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THE BEST OF SCENARIOS III

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?

Irillian  Daniel Collerton  13
Irillian 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 fulfill. 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.
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 B.A.R.S). 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. Arcey BA (Hons).

The Briefing, Professor Oliver Wayland (attached to the Department of Archaeology and Anthropology, London University), a B.A.R.S 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 impediments 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 Kricheft, 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 Gallow Farm, in fact a Deep One, 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, 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 humdrum period of forty years ago. If the book. 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, a haunting of an old country. 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 Deep 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 C.H.G. 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 role will reveal that the creature was about 5'/2 feet tall. Closer examination requiring a sample and 1/2 man day tests with microscope and chemistry skills will conclude that the creature died approximately 40 years ago. If the book is viewed then a library role is required to find:

Southwold Gazette. Dated June 5th, 1892. TRAWLER RUNS AGROUND ON FRERES BANK. Small fishing vessel stuck on sand bank. Harry Crisp heads the captain sustained a broken leg. Three ships from Southwold needed to tow her to safety. At 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 Sancy 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 Kings of Southwold, is being questioned by the Police.

2. St Mary's Church and Vicarage. Father Roland's 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 Kings, parishioner 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 since. 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 McBrian, 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 hobby. 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.
3. 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.
4. 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.

5. 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.
6. R Kreigh. Numerous entries for minor ailments. Also contained are details of Kreigh’s committal papers to the Bulchamp 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. Low’s 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.

8. 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. 

---

North

Scale: 1 square = 1km

DEEP ONES’ CAVERNS
8. Matthew Steeddon House. Matthew Steeddon 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 Low. He will tell the investigators to his uncle's work. 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 Kebbel's Shop. In the midst of boring trivial gossip Mrs Kebbe reveals that 1. Reginald Keigh (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 in the Town market. 5. Sometimes eerie lights and noises can be heard out to sea near Friers 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 purposefully 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 that Reggie is not in. 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 is an annoyance.

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 with a swelling face and shout at them. 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 Leig. He is 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. Leig 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. To get to 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 Friers 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 Low's for a weekend fishing. I remember we'd be out for a whole day and caught nothing but slime when a fisherman 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 Friers 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. They looked like fish, 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 right towards me. I turned and swam onto the bank, and then it appeared to us. Then it reared up and I ran but fell through a hole I hadn't seen. I fell about ten feet into a clanny, 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 was down after me. I couldn't do anything 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 at the end of the tunnel, a faint glow. I knocked 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 pub and what else but a chase into town 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. It was, Johnny, all scary. I ran off into the marshes...'

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 they may be delayed by 1d6 days. 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.

Once 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 Keigh 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.

<table>
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<tr>
<th>Name</th>
<th>STR CON SIZ INT POW DEX CHA SAN EDU HP AGE</th>
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</thead>
<tbody>
<tr>
<td>Caroline Ecles</td>
<td>8 9 9 14 12 8 7 60 15 10 64</td>
</tr>
<tr>
<td>Father Roland</td>
<td>10 9 14 13 9 13 11 55 13 13 38</td>
</tr>
<tr>
<td>Mr McBriar</td>
<td>12 14 12 12 14 11 10 41</td>
</tr>
<tr>
<td>PC Regum</td>
<td>14 11 9 9 11 8 5 8 15 32</td>
</tr>
<tr>
<td>Mr Farrell</td>
<td>9 10 8 11 12 10 10 48 12 9 51</td>
</tr>
<tr>
<td>Dr Winstanley</td>
<td>10 12 11 14 12 14 65 16 12 28</td>
</tr>
<tr>
<td>Mr Mattson</td>
<td>14 11 9 9 13 11 8 7 8 5 32</td>
</tr>
<tr>
<td>Mrs Kebbel</td>
<td>7 10 11 10 8 7 9 62 10 8 81</td>
</tr>
<tr>
<td>Steve Franks</td>
<td>13 11 10 5 12 9 8 75 13 12 49</td>
</tr>
<tr>
<td>Reggie Keigh</td>
<td>11 12 13 10 9 12 13 25 9 12 58</td>
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</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>STR CON SIZ INT POW DEX HP CLAW ATT</th>
</tr>
</thead>
<tbody>
<tr>
<td>John Leigh</td>
<td>16 12 14 11 8 13 30% 2d6</td>
</tr>
<tr>
<td>Deep One 1</td>
<td>11 9 12 11 11 11 35% 2d6</td>
</tr>
<tr>
<td>Deep One 2</td>
<td>15 9 12 12 9 11 25% 2d6</td>
</tr>
<tr>
<td>Deep One 3</td>
<td>10 11 13 10 9 11 30% 2d6</td>
</tr>
<tr>
<td>Deep One 4</td>
<td>18 14 18 11 10 10 30% 2d6</td>
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<tr>
<td>Deep One 5</td>
<td>20 13 18 11 9 11 25% 2d6</td>
</tr>
<tr>
<td>Deep One 6</td>
<td>15 9 14 12 7 15 40% 2d6</td>
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<td>Deep One 7</td>
<td>16 12 21 9 11 11 30% 2d6</td>
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<tr>
<td>Deep One 8</td>
<td>14 10 20 9 11 10 25% 2d6</td>
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<tr>
<td>Deep One 9</td>
<td>19 8 20 10 9 12 30% 2d6</td>
</tr>
<tr>
<td>Deep One 10</td>
<td>9 11 12 4 13 11 14 35% 2d6</td>
</tr>
</tbody>
</table>

Final Note

The investigators should be urged not to use firearms, if possible not to 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. □
Introduction for DMs only
One dark night the King’s Armory was invaded by masked assassins on a desperate raid to steal some of the Royal weaponry and make theirguildinvincible. Among the magical artifacts stolen was the Green Eagle, a device soancient that its nature has been forgotten. As part of the efforts to regain the stolen weaponry the King hired the Detective Agency of McGuffy & 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 McGuffy and Rose are also missing and their assistants, who know nothing of the assignment, are advertising for aid...

Players Introduction
That week the senior partners of the detective agency McGuffy & Rose Investigations left their office and never returned, though those who saw them buy a few houses from them 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. Skylights, the grilles covering them and parts of the surrounding roof. This will inflict 4d8 damage to the character, though it 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 landing have banisters. The landings are 10' above ground level. There is an unlocked cupboard under the stairs containing an assortment of maps, 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 hour; S14, I17, W10, C11, D16, Ch16; 8HP, AC8, G. Spells: charm person, kiss of sleeping, silver tongue, dispel charm. Equipment: 4 steel hiphair, 2 daggers, 25gp. (see Best of WD Articles I for this class). She is loyal to McGuffy 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 they may have to accompany them to the rescue mission. Velma is an unusual hour 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.


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: audibil

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. Cursed up on the central table is a large ginger cat - Tib, Velma’s familiar (3HP). If Tib gets upset it 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, killed by an underdog. Rodoc, Lvl5 assassin; S16, I16, W11, C8, D17, Ch8; 15HP, AC3, LE. Daggers +3 (poisoned), Dagger +1, Bracers AC3, Ring of Alignment Concealment. This ring makes detection of alignment concealment detection means (eg paladins, wands, etc) impossible, but will not block spell methods such as know alignment. Rodoc 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 gnollish 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 a semidiluted acid (damage 3-12) and a flask of chemicals that releases a 3’ cube of 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 -
THE EAGLE HUNT

Dagger +2, Bracers AC4. If questioned he will remember the detectives visiting the day they disappeared, and hearing a story of the Jolly Tar shortly after they left. The tavern consists of a public bar (20) which will hold 5-20 patrons at any given time, two private rooms (22 & 23) and a walled yard (24). There is a 30% chance that the tavern's patrons will include 2-3 assassins of Lv1-3 at any given time. If these assassins are detected by the party three assassins of levels 2-4 will be posted there.

