Graefgeard where offerings are left on the graves and services sung for the dead.

Holidays. These are days on which Irilians do not work, or work for triple pay, but rest, meditate, eat and drink.

Market, Great Market Day, and Halldays.

These are market days in the Mark Geard, fully detailed in a later episode. Halldays are normal days until middaeg, when they become the same as holidays.

Seson Festivals. Samedeorc - celebrating that the night is the same length as the day. Leohtdag - celebrating that the day has its greatest length. Sameleoht - celebrating that the day is the same length as night. Deorcdag - celebrating that the night has its greatest length.

Each of these is celebrated by fasting until middaeg when the Primat of the Temple declares the festival to have started. The congregation, seated in the Mark Geard, then broaches casks and wineskins brought for the occasion and drinks itself into a sacred stupor to, hopefully, become receptive to the Gods' commands - should they give any. They have not as yet, but the Irilians do not let a little thing like that stop them.

Weather. The Irilian climate is temperate with short, intense winters, the last two *Wika* of Bole and the first two of *Caelf*, and mild, wet summers, last three *Wika* and first three *Wika* of *Heahfore* and *Cu* respectively. To determine the actual weather use the chart provided.

Irilian Weather

	Caelf	Heahfore	Cu	Bole
Degree	01-03	01-10	01-02	01-08
None	04-20	11-40	03-25	09-25
Quarter	21-50	41-60	26-60	26-40
Half	51-80	61-80	61-90	41-60
Three Quarters	81-00	81-00	91-00	61-00
Total				
None	01-05	01-05	01-03	01-10
Light	06-40	06-50	04-20	11-30
Heavy	41-75	51-80	21-85	31-90
Very Heavy	76-00	81-00	86-00	91-00
Subzero (below 32°F)	01-10		01-15	01-30
Very Cold (33-35°F)	11-40	01-05	16-45	31-75
Cold (36-55°F)	41-70	06-15	46-75	76-95
Average (56-65°F)	71-98	16-70	76-98	96-00
Warm (66-75°F)	99-00	71-90	99-00	
Hot (76-85°F)		91-00		
None	01-05	01-10	01-03	01-10
Light Breeze	06-20	11-70	04-10	11-20
Moderate Breeze	21-70	71-85	11-60	21-80
Strong Breeze	71-98	86-00	61-95	81-99
Strong Gale	99-00		96-00	00

To determine weather, roll percentage dice once/daeg separately for cloud cover, precipitation, temperature and wind. If the result is more than two degrees different from that previously obtained for that type, then the degree which is two different is used, ie if the previous day's cloud cover was none and the dice say that today's is total then the actual cloud cover is half.

Precipitation is only possible if there is some cloud cover and only constant if that cover is total, and in subzero temperatures falls as snow, in very cold temperatures as sleet. If there is no wind and the temperature is average or less, there is a 40% chance of fog. If there is no wind and the temperature is above average, there is a 40% chance of haze.

Diseases. Irilian counts as a filthy, crowded environment for determining disease. The climate is usually hot and moist only for the last *wika* of *Heahfore* and the first *wika* of *Cu*, otherwise it is cool. All meat in Irilian is considered improperly cooked and all water contaminated unless purified by a cleric. 111 characters may be cured in the Abbeie for a 'donation' of 10% of their wealth. There are, at present, no epidemic diseases in Irilian.

Religion in Irilian. Irilians worship a small pantheon of deities, with one patron deity and paying homage to the others as occasion demands; thus a woman who has Laidhanas as her patron Goddess might pray to Felthu for good crops or a successful birth. The main deities are detailed below.

DauthrMan. The Dead Man: God of Peaceful Death and Quiet Journeys. Burials by clerics of the DauthrMan protect the corpse from all disturbance and from becoming▷

Forgiefanas. Goddess of Mercy and Healing. Clerics of Forgiefanas are pacifists, seeking to avoid trouble whenever possible, and are generally popular because of their work in tending the sick and dying, distributing alms, looking after orphans and suchlike. Anyone harming one will end up at an impromptu execution - his own.

Lagu. God of Law. Lagu's followers believe in the Law above everything else and have a rigid set of behaviour norms, deviation from which is punished in the afterlife. This belief should not be confused with a similar veneration of justice; followers of Lagu can see little connection between the two. Most of the rest of Irilian consider worshippers of Lagu to be narrow-minded bigots.

Laidhanas. The Supreme Deity, Goddess of the Family. Clerics of Laidhanas are what clerics are expected to be: supportive, shepherding the faithful, consoling the desolate and smiting the infidel. The other Irilian clerics listen to their advice, even if they do not always follow it, and they are the religious heads of Irilian: the chief cleric of Laidhanas being the Primat of All Irilian.

Other deities include Juel, Gods of Gems, now somewhat less popular than once he was; Diubul, Goddess of Evil; Fanwe, Goddess of the elements and Cahcubo, Goddess of the seasons.

Non-Irilian Deities. The attitude towards worshippers of other deities depends upon whether those worshippers are classified as pagans or infidels. Pagans are those who, through no fault of their own, happen not to have seen the light. The Irilians tend to leave them alone; hoping that their pious behaviour will cause these unfortunates to realise their error. Infidels are those who aggressively proclaim their erroneous beliefs and try to tempt Irilians from the One True Way. Infidels are persecuted, ie burnt. Followers of Lagu are the most intolerant and are usually the ones who convene the Temple Cort with a charge of Blasphemy! The major religious institutions in Irilian are the Abbeie, the Monasterion, the Temple and the Graefgeard and Chantr. These will be described in future episodes. □

	Irian Deities					
Name	DauthrMan	Esrif	Felthu	Forgiefanas	Lagu	Laidhanas
Area of Control	Death	Battle	Fertility	Healing, Sorrow	Law	Family
Alignment	NG	CN	CN	LG	LN	CN
Worshippers						
Alignment	Any	Any	Any	Any	LG, LN, LE	Any
Holy Symbol	Skull	Severed Head	Wheat	8 Pointed Star	Circle	3 Linked Squares
Animal	Crow	Hawk	Hare	Dove	Owl	Cat
Colour	Black/Red	Blood Red	Leaf Green	White	Gold	Blue
Clothing Head	Death Mask	Helm	Grass Circlet	None	Gold Circlet	None
Clothing Body	Black Shroud	Armour	Any	Robe	Any	Any
Sacrifice	Variable	Variable	Samedeorc,	Anytime	Anytime	Sunnedaeg
Frequency			Sameleoht			
Sacrifice Type	Burial	Foe in Battle	Fruit, Self	Prayers	Chaos	Food/Wine
Cleric Sex/Race	Any	Any	Any	Any	Any	Any
Place of Worship	Graveside,	Battleground,	Field, Temple	Temple	Temple	Hearth,
	Temple	Temple				Temple

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When the remainder of the party arrives, they will be shown into the same room. Sisters will provide food and drink and tend the wounded.

Teral will return at Dusk. She will suggest that the dwarves return to their halls and prepare for war. The dwarves will bow and leave. She will then turn to the party and explain.

'There is some great evil rising although what form it takes or from whence it comes I cannot say. I have prayed to Forgeifanas but Her wisdom is hidden. I only know that the means to lay this abomination lies somewhere in Irilian. I ask you to aid me in this search – remember that the Dark has already touched you and is seeking you still. I cannot leave the Abbeie so you must be my limbs and senses in the town. You are not known in Irilian and so shall be able to move about without being associated with me. If it were known that I were interested in what you will have to seek, it would cause a panic. As it is, you will merely be another band of adventurers. Above all, you must tell no-one more of this than you have absolute need to – the Dark feeds on fear. I suggest that you begin with Timis the Sage; he should be able to provide some information. Should any of you be killed or injured, I will tend you. Your rewards in the next life will be great.' Teral will give the party her blessing and have them directed to Timis's house at 7 Luft Met Weg. She will allow the party to leave things in the Abbeie, cure any wounded members and give any aid that she can. She will also ask Serial and Ankos and (see Abbeie description later) to keep an eye on the party, aiding them, if necessary. Finally, she will give the party a safe-conduct bearing her seal, admonishing them to use it only if absolutely necessary. It reads:

The bearers of this scroll are under my protection. They are to be allowed about their business without let or hindrance and afforded such assistance as they may require.

Teral Guthdohtor Aef Abbeie.

7 Luft Met Weg. Timis' house (ST 2 N1 4 N2 5 CN BA) will be found to be shut up and deserted when the party arrives. Enquiry at the neighbours will reveal that at this hour, Timis is usually to be found at the Grifoun Inn (16 Mark Geard [D5]).

The Grifoun. If Timis is asked for, a bartender or bouncer will point to an apparently empty table. Closer inspection will reveal a foot protruding from under it. Attached to the foot is Timis; presently very drunk. (See under shops for further details of Timis.) If shaken sufficiently, he will come around but will refuse to co-operate with the party unless they swear on their Gods to protect him should he be attacked. He will be quite adamant on this point.

When the party have agreed, he will leave with them for his house. Unfortunately, on the way out, he will lurch into a large, ill-favoured half-orc; spilling her drink. The half-orc will reply with a punch: hurling Timis across a nearby table and stunning him for a

The half-orc is Gnak, the leader of a group of caravan guards (RA 1/0, SX F, AL CE, CL F, LV 5, HP 28, AC 5, AG 47, WE 1000, BL 150, ST 17 +1/+1, IN 12, WI 9, DE 12, CO 16, CH 8, MI None, WN Longsword.). Drinking with her are 8 of her band. (RA H, SX M, AL CE, CL F, LV 0, HP 2x6, 4x5, 1x4, 1x3, AC 7, WN Longsword.). All are spoiling for a fight.

When Timis comes round, he will attempt to crawl under a table and metamorphose into a werewolf in order to teach Gnak a lesson. This should be noticed by one of the party. The bouncers will attempt to prevent any brawl developing. Four rounds after any fracas develops. Ankos and Serial from the Abbeie will inconspicuously arrive. Should the party appear to need it, they will join in. Unless things are explained, however, they will first try to eradicate the foul spawn of chaos that they see before them – Timis. Two turns later, an Irnan of the Garde will arrive to investigate the disturbance.

If the party eventually take Timis home, he

will thank them and, when he has heard their request, generously waive 50% of his fee, 1000gp in this case, and disappear into his library to sober up and consult his sources of information. In two hours, during which time he will insist that the party stays in case anyone should have noticed that he was the werewolf (no-one else did), he will reappear with the following speculations.

The Dark is an entity. It is thought by some to be the expression of the collective evil of creation. As such, it has no physical form and cannot directly affect the world, only express itself through corporate beings. The more evil a being, the more easily the Dark can warp it further towards evil.

Normally the Dark has no real structure, being merely a motivation for evil without providing the guidance for that evil to express itself. However, when the Dark rises, it gains a malicious intelligence and will actively work for evil. When risen, the Dark could directly affect the world. Why it should rise is unknown.

The Dark cannot be destroyed without first destroying every evil in creation. It may be laid although Timis has no idea how this could be done beyond the clues which are given in an old verse that he has found – the same one that the party earlier heard from Teral Guthdohtor. What the verse means, though, he has no idea.

The only other suggestion that Timis will have is to consult the Astrologer, Toth-Agozth, at 21 Mark Geard (D4). If such an evil is rising then surely the heavens would show evidence of it.

Toth-Agozth. 21 Mark Geard (D4). Toth-Agozth (See shops for more details) will agree to make a survey of the heavens for her standard fee: 100gp. At the Ure of Middneah, she will start her scan. As she looks towards the West, she will stiffen, moan and then slump on the floor; blood trickling from her ears, eyes and mouth – quite dead. Anyone trying to look through the telescope must save versus Death Magic or be struck unconscious for 1d20 turns.

Whether the throw is made or not, the viewer will have only a confused impression of a glowing intelligence disappearing into the West.

If Toth-Agozth is raised, resurrected or a speak with dead is used, any of which Teral Guthdohtor will perform, she will be able to tell the party the following:

As she looked into the West, she felt herself drawn into the embrace of a mind which considered her before allowing her to pass into its thoughts where she was battered to death. Her overwhelming impression was of confident power but just before she expired she caught a thought which she recognised – 3 Riht Khalkedon Weard.

Note for the DM.

Unlike most scenarios, this series depends upon the party following a more or less straight path through Irilian so their actions are contained; for example, they should not be allowed to venture into areas of Irilian which have not yet been described. The scenarios are arranged, however, so that this should not be necessary. Also, as they stand, the path which the party has to follow is fairly obvious: DMs who wish to may give out less information so that the party has to do more of the thinking.

DMs may also wish to complicate matters by, for instance, having Gilos, the Bard from the Grifoun, notice Timis' metamorphosis and use the information to attempt to blackmail the party.

To economise on space, some NPCs mentioned in this section who are not essential to the plot, will not be detailed until later episodes. DMs should ensure that the party does not become involved with any of them.

Background Information

The Walls and Towers of Irilian. Irilian's 'walls' are a crumbling earth rampart (15 DPV) rising ten feet from a sluggishly flowing, rub-

bish filled moat and topped by a ten foot high rotting wooden palisade (5 DPV). Irregularly spaced along the wall are only slightly less decrepit gates and towers. Towers are built of large granite blocks, now somewhat pitted and discoloured with time. In places it is obvious that repairs from a softer sandstone rock have been made. From the top of each tower floats a tattered banner identifying the Irnan or Ridan inside. Spaced at five feet intervals around each storey of a tower are arrow-slits. The top of each tower is protected with battlements and equipped with ballistae, large piles of stones and two cauldrons which can be used to heat oil or water or melt lead to pour upon attackers. The oil and lead have long since been sold off so only boiling water will now menace any hostile foolish enough to stand below. Wooden poles project ten feet above the tower top and provide a framework over which nets can be spread to guard against air attack. However, it is so long since the nets were used that 80% have rotted to the point that they are useless. Entry to a tower is through a reinforced wooden door (3 DPV) in the second storey, reached by a flight of steps which jut out from the wall. The door will always be covered by at least three arrow slits.

Mona Tor. 40 DPV, 2 Ballistae, 30x40x50ft, 4 storeys and cellar, occupied by 3rd, 4th and 5th Ridan of the Orridan, Horses kept in the open space nearby.

Waeter Tor. 35DPV, 1 Ballistae, 20x20x30ft, 2 storeys and cellar, occupied by 2nd and 3rd Irnan of the Hliehhanman.

Gealgagaet. Towers 38 DPV each, Portcullis 9 DPV, 2 Ballistae on each tower, Towers 20x20x35ft, Gate 10x20ft, Towers 2 storeys and cellar each, Left Tower Comandere Aef Hors, 1st Ridan of the Orridan, Right Tower 2nd Ridan of the Orridan.

Although the gallows after which this gate were named are no longer in use, the Gealgagaet still retains its association with death since all bodies going to the Graefgeard must pass through to get to the Dauthr Weg. Also, the severed heads of criminals are exhibited on pikes fixed above the gates while banners announcing their crimes hang from the battlements. The gates are open from Dagung to Dusk. During this period there will be one Ridan on duty checking travellers.

The portcullis requires 30 strength points to open and may be closed in 1 segment, opened in one round. The double gates are oak and metal bound: one person can open or close one half in one round. The moat bridge was built to be quickly destroyed if Irilian were attacked. It is rather rickety and can be removed in one turn by pulling out two of the main supports – each of which requires 50 strength points to remove.

The Irilian Garde. The Garde will be fully detailed in a further instalment. For the moment, the basic units are the Ridan and the Irnan.

A Ridan is the unit of cavalry. It is made up of 9 0th level men-at-arms and a 1st level Laeden. Each has scale mail and shield, uses lance, longsword or dagger in battle, quarterstaff when dealing with civil disturbances and rides a medium warhorse. Thus each is RA H, SX M, AL Any; tending towards LN, CL F, LV Laeden 1, Men 0, HP Laeden 6+1d4, Men 4+1d3, AC 5, AG 20+1d20, BL 5+1d10, ST, IN, WI, DE, CO, CH, All 8+1d4, MI None, WN Lance, sword or quarterstaff.

An Irnan is the equivalent infantry unit. It has the same organisation and equipment as the Ridan except that the lance is replaced by a longbow. Personal statistics are the same.

The Irnan and the Ridan despise each other and frequently have to be disciplined for brawling.

Patrols. From Dagung to Dusk, the Daegwaeccan keeps the peace in Irilian's streets. Two Irnan independently patrol, enforcing the law, questioning suspicious characters, accepting bribes and shaking down anyone who offends them. Between Dusk and

IRILIAN

Dagung, the Neahtwaecan takes over. It consists of three Irnan and one mounted Ridan,

Staat Gangs. Each area of Irilian has its street gang, usually named after the major thoroughfare of that area. There are 10 gangs, each with 10+1d10 members, RA H, SX M, F, AL Any; tending towards CN, CL F, LV O, HP 1d4, AC 10, AG 12+1d4, WE 1, BL 1sp, ST, IN, WI, DE, CO, CH, All 4+1d6, MI None, WN Club, and a racket which provides a small income. For example, the Rubis Weg Gang provides street guides and the Chrisopace Rad Gang monopolises the linkboy trade. Rivalry between the gangs is intense and pitched battles common – deaths are, however, rare. The gangs tend to save their animosity for each other but any easy prey wandering alone late at night might well find himself mugged. As with most of Irilian's criminal activities, the gangs are controlled by Pelas Irlisunu and Pelos Irlisdohtor who set each's area of influence and allocate rackets.

The Town. The streets of Irilian are narrow, winding and crowded with carts, animals, beggars, costermongers, pedlars and pedestrians. The overhanging houses mean that they tend to be gloomy, especially after dusk since at night the only light comes from houses and the flambeaux irregularly situated at street corners. The road is usually a good six inches deep in mud, animal droppings and the contents of chamberpots which are emptied from the upper storeys of houses. The smell, especially in hot weather, is an amalgam of all the above plus the odours of unwashed bodies and the sachets of herbs that many Irilians carry about with them to try to drown out the stench.

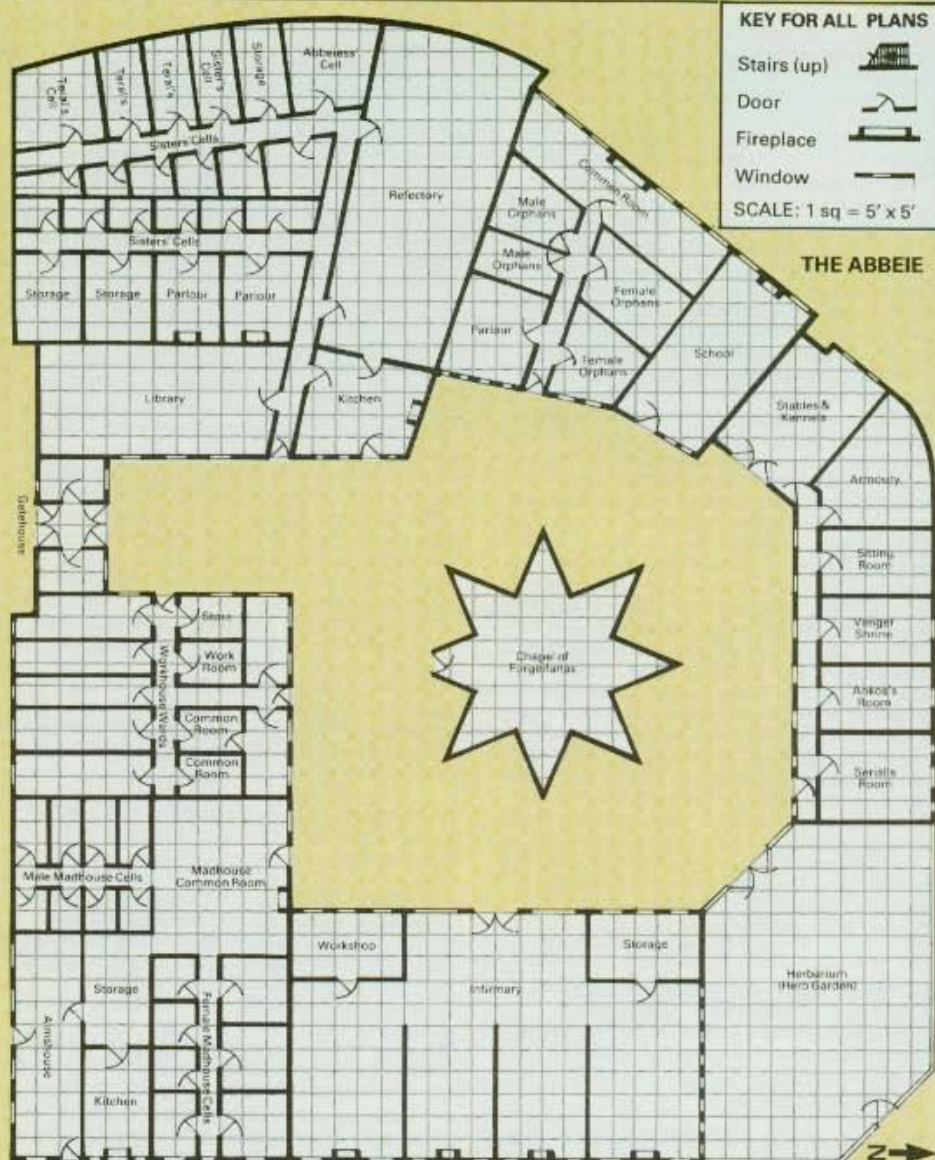
There are no distinct quarters in Irilian but the Counsel members and similar dignitaries live around the Mark Geard and the area to the north of Chrisopace Rad and Berullos Clos is considered to be the rougher end of town. The various trades tend to cluster; metal-workers to the north-west, wood-workers to the north-east, cloth-workers to the south-east and leather-workers to the south-west. Weaponers are mostly found along Rubis Weg.

Addresses. Streets are numbered in order down the street, the same numbers being used for both sides. Looking down from number 1, the houses on the left are known as Luft and those on the right as Riht. Thus the address of the greengrocer on Chrisopace Rad (aS22) is 5 Luft Chrisopace Rad (D3). Buildings on the Mark Geard are numbered clockwise from the Temple which is number 1. The same numbering is used in the Munc Geard with the Monasterion being 1. Buildings on the corner of two streets have two addresses, the most convenient one being used. Buildings in the text are identified by a code number, an address and a grid reference. Thus the Gri-foun Inn, for example, is I1 16 Mark Geard (D5).

Abbeie. 1 Luft Rubis Weg (D5) ST 1, N1 13, CN AV. The Abbeie is a complex of cells, parlours, a refectory, an infirmary, a workhouse, a library, an orphanage and a madhouse all distributed around a central courtyard. The Abbeie is home to an order of sisters of Forgiefanas.

Spells. The Sisters will all only have healing type spells commensurate with their level.

All of the Sisters will have the surname Aef Abbeie. Elean Aef Abbeie is the Abbeieess. The Order of Forgiefanas is a pacifist order dedicated to acts of charity. The Sisters are experts in herb-lore and possess 90% of the herbs listed in the *DMG*, most of which they grow in their herbarium. They use them to brew potions which mimic magical ones in their effects although they are not themselves magical. Those usually available are: 10 Potions of Healing = 400gp each, 5 Potions of Extra-Healing = 800gp each, 4 Potions of Curing Disease (act as cure disease spell except that each potion is only



NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Elaen	H	F	LG	CL	9	30	10	50	-	1000	15	16	18	12	9	13	None	None
Kirias	H	F	LG	CL	7	27	10	45	-	1000	12	14	16	9	13	9	None	None
Selial	H	F	LG	CL	4	15	10	32	-	1000	11	15	17	14	15	17	None	None
Pornian	H	F	LG	CL	2	10	10	27	-	1000	15	12	14	9	8	10	None	None
Kortael	H	F	LG	CL	2	11	10	25	-	1000	9	13	16	10	11	18	None	None
Jerea	H	F	LG	CL	1	7	10	14	-	1000	7	12	13	13	14	17	None	None
Kisnea	H	F	LG	CL	1	4	10	17	-	1000	11	14	10	9	12	11	None	None
Felcia	H	F	LG	CL	1	2	10	19	-	1000	14	18	17	12	4	14	None	None
Imiaia	H	F	LG	CL	1	6	10	20	-	1000	13	7	10	9	11	9	None	None

effective against one of the types of disease listed in the Disease [or Disorder] Table in the *DMG* = 500gp each.

A potion can be produced in one Wika. Up to five may be simultaneously brewed. The Sisters will only sell their potions to those whom they think deserving of them. Good characters may get up to a 15% discount; neutral characters will have to make a donation at least equal to the price shown and evil characters will only be considered in exceptional circumstances. Payment may be in coinage, gems, in goods that the Abbeie can use or in service. In the latter case, 1 service for the Abbeie is generally good for one potion. Characters who are able to convince the Abbeie that the cause of good would be so served, will be able to get their potions free. The Abbeie is very sceptical.

The Abbeie's assets exceed 150,000gp but are rapidly being depleted as the Sisters spend lavishly on the needy and no longer receive the benefactions that they used to.

The services that the Sisters provide include: Almshouse; at Dagung and Dosk, food is distributed to Irilian's poor. Infirmary;

30 beds are available. Characters may receive treatment for illness or injury at a cost of 10gp/daeg plus a 'donation' of 10% of the character's wealth. If necessary, the Sisters will use their spells and potions to effect a cure. Library; a collection of books, scrolls and maps, it may be used to research spells. Those wishing to make use of it must pay 10gp/daeg plus a copy of the spell should it be successfully created. It may also be used to answer questions about the surrounding countryside. Depending upon the type of question, general, specific or exacting [see under Sages in the *DMG* for further details], there is a cumulative 2%, 1% or ½% chance/daeg that the answer will be found. The cost of using the library is the same. Workhouse; up to 40 paupers will be cared for. On entry the pauper donates all that he or she possesses to the Abbeie, receiving in return a set of white clothing, three meals a daeg and a roof over their heads. Inmates of the Workhouse do most of the unskilled work around the Abbeie. Madhouse; From 21-30 madmen (roll on Types of Insanity table in the *DMG* for details) are looked after Orphanage; 3d10▷

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orphans are looked after. School; about twenty pupils attend, learning the rudiments of Irilian, mathematics, theology and Common. Characters wishing to learn to read and write may do so in 4+1d6 wika at 100gp/wika.

Most of the Sisters' time is spent inside the Abbeie, rarely one may be seen on the streets hurrying to a house call. No sister has yet gone outside Irilian's walls. The Sisters are the subject of great love in Irilian (about the only people who are) and anyone foolish enough to harm one would be certain of being torn apart by the mob.

For protection the Sisters have a pack of 13 Blink Dogs [MM]. Blink Dog, AC 5, HD 4, Move: 12", No of Attacks: 1, Damage: 1d6, Special Attacks: from rear 75% of the time, Special Defences: Teleporting, HP 27, 2x22, 2x19, 18, 2x16, 15, 2x13, 11, 8.

Any Sister outside the Abbeie will always be escorted by two dogs. The dogs are trained to grapple attackers rather than savage. Damage done then, counts towards subdual rather than death.

The Abbeie is also home for a retired High Priestess of Forgeifanas, Teral Guthdohtor. RAH, SX F, AL LG, LV 16, HP 63, AC 2, AG 101, WE 110 000, BL 20 000, ST 10, IN 18, WI 21, DE 11, CO 12, CH 17, MI Bracers of Defense AC 2, Rod of Resurrection, Staff of Commanding, 5 Potions of Healing, 2 of Extra-Healing, Scrolls of Protection versus Undead, Demons, Devils and Possession, Scrolls of cure light wounds (x5), protection from evil (x2), cure blindness, cure disease, cure serious wounds (x2), neutralise poison (x2), cure critical wounds, raise dead, heal, regenerate, restoration, resurrection [All in DMG], WN None.

Spells: 1st: bless, command x2, cure light wounds x5, detect evil, remove fear. 2nd: augury, hold person x5, know alignment x2, silence 15' radius x2. 3rd: cure blindness x2, cure disease x2, dispel magic x2, prayer, remove curse x2. 4th: cure serious wounds x3, detect lie x2, exorcise, neutralise poison x3. 5th: atonement, cure critical wounds x2, quest, raise dead. 6th: blade barrier, heal x2. 7th: regenerate.

A short, matronly figure, Teral is also a pacifist. She has vowed never to leave the Abbeie but will work for good in as many ways as she is able. Her reach is long and her influence and prestige in Irilian are both high. If there is any moral guidance in Irilian, it comes from Teral Guthdohtor. Teral will aid good parties as she thinks they deserve; using her spells and magic to further her aims. Where the party is able to afford it, she will charge standard DMG fees otherwise she will ask the group concerned to do her some service.

The other two characters commonly to be found in the Abbeie are, in many ways, the opposites of the rest of the inhabitants. They are Serial Vengerdohtor and Ankos Venger-sunnu, Paladins of Esrif, God of Battle, whom they worship in his aspect as Venger, The Punisher of Evil. Serial's Magic Items: +2 Shield, +2 Plate Mail, +3 Cloak of Protection, Scarab of Protection, +2 Longsword INT 13 EGO 4 AL LG Powers: Empathy, Detects Good, Evil and Magic in a 1" radius. [DMG]. At need, both will ride heavy warhorses; Serial has a Paladin's Horse [PH]. Serial AC 5, HD 5+5, Move: 18", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 37 Ankos AC 7, HD 3+3, Move: 15", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 23.

Serial has a pet Pseudo-Dragon, Turina [MM].

Turina AC 2, HD 2, Move: 6"/24", No of Attacks: 1, Damage: 1d3, Special Attacks: poison, Special Defences: chameleon power, 35% Magic Resistance, HP 11.

Serial and Ankos are fanatical in their pursuit of evil and chaos, destroying it wherever it lurks. There is a 75% chance that at any one time they will be out of Irilian cleansing an area of the Manifestations of Filth. They will try to aid lawful or good parties in some way;

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Serial	H	F	LG	P	8	48	-5	40	400	3000	17	14	15	12	15	18	See Below	Sword
Ankos	H	M	LG	P	3	16	2	23	200	2500	16	18	16	11	17	18	+1 Longsword	Sword

usually with advice but possibly by joining them for a while or rescuing them should they fall into the hands of servants of the Evil Ones. They will sometimes be found in the company of the Brothors Aef Monasterion on a quest to wipe out an area of Chaos or two.

Inns. Further abbreviations are needed to detail Irilian's inns.

BC: Brawl Chance. The percentage given is the chance per three turns of a brawl breaking out. The brawl will involve 1d10 customers, the bouncers and any NPC or player character which the DM wishes. There is a basic 5% that a character will be the cause of a brawl. 80% of brawls will be with fists only, the others will be with fought with daggers, shortwords and clubs. Those involved in a brawl will be either (01-25%) slightly, (26-50%) moderately or (51-100%) greatly intoxicated. See the DMG for details.

CM: Cost Modifier. The CM gives the figure by which prices in the PH and the list given later should be multiplied by to get the price of goods in a particular establishment. For example, an inn with a CM of 0.8 would sell a serving of good wine for (2sp x 0.8) = 1.6sp = 16cp.

NC: The four combinations of dice given give the Number of Customers between the ure of 10 Daegure - 3 Neahture / 3 Neahture - 7 Neahture / 7 Neahture - Middneht -

Middneht - 3 Daegure.

NS: Number of staff including barmen, servers, cooks and waiters but excepting any separately detailed characters such as bouncers.

RC: Raid Chance. The percentage is the chance / six hours of the inn being raided. An inn will only be raided once in one night. The raid will be by either (01-80%) two Irnan of the Garde as part of their protection racket or (81-100%) the Brothors Aef Monasterion seeking to stamp out licentiousness.

Inn Costs (To be modified by the CM). Accommodation/night; Common Room: 5sp/person. Private Room: Poor 8sp/person, Average 12sp/person, Good 20sp.

Stabling/night; Mule: 2sp. Horse, Riding: 10sp, Light War: 15sp, Medium War: 20sp, Heavy War: 40sp.

Drink. Ale, Normal: 7cp, Special: 9cp. Beer, Small: 4cp, Normal: 5cp, Strong: 6cp. Spirits: 8-12cp. Cider: 8cp. Liqueur: 12cp. Mead: 1sp. Stout: 8cp. Tea, Herb: 3cp. Wine, Poor: 5cp, Average: 1sp, Good: 2sp upwards.

Food: Bread: 3cp. Breakfast, Poor: 1sp, Average: 2sp, Good: 3sp. Cheese: 5cp. Dinner, Poor: 9cp, Average: 2sp, Good: 5cp, Banquet: 12sp upwards. Fruit: 5cp. Pie: 5cp. Pudding: 1sp. Roast, Fowl: 2sp, Joint: 3sp. Soup: 6cp. Stew: 8cp. Supper, Poor: 10cp, Average: 1sp, Good: 2sp.

The costs represent the lower end of possible price ranges and can be modified upwards for higher quality services. The CM will still apply, of course.

11 The Grifoun. 16 Mark Geard (D5). ST 3, N1 3, N2 8, N3 11, CO AV, BC 1, CM 1.5, NC 4d10/2d20/8d10/8d10+10d6, NS 20, RC 1.

The Grifoun is Irilian's music hall, staging a series of more-or-less tasteless entertainments often consisting of plays featuring the rather unlikely adventures of Dugril Lackwit - a local hero - or troupes of mediocre minstrels and tumblers. It does not rent rooms since its accommodation is mostly taken up by performers and the staff.

The bouncers are Ininae and Tislum Loché, twin sisters who fill in spare moments with a song and dance act which they perform on stage to the delight of the customers.

Staying at the Grifoun, posing as a member of a troupe of minstrels, is Gilos Sangsmir. RA 1/2, SX M, AL CN, CL F/T/B, LV 6/6/6, HP 55, AC 1, AG 80, WE 9687, BL 100, ST 16, IN 14, WI 17, DE 16, CO 13, CH 17, MI +2 Chainmail, Mac Fuirmidh Cittern, +1 Longsword INT 13 EGO 3, AL CN, Powers: Empathy, Detect Precious Metal, type and amount 20ft radius, Detect Gems, type and amount in a 5ft radius. [DMG] WN Longsword.

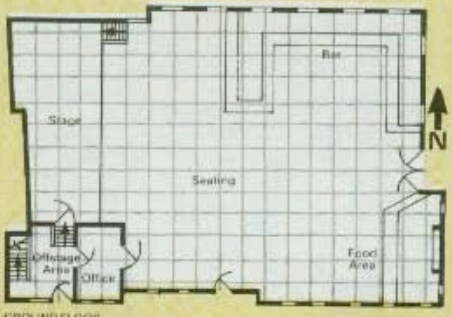
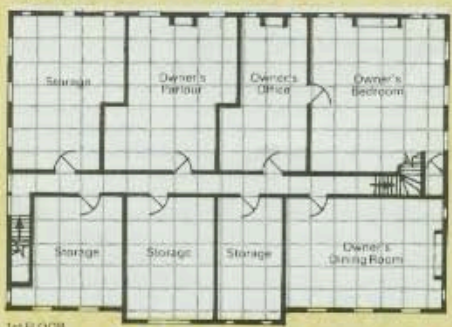
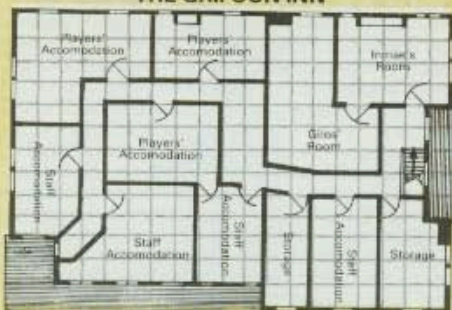
Gilos has been hired by a consortium of slave dealers to break the local branch of the Slava Freedom, the slaves' freedom society, and 'remove' its leader. Gilos is totally amoral and will betray his current commission, or anything else, if the price is right.

On a normal night, the following characters may also be at the Grifoun. The figure in brackets is the percentage chance for each to be present.

Tirouv Polarion, the Gilds Faector (5), Daeon Aelfhaer (5) and Erihim Stormboi (10) of the Counsel, 1d4 of the Irilian Scouts (25), Aslas (10) and Miril (35) of the Temple, Acfyst, the Druid (2), Timis the Sage (10), Gildo Sandy the Thief (15), 2d4 of the Garde (100).

Other than a stage raised five feet of the ground which occupies one end of the room and the bar and cooking area which fills the other, the whole of the ground floor of the

THE GRIFOUN INN



NAME	RASX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Ininae	H	F	N	F	5	31	5	31	800	50	16	12	9	12	15	9	Potions of Healing, Longsword
Tislum	H	F	N	F	5	31	5	31	800	50	16	12	9	12	15	9	Storm Giant Strength

Grifoun is given over to seating. The atmosphere is usually rowdy, the air full of the sound of off-key singing as the clientele attempts to follow the action on stage with its own sung comments. The ability to make spontaneous musical witticisms is highly regarded in Irilian and is the only popular form of humour. Outsiders find the custom often somewhat off-putting. Despite the rowdiness, the dominant feeling is of good-fellowship and outright brawls are rare. Even so, all weapons other than daggers have to be left at the door. Characters may attempt to smuggle other armaments in but anything larger than a shortsword is certain to be picked up. There are no restrictions on armour; however, anyone clomping in plate would be the target of numerous ribald verses.

The other two floors of the Grifoun are given over to storage and accommodation.

Irilian Houses. The newest building in Irilian is just over 98 years old, the oldest dates back to the second century of Irilian's existence. When originally built, Irilian's houses were of a lavishness uncommon elsewhere, but the passage of time has caused them to decay to their present ramshackle state: in any street there will be several boarded up and others occupied by squatters – Irilian's population has sunk so much that there is no need for the shanty towns which other cities often have; there is enough room inside the walls for everyone. Before, however, the population was such that every available piece of land was used for housing, consequently there are few open spaces left inside the town walls.

Most houses have two storeys; some have three and a few have four. The ground floor is usually of stone or brick, the upper storeys of timber-framed plaster and rubble. What windows there are tend to be small and shuttered; a few of the richer houses have glass but most keep out the wind with sheets of waxed paper or parchment. Lighting is mostly by rushlight or candle, but those able to afford them use lanterns or *continual light* spells. The upper storeys of houses often make use of skylights. Virtually every house will possess a cellar which is used for storage or as a refuge in times of trouble. All of the cellars in one block are linked by doors thus making it possible to move about Irilian with only short journeys above ground. These doors are, however, invariably locked. Roofs are usually of tile, although the poorest hovels have only thatch, and overhang the street to a marked degree, providing some shelter from the elements for the passers-by below.

The ground floor of a house will usually be taken over with the owner's business, the family living above the shop. Furnishings will typically be minimal, a chest or two, a table, a cupboard and perhaps a few stools. Only the richer households will have beds, chairs and similar luxuries. Carpets are almost unknown as are latrines. Baths are completely unheard of. The usual house is ST 2, N1 2, N2 3, CN PO.

Irilian Families. Irilian families are large and closely knit, usually made up of a grandparent, two parents, two mature children and five younger children. Irilians rate kinship very highly and are quick to revenge a slur upon the family name – Irilian being what it is though, it would be hard to stain an Irilian's name with less than an accusation of unnatural practices with a son of *kyuss* [FF]. Relatives can usually be relied upon to rally round in cases of hardship and are thus an Irilian's first loyalty.

The average Irilian male is RA H, SX M, AL Any; tending towards LN, CL F, LV 0, HP see later, AC 10, AG 16-35, WE 1D10x10, BL 1-5, ST, IN, WI, DE, CO, CH, All 3+2d4, MI None, WN Dagger. The normal female will be identical. Hit points should be assigned as suggested by Paul Vernon in his excellent series in *WD29-30, Designing a Quasi-Medieval Society for D&D*. This means using the character's life-time earnings in sp as the



equivalent to experience points in the closest character class to the character's profession. The resulting level is used to determine hit points and saving throws, other attributes such as attack chances remain those of a 0th level fighter. An Irilian's earnings are dealt with in the section on shops.

Irilians' Behaviour. Since Irilian lost its wealth, the people have sunk into a state of sullen apathy, rising out of it only to eat and drink themselves insensible on the various Festivals sprinkled liberally throughout the year. They constantly tell each other of the 'Old Days' when to be an Irilian was to be someone and endlessly debate the chances of Irilian rising to regain its former position – they do not take kindly to anyone telling them that it is about as likely as a visitation from the Gods. They are an independent folk, disliking being ordered around and wary of anyone they do not know well. They dislike and distrust foreigners – to them anyone from further than five miles away – and both fear and fawn on adventurers although this does not prevent them ripping them off whenever there is little chance of retaliation – the Irilians are also not noted for their bravery.

The Irilians' views of demihumans are stereotyped and are generally the worst possible: thus elves are thought to be 'good fun but flighty', half-elves 'almost human', gnomes 'sly with a taste for the bad things in life', half-orcs 'only a little worse than animals', halflings 'jolly but light-fingered' and dwarves 'money-grubbing and miserly'. Perhaps because both the money-lender/bankers in Irilian are dwarves, they are especially disliked; occupying much the same position as Jews did in Medieval Europe, tolerated (barely) most of the time and otherwise persecuted. Other humanoid races such as orcs, goblins and ogres are allowed into town for trading purposes. They are escorted by the Garde and have to leave before the gates close or be arrested and imprisoned until the circus on the Daeg Aef Victorie in which they have the starring role.



Openly carrying weapons other than a dagger or shortsword is considered boorish unless there is an obvious reason for so doing; being a bodyguard or member of the Garde for example. Anyone wearing armour about town comes in for similar social ostracism. The average adventurer is, therefore, held in very little esteem.

Language. Irilians speak Irilian as their first language but most have at least a smattering of common. Alignment language is known by about 60% of the population although they tend to use it only on certain, ritual occasions; temple services for example.

Irilian Coinage. Irilians coinage is, as might be expected, highly debased; because of this, other coinage is accepted in Irilian at face value – most independent towns will only accept their own, charging a 20% surcharge on all others. The other side of the coin is that Irilian coinage is only valued at half its face value when used outside Irilian. The major coins minted in Irilian, their AD&D worth and modern English worth are:

1 penneie	= 0.1cp	= 1 new penny. The smallest Irilian coin.
1 bowb	= 1cp	= 10 new pence. The most common coin.
1 Iril	= 1sp	= £1.00. Used for most everyday transactions.
1 Tellar	= 1gp	= £20.00. The most valuable coin, higher value coins have not been minted since

Irilian Shops. Irilian shops are combination workshop/shops with basically the same form. The ground floor houses working and selling areas; living areas are located above the shop. The ground floor is usually undivided and has large shutters opening out onto the street so that passers-by can see the quality of the merchandise on offer.

The average shop will have 1d8-1 customers; there is a basic 2% chance that one of the characters in Irilian will be present, use the character encounter tables to determine which one. There will be merchandise and coinage to the value of 30% and 3% of the owner's yearly income about.

Prices in shops will be approximately those of the DMG and PH rationalised to Paul Vernon's Ale Standard [WD29] of 1sp = £1 sterling, more if the shopkeeper can so persuade the customer. Higher quality articles will cost the square of their increase in quality more: ie an article twice as good as normal will cost four times as much as normal, one three times as good, nine times more, etc. The effect of having an article twice as good as normal is left to the DM to determine, the easiest solution being to allow it to last for twice as long.

The time needed to make an article can be determined using Paul Vernon's guidelines. To see if an article is available off the shelf, assign it to one of the categories; very rare (2% chance of being available), rare (6% chance), fairly common (30%), common (75%) or very common (98%). It is very unlikely that any Irilian craftsman would be interested in working full-time for a character.

Each workshop will have a master-craftsman, 1d3 journeymen-craftsmen and 1d6 apprentices working in it. Their earnings and other details may, once again, be determined from Paul Vernon's excellent series. However, the sums arrived at should be multiplied by 75% to reflect the depressed state of Irilian's economy.

In the list of the shops which are found in the north-west of the town which follows, the following information is given. A code number, address, grid reference, description of the house in which the shop is located, cost modifier, yearly earnings of the master-craftsman in sp (YE), total wealth of the master-craftsman in gp (WE) and any other needed comments. Other details can be derived from those given. Thus, for example,▷

This episode covers the north-east quarter and gives the third instalment of the scenario series, *The Rising of the Dark*, which continues directly from Part 2. DMs may wish the paladins from the *Abbeie*, *Serial* and *Ankos* (Part 2) and/or the *Chantman* (Part 1) to join the party to provide advice and assistance. See Part 1 for the glossary and nomenclature key. Those areas not fully described here will be completed in later episodes.

PART THREE

3 Riht Khalkedon Weard

X1 3 Riht Khalkedon Weard (I3). ST 2, N1 2, N2 1, CN CO. The house appears derelict and deserted. All ground floor openings are bricked up and upper storey windows are boarded over. However, anyone making a successful *Locate Secret Doors* roll will notice a loose section of board on the back door, easily removed to reveal a new well-oiled lock. Opening the lock, unless a successful *Remove Traps* roll is made, will sound a bell in the cellar.

Inside, the feeling of dereliction is reinforced: the plaster is crumbling off the walls, the ceilings and stairs have collapsed in places and rats may be heard scuttling about. The floor is covered with rubble but seems firm. The rat noises come from a pack of 15 giant rats [MM], AC 7, HD 1/2, Move: 12", No of Attacks: 1, Damage: 1d3, Special Attacks: Disease, HP 3x4, 4x3, 5x1, 3x1. An aura of evil and foreboding comes from a skull guard [WD35], AC 2, HD 1, Move: 0/3", No of Attacks: 1, Damage: 1d3, Special Attacks: Fear, Special Defences: Immune to sleep, charm etc HP 6, which hovers in the second storey. It has been ordered to use its fear power to drive the rats onto intruders before attacking them itself, least armoured first.

If the centre of the room is cleared of rubble, a trapdoor will be found; below it a ladder leads down into the cellar. The ladder may be covered by a darkness spell [see later for details]. From the hole rises a stench of decay.

The cellars of 3 Riht Khalkedon Weard and its two neighbours (both again derelict) have been converted into a secret temple of Gizherae, the Goddess of Sweet Sufferings. Gizherae has at present 30 followers in Irilian, although the number is increasing rapidly as more converts are made. Except for Elhiri, one of the hours from the Heafod Aef Orc, none of the members of the congregation are above journey-man status or have any real influence. All have the statistics of normal Irilians. It is mainly the promises of rewards to come which are enticing new worshippers to join the cult.

Gizherae is not, however, a true goddess but a succubus [MM], AC 0, HD 6, Move: 12"/18", No of Attacks: 2, Damage: 1d3/1d3, Special Attacks: Energy Drain, Special Defences: +1 or better weapon to hit, 70%

Magic Resistance, HP 35, Powers: cause darkness, ethereality, charm person, esp, clairaudience, suggestion, shapechange, gate (not currently functioning), who has found this a convenient way of obtaining victims – every wika or so her priest D'Hel and a group of worshippers sand-bag a passer-by late at night to join in the 'feast'. D'Hel is a drow [FF] Necromancer [WD35], RA Drow, SX M, AL CE, CL Necromancer, LV 6, HP 37, AC 0, AG 503, WE 4930, BL 50, ST 12, IN 15, WI 11, DE 14, CO 9, CH 6, MI +2 Chainmail, +2 Shield, Drow Cloak and Boots, +2 Shortsword (NSA), Demons Knife (associated with Gizherae) [WD34], WN Knife, who in addition to posing as Gizherae's priest, is her lover. His powers are:

1st level: animate dead, cause darkness, evil eye, speak with dead. 2nd level: manufacture ghoul, wisdom of the dead. 3rd level: create skull guard, paralysis.

Totally evil, thoroughly nasty, irretrievably damned, D'Hel is enjoying himself beyond his wildest nightmares.

As guards, acolytes and companions, D'Hel controls 4 zombies [MM], AC 8, HD 2, Move: 6", No of Attacks: 1, Damage: 1d8, Special Defences: Immune to sleep, charm, hold and cold-based spells, HP 2x12, 1x11, 1x8, and a ghoul [MM], AC 6, HD 2, Move: 9", No of Attacks: 3, Damage 1d3/1d3/1d6, Special Attacks: Paralysis, Special Defences: Immune to sleep and charm, HP 13.

The temple complex has three sections, a common room, the temple itself and Gizherae and D'Hel's quarters. The common room is a large bare room having little in it other than a couple of torch cressets, two doors and the ladder up to the trap door. The temple has the atmosphere of a charnel-house; it reeks of rotting meat. The walls are lined with old grave-clothes and well-chewed bones and bits of flesh are piled up in corners. The room is otherwise bare except for a large stone slab, chipped and stained, which serves as the altar, and a large X shaped cross which swings slowly back and forth above it. The cross is used to hold prisoners awaiting sacrifice who are suspended head down over the altar. It is currently occupied by Hssuss, a lizardman [MM].

Gizherae and D'Hel's quarters are in the cellar of the remaining house. The walls are lined with black velvet and a black silk carpet covers the floor. Large crimson cushions lie scattered about and are heaped up in one corner to form a bed. A grotesque statue in the centre of the room supports a guttering lamp of human fat which provides the only illumination. Various contorted low tables occupy positions around the walls. The general impression is of luxurious decadence. The small room houses the latrine and the temple treasury (10,000gp of gems in a locked, poison-needle trapped chest, to which D'Hel has the key). It has an iron-bound oaken door (3 DPV) which is always left open but which will automatically shut and lock if passed through. D'Hel intends it to act as a final refuge. It contains a ladder leading to a locked trap door which opens into 2 Riht Khalkedon Weard. From there D'Hel would hope to make his escape; mingling with the crowd in Khalkedon Weard while the door delayed pursuers.

If Gizherae and D'Hel are alerted by the bell as the party opens the lock above, Gizherae

will be waiting in an ethereal state in the common room having first cast darkness on the ladder. D'Hel will be in their quarters with his undead. Gizherae will allow the first four members of the party to climb down the ladder before she materialises and knocks it away. D'Hel, Gizherae and the undead will then all melee. Gizherae and D'Hel will attempt to extinguish all light sources. If they are successful, any creature without infravision will fight at -4 to hit. If not forewarned, Gizherae and D'Hel will be in flagrante delicto in their quarters.

If the fight goes against them, Gizherae will go ethereal and leave and D'Hel will make for his bolt-hole, leaving his undead to delay pursuit. If they survive, they will attempt to set up shop elsewhere in Irilian.

Hssuss, the lizardman, will be near death when the party reaches him but will survive long enough to be able to ask them to return his body to the Lesardman Ham where the correct rites can be observed.

Waetergaet (G2). To reach the Lesardman Ham, the party must pass through the Waetergaet. Since lizardmen are banned from entering Irilian, they will need some convincing explanation for Hssuss' body or be quick with their 'donations' to escape being carted off to the Riverweac Tor for further questioning.

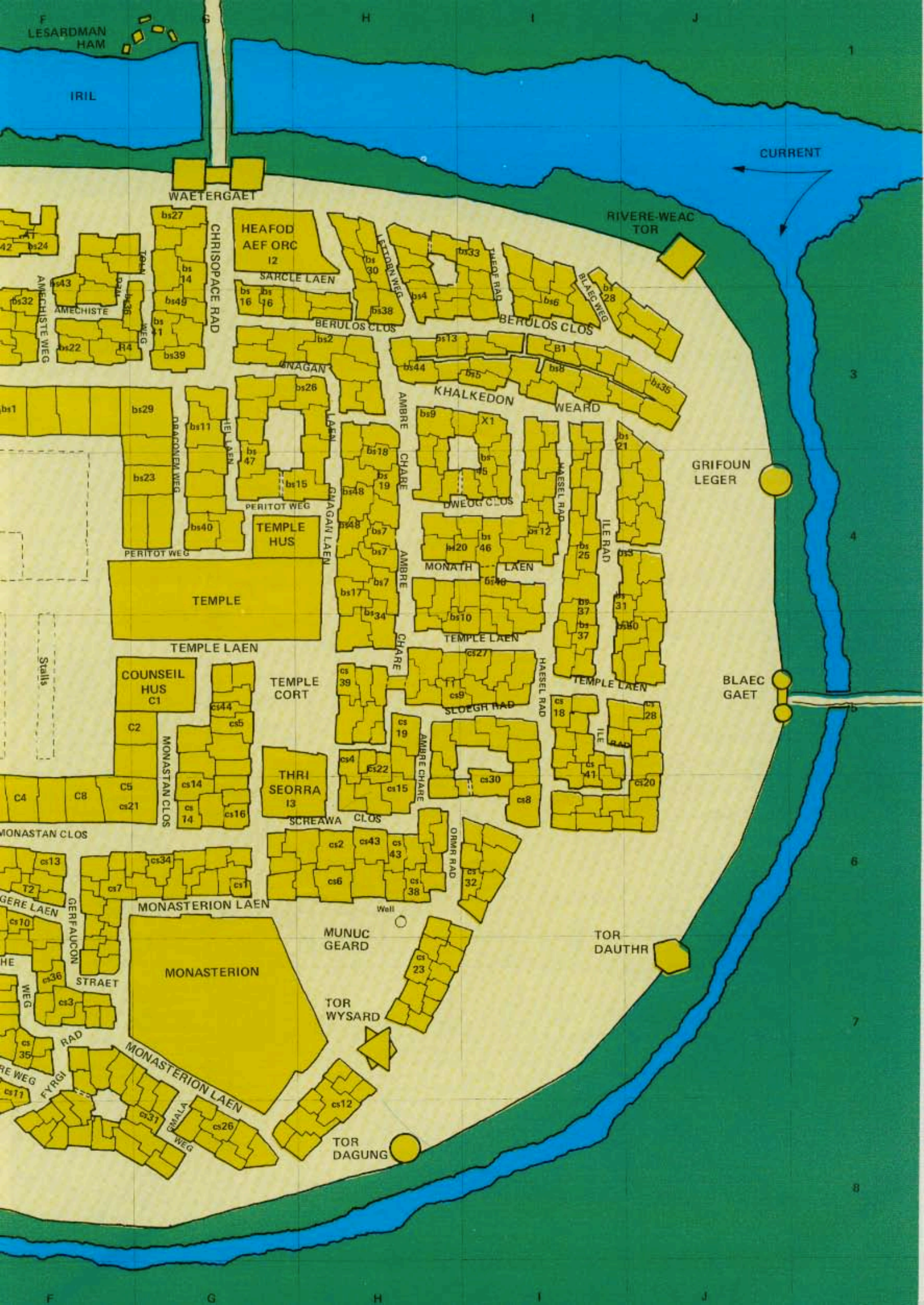
The Lesardman Ham Irilbank (G1). As the party approaches the village, they will be met by the headman, Tssuss who will recognise his son Hssuss. Grief-stricken, unless explanations are quickly made, he will attack. If convinced otherwise, he will give orders for the proper rites to be observed before questioning the party further. As he talks, behind him can be seen the preparations for Hssuss' death feast – mainly the preparation of his body for roasting. Brokenly, Tssuss will tell how his son developed an unnatural love for a 'lady' from the Heafod Aef Orc. No matter how he had tried to persuade him otherwise, several nights ago Hssuss had slipped over the town walls to an assignation. Since then nothing had been heard. The lady's name was Elhiri.

I2 The Heafod Aef Orc (G2). Dodging the heads swaying in the wind, the party may enter the inn, having first to give up all weapons other than daggers. Anyone asking for Elhiri will be directed upstairs – alone. Elhiri will only speak if paid her standard fee, 1gp/turn, and even then will prove evasive. If questioned directly about the lizardman she will deny all knowledge and attempt to seduce the questioner. In fact, as the latest recruit to Gizherae's cult, she had been asked to provide something special in the way of an initiation sacrifice – Hssuss.

If the seduction works, Elhiri will use her kiss of slavery on her interrogator; using her mastery to misdirect the party to 2 Luft Theof Rad, a completely innocuous empty house. Otherwise she will attack, calling for help and claiming that the character tried to rape her. She will be aided by the other hours. If the party hears the commotion and tries to interfere, they will not be allowed upstairs but instead asked to leave. The hours will try to pummel the character unconscious before stripping him or her naked and throwing







F LESARDMAN HAM

IRIL

CURRENT

WATERGAET

RIVERE-WEAC TOR

HEAFOD AEF ORC 12

CHRISOPACE RAD

SARCLE LAEN

BERULOS CLOS

BERULOS CLOS

KHALKEDON

WEARD

GRIFOVN LEGER

TEMPLE

TEMPLE LAEN

COUNSEL HUS C1

TEMPLE CORT

THRI SEORRA 13

SCREAWA CLOS

MONASTERION LAEN

MONASTERION

MUNUC GEARD

TOR WYSARD

TOR DAUTHR

TOR DAGUNG

BLAEC GAET

Stalls

Well

F G H I J

1 3 4 6 7 8

cemented into the wall. All valuables are confiscated and seldom returned. The cells themselves are dank, stinking and usually overcrowded. The food which is served once a day at Middaeg, is very poor – mostly semi-rotten vegetables – and limited in quantity. For each wika that a character is imprisoned in these conditions, one point will be temporarily lost from each of ST, DE and CH down to a minimum of 1/3 normal. Each point will require 3 daegs of normal food and exercise to regain. The guards are brutal but easily bribed (BL 1gp) so, with sufficient money, life can be fairly easy. The chance of a guard allowing escape is, at the best, -10000% (500gp minimum bribe).

Grifoun Leger. 29 DPV, 1 Ballista, 20x20x35ft, 2 storeys, occupied by the 4th Irnan of the Blodmarchant.

The Lesardman Ham. Irilbank (G1). The Lesardman Ham is a collection of one-room hovels occupied by a small tribe of Lizardmen (MM), AC 4, HD 2+1, Move: 6"/12". No of Attacks: 3, Damage: 1d2/1d2/1d8, Special Attacks: Missile Weapons. The leader is Tssus (HP 14) who is assisted by Kss, a third level shaman of Semuanyia [DDG] [HP 17, Spells: *cure light wounds* x 2, *prayer*]. Also in the tribe are three other males (HP 10, 9, 6), six females (HP 8, 2x7, 2x6, 2) and five young (HP 2, 4x1). As watchdogs, the lizardmen have to minidrags [WD30] AC -2, HD 2, Move: 9"/18". No of Attacks: Nil, Special Attack: Poison Jet, HP 11, 9.

The lizardmen make their living from selling the fish which they catch in the Iril and hiring out their boats. They own a small barge (Hull Value 3), 2 rafts (HV 4, 3) and four rowboats (HV 2x2, 2x1). These may be hired for 1gp/daeg/HV point including the cost of the lizardman crew. From this trade, the lizardmen have managed to amass a fortune of 2000sp which is kept buried under the dirt floor of Tssus' hut.

The Irilians have fairly cordial relations with the Lesardman although they do not allow any within the town walls. The Lesardman sell their fish to the Irilians; in return the Irilians sell the Lesardman the odd slave – a mutually profitable undertaking.

R3 The Temple, 1 Mark Geard (G4). Temple ST 1, N1 2, CN PO, Temple Hus ST 2, N1 4, N2 4, CN PO. The Temple is the centre of an Irilian's

religious life: the place where they are brought out into the world as one of the Children of the Gods; where they pass through the Rites of Adulthood; where they are joined

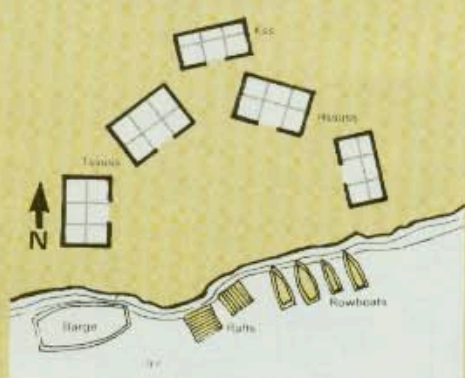
NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Aslas	H	F	CN	C	8	32	1	55	20109	500	14	14	18	12	14	16	Mace
MI +2 Mace, +1 Platemail, Staff of Earthquakes (WD22).																	
Miril	H	F	CN	C	5	21	1	29	1947	50	17	10	14	13	8	12	Mace
MI +1 Mace, +1 Shield.																	
Pelnos	H	M	CN	C	4	14	2	33	957	110	16	12	16	9	12	14	Flail
+1/+1																	
+0/+1																	

in the Ceremony of Bonding and where, finally, they have the Death Songs sung.

It is a large windowless hall. The roof, 40ft above, is supported by massive wooden pillars each carved in representation of one of Irilian's gods or goddesses. A large fire continually burns in the central fire pit and flickering votary lamps illuminate the shrines which line the walls. The High Altar is raised above ground level and encrusted with gems (all glass unfortunately). Peeling frescoes depicting Irilian's wealth and power cover the roof.

The Temple's outer walls are less impressive, the mosaics which once adorned them have mostly fallen off to reveal the crumbling plaster behind. Large double doors lead into the Mark Geard or entry may be gained through a small door in the Temple Hus. The Gong Tower is 80ft tall and bare except for the stairs leading up to the gong platform. A small door leads onto the Temple roof from the Gong Tower.

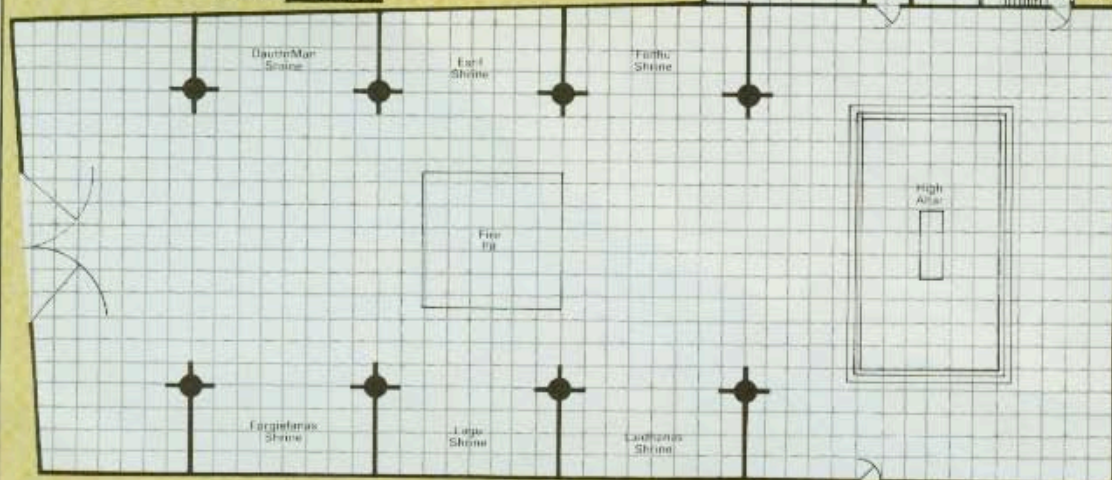
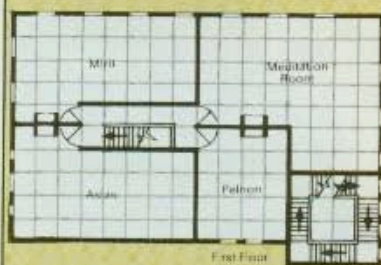
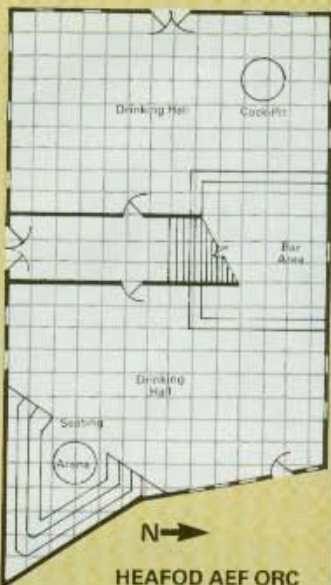
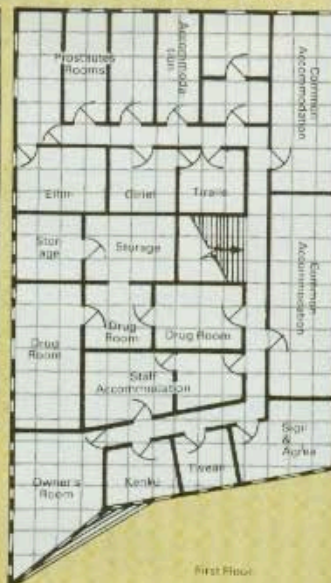
LESARDMAN HAM



KEY FOR ALL PLANS

- Stairs (up)
- Door
- Fireplace
- Window
- Trapdoor
- Trapdoor (above)

Scale:
1sq = 5' x 5'



IRILIAN

managed to survive long enough to reach the rank of curate; the highest ever for a cleric of Esrif. This has, however, done nothing to calm his naturally hot-tempered and impulsive nature. Each cleric has a 0th level acolyte who is being prepared to follow their footsteps but none of these are even close to ordination.

The clerics will provide all normal clerical items and services for the normal 'donations' and will train clerics in their religions for the usual fees.

12 The Heafod Aef Orc. 1 Luft Sarcle Laen (G2). ST 2, N1 3, N2 22, CN BA, BC 25, CM 0.8, NC 6d10/6d8/20d10+10d8, NS 24, RC 3.

So-named because of the tarred orc-heads which hang from the rafters both inside and out, the Heafod Aef Orc is Irilian's most notorious inn. The heads are the result of the famous house policy of a free drink for an orc's head. This has become semi-institutionalised to the Orc Hunt which is held on the third Monadaeg of Cu each year. The Hunt begins at the Heafod Aef Orc at Dagung and ends at the same place at Dask. The hunter to return with the most orc-heads gains the title of Heafod Cyning; a purely honorary title which carries with it a year's free run of the Heafod Aef Orc. The present Heafod Cyning is Zigul, the arena champion.

As might be expected, the Heafod Aef Orc's bouncers are both numerous and exceptionally vicious.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
60Lvls	H	M	N	F	0	4	7	18+	4d20	5sp	12	10	10	10	10	10	Shortsword
Kullut	1/20	M	NE	F	3	24	5	31	389	10	14	9	7	12	16	9	Shortsword
Sulliga	1/20	F	N	F	4	31	5	18	98	2	13	10	12	13	17	8	Shortsword
Tirages	H	M	CE	F	4	17	5	19	430	2	16	11	14	9	12	12	Shortsword
+0/+1																	
Firga	H	M	LN	F	5	25	5	24	658	3	15	8	10	10	13	14	Shortsword

MI Ring of Contrariness (DMG)

Kulle and Mayhne, 2 ogres [MM] AC 5, HD 4+1, Move: 9", No of Attacks: 1, Damage: 1d10, HP 25, 23.

The Heafod Aef Orc's ground floor drinking-halls are usually packed, mostly sweaty, almost always fogged by smoke and permanently dangerous. The corner of the western room holds the cock-pit where badger-baiting and cock- and dog-fights are held at 30 minute intervals. In the eastern hall is a small sunken arena where each night at the 11th Neahture, Zigul, the arena champion, fights to the death against a humanoid taken from the holding pens in the cellar. A consummate actor, Zigul always manages to make the fights look anything other than the walk-overs that they are. Betting on all the conflicts is intense and often crooked.

Zigul. RA D, SX M, AL CN, CL F, LV 6, HP 43, AC 0, AG 120, WE 3785, BL 100, ST 17, IN 12, WI 11, DE 15, CO 17, CH 13, MI +1 Chainmail, +2 Shield, +3 Hammer (Dwarven Thrower) [DMG]. WN Hammer.

A silent, saturnine dwarf with no real likes and an excess of dislikes, in his spare time Zigul acts as a debt collector for Uzuld, the dwarven moneylender. Since he does not like it to be known as magic, Uzuld will not throw his hammer unless forced to. Upstairs are the brothel and drugs dens, run by three hours [See Best of WD Articles I], stats below.

Spells: Tiralle: 1st charm person x2, fascination, silvertongue, impotence.

2nd influence, jealousy, ecstasy.

3rd hold person, bodyguard.

Elhiri: 1st charm person, fascination, impotence, kiss of sleeping.

2nd jealousy, ecstasy, kiss of wounding.

3rd kiss of slavery.

Giriel: 1st silvertongue, kiss of sleeping x2.

2nd ecstasy.

NAME	RA	SX	AL	CL	LV	HP	AC	WE	BL	ST	IN	WI	DE	CO	CH	WN
Tiralle	E	M	CN	H	6	11	10	3532	100	13	13	9	13	13	17	Dagger
MI +1 Dagger, Philtre of Love (DMG).																
Elhiri	H	F	CE	H	5	16	9	1794	150	9	12	11	12	14	15	Dagger
MI +1 Ring of Protection.																
Giriel	E	F	N	H	3	7	10	763	50	11	10	13	14	9	18	Dagger

Table 1: Drugs Available in the Heafod Aef Orc														
Name	Type	% Dependency	% Addiction	% Lethality	Duration of Effect	Doses to Side Effects	Side Effects	Price /Dose	Dose	% Availability	How Taken			
Blaecitos Petals	Special	01	04	Special	12+1d4r	Special	Special	10gp	3 petals	40	Bound into open wound			
Geoluhlotos Petals	Special	01	06	Special	8+1d4r	Special	Special	20gp	3 petals	15				
Purplelotos Petals	Special	01	10	Special	2+1d4sg	Special	Special	50gp	1 petal	02				
Ruadhpopoeg Resin	Hallucinogen	06	15	02	6+1d4t	50+2d10	Chronic Severe Respiratory Disease [DMG]	1gp	1 pennie weight	75	Smoked in nose pipe			
Brunpopoeg Resin	Hallucinogen	04	12	02	2+1d4t	70+2d10	Chronic Severe Respiratory Disease [DMG]	1bsp	2 pennie weight	65				
Blauorchis Dust	Tranquiliser	12	04	01	1+1d4t	20+2d10	Melancholia [DMG]	5sp	1 pennie weight	95	Inhale			
Wudufloor Heads	Stimulant	08	01	01	6+1d6t	80+2d20	Schizophrenia [DMG]	5sp	1 flower head	95	Chewed			

All three are hardened to their work and will not hesitate to rob anyone stupid enough to give them the chance. They also administer the drug dens. Elhiri is a recent convert to the Cult of Gizherae.

The remaining seven prostitutes are all human; one is male, the rest female. AL CN, LV 0, HP 5, 4x4, 3, 2, AC 10, AG 13+1d8, WE 3d20, BL 1d10, ST, IN, WI, DE, CO, All 8+1d4 CH 12+1d6 MI None WN Dagger. Prices range from 1 to 50gp depending upon the services desired. The hours cost three times the usual.

The drug dens are a series of small rooms bare except for couches and pallets upon which addicts can recline while taking their drugs. The drugs available are given in table 1.

Type gives the class to which a drug

It should be rolled for each dose taken. If failed (ie the number or less comes up on d100), then the user is dependent upon the drug and must take a dose within (15 daeg divided by the % Dependency). Failure to do this will cause the user to lose 1 point of each of INT and WI per daeg for the % Dependency number of daegs after the deadline has passed after which the lost points are regained at the rate of 1/daeg. However, if either IN or WI reaches zero, it stays there and the character becomes effectively a vegetable (IN = 0) or a complete hebephrenic [DMG] (WI = 0). Normal cure disease spells are ineffective against drug-induced characteristic losses.