Sergeant Soge is also intent on finding his own business, and 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 building consists of three buildings - the Jolly Tar, the Mermaid Chandlery and Lysander Security Storage plus their yards and outbuildings - accessible via 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, Lv4 Assassin, has some peculiar facial 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 brocaded jacket, which is treated with a lethal blade venom, is under the counter. 170gp.

The counter include 6 'dockworkers': 4 Lv1 assassins; 4, 4.5, 6HP, AC8 (dexterity); 1 Lv2 assassin; 10HP, AC7 (dexterity); 1 Lv3 assassin; 12HP, AC7 (dexterity). Prices are armed with three daggers and long bill hooks, damage 1-6.

Three 'handlers': 2 Lv1 assassins; 4, 6HP, AC8 (dexterity); 1 Lv3 assassin; 12HP, AC7 (dexterity) with daggers and poisoned needles, damage 1-3 plus save vs death.

Four bodyguards: 5, 7, 8, 6HP, with axes and daggers, hirelings of the guild for their 'protection' and other strongarm activities, and 3-18 in intelligence. 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 illusionary barrel to form an apparent whole. This illusion is unusually powerful and will withstand blows and passage through it.

In the apparent centre of the room is a table at which sit three men: Lv2 assassins; 10, 8, 7HP, AC7, leather armour, shortswords, throwing knives. Total 48gp.

They are pretending to play a strange game involving several books, some lead models and curious objects, but are actually intent on guarding the entrance to the underground complex. There is another repeating crossbowman in the door, which is treasured by the man in the south chair. On the table is a bottle of wine and three half-full 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 4gp) and fairly eager to leave. If he reaches 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 the city pays a substantial amount for the city's 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 counter, the front is furnished and the inner fitted with shelves holding a variety of ships' stores and equipment. There is a rack of harpoons in 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', Lv4 assassin, 15HP, leather armour AC5, Broadsword +1, 4 daggers, switch blade knife (poisoned, save vs death after 1-4 rounds), Salesman, 9HP, AC6, 5HP, leather armour, AC5, 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 rafters of canvas in the middle floor area. There is a large mirror on the west wall, made of one-way glass, covering an area of 11, 12, 14, 15. If an_acorn guard in 42 want to fire the mirror drops down in a recess in the wall.

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

Normally there will be one assassin (Lv1-2) in this room, disguised as a dock worker or docker, but if an attack is expected another 2-4 guards of levels 1-3 will be posted. The outer door of this room, 5', 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 spiked iron spikes, are padlocked and barred on the inside. Four decomposing bodies are buried 3' deep in the SE. At most times two guard dogs roam this yard, from 32.

32. Wooden Hut. Has a padlocked door housing to 8 war dogs, one of which will normally be 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 covered 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': Lv1 assassins, 3, 5HP, AC8 (dexterity) armed with daggers and bilbohooks, guards a door of unknown type. Two hideous, HD3-5, 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 attack intruder, or bite anyone in their 3' chain radius.

34. Stable, housing a fast animal horse, 12HP.

35. Stable, housing two cart horses, 9 and 15HP.
36. Stable, holding a light war horse, 1HP.

37. Main Warehouse. A huge echoing structure dimly lit by three skylights during the day and all in darkness 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 of the building at its position and that of the skylights and lamps means that it is always in shadow.

During the day 4-6 led labourers work in the three ‘foremen’: 1 Lvl 2 assassin, 8HP, AC7 (dexterity); 2 Lvl 1 assassins, 5HP each, all 3 armed with daggers and heavy crowbars. On the catwalk are 5 guards by day: 4 Lvl 1 assassins, 4, 2, 3, 2HP, all AC7; 1 Lvl 2 assassin, 10HP, AC6. All are armed with 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 transactions, cabinets, desks, etc. but its staff are assassins: ‘Manager’, Lvl 3 assassin 14HP, dwarf male, AC6 (leather and dagger), broadsword, crossbow, 100gp, AC7 arbour is concealed by loose clothing. ‘Clerk’, Lvl 1 assassin, 8HP (Con), AC8 (Dex), 5 daggers (all poisoned with paralysis venom). Secretary, Lvl 1 assassin, 7HP, 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 they there are five broadswords concealed around the room. Three are 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’. The room is locked by a steel plate in the door, openable only from 39.

39. Guard Room. Holds four armed fighters: Lvl 4, plate mail, shield, mace, 25HP, AC2, STr17, half orc male, 150gp. Lvl 2, chain mail, shield, broadsword, 40HP, human, Dmg1, Lvl 1, chain mail, 2-handed sword, AC3 (Dex), 7HP, 24gp, Lvl 1, studded leather, spear, shield, AC7, Ring of Regeneration, 8HP, 100gp. Both doors have a false ring which has an unusual paper in its history. If its wearer is hit on a natural 20 all hit points regenerated in the past 48 hours are immediately regained.

All fighters are NE deserters from the army. The military police have offered 120gp bounty for the Lvl 4 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 illusionary floor over a 20’ deep pit flooded 7 deep with viscous mud (except for the western wall) and an assortment of illusionary chests and bags. One of the bags is torn to show a glint of gold. On an illusionary 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 portal, etc., but offers no resistance to solid matter.

41. Real Security Room. Holds two chests of coins (5000gp each), twenty bolts of silk (70gp/bolt, weight 80lb each), four bundles of fur (40 pellets/bind, 3gp/pelt), a bale of opium, a small bag of whole saffron and three leather coin sacks padlocked to the east wall (180gp, 200sp, 400sp). A wolfhound, 12HP, sleeps behind one of the chests. As well as bitrate tasks it wears a collar with steel spikes, damage 1-3. These goods are not guild property.

42. Guard room. Holds three assassins: Lvl 1; 6, 5, 3HP, short composite bows, studded leather armour, broad swords, daggers, all AC6, on guard and four more sleeping on benches to the west. At night, 3, 3HP, leather armour, broad swords, daggers; Lvl 2; 8, 12HP, 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 wakened by the alarms 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: Lvl 4, plate armour, shield, -1 cursed Battle Axe (speaks common and claims to be vorpal, insulants 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 Lvl 1-2.

44. Locked brick structure on warehouse roof covering stairs down to catwalk and room 39. The room is generally guarded by two assassins; Lvl 1; 3, 5HP, swords, leather arbour, short composite bow, daggers, all AC7. If an attack is expected they will be reinforced by 3-6 acolyte assassins, fighting as Lvl 0 characters and armed with cudgels and daggers. The doors are generally barred on the inside.

45. Flat Strong Roof. Patrolled by four assassins: Lvl 1; 3, 5, 4HP, leather arbour, short composite bow, daggers, all AC7. This guard is double ranged and expected, and may also be reinforced by 3-6 acolytes once a definitive attack is in progress. All have whistles and flour bags.

46. Barred Skylights. Over the main warehouse.

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 rock-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 lightting 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 traps are to aid flanking attacks outside the buildings, and as escape routes.

Y: Lvl 1 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.

V: Trip wires 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 meant to perform tasks around the complex undetected.

Random encounters in the complex:

0-1: 1-3 assassin, level 0-2
0-6: 1 fighter, level 1-3
0-12: 1-10 normal rats, 1HP, bite 1HP plus donations (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 Lvl 1 assassins: East 3, AC7, West 2, AC8. 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.

52-58. 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: Rikki Güns, Lvl 4 illusionist, 14HP, CE, S11, I15, N10, D8, Ch10, AC6. He is a neutral evil illusionist and forced to use his wand (see 73) to produce permanent illusions. He is generally taken blindfolded to the desired point, given his wand, and is given a spell candle, then is taken blindfold back to his cell. He is renowned amongst the area’s illusionists for exceptional trap laying, 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.

Güns’ 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.

53 to 56 are empty. 57 is a punishment cell holding a naked man: Erik Rose, Lvl 12 detective (drained to Lvl 6), S15, I14, W11, C13, D14, Ch10; now 22HP, LN. See Best of World Articles if for Sale.

He has been tortured and is currently on 12HP, recovering extremely slowly due to the effects of his whirling spells. He can describe the Eagle of the Ages (see 73) but is unaware of its true name and powers. Both he and McGuffy were captured in spellcoat web which drained them, then disintegrated. Rose does not know McGuffy’s whereabouts but knows he was in 55, and was taken away early that day.

Cell 58 holds an assortment of clothing, weapons and armour, the property of the prisoners. All variation of spell components, magical gear etc have been removed.
59. **Torture Chamber.** Equipped with two racks, an 'operating' table, two iron maidens, a brazier of hot coals, stocks, and an assortment of chains, thumbcrews, whips etc on various shelves. Two men are chained to the E wall: Jock and Crazy Eddie, berserkers 3 and 8HP, both wearing rags. They are guild hirelings who disobeyed orders.

A young woman is fastened to the west rack: Irene, Lv12 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: Lv6 assassin 17HP, studded leather, sword, sharpened steel hook replacing left hand (-2 hit prob/damage 1-3) AC6 (Dex), 140gp. Lv4 assassin 19HP, studded leather, sword, 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 Lv0 acolytes, 1, 2, 2HP, unarmed with daggers, all AC9. No money. 2 Lv1 assassins, 4, 4HP, leather armour, broad swords, daggers, both AC6 (Dex). 1 Lv2 Cleric, 17HP, leather armour, mace, shield. AC7. 3 Lv1 spells, CE, a priest of Kali learning new torture methods for his temple, 80gp, 3 Lv1 spells.

Another two students have fainted after seeing the equipment and are lying on the floor, to be punished when they wake, Lv0 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, Lv10 detective (drained to Lv7); S16, 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 Lv1 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 Lv2 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
Assassin's 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 (200gp/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.

Classroom. An assassin: Lv5, 26HP, AC4 (armour and Dex). 120gp, +1 studded leather armour, Dagger +2 (poisoned, paralysis venom), Broadsword +1 which also casts darkness 10' radius, is lecturing sixteen students on some of the finer points of disguise: 6 Lv2 assassins 8, 10, 7, 9, 8, 6HP, leather, swords, daggers, all AC7; 4 Lv1 assassins 3, 2, 3, 6HP, 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 emptied.

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 ever 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 oze lives on the eastern pit wall, 17HP.

Alchemical Laboratory. Gleaming equipment of the most advanced designs, holding three men, all wearing protective aprons, visors and gloves: Lv4 assassin, 22HP, Bracers AC2, poisoned Sword +1 (lethal poison) 120gp; Lv2 assassin, 10HP, leather, sword, 3 daggers, strangling wire, AC5, 28gp; Lv1 assassin, 3HP, leather, 4 daggers, 8 poisoned darts (paralisis), AC6, 40gp.

These assassins are attempting to produce new potions and poisons for the guild. The Lv1 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 d6):

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

The third figure represents application method:

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 room 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.

Corridor. Ends in a false door. If any attempt is made to pull or push it opens 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.

Carpeted Room with a large mahogany desk and no other furniture. A man wearing black studded leather armour sits behind it: John Vitaxol; Lv8 assassin; S16, 117, 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. LwB. 4, 5HP, all AC8. The desk drawers are locked, two being treated with contract poison causing violent epileptic fits for 1d4 rounds, and 4 being treated with a bottle containing 120gp, stationery, a bottle of poisoned ardent spirits and two glasses, a meaty basin and vegetable snakes (AC7, HD7, 2’, 3HP, att-1 plus poison [paralysis then death after 1-6 rounds]). Under the desk is a rack of three daggers (all coated with varnish) and a bank of levers controlling various devices.

A: Concealed cupboard with four shelves holding a metal box containing 100gp, a piece of armorment of climbing gear, and a tool belt made of an odd silvery material with a series of bows and a secret chest. This chest has two thieves tool kit, and was ‘borrowed’ by one of the assassins on an exceptionally unusual expedition. Its contents are not labelled but are comprised of lockpick, a device which vibrates locks and has the same chance of opening them as an Lw12 thief, 22 charges. It must be placed in the proper slot and takes three rounds to work. It is marked with peculiar symbols which are untranslatable without magic. B: In a glass case on the 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. Each block has 1/2” of iron. Each block is 2’ square and 1/2” thick, with a 3 round fuse sticking out of one side and one flat face coated with a substance of lockpicks, mostly of standard design but some designed for unusual magnetic and electronic locks. There is also a set of standac 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 contains a number of small non-magical tools (screwdrivers, wrenches). C: The box is 100 sp, holds 16 silver ingots, each weighing 20lb and worth 16gp. Chest 3 is locked, booby trapped with 2 spikes and a lock. It holds a dismembered suit of +1 plate mail, a Mace +2, and 4 potion vials: Healing, Extra Healing, Invisibi- lity and Fireball. The lid is locked and compartment in the lid booby trapped with a similar acid spray holds a copy of the Book of Vile Darkness. Chest 4 is locked, booby trapped as 3, and empty. Chest 5 is locked, no traps, holds 5000gp. Chest 6 is locked, not trapped, holds 5000gp. Chest 7 is locked, holds 16 silver ingots, each weighing 20lb and worth 16gp. Chest 8 is locked, booby trapped with 2 spikes and a lock. Chest 9 is locked, holds 5000gp. Chest 10 has 10 vials of potions or poison. The potions are: 2 vials Animal Control, 1vial Red Dra- gon Control, 1 dose; 3 vials Delusion, 2 doses; 1 vial Healing, 1 dose, poisoned save vs death; 4 vials Heroism, 1 dose; 2 vials Invisibility, 1 dose; 2 vials Polymorph Self, 1 dose; 1 vial Phase potion (as in 69, also effective) 1 dose. The remaining 23 vials are assorted poisons, as those in 69. The two books are a Manual of Gollems, with instructions to build a clay golem. The wand is Riki Gunz’s Wand of Illusion, and as well as this type of wand’s normal func- tion can cast permanent illusions of unusual persistence (see 27, 40) at a cost of 10 charges. It can be recharged in a 5’ radius. It cannot be regenerated, though the normal wand power can be recharged. The wand holds 37 charges. Chest 5 is locked, booby trapped and contains a small assortment of poisons 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 rare thread sewn through it and at the other with a crystal disc layered 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 shahlow depressions, each 1”X” and 1/2” deep. This part is also padded in velvet. Box 3 holds a jade statue of an eagle with jewelled eyes, a gold and gemmed 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 per- son. It is said to be a magical time ‘machine’, whose true name is the Eagle of the Ages, and has spent the last five hundred years in the Keep. If the three parts are screwed together they will im- mediately function, transporting any living organisms and associated matter (armor, etc) with it. Circuitry indicates that the journey to be made is set by 3 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 symbols on the crystal disc. The control blocks are: 1: Coarse control, centuries - 0-100 centuries in steps of 1 century. 2: Fine control, years - 0-100 years of 1 year. 3: Micro control, days - 0-400 days in steps of 4 days. 4: Past/Future/Omphalos setting - 0-180°. 5: Reality lock off/on. Controls 1-4 are self explanatory. Control 5 is slid backwards and forwards to control time. Control 6 prevents the machine from transporting its ‘passengers’ to another plane, dimension, or universe. Scarlet symbols on the crystal disc, in the control’s settings were 1205 years, 40 days, past, no spatial movement, reality lock off. Once this first time the jumble lock until the next jump, 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 settings that work in conjunction are control 4 and ‘on’ for control 6. For every time jump is made with reality lock off there is a 1 chance that the machine will either jump somewhere else, or be taken to another plane or otherwise leave the familiar universe, as in the following examples:

0: Elemental Plane of Fire
1: Elemental Plane of Air
2: Elemental Plane of Water
3: Elemental Plane of Earth
4: Elemental Plane of Undying
5: Elemental Plane of Chaos

The control blocks have been widely scat- tered through time and space, and each will function if found. If found and used the setting related to the control used will be shown on the disc before a jump. The spells that work on the machine make it invulnerable to anything short of disintegration, and will prevent it or those ‘carried’ materialising inside solid objects. The machine can carry more than one person (or water). It will temporarily stop working if dis- mantled within an hour of arrival, after which time the items left will decay. The destination time set is 300 years before the city was founded, an era of superstition and tribemen 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 altera- tion in the past results in a present equivalent effect. It cannot repair itself extremely rapidly. If someone is killed at the ‘wrong’ time they may be restored by an intervention from another dimension to undo the event, etc. The machine can travel anywhere in the universe, if the machine is not being used for transport. If a person is driven mad by the use of the controls (or water). They will temporarily stop working if dis- mantled within an hour of arrival, after which time the items left will decay. The destination time set is 300 years before the city was founded, an era of superstition and tribemen 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 altera- tion in the past results in a present equivalent effect. It cannot repair itself extremely rapidly. If someone is killed at the ‘wrong’ time they may be restored by an intervention from another dimension to undo the event, etc. The machine can travel anywhere in the universe, if the machine is not being used for transport. If a person is driven mad by the use of the controls (or water). They will temporarily stop working if dis- mantled within an hour of arrival, after which time the items left will decay. The destination time set is 300 years before the city was founded, an era of superstition and tribemen 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 altera- tion in the past results in a present equivalent effect. It cannot repair itself extremely rapidly. If someone is killed at the ‘wrong’ time they may be restored by an intervention from another dimension to undo the event, etc. The machine can travel anywhere in the universe, if the machine is not being used for transport. If a person is driven mad by the use of the controls (or water). They will temporarily stop working if dis-
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 Irianian Prophecy

Nomenclature
The following nomenclature will be used throughout the series.

**Characters**
- SX = Sex: F = Female, M = Male.
- AL = Alignment: LG = Lawful Good, LN = Lawful Neutral, N = Neutral, LE = Lawful Evil, NE = Neutral Evil, LE = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful Evil, EV = Lawful 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- 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.
- JR = Jedi rank.
- BL = Bloodline (in gp). Everyone in Irianian can be bribed; if not personally then by a donation to a 'good cause'.
- RL = Role, DM = Dungeon Master.

Buildings
- ST = Strength + a or b gives to hit and damage (b) bonus.
- IN = Intelligence.
- WE = Wisdom.
- HD = Hit Die.

The Ambush
In the early morning of 504 - Caelf - Storm-Eirdaeg, the party becomes 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 dwarves 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 Gnarsulz and the Daughga; well known blood enemies. It is unheard of them to act together in this way.
- The surviving orcs are:
  - Gnarsulz Leader: AC4, Move 9"; HD2, 1 attack at 1d10 (halberd), HP10, Witch Doctor: AC7, Move 12", HD2, 1 attack at 1d8+1 (mace), HP8. Spells: cure light wounds x1, chant (used); push, shield, scare. 8 Orcs: AC6, Move 9", HD1, 1 attack at 1d8 (short sword), HP8, 2x7, 3x4, 2x3.
  - Daughga Leader: AC4, Move 9"; HD1, 1 attack at 1d8 (long sword), HP9. 8 Orcs: AC8, Move 9", HD1, 1 attack at 1d8 (long sword), HP6, 2x5, 3x4, 2x3.
  - 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.

Part 1 of a six part series detailing an AD&D town - Irianian. 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. Irianian 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.
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 wagons, each pulled by 8-10 draft horses. [M] M, AC 12, HD 3, HP 6x13. For each horse killed, speed drops by one eighth from its normal 1 hex/hour on poor roads, 2 hex/hour on good roads, up to 8 hours/day can be spent travelling. Night travel is one fifth normal speed. Before the slay the carts may be linked to form a stockade. Usually, 14 of the escorting dwarves ride on the carts with the others walking along. After the battle, half of the horses will be dead.

The carts contain two years' production of the Khazad mines and trading ventures:

- 34 platinum ingots, 1000gp each, 50 gold, ingots, 100gp each, 70 silver ingots, 10 silver each, 1000 copper ingots, 1 gp each. (Each ingot weighs 20lbs.)
- 3 wrought gold plates at 1400gp, 1000gp, 500gp.
- 2 wrought platinum bowls at 250gp, 150gp.
- 3 gem-set silver goblets at 300gp each.
- 12 pieces of lapal satul at 10gp each.
- 2 pieces of onyx at 50gp each.
- 3 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 80,700gp, distributed equally amongst the carts with the most valuable - platinum, gold, jewellery and gems - located inside iron-bound chests to which Thorfin has the key. Each cart also contains food for 6 dwarves 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 dwarves, they will be thanked by the chief survivor and asked to act as guards until the caravan reaches Irillian for a (negotiable) percentage of the value of the goods in the caravan which reach the Gils Faeor in Irillian. 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 exact 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 ornaments 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 fix it.
2. Cart loses a wheel. 1d6 turns to repair it.
3. Horse goes lame. Move at half speed until replaced.

Two rounds after the attack begins, a group of daoinie 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.

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

Inside the cloud are 3 sons of kyuss (FF) AC10, Move 9*, HD4, 1 attack at 1d8. Special Attacks: Worms, freshmen. Special Defenses: Fear, Regeneration, HP21, 18, 16, each accompanied by 3 zombies. [MM] AC8, Move 6*, HD2, 1 attack at 1d8. Becal. 16% of his hits will attack the caravan until destroyed. Any who are turned will return when the duration of the turn is discovered in nearby adventurers. Visibility inside the cloud is 10ft.

When the cloud is 150ft from the caravan, the gates of the Graefgaard 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 it, black armour emblazoned with a skull.

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

The Irilian caravans are other worldly. The walls are of 10ft thick logs and have a walkway. The Inn and the Store are stone-built, single-storied, single-roomed buildings. The 20ft high lookout has no screens; the raw stonework has streams running through it. The Inn provides a basic meal and an area of roof for the night for 1sp. Caravans may be tethered in the yard for 1gp/cart night. The post is run by a hired guard.

In Irilian, Kiris and Sili will attempt to keep the peace, but not at the cost of their own skins. When threatened, the caravans on the caravan, they will insist that it stays only one night.

Also in the Trading Post is a small mare trader, a rough adventurer, and a group disguised brigands who will attack the caravan at 2 Days. There are 14 Level 10 fighters [RA H, S, M, AL, CL, F, LV5, LG, HP14], one leader RA H, SF, AL, CE, CL, F, LV3,HP17,AC4,AC33,ST16 (+0/+1), IN10, W9, DE13, CH14, MI +1 LS 10 Longsword (No special abilities) Irilian.

Kiris and Sili warn that the bridge over the Ili on the East Road is down. The only other crossing is the small bridge west of town.