% Addition is the chance of a user becoming physiologically addicted to a drug. It is used in the same way as % Dependency but the deadline before withdrawal effects are felt is (30 daeg divided by % Addition) and 1 point per daeg is lost off ST, DE, CO and HP. If any of these reaches zero the user will die. A character must be psychologically dependent before addiction is possible. Failed % Addition rolls before then are disregarded.

% Lethality is the chance that a dose of a drug will be fatal. It is rolled for each dose but only if the user is addicted.

No of Doses until side effects manifest themselves should be rolled and noted for each user when the first dose is taken. Side Effects, Price/Dose, Size of Dose and How Taken, are self-explanatory.

% Availability is the chance that the Heafod Aef Orc has the drug in stock. If not in stock, the chance increases by 20% for each wika delay.

Habituation. As more of a drug is taken, the amount of it needed for the user to experience its full effect increases. For every 10 doses taken, the dose needed will increase by a cumulative 20%. Habituation disappears if no drugs are taken for a period of daegs equal to the sum of % Dependency, % Addition and % Lethality.

Overdosing. Taking more than one dose within the duration of effect of a drug will have two effects. Duration itself and the actual effect of the drug will be multiplied by the number of doses taken (modified by Habituation) but % Dependency, % Addition and % Lethality are multiplied by the cube of the number of doses taken and % Lethality must be immediately rolled, even if addiction is not present.

For example Telgas, a fighter, starts to take Wudufloor to increase his martial prowess. His statistics are ST, IN, WI, DE, CO, CH, all 12, HP 15.

Rolling 2d20, he may take 80+16 (the number rolled) = 96 doses before schizophrenia develops.

After 10 doses, he finds that he has to take 1 1/2 flower heads to get the effect that he used to get with one.

After 15 doses, he fails his % Dependency roll and becomes dependent upon Wudufloor. Disliking this, he tries to kick the habit. After two daeg (15/8) he starts to lose points of IN and WI. After 8 daeg, he has IN and WI both 4 and begins to gain points again. After 16 daeg, he is back to normal.

Chastened by this experience, he thereafter stays away from Wudufloor for a year until he finds himself in the midst of a battle in which he is outclassed. Because of this, he takes 3>

▷ heads of the drug. This means that he moves and hits at 133% or normal (110% x 3) but that % Dependency, % Addiction and % Lethality are all multiplied by 3 cubed = 27. Thus they become 216%, 27% and 27%. Telgas is automatically dependent, fails to make the % Addiction roll and so is addicted but makes the % Lethality roll and so does not die.

Once again he tries to kick the Wuduflor habit. As before, after 16 daeg he is no longer dependent. On the 30th daeg (30 / 1 = 30) he loses 1 point off each of ST, DE, CO and HP. These are regained the next daeg, after which he is no longer addicted.

Telgas is then for the moment free of the Wuduflor compulsion. He has taken 18 doses in all and so has another 78 to go before he develops schizophrenia. Should he survive that long.

The rest of the upper floor is given over to accommodation. Currently in residence are Sigil and Agrea Hinthan, a husband and wife team of bounty hunters; Tivean Feallan, an undercover investigator for the Guild of Herbalists and three Kenku (FF), a drug smuggler, Tk'k and his bodyguards Hree and Whoe-Whoe.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WIDE	CO	CH	MI	WN
Sigil	H	M	N	F	6	38	-4	38	1089	100	18	14	12	17	14	12	See Below Longsword +2/+4
Agrea	H	F	N	F	5	32	-3	32	864	75	17	16	13	16	16	13	See Below Longsword +1/+1
Tivean	H	F	CG	R	8	91	-2	44	1064	750	17	17	14	18	18	14	See Below Longsword +1/

Magic Items: Sigil: +2 Shield, +1 Platemail, +1 Longbow, +1 Longsword (NSA)
Agrea: +3 Platemail, +1 Longsword (NSA)
Tivean: +2 Longsword (NSA), Bracers of Defense AC 2, Ring of Truth (will empathetically give the degree of truth of up to five statements/daeg.)

Kenku: AC 5, HD: Tk'k, Hree 3, Whoe-Whoe 3, Move: 6"/18", No of Attacks: 3, Damage: 1d4/1d4/1d6, Special Attacks: Tk'k web, call lightning, shocking grasp, magic missile, Hree magic missile, Whoe-Whoe: magic missile, Special Defences: shape change, invisibility, Disguise, 30% Magic Resistance. HP: Tk'k 19, Hree 10, Whoe-Whoe 10.

Sigil and Agrea are coldly efficient professionals who allow no-one nor nothing to get in between them and their quarry. Only if it is less bother will they bring their prey back alive. Tivean is a master spy currently working for the Herbalists to try and discover who is behind the illegal drugs trade in Irilian since it is giving them a bad reputation (and breaking their monopoly).

The Kenku have a shipment of 10000gp of Wuduflor which they are waiting to sell to Pelos Irlisdohtor and her half-brother.

Common customers at the Heafod Aef Orc are (parentheses give the % chance of a character being present):

2d4 of the Irilian Scouts (35), Stormwealcen, Hliehhanman and Blodmarchant Comanderes (15 each), Gisirral of the Guild of Venturers (20), Torgul the Assassin (20), Gildo the thief (20), 1d4 of the Gealgagang (30), Perel of the Sclava Escape (20), Djhela of the Psionic Fellowship (10), 1d4 Staet Gangs (70), 2d20 of the Garde (100).

The Heafod Aef Orc is owned through a series of front men by Pelas Irlisunu and Pelos Irlisdohtor and is the centre of most of the criminal goings on in Irilian. The only reason why it has not long since been closed down is their defense of it in the Counsel; their argument being that it is better to have disorder concentrated in the Heafod Aef Orc where it is easily contained rather than spread out over the rest of Irilian.

Mark Geard. The Mark Geard is a large cobble area in the centre of Irilian, usually rather bare but, on Market Daeg and Great Market Daeg, crowded with a large variety of stalls, costermongers, entertainers, hucksters and wandering citizens.

Market Daeg. On Market Daeg, stalls, arranged in five north-side rows occupy the southern section of the Mark Geard. Ownership of a stall is a prerogative to Irilian citizens and many of the major craft masters maintain a stall which is used on Market Daeg to supplement their normal shops. Each stall is restricted to one type of produce: mostly foodstuffs; vegetables, fruit, butter and cheese; fish or meat both fresh and smoked, salted or otherwise preserved; but small manufactured goods such as clothing, shoes or household items are also on offer. The allocation of stalls is controlled by the Counsel.

In the north west of the Geard is the bear-pit: a 10ft deep, 20ft across pit where brown bears, AC 6, HD 5+, Move: 12", No of Attacks: 3, Damage: 1d6/1d6/1d8, Special Attacks: Hug for 2d6; fight to the death against packs of wild dogs, AC 7, HD 1+1, Move: 15", No of Attacks: 1, Damage: 1d4, for the entertainment of the crowds.

To the south of the bear-pit are the pitches of the caravan merchants. One caravan will normally be present with produce not usually available in Irilian: exotic herbs and spices,

unusual weapons and clothing, rare jewellery and furs and fine materials – all at exorbitant prices, of course. There may even be a reputed treasure map or minor magical item on offer. The caravan will have the composition given in the MM but, apart from two bodyguards for each merchant, none of the guards will be allowed armed into Irilian. If an item desired is not possessed by the caravan, there is a small (generally 2d20 %) possibility, dependent upon an item's rarity, that it might be brought by a future caravan (1d4 caravans time) if a character especially asks for it. The cost would necessarily be excessive.

To the east of Geld Laen, the covered way into the Mark Geard, are the animal pens. Most normal livestock is available; oxen, cattle, sheep, horses, asses, donkeys and mules; dogs, cats, hawks and similar pets and slaves. The price of a slave is calculated at the cost of employing a freeman to do the slave's job for eight years.

Animal feedstuffs comprise hay, barley and corn. Barley and corn are also used for human consumption.

Wandering throughout the crowd on Market Daeg will be troupes of entertainers from the Grifoun; tumblers, minstrels and storytellers; confidence tricksters and hucksters and pickpockets from the Gealga and Staet Gangs.

Great Market Daeg. Although generally similar to Market Daeg, Great Market Daeg is on an altogether greater scale. Three caravans will be present and exotic animals such as griffons, hippogriffs or pseudodragons may, rarely, be on offer.

Great Market Daeg also functions as a primitive employment exchange where prospective employers and employees may meet. Available for hire will be bearers, porters, pack handlers, valets, labourers and linkboys; reapers, stackers, winnowers and threshers; cowmen, shepherds, teamsters and general farm hands and other semi-permanent employees. Most will wish to serve at least until the next Great Market Daeg. Hiring rates can be taken from Paul Vernon's series in WD29-31, and the Best of WD Articles III.

Finally, there will be 4 + 1d4 mercenary bands (see DMG for details) seeking employment.

Player Characters Attempting to Sell Goods. Other than obvious treasure, gold, gems,

jewellery etc, which may be sold at the Gild Faector's, Uzuld's, Dirim's or the Goldsmith's, Silversmith's, Jeweller's or Gemcutter's for 80% of their actual value, goods may be disposed of in Irilian by selling them to a shop specialising in those articles. Characters will receive 40% of the item's retail price.

Shops (see Part 2 [WD43] for shop nomenclature).

bS1 Architect. 29 Mark Geard (F3), ST 3, N1 4, N2 5, N3 7, CN PO, CM 1.0, YE 18495, WE 19876.

bS2 Baker. 3 Riht Berullos Clos (H3), ST 2, N1 4, N2 5, CN BA, CM 1.1, YE 9078, WE 4038.

bS3 Baker. 5 Luft Ile Rad (I4), ST 1, N1 5, CN CO, CM 0.9, YE 7986, WE 3976.

bS4 Basketmaker (makes wicker baskets). 4 Luft Letton Weg (H2), ST 1, N1 3, CN CO, CM 1.0, YE 7458, WE 3108.

bS5 Bottlemaker (makes clay bottles). 3 Luft Khalkedon Weard (I3), ST 2, N1 3, N2 5, CN CO, CM 1.0, YE 5987, WE 1978.

bS6 Boxmaker (makes wooden boxes). 11 Luft Berullos Clos (I3), ST 2, N1 4, N2 5, CN BA, CM 1.0, YE 9187, WE 4024.

bS7 Brewer. 8, 9, 10 Riht Ambre Chare (H4), ST 1, 3, 2, N1 3, 4, N2 0, 3, 2, N3 0, 4, 0, CN PO, CM 1.0, YE 15098, WE 7034.

bS8 Bricker (makes bricks). 6 Luft Khalkedon Weard (I3), ST 2, N1 3, N2 3, CN PO, CM 1.0, YE 6003, WE 1857.

bS9 Builder. 1 Riht Khalkedon Weard (H3), ST 3, N1 3, N2 5, N3 4, CN AV, CM 1.0, YE 13456, WE 6352.

bS10 Butcher. 5 Luft Temple Laen (H5), ST 2, N1 3, N2 4, CN PO, CM 1.1, YE 9457, WE 4012.

bS11 Butcher. 2 Luft Draconem Weg (G3), ST 1, N1 4, CN 0.85, YE 8076, WE 3907.

bS12 Cabinet-maker (high class furniture). 5 Riht Haesel Rad (J4), ST 3, N1 3, N2 4, N3 5, CN PO, CM 1.0, YE 21354, WE 10978.

bS13 Carpenter. 7 Riht Berullos Clos (H3), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 9043, WE 4068.

bS14 Cartmaker (carts). 21 Luft Chrisopace Rad (G2), ST 1, N1 3, CN CO, CM 1.0, YE 8975, WE 4032.

bS15 Carver (carves wooden objects). 6 Luft Peritot Weg (G4), ST 2, N1 4, N2 3, CN BA, CM 1.0, YE 19573, WE 8574.

bS16 Coach-maker. 1, 2 Luft Berullos Clos (G3), ST 2, N1 5, N2 4, CN BA, CM 1.0, YE 16294, WE 8673.

bS17 Coffiner (makes wooden coffers). 11 Luft Gnagan Laen (H4), ST 2, N1 5, N2 3, CN PO, CM 1.0, YE 8974, WE 4126.

bS18 Coffin-maker. 5 Riht Ambre Chare (H3), ST 2, N1 1, N2 3, CN CO, CM 1.0, YE 7530, WE 3075.

bS19 Dairy. 6 Riht Ambre Chare (H3), ST 1, N1 3, CN BA, CM 1.0, YE 6043, WE 1486.

bS20 Distiller. 2 Luft Monath Laen (H4), ST 3, N1 4, N2 4, N3 3, CN AV, CM 1.0, YE 21354, WE 10485.

bS21 Furbisher (cleaner and polisher). 1 Luft Ile Rad (I3), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 4834, WE 1435.

bS22 Fuster (woodworker). 1 Riht Amechiste Weg (F3), ST 2, N1 3, N2 5, CN PO, CM 1.0, YE 10897, WE 4750.

bS23 Goldsmith. 34 Mark Geard (F4), ST 3, N1 5, N2 4, N3 8, CN AV, CM 1.0, YE 90476, WE 52931. As jeweller but will only work in gold. Skill level 76-90.

bS24 Greengrocer (vegetables). 7 Luft Achete Weg (F4), ST 2, N1 3, N2 5, CN BA, CM 1.1, YE 8692, WE 7450. Cover address for Torgul the Assassin.

bS25 Joiner (wooden frames for saddles). 5 Riht Ile Rad (I4), ST 2, N1 5, N2 6, CN PO, CM 0.9, YE 7931, WE 2854.

bS26 Marbler (marble works and sculptors). 3 Riht Gnagan Laen (H3), ST 3, N1 4, N2 6, N3 5, CN PO, CM 1.2, YE 28945, WE 15475.

bS27 Mason (stoneworker). 1 Luft Toin Weg (F2), ST 3, N1 6, N2 4, N3 5, CN BA, CM 1.0, YE 13645, WE 6493.

bS28 Miller. 1 Luft Blaec Weg (I2), ST 4, N1 3, N2 1, N3 1, N4 1, CN PO, CM 1.0, YE 18075, WE 9045. The mill is windpowered; the upper three stories are able to pivot to face the wind.

IRILIAN

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Dirim	D	M	LG	F	1	98	5	304	79430	1000	12	14	13	12	14	9	None	Battle Axe
Dirima	D	F	NG	F	1	15	5	274	3745	150	13	13	15	13	12	12	None	Hammer
Thori	D	M	LN	F	2	13	2	143	3255	50	16	12	11	14	14	9	None	Battle Axe
											+0/+1							
Bombas	D	M	CN	F	3	21	2	68	3100	75	14	14	14	15	15	11	None	Battle Axe

bS29 Moneylender/Banker. 1 Riht Draconem Weg (G3), ST 3, N1 4, N2 5, N3 5, CN AV, CM 1.0, YE 150845, WE 89430. The owners are the dwarven family of Dworg, a scion of the Khazal clan. It consists of the parents Dirim and Dirima and two sons, Thori and Bombas. See above for stats. Dirim and his wife are a contented couple who are well-liked (for dwarves) in Irilian. Their sons though, have become embittered by the contempt in which their race is held and are very touchy on that subject.

Money deposited with Dirim for one complete year will gain 1% of its value in interest minus a 100gp handling charge. Thus at least 10000gp must be on deposit for a whole year before any profit is made. He will lend up to 10000gp on good surety for 2% compound interest/wika ie 88%/year, repayable within 1 year. If money is deposited with him, Dirim will write a letter of credit for that amount minus 1% fee which will be accepted by 85% of bankers (98% of dwarf bankers). Dirim has 8000gp on deposit with him at most times.

bS30 Net-maker. 2 Riht Lettorn Weg (H2), ST 1, N1 4, CN CO, CM 1.0, YE 5989, WE 1794.

bS31 Painter (paints saddlebows). 6 Luft Ile Rad (I4), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 6024, WE 2064.

bS32 Pasteler (grinds pigments). 5 Riht Achete Weg (F3), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 5794, WE 1908.

bS33 Pavior (lays pavements). 1 Riht Theof Rad (H2), ST 2, N1 4, N2 4, CN BA, CM 1.0, YE 9068, WE 4089.

bS34 Plasterer. 2 Luft Temple Laen (G5), ST 2, N1 5, N2 6, CN CO, CM 1.0, YE 13574, WE 6574.

bS35 Potter. 15 Riht Berullos Clos (I3), ST 3, N1 4, N2 6, N3 7, CN CO, CM 1.0, YE 12953, WE 6054.

bS36 Rope-maker. 3 Riht Toln Weg (F3), ST 2, N1 1, N2 5, CN PO, CM 1.1, YE 8756, WE 3256.

bS37 Saddler. 7, 8 Riht Ile Rad (I4), ST 2, N1 3, 5, N23, 6, CN PO, BA, CM 0.9, YE 10989, WE 4563.

bS38 Sail-maker. 6 Luft Berullos Clos (H2), ST 3, N1 4, N2 5, N3 6, CN BA, CM 1.0, YE 8795, WE 4025.

bS39 Sawyer (planks and beams). 6 Luft Toln Weg (G3), St 1, N1 4, CN PO, CM 1.2, YE 6538, WE 3075.

bS40 Stainer (stains wood). 3 Luft Peritot Weg (G4), ST 2, N1 4, N2 5, CN CO, CM 1.3, YE 5735, WE 1287.

bS41 Stringer (string). 5 Luft Toln Weg (G3), ST 1, N1 4, CN BA, CM 1.05, YE 5967, WE 1857.

bS42 Stuffer (stuffs furniture). 6 Luft Achete Weg (F2), ST 2, N1 3, N2 4, CN BA, CM 0.9, YE 6032, WE 1498.

bS43 Table-maker. 4 Luft Amechiste Weg (F3), ST 2, N1 5, N2 6, CN CO, CM 1.1, YE 9530, WE 3275.

bS44 Tiler (roofing tiles). 1 Luft Khalkedon Weard (H3), ST 2, N1 5, N2 4, CN BA, CM 0.8, YE 5904, WE 1906.

bS45 Tinderboxman. 3 Luft Dweorg Clos (I4), ST 2, N1 6, N2 4, CN PO, CM 1.1, YE 8957, WE 4006.

bS46 Turner (turns wooden objects). 3 Luft, 4 Riht Monath Laen (H4), ST 2, N1 4, 6, N2 4, 6 CN BA, CM 1.0, YE 10897, WE 4563.

bS47 Upholsterer (covers furniture). 4 Luft Hel Laen (G3), ST 2, N1 6, N2 4, CN AV, CM 0.9, YE 6597, WE 2943.

bS48 Vintner (wine). 8, 9 Luft Gnagen Laen (H4), ST 2, N1 4, N2 5, CN PO, CM 1.1, YE 24536, WE 10980.

bS49 Wheelwright. 20 Luft Chrisopace Rad (G3), ST 2, N1 4, N2 5, CN CO, CM 1.2, YE 6043, WE 2093.

bS50 Wineshop. 7 Luft Ile Rad (I4), ST 3, N1 4, N2 4, N3 5, CN BA, YE 8957, WE 4106.

Shop Protection. As well as poison needle traps and other common protections, many of Irilian's shops are protected by the Gild of Hashishiy, a Gild of Assassins which maintains a representative in Irilian. Irilian is too small to have a Gild of its own. Protected shops are identified by having a small ornate H carved over the main entrance and on the strongboxes. Any character robbing a protected business is marked down by the Gild for assassination if located. With the Gild's extensive underworld links, location is usually very rapid. Consequently, very few survive to rob a protected house a second time. Protection costs a business 7% of its profits or 500sp/year, whichever is the greater. All of the shops mentioned in here are protected.

Gild of Beggars. Although it is a Gild in no more than name, Irilian's beggars do have a loose organisation of their own which distributes pitches and looks after their interests in a fairly desultory way. To become a member, a future beggar must donate all of his or her possessions except for clothing and a begging bowl to the Gild and agree to hand over 10% of the daily take. In exchange, the beggar gets a place at one of the two flop-houses that the Gild runs and a bowl of gruel each Dagung and Dosk. Non-member beggars are set upon and often given some real affliction to add to their supposed disabilities.

B1 Flop-house, 11 Riht Berullos Clos (I3), ST 2, N1 4, N2 3, CN CO.

B2 Flop-house, 2 Riht Mathkr Laen (C7), ST 2, N1 1, N2 3, CN CO.

The Gild has no formal links with the underworld but pays 20% of its profits to Pelos Iril-sun and his half-sister and is often used to collect information. 1000sp will buy the Gild's services for 1 wika.

Apart from the Gildmaestre and his assistant who are low-level pickpockets, the 37 beggars who make up the Gild have the statistics of normal Irilians.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Agroth,	H	M	CN	T	2	15	8	47	1968	100	13	15	7	14	11	8	None	Shortword
Gildmaestre																		
Shila,	H	F	NE	T	1	9	8	38	987	75	10	12	10	14	13	9	None	Shortword
Assistant																		

Each beggar has some real or pretended affliction such as blindness, leprosy or a missing limb. The Gild and the Staet Gangs are currently in a state of belligerent neutrality.

Gild of Hashishiy. The Gild's representative in Irilian and its surrounding area is Alis Esrini, currently undercover as a vegetable trader (bS24), Torgul, RAH, SX F, AL NE, CL A, LV 6, HP22, AC 3, AG 34, WE 7450, BL 300, ST 14, IN 13, WI 9, DE 17, CO 13, CH 12, MI Ring of Protection +4 on AC, +2 on Saving Throws, +3 Longbow, 8 +3 Arrows, +1 Longsword (NSA), *Periapt of Proof against Poison*, [DMG], *Scarab of Assassination* (WD26), WN Bow. Poisons: 2 doses each of Ingestive Poisons Types A-D and Insinuating Poisons Types A-D [DMG]. Alis is currently banished to Irilian as punishment for a failed assassination attempt. Because of some earlier experiences as a trainee, she hates men and delights in making them as miserable as possible. She prefers to make her assassinations from a safe distance using her missile weapons and an insinuating poison. She owns two houses in Irilian:

A1 (bS24) Greengrocer. 7 Riht Achete Weg (F2), ST 2, N1 3, N2 5, CN BA, CM 1.1.

A2 Deserted house. 1 Riht Magikos Weg (C7), ST 2, N1 4, N2 5, CN PO.

Torgul lives in the house on Achete Weg, keeping the one on Magikos Weg as a refuge in times of trouble.

Characters wishing to contact Torgul may do so via the Heafod Aef Orc. By long tradition in Irilian, assassination is not totally secret. The assassin's identity is not known but who asked for the assassination is. Under Irilian law, wishing for someone's death is not illegal although arranging it is; thus, once the announcement is made in the Heafod Aef Orc, all contacts with the assassin are made in secret. The initial announcement is made because of the Irilian dislike of shadowy figures manipulating them; so long as the identity of the ill-wisher is known so that the prospective victim has a chance to reply, they are not too worried about the actual killing. This does, of course, mean that the victim gets to know that he or she is on a death-list. There are then two choices for the victim to make beyond fleeing the town or taking precautions. Firstly, he or she can attempt to buy out the contract for 150% of the assassin's fee; secondly, he or she may put out a counter contract on the original arranger. In the latter case, both the prospective victims may withdraw, losing their deposits or both may continue to their deaths.

A few daegs after the announcement is made, after she has had time to investigate and is convinced that the request is genuine, Torgul will make contact to discuss fees. Naturally, she will be in disguise.

If there is a greater than 50% chance of success, Torgul will take the job for standard Gild fees; half payable before, half after the job is completed. If she has less than a 50% chance, she will call in a higher level assassin who will have at least a 50% chance and who will charge standard Gild fees plus 8% travelling expenses. Assassination attempts will continue until the assassin is dead; the Gild will not follow up attempts which have led to the death of one of its members.

Player character assassins who attempt to go solo in Irilian will, if they come to her notice, be 'asked' by Torgul to join the Gild of Hashishiy. If the character agrees, she will provide training and advice; otherwise she will attempt to kill the newcomer. If the character survives, he or she will become the new Gild representative unless already a member of another Gild in which case he or she will be eliminated as soon as possible.

The Gild of Hashishiy is a large, powerful,

well-organised Gild whose leader has Gildmaster status. It is up to the individual DM to decide upon its exact structure.

R4 The Druid, 5 Riht Toln Weg (F3), ST 2, N1 3, N2 3, CN BA.

Druidic affairs in Irilian are looked after by Acfyst, RAH, SX F, AL N, CL D, LV 6, HP 24, AC 6, AG 34, WE 204, BL 100, ST 9, IN 12, WI 15, DE 12, CO 15, CH 18, MI +2 *Spear*, +1 *Leather Armour*, +1 *Shield* [DMG], WN *Spear*. Spells: 1st animal friendship x 2, locate animal x 2, speak with animals x 2.

2nd charm person or mammal x 2, cure light wounds, heat metal.

3rd hold animal, pyrotechnics.

4th animal summoning 1.

Acfyst spends most of her time roaming the countryside surrounding Irilian and so has only a 15% chance of being in town on any one daeg. She is fanatical in her protection of nature and animals and will argue with or even attack anyone she sees mistreating either. Consequently she spends much of her time in the Mark Geard trying to stop the bear-baiting or in the Heafod Aef Orc attempting to prevent the animal fights. In neither is she very welcome. Her house is overrun with wounded animals and guarded by pots of whispering tongues [WD28] or, if you don't have that issue, three trained war-dogs Grif, Rigga, and Mortis.▷

PART FOUR

In Quest of a Sceptre

This episode details the south east quarter and a further instalment of The Rising of the Dark. The DM should decide if assistance is needed from the Abbeie after considering the scenario and the strength of his or her party. In Part 3, the players should have concluded the scenario just before visiting the Abbeie. Part 4 continues directly where Part 3 left off.

The Abbeie. Teral will confirm it is the Tzuthi Ag Necrozth and jump to the (wrong!) conclusion that it is attracting the Dark to Irilian. In fact it was brought by dream demons (Best of WD Scenarios 11) at the Dark's command to spread fear and confusion. She knows the Tzuthi Ag Necrozth's authors are unknown as are its exact contents but it is thought to have strong links with Evil and Chaos. With the correct precautions (as far as she knows, no-one knows them), the Book may be read and the reader becoming more and less than before.

The Book should be destroyed but to do so would require enormous power. Teral can only think of the Sceptre Aef Lagu; a relic of the God of Law kept in the Monasterion. Perhaps if it were smashed against the Book? The party should go there immediately; taking the Book with them.

Rubis Weg. As the party leaves, Rubis Weg, Gealga Straet, Tan Straet and Abbeie Weg will be cordoned off by soldiers with bowmen lining the windows of 2 to 4 Riht Rubis Weg and 5 and 6 Luft Abbeie Weg. A small group will be in front of the Abbeie gates.

The soldiers are the five Irnan of the Stormwealcan and the 1st and 3rd Irnan of the Hliehhanman; the Orcridan are in reserve to the south of Rubis Weg and the 4th and 5th Irnan of the Hliehhanman are guarding the Herbarium Gate and the Abbeie walls. The characters are the Irilian Scouts (with spells ready) and the Garde, Stormwealcan and Hliehhanman Commanders. With the exception of the Scouts, everyone will be nerve-keeper won't let anyone back in until she finds out what is going on. [See Part 2 for Abbeie map]. Once the party is out, the Garde Commanders, flanked by his two lieutenants, will step forward and 'ask' the party to accompany him to the Counsel Hus; there to account for themselves to the citizens of Irilian.

If the party agrees, they will be allowed to keep their weapons and escorted to the Counsel Hus by the Garde Commanders, Scouts and three Irnan of the Stormwealcan. If not, they will be attacked until unconscious, stripped and then taken to the counsel along with their equipment, including the Book. Note that, as the lawful executors of Irilian's will, the Garde should be obeyed by Lawful characters. As it moves across the Mark Geard, the party will be unable to escape the sight of Aslas and her pentacle; still hanging, still burning, still screaming.

The Counsel Hus. Around the table in the Counsel Chamber, will be the Counsel, Elisim Deorctunge, the Laeden, will rise to his feet.

Several daeg ago, the Khuzul caravan arrived in Irilian with you forming part of its escort. I hear that it had an "exciting" journey. It left a few daeg ago, this time without you, but returned after two daeg; this time with the escort nailed to the sides of the wagons. Yesterday, you were poking around Khalkedon

Weard and carting around Lesardman corpses while Aslas, the leader of our church, appeared on the Temple roof and, after some nonsense about it being Dark, caught fire along with five of our citizens. They are still there! In the panic which followed many of our citizens were killed and more injured. You were later seen in her quarters. Is there, I wonder, any connection? Some of our citizens, about three hundred in all, left Irilian yesterday evening heading south. Our patrols now inform us, those of them that returned that is, that their heads now form a ring around the town. You were also in the Grifoun when that brawl developed and at the Astrologers when she had her "accident". What is going on?

If the party explains, the Counsel will become split. Dareon, Erea, Garos and Tirou will be for the party, wishing them to continue in their search; Alos, Pelos and Pelas are against them, wishing them dead and quickly Erihim and Lelfos will be undecided and, depending upon the case the party makes, will come down on either side.

Soon, the sound of wailing will become noticeable as crowds of mourning Irilians gather outside. After a while they will start chanting, 'Bring out the Burners.' In a few minutes rocks will begin clattering off the Counsel Hus walls. If not already decided, the Counsel will hold an immediate vote on whether to allow the party to continue with their mission or to imprison them. The chants and rocks come from the Mob outside, after the rumour went round that the party were responsible for the various Dark manifestations.

If the party convinces the Counsel to let them go, they will be shown to the secret passage leading to 2 Luft Temple Laen. If not, they will be taken to be thrown to the Mob. In either case, as they leave the Counsel Chamber, the Mob will burst through the Mark Geard doors; the Irnan on duty having opened them to ingratiate themselves with the rioters. The front rank of the rioters will be 14 normal Irilians. Provided the party appears sufficiently awe-inspiring, by using a spectacular spell or cutting down five or six for example, these will panic and flee, giving the party a round's grace to shut the doors again. The doors will hold the Mob for five rounds, enough time to escape to the house on Temple Laen. Initially the Mob will be too busy looting the Counsel Hus to pursue them. However, unless the party take precautions such as changing their clothing or altering their appearance in some other way, for each round that they spend in the street they will have a 5% chance of being recognised and a Hue and Cry sent up.

The Monasterion. To get the Sceptre, the party can call on the Paladins from the Abbeie or borrow any of Teral's magic items (the Staff of Commanding?). The Paladins will not agree to an actual attack on the Monasterion; at most they will provide a diversion while the party does the dirty work.

If the party approaches the Monasterion

directly, they will be questioned at the Gatehouse and then escorted across the courtyard to the refectory. After a few minutes, a florid-faced man, Kris Aef Monasterion, the Gran Mareschal, will exit from the library and ask the party their business. After listening impatiently, he will refuse pointblank to allow them access to the Sceptre - no discussion - maintaining that for anyone but himself to even touch, let alone use, the Sceptre would be sacrilege. The real reason for this is his fear for the Monasterion's prestige should the Sceptre be revealed as a fake. If it appears that the party still want the Sceptre, he will have them shown out and double all guards. In any case, he will order increased vigilance on the part of the normal guards.

The party will be able to reach the Monasterion Chapel disguised as pilgrims; the gate guard (Quan and two men-at-arms) waving them through after a cursory questioning provided they appear as normal pilgrims, ie no 2-handed swords and plate mail.

They will arrive in the Chapel as a service begins involving the Priest Arkis, Brothor Sar and three of his men and 22 pilgrims (all as normal Irilians). This will last three turns and, unless one of the party is a Lagu worshipper, there is a 10% cumulative chance per turn that Arkis will become suspicious of the party's lack of familiarity with the service rituals and seek to investigate after the service. Otherwise, after the service they will be left alone but for Brothor Sar and one of his men who will be praying to the Sceptre with their backs turned.

If the alarm is raised (remember that if a *dispel magic* is cast around the Sceptre, all of the spells in the area of effect, except for the *create false relic*, must be saved for. Thus one *dispel magic* could conceivably negate all of the wizard locks and magic mouths. See Background Information), the main gate will be barred in 1 round and Brothors with their men-at-arms arrive at the rate of 1 per round after a two round delay. The priests will arrive after 4 and 6 rounds. None of these, however, will attack or do anything which might possibly harm the Sceptre unless the party appears about to destroy it or escape.

If the party hits the Book with the Sceptre there will be a loud crack as the Sceptre snaps to reveal a tightly wound piece of parchment. The Book will be unharmed. Anyone able to read magic will see the parchment is a scroll from a *create false relic* spell. It is dated thirty years previously and signed Zotaquan Aef Tor Wysard.

If the Sceptre is destroyed in the presence of the Brothors, all but the Gran Mareschal (who will join in the general expression of horror) will be genuinely shocked by the revelation of its true nature. The party will be able to use this sense of outrage to bargain for their freedom to investigate further. The Gran Mareschal will keep very quiet but mark the party down for later 'correction'. The party may be able to try some judicious blackmail but would need to be very careful; the Brothors are notorious for their hatred of law-breakers. The Tor Wysard is easily visible from the Monasterion; its spell-lit form towering into the lowering, storm-lashed sky.

Outside Irilian. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Irilian's walls. Fifty feet beyond that, a bank of black mist cuts off all further vision. Patrols which ventured into the mist did not return. If the party investigate themselves, they will be allowed 150 feet inside before 4 apparitions (FF) materialise. AC 0, HD 8, Move: 24". No of Attacks: 1, Damage: Fear, Special Defences: Vulnerable only to magical and silver weapons, HP 40, 38, 35, 32. They will attack but only follow the party as far as the mist edge. If they are in danger of being defeated a further 4 (HP 45, 42, 39, 31) will materialise and attack and so on until either the party retreats or all of its members are killed. This will happen whenever the party enters the mist.

Background Information

Gates/Towers (See Part 2 for further details)
(See Part 2 for further details)

Blaecgaet. Towers 34 DPV each, Gates 9 DPV, 1 Ballista on each tower. Towers 15x15x30ft, Gate 20x20ft, Towers 2 Storeys each. Occupied by: Left Tower, Commandere Aef Man, Right Tower 5th Irnan of the Blodmarchant. In the distant past a large fire left some of the stones cracked and the whole blackened with soot. The gate is little used and only half the Irnan will be on duty at any time. The bridge is rickety and can be destroyed in one turn by pulling out two of the main supports; each requiring 50 strength points to remove. In all other respects it corresponds to the Gealgagaet (Part 2).

Tor Dauthr. 24 DPV, 1 Ballista, 20x25x40ft, 3 Storeys. Occupied by the 5th Irnan of the Stormwealc.

Tor Dagung. 40 DPV, 1 Ballista, 30x30x40ft, 3 Storeys and cellar. Occupied by the 4th Irnan of the Stormwealc.

The Irilian Garde.

Garde Commandere (Mareschal). Traditionally carries with it the post of Mareschal and overall responsibility for Irilian's defence. The present Commandere is Lelfos Gefacleofian RAH, SX M, ALLN, LV 8, HP 71, AC -2, AG 54, WE 10198, BL 500, ST 18(26) (+1/+3), IN 7, WI 4, DE 9, CO 17, CH 13, MI +3 Platemail, +1 Shield, +2 Longsword (NSA), 10 +1 Arrows, *Potion of Heroism*, *Potion of Invulnerability* [DMG] WN Longsword. Lelfos is a tall distinguished old soldier who is becoming senile. He does not recognise his condition and will not accept the judgement of anyone who points it out.

Commandere Aef Hors. Isrim Deorcsunu: RAH, SX M, ALLN, CLF, LV 6, HP 33, AC 1, AG 39, WE 4632, BL 250, ST 17 (+1/+1), IN 14, WI 12, DE 13, CO 14, CH 15, MI +1 Chainmail, +2 Shield, +1 Cursed Longsword (NSA), WN Longsword. Isrim is short and stout and because of his sword, has a quite undeserved reputation for reckless daring. He is the deadly rival of Helas Neahtlocian, the Commandere Aef Man, for the post of Garde

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Bisel	H	M	N	F	4	26	1	31	985	50	16	14	12	10	12	13	+1 Shield	Longsword
Nireal	H	M	N	F	3	18	2	27	765	40	17	13	11	14	13	9	None	Longsword
Sesil	1/20	M	N	F	4	20	2	24	914	20	16	12	13	9	14	10	None	Longsword

Commandere and will do almost anything to discredit him. He is, however, an extremely competent soldier and under his command the Orcridan have become a fighting force far more potent than their numbers might suggest (+30% on morale).

Orcridan. Named in memory of a famous charge at the Damner Batayle in which they smashed the orc armies menacing Irilian. The Orcridan are the cavalry arm of the Garde. They are divided into five Ridan each of 9 0th level men-at-arms and 1 1st level Laeden. All have scale mail and shield, use a lance, longsword or dagger in battle or a quarterstaff when dealing with civil disturbances and ride a medium warhorse. Average member of the Orcridan: RAH, SX M, AL Any; tending towards LN, CL F, LV Laeden 1, Men 0, HP Laeden 6+1d4, Men 4+1d3, AC 5, AG 20+1d20, BL 5+1d10, ST, IN, WI, DE, CO, CH, All 8+1d4, MI None, WN Lance, sword or quarterstaff. The Orcridan do not get on well with the other members of the Garde.

Commandere Aef Man. Helas Neahtlocian: RAH, SX M, ALN, CLF, LV 6, HP 41, AC 1, AG 42, WE 5683, BL 100, ST 16 (+0/+1), IN 13, WI 12, DE 13, CO 15, CH 14, MI +1 Platemail, +1 Longsword, WN Sword. Helas hates the Commandere Aef Hors because he feels that Isrim is going to steal the post that should rightfully be his – that of Garde Commandere. The feeling is mutual. Helas is a medium sized non-entity of a man and, while a fair fighter himself, he is unable to control his sub-commanders. Thus the infantry portion of Irilian's military forces is gradually falling apart under the pressure of the Stormwealc, Hliehhanman and Blodmarchant Commanders' squabbles. Helas feels betrayed and is nursing his grievances until he can gain revenge; meanwhile sounding out the Assassin's Gild representative (Part 3) about the cost of having Isrim 'removed'.

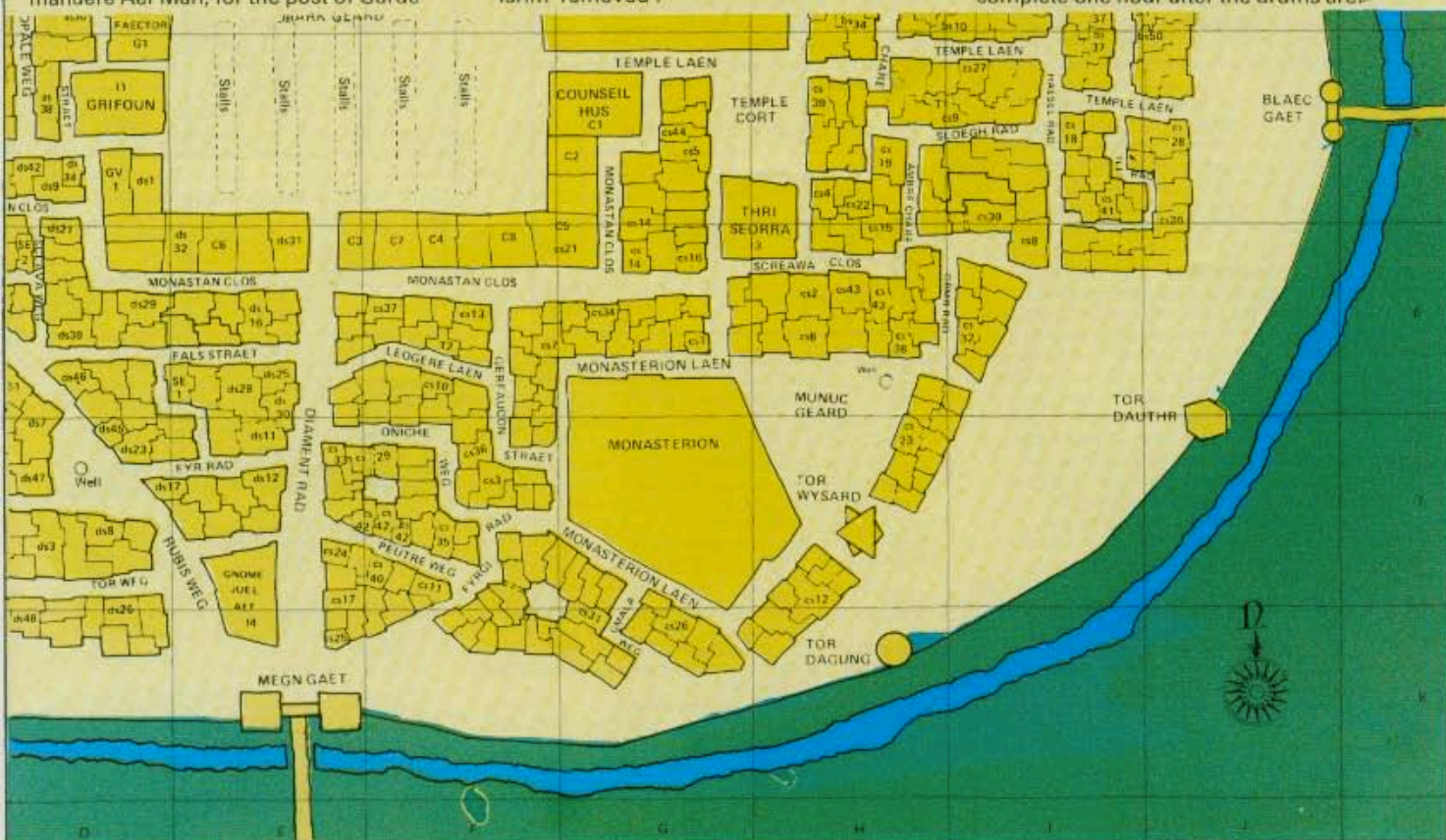
Commanders of Stormwealc, Hliehhanman and Blodmarchant. Bisel Flaumhaer, Nireal Langsca and Sesil Reafian. Hliehhanman and Blodmarchant are not on speaking terms after a series of disputed victories in the last Daeg Aef Victorie's mock battles. Individually they are pleasant enough, typical soldiers, but their personal animosity colours almost everything they attempt.

This filtered down to the three divisions of the infantry with the result that they have taken up their leaders' causes with such fervour that brawls often break out between rival patrols and it is a rare day that someone is not hauled before the Cort Militar for fighting. Each of the three divisions consists of five Irnan with the same organisation and equipment as the Ridan except that the lance is replaced by a long-bow. Personal statistics are the same.

Militia. About 750 men are divided into three groups according to whether they come from north of, west, east of, or south of the Mark Geard; each group has roughly 250 members. The force is armed and armoured as follows:

- 500 No armour (AC 10), Spear.
- 150 Padded armour (AC 8), Spear.
- 75 Leather armour (AC 8), Shortsword.
- 25 Studded leather armour (AC 7), Longsword.

In addition, 15% of the militia have shortbows and 25% slings. Statistics are those of normal Irilians. The militia has not been seriously called out in the last 75 years and its training and morale are, to say the least, suspect. Each year, on Cu – Rivere – Monadaeg, an inspection and training session is held in the Mark Geard but the results are lamentable. If the militia were actually put into combat, the most likely result would be the mass desertion of the militiamen (-35% on morale). The militia musters in the Mark Geard on the sounding of the War Drums; the muster being complete one hour after the drums are >



IRILIAN

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Jiral	H	M	LN	F	5	25	2	32	1572	100	18(92)	9	12	14	9	13	Sword
MI Bastard Sword +1/+2 vs MU (DMG)																	
Brehen	H	M	N	F	3	13	2	27	1450	150	17	12	11	12	10	12	Longsword
MI Potion of Flying (DMG)																	
Anhalas	H	F	CG	R	4	40	2	34	970	200	18(09)	13	14	9	15	14	Longsword
MI Longsword +1/+3 vs Lycanthropy (DMG)																	
Elas	E	F	LG	F/MU	4/4	17	3	64	2140	350	16	17	12	11	11	7	Longsword
MI Elven Chainmail																	
Yhoudeh	H	M	N	MU	5	12	7	29	32	50	9	16	13	6	12	14	Dagger
MI Ring of Protection +3, Scroll Confus. (DMG)																	
Kirea	H	F	LN	MU	3	13	4	41	670	400	11	18	8	10	17	9	Dagger
MI Bracers AC 3 (DMG)																	
Pelase	H	F	CN	C	5	20	2	37	104	100	14	12	17	12	13	10	Flail
MI Potion of Extra-Healing (DMG)																	
Imilos	GN	M	CN	I/T	4/4	15	4	175	640	150	12	15	12	17	9	11	Sword
MI +1 Leather Armour (DMG)																	

▷ first sounded.

The militia is commanded by the Conestable, a post currently held by the Garde Commandere, Lelfos.

Irilian Scouts. See above. A group of independent characters hired to carry out all unsavoury tasks that normal guardsmen are either unable or unwilling to perform. Characters wishing to join will be given an assignment; if successful, he or she will be hired at 100gp per person as well as a share of any treasure found. Although treasure is meant to be split 20% to the Scouts, 80% to the Town Treasury, in practice these proportions are reversed.

Spells memorised: Elas: *burning hands*, *charm person*, *sleep*; ray of *enfeeblement*, *stinking cloud*.

Yhoudeh: *charm person*, *sleep*, *friends*, *magic missile*; web, *ESP*, *fireball*.

Kirea: *friends*, *burning hands*; web.

Pelase: *Command* x2, *cure light wounds* x3; *augury*, *hold person* x2, *know alignment*, *silence* 15ft radius, *animate dead*, *prayer*.

Imilos: *colour spray*, *hypnotism*, *wall of fog*; *hypnotic pattern*, *invisibility*.

Yhoudeh has a hawk familiar AC 7, HD ½, Move: 24", No of Attacks: 1, Damage: 1d2, HP: 3. Pelase is a cleric of Tuoni [DDG] checking out Irilian's suitability for a temple of Tuoni; supporting herself by serving with the Scouts. The others are all adventurers down on their luck – or so they protest. Whatever their reasons for joining, they discharge their duties with commendable zeal and usually manage to turn a fair profit on any jobs given. They all have medium warhorses.

Wall Guards. A watch is kept on the surrounding countryside from the gates and towers; each having one guardsman on duty. At night, this guard is joined by two others who patrol the wall to a point midway between towers. Because of the less than exemplary manner in which this duty is executed, there is at least a 30% chance of someone being able to slip across unnoticed.

Each guard carries a horn to alert the nearest two towers. After four rounds delay, each will send half of their available manpower to investigate. Each tower has a differently toned alarm bell and an alarm beacon. These will bring help after one turns delay with half an Irnan or Ridan arriving in each succeeding round; those from the nearest towers first. Each gate also possesses a set of War Drums which are beaten if a major attack develops. These signal the militia to muster, warn the hapless Irilians, and signal the release of messenger pigeons requesting aid from neighbouring countries.

C1 The Council Hus. ST 3, N1 3, N2 5, N3 19, CN AV. It is built (30 DPV) of large stone blocks like a castle keep with machicolations and arrow slits at five foot intervals in the higher floors. Large iron doors (10 DPV) open into the Mark Geard where an Irnan or Ridan of the Garde will always be on duty. In the cellar are the Town Mint, Treasury and Arsenal while the upper floors hold the offices of the various town officials. The Treasury holds all Irilian's wealth. 35000gps worth of silver and copper

(50/50). The Arsenal is mainly for the militia and has the following weapons in store:

Shortswords:	100	Slings:	400
Hammers:	100	Arrows:	10000
Voulges:	300	Trebuchet:	2
Light Crossbows:	100	(Dismantled)	
Quarrels:	10000	Light Catapult:	4
Sling Stones:	20000	(Dismantled)	
Spears:	100	Heavy Catapult:	2
Javelins:	1000	(Dismantled)	

Because of their general cheapness of man-

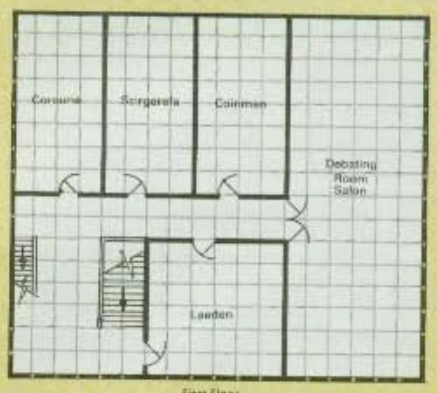
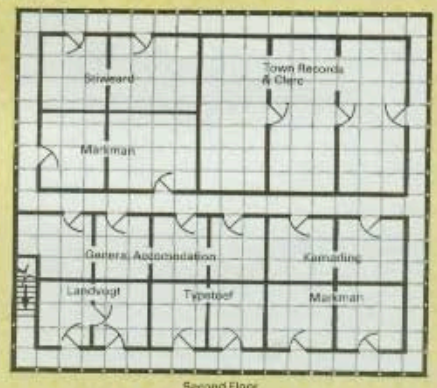
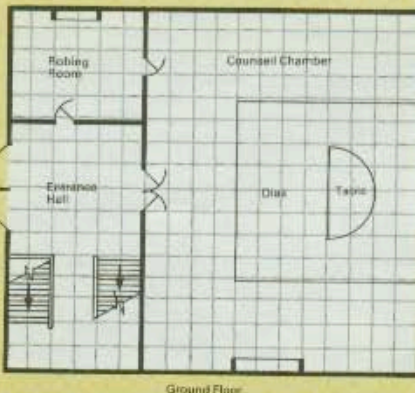
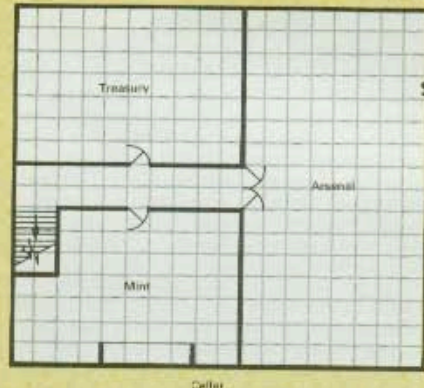
ufacture, they are -1 to damage (minimum 1 point damage). The Hus is looked over by the Gild of Hashishiyy (Part 3) and located behind double-locked iron doors (5 DPV) protected by a variation of the *fire trap* spell which will be triggered by anyone not wearing one of ten special miniature copies of the Great Seal of Irilian set into a ring. *Magic mouths* are set to sound the alarm if characters without rings attempt to enter.

The ground floor holds the Council Chamber; a large room with a semi-circular table where the Council sits, and a robing room. A secret passage leads from the Arsenal to the cellar of 2 Luft Temple Laen.

The Irilian Bureaucracy. The posts (see table) which may be held by an Irilian citizen are each in the hands of a single family and, although by law open to election, are by custom hereditary. Offices open to Council members are distributed by lot at the beginning of each ten year term of office. The bureaucracy is both exceedingly inefficient and corrupt.

The Council. Composed of 8 elected citizens and the current Gild Faector and Garde Commandere; one of which is selected by lot to be the Laeden. Elections are held every ten years with bye-elections as needed. Each elected

COUNCIL HUS



Major Posts in Irilian Bureaucracy				
Position	Area of Responsibility	Annual Income: Statutory Bribe	Held by	Current Holder
Laeden	Overall control of the Council	10000/20000	Council Member	Elisim Deorctunge
Coinman	Mint and Treasury	8000/15000	Council Member	Erea Gasrintri
Kamarling	Tax assessment and collection	5000/25000	Council Member	Alros Snakeage
Cleric	Town Records	8000/10000	Irilian Citizen (Hereditary)	
Markman	Regulating the market	2000/18000	Irilian Citizen (Hereditary)	
Steward	Regulating extra-Irilian trade	1000/30000	Council Member	Dareon Aelfhaer
Coroune	Civil Law	10000/50000	Council Member	Pelas Irilsunnu
Landvogt (x2)	Assisting the Coroune, serving writs etc	4000/12000	Irilian Citizen (Hereditary)	
Scirgerefa	Criminal Law	10000/20000	Council Member	Pelos Irilsdohtor
Typstoeft (x2)	Assisting the Scirgerefa, Arrests etc	4000/8000	Irilian Citizen (Hereditary)	
Mareschal	Irilian's military safety	6000/1000	Garde Commandere	Lelfos Gefacleofian
Walman	Upkeep of the Town Walls	5000/1000	Council Member	Erihim Stormboi
Gaetman	Upkeep of the Town Gates	5000/1500	Council Member	Erihim Stormboi
Conestable	Council's safety, Town Militia	8000/1000	Irilian Citizen	Lelfos Gefacleofian
Sargents Aef Arms (x2)	Council's safety	6000/500	Commandere Aef Hors	Isrim Deorcsunnu
			Commandere Aef Man	Helas Neahtlocian

Counsell member represents one of Irilian's 8 electoral wards. All Irilian citizens over the age of 15 are allowed a vote but all votes in a household are cast by the head of that house; often as directed by the Gilds which in turn take their orders from Counsell members. A character wishing election has a basic -50% chance plus 1% for every 100gp spent buying votes. Membership of the Council is theoretically unpaid but there are many opportunities for corruption. The funds needed to buy a Counsell seat are such as to have had the effect of making the Council into a hereditary oligarchy, places being restricted to the 8 richest families in Irilian. The Council makes Irilian's laws, regulates taxes, and sits as the Criminal and Civil Courts, declares holidays and festivals, conducts Irilian's relations with its neighbours and generally looks after things. Laws are passed by majority, the Laeden having the casting vote, and come into law when stamped with the Great Seal of Irilian.

The Council is deeply conservative; distrusting all changes, especially rapid ones, and using its powers to protect itself and preserve the *status quo*. Since Irilian's fall it has done little, meeting only a few times a year and then only when business is pressing.

Counsell Members. The Counsellors are (elected members have their Ward and which Gilds they control given): Tirouy Polarian (Gild Faector, Part 2); Lelfos Gefacleofian (Garde Commandere); Alos Snakaeeage (Iril Ward, Gilds of Armourers and the Gilds and Companies of Metallars); Daeon Aelfhaer (Mark Ward, Gilds and Companies of Learning and the Lighters Companies); Elisim Deortunge (Seorra Ward, Gilds and Companies of Clothworkers); Erea Gasrintri (Juel Ward, Gilds and Companies of Weaponers); Erihim Stormboi (Rubis Ward, Gilds and Companies of Leatherworkers); Garos Treowegefa (Abbeie Ward, Gilds of Armourers and the Gilds and Companies of Metallars); Pelas Irilsunnu (Orc Ward, Gilds and Companies of Housers and the Gilds and Companies of Woodworkers); Pelos Irilsdohtor (Temple Ward, Gilds and Companies of Victuallers). Irilian's Gilds and wards (wards are like borough divisions within the city) are described in a later episode.

C2 Alos Snakaeeage, 3 Mark Geard (G5). ST 3, N15, N26, N37, CN PO. Until Irilian's fall, the Snakaeeage were lower middle class metalworkers. With the exodus of most of Irilian's upper classes after the gems failed and the Snakaeeage's purchases of large parts of the remaining Irilian metalworking community, their relative standing has increased enormously. Alos, the present family head, has

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Alos	H	M	CE	F	8	42	6	57	50968	500	9		15	12	11	14	Dagger
MI Bracer of AC 6																	
Daergne	1/20	M	NE	F/A	4/6	31	8	41	1085	100	16		12	9	16	14	Longsword
MI +1 Longsword (NSA)																	

concentrated power in his own hands by a combination of bribery and assassination and has assured that Alos, his 4 year old son and sole child, will succeed him by the simple expedient of killing off everyone else.

Not content with either owning or controlling all of the metalworkers in Iril Ward, Alos is trying to extend his domination over Abbeie Ward by using his powers as Kamarling to tax the Abbeie metallars to extinction. Consequently, Garos and Alos are at daggers drawn and riots between the two factions are not uncommon. Alos is accompanied everywhere by his bodyguard/killer, Daergne Bearge.

C3 Daeon Aelfhaer, 10 Mark Geard (F5). ST 3, N14, N25, N38, CN BA. A highly successful caravan merchant thanks to judicious use of his position as Stiward, Daeon is a rising star in Irilian being young, enterprising, dynamic and ambitious. As a result of this,

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Erihim	H	M	N	F	5	23	10	67	43960	1000	8	12	10	9	8	11	Dagger
Ankra	H	M	LN	F	5	30	2	28	863	50	16	14	15	12	14	12	Sword
MI +1 Shortsword (NSA)																	

the rest dislike him intensely and take care to keep power out of his hands. Naturally, Daeon resents this. Daeon RA H, SX M, AL CN, CL ME, LV 8, HP 30, AC 10, AG 32, WE 45093, BL 1000, ST 12, IN 17, WI 15, DE 12, CO 10, CH 18, MI None, WN Longsword. His annual income is 450132sp.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Elisim	H	M	LN	F	6	24	10	78	78600	750	12	14	7	8	5	11	Dagger
Arien	E	M	CG	MU/F	4/4	17	1	475	2049	650	15	16	14	16	14	12	Sword
MI +1 Chainmail, +1 Longsword, +3 vs Lycanthropy																	
Spells: 1st: magic missile, burning hands, affect normal fires.																	
2nd: ESP, shatter. Scroll: maze, locate object.																	

C4 Elisim Deortunge, 8 Mark Geard (F5). ST 3, N14, N27, N38, CN PO. See above. The current Counsell Laeden, Elisim is the last survivor of his once numerous family and primarily concerned that their memory should not die with him. To this end, all of his energy is directed towards ensuring that his funeral will live on in the minds of Irilians long after he himself is wormfood. Other matters concern him only so far as they bear upon this. Elisim's interests in the clothing trades produce an income of 354980sp per year and are looked after by his righthand man, Arien.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Garos	H	M	N	F	10	58	10	74	90499	5000	6	14	12	7	5	12	None Dagger
Telnon	1/2E	F	NG	F	4	31	2	45	563	50	14	12	9	12	14	18	None Longsword
Giniel	H	F	N	F	3	13	2	28	98	50	15	9	8	13	13	12	None Longsword

C5 (cS21) Erea Gasrintri, 5 Mark Geard (G5). ST 3, N15, N25, N35, CN AV. The last remaining Irilian gemmer, Erea stayed in Irilian when all others left partly because of her ownership of the Gnome Juel Aef but also because over three hundred years she had become rather attached to the place. A dispassionate business gnome, Erea always remembers someone who has either helped or hindered her and never forgets to pay back a debt of either type. She is fighting off a series of attempts by bidders working for Pelos Irilsdohtor to take over the Gnome Juel Aef. Recent troubles mean she must soon close. Meanwhile she is trying to find out who is behind it all. Since the troubles, she is accompanied everywhere by her husband Garli. Erea's income is 450254sp per year.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Erea	G	F	LN	I	2	51	7	352	975	500	9	14	12	17	13	14	None Dagger
Garli	G	M	N	F	3	23	5	294	504	150	14	12	7	14	16	12	None Battle Axe
Spells: 1st. Colour spray, hypnotism.																	

C6 Erihim Stormboi, 13 Mark Geard (E5). ST 3, N15, N25, N38, CN CO. See top of page. Last year as usual Erihim took part in the Head of Aef Orc's orc Hunt. Unusually, he became separated from the rest of his party and did not reappear for two months until his horse cantered through the Waetgeraet with an unconscious Erihim tied across its back. As a result of whatever happened in the intervening months, Erihim has suffered a complete memory loss for everything during and before that time. Erihim has no family, his needs being looked after by his bodyguard Ankra.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Pelas	H	M	CN	F	3	10	10	43	18508	500	9		14	12	10	9	Dagger
Pelos	H	F	CE	F	9	56	10	38	67480	1000	8		18	13	7	6	Dagger
Erin	H	F	LN	F	5	31	2	34	509	80	17		11	7	14	13	Sword
MI +1 Longsword (NSA)																	
Aran	H	M	LN	F	4	20	2	32	846	50	16		9	8	14	13	Longsword
Distrian	H	M	CN	F	3	19	2	27	1104	75	15		10	9	13	12	Longsword
Kilmin	H	M	N	F	3	18	2	24	597	95	14		8	12	12	11	Longsword

Erihim is a doppelganger who took Erihim's place after he was captured. AC 5, HD 4, Move: 9". No of Attacks: 1, Damage: 1d12, Special Attacks: Surprise on 1-4, Special Defences: Mutable form. Saves as 10th level fighter. HP 23. The doppelganger is using Erihim's position to insinuate the rest of its clan into

Irilian life. So far it has managed to place two (HP 13, 17) as servants in Erihim's household and plans to engage the rest in the guise of mercenary guards (HP 15, 16, 2x18). Ankra is unaware of this but still nurses suspicions about his master's 'disappearance' and constantly tries to catch it out. As a result of this, the doppelganger is gradually becoming paranoid (DMG).

The real Erihim is still alive in the doppelgangers' lair in the wilderness to the north. He would, no doubt, be very grateful if rescued. Erihim's wealth comes mainly from his monopoly of Irilian's fur trade but his controlling interest in the leather trade also brings in a fair proportion of his annual 390879sp.

C7 Garos Treowegefa, 9 Mark Geard (F5). ST 3, N14, N25, N37, CN PO. See above. Although appearing as an infirm old man whose mind wanders somewhat, Garos can still exert great strength of will and purpose at times, especially where his large and ever-increasing family are concerned. Garos is currently fighting off Alos' attempts to take over Abbeie Ward's metallars. Since virtually all of the aforesaid are members of his family, this is not at present too difficult. However, were Garos to die, his family could well split as a result of squabbles over his considerable estate thus allowing Alos to move in. Garos has no immediate family; consequently under Irilian law, his 74 grandchildren all have an equal claim on the estate. Two of Garos' grandchildren are his bodyguards.

C8 Pelas Irilsunnu, Pelos Irilsdohtor, 6 Mark Geard (F6). ST 3, N14, N25, N35, CN PO. See below. Pelas, with her half-brother Pelas, overtly dominates Irilian's spice, building and victual trades and covertly regulates most of its illegal activities. She is an evil, ruthlessly vindictive woman who completely dominates her weaker willed half-sibling and yet manages to convince everyone of her thoroughly blameless character. Only her brother and bodyguards, Erin, Aran, Distrian and Kilmin, know her true character. Pelas controls Irilian's small underworld through her ownership of the Head of Aef Orc (a focus for the seamier side of Irilian), her bodyguards who 'talk' to anyone who might consider crossing her, and her dominion over the law which her and her half-brother's posts as Scirgerefa and Coroune give her. Pelas and Pelas' combined annual income is 903685sp.>

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Krist	H	M	LN	F	11	84	-3	67	-	900	18(80)	14	13	18	14	12	Longsword (+3)
MI 3 Javelins of Lightning (+2/+4)																	
Ras	H	F	LN	F	8	57	-1	54	-	900	17	13	10	16	13	10	Longsword (+3)
MI Boots of Speed (+1/+1)																	
Sil	H	M	LN	F	5	42	0	47	-	900	15	14	9	15	17	14	Longsword (+2)
MI +2 Longbow																	
Nak	H	F	LN	F	3	16	1	36	-	900	15	12	14	14	13	15	Longsword (+1)
Ral	H	M	LN	F	3	21	1	38	-	900	16	16	12	9	17	12	Longsword (+1)
Sar	H	F	LN	F	2	15	1	27	-	900	15	13	8	14	12	7	Longsword (+1)
Quan	H	F	LN	F	2	13	1	25	-	900	18(57)	11	14	12	10	12	Longsword (+1)
(+2/+3)																	
Toc	H	M	LN	F	2	9	1	26	-	900	16	12	15	13	11	9	Longsword (+1)
(+0/+1)																	
Sanc	H	M	LN	F	2	11	1	24	-	900	17	15	14	16	13	17	Longsword (+1)
(+1/+1)																	
Sig	H	M	LN	F	1	7	1	20	-	900	15	13	12	13	16	14	Longsword (+1)
Ged	H	M	LN	F	1	8	1	17	-	900	16	15	12	14	15	8	Longsword (+1)

The Mob. Unpopular moves by the Counsell or anyone else will almost certainly lead to a riot. The mob take 2d4 turns to form and is made up of 3d6 hundred citizens who will burn and loot until either dispersed, their demands are met or they run out of steam: usually in one or two daeg. The mob begins by attacking the object of its anger, in most cases the Counsell Hus, but soon moves on to other targets; the richer merchants' houses and the inns for example: the religious are never attacked. The Garde is of little use against the Mob since it usually provides a proportion of the rioters.

R5 The Monasterion. 1 Munuc Geard (G7).

ST 1, N1 36, CN AV. Home of the Brothors Aef Lagu; a militant order of warrior-monks (not AD&D monks) whose outlook on life is Order through Discipline. See above for stats. The Brothors have the surname Aef Monasterion, Kris Aef Monasterion is the current Gran Mareschal or Abbod. The brothors hate Chaos with an all-consuming passion and can often be heard in the Mark Geard warning of the Evils of Loose Thinking. Each has full plate armour and shield (AC 1) and a banded heavy warhorse AC 5, HD 3+3, Move: 15", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 16. All have magic longsword, longbow and lance.

and are fearless in battle (+50% on morale). The Monasterion also maintains a force of 50 superheavy cavalry armed and equipped as the Brothors except that they wear plate mail rather than full plate and have non-magic swords. RA H, SX M, F, AL LN, CL F, LV 0, HP 4+1d4, AC 2, WE -, BL 100, ST 11+1d4, IN, WI, DE, CO, CH All 8+1d4, MI None, WN Longsword. Each Brothor is responsible for a unit of five men-at-arms. Together the Brothors and their troops form the most powerful fighting force within 100 miles of Irilian. The spiritual guidance of the Monasterion is in the hands of two clerics of Lagu.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Teng	H	M	LN	C	6	26	1	47	-	1000	18(78)	14	17	14	16	16	+2 Flail	Flail
(+2/+4)																		
Arkis	H	M	LN	C	4	21	1	38	-	1000	16	17	18	12	9	14	+2 Flail	Flail
(+0/+1)																		

Spells: Teng: 1st. *bless* x2, *cure light wounds* x3. 2nd. *chant* x2, *hold person* x2, *spiritual hammer*. 3rd. *prayer*.

Arkis: 1st. *command* x3, *cure light wounds* x2. 2nd. *hold person*, *silence* x2, *spiritual hammer*. The Brothors constantly harry the humanoid tribes to the north of Irilian and once a year, from the first daeg of Heahfore - Hael onwards, mount a major campaign to sweep

clear an area of deviancy. They maintain two small forts beyond the river Sil which are each garrisoned by two Brothors and their men. Thus, at most; 6 Brothors and 24 men-at-arms will be in residence at the Monasterion except for during the summer campaign when all Brothors but one will be riding north.

The Monasterion's main source of wealth are offerings made by pilgrims who come to pray to the Sceptre Aef Lagu; a legendary artifact said to have been used by Lagu at the Dawn of Time to etch the Laws of Creation upon the Arch of Heaven, which was rediscovered by the last Gran Mareschal but one in a cave deep under the Scaerp Mountains.

In truth, at the time the Monasterion was virtually bankrupted by the cost of its constant warfare. The then Gran Mareschal strayed from the One True Path and paid Zotaquaan, then a newly qualified wizard, to construct a fake relic. The 700,000sp per year from the pilgrim trade has kept the Monasterion solvent ever since. Only the Gran Mareschal and Zotaquaan know of the deception and although Kris would dearly love to dispose of the Sceptre, he has decided that it is the lesser of two evils to keep it rather than run the risk of its true value being discovered.

The Sceptre itself is a completely plain two feet long slim white rod. The spell *create false relic* (see later) makes the rod give off a white light and auras of cold and fear. Stored inside it are 5 *limited wish* and 5 *disintegrate* spells

of which one of each remains. Zotaquaan set it to trigger if the words 'Lagu! hear my prayer,' are spoken to it. In return, he receives 20% of the revenue from it and first choice of any magic items found on the Brothors' raids.

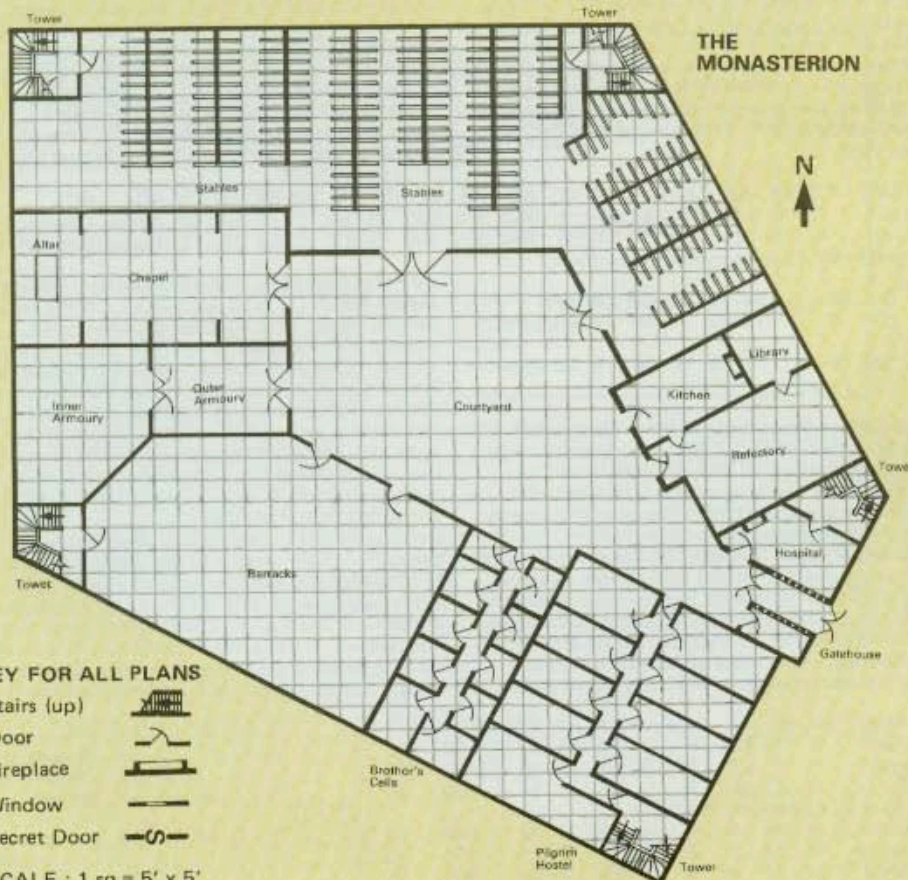
The Sceptre is kept inside a wizard locked Elfglass case (5DPV) which is in turn wizard locked onto the High Altar of the Chapel of Lagu. Each of the case, the Sceptre, and the Altar has 5 *magic mouths* cast on it to sound sequentially if the case is touched by anyone but the Gran Mareschal. One of the Brothors constantly keeps watch on the Chapel. Pilgrims are not allowed closer than 20ft.

The Monasterion's outer wall (25 DPV) is battlemented, ballista topped towers (ST 3, N1 1, N2 1, N3 1, CN AV, DPV 40) guard its corners and the gatehouse is equipped with a portcullis (15 DPV, Gates 10 DPV), machicolations and murder holes. Around the central courtyard are the pilgrims' hostel, a series of bare rooms; the extensive armoury, barracks and stables, a small hospital and library and the refectory and chapel. Guards patrol the walls and drill occupies the courtyard.