Ferry. The ferry keeper lives in a small hut on the north bank. Name Salig, RA F, SF, AL, CL, LV5, LG, HP14, AC8, W9, BL10, ST16 (+0/+1) IN14, W10, DE15, CO16, CH18, MI, LS Longsword. He has a tame cave bear, a 3rd level hunter, and AC12, HD6-2, 2 attacks at 1d8, 1 attack at 1d12, Special Attacks: Hug for 2d8, HD40.

The ferry is a small barge and will carry up to 8 horses or 1 cart. A hearse 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. Salig will charge 1gp for each crossing, which will take 1 turn.

Another ferry is located on its first crossing, the ferry is attacked by 8 sahuagin [MM] AC5, Move 12’/24’, HD2+2, 1 attack at 1d16 (trident), HP4x12, 3x11,10. Simultaneously, 2 others [MM] AC9, Move 12’/24’, HD1+1, 1 attack at 1d18 (longsword), HP2x9, 7x8, 10x7, who will vanish without explanation when all of the Sahuagin are dead.

Irilian. The caravans arrive at dusk. (Regardless of how far it had to travel on the final day, some mishap will have delayed it.) The Gales of 20 miles and 15 handlers, and simultaneously, the wind will rise to a gale, the thunder and lightning reaching a new peak.

The Irilian towns are of 1000 souls, and the Irilian countryside is of 5000 souls. The Irilian farmers are of 1000, and the Irilian artisans are of 500. The Irilian rich are of 100. The Irilian poor are of 50. The Irilian workers are of 25. The Irilian slaves are of 10. The Irilian nobility are of 5. The Irilian clergy are of 2. The Irilian military are of 1.

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The Ure are marked by Temple gongs which sound one beat for the half ure and the rele- vant number of beats for the ure. The Ure of Middeagh, Daugan, Middagh and Dozk are further marked by a snatch of Sacred Text sung out from the Temple Gong Tower by one of the clerics.

The Iriian Calendar. The Iriian year comprises four Fesons, each of eight Wikas of ten Daeg. The Wikas are Storm, Riviere, Waeter, Lac, Hael, Mont, Vale and Pas; the Fesons are Caelf, Heathfo, Cu and Boile; and the Daeg: Regnaoad, Summer, Eirdag, Eardag, Monada, Waeterdaeg, Fyrdaeg, Seor- radaeg, Froestdaeg, and Cludaeg. Between the Fesons are the festivals of Deoroad, Leothdai, Samedeo, and Sameleoth plus many other yearly festivals; the most impor- tant of which are Caelfadeg, Heathfoadeg, Cludaeg, Boiledaeg and Domdaeg. When giving a date, the year is given first (Year Zero is the date of Iriian's foundation as a city) followed by the Festival, the Wika and the Daeg. The present year is 504 thus, for example, the date of the second great market is 504 - Buc - Eirdag. Numerically, this would be 504 - 4 - 1 - 3. To convert to AD&D game time, for hiring and aging pur- poses, take 1 Daeg = 1 day, 3 Wikas = 1 month, 1 Iriian year = 1 year.

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 season be fruitful.

F2. Fondation. This commemorates Iriian's foundation. The members of the Counsell and the guards are borne through the streets in pairs; in parades. The Tikiarum, the great chariot and prince, is led to the two of the two great yearly markets, the Fondation Mark, is held on this day.

F3. Heathfoadeg. As Caelfadeg except the calves are replaced with heifers.

F4. Daeg Aef Victorie. The Iriians remem- ber those who fell in the battle of the Iriian Dammer Battle. All day long, the Iriian 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 Iriians lose their custom- ary reserve and vie with each other to play the most outrageous pranks. Normal rules of behaviour are suspended (although the Law is not) and the Counsell Aef Misriule, a group of drunkards and rakes, rules for the daeg. passing the actual cleanup below that they can dream up. One famous example was when the Counsell decreed that the male and females in Iriian would have to exchange clothes - from that time dates the general similarity in male and female attire in Iriian.

F6. Cludaeg. As Caelfadeg, except ten cows are slaughtered to try and sway the Gods.

F7. Relief Aef Iriian. During the days, in remembrance of the siege of Iriian by human- oid tribes in the years 773, the Iriians eat the food to which they had been reduced by the time the siege ended: wood bread, rat stew, grass pies and other delicacies. At Dozk, the Temple gongs ring out to mark the relief of Iriian and the populace then eat and drink themselves insensate on more palatable fare.

F8. Boiledaeg. Apart from bulls rather than calves being the sacrificial animals, this cele- bration bears a remarkable resemblance to Caelfadeg.

F9. Domdaeg. The day on which Iriians lock their minds and hearts when the skies shall split, the ground shall be con- sumed in flame, the waters of the world shall be turned into blood and a new and greater Iriian shall rise to the rightful place of the Queen of the cities of the world. Most of the day is spent either at the Domdaeg Mart, or watching the fire on the hill left for the Murnuc Geard which depicts the above in all its grue- some details.

F10. Groemfamele. With great weeping and wailings and gnashings of teeth, the citizens remember when the Gods turned on Fair Iri- ian and the gem beds failed. No Iriian will speak between Domdaeg and Dozk nor allow food to pass his or her lips from midday to midnight.

F11. Daufhredaeg. The Festival of the Dead. The Iriians dress in their best red clothes, red being the colour of death, and attend numer- ous temple services, donating gifts to the spirits of the dead to prevent them returning and plaguing the living. As a finale, the entire population processes to the Graeffeard, where offerings some of the graves and ser- vices sung for the dead.

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

Market. Great Market Day, and Halfdays. These are market days in the Mark Geard, fully detailed in a later episode. Halfdays are normal days until midday, when they be- come the same as holidays.

Seson Festivals. Samedeo - celebrating that the night is the same length as the day. Leothdai - celebrates that the day is the greatest length. Sameleoth - celebrating that the day is the same length as night. Deoroad - celebrating that the night has its greatest length.

Each of these is celebrated by fasting until midday when the Primat of the Temple de- clares the festivities have started. If the congre- gation, seated in the Mark Geard, then broaches casks and wineskins brought for the celebrations, the drinking continues un-til stupor to, hopefully, become receptive to the Gods' commands - should they give any. They have not as yet, but the priests do not let a little thing like that stop them.

Weather. The Iriian climate is temperate with a four-season pattern. The first two of Iriian are Boile and the first two of Caelf, and mild, wet summers, last three Wikas and first three Wikas of Heathfo and Cu respectively. To determine the actual weather use the chart provided.

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<th>Seson</th>
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IRILIAN

D> undead. His clerics hate all undead and will seek out and destroy them wherever possible. Erifir, God of Battle. His clerics delight in battle and are always the first to enter and the last to leave it. They display reckless courage and constantly seek their ultimate goal - a glorious death fighting against overwhelming odds: consequently, they rarely reach high levels.

The Goddess of Fertility. Felthu is very popular, mostly because of the orgiastic rites which accompany her services. Her clerics practice a sacred prostitution, offering their bodies for Felthu's greater glory, and are regarded as not quite respectable by other clerics in Irillian. Felthu's clerics have a particular disguise for Lagu because of this.

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 schuchile. Anyone harming one will end up at an impromptu execution - his own.

Lagu. God of Law. Lagu's followers believe in the Law above all 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 Irillian consider worshippers of Lagu to be narrow-minded bigots.

Laidhanus. The Supreme Deity, Goddess of the Family. Clerics of Laidhanus are what clerics in other lands consider to be pious, upholding the family honor, and devoting themselves to the service of their families. Her clerics are often seen as pious, upholding the family honor, and devoting themselves to the service of their families. Her clerics are often seen as pious, upholding the family honor, and devoting themselves to the service of their families.

Non-Irillian 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; clerics tend to leave them alone; hoping that their piou behaviour will cause these unfortunate to realise their error. Infidels are those who aggressively proclaim their erroneous beliefs and try to tempt Irillians 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 Council with a charge of blasphemy! The major religious institutions in Irillian are the Mohisterion, the Temple and the Grazefarde and Chaunt. These will be described in future episodes.

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<th>Name</th>
<th>Area of Control</th>
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<td>Laidhanus</td>
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Glossary

Abbieb - Abbey
Abbieb - Abbey
Blac - Black
Blackfire - Black Fire
Blacq - Black Pace
Blacq - Black Pace
Blackrots - Black Lotus
Blau - Blue
Blauroich - Blue Orchid
Blood Merchant - Blood Merchants
Bole - Bull (aason)
Boledeag - (Aason festival)
Brow - Copper Piece
Brothers Aef - Brothers of the
Monasterion - Monastery
Brom - Brown
Brunropog - Brown Poppies
Caelf - Calf (aason)
Caelfdag - Calf Day (aason festival)
Cahcebo - Goddess of the Seasons
Charthy - Charity
Chantrman - Chantry Priest
Chanter - Passage
Clerk - Keeper of the Counsellor's
records
Clodek - Close
Cludea - Day of the Wika
Colman - Keeper of the Mint
Commander Aef - Commander of the
Hors Cavalry
Commander Aef - Commander of the
Man Infantry
Constable - Constable
Coro - Coroner
Cort Civis - Civil Court
Cort Crimini - Criminal Court
Counsell - Counsell
Counsell Huse - Counsell House
Counsell Aef - Counsell of Misrule
Mistule - (See Folsdeag)
Cown - Cow (aason)
Cudeag - Cowday (aason festival)
Dag - Day
Dag Eefforie - Day of Victory (Festival)
Dagure - Hours of the Day
Daugawean - Day Watch
Daugaw - Day
Dagthe - Day
Dathur - Death, Dead
Dauther - Death Way
Dauther - Dead Man (God of Death)
Damer Battyle - Battle of the Dammed
Deorc - Dearth
Deorcog - Deorcog (Festival)
Diresag - Devil of the Devil
Domdsag - Dooms Day (Festival)
Dusk - Dusk
Dearthday - Day of the Wika
Dira - Day of the Wika
Es - God of Battle
Fame - Goddess of the Elements
Felthu - Goddess of Fertility
Foldevog - Foldevog (Festival)
Fondetion - Fondation (Festival)

Forgiefanas - Goddess of Mercy and Healing
Frostdag - Day of the Wika
Fyrday - Day of the Wika
Gaeta - Gaeta
Geertam - Gentleman
Garde Cort - Guard Court
Geals - Gallow
Gealgamg - Gallowgang
Gild - Guild
Gild Aef - Guild of Adventurers
Gilf Foster - Guild Factor
Gilf Maestra - Guild Master
Gild Marchant - Merchant Guild
Gild Meanaric - Guild Mark
Graefhare - Graefhare
Gran Mareschal - Great Marshal
Griffon - Griffin
Gril - Hill (aAik)
Ham - Small settlement
Heafof Aef Hor - Orc's Head Inn
Heafof Cyning - Heads King
Heafof Hafler - Heads (aason)
Heafof Jefferday - (Aason festival)
Hielhenmann - Laughing Man
Irl - River Irl
Jrnan - Small man
Juel - Jewel
Juelmaring - Official in charge
taxation
Keye - Quay
Lac - Lake (aAik)
Laden - Leader
Laen - Loose
Lagu - God of Law
Laidhanus - Goddess of the Family
Landogst - Official assisting
the Coronie
Leoth - Light
Leothday - Leothday (Festival)
Leardman - Leardman
Lef - Left
Rafraal - Mareschal
Mark - Market
Markman - Official in charge
of the Market
Markgead - Market Place
Megnag - Main Gate
Midag - Noon
Middnearvn - Midnight
Mona - Moon
Monadag - Day of the Wika
Monatjester - Monastery
Mont - Mountain (aAik)
Neath - Hours of the Night
Orcidan - Orc Riders
Orr - (Division of the Garde)
Pas - Pass
Passe - Pass (aWika)
Ponimie - 0.1 Copper Piece
Primatime - Primatime
Profost-Maresch - Provost Marshal
Purpe - Purple
Purpletoits - Purple Lotus
Raud - Road
Ragendor - Ragendor
Relief Aef Irilain - Relief of Irillian (Festival)
Ridan - Small unit of cavalry
Riht - Right
River - River
Riverewacor - River Watch Tower
Rudah - Rad
Rudaphpog - Red Poppy
Sammene - Same Dark (Festival)
Sammelech - Same Light (Festival)
Sargents Aef Arms - Sargents At Arms
Seneschal - Military Commander
Seorra - Seorra
Seorradeag - Day of the Wika
Seson - Season
Scirgrage - Scirgrage
Slavafeedren - Slaves' Freedom
(Secret Society)
Shash - Shash
Sil - River Sil
Smug - Smug
Storm - Storm
Stormor - Stormor
Stormrin - Stormorins
Stormwealcan - Stormwalkers
Sundi - God Syndic
Sundina - (Division of the Garde)
Sunneleag - Day of the Wika
Tellar - Gold Piece
Telem - Temple
Temple Cort - Temple Court
Temple Hus - Temple Hus
Thi Seorra - Three Stars Inn
Torp - Torp
Torp - Torp
Triabias - T Mirabias
Triabias - T Mirabias
Tysploof - Official assisting
the Sheriff
Ure - Hour
Urgid - Urgid for non-humans
Vale - Valley (aAik)
Venger - God of Punishment
Waeccan - Waeccan
Water - Water
Watererder - Watererder
Waterger - Waterger
Waltman - Official in charge
of Waelian's walls
Wardgil - Social Guild limited to
whom they own land
Weard - Winding Path
Way - Way
Wike - Wike
Wudufor - Wood Flower (Drug)
This episode details the north-west quarter of the town and the major encounters within this area of the linked scenario which introduces players to Irlian. Descriptions not fully covered here will be dealt with in later episodes. The scenario continues at Dagung with the party sheltering in the Graefgeard waiting for the Gealgegaet to open.

The Entry to Irlian.

The Gealgegaet opens at Dagung. The caravan will then be able to join the queue of farmers bringing produce into Irlian, hopefully avoiding the streams of porters carrying night-soil out to the fields.

The gate guards will collect a toll plus an extra 10gp 'consideration' for themselves; failure to pay will brand the party as possible trouble-makers. The consideration allows travellers to pass without further taxation. As the caravan passes through the gate, it will be pestered by a group of urchins, the Rubis Weg Gang, the Staat Gang which control the lucrative guide-work in Irlian. The leader will initially offer a guide to the party for 10gp/daeg but may be bargained down to 3cp/daeg.

The senior surviving dwarf will suggest that most of the party goes to the Abbeie with him to deliver the scroll to Teral Guthdohtor while the rest of the caravan and some representatives of the party take the merchandise to the Gild Faector. The two groups would rendezvous at the Abbeie which would also allow the wounded to be cared for by the Sisters.

The Gild Faector. 17 Mark Geard (D4), ST 2, NI 3, CN AV. The representative of the powerful Gilds-Marchant in Irlian is Tirov Polarian. His stats are: RA 1½E, SX M, AL N, CL F, LV 9, HP 43, AC 1, AG 154, WE 10984, BL 1000, ST 17, IN 16, WI 14, DE 16, CO 14.

CH 16, MI +2 Chainmail, +2 Broadsword (NSA), WN Sword. Slim and sardonic, Tirov is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirov may be persuaded to finance an expedition to recover lost treasure or a similar venture. If possible, Tirov will use his wealth and influence for profit but will, if necessary, use his sword – or rather hire someone else’s.