CREATE FALSE RELIC (Alteration)

Level: MU 6th, Ill 5th
Range: 0"
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M.
Casting Time: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes. 2. A 15ft zone around the relic may be set to radiate one from each of the following pairs: light or darkness, heat or cold, fear or well-being, a smell of perfume or rot. 3. Up to 10 each of up to 3 spells may be stored in the relic and set to trigger by any combination of up to 10 words in any language. Any spell may be stored in the false relic but the trigger



KEY FOR ALL PLANS

- Stairs (up)
- Door
- Fireplace
- Window
- Secret Door

SCALE: 1 sq = 5' x 5'

combination will only actually work 1 time in 100,000; all other attempts being ineffective. Which spell of the possible alternatives takes effect on the person triggering it is completely random. The spells to be stored in the relic must be cast at it within 1 day of the *create false relic* spell being completed.

Casting the spell requires that the closing incantation must somehow be permanently associated with the relic. Since inscribing it on the outside of the object makes it much more likely that it could be discovered as a fake, the more usual practice is to write it on a sheet of vellum which is then secreted inside the item. This spell counts as a *permanency* spell if anyone casts a *dispel magic* upon it. The material components cost 2000gp.

I3 Thri Seorra, 5 Temple Cort (G5). ST 2, N1 7, N2 15, CN PO, CM 1.0, NC 8d10/8d8/12d10/12d10+10d6, NS 12, RC 1, BC 1. The Thri Seorra is named after the three Star Sapphires that sparked off Irilian's gem rush when they were discovered by a gnome wandering along the banks of the Iril. Large glass replicas of the famous gems now hang over the inn entrance. The Thri Seorra provides a drinking house for those too frightened to go to the Heafod Aef Orc and too poor to go elsewhere and is therefore popular with normal Irilians. It has private rooms for 20 visitors and a common room which will sleep another 15. There are two ineffective bouncers, Erizael Flakonman and Rigsil Drekkon, both of whom are usually drunker than the customers. As well as the normal Irilian citizen customers, the following may also be present, bracketed numbers are percentage chances. Commandere Aef Hors (10), Hliehanaman Commandere (5), 3d10 of the Garde (100), Acyfist the Druid (15), Miril of the Temple (20), Palnon of the Temple (20).

The Thri Seorra is a popular stopping place for lesser merchants and its private rooms are often hired for Gild and Company meetings.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE
Erizael	H	M	N	F	3	10	5	48	907
Rigsil	H	M	NE	F	3	21	5	31	783

Shops (See WD43 for shop nomenclature)

cS1 Alchemist [DMG & WD20], 27 Riht Monasterion Laen (G6), ST 3, N1 4, N2 6, N3 5, CN PO, CM 1.1, YE 180363, WE 105947. Irilian's resident independent alchemist is Eliaz gth Hezron. RA H, SX M, AL N, CL Alchemist, LV 6, HP 19, AC 10, AG 64, WE 105947, BL 1000, ST 7, IN 18, WI 12, DE 15, CO 14, CH 12, MI See potions available, WN Dagger.

Spells: One/daeg from: *protection from evil*, *detect magic*, *detect invisibility*, *detect illusion*, *detect good or evil*, *know alignment*, *slow poison*, *stinking cloud*, *fools gold*, *enchant an item*, *legend lore*, *true seeing*, *enchanted weapon*, *stone to flesh*. Any number/daeg from: *pyrotechnics*, *conjure elemental*, *transmute rock to mud*.

Because he has thrown out of the Mages Academy for cheating, Eliaz has a hatred of MUs and will only work with them for twice the normal fees; in no case will he accept permanent employment with any. In addition to casting spells for the usual fees, Eliaz brews potions for the standard prices. Those for which he has a recipe are *Extra-Healing*, *Fire Resistance*, *Heroism*, *Human Control* and *Longevity* [DMG]. He will usually have one, and two dose bottles of each made. Unfortunately, one of the *Extra-Healing* potions has 'gone off' and will kill the user in 1d4 daeg unless a saving throw versus poison is made. To discourage pilferers Eliaz has mixed a couple of failed experiments in with other potions, these are a *Delusionary Potion of ESP* [DMG] and a *Follicle Philtre* [WD16]. Potions are identified by a code known only to Eliaz.

cS2 Baker. 6 Riht Screawa Clos (H6), ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 7986, WE 3297.

cS3 Baker. 8 Riht Oniche Weg (F7), ST 2, N1 3, N2 5, CN CO, CM 0.9, YE 8647, WE 3976.

cS4 Beader (makes beads). 1 Riht Sloegh

Rad (H5), ST 2, N1 2, N2 6, CN PO, CM 1.0, YE 7630, WE 4012.

cS5 Beavermaker (beaver and other skin hats). 6 Temple Cort (G5), ST 1, N1 3, CN BA, CM 1.0, YE 6908, WE 3987.

cS6 Broderer (embroidery). 4 Munuc Geard (H6), ST 2, N1 2, N2 6, CN PO, CM 1.2, YE 15019, WE 7321.

cS7 Burlester (womans' headresses). 21 Luft Monasterion Laen (F6), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 5930, WE 1908.

cS8 Burreler (coarse russet cloth). 17 Luft Ambre Chare (I6), ST 2, N1 4, N2 7, CN BA, CM 1.0, YE 6403, WE 2970.

cS9 (T1) Butcher. 6 Luft Sloegh Rad (H5), ST 3, N1 2, N2 6, N3 8, CN CO, CM 1.1, YE 8973, WE 4009. Owned by the Gealgagang.

cS10 Buttonmaker. 4 Riht Leogere Laen (F6), ST 1, N1 2, CN BA, CM 1.0, YE 5786, WE 1796.

cS11 Cheesemonger (sells cheeses). 2 Luft Fyrig Rad (F7), ST 1, N1 1, CN BA, CM 0.9, YE 8009, WE 3396.

cS12 Combmaker. 2 Luft Monasterion Laen (H7), ST 2, N1 3, N2 7, CN BA, CM 1.0, YE 9798, WE 4102.

cS13 Dairy. 1 Riht Gerfaucan Straet (F6), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 5978, WE 2013.

cS14 Draper (sells cloth). 23, 24 Riht Monasterion Clos (G6), ST 2, N1 2, N1 5, 8, CN PO, BA, CM 1.0, YE 22431, WE 12014.

cS15 Dyer (dyes cloth). 7 Luft Screawa Clos (G6), ST 2, N1 1, N2 5, CN BA, CM 1.0, YE 5831, WE 1603.

cS16 Engineer. 3 Luft Screawa Clos (G6), ST 3, N1 2, N2 4, N3 6, CN AV, CM 1.0, YE 60193, WE 34510.

cS17 Feltmaker. 11 Luft Diamant Rad (E7), ST 2, N1 2, N2 7, CN CO, CM 1.0, YE 6750, WE 2908.

cS18 Fishmonger. 12 Riht Temple Laen (I5), ST 2, N1 2, N2 5, CN PO, CM 1.2, YE 5549, WE 1760.

cS19 Fishmonger. 5 Riht Sloegh Rad (I5), ST 2, N1 3, N2 5, CN BA, CM 1.0, YE 5108, WE 1694.

BL	ST	IN	WI	DE	CO	CH	MI	WN
100	16	9	11	13	15	12	None	Shortsword
80	14	10	14	12	14	10	None	Shortsword

cS20 Fuller (beats cloth). 13 Luft Ile Rad (I5), ST 2, N1 1, N2 5, CN PO, CM 1.0, YE 6014, WE 1908.

cS21 Gemcutter. 5 Mark Geard (G5), ST 3, N1 3, N2 4, N3 6, CN AV, CM 1.2, YE 570169, WE 307590. Skill level 91-00. Owned by Erea Gasrini.

cS22 Girdler (belts). 3 Riht Sloegh Rad (H5), ST 2, N1 3, N2 5, CN PO, CM 1.0, YE 8907, WE 3456.

cS23 Glover (gloves). 10 Munuc Geard (H6), ST 2, N1 3, N2 4, N3 6, CN PO, CM 1.0, YE 8796, WE 3207.

cS24 Greengrocer (vegetables). 9 Luft Diamant Rad (E7), ST 2, N1 3, N2 4, CN CO, CM 1.2, YE 8793, WE 3462.

cS25 Guide/Messenger. 13 Luft Diamant Rad (E8), ST 3, N1 2, N2 4, N3 6, CN PO, CM 1.0, YE 10089, WE 4281. Available are guides for the area around Irilian to a distance of 50 miles. The messengers are light horsemen who can cover 40 miles/daeg. Cost: 3gp/daeg.

cS26 Haberdasher (small articles of dress, ribbons, etc). 8 Luft Monasterion Laen (G7), ST 2, N1 3, N2 6, CN PO, CM 1.1, YE 23078, WE 9078.

cS27 Hatter (hats). 9 Riht Temple Laen (G7), ST 2, N1 3, N2 7, CN PO, CM 1.0, YE 8978, WE 4010.

cS28 Hosier (trubhas). 15 Riht Temple Laen (I5), ST 2, N1 3, N2 5, CN BA, CM 1.0, YE 7465, WE 3107.

cS29 Hurer (caps). 2 Riht Oniche Weg (F7),

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE
Hirean	H	M	CN	T	5	20	6	31	1409
MI +1 Dagger, +1 Leather Armour									

BL	ST	IN	WI	DE	CO	CH	WN
198	20	12	10	14	9	14	Shortsword

Korsal H M CN T 3 11 8 27

MI Potions: *Speed*, *Levitation*

Korseal H F NE T 1 4 5 19

MI Potion: *Flying*

Pireal H F CE T 1 2 4 13

ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 6501, 2907.

cS30 Mercer (sells silks, lace, etc). 16 Luft Ambre Chare (I6), ST 3, N1 2, N2 3, N3 7, CN PO, CM 1.3, YE 33108, WE 20198.

cS31 Pointmaker (shoelaces). 2 Riht Gmla Weg (G7), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 6790, WE 2903.

cS32 Pouchmaker. 3 Luft Ormr Rad (H6), ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 5897, WE 2903.

cS33 Poulterer (poultry). 1 Riht Oniche Weg (E7), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 8793, WE 4013.

cS34 Purser (purses). 21 Riht Monasterion Clos (G6), ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 7931, WE 2749.

cS35 Sacker (sacks). 7 Riht Oniche Weg (F7), ST 1, N1 3, CN CO, CM 1.0, YE 4785, WE 1980.

cS36 Shearman (shears cloth; skins). 6 Riht Gerfaucan Straet (F6), ST 2, N1 5, N2 4, CN PO, CM 1.2, YE 6584, WE 2905.

cS37 Silker (sells silk). 14 Riht Monasterion Clos (E6), ST 3, N1 2, N2 4, N3 7, CN AV, CM 1.3, YE 21043, WE 10981.

cS38 Starchmaker. 7 Munuc Geard (H6), ST 1, N1 3, CN BA, CM 1.0, YE 4501, WE 1490.

cS39 Tailor (clothing). 3 Temple Cort (H3), ST 2, N1 4, N2 4, CN PO, CM 1.0, YE 6095, WE 2990.

cS40 Tapicer (tapestry). 3 Riht Peutre Weg (F7), ST 3, N1 2, N2 1, N3 6, CN CO, CM 1.2, YE 13089, WE 6312.

cS41 Upholder (small household objects). 13 Riht Ile Rad (I5), ST 2, N1 3, N2 3, CN PO, CM 1.0, YE 6003, WE 1907.

cS42 Weaver (wool). 2, 3, 4 Luft Peutre Weg (F7), ST 2, 2, 2, N1 1, 1, 1, N2 3, 5, 7, CN PO, PO, BA, CM 1.0, YE 7968, WE 3108.

cS43 Weaver (linen). 7, 8 Riht Screawa Clos (H6), ST 1, 3, N1 1, 1, N2 0, 4, N3 0, 5, CN CO, CM 1.0, YE 8019, WE 2019.

cS44 Wooler (woolen clothing). 7 Temple Cort (G5), ST 2, N1 2, N2 4, CN PO, CM 1.0, YE 15074, WE 4503.

Irilian Thieves. Irilian has many amateur thieves but only five professionals; Hirean Deorcunnu, Korsal Uleage and Korseal and Pireal Tuorgum – collectively the Gealgagang – and Gildas Sandy, a visitor from the east. The Gealgagang specialise in meticulously planned burglaries and never descend to mugging passers-by, much though Korseal and Pireal are sometimes tempted. All four are members of the Theof Gild, the major thieves' guild to the south of Irilian and, if necessary, will call upon it for assistance. Player character thieves discovered by the Gang will be asked to join; the alternative being death. A similar procedure to that followed by the Gild of Hashishiy (Part 3) will determine the outcome if a conflict develops. The Gang will provide training to members at the normal prices.

The Gang own a butchers shop (T1[cs9]) at 6 Luft Sloegh Rad (H5) as a cover for their activities. They are as yet unaware of the independent thief, Gildas Sandy, with her cover as a market stallholder. RA 1/2, SX F, AL N, CLT, LV 8, HP 32, AC 3, AG 55, WE 5897, BL 100, ST 12, IN 14, WI 11, DE 18, CO 14, CH 16, MI a1 Leather Armour, +2 Shortsword (NSA), Bag of Holding (150ft³ volume), WN Shortsword. Gildas is a likeable rogue who drifts from town to town clearing them out one by one. She is an excellent cat-burglar, specialising in stealing from upper storeys of houses and is presently looking for accomplices for a raid on the Tor Wysard. Obviously, she is unaware of its considerable defences. When not in the Mark Geard, she inhabits the garret (T2) at 4 Luft Leogere Laen (F6) ST 3, N1 1, N3 1, CN BA. Gildas will train for any player thief who meets her. □

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Hirean	H	M	CN	T	5	20	6	31	1409	50	14	13	9	16	12	10	Shortsword
MI +1 Dagger, +1 Leather Armour																	
Korsal	H	M	CN	T	3	11	8	27	198	20	12	10	14	14	9	14	Shortsword
MI Potions: <i>Speed</i> , <i>Levitation</i>																	
Korseal	H	F	NE	T	1	4	5	19	78	5	11	14	7	17	11	7	Shortsword
MI Potion: <i>Flying</i>																	
Pireal	H	F	CE	T	1	2	4	13	21	1	8	12	5	15	13	5	Dagger

PART FIVE

Zotaqaan Aef Tor Wysard

This episode describes the south-west quarter of the city and the penultimate section of The Rising of the Dark, which starts where Part 4 left off. DMs should read it carefully before deciding whether the party might need aid from outside sources. Care should be taken to keep the party on vaguely the right track and prevent them wandering aimlessly over Irilian; a 'suggestion' from the Abbeie or Monasterion should correct any mistaken ideas.

The Tor Wysard. Before leaving the Monasterion, the Gran Mareschal will insist that a Brothor Aef Lagu, the Seneschal Ras, [see Part 4] accompany the party to keep an eye on them. Ras, who has his own suspicions about the Sceptre, will generally not interfere unless there is a very good reason for doing so.

The party can reach the base of the Tor Wysard [see Tower description] and start to climb without incident provided precautions are taken against being recognized. Otherwise, the chance of being spotted by the Mob is as in Part 4. The wind, already gusting strongly at ground level, will increase as the party goes higher. Twenty feet from the top, it will reach hurricane force; each character must roll under their average of strength and dexterity on a d20 or be blown off to strike the ground for 8d6 damage. If the party are roped together, those either side of a falling character add two to their roll. The sides are too hard to take pitons or other fasteners but a character reaching the top may loop a rope around a pinnacle. A spider climb will prevent the recipient from being blown off. On reaching the top, the storm will intensify, lightning continually striking the Tor's pinnacles; any character raising a metal object above the 5' pinnacles has a 50% chance/

round of being struck for 6d8 damage (save vs lightning for half damage). As the party teleports down to Zotaqaan, the beacons flare on the Mona and Grimm Tors and the dissonant sounds of their alarm bells become faintly audible in the screaming gale.

The party will arrive in the Summoning Hall with a thunder-clap of displaced air. Zotaqaan is seated on his throne. He has silver hair and golden eyes. A scarlet jewel blazes from his forehead and a shifting radiance falls from his cabbilistic robes. At his left hand is a demon and at his right, a devil. A golem stands behind, and a sable-eyed cat gazes from his lap. In his hand is a wand and on his fingers, rings. A force wall shimmers before him. He waits, silent; unmoving and unmoved until the party explains. Then he will chuckle and stand.

'I am truly sorry that you have had to suffer such inconveniences. I apologise especially to you Ras, although for reasons which I cannot explain, I am not entirely to blame. (Ras will keep his own counsel). Do you not find it amusing that the Brothors Aef Lagu, such fine upholders of *The Law*, should guard a fake relic? No? Well, perhaps not. Still allow me to make some small reparation; perhaps I can gain some information to help you.'

Cancelling his force protection, Zotaqaan will join the party and, while his infernal servants hand round refreshments, attempt a *contact other plane* spell; trying to reach one of the higher Planes. He will fail as the upper Planes have been closed by some power which he cannot break. Whilst preparing for another attempt, it will occur to him to ask the party if they have ever wondered why they have been allowed to get so far. If the Dark is so powerful, why has it not destroyed them? Is it playing with them or is something protecting them? Is it something perhaps about Irilian itself? Are they sure that everything is as it seems?

On his second attempt, he will succeed in reaching one of the lower Planes. He will stiffen then relax, blackness starting to pour from his eyes, ears, nose and mouth as he whispers, 'It comes. Leave.'

However, before this is possible, the dark, still pouring out, will cover his body and the floor and start to climb up the walls, making it impossible to find the teleportation controls. As it spreads, the room will darken and cool until, in two rounds, it is well below zero. From then on, characters will take one point of damage per turn from the cold. One round after its appearance, the dark will reach the devil and demon, releasing them from Zotaqaan's control. They will then try to destroy him. The golem, Ras and the cat will try and prevent this.

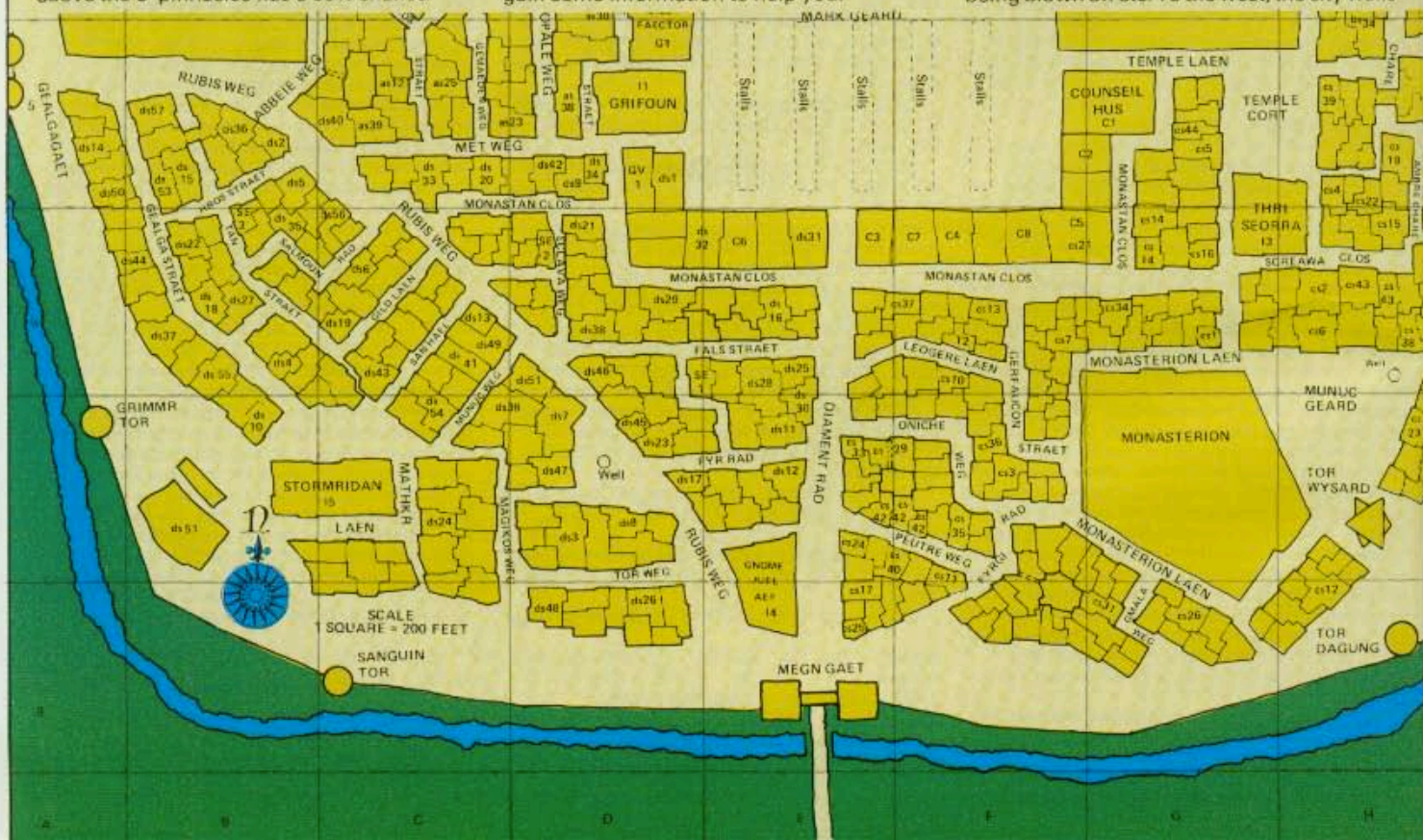
After five rounds (or sooner if it appears that he will be killed), Zotaqaan will abruptly sit up, apparently none the worse, cast a *protection from evil 10ft radius* to keep off the attackers, then destroy them. He will then say to the party,

'Seek for the source of the liquid of life; Delve in the dark for the secret of light.'

Then he will mutter, 'Needless obscurantist doggeral as usual', and lose consciousness.

The golem and the cat will prevent the party examining Zotaqaan's body and intimate that they leave; the cat *polymorphing* then activating the teleport. The dark, having vanished with Zotaqaan's recovery, will reappear on his collapse, giving the party one round to teleport away. Any characters remaining after that will become covered with *Blaec Fyr*, no saving throw. Zotaqaan will be obscured as the dark envelops his circle of protection.

Conditions on the top of the Tor will be as when the party left with the same chances of being blown off etc. To the west, the city walls





are covered in a black mist through which the tower beacons dimly glow. As they watch, these will go out. Above the wind, they will hear the distant sound of battle – suddenly cut off. Down below, the Munuc Geard is seething with a crowd of frightened Irilians. Descending to the tower base and into the screaming, swearing crowds, they will be spotted by the Mob.

After a round of surprise, 10d10 will give chase (all statistics as normal Irilians but +20% on morale due to anger); sections splitting off to prevent the party moving north or east; channelling them through the streets crowded with weeping children and frightened men and women, towards the Megngaet. Behind the Mob the Tor Wysard will burst into Blaec Fyr. At the Megngaet, more of the Mob, approaching from other directions, will make it imperative that the party seek refuge. Just before the Mob arrives, the door of the Gnome Juel Aef will open and Erea Gasrintri [Part 4] will beckon the party inside.

Gnome Juel Aef. The Mob will group outside before attempting to storm the building using timbers from nearby buildings as battering rams. Inside the Gnome to assist in its defence will be Erea and her husband, 13 staff (all normal Irilians) and Djhela of the Psionic Fellowship. These will be able to hold the windows and doors for five rounds until the Mob breaks through by sheer force of numbers. Djhela will use her psionic powers at the last possible moment but when she does so, the Irilians' fear of psionics is such that the Mob will have to make an immediate morale check at -50% and further checks every round, also at -50%. In any event, it will only continue the attack for another two turns before the approaching mist scares it off.

Once the Mob retreats, Djhela will enquire what the party's business is; using her ESP to confirm what they say. If the party has not already solved the riddle left to them by Zotaquaan, Djhela will remark that when drinking from the Rubis Weg well she received a vision of blinding light from her *Sensitivity to Psychic Impressions*. Perhaps 'the liquid of life' is water and its 'source' the well?

Back on the Streets. If the party moves up Rubis Weg, two Ridan of the Garde with the Commandere Aef Hors (Isrim Deorsunnu) will gallop out of the wall of black mist which blocks Rubis Weg from the San Hael eastwards; the Irilian Scouts following closely behind. Catching sight of the party, they will rein in and explain that the mist started to move towards Irilian at first light, first over-

whelming the Graefgeard, although the Chantman escaped, and crossing the walls an hour or so later. Since Lelfos had not enough men to defend the walls (the militia having failed to materialise), he decided to fight a delaying action; withdrawing to the Mark Geard for a final stand. Unfortunately, the foot soldiers' morale failed as the Dark approached; leaving the Scouts and Orcidan to face it alone. Lelfos disappeared about the same time. Isrim then withdrew his troops, forming them up behind the walls before charging as the Dark crossed them. Inside the mist were large numbers of humanoids of all types – orcs, goblins, bugbears, flinds and norkers. Half of the Orcidan did not return.

If the party in turn explain their situation and appear to need it, Isrim will detail Anhalas, Elas and Kirea of the Scouts [Part 4] to assist before wheeling his remaining forces and charging again down Rubis Weg. From the time that Isrim leaves till the Dark arrives, the party will have two turns.

The Rubis Weg Well. 100ft deep with 15ft of water, its walls are smooth and covered with slimy moss making it virtually impossible to climb (-70% to normal chances). A character able to inspect the well sides, who rolls under intelligence on a d20 will notice that a square area about 50ft down has moss of a slightly different colour to the rest. Infravision will reveal the area to be slightly warmer than the rest of the walls. Anyone tapping the walls will automatically discover that the area rings hollow. (Characters without rope may gather 100ft in 3 rounds from nearby houses.)

Characters falling into the well will suffer 1 point damage for every 10ft fallen and must make a system shock roll to escape being stunned on impact with the water. Normal DMG drowning rules should be used for characters in the water.

The moss may be cleaned off in one round to reveal a seven foot square of white marble with a golden *Rune of Warding* carved into it. This may be removed by a character of good alignment or any character using a *knock* spell. In the latter case, the slab will topple outwards, catching the caster if he or she is on or below that level for 4d10 damage and, in addition, 50% of the time, breaking any rope used. Since the slab fits neatly into the 9ft diameter of the well, it is impossible to dodge. Good characters need merely to ask the slab to open. It will glow briefly then disappear. However it is opened, behind it, a long square featureless passage shrinks to a point of light.

Meanwhile, one round before the mist wall reaches the well head, Isrim will gallop out of it with his remaining men – three of the Orcidan and the Scouts, all plainly terrified – and disappear towards the Mark Geard. The mist will silently wash over the party and pour down the well. Inside it all is silent but for the crackle of the Blaec Fyr which is spreading amongst the buildings. Visibility varies between ten and twenty feet. One round after this, 10 orc Children of the Dark [MM and see later] AC 6, HD 1, Move: 9", No of Attacks: 1, Damage: 8, Special Attacks: Possession by the Dark, HP (Dark [Body]) 5x6[4], 3x4[3], 2x3[3] will quietly appear and attack. In three rounds, these will be joined by 10 goblin Dark Children [MM and see later] AC 6, HD-1, Move: 6", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession by the Dark, HP 6x4[4], 3x4[3], 2[2] with a further 10 arriving on each subsequent round. The Children will not follow characters out of the mist nor down the well.

Children of the Dark. Those who come into contact with the Dark often end up as its Children, either through outright possession or, more usually, through attacks by other Children. The Children of the Dark move, fight, save and so forth just as normal but, since they are effectively automata, they cannot use spells or other magic or take spontaneous actions. Damage done by them does not physically harm their victims but weakens them;

if the damage done equals or exceeds a being's hit points, that being becomes a Child of the Dark. Any sentient being may become a Child of the Dark, indistinguishable from normal but for its misty-teared black eyes.

Damage inflicted upon a Child of the Dark by normal weapons counts against the Child's pre-possession hit points. If these reach zero, the Child is killed. Magical damage, including that done by magical weapons, is only counted against the possessing Dark's hit points which are initially equal to the being's normal pre-possession hit points. If these become zero, the occupying Dark is dispersed; the being's displaced spirit or soul returning. Beings may be re-possessed.

Background Information

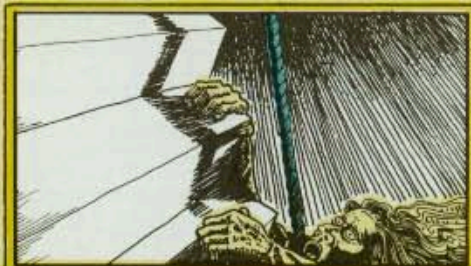
Gates/Towers (See Part 2 for further details.)

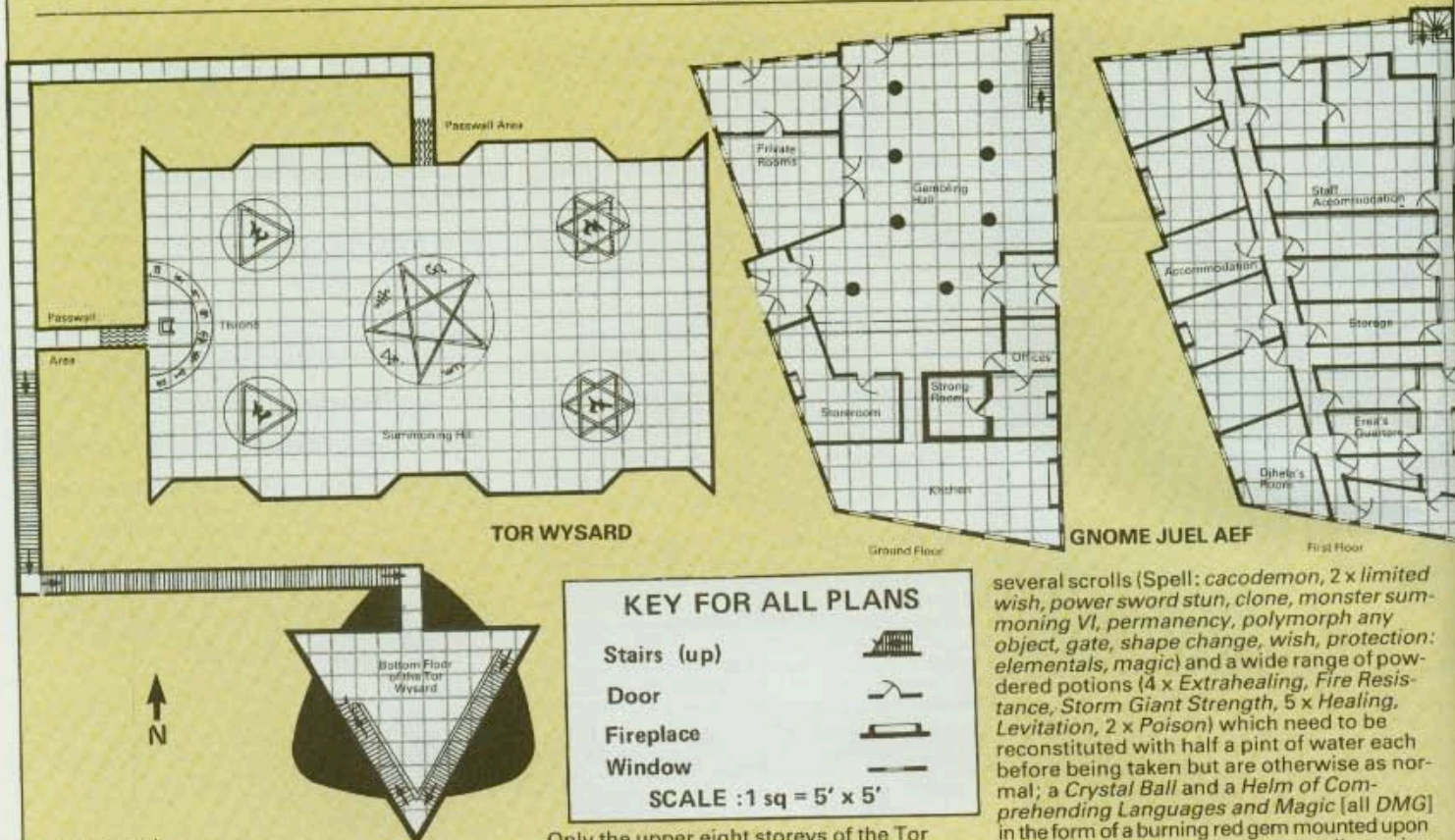
Megngaet. Towers 40 DPV each, Drawbridge 8 DPV, Portcullis 12 DPV, Gates 15 DPV, 2 Ballistae on each tower, Towers 20x20x40ft, Gate 20x30ft, Towers 3 storeys and a cellar each. Occupied by: Left tower, Garde Commandere, Stormwealcan Commandere, 1st Irnan of the Stormwealcan. Right tower: 2nd & 3rd Irnan of the Stormwealcan. Irilian's main gate is chiefly memorable for the thousands of magnificent gems which appear to encrust its upper surface. Unfortunately, close inspection will reveal coloured glass with large bare areas where easily reached fakes have been removed. However, from far enough away, the gate looks very fine with the setting sun striking blazes of light from the stones and it is still a favourite spot for Irilians to come and dream of better times. The drawbridge covers a pit filled with spikes (1d6+1d8 damage) which every so often claims an unwary drunk at night. The bridge across the moat, although stronger than the Blaecgaet's to support the greater traffic, can still be destroyed in two turns if the need arises. When open, 1 Irnan will be on duty. In all other respects the Megngaet resembles the Gealgagaet [Part 2].

Sanguin Tor. 35 DPV, 1 Ballista, 20x20x30ft, 2 storeys. Occupied by the 1st Irnan of the Hliehhanman.

Grimmr Tor. 45 DPV, 2 Ballistae, 20x20x30ft, 2 storeys and cellar. Occupied by Irilian Scouts.

The Tor Wysard. 13 Munuc Geard (H7), ST 12, N1-N12 1, CN AV, 100 DPV. A towering spike of glassy green rock, the Tor Wysard appeared in Irilian just over a century ago along with its occupant, Zotaquaan Aef Tor Wysard. Its outer surface is clear of decoration but for an unprotected stair which winds its spell-lit way up the tower, passing as needed through passages bored into the supporting buttresses. At the tower's apex, these buttresses peel away to form three five foot pinnacles. The smooth roof of the tower has inscribed into it a pentacle surrounded by the message in common. 'To enter; stand inside the pentacle and state your business.' The pentacle is one terminal of a *teleport*; the other being in Zotaquaan's summoning room. Permanent variations of the *clairvoyance* and *clairaudience* spells focused onto the tower top allow Zotaquaan to check who is calling before activating the teleports. The controls are located on Zotaquaan's throne; when activated, the contents of the two pentacles are▷





exchanged.

The Summoning Room, again of featureless green stone, is located well below the Tor itself; access being gained through the use of *passwall* spells. Its roof, fifty feet above, is supported by massive buttresses; golden pentacles, circles of conjuration and wards are inlaid into the black floor; smoking braziers, guttering candles and strangely shaped and inscribed instruments litter the whole area. Lighting is from *continual light* spells on the roof. At the end, a strongly-warded dais supports a plain stone throne. The walls between buttresses are covered with dull black cloth embroidered in white with cabalistic signs. Behind each, a *symbol* has been cast upon the wall. Working clockwise from the throne, these are of *stunning*, *pain*, *death*, *fear* and *sleep*.

Zotaqaan uses his throne when expecting or entertaining visitors and as a refuge should a summoning go amiss since it is the focus of some of his more useful enchantments. The spell surveillance of the Tor's roof operates from the throne, as does the *teleport* (if Zotaqaan is going out himself, he has his familiar activate it) and the release for the curtains covering the *symbols*. The throne's most useful feature, though, is its ability to act as the fifth side of a *Cube of Force [DMG]* except that it has 100 charges, does not recharge and covers the area shown on the plan rather than a 10ft cube.