The ground floor is warehousing; the living quarters are on the first floor and are magnificently appointed. Tirov uses them for lavish entertainments to which the more important of Irlian’s citizens and visiting merchants are invited. The social status involved in having been invited to Tirov is considerable. His parties are usually held on the evening of the first Market daeg in each season with particularly splendid affairs on the eves of the Great Marks.

Tirov will pay the dwarves the full value of their merchandise with a letter of credit drawn on Dirim, the money-lender/banker. The party make their percentage in the same way or in gems or gold.

At the Abbeie.

When the group arrives they will be stopped at the gate by a white-robed Sister who will enquire their business. If satisfied, she will show them to a small, bare parlour where, after a short wait, Teral Guthdohtor will arrive. She will accept the scroll tube, crack the seal, and extract a roll of white cloth. She will study it for a while then reverse it so that those present may read it. On it, embroidered in silver thread, are two words: Deco Rys - Dark Rises. In a quiet voice, almost to herself, she will chant an old Irlian prophecy song.

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.

Abruptly she will stand, ask those present to remain while she prays, give orders that they are to be looked after and leave the room.
When the remainder of the party arrives, they will find Teral in a room. Teral 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 that Teral will wait for them. If the dwarves will bow and leave. She will then turn to the party and explain.

There is some great evil rising although without being associated with the Known Evil. I cannot say. I have prayed to Forgefanus but Her wisdom is hidden. I only know that the means to lay this abomination to rest is within the heart of the dark. I urge you in this search – remember that the Dark has already touched you and is seeking you still. I cannot leave the Abbit to be my loss and sense in the town. You are not known in Irilin and so shall be able to move about with less being noticed. If it were known that I was 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 future will be greatly increased.

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.

TeralGudhothofer Aef Abbebie

7 Luf Met Weg. Timis' house (ST 2N 1N 4N 2S 1N 8S) 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 Griffon Inn (16 Mark Gear [DS]).

The Griffon. If Timis is asked for, a bartender or bouncer will point to an apparently empty table. Closer inspection will reveal a foot protuberance protruding from the table – this is Timis; presently very drunk. (See under shops for further details of Timis.) If shaken sufficiently and demanded to answer questions, Timis 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 adamantine about 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 time.

The half-orc is Gnaka, the leader of a group of caravan guards (GA 100, SX F, AL CE, CL F, LV 5, HP 28, AC 5, AG 47, WE 1000, BL 150, ST 12, ME 12, IN 7, MI 8, BI 0, MN, NL, IN, GM). Drinking with her are 8 of her band. (RA H, SX M, AL CE, CL F, LV 12, HP 120, AC 12, AG 12, IN 7, MI 7, NL, IN, IN, GM). All are spying for a fight.

When Timis comes round, he will attempt to claw under a table and metamorphose into a great, furry, humanoid raccoon. This should be noticed by one of the party. The bouncers will attempt to prevent any such escape. A round of unflavoured ale racas develops. Gnaka and Serial from the Abbebie will innocuously arrive. Should the half-orc be killed, she 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, Gnaka will have identified the disturbance.

If the party eventually take Timis home, he will thank them and, when he has heard their plans, he will grant them his fee. If this fee, 1000gp in this case, and disappear into his library to sober up and consult his sources of information. At some time 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 town at a safe distance.

The Dark is an entity. It is thought by some to be the expression of the collective evil of chaos that exists and is formidable and cannot affect the world, only express itself through corporate beings. The more evil there is, the more the Dark can warp it further towards evil.

Normally the Dark has no real structure, being merely a motivation for evil without providing guidance. Those who seek to use this evil to express itself. However, when the Dark rises, it gains a malicious intelligence and will actively work for the benefit of the Dark.

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

Toth-Agoth. 21 Mark Gear (D4). TothAgoth (for more details) will.

The party are asked to make a survey of the heavens for his standard fee: 100gp. At the Urde of Mirenhed, he will lead the party west until the West, he will stiffen, moan and then slump on the floor; blood trickling from her hands, eyes and mouth – quite dead. Anyone trying to learn the reason why she has verse Death Magic or be struck unconscious for 1d20 turns.

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

If Toth-Agoth is raised, resurrected or a spell with death is used, any of which TeralGudhothofer will perform, she will be able to tell the party the following:

As soon as she is raised, she felt herself drawn into the embrace of a mind which considered her before allowing her to pass into its thoughts. She learned that the path which the party has to follow is fairly obvious: DMS who wish to may give out less information. DMs or parties that have to do more of the thinking.

DMs may also wish to complicate matters by, for instance, giving Gliss, the Baron from the Griffin Inn, some information to ease the DMs who wish to may give out less information. DMS should ensure that the party does not become involved with any of them.

Background Information

The Walls and Towers of Irilin. Irilian's walls are a crumbling earth rampart (15 DPV) rising ten feet from a sluggishly flowing, rubbished filled moat and topped by a ten foot high, more modern palisade (3 DPV). The rampart is spaced along the wall are only slightly less decrepit gates and towers. Towers are built of either wood or cut stones and are thought to be relatively easy 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 polemarch and walls and battlements and equipped with ballistae, large piles of stones and two cauldrons which can be filled and poured out of from towers 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 polemarch and walls and battlements and equipped with ballistae, large piles of stones and two cauldrons which can be filled and poured out of from towers 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 polemarch and walls and battlements and equipped with ballistae, large piles of stones and two cauldrons which can be filled and poured out of from towers 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 polemarch and walls and battlements and equipped with ballistae, large piles of stones and two cauldrons which can be filled and poured out of from towers 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 polemarch and walls and battlements and equipped with ballistae, large piles of stones and two cauldrons which can be filled and poured out of from towers 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.

Poster, 3DPV, 1 Ballast, 20x20x30F, 2 stores and cellar, occupied by 3rd, 4th and 5th Ridan of the Orcrid, Horses kept in the other two large stable change. No poster, 3DPV, 1 Ballast, 20x20x30F, 2 stores and cellar, occupied by 2nd and 3rd Iman of the Lhiethman, 40x40x30F, 2 Poster, 3DPV each, Portculises, 9 DPV, 2 Ballast on each tower, Towers 20x20x35F, Gate 10x20F, Towers 2 stores, occupied by 1st Ridan of the Orcrid, Hors, 1st Ridan of the Orcrid, Right Tower, 2nd Ridan of the Orcrid, Left Tower.

Note for the DM

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

DMs may also wish to complicate matters by, for instance, giving Gliss, the Baron from the Griffin Inn, some information to ease the situation. DMs should ensure that the party does not become involved with any of them.

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The Irian Garde. The Garde will be fully detailed in a further installment. For the moment, the basic units are the Ridan and the Iman. A Ridan is the unit of cavalry. It is made up of 9th level men-at-arms and a 1st level in Laeden. Each has scale mail and shield, uses lance, longsword or dagger in battle, quarterstaff when dealing with civil disturbances or in any other emergency. It consists of a leader, the Iman, and 8 others. The Iman is RA H, SX M, AL Any; tending towards LN, CL F, LV Laeden 1, Men 0, HP Laeden 6 + 1d4, ML Faerua 1d4, LG, AG 20d6, BL 610, ST, IN, WI, DE, CO, CH, All 8 + 1d4, MI None, NL, Wane, sword or quarterstaff. The Iman is the supreme 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. DMs may wish to depict the Iman and their warband depicted with other and frequently have to be disciplined for brawling.

Patrols. From Dagun to Doks, the Daegwaean can keep the peace in Irilian's streets. They are independent contractors, enforcing the law, questioning suspicious characters, accepting bribes and shaking down anyone who offends them. Between Doks and...
Dagung, the Neahlwaececan takes over. It consists of three Irnan and one mounted Ridian.