Kept in the Summoning Room are two of Zotaqaan's bound spirits - Nguthz, a Type I Demon [MM] AC 0, HD 8, Move: 12"/18", No of Attacks: 5, Damage: 2x1d4/2x1d8/1d6, Special Defences: See MM, Magic Resistance: 50%, HP 37, and Gereth, a Barbed Devil [MM] AC 0, HD 8, Move: 12", No of Attacks: 3, Damage: 2x1d8/3d4, Special Attacks & Defences: See MM, Magic Resistance: 35%, HP 42, and an Iron Golem [MM] AC 3, HD 18, Move: 6", No of Attacks: 1, Damage: 4d10, Special Attacks: Gas, Special Defences: +3 or better weapons to hit, Immune to all magic but electrical, HP 80. The spirits' enmity for each other is only exceeded by their hatred of Zotaqaan. In fact Zotaqaan would be glad to get rid of them but their terms of binding stipulated release after 10 years and 9 days and to break them would allow them to attack him. The golem is further protection for Zotaqaan should a summoning go wrong.

Only the upper eight storeys of the Tor Wysard are above ground level. These house Zotaqaan's living quarters and a library; five floors of books, scrolls, maps, globes, pictures in all conceivable languages and materials, worth in total several million silver pieces and covering a vast area of knowledge with special emphasis on magic and magical research. Collectively, these form a superb reference library but their chaotic organization means that, until properly catalogued, a process which would require several years, they are useless to anyone but Zotaqaan. In the library, mostly buried under piles of relatively worthless material and protected by *firetrap* spells, are Zotaqaan's master spell books. In addition to all of the generally known spells, these contain many variations on existing spells and new spells developed by Zotaqaan himself. Amongst these latter are the *create false relic* spell [Part 4]. The library is protected by a Guardian Daemon [FF] AC 1, HD 8, Move: 9, No of Attacks: 3, Damage: 1d6/3x1d12, Special Defences: Immune to *sleep*, *charm*, *hold*, *polymorph* and *fear*, +2 or better weapons to hit, Immune to all swords, Magic Resistance: 50%, HP 51, who does not have the ability to breath fire since that could prove damaging to the library's contents. The Daemon is instructed to attack anyone who enters the library except for Zotaqaan or anyone introduced by Zotaqaan. The uppermost three storeys of the Tor hold Zotaqaan's living areas.

The three underground floors form Zotaqaan's laboratory; a chaotic series of rooms cluttered with alchemical apparatus, experimental animal pens, half-completed experiments, various bits and pieces of magic and stores of all types of possible spell components; several hundreds of thousands of silver pieces worth all told. Genuine and failed magic items are all mixed together; only Zotaqaan knowing what is what. The failed items are: a -2 *Broadsword*; a *Wand of Cold* which envelops its user as an *icestorm*; a poisonous *Potion of Climbing*; a delusory *Potion of Invulnerability* and a *Potion of Diminution* which shrinks its user to one fiftieth of normal size until a *wish* is used to reverse the effect. The correctly functioning items are: a suit of +2 *Plate Armour*, bits of which are scattered all over the laboratory, requiring a weeks search to locate them all;

several scrolls (Spell: *cacodemon*, 2 x limited *wish*, *power sword stun*, *clone*, *monster summoning VI*, *permanency*, *polymorph* any object, *gate*, *shape change*, *wish*, *protection: elementals*, *magic*) and a wide range of powdered potions (4 x *Extrahealing*, *Fire Resistance*, *Storm Giant Strength*, 5 x *Healing*, *Levitation*, 2 x *Poison*) which need to be reconstituted with half a pint of water each before being taken but are otherwise as normal; a *Crystal Ball* and a *Helm of Comprehending Languages and Magic* [all DMG] in the form of a burning red gem mounted upon a slim silver fillet. Zotaqaan usually carries the remainder of his magic around with him and those are shown under his statistics.

Zotaqaan Aef Tor Wysard: RA H, SX M, AL N, CL MU, LV 17, HP 45, AC -2, AG 129, WE 203678, BL 10000, ST 8, IN 19, WI 17, DE 18, CO 9, CH 17, MI Wand of Fire (36 charges), *Bracers of Defence* AC 2, *Robe of Scintillating Colours*, *Ring of Regeneration*, *Ring of Elemental Command* (Earth), +3 *Dagger*, WN Wand.

Spells: 1st: *charm person*, *hold portal*, *identify*, *shield*, *sleep*. 2nd: *detect evil*, *ESP*, *locate object*, *stinking cloud*, *web*. 3rd: *dispel magic*, *haste*, *lightning bolt*, *protection from evil* 10' radius, *protection from normal missiles*. 4th: *confusion*, *fear*, *ice storm*, *minor globe of invulnerability*, *remove curse*. 5th: *cloudkill*, *conjure elemental*, 2 x *contact other plane*, *hold monster*. 6th: *disintegrate*, *legend lore*, *spiritwrack*. 7th: *cacodemon*, *limited wish*, *power word stun*. 8th: *antipathy*, *mind blank*. Zotaqaan also has limited psionic powers. Ability 137, Attack/Defence Modes ADE/HIJ, Disciplines: *Detection of Evil*, *Domination*, *Preognition*, *Energy Control*.

The most brilliant sorcerer of his time, Zotaqaan has retired from active adventuring to devote himself to his only true love - research. His knowledge of all types of general incantations is phenomenal and his special study of summonings and development of new rituals of summoning, binding and banishment have made him the undisputed authority in that area of magic. His frequent dealings with the inhabitants of the other Planes have not, however, curbed his naturally irreverent personality although they have served to increase his arrogance. Despite this, his general good humour keeps him a popular figure in Irilian.

Zotaqaan's familiar, Fylin, is similar to the normal Guardian Familiar [FF] except that it has freedom of movement, is exceptionally intelligent and can *polymorph* itself at will into a human form. AC 8 and better, HD 1 and better, Move: 12" and better, No of Attacks: 3, Damage: 2x1d4/1d6 and better, Special Defences: *Rebirth*, Magic Resistance: 85%, HP 6 and better. (The DM should decide exactly what Zotaqaan's new spells and variations are. A good source is new spells from previous WDs.)

14 The Gnome Juel Aef. 9 Riht Diamant Rad (E8), ST 2, N1 8, N2 16, CN PO, BC 4, CM 2, NC 6d4/5d5/10d4/10d6, NS 10, RC 1. Owned by Erea Gasrintri [Part 4], the Gnome Juel Aef is primarily a gambling house; having only limited accommodation: private rooms for eight and a common room for another ten. Most of its ground floor is taken over with the gambling halls; a large pillared area decorated with faded plum plush and peeling gilt stucco and two smaller, more secluded rooms. A variety of entertainments are on offer, ranging from simple card and dice games up to boardgames such as Orcofoht or Aelfgam. The games are crooked but not obviously so; the degree varies with the amount the gambler could possibly win if successful and averages a 15% house edge. The cash float is 2000gp; reserves of a further 4000gp are on deposit with Disrim the banker [Part 2]. The bouncers are:

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Ugulin	1/20	M	NE	F	3	21	5	18	534	50	16	12	9	12	14	7	Shortsword (+0/+1)
Kuldug	1/20	M	LN	F	4	24	5	21	1108	120	15	13	11	13	13	9	Mace
MI +1 Mace																	
Zigfa	1/20	F	N	F	5	35	5	24	2473	140	17	9	4	11	18	6	Shortsword (+1/+1)
MI Potions of Extrahealing, Human Control																	

Common customers at the Gnome are: Erea Gasrintri (30), Tirouv Polarion (10), Lelfos Gefaceofian (5), 2d4 of the Scouts (30), Commandere Aef Hors (5), Stormwealc Commandere (5), Blodmarchant Commandere (5), Gislir of the Gild Aef Ventners (15), 1d4 of the Gealgagang (20), Djhela of the Psionic Fellowship (20), 2d8 of the Garde (100). The only person of note presently staying at the Gnome is Djhela of the Psionic Fellowship posing as a trader in exotic furs.

The Gnome has lately been suffering a run of bad luck; several weeks ago, it lost almost 12000gp in one night to a group of visiting gamblers; mysterious fires have been breaking out and on two occasions in the last season, it has been attacked by the Mob. Consequently custom has fallen rapidly; bringing Erea to the verge of bankruptcy. Simultaneously, a series of prospective buyers have appeared, apparently motivated by a wish to 'help' Erea over her difficulties by buying a 51% share in the business. Erea is convinced that there is a single agent behind the Gnome's difficulties but has no inkling that it is Pelos Irilsdohtor [Part 4].

15 The Stormridan. 1 Luft Mathkr Laen (C7), ST 3, N1 8, N2 12, N3 10, CN AV, BC 0.1, CM 3, NC 4d8/4d6/4d10/4d8, NS 15, RC 0.1. The Stormridan is Irilian's sole high class inn. The food and wine are excellent, the beds soft and the sheets changed every second season – even the fleas seem less voracious than elsewhere. Being a swish sort of place, it has only one bouncer, Efiran Swardman, a peaceable fellow who will, if possible, reason with trouble-makers rather than lay hands upon them. RAH, SX M, AL NG, CL F, LV 3, HP 18, AC 5, AG 56, WE 104, BL 50, ST 13, IN 12, WI 13, DE 12, CO 11, CH 9, MI None, WN

The inn's lowest floor is taken up with its kitchens and dining rooms. Upstairs, there is private accommodation for thirty and common rooms for another forty. Popular with merchants, it is likely to be fully booked if there is a caravan in town. The Stormridan's relative excellence means that it is often made use of by the Counsell to put up official guests. Common visitors are: Lelfos Gefaceofian (10), Aslas of the Temple (10), Timis the Sage (10), Zotaquaan Aef Tor Wysard (5), Alros Snakaeage (10), Daron Aelfhaer (15), Elisim Deorctunge (20), Garos Treowegefa (5), Tirouv Polarion (15).

Irilian Societies

The Psionic Fellowship. The area around Irilian is notorious for its intolerance of psionics – 'If the Gods had wanted us to have psionic powers, they would have made us Mind Players,' is a common view of the matter. Its

psionics have therefore gone underground; forming the secret Psionic Fellowship to guard their interests and protect and train youngsters gifted with powers of the mind. The Fellowship's representative in Irilian is Djhela Bn'Griz: RA H, SX F, AL N, CL I, LV 8, HP 24, AC 6, WE 3791, BL 100, ST 12, IN 17, WI 16, DE 17, CO 12, CH 17, MI +1 Ring of Protection, Scroll of Improved Invisibility x 2, Wand of Illusion [DMG], WN Dagger.

Spells: 1st: audible glamour, change self, colour spray, hypnotism. 2nd: hypnotic pattern, invisibility, mirror image. 3rd: fear, spectral force. 4th: phantasmal killer. Psionic Ability 160, Attack Modes AE, Defence Modes FI, Disciplines: ESP, Sensitivity to Psychic Impressions, Object Reading; Telepathy.

Currently on a two year secondment to Irilian, Djhela is thoroughly bored. Unable to locate a single psionic, latent or otherwise, she is ready for anything which might prove

a diversion. Although intrigued by the Rubis Weg well, she has reluctantly decided that she has not the ability to investigate alone and that she cannot afford to reveal herself to anyone who might assist her. The Psionic Fellowship is known to but does not know of Zotaquaan Aef Tor Wysard.

Shops

dS1 Apothecary (salves, tinctures, potions etc). 15 Mark Geard (D5), ST 3, N1 4, N2 5, N3 6, CN PO, CM 1.0, YE 75098, WE 42308. The apothecary has the following items for sale. The price (P), damage healed (D) and number of each (NA) are given; each requires three daeg to manufacture.

Tincture of Healing: P 225gp, D 1d4, NA 10. Salve of Healing: P 450gp, D 2d4, NA 5. Salve of Great Healing: P 900gp, D 4d4, NA 3. Potion of Disease: P 600gp, D will cure one disease in 1d4 daeg, NA 3. As with the Abbeie, none of these items are magical although their affects might seem so. Also available are a wide range of patent medicines (all useless but highly recommended by the owner) and the most common curative herbs from the DMG (60% for any specific one).

dS2 Baker. 5 Riht Rubis Weg (B5), ST 2, N1 5, N2 4, CN PO, CM 1.1, YE 8967, WE 4036.

dS3 Baker. 2 Luft Tor Weg (D7), ST 2, N1 3, N2 5, CN CO, CM 0.95, YE 9002, WE 3809.

dS4 Barber. 9 Luft Gealga Straet (B6), ST 3, N1 4, N2 5, N3 6, CN BA, CM 1.05, YE 7504, WE 3054.

dS5 Bookbinder. 6 Riht Rubis Weg (B5), ST 2, N1 6, N2 5, CN PO, CM 1.0, YE 11079, WE 4368.

dS6 Bookseller. 5 Riht Salmoun Straet (C6), ST 3, N1 5, N2 4, N3 5, CN AV, CM 1.3, YE 21046, WE 9675.

dS7 Bowyer. Great (long and composite bows). 17 Riht Rubis Weg (D6), ST 3, N1 4, N2 5, N3 6, CN PO, CM 1.2, YE 37495, WE 19087.

dS8 Bowyer. Lesser (shortbows). 20 Riht Rubis Weg (D7), ST 2, N1 3, N2 6, CN CO, CM 1.1, YE 13509, WE 6089.

dS9 Butcher. 6 Luft Monastan Clos (D5), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 8979, WE 3983.

dS10 Butcher. 14 Riht Gealga Straet (B6), ST 2, N1 3, N2 6, CN PO, CM 0.9, YE 9021, WE 4005.

dS11 Chandler. Wax (candles). 4 Luft Fyr Rad (E6), ST 2, N1 4, N2 7, CN PO, CM 1.0, YE 8798, WE 4032.

dS12 Chandler. Tallow (candles). 4 Riht Fyr Rad (E7), ST 1, N1 4, CN BA, CM 1.1, YE 6009, WE 1980.

dS13 Chapemaker (buckles and scabbard fittings). 14 Riht Rubis Weg (C6), ST 3, N1 3, N2 5, N3 7, CN BA, CM 1.1, YE 18253, WE 9078.

dS14 Cobbler (repair shoes). 2 Riht Gealga

Straet (A5) ST 2, N1 3, N2 4, CN CO, CM 0.9, YE 8859, WE 4123.

dS15 Cordwainers (makes shoes, boots). 2 Luft Hros Straet (B5), ST 2, N1 3, N2 5, CN BA, CM 1.1, YE 8796, WE 3432.

dS16 Coursours (horse dealer). 11 Riht Monastan Clos (E6), ST 1, N1 5, CN AV, CM 1.1, YE 9584, WE 4135.

dS17 Crossbowyer (crossbows, arbalests). 14 Luft Rubis Weg (D7), ST 2, N1 4, N2 6, CN FO, CM 1.05, YE 18394, WE 8675.

dS18 Currier (dresses and colours leather). 6 Luft Gealga Straet (B6), ST 1, N1 4, CN BA, CM 1.0, YE 6386, WE 2946.

dS19 Dairy. 1 Luft Gild Laen (C6), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 6012, WE 1902.

dS20 Drummaker. 5 Riht Met Weg (C5), ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 9012, WE 4031.

dS21 Farrier (shoes horses). 3 Riht Monastan Clos (D5), ST 2, N1 3, N2 6, CN BA, CM 1.1, YE 18021, WE 9010.

dS22 Felmonger (sells untanned skins). 4 Luft Gealga Straet (B5), ST 1, N1 4, CN PO, CM 1.0, YE 5980, WE 1908.

dS23 Fletcher (arrows, darts). 13 Luft Rubis Weg (D6), ST 2, N1 4, N2 7, CN CO, CM 1.05, YE 7530, WE 3180.

dS24 Fishmonger. 5 Riht Mathkr Laen (C7), ST 1, N1 4, CN PO, CM 1.0, YE 5984, WE 1608.

dS25 Fruiterer (fruit). 4 Riht Diamant Rad (E6), ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 10978, WE 4539.

dS26 Furrier (furs). 4 Riht Tor Weg (D7), ST 3, N1 3, N2 1, N3 7, CN PO, CM 1.2, YE 45687, WE 28945. Owned by Garos Treowegefa (Part 4).

dS27 Gалоchemaker (waterproof shoes). 6 Riht Tan Straet (B6), ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 8998, WE 3978.

dS28 Garbler (spice sifter). 6 Riht Fals Straet (E6), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 7234, WE 2930.

dS29 Harnessmaker (animal harnesses). 8 Riht Monastan Clos (D6), ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 10231, WE 4393.

dS30 Hawker (hawks, falcons). 5 Riht Diamant Rad (E7), ST 2, N1 4, N2 1, CN PO, CM 1.3, YE 26745, WE 13543.

dS31 Herbalist. 11 Mark Geard (E5), ST 3, N1 6, N2 7, CN AV, CM 1.0, YE 67094, WE 36845.

dS32 Horner (horn articles). 14 Mark Geard (E5), ST 3, N1 5, N2 4, N3 8, CN PO, CM 1.1, YE 59886, WE 39005.

dS33 Illuminator (manuscripts). 3 Riht Met Weg (C5), ST 2, N1 4, N2 5, CN PO, CM 1.5, YE 18086, WE 9015.

dS34 Inker (ink). 9 Riht Met Weg (D5), ST 2, N1 2, N2 7, CN PO, CM 1.0, YE 9078, WE 4090.

dS35 Instrumentmaker. Musical (sackbuts, viols etc). 2 Luft Salmoun Rad (B5), ST 2, N1 3, N2 5, CN PO, CM 1.2, YE 18098, WE 9075.

dS36 Instrumentmaker. Scientific (astrolabes etc). 4 Riht Rubis Weg (B5), ST 3, N1 3, N2 5, N3 6, CN PO, CM 1.5, YE 33064, WE 20944.

dS37 Leatherworker (small leather articles). 10 Riht Gealga Straet (B6), ST 2, N1 3, N2 6, CN BA, CM 0.95, YE 5987, WE 2014.

dS38 Limner (insignia, portrait painter). 2 Luft Fals Straet (D6), ST 3, N1 2, N2 6, CN BA, CM 1.2, YE 19078, WE 9078.

dS39 Macer (maces, flails, morning-stars). 2 Riht Munuc Weg (C6), ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 37509, WE 19068.

dS40 Miller. 2 Luft Rubis Weg (C5), ST 4, N1 3, N2 1, N3 1, N4 1, CN PO, CM 1.0, YE 19008, WE 8907. The mill is wind-powered; its upper three stories may be pivoted to face the wind.

dS41 Orglemaker (organs). 4 Riht San Hael (C6), ST 2, N1 4, N2 7, CN PO, CM 1.0, YE 18021, WE 8943.

dS42 Parchmenter (parchment, vellum). 7 Riht Met Weg (D7), ST 2, N1 1, N2 3, CN BA, CM 1.0, YE 8789, WE 3897.

dS43 Pepperer (spices). 1 Luft San Hael (C6), ST 2, N1 4, N2 4, CN PO, CM 1.3, YE 44987, WE 26014.

dS44 Pickler (preserves in brine). 7 Riht Gealga Laen (B6), ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 10584, WE 4397.▷

▷ **dS45 Pole Armourer** (pole-arms). 12 Luft Rubis Weg (D6), ST 2, N1 2, N2 6, N3 8, CN PO, CM 1.0, YE 17509, WE 7864.

dS46 Quarreller (quarrels). 1 Riht Fals Straet (D6), ST 2, N1 3, N2 5, CN BA, CM 1.1, YE 4240, WE 4019.

dS47 Quivermaker. 18 Riht Rubis Weg (D6), ST 1, N1 4, CN PO, CM 1.0, YE 9506, WE 4103.

dS48 Salter (preserves in salt). 7 Luft Magikos Weg (D7), ST 1, N1 4, CN BA, CM 0.9, YE 7609, WE 3179.

dS49 Scabbardmaker. 5 Luft Munuc Weg (C6), ST 2, N1 3, N2 5, CN PO, CM 1.0, YE 8674, WE 2904.

dS50 Skinner (animal skins). 4 Riht Gealga Straet (A5), ST 3, N1 2, N2 4, N3 1, CN BA, CM 1.0, YE 11073, WE 4392.

dS51 Stables. Between Grimm Tor and Sanguin Tor (B7), ST 1 N1 3, CN PO, CM 1.1, YE 9081, WE 3104.

dS52 Swordsmith (swords and daggers). 3 Riht Munuc Weg (D6), ST 3, N1 2, N2 6, N3 8, CN AV, CM 1.2, YE 45031, WE 22410.

dS53 Tanner (tans skins). 3 Luft Gealga Straet (B5), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 59048, WE 1740.

dS54 Weaponsmith (axes, javelins, picks, spears, slings). 2 Luft Munuc Weg (C6), ST 3, N1 2, N2 1, N3 8, CN PO, CM 1.0, YE 15109, WE 7201.

dS55 Whittawyer (white leather). 12 Riht Gealga Straet (B6), ST 2, N1 1, N2 6, CN BA, CM 1.2, YE 11354, WE 5749.

dS56 Wineshop. 8 Riht Rubis Weg (C5), ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 9010, WE 4108.

dS57 Wineskinners (wine, water skins). 1 Luft Gealga Straet (B5), ST 1, N1 3, CN CO, CM 1.0, YE 5985, WE 2014.

SE1 Sclavafreedom. 4 Riht Fals Straet (D6), ST 2, N1 2, N2 1, CN CO. Since Irilian is a major centre for slave-trading, the Sclavafreedom, an anti-slavery society, has a strong presence. Its recently arrived leader in Irilian, Perilas Sangleog, is a stall holder in the Mark Geard. RAH, SX F, AL CG, CL F, LV 5, HP 63, AC 2, AG 43, WE 408, BL Incorruptable, ST 18(60) (+2/+3), IN 17, WI 16, DE 17, CO 18, CH 17, MI +2 *Ring of Protection*, +3 *Cloak of Protection*, +3 *Frostbrand Longsword*, +6 vs fire-using creatures, IN 14, EGO 13, AL CG, Speaks Chaotic Good, Common, Detects Good and Evil, Traps and Ambushes in a 1" radius. WN Sword.

The possessor of that rare thing in Irilian, a social conscience, and a masterly tactician; Perilas has decided upon a strategy of attacking slave caravans as they near Irilian. So successful has this been that Irilian's slave trade has been reduced to almost nothing with the result that the slave traders have offered 1000gp and the Counsell a further 500gp for her head. Perilas is known to and secretly assisted by Teral Guthdohtor and Elean of the Abbeie [Part 2].

The Sclavafreedom maintains two safe houses in Irilian both staffed by sympathetic Irilians; twelve in total.

SE2 2 Riht Sclava Weg (D6). ST 2, N1 1, N2 3, CN CO.

SE3 3 Riht Hros Straet (B5). ST 2, N1 2, N2 4, CN BA.

GV1 Gild Aef Venteners. 10 Riht Met Weg (D5), ST 3, N1 3, N2 5, N3 6, CN PO. The Gild Aef Venteners provides a range of services for adventurers in and around Irilian. Gild members have to donate 20% of all their income to the Gild, help each other whenever possible, avenge the death of a Gildman, and respect and obey the Gild Maestre. In return, the Gild will provide accommodation at its Gild Hus, use its funds of 49593gp to assist Gildsmen in trouble, providing ransoms against later payment for example, store valuables in its strongroom (50 DPV, firetrapped, triple poison locked and looked over by the Gild of Hashishiy), support adventurers' dependents; and act as a clearing house for information. It will also find characters

employment if necessary – usually as poorly paid bodyguards – and assist characters to recruit henchmen and hirelings; having records on most characters in the area around Irilian. The Gild arranges introductions for characters wishing training at a cost equal to 5% of the training fee. The trainers available are:

Cleric:	Aslas of the Temple
Fighter:	Commandere Aef Hros
Ranger:	Anhalas of the Scouts
Thief:	Hirean of the Gealgagang
Illusionist, Monk,	
Bard:	Not Available
Druid:	Acfyst the Druid
Paladin:	Serial Vengerdohtor
Magic User:	Zotaquaan Aef Tor Wysard
Assassin:	Torgul of the Hashishiy

These characters will not automatically provide training since alignment and religious considerations might dictate otherwise.

The Gild Maestre is Gisiral Lemphealt, a fighter who has retired after losing a leg in a flyman hive. RAH, SX M, AL N, CL F, LV 5, HP 20, AC 0, AG 63, WE 970, BL 100, ST 12, IN 14, WI 15, DE 10, CO 7, CH 13, MI +1 *Shield*, +1 *Plate Mail*, +1 *Longsword* (NSA), WN Sword. A brusque old man, Gisiral is fond of reminiscing and comparing modern adventurers unfavourably to the *real* men (and dwarves and elves and gnomes and halflings and...) that there were in his time.

Gildsmen may, if they wish, keep their membership secret, those that do so are marked with an (S) on the membership list. The Gildsmen are: The Irilian Scouts, Commandere Aef Hros, Hliehhanman Commandere, Serial and Ankos of the Abbeie (S), Acfyst the Druid, the Chantman, Pelnos of the Temple, Gilos from the Grifoun (S), Zigul from the Heafod Aef Orc, Sigil and Agrae from the Heafod Aef Orc, Torgul of the Gild of Hashishiy, Hirean of the Gealgagang (S).

Irilian Gilds and Companies. Gilds in Irilian are not as powerful as they are in other independent towns since they are effectively controlled by the Counsell. Thus, rather than constituting a power bloc separate from the government as is usual, they form part of that government and are used by it to control the trades. Also unusually, their regulatory and social functions have been split. In common with all Gilds, their primary function is regulating the trades but their social functions have been taken over by the Wardgilds. Membership of a Gild is restricted to Irilian citizens who can provide proof of their competency in

their craft and pay the Gild Fee of 5gp. Only members of a Gild or Company may carry on a trade in Irilian.

Gilds and Companies are very similar; the main difference being in the Gilds' greater status rather than in size or power. Together Gilds and Companies may form a larger grouping known as a Trade; it is these Trades which are controlled by the Counsell members [Part 4]. Each Gild or Company has its own Gild Maestre who together with the Sundi (Gild Syndic) regulates its affairs. Each Trade is governed by a Gran Maestre (all Counsell Members) who settles intergild disputes. Intertrade squabbles are referred to the Cort Civilis.

To save space, where a shop has been mentioned in Irilian it will be that of a Gild Maestre (if there is more than one shop of a particular type, the richest is that of the Gild Maestre, the others are the Sundi's); it is up to the DM to detail others of the same type if necessary. Generally, these will be smaller with one craftsman of journeyman rank and 1d2 apprentices and be engaged in piecework for a Gild Maestre's workshop.

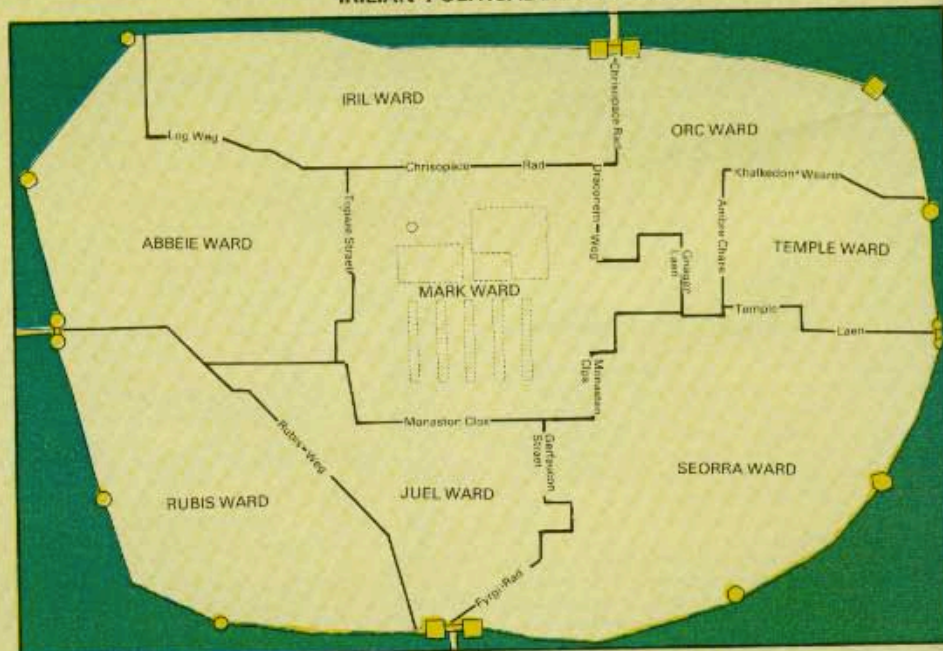
The major Trades in order of decreasing status are: the Weaponers and Armourers, Jewellers, Metallars, Clothworkers and Leatherworkers, Gilds and Companies of Learning, Housers, Woodworkers, Victuallars and, lastly, the Lighters.

Wardgilds. Each Electoral [see map; and The Counsell, in Part 4,] Ward in Irilian has its Wardgild; an organisation of its occupants for mutual support. Each Wardgild has roughly 500 members who each pay from 5-50sp per year depending upon income. The funds are used to support destitute members of the Ward, pay for funerals, foster orphans and otherwise provide a very basic social service. Each Wardgild has a counsell which regulates its affairs.

Utgilds. Similar to the Wardgilds, the Utgilds serve races rather than geographical areas. They are small in size; having at most 20-30 members in Irilian although their membership outside the town can run into the thousands. Their funds are likewise restricted, averaging about 100gp. The major Utgilds with their Gild Maestres are: Dwarves: Disrim the Banker. Elves: Arien, Elisim Deorctunge's bodyguard. Gnomes: Erea Gasrintri. Half-orcs: Zigfa from the Gnome Juel Aef.

All non-humans in Irilian will be members of their respective Utgilds; donating 2% of their income in dues. Only characters of the race concerned may join an Utgild. □

IRILIAN POLITICAL BOUNDARIES



PART SIX

Darkrise on Irilian

This is the final instalment, which takes The Rising of the Dark to its climax and provides the final background notes, and the general encounter tables.

The Tunnel. The mist wall will follow the party along the east passage, cutting off light and sound from the well. The walls, shedding a dim white radiance, will gradually become obscured as tendrils of black mist start to twine across the walls and floor. These tendrils grasp the characters and, although insubstantial, their touch will numb: slowing characters' movements to half normal. Soon the passage will be completely blocked; cutting off all sight of the Light ahead. Then two Shadow Demons [FF] AC 9, 5 or 1, HD 7+3, Move: 12", No of Attacks: 3, Damage: 1d8/2x1d6, Special Attacks: To Hit plus in low light, Special Defences: Immune to fire, cold and lightning. Others depending upon light level, HP 29, 24, will step out of the walls and attack.

After defeating them and moving on, the thunder of rapidly approaching hooves mixed with the howls of wolves and screams of 'Deorc Rys' (Dark Rise) will be heard. From the mist ahead will burst two Death Dogs [FF] AC 7, HD 2+1, Move: 12", No of Attacks: 2, Damage: 2x1d10, Special Attacks: Disease, HP 9, 7, closely followed by a Death Knight [FF] AC 0, HD 9d10, Move: 12", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Spells, Special Defences: Spells, Magic Resistance: 75%, HP 39, mounted on a Nightmare [MM] AC -4, HD 6+6, Move: 15"/36", No of Attacks: 3, Damage: 2d4/2x2d4+2, Special Defences: Smoke screen, HP 41. These will fight to the death. However, if they appear to be winning, a roar of Light from the passage's end will engulf and destroy them. The Light comes from a ball of burning light in the centre of an arched chamber which opens out after half a mile or so.

The fire is a manifestation of the Light which has been protecting the party so far. A character must, of her or his own free will, step into it. Then the fire will blaze up, blinding everyone for a turn and consuming whoever stepped into it. It will then fade to reveal the naked character, unchanged but for a coruscating aura of blue-white diamond fire, which flares about it.

With extreme effort, the character may extend this aura to encompass a thirty foot radius about itself, destroying any manifestations of the Dark in the area. This is so demanding that it may only perform this five times before being destroyed.

In stepping into the fire, the character becomes part of the Light; the Lightchild. Through the Lightchild Irilian may be saved although, as it will realise, the prophecy song must be fulfilled. This means that the Lightchild must be consumed in a funeral pyre; specifically in the Temple fire pit. The Lightchild has 100 hit points for the purpose of attacks by Children of the Dark [see WD46 for Dark Children], and will need to get to the Temple.

The party will be able to reach the well without difficulty but they will discover a group of 10 Orc Dark Children [MM and Part 5] AC 6, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8, Special Attacks: Possession, HP (Dark [Body]) 6x6(6), 3x6(4), 5(4), who have roped themselves down to the passage. If these are destroyed, the party may use these ropes to climb back up.

Back on the Streets. Two rounds after the party leaves the well, 30 Goblin [MM] Darkchildren AC 6, HD 1-1, Move: 6", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP (Dark [Body]) 15x5, 10x4, 4x3, 2, will block the party's path. These will be joined later by:

Round 1: 1 Troll [MM] Darkchild AC 4, HD 6+6, Move: 12", No of Attacks: 3, Damage: 2x1d4+4/2d6, Special Attacks: Possession, Special Defences: Regeneration, HP 29(27).

Round 2: 2 Ogres [MM] Darkchildren AC 5, HD 4+1, Move: 9", No of Attacks: 1, Damage: 1d10, Special Attacks: Possession, HP 20(16), 17(12).

Round 3: 14 Kobolds [MM] Darkchildren AC 7, HD 1/2, Move: 6", No of Attacks: 1, Damage: 1d4, Special Attacks: Possession, HP 10x3(3), 4x3(2).

Round 4: 6 Bugbears [MM] Darkchildren AC 5, HD 3+1, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise, Possession, HP 4x12(11), 10(9), 9(8).

Round 5: 9 Orcs [MM] Darkchildren AC etc as before. HP 6x6(6), 2x5(5), 5(4).

Round 6: 1 Frost Giant [MM] Darkchild AC 4, HD 12, Move: 12", No of Attacks: 1, Damage: 4d8, Special Attacks: Possession, Throw rocks for 2d10, Special Defences: Immune to cold, HP 50(38).

Round 7: 2 Minotaurs [MM] Darkchildren AC 6, HD 6+3, No of Attacks: 2, Damage: 1d4/2d4, Special Attacks: Possession, Special Defences: Surprised on a 1 in 6, HP 32(27), 28(27).

Round 8: 10 Unmounted Orcridan [Part 4] Darkchildren AC 5, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Possession, HP 10x6(4).

Round 9: 8 Gnoll [MM] Darkchildren, AC 5, HD 2, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Possession, HP 6x10(9), 2x9(9).

Round 10: 4 Flinds [FF] Darkchildren AC 5, HD 2-3, Move: 12", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP 2x11(11), 2x10(9).

Children of the Dark released from the Dark's control will fight for Light. In round two, the surviving Irilian Scouts will arrive to help the party [Part 4 but down to half Hit Points and with all spells used]. Four rounds after that, the Gran Mareschal of the Monastery [Part 4] will arrive with Sil, Ral, Quan, Ged and their men at arms accompanied by Tenq; summoned either by the Light or Ras's horn. They will help the party to the Temple.

At the Mark Geard, the Irilians will be making a final stand. The remnants of the Garde and the Militia will be strung out from Diamant Rad to Geld Laen. Behind them, a dense crowd of old men and women and children are praying; above them, Aslas and her pentacle still burn; and to their front, a wall of mist hangs, poised. All around, lightning forks from the stormy sky to the roof tops.

As the party appears, the mist will rise up until it covers the entire western half of the sky and then start to advance. The Lightchild should go to the Temple fire-pit. As it does so, the Temple will darken until the only light comes from the figure in the flames. Gradually, the Light will increase until, cracking with power and of a blinding intensity, it blasts

from the Temple doorway, across the Mark Geard, into the Dark; spreading, leaping from house to house and person to person, until the whole of Irilian is ablaze with white fire.

Around the town walls, the Dark will rise higher; drawing greater power to itself before tumbling over the walls and sweeping once again to the Mark Geard. The Light will dim then flare up, striking the senses from all in Irilian. When the population awakes, it will be dawn; a golden sun rising into a cloudless sky: The Dark laid. Of the Lightchild, there will be no sign.

Aftermath. Within one season of Darksfall, Irilian will be much as it always was. When the Light laid the Dark, all of its works in Irilian were undone; thus all who were trapped in Blaec Fyr were released unharmed (the humanoid wisely instantly taking to their heels). Reconstruction will have finished by then and prominent citizens will have resumed their normal stations. (If the party failed, the DM may start a new party off, either assuming that the Dark never existed and that the players' knowledge comes from living in Irilian for a while, or having them penetrate into Dark-controlled Irilian; attempting to lay it.)

If the party do survive, the Council will vote them the following rewards: 1. To them and their heirs in perpetuity; the freedom of Irilian with exemption from all taxes (but not duties) and automatic citizenship. 2. To them and their heirs in perpetuity; lordship over all the lands between the Irl and the Sil [Part 1] from their confluence to the Searp mountains, subject to the Overlordship of the Council Aef Irilian; with all the goods, chattels, habitments, persons and incomes therein, subject to a yearly tithe to the Council Aef Irilian. (Unfortunately, the lands to the north are lost to Irilian and are occupied by several major humanoid tribes and numerous monsters; all of which will need to be pacified or destroyed before the territory could become profitable. It is up to the individual DM to provide further details if wished.) 3. To them for the remainder of their lives: a pension of 500 gold pieces each per year.

Teral Guthdohtor Aef Abbeie will express her thanks by raising, resurrecting, healing etc (except for the Lightchild who, by its sacrifice saved Irilian, cannot be recalled by any power on the Prime Material Plane) and, of course, the other citizens of Irilian will treat them like local heroes.

Irilian may be used as a basis for further adventures by the DM. The party will have made powerful allies and enemies, both of which will seek to use them for their own ends and the town is the ideal base from which to subjugate their new territories.

Background Information

Irilian Law. There are four categories: Military, Religious, Civil and Criminal. Each has different courts and penalties and deals with different crimes.

Military Law. Deals with all offences committed by members of the Garde and the Militia when on duty. Crimes are reported to an officer who then has the power to arrest the suspect and confine him in the Riverweac

Tor until trial. Minor crimes (those punishable by flogging) are heard before the Commandere Aef Man or Aef Hors. Serious crimes go to the Garde Cort. This consists of the Garde Commandere, who acts as Profost-Mareschal, the Commandere Aef Hors and the Commandere Aef Man. Guilt is determined by a majority verdict. The accused may nominate a friend to argue his case or provide his own defence. Bribery may help a not guilty plea. Punishments for criminal offences such as theft, murder and rape are as in the Cort Criminari. Military crimes have these penalties:

Cowardice:	<i>Flogging.</i>
Negligently carrying out a duty:	<i>Flogging.</i>
Refusing to carry out an order:	<i>First Offence – Flogging, Second offence – Death by drowning.</i>
Desertion:	<i>Death by drowning.</i>
Mutiny:	<i>Decimation by drowning.</i>

Flogging is usually 10-100 lashes with a system shock roll needed to survive every 40. Military Law is, in general, strictly enforced although the Scouts tend to operate at its outer limits.

Religious Law. Crimes committed by members of the Religious in Irilian and various other crimes are tried by the Temple Cort. This is made up of the Abbeiss of the Abbeie, the Gran Mareschal of the Monasterion and the Primat Aef Irilian; conviction is by a majority verdict and bribery is of some use in swaying it. Accused must present their own defences. Prosecutions may only be initiated by a member of the Cort but anyone may report a transgression with a request that it be acted upon. The Brothors Aef Lagu will usually hold suspects for trial. Conviction for a civil or criminal offence in the Temple Cort will lead to the criminal being unfrocked and handed over to the Cort Civilis or Criminari for a quick retrial and punishment. Penalties for religious crimes are:

Desecration:	<i>Death by starvation.</i>
Heresy:	<i>Death by burning.</i>
Blasphemy:	<i>Minor (swearing) – 1 wika in stocks by Temple door, Major – Death by starvation.</i>
Sacrilege:	<i>Death by burning.</i>

Religious Law is laxly enforced; it being notoriously easy to secure an acquittal because of the inter-cult squabbles which dominate the Temple Cort's workings.

Civil Law. All wrong-doing involving taxes, duties, debts, contracts, merchandising and property are dealt with in the Cort Civilis: the Coroune, two Counsel members and the Clerc [Part 4]. Any Irilian may move a prosecution by a sworn deposition to the Coroune who will then have a Landvogt deliver a summons to the accused to appear before the Cort. Both accuser and accused may be represented by scrivener-lawyers (aS39 2 Luft Met Weg). Conviction is by a majority verdict; the Clerc does not vote. Punishments are:

Evading taxes or duties:	<i>Fine equal to twice the evasion plus 20 lashes.</i>
Debt:	<i>Confiscation of property to the value of the debt plus 50%.</i>
Breach of Contract:	<i>Fine.</i>
Fraud:	<i>Fine plus up to 100 lashes.</i>
Giving false measure:	<i>Fine plus 1 wika in the Mark Geard stocks.</i>
Action for damages or libel:	<i>Fine equal to damage done plus 50%.</i>
Carrying out a business without Gild permission:	<i>Confiscation of tools plus fine and 1 wika in the Mark Geard stocks.</i>

Fines range from 50sp to 10000gp depending upon circumstances; averaging a few hun-

dred silver pieces. Criminals unable to pay a fine are, if possible, sold into slavery along with their families to raise funds.

The Cort Civilis is convened on Fyrdaeg of Storm, Waeter, Hael and Vale of each seson. Civil law is not enforced in Irilian unless the Counsel wants it to be. Thus it is used against the populous rather than for it and abuses against it, especially by Counsel members, are very common and virtually unpunished.

Criminal Law. This covers all offences against person and property. Suspects caught committing a crime may be immediately arrested by the Garde or any Irilian citizen; the latter must, however, hand the suspect over to the Garde as soon as possible. In practice, citizens usually send a Hue and Cry rather than attempt an arrest themselves. If the suspect is not caught in the act or manages to escape pursuit, any witnesses must make a sworn statement to the Scirgetefa who will make out a warrant for the Typstoeft and Garde to apprehend the suspect. Suspects awaiting trial or punishment are imprisoned in the Riverwaec Tor.

Crimes are tried before the Cort Criminari, the Scirgetefa and four Counsel members assisted by the Clerc. Convictions are by majority verdict – heavily influenced by the bribes offered. A defendant may be represented by a scrivener-lawyer. Common punishments are:

Treason or rebellion:	<i>Death by hanging, drawing and quartering.</i>
Murder:	<i>Death by hanging.</i>
Assault:	<i>First offence – Up to 500 lashes, Second offence – Loss of left eye, Third offence – Death by beheading.</i>
Rape:	<i>First offence – Loss of left hand, Second offence – Death by hanging.</i>
Arson:	<i>First offence – Loss of ears and branding on forehead, Second offence – Death by burning.</i>
Theft:	<i>First offence – 80 lashes, Second offence – Loss of right hand and nose, Third offence – Death by hanging.</i>
Failing to obey a summons:	<i>First offence – Confiscation of all property, Second offence – Banishment under pain of death by beheading.</i>
Failure to obey a member of the Garde on duty:	<i>50 lashes.</i>

Suspects who are not arrested or who escape from custody may be tried *in absentia*. If found guilty, they are declared Utlagu – outside the Law – and may be hunted down and killed with impunity. The Cort Criminari sits on Earthdaeg of each week; punishments are usually carried out the following Monadaeg. Although the criminal law is not quite so corruptly enforced as the civil law, it is difficult obtaining a conviction against someone with influence or, especially, money.

Trials. In deciding whether a character is convicted of a crime or not, the DM should consider the following points.

The character's standing in Irilian: citizen or non-citizen, rich or poor, respectable or 'adventurous', charismatic or not, famous or notorious, popular or not, and so forth. The number and standing of witnesses. The standing of the person moving the prosecution. Material evidence. The political position of the Counsel. The characters and political positions of the members of the Cort. The bribes paid on both sides and the Bribe Levels of the Cort. Bearing these in mind, the DM should arrive at a percentage chance for conviction which can then be rolled against.

Hue and Cry. Alerts all those within 80 feet who will attempt to pursue and grapple the suspect so rendering him or her incapable of action until the Garde arrives. Up to 3d20 people may form the pursuing crowd; all with the statistics of normal Irilians. None will risk their lives.

Encounters. With a little thought, most encounters may be used to lead on to something. The suggested encounters given should be changed or ignored as circumstances dictate, and varied with the time of year as well as of day since festivals, for example, will dictate what is happening on the streets. Encounters may either directly involve or be witnessed by the party; in the latter case, the character tables may be used to find out who else is involved. The character tables may also be used as an index of all the 'adventuring' characters and shops in Irilian except for Teral Guthdohtor Aef Abbeie [Part 2] who does not leave the Abbeie and so does not figure in them. Encounters take place on a roll of 1 on a d6, which should be rolled once per turn spent out on the streets of Irilian.

	Dagung to Middaeg	Middaeg to Dusk	Dusk to Middaeg	Middaeg to Dagung
Accident	001-075	001-075	001-075	001-025
Addict	076-090	076-100	076-130	026-075
Bandit	091-095	101-110	131-140	076-090
Bat			141-145	091-115
Beggar	096-220	111-255	146-295	116-155
Blood Hawk	221-230	256-265		
Booka	231-245			
Caravan	246-320	266-340	296-305	
Chamberpot	321-395	341-345	306-330	156-185
Character	396-470	346-420	331-405	186-245
Costermonger	471-535	421-545	406-505	
Doppelganger	536-590	546-550	506-510	246-250
Drunk	591-600	551-570	511-590	251-325
Escaped Animal	601-640	571-585		
Fire	641-665	596-620	591-620	326-450
Food Vendor	666-740	621-715	621-770	451-500
Gallit	741-745			
Gang Fight	746-755	716-720	771-805	501-600
Garde	756-780	721-745	806-860	601-780
Hornet	781-785			
Hue and Cry	786-835	746-810	861-910	781-795
Kidnap				796-805
Killmoulis	836-840			
Mob Riot	841-850	811-825	911-925	806-810
Monster	851-855	826-830	926-930	811-820
Mugging	856-860	831-835	931-950	821-870
Pilgrim	861-910	836-885		
Poltergeist			951-955	871-880
Preacher	911-960	886-955	956-965	
Prostitute	961-965	956-960	966-970	881-920
Rabid Animal	966-990	951-995	971-985	
Rats	991-995		986-995	921-970
Spiders			956-000	971-995
Undead				996-000
Wasp	996-000	996-000		

Encounter Descriptions

Accident. Someone stumbles and falls or a runaway animal hits him or her: roll under dexterity on 1d20 or suffer 1d2 (fall) or 1d6 (animal) damage.

Bandit/Brigand. A group of robbers [MM] from the wild areas to the north, visiting Irilian to dispose of loot and indulge. Looking for trouble.

Bat. 1d10 Giant Bats [FF], 10% of the time accompanied by a Doombat [FF], flit around and, if not kept at bay by fire, attack.

Beggar. A whining beggar with trivial information paws at cloaks; demanding largesse.

Blood Hawk. 1d4 Blood Hawks [FF] swoop to the attack.

Booka. A Booka [FF] is surprised while going about its household chores.

Caravan. A group of traders pass. Usually farmers from the surrounding countryside; around market days, possibly a Merchant Caravan [MM]; or, very rarely, a group of non-humans, dwarves [MM], elves [MM] or gnomes [MM]; or, rarer still, orcs [MM], goblins [MM], or kobolds [MM].

Chamberpot. A hail of ordure descends from a window causing a loss of 12+1d4 points of charisma until a bath is taken.

Character. Someone approaches to offer/request information/help/abuse etc. Roll on the following tables then look the character up to find possible reasons for their approach.

1d20

1-19. Normal Irilian
20. Character

Normal Irilian (Part 2), 1d10

1. Child, Male
2. Child, Female
3. Adolescent, Male
4. Adolescent, Female
5. Young Adult, Male
6. Young Adult, Female
7. Middle Aged Adult, Male
8. Middle Aged Adult, Female
9. Old Adult, Male
10. Old Adult, Female

Character, 1d100

- 01-17. Cleric
18. Druid
- 19-62. Fighter
- 63-65. Paladin
- 66-67. Ranger
- 68-72. Magic User
- 73-75. Illusionist
- 76-82. Thief
- 83-84. Assassin
85. Bard
- 86-93. Merchant
94. Sage
- 95-98. Hour
- 99-00. Other

Roll 1d10 for status or of parents or spouse

1. Sundi
2. Mastercraftsman
3. Journeyman
4. Apprentice
5. General Labourer
6. Porter
7. Animal Handler
8. Personal Servant
9. Farmhand
10. Other

Roll on shop
shop lists
(Parts 2-5)
for occupation

Clerics

1. Chantman (1)
- 2-10. Sisters Aef Abbeie (2)
11. Aslas of the Temple (3)
12. Miril of the Temple (3)
13. Pelnos of the Temple (3)
14. Pelase of the Scouts (4)
15. Tenq Aef Monasterion (4)
16. Arkis Aef Monasterion (4)

Druids

1. Acfyst (3)

Fighters

1. Ininae of the Grifoun (2)
2. Tislum of the Grifoun (2)
3. Uzuld the moneylender (2)
4. Kullut of the Heafod Aef Orc (3)
5. Sulliga of the Heafod Aef Orc (3)
6. Tirages of the Heafod Aef Orc (3)
7. Firga of the Heafod Aef Orc (3)
8. Zigul of the Heafod Aef Orc (3)
9. Sigil of the Heafod Aef Orc (3)
10. Agrea of the Heafod Aef Orc (3)
11. Dirim the Moneylender (3)
12. Dirima, Dirim's wife (3)
13. Thori, Dirim's son (3)
14. Bombas, Dirim's son (3)
15. Lelfos of the Garde (4)
16. Irsim of the Garde (4)
17. Helas of the Garde (4)
18. Bisil of the Garde (4)
19. Nireal of the Garde (4)
20. Sesil of the Garde (4)
21. Jiral of the Scouts (4)
22. Brehen of the Scouts (4)
23. Garli, Erea's husband (4)
24. Ankra, Erihim's bodyguard (4)
25. Telnon, Garos' bodyguard (4)
26. Giniel, Garos' bodyguard (4)
27. Erin, Pelos' bodyguard (4)
28. Aran, Pelos' bodyguard (4)
29. Distrian, Pelos' bodyguard (4)
30. Kilmin, Pelos' bodyguard (4)
- 31-41. Brothers Aef Lagu (4)
42. Erizeal of the Thri Seorra (4)
43. Rigisil of the Thri Seorra (4)
44. Ugilin of the Gnome Juel Aef (5)
45. Kuldug of the Gnome Juel Aef (5)
46. Zigfa of the Gnome Juel Aef (5)
47. Perilas of the Slava-freedom (5)
48. Gisiral of the Gild Aef Venteners (5)

Paladins

1. Serial Aef Abbeie (2)
2. Ankos Aef Abbeie (2)

Rangers

1. Tivean of the Heafod Aef Orc (3)
2. Anhalas of the Scouts (4)

Magic Users

1. Elas of the Scouts (4)
2. Yhoudeh of the Scouts (4)
3. Kirea of the Scouts (4)
4. Arien, Elisim's bodyguard (4)
5. Zotaquan Aef Tor Wysard (5)

Illusionists

1. Imilos of the Scouts (4)
2. Erea of the Counsell (4)
3. Djhela of the Gnome Juel Aef (5)

Thieves

1. Agroth of the Beggars (3)
2. Shila of the Beggars (3)
3. Hirean of the Gealgagang (4)
4. Korsal of the Gealgagang (4)
5. Korseal of the Gealgagang (4)
6. Pireal of the Gealgagang (4)
7. Gildas of the Mark Geard (4)
8. Staet Gang member (2)

Assassins

1. Alis of the Hashishiy (3)
2. Daergne, Alos' bodyguard (4)

Bards

1. Gilos of the Grifoun (2)

Merchants

1. Tirouv, Gild Faector (2)
2. Alos of the Counsell (4)
3. Dareon of the Counsell (4)
4. Elisim of the Counsell (4)
5. Erihim of the Counsell (4)
6. Garos of the Counsell (4)
7. Pelas of the Counsell (4)
8. Pelos of the Counsell (4)

Sages

1. Timis (2)

Hours

1. Tiralle of the Heafod Aef Orc (3)
2. Elhiri of the Heafod Aef Orc (3)
3. Giriell of the Heafod Aef Orc (3)

NB: Bracketed numbers show the episode the character first appeared in.

Doppelganger. One of Erihim Stormboi's clan [Part 4] is recognised as a Doppelganger.
Drunk. A singing, a dancing Irilian (roll on character tables) attempts to foist his inebriety upon others. Reject, and a fight may result.

Escaped Animal. An animal from the Mark Geard [Part 3] makes a break for freedom.

Fire. A house is engulfed in flames. 1d8-5 people are trapped inside with 2d4 rounds before the fire reaches them.

Food Vendor. A street vendor sells unidentified grilled or fried things for to eat.

Galtrit. A Galtrit [FF] is disturbed, rises from the muck and sinks its teeth into whoever is nearest.

Gang Fight. Two or more Staet Gangs [Part 2] dispute territory.

Garde. On duty: a patrol [Part 2] shakes down passers-by. Off duty: brutal and licentious soldiery makes advances.

Hornet. 1d4 Giant Hornets [FF] buzz the street.

Hue and Cry. Conscientious citizens pursue a miscreant [Part 6].

Kidnap. If surviving, D'Hel and his followers [Part 3] 'ask' a passer-by to join them for a service to Gizherae. Otherwise, the Gealgagang [Part 4] try an abduction.

Killmoulis. A mischievous Killmoulis [FF] practices its japes upon a pedestrian.

Mob Riot. Large number of citizens [Part 4] demonstrate against the Counsell, the Gods, or whatever.

Monster. A monster of one type or another (Purple Worm [MM], Thoqqua [FF], Demon [MM], etc) appears and starts trouble.

Mugging. Roll on the thief character table to determine the mugger and on the other tables to find the muggie.

Pilgrim. A group of religious travellers [MM] process past; usually headed for the Monasterion but sometimes not.

Poltergeist. A poltergeist-propelled [FF] object exits a nearby house; striking a passer-by.

Preacher. One of the Religious (roll on the clerics table) warns of the dangers of all paths but the One True Way.

Prostitute. A loose person walks the streets. Roll 1d4. 1-3: amateur, 4: from the Heafod Aef Orc [Part 3].

Rabid Animal. Roll 1d6. 1-5: Dog [MM], 6: Market animal [Part 3]. Bite gives acute, terminal, nervous system dysfunction [DMG].

Rats. 1d6 Giant Rats [MM], 10% of the time accompanied by 1d2 Jermalines [FF], pounce.

Spiders. 1d2 Giant Spiders [MM] try to enweb unwary strollers.

Undead. Roll 1d4; the result materialises and attacks 1-Apparition [FF], 2-Ghost [MM], 3-Spectre [MM], 4-Wraith [MM].

Wasp. 1d4 Giant Wasps [MM] attempt to set a nursery inside members of the populous.

Expanding and Detailing Irilian

In this series, enough information on Irilian has been given so that it can be used in a campaign without too much further work. Areas which players are most likely to come across have been detailed fully, while giving only general descriptions of other areas – enough to provide a foundation on which the DM can build. This was due to space limitations but also so that Irilian could be fitted into other campaigns with the minimum of rewriting. DMs may find the following points useful:

In its overall structure, Irilian is very loosely based on the Italian city states of the late middle ages and renaissance; in particular, Venice. In detail and flavour, though, it is pseudo-medieval English. Any good library will be able to provide background material and Paul Vernon's excellent series, *The Town Planner* [WD31-33] and *Best of WD Articles III*, will also be very useful. The Irilian language is a free variant of Old English; words can be constructed by looking up the roots of modern English words in an etymological dictionary and changing the spelling slightly. Finally, I would like to thank Dominic McAteer for his helpful discussions of Irilian and AD&D. Remember, Irilian is only a suggestion; if you do not like it, change it. □

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*NB: Numbers represent the relevant episode.
(1-5 = WD42-WD46)*

NB: Numbers represent the relevant episode.
(1-5 = WD42-WD46)

THE SNOWBIRD MYSTERY

by Andy Slack

A Traveller Scenario using the Traveller Basic Set and Book 4. by Andy Slack

Referee Only Module 1: Introduction

This is a *Traveller* scenario for 2-4 players, who are agents of the elite Covert Survey Bureau [see Module 8]; and should all be run through one year's training before the scenario commences. In this, each has a one-third chance of acquiring a skill

level in each of the following skills: Forgery, Bribery, Interrogation, Streetwise, Admin, Recon, Combat Engineering, and the weapon skill of their choice.

Mercenary, Book 4 will be a distinct advantage as will *The Best of the Journal of the Traveller's Aid Society*, issues 1-4, though a capable referee could manage without them. If *Book 4* is not available,

ignore all Recon or Combat Engineering skills, and refer to Module 12 for the use of Interrogation skill. In addition, the following materials (while not necessary) will save the referee's time: *Supplement 2, Animal Encounters; Supplement 1, 1001 Characters*. The players should have access to Modules 3-7 inclusive both before and during play.

Referee Only Module 2: Background

The main problem facing an interstellar Emperor is that of revolt in the more distant of his provinces. There are several measures which can be taken to counteract this; splitting up the provinces into small units to ensure that it is as difficult as possible for a rebel lord to control the whole sector, keeping the masses happy so that they don't feel like revolting, separating military and civil rule, and so on. The Terran Empire does all these, and amongst other measures, the Emperor has control of the Imperial Inspectorate, a body of picked high-ranking officials who travel widely with their own armed forces and pay periodic surprise visits to the provinces to check up on the sector dukes and sector admirals.

Of course, 'surprise' is a loose term when applied to a visit by several thousand tons of shipping with a half-dozen marine battalions on board; the alert sector duke keeps his eyes open, and can spot such an unexpected audit several weeks away by means

of high-Jump couriers and intelligence estimates. Similar methods inform most of the other officials with their hands in the cookie jar in time for their activities to be covered up, unless they are plotting something really major, like a revolt, in which case the mobilisation of troops and ships would be difficult to conceal, and the only hope would be to destroy the visiting Inspector and his men.

Yelov Salash, Sector Head of the Covert Survey Bureau for Sector Antares, has read the computer compilations and siftings of reports from detached duty scouts and other sources, and realises that an Imperial Inspector is on the way to audit the sector and can be expected to arrive in a few weeks. This gives him some cause for despair, as he has been augmenting his private fortune by the somewhat illegal method of using CSB shipping to smuggle the contraband narcotic hyperdexamine, popularly known as 'yag', and an addictive form of combat

drug. This would be bad enough, but could be covered up in the normal way of things. However, the latest shipment of yag has gone missing; the ship carrying it had filed a flight plan in accordance with normal procedures, and by collating the various sources of data at his disposal, Salash estimates that the ship disappeared in the Shangrila system. He realises to his horror that Shangrila is one of the stops for the Inspector, according to his computer's predictions from earlier checks. Quickly he transmits the necessary orders; a group of agents are to be assembled from nearby systems at Shangrila and search for the missing vessel and its load of yag, using the cover of asteroid miners searching for a strike in the system's outer moons and planets. The agents won't, of course, be aware of the fact they are searching for yag.

Players Module 3: Briefing - Commit and Destroy

As you may or may not be aware, the Bureau maintains interest in Transtellar Lines, a minor space lane carrier in the sector, to facilitate infiltration, exfiltration and supply of agents in the field, and to carry orders and reports.

The line owns several 'Explorer' class scout craft which are largely used for document transfers and as a sideline collect intelligence by monitoring communications encountered in their travels. One such vessel is the MXV-90658 *Snowbird*, which is now some weeks overdue on a routine courier mission.

The team will equip itself and members will make their way aboard normal scheduled flights to the Shangrila system (details attached) where, posing

as asteroid miners searching for valuable minerals in the outer system, they will recover from the *Snowbird* the crates of documents in the hold, which are confidential accounts and operational records of CSB actions beyond the Imperial border. The team is not to examine these records or open them, since the records should be known to as few people as possible for security reasons. Of secondary importance is the discovery of the reason for the *Snowbird*'s delay and the fate of her crew.

The Bureau has arranged for prospecting licences and a suitably modified cutter to be available to the team. The exact techniques employed are at the team's discretion; however, the records are of paramount importance and the team is authorised to take any necessary steps to retrieve them. If retrieval is impossible, the records are to be destroyed. It is

also vital that the Bureau should remain unconnected with the entire operation to avoid compromising our agents and our involvement with Transtellar.

In addition to normal pay for the operation at standard rates, the team will be entitled to a cash bonus of Cr10,000 each on successful completion of their task. A draft of Cr100,000 is available for the team to equip itself, but any remaining monies and equipment must be returned to the Bureau after the mission. This draft is also to be used for operating expenses.

Enclosures:

1. Shangrila system [Module 6].
2. Explorer class scoutships [Module 7].
3. Navigational analysis of most likely locations of the *Snowbird*.
4. Personnel records of the *Snowbird*'s crew [Module 5].

Players Module 4: The Cutter

The Bureau's agent-in-place on Shangrila has managed to acquire a set of papers allowing the team to prospect in the system, and in his cover identity as a factor for a large trading concern he has been able to hire a modified cutter for the team's use. He is responsible for its upkeep, and will pay the rental fees for the team.

The cutter is a 50-ton small craft capable of 4G acceleration, with two tons of fuel, and a crew of two, pilot and rider. It mounts a pulse laser (firing at -1 to hit in combat) for mining purposes, and its 30-ton payload space, normally committed to one of a variety of detachable modules, now holds an asteroid mining module worth perhaps Cr2,000,000, while the cutter itself is worth Cr28,000,000. It has 1.5 tons of space available for carrying whatever supplies the team feel are necessary, while within the module are six rather cramped cabins, facilities

for skimming fuel from gas giants or other wilderness sources, a 10-ton hold for samples of ore, a small laboratory for analysing the ores, and an additional 4 tons of fuel tankage, allowing the cutter to

go 12 weeks between refuelling under normal circumstances. One ton of supplies will cost Cr50,000 and last for 285 man-weeks.

The mining module is second-hand and obsolescent, as is the cutter; this is perfectly in character for a group of penurious asteroid miners.

Players Module 5: Snowbird Crew Records

1. Norton Fitzwarren: Command Pilot	66B8AA	Age 26	2 terms	(Scout)
Pilot-2, Computer-1				
2. Tollen Cobbech: Navigator	7CB899	Age 38	5 terms	(Merchant: final rank 3rd Officer)
Medic-1, Navigation-1, Mechanical-1, Jack of Trades-1, Electronic-1, Body Pistol-1				
3. Nikolai Malvatnikov: Chief Engineer	88A788	Age 30	3 terms	(Scout)
Pilot-1, Engineering-3, Jack of Trades-1				
4. Addison Wesley: Second Engineer	483589	Age 30	3 terms	(Merchant: final rank 4th Officer)
Engineering-2, Electronics-1, Gunnery-1, Steward-1				
5. Mirrila Vigrasse: Medic	78C784	Age 26	2 terms	(Other)
Medical-2, Small Water Craft-1				

The Command Pilot and Chief Engineer are both CSB agents; other crew members are not, and believe themselves to be working for a normal courier firm. Team members should bear this in mind when dealing with them.

Players Module 6: Shangrila

Shangrila (C668547-6, Agricultural, Non-Industrial; green travel zone, Imperial alignment) is a planet of little importance. Taxes are paid to the Empire in return for protection of an unobtrusive nature, since Shangrila is near the frontier of Imperial space. As part of the price for this, the Empire maintains a small port facility to service its naval and scout ships, which is also available to civilians for normal fees.

The port facility has reasonable repair workshops, but refined fuel is hard to come by and costs double the normal rates to civilian buyers.

The world has an equatorial diameter of slightly over 9,650km and being of normal density, a surface gravity of approximately 0.8 standard G. The atmosphere is normal in composition and pressure, and breathable by humans without assistance. Some 80% of the world's surface is covered with oceans, dotted with chains of islands supporting fishing communities and a thriving light industry producing excellent mid-tech speedboats with which the locals are often adept. Despite the low level of 7, it is relatively easy to obtain licences for tech 6 weapons. There is a general ban on all items of tech level 7+ outside the starport, except for medical gear.

Shangrila is the second world out from its G7 primary, and the climate is temperate at best, becoming quite cold in winter or at high latitudes. There are four other worlds of a terrestrial size and two gas giants; the gas giants are the fourth and seventh worlds from the star, the fourth being the larger at approximately jovian size, with 14 known moons and occasional claims for more. This is the main site for the asteroid mining which occurs on an irregular basis, usually by offworlders who believe that without local competition there is more chance of a lucky strike.

Players

Module 7: Explorer Class Scoutship

Plan Location Key

Sal Turret. Floor is iris valve to A12. Doubles as ejection blister.

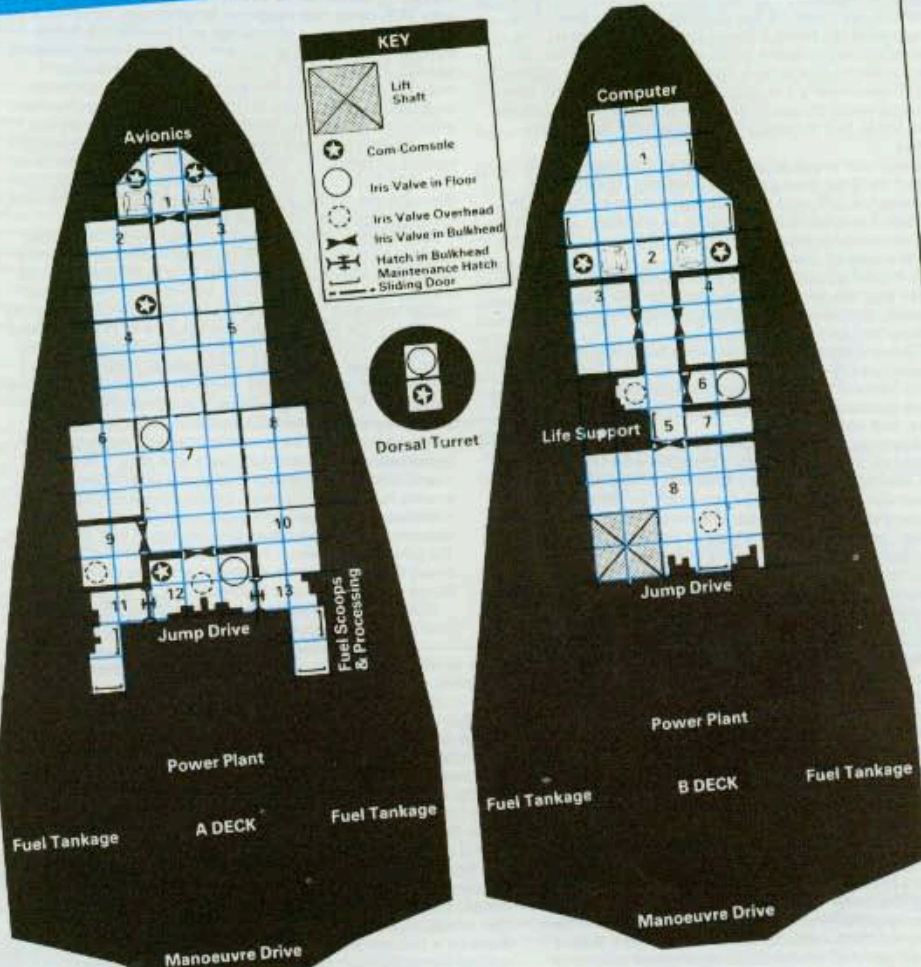
- Deck
- Bridge. Positions for pilot and navigator; one collapsible 'jump seat' for visitors. Command override of engineering functions in the event that the drive room is disabled.
- Crew staterooms.
- Passenger stateroom. In non-courier service, this is usually outfitted as a sick bay; the equipment may be removed and stored in the hold to allow extra accommodation.
- Crew common area. Floor iris valve to B5.
- Includes cooking and recreational facilities.
- Crew stateroom.
- Main Airlock. Ceiling iris valve to exterior dorsal surface.
- Ship's locker.
- Port drive access crawlway. This cramped passage slants up from the deck and curves at; it is less than half a metre high at the best, and partially obstructed by protruding pieces of equipment. It allows in-flight maintenance of the drives, and some limited repair work on commonly-failing components.
- Drive room. Positions for two engineers; one collapsible 'jump seat' for visitors. Iris valves to B8 and dorsal turret.
- Starboard drive access crawlway. Similar to A11, but allows access to the fuel purifiers and flight recorders.

B Deck

1. Payload bay. In service, this carries various specialist sensor or data storage gear as appropriate to the mission; if encountered on detached duty or in private hands, may have been converted to a store room, recreation area, etc.
2. Circulation space. To port and starboard are remote control gunnery positions for ventral turrets.
3. Port air/raft bay. In service, often used as a specimen or data store, or as extra cargo space (4 tons), omitting the air/raft. Floor swings down and port to serve as a bay door.
4. Starboard air/raft bay. Normally the air/raft carried here is left in place, as without it the craft is slightly unstable and rolls to port in rough weather (-2 to any handling rolls made in this condition). Floor swings down and starboard to serve as a bay door.
5. Circulation space. Ceiling iris valve to A7.
6. Emergency airlock. Auxiliary hand-crank mechanism to open iris valve to exterior ventral surface in case of power failure, by crank and key from outside.
7. Fresher.
8. Cargo hold. Ceiling iris valve to A12.

Special Features

Crew Escape Pods: The bridge (A1) and the drive room (A12) are fitted with small solid fuel rocket motors, ablative shielding, and parachute assemblies as well as very basic survival kits. In dire emergencies, either or both can be blown free of the main hull by small explosive charges, carrying the occupants clear of the wreck. The pods have automatic circuits which may be overridden from within the pod, but otherwise will take the following action: (a) if near a world with an atmosphere of 5 or greater, the pod will re-enter and land (roll 4- for success, DM -1 per person aboard in excess of 3. If this roll is failed, roll 1d6; if the result is odd, the pod has 'bounced off' the atmosphere and drifts helplessly off into space; if the result is even, the pod has burned up on re-entry. The pod has oxygen for 6 man-days. (b) if near a gas giant, or world with atmosphere 4 or less - which would render landing impossible, as the pod depends on atmospheric braking - the pod will attempt to achieve a stable orbit and transmit distress signals; (c) if in deep space, the pod will do nothing but transmit distress signals. A pod may only be launched by initiating the correct control sequence from within it. Limited manoeuvre is possible in, for example, docking at an orbital station. If either pod is launched, the ship's streamlining is ruined. If the drive room is launched, the bridge may take control of the drives, but not vice versa. When launching the drive room pod there is a slight delay as the dorsal turret must be explosively jettisoned first.



Specifications

Tonnage:	300 tons standard, 4200 cubic metres.
Crew:	5.
Dimensions in Metres:	42L x 19.5W x 10H.
Acceleration:	2g constant.
Jump:	5.
Powerplant:	One Malvatnikov 27F fusion power plant driving one NovZem Motors Q4 impulse manoeuvre drive and one TCS Drives type 15 Mk II series Jump drive.
Engineering:	Variable floor fields, 0-2g, and inertial compensators.
Gravities:	One RSM Computronics Mk V series 17 computer with integral fire control and AstroScan sensor package.
Electronics:	Unlimited manoeuvre, one Jump-5 (165 tons fuel tankage).
Range:	30 days standard supply consumption.
Armament:	Variable, depending on mission and owner. Typically one beam laser with facilities for radar sensing and commo duty, and one missile rack modified to launch sensor probes and message torpedoes as well as dogfight missiles.
Screens:	None.
Configuration:	Wedge. Unarmoured. Fully streamlined.
Capacity:	One passenger, 11 tons of cargo (usually trade samples and/or data storage modules).
Ship's Vehicles:	Two standard air/rafts.
Special Features:	Fuel scoops and purifiers. Crew escape pods. Observation platform.
Programmes:	'Evil Eye' sights.

Players and Referees

Module 8: The Covert Survey Bureau

There are certain tasks which any government must perform, but to which it can never publicly admit; the secret and darker side of diplomacy, also called espionage. The Imperium is no exception, and it, too, has an instrument which performs distasteful tasks for the mood of the state. This is the Covert Survey Bureau, usually referred to as the CSB, an obscure corner of the Scout Service.

The Bureau sifts reports by serving and detached scout personnel; monitors and intercepts messages within and beyond the Imperial borders; creates and breaks codes and ciphers; prevents espionage by foreign powers against the Imperium; supports revolutionary, terrorist and pirate organisations whose actions further the state's ends; and conducts espionage operations beyond the Imperium borders. The CSB has a controlling

interest in several medium-sized companies, including a merchant shipping line, to aid its operations.

The CSB only hires freelance adventurers in the following cases: where a sacrificial decoy is needed, if risks are too great for their own men, if there is no suitable CSB agent available, or if the Bureau cannot afford to be linked to the operation in question.

Inter-service rivalry between the CSB and the naval intelligence units is great, leading to much intrigue as the services try to discredit each other - this is mainly because they compete for appropriations for a limited budget.

Because of the sheer size of the Empire and the Bureau, different departments often work at cross-purposes; the secretive nature of their work compounds this:

Referee Only

Module 9: The Missing Ship

Important Note: All deck locations and description (A2, B8, Dorsal Turret etc) are references to the deck plans listed in Module 7.

Having arrived at Shangrila, equipped, and set off after the missing ship, the players will take several weeks to find it.

While no maps of the system are enclosed, the characters do have a navigational analysis of the *Snowbird's* probable path, which allows them to start looking in roughly the right place - the region of the secondary gas giant's moons, which will take about a week to reach; the cutter could do the trip in less time, but excessive speed would look suspicious.

Once per week of searching in the region indicated by their navigational analysis, the referee should roll 2d6 and add the highest level of Navigation skill available to the party. In addition, DMs may be allowed for exceptionally bright or stupid ideas on the part of the band.

A modified score of 12+ indicates that weak distress signals have been picked up. During the search, the referee should also roll weekly on the encounter table of Module 8.

The distress signal mentions only the name and registry of the missing vessel, and the fact that the ship has suffered a major manoeuvre drive failure, thus rendering it unable to move. The voice is anxious, but controlled.

Approaching the source of the signals, the players observe the ship slowly tumbling end to end.

Lacking manoeuvre capability, the crew have not been able to stabilise their craft, or aim their laser accurately enough to send a message by it to Shangrila; hence their resorting to the comparatively inefficient method of radio signals.

There is the merest glow of navigation lights on the vessel, and no internal lighting; instruments aboard the player's craft, if they use them to check, will reveal that the ship's power plant is still func-

tioning but at the lowest possible level. There is no sign of life.

The players will probably decide to board the stricken vessel. This requires an approach using vac suits and backpack thrusters; characters must make the usual roll to avoid mishaps. The main airlock (A9) does not respond to attempts to open it in the normal way; a character of Electronics-3 can bypass the circuits after removing the maintenance panels. Failing that, a character of Mechanical-3 may be able to gain access via the emergency airlock (B6) by fiddling with the handcrank mechanism after removing maintenance panels. The players may decide to make an external survey of the vessel before entering; all seems in order on the outside of the ship. The interior can be seen at two points; first, through the windows of the bridge (A1), and second through the port of the dorsal turret.

A character clambering to these locations must make an additional Vacc Suit skill roll to avoid mishap (probably losing his grip and falling off). Once there, he may shine a torch into them. The dorsal turret is empty, and unlit - not even instrument lights are lit up. On the bridge, the figures of the pilot and navigator can be seen strapped into their acceleration couches. They look perfectly at peace, having removed their headsets, and very dead. There is no evidence of decomposition if the players think to ask. They should be allowed to confer since they will undoubtedly be in radio contact. Anyone with experience of working as part of a ship's crew - naval, marine, scout or merchant characters, for example - may, if he asks, be told the function of the half-dozen instruments which are lit up, providing the only illumination on the bridge. They show that the power plant and life support systems are active; everything else is shut down, and the activity of these two systems is minimal.

If the players have taken more than 15 weeks to find the ship, then the lights will be dimly red; other-

wise, they will be green and fairly bright.

Players who specify making an unusually close scrutiny of the crewmen should be told that they appear to be wearing cold weather clothing, their eyes are closed, and on the console between them is an empty pill-bottle, with a plastic bottle of the kind used to hold water. From the way things are floating around, it will be clear to anyone looking in that the ship's internal gravity has been turned off.

Once aboard, the players will search the ship. Below follows a description of what they will find; each location is taken in turn. Descriptions have two parts; the first paragraph, in italics, should be read to the players as they enter the area, and the second paragraph, in normal type, is for the referee.

Aboard, all lights except for those stated are off, as is the cabin gravity. The air is cold, but breathable; not quite cold enough to show condensation from the player's breathing. If anyone tries it though, the lights and gravity can be switched on; the lights by the usual studs, in the area concerned, and the gravity from the bridge or engineering by anyone with ship's crew experience, ie those who have served on ships before. The heating can also be restored from these two locations (A1 or A12). However, if by chance the players have taken more than 15 weeks to find the ship no systems can be activated - the power plant will have run out of fuel and stopped working.

If the adventurers have not found the ship by the time the power plant runs out of fuel, then the following modifications apply: First, the crew will all be dead of cold. Second, the air on board, while not actually liquefied, will be far too cold to breathe (say about -150° C) and slightly tainted with waste products from the crew's breathing. Third, there will be no power to run the lights, grav plates etc and only the bridge lights and the distress call will be functioning - batteries and solar cells provide enough power to run these. Fourth, because of the extreme cold there will be very little decomposition of the bodies.

A1: Bridge

Two human males in cold weather clothing are seated in the acceleration couches. They look dead, but perfectly composed, and relaxed, as if they'd died in their sleep. Some lights are glowing on the low console between these couches, and on it are an empty pill-bottle and a water bottle of flexible plastic. All the other consoles are apparently dead. Floating near the crewmen in the left-hand couch is a notepad with a pencil attached. Neither man is wearing his headset.

Obviously, if the gravity is turned back on the notepad will fall. It is covered with deliberate calculations in a firm hand, which are clearly estimates of how long the crew can survive under various regimes of emergency measures. Near the bottom, the answer to the final calculation is '20 weeks'; this is underlined several times, heavily. If other pages of the notepad are examined, they contain the identification of the man in the left seat; he is the pilot. Also present are his will, a brief log of the time since they were marooned by drive failure, and instructions for the finder to deliver two letters which are to be found in his pockets. The log is fairly straightforward, and will tell the players little that they don't already know, but near the front in large letters is an announcement that the crew have taken fast drug to eke out their supplies of oxygen and food, and that provided they are found by such-and-such a date (given as 15 weeks after the players started their search) they can be revived. The crew will actually be awake and active for a few hours halfway through the 6th week, but don't let the players find them moving about! The whole log only covers about four days.

The pill-bottle bears numerous formulae, trade names, and so on which will allow any character with Medical skill to deduce that it contained fast drug.

The letters in the pilot's pockets are addressed to his girlfriend (content fairly predictable and harrowing) and to the Manager of Transtellar Lines Courier Division. This second letter is a report of circumstances leading up to the crew's death and the cause of the disaster, namely unexpected and irreparable manoeuvre drive failure. Recommendations as to how to prevent the recurrence of the mishap are given, as are details of everything the crew tried to repair the motor.

Characters examining the bodies should realise that something is wrong; they are in no way decomposed, and are even slightly warm. They are the pilot and navigator.

A2: Pilot's Stateroom

This is a fairly normal-looking stateroom. It's been left neat and tidy, and the only things that stand out are a large 3-D hologram of a young girl and a metal strongbox on the desk.

The stateroom contains about what you'd expect; a remote terminal for the ship's computer, a rack of technical manuals describing pilot's procedures for the ship, spare uniforms, and an emergency vacc suit on a wall frame in case the ship is decompressed while the occupant is asleep (all staterooms have this). In the desk drawers is a bundle of love-letters from the pilot's girlfriend, and a collection of excellent quality tapes for the entertainment system. The hologram is in the form of a cube about 10cm on a side, with a stud near the bottom at the back. If pressed, this causes the image of the girl to go through a short period of movement and action (always the same loop) in which she smiles and

says endearing things, obviously meant to cheer the pilot up and assure him of her affection.

The strongbox bears the crest of the Covert Survey Bureau and contains course tapes different from those presented to the players in several major aspects. A character of Electronics-3 or better may attempt to open it; on a roll of 9+ on 2d6 he succeeds, otherwise he fails. If he fails, or anyone else tries to open it without the proper key, acid spills onto the tapes inside, destroying them and causing a foul grey smoke to spurt from the box. If opened, the box's tapes present an opportunity for the referee to continue the scenario into other adventures; they detail the location and characteristics of the unexplored and deserted world where the Bureau's resources are being diverted to manufacturing hyperdexamine (see Module 10) for Yelov Salash, together with reports from his manager at the plant which make it clear what Salash's underhand scheme is. The two CSB agents in the crew are unaware of the contents and have no key to open the strongbox.

A3: Navigator's Stateroom

An unremarkable stateroom. There is a sealed letter plainly visible on the desk, but all else has been packed away neatly.

The contents of the stateroom are fairly standard except for the letter. It has been handwritten, and is addressed to a family which the players will know from their briefing includes the navigator's parents. If opened, its contents are again predictable, except for one passage in which the navigator urges his parents not to dig too deeply into the circumstances of his death, for their own good; he advises them patriotically that he died in the service of the Empire, but no-one can ever tell them exactly why for security reasons. He states that he was aware of the risks, and considered the tasks worthwhile.

A4: Chief Engineer's Stateroom

This stateroom is the worst pigsty you've ever seen aboard a ship - things are carelessly strewn about, which is rare on a ship, where a sudden acceleration could hurl loose objects dangerously about. There are erotic posters on the walls and numerous empty beer cans dumped hastily on the unmade bed. The desk, as well as the papers on it, are very much the worse for wear and covered in hastily-scribbled calculations. Drawers and cupboards hang open revealing clothing carelessly stuffed inside them, and in one corner a mysterious apparatus is half-built, surrounded by tools, parts and bits of what appears to be charcoal, among other things.

The calculations are useless to the players - the engineer has been using his desk as a scratch-pad for years, and the figures refer to everything from his losses at diamondback to the ship's maximum power output to his beer expenses.

The mysterious apparatus will be recognised as a makeshift air purifier by anyone with Medical-2 or Engineering-2; the CE has been spending his brief periods of activity building it to give the crew a few extra hours when all other sources of oxygen have been exhausted.

A5: Second Engineer's Stateroom

A neat and orderly stateroom which has been tidied as if its occupants were leaving it for a long period. There is a dartboard opposite the door at head height, and below it a box of six darts securely fastened in. There is nothing of special newsworthiness here.

A6: Sick Bay

This room can obviously serve as a stateroom or sick bay to taste. At the moment it is set up as a sick bay.

There is only normal medical equipment to be found, though obviously stateroom facilities are present in a stowed form - bed folded up into the wall, and so on.



A7: Crew Common Area

A deserted common area with all the cooking and recreational facilities stowed away. There are numerous posters of emergency and safety procedures on the walls in prominent places.

A careful search of this room will reveal nothing, except for about two Credits in loose change which have fallen down behind the seat cushions.

A8: Medic's Stateroom

A spotlessly clean stateroom with a large rack of journals and text tapes along one wall, and a tape viewer on the desk. Posters cover the far wall, and are concerned with first-aid procedures for the most part, although there are some pictures of high performance small water craft.

The journals and texts are mostly concerned with medicine, but about one-quarter of them have titles such as 'Antarean Power Boat News', or 'Handling Speedboats on Low Gravity Worlds'. It should be obvious that the medic's hobby is powerboating. A search of the desk drawers will reveal several certificates attesting to her skill, and membership cards for several boat clubs, some of which could conceivably be used by the players to gain access to the club premises in future adventures. A character collecting and studying the instructional manuals for six months, provided he has some practice as well, will acquire one level of expertise in Small Water Craft skill, provided he saves vs intelligence on 2d6 at the end of that time. A further attempt is permitted, but the manuals are of a simplified nature, and a character of Small Water Craft-2 or better can gain no benefit from them.

A9: Main Airlock

This is an ordinary airlock, containing safety lines and umbilicals, facilities for their attachment, and other EVA stores such as lights, overshoes, and so on. There are half-a-dozen vacc suits present.

A thorough check of the airlock will reveal that all the air tanks on the vacc suits have been emptied and are exhausted of air. The crew have used them to eke out the shipboard lifesupport by bleeding their contents into the atmosphere aboard.

A10: Ship's Locker

This room is about half-full of survival stores. There are a few blades and rifles, preserved rations, water cans, life rafts, and similar items.

The referee should feel free to add appropriate items to the above list as the characters search; however, note that all types of filter mask or respirator are missing (the chief engineer has cannibalised them for the mysterious apparatus in A4), as are the suits of cold weather clothing, which the crew are wearing, having turned down the heating to conserve power. Some of the packs of rations have been broken into, and some individuals' packs are missing, having been eaten by the crew.

A11: Port Drive Access Crawlway

This passage obviously allows access to the drive machinery for repairs. All the internal plates for access to the drives have been removed, and there are clear attempts to jury-rig some kind of emer-

gency system to the drives. An open tool kit is in the crawlway, as are several maintenance manuals and an empty beer can.

All this should be self-evident as to purpose. A character with Engineer skill can determine from a brief inspection that the manoeuvre drives are hopelessly damaged by some sort of internal explosion, possibly a component failure of an unusual type, and can only be replaced.

A12: Drive Room

This room contains controls for the engines of the ship, and instruments to monitor them. There are two couches before the consoles, both occupied; the people in them are both human, one male and one female, and are holding hands across one of the monitors between them. They seem to have died in their sleep, and on the control board before them are a small empty pill-bottle and a flexible plastic water bottle. Pinned against the rear wall by the ship's rotation is one of the scruffiest individuals you have ever seen, with his hands in his pockets and a baseball cap pulled down over his eyes. All three are wearing cold weather clothing, and there is a box in one corner of the room. The floor iris valve has been disabled, there are wires protruding from an open panel near it which have clearly been cut.

The people here are in much the same condition as those on the bridge; the same notes apply to it, and to the pill-bottle. The girl is the ship's medic, the seated man its second engineer; the pinned figure

is the chief engineer. A check of the controls and instruments by someone with Engineering skill will reveal that the power plant is operating (if less than 15 weeks were required to find the ship, otherwise it is not - and side effects will be that nothing in the ship works and the air is unbreathable.) at the minimum possible level, to conserve fuel, but both it and the jump drive are in perfect condition. If the searchers think to check the fuel gauges, they will see that the tanks are practically dry, with no fuel left for another jump, which can mean one of two things; either the ship jumped a lot further than its flight plan indicates (this is in fact the truth), or it was in a great hurry and had to make two or three jumps without stopping to refuel.

The chief engineer wrecked the iris valve in the floor to seal off the cargo hold. More of this later...

A13: Starboard Drive Access Crawlway

This crawlway allows access to the drives for maintenance. All the inspection panels have been removed, and there are signs of attempts at repairs.

The only thing worthy of note here, which a thorough check against their deck plans and a search will reveal, is that the flight recorder has been disconnected, apparently accidentally and some years ago. This instrument's normal purpose is to log the ship's movements and 'vital signs' so that if it crashes, the flight recorder may give some clue as to what went wrong. The fact that it is disconnected may raise some suspicions.

B1: Payload Bay

This room is occupied by racks of extremely complex looking electronic equipment, whose control boards have been locked shut. Mostly sensors and recorders.

If the characters were not already CSB men, this would make them suspicious; no normal courier vessel would have such expensive arrays of high-powered sensors and recording gear. These instruments are used to gather intelligence during 'innocent' courier runs. Due to their training by the Bureau, the characters can quickly find the hidden keys to the covers of the control boards, hidden in one of the inspection plates. However, following Bureau doctrine, the crew have wiped clean the electronic memories as soon as it became obvious that their position was desperate, to avoid the information contained in them becoming public - or worse, falling into enemy hands.

B2: Circulation Space

An empty corridor. To either side are small alcoves with couches in them, obviously control positions for the two ventral turrets.

The ventral turrets are remotely controlled from here, and are currently fitted with sensors of various kinds.

B3; B4: Air Raft Bays

Both these rooms contain a standard air/raft and facilities for their launch and maintenance.

There is nothing of particular interest here.

B5: Circulation Space

An empty corridor. The nearby inspection plates have been removed and someone has obviously been modifying the life-support gear behind them.

The engineers and medic have been working here to stretch out their oxygen supplies by tampering with the recycler.

B6: Emergency Air Lock

A cramped chamber containing a single vacc suit and a small first aid kit.

The air bottles of the suit are empty - see A9 for the reason.

B7: Fresher

A small room containing sanitary and washing facilities, apparently adaptable for zero-gravity use.

Nothing of interest.

B8: Cargo Hold

The iris valve leading into the hold seems to have been deliberately wrecked, and quite thoroughly. A notice attached to the door on headed notepaper of Transtellar Lines announces that the contents are confidential personnel records of the company, and under Imperial law the crew are within their rights to maintain its confidentiality by any means available to them. The finders are requested to inform Transtellar of the ship's location.

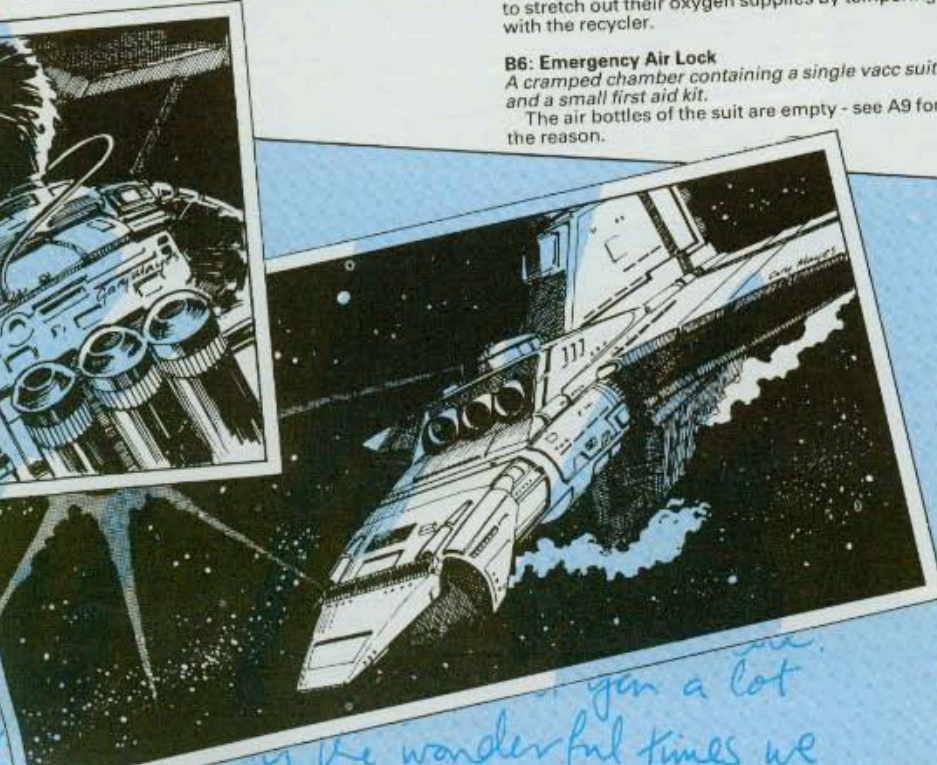
The players will doubtless eventually find a way to burn or blow their way in; an Electronics-3 character could jury-rig a bypass circuit to allow the door to be opened, and energy weapons or explosives could also be used. As a last resort, entry might be gained by vandalising the cargo lift from the outside.

When they do enter the hold, they will find half-a-dozen small crates labelled *Transtellar Lines: Confidential Personnel Records: Fragile* and well-braced by assorted packing materials and ropes against accidental movement. Nonetheless, perhaps as a result of violence by the players in entering the area, perhaps due to a sudden lurch when the manoeuvre drives failed, one crate has come loose and burst open, spilling recording modules everywhere; small oblong objects about the size and shape of tape cassettes. And something else; a couple of larger containers marked *Erasable Recording Modules: Do Not Expose to Light* and with a notice explaining that the most confidential records are kept on modules which, as a security precaution, are erased if exposed to light unless certain measures are taken to prevent this. Investigation of the other crates reveals two similar containers in each. Players being a curious lot, they will likely open one to see if there is any profit to be made; they will find, not recording modules, but carefully-packed plastic bags of small white pills. These are hyperdexamine or 'yag'; see Module 10 for further details. Note only a Streetwise-2 character can recognise this substance. However, it will now be clear to the players that all is not what it seems. The recording modules are blank.

Dorsal Turret

This turret has controls for the beam laser and missile rack fitted to the ship. All its systems are turned off.

There is also an octant in a glass case for use in emergency navigation in the case that the computer malfunctions; it is possible to plot jumps manually, but exceedingly difficult and time-consuming and with a great chance of error. The octant and its accompanying manual are there more for reasons of morale than practicality.



Referee Only

Module 10: Naval Counter-Intelligence

Naval Counter-Intelligence, or NCI as it is usually called, is responsible for security and counter-espionage within the Imperial borders. This includes counter-terrorist work and occasional simple police tasks; where crime is of a scale too large for individual worlds to combat effectively, yet too small in scope to attract the attention of the Inspectorate, it falls to NCI to track down and apprehend its perpetrators. In practice, this usually means piracy and smuggling fall into NCI's province.

NCI is a great rival of the CSB, and the two agencies will do anything short of actual violence to damage each other's operations and reputations. In this case, while tracking down large-scale hyperdexamine smuggling in the Fodor subsector, NCI have come across clues to CSB involvement. Nothing that will stand up in court; but the higher-level agents in each organisation know how each other's 'handwriting' - subtle differences in the tradecraft, ways of doing things peculiar to certain agencies - they have recognised

world which is the source of the 'yag' and the method of transferring it to Fodor are unknown, but they have a rough idea of which areas to search. Hence the potential for encountering them.

NCI agents are all naval officers who have been assigned to Intelligence School. Any naval officer character is usable in this role if the referee has any at hand; in the case that they have not actually been assigned to Intelligence School at any stage, the referee should roll 1d6 for each of the following skills: Forgery, Bribery, Streetwise, Gun Combat, Interrogation, with 1-2 signifying one level of expertise in the skill, 3-4 two levels and 5-6 no expertise. Interrogation skill is defined in Books 4 and 5; if these are not available, use the following simplification to represent their use. Once each week, the character interrogated rolls two dice and the interrogators add the sum of their skill levels to the result; a score greater than the victim's intelligence shows that he has 'broken' and revealed his knowledge. Victims with Interrogation skill may use its level as a subtracting it from the roll.

Gun combat skills will most likely be in Auto Pistol or Body Pistol, but other weapons are possible. In a firefight a typical NCI tactic is for one agent to feign a serious wound or death at an early stage, and lie doggo until such time as his sudden recovery may help his comrades, for example by attacking the players from the rear after they have passed by him, carrying back a report if all the others are slain, and so on. To use this tactic, NCI men must outnumber their opponents and there must be at least three of them to start with.

NCI who find that the players are (a) CSB men and (b) in possession of yag will offer amnesty and rewards to those who will betray their organisation in this affair.

The NCI in general is a fairly efficient and gentlemanly organisation, and the players have little to fear in terms of torture or doublecross.

There is a chance (roll 10+ on 2d6) that a patrol vessel carrying an NCI team will find the *Snowbird* while the players are aboard. Subsequent events must be adjudicated by the referee using Modules

Module 11: Encounters in the Shangrila System

Each week that the players spend in space, the referee should roll two dice and consult the encounter table below:

Dice	Encounter
2-6	None
7	Type M
8	Decathlon class
9	Type M
10	Type T - naval
11	Hugin class
12	Type T - Inspectorate

This table differs from the standard encounter matrix for C class starports in introducing two new types of vessel, which are detailed below.

Type M Merchant: (Book 2) A standard subsidised merchant. Encounters with Type M ships are with innocent, peaceful traders carrying passengers and freight to and from Shangrila. The players arrived on one such ship, and will leave on one after completing their mission, hopefully with the cargo of the *Snowbird* and possibly with her rescued crew.

Decathlon Class: Using a 400 ton hull, the Decathlon class represents a step up from the standard free trader, purchased by successful captains and medium-sized interstellar trading companies. Its main advantage is the powerful jump drive F, rendering it capable of jump-3 and making most worlds accessible. Also fitted are Manoeuvre Drive B and Power Plant F, making the craft capable of 1G acceleration. Fuel tankage of 150 tons supports the power plant for four weeks and allows one jump-3. A model/3 computer is fitted adjacent to the bridge. There are 14 staterooms and 20 low berths. Four hardpoints are fitted, and four tons of fire control space are held in reserve, but no weaponry is initially fitted. A special compartment holds an air/raft for surface excursions, and there is a cargo hold of 96 tons. The hull is streamlined.

A standard design, the Decathlon class costs MCr169.56 and takes 14 months to build at a Tech Level 10 shipyard. A crew of six is required; pilot, navigator, two engineers, medic and steward.

Decathlon class vessels encountered by the party will be ships of the Red Giant Corporation's Beverage and Spices Division, purchasing and shipping Amur leaves (like tea) and other agricultural produce to other worlds.

Type T: The Type T patrol cruiser is found in the deluxe *Traveller* set, but could easily be replaced by the *Gazelle* Close Escort or even a Type C cruiser. Naval vessels will mostly be on routine patrols aimed at showing the flag, spotting trouble and

dealing with it, and trade protection. However, there is a chance (1 in 6) that the vessel carries a team from Naval Counter-Intelligence who suspect the true nature of the *Snowbird*'s cargo and are seeking proof with which to discredit and embarrass the CSB (see Module 9, Naval Counter-Intelligence) having uncovered traces of CSB handwork in their investigations of hyperdexamine smuggling. In either case the naval personnel will attempt to board their players' vessel to make a routine check - the NCI will be more likely to spot anything amiss, of course - and the players would do well not to arouse their suspicions. Should the players get into trouble and the naval crew will treat them with all possible lenience; the navy doesn't like the scouts, and it especially doesn't like their spy boys. NCI agents will behave likewise, but may possibly imprison or assault the players. Harmless asteroid miners, of course, while not of high status, are law-abiding citizens - when anyone's looking, that is. They are known to indulge in smuggling, which the naval officials will be looking for; if they find hyperdexamine on board, the group will be locked up and the key thrown away.

Whatever happens when a naval vessel is encountered, the referee should contrive during normal conversation or interrogation for one of the naval personnel to mention to the band, or to be overheard commenting to another crewman, that there is considerable drug-smuggling activity in the area which the Imperial Inspectorate arrives to check up on how they are handling the crime in the region.

Inspectorate vessels represent advance units of Imperial Inspector's forces, sneaking ahead of the Earth Police, the Inspectorate is very much in favour of rough justice. Like naval crews, Inspectorate vessels will stop the players, board their craft, and check it out. If they find nothing incriminating, they will be pleasant enough, if a trifle self-assured. If they discover the players' true identity, or find anything suspicious, they will separate the players instantly and question them separately one at a time (Referee: ask the players to describe their cover stories to you individually, without allowing them to confer or overhear each other), with any discrepancy being regarded as sufficient grounds to impound the cutter and imprison the players. The Inspectorate are not quite a secret police; if the players can convince them of innocence, they will be released. However, any suspicions of the group

being involved with illegality - eg hyperdexamine smuggling - will result in incarceration. If the Inspectorate discover that the players are CSB men involved in hyperdexamine smuggling, the band will be offered a deal; charges will be dropped against them if they will testify before the Sector Court about *Salash*'s involvement.

Inspectorate vessels should provide the adventurers with the following information, which the referee should contrive to insert into the conversations with their crews; first, the nature and purpose of the Inspectorate (see Module 2: Background) and second, that the Inspectorate suspects some of the high-ranking Imperial personnel in the sector are misusing their powers to line their own pockets.

Hugin Class: The Hugin class scoutship is a larger, more expensive, and more flexible ship than the normal Type S. Using a 200-ton hull, it has Jump Drive C, Manoeuvre Drive C, and Power Plant C giving a performance of jump-3 and 3G acceleration. Fuel tankage of 90 tons allows one jump-3 and supports the power plant for four weeks. Adjacent to its bridge is a model/3 computer. There are 8 staterooms and 8 low berths. Two hardpoints each mount a triple turret sporting beam laser, missile rack and sandcaster. A special compartment carries a standard Air/Raft, and there is a cargo hold for 10 tons. The hull is streamlined.

A standard design, the Hugin class costs MCr106.44 and takes 14 months to build at a Tech Level 9 shipyard. A crew of 5 is required; pilot, engineer, medic and two gunners. Hugin class vessels encountered will most likely be of scout service registry, though a few may have other owners - roll one die, with 1-4 signifying scout service ownership, 5 naval registry, and 6 commercial ownership. Scout service vessels may be carrying non-urgent messages or updating star charts; the Hugin class is not much used for exploration because it requires refined fuel for safe travel on a long-term basis, and does not have the sophisticated sensors required. They are common carriers for mail, proclamations, and news, though. Naval vessels are normally outsiders for task forces or fleets, which may be passing through a few weeks later on exercises; so if a naval Hugin class ship appears, treat the next encounter as a naval Type T ship without actually rolling for the encounter. There will be 2-12 other naval vessels of varying sizes with this Type T when it appears. Commercially-owned Hugins have the same general purposes as scout vessels, but may also be transferring new trading factors to this or another system, or trying to negotiate favourable trade deals with the locals.

Referee Only

Module 12: Hyperdexamine

If the containers in the hold are opened, against orders, by the players, any character with Streetwise-2 or better will recognise the contents as hyperdexamine, and should be allowed access to this module - in private if possible, since he may not want to tell the others. Each container holds 200 pills of hyperdexamine.

Hyperdexamine is a fairly new drug, an addictive variant of normal combat drug. Like combat drug, when ingested (it comes in pill form) it increases the swallower's strength and endurance by two each. The effect phases in over the 30 seconds after ingestion, and lasts for about an hour - much longer than normal combat drug. It also provides in the user a feeling of euphoria, and he becomes convinced that he has become invincibly strong and powerful - anyone taking it without recognising it for what it is should be told that his strength and endurance have increased by four each to simulate this, although all attacks etc are resolved as if he was but two points

stronger and more enduring. When the effect wears off, the user takes 1d in wounds.

Hyperdexamine has an insidious effect, however, in that a habitual user develops a tolerance to the drug, as well as a craving for it. How the referee simulates the craving is up to him - players will probably take it for use in combat, and if the referee is subtle they will not discover that they have inflated view of its worth. To simulate the tolerance, for each five uses of the drug the number of pills needed to obtain the effect is increased by one. Thus, for the first five uses the effect is obtained by taking one pill; the sixth through tenth uses require two pills, and so on. Each pill, of course, causes 1d of wounds - so on his 12th use of yag (the slang name for the drug) an addict is taking three pills, and will take 3d of damage when the effect wears off.

It is suggested that each week after starting to take the drug, a character must make a saving roll to avoid having to take more yag; roll 2d6, and if the result is over the character's intelligence, he must

go on a hyperdexamine binge. A DM is applied to the dice of +1 per pill required to bring on the effects; +3 for our 12-time user above. Any friends with Medic skill may use their skill level as a + and DM on this roll, at their discretion. If a character can avoid taking yag for six months, he has kicked the habit. Most users, of course, are eventually slain by the after-effects.

Characters with Streetwise-2 or better can sell yag in the right quarters for Cr100 x law level of the world where the sale is made per pill, thus higher law level planets yield a higher return - the supplies of yag are harder to come by. Contrariwise, on low law level worlds no-one makes a particular effort to stop yag smuggling, and it is more plentiful and prices are lower. Characters of Streetwise-1, if they are told that the stuff is yag, can get half this price for it - they get burned because they are not familiar with the market.

Anyone caught selling yag is in serious trouble; 2-12 years imprisonment.

Referee Only

Module 13: Referee's Notes

1. Instruments of Destruction

The players are all too likely to overequip themselves with weapons and armour. The referee should remind them that vast amounts of arms and armour will arouse suspicion; they are supposed to be asteroid miners, not mercenaries. If they go ahead and outfit themselves for the Third Interstellar War, well, they were warned. Interstellar and interplanetary space within the Terran Empire is considered to be at Law Level 3 for purposes of deciding which weapons are legal; while there is no need to roll for police harassment on a daily basis in space, any boarding party which finds weapons contravening the limits of Law Level 3 will automatically suspect the group of foul play. Specifically, combat armour, battle dress, explosives, poisons, lasers, energy weapons, and body pistols will be sufficient grounds for imprisonment. Clearly non-military explosives will be allowable, since the group are supposed to be miners.

Referees should bear in mind that even with the power off, iris valves can still be forced open (or closed) on a throw of 9+ on 2d6, with DMs of +1 if character has strength 10+, +2 if dexterity 10+, +3 if wearing vacc suit. It may be necessary to drop gentle

hints about this possibility to the party.

2. The Crew

If rescued, the crew will be properly grateful and the players will have several people who owe them a favour - a more subtle reward than cash, but always useful. The pilot and chief engineer, being CSB men, will be anxious to get their cargo moved on to the proper hands - there are of course certain code introductions by which the players can assure them of their true identities if they so wish, and it would be wise for at least one to do so since otherwise the rescued agents are likely to try a doublecross to speed their cargo on its way. The rescued agents are unaware of the true nature of their cargo, believing the same cover story as that told to the players. Once they discover that there are CSB agents in the rescuing party they will confide in them, saying that they are somewhat suspicious of their orders; these specify disconnecting the flight recorders and filing false flight plans with both traffic control and the CSB. This is highly irregular, and they believe something underhand is going on - possibly one of the high-ranking administrators is a double agent, so that he must be fed false data.

3. Timing

When the players arrive on Shangrila, it is three weeks since the *Snowbird* was expected to report in. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time before they find the ship; it will then take them 1-3 weeks to return and await the arrival of a ship out of the system. Normal encounters should be rolled using Book 3 on the ground and Module 11 for incoming ships.

4. After the Adventure

Once the scenario has been played through, it still provides some useful things for the referee. The CSB, the NCI and their rivalry can provide future plots and employment - apart from the obvious ones, the referee may like to consider that in the case of total success by the group, *Salash* may decide they know too much and try to remove them. There are several new ship types and a planet to use in later games.

The Explorer class ship in particular was designed to be loaned to a group of adventures by a powerful patron for a long-term commission, much in the manner of *Adventure 4, Leviathan*. □

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