Staat Gangs. Each area of Irlian has its street gang, usually named after the major thoroughfare of that area. There are 10 gangs, each with 10+1010 members, RA H, SX M, F, AL Any; tending towards CN, CL F, LV O, HP 1st, D. In 10+1010, ST N, DL DE, CO, CH. All 4’s = 1d6, MI None, WN Club, and a racket which provides a small income. For example, the Rubis Weg Gang provides street guides and the Chrisorphad Rad Gang monopolizes the linkboy trade. Rivalry between the gangs is intense and pitched battles common, 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 Irlian’s criminal activities, the gangs are controlled by Pelas Iriswunu and Pelos Irisdotohor who set each area’s influence and allocate rackets.

The Town. The streets of Irlian 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 the houses and the flamebeams irregularly situated at street corners. The road is usually a good six inches deep in mud, animal dropping 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 sachefts of herbs that many Irlians carry about with them to try to drown out the stench.

There are no distinct quarters in Irlian but the Council members and similar dignitaries live around the Mark Guard and the area to the north of Chrisorphad and Berulos 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 southeast. 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 Ride. Thus the address of the greengrocer on Chrisorphad (a322) is 5 Luft Chrisorphad (D3). Buildings on the Mark Guard are numbered clockwise from the Temple which is number 1. The same numbering is used in the Munuc Guard with the Mark Guard. 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 Grifo Inn, for example, is I11616 Mark Guard (D6).

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 Forgiefanana.

The Sisters. The Sisters will all only have healing type spells commensurate with their level. All of the Sisters will have the surname Aes Abbeie. The Abbeie is the Abbeie. The Order of Forgiefanana is a pacificist order dedicated to acts of charity. The Sisters are experts in herb lore and possess 90% of the herbs listed in the DG, 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 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 10% 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 Abbeieness that the cause of good would be so served, will be provided with a potion free. The Abbeienes 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: Almshouses; at Daging and DOSK, food is distributed to Irlian’s poor. Infirmary; 30 beds are available. Characters may receive treatment for illness or injury at a cost of 10gp/dag 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/dag 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 1% chance/dag 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 day 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 or Irilian, mathematics, theology and Common. Characters wishing to learn to read and write may do so in 4+1d6 weeks at 100gp/wk.

Most of the Sisters' time is spent inside the Abbey, reading; some on the walls 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.

In Irilian also does the Abbey have a pack of 13 Blink Dogs. [MM] Blink Dog, AC 5, HD 4, 4 Move: 12", No of Attacks: 1, Damage: 1d6, Special Abilities: 1/4th 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 sav- age. Damage done then, counts towards sub-dra- matic rather than the death.

The Abbeie is also home for a retired High Priestess of Forgeftians, Terel Guthdohtor. RAH 5SX, ALL LG LV 16, HP 63, AC 2, ART 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 Command in the DC 5 Potions of Healing, 2 Scrolls of Protection versus Undead, Demons, Devils and Possession, Scrolls of critical success/failure, +1 Plate Mail, 2 Magic items (e.g. +1 Bow and +1 Shield), 2+10, 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, Terel 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 Terel Guthdohtor. Terel will aid good parties as a sense of what 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 Esrit, 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, +3 Tribe of Protection, +1 Longsword He 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 6, Move: 15", No of Attacks: 3, Damage: 1d8+1d8+1d3, HP 23.

Serial has a pet Pseudo-Dragon, Turina (MM).


Serial and Ankos are fanatical in their pur- suit of evil and chaos, destroying it wherever it appears. There is a 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; 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 Brothers Aef Monastery on a quest to wipe out an area of Chaos or two.

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

Inns: Brawn Chance. The percentage given is the chance per three turns of a brawn breaking out. The brawn will involve 1d10 customers, the bouncers and any NPC or player character which the CM wishes. There is a basic 5% that a character will be the cause of a brawn. 80% of brawns will be with fists only, the others will be with fought with daggers, shortwords and clubs. Those involved in a brawn will be either (01-25%) slightly, (26-50%) moderately or (51-00%) 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 get the price of goods in a public establishment. For ex- ample, an inn with a CM of 0.8 would sell a serv- ing of good wine for (2sp x 0.8) = 1.6sp = 16cp.

NC: The four combinations of dice given denote the chance the rare item is to occur of 10 Daugee = 3 Neathure / 3 Neathure = 7 Neathure / 7 Neathure = Middenath.
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Grifoun is given over to seating. The atmosphere is usually noisy, the air full of the sound of off-key singing as the clientele attempts to follow the action on stage with its own songs. Used for outdoor music, 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 goodwill, fellowship and outright brawls are rare. Even so, it is possible to arrange things so that brawlers have to be left at the door. Characters may attempt to smuggle other armaments in but anything larger than a dagger 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 Iril is just over 98 years old, the oldest dates back to the second century of Irilian’s existence. When originally built, Irilian houses were of a lavishness uncommon elsewhere, but the passage of time has caused them to decay to their present ramshackle state; in any case, 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 houses 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.

Living in 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 wicker paper. 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 made 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. Grandparents are immune to being locked. Roofs are usually of tile, although the poorest hovels have only thatch, and overhang the street to a greater or lesser extent. Some of the roofs are so slanted as to come from the elements for the passers-by below.

The ground floor of a house will usually be taken over with the kitchen and the family’s living room. 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 ST2, N12, N23, CNPO.

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. The state being what it is, it would be hard to stain an Irilian’s name with less than an accusation of unat- tractiveness. Divorce and prenuptial spells are regularities can usually be relied upon to count round in cases of hardship and are thus an Irilian’s first loyalty.

To average Irilian male is RAH, SX M, AL An; tending towards LNL, CL F, LV 0, HP see later. AC 10, AG 16-35, WE 1D10x10, BL 1-5, ST IN, WI, DE, CO, CH, AIL 3-204, M NONE, WN Dagger. The normal female will be identical. Hit points should be assigned as suggested by P. Van Fleet in his excellent series in W29-30, Designing a Quasi-Medieval Society for D&D. This means using the character’s life-time earning in sp as the equivalent to experience points in the closest character class to the character’s profession. The exponent level is usually the worst possible points and saving throws, other attributes such as attack chances remain those of a 1st 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 continually 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 gain 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, disinclined to being ordered around and wary of anyone they do not know well. They dislike and distrust foreigners - to them everyone is 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 Iril are also noted for their bravery.

The Irilians’ views of demihumans are somethimes heady. Their police are generally in the worst possible state: thus elves are thought to be ‘good fun but flighty’, half-elves ‘almost human’, gnomes ‘shy with a taste for the bad things in life’, halflings ‘only a little worse than animals’, halflings ‘sly but light-fingered’ and dwarves ‘money-grubbing and miserly’. People usually become barrow-dwellers, unless they are bankers in Iril is dwarves, they are espe- cially disliked; occupying much the same position as gnomes in human areas, tolerated (barely) most of the time and otherwise persecuted. Other humanoids such as orcs, goblins and ogres are allowed into town. They are escorted by the Garde and have to leave before the gates close or be arrested and imprisoned until the Corpus on the Daeg Aef in Victoria 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. Carrying 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 English. Alignment language is know by about 60% of the population although they tend to use it only on certain, ritual occasions; temple services for example.

Irilian Coinage. Irilian coinage is, as might be expected, highly diverse and variable. This, other coinage is accepted in Iril at face value - most independent towns will only accept their own, charging a 25% exchange on all others. The other side of the coin is that Irilian coinage is only valued at half its face value when used outside Iril. The major currency is: AD&D worth and modern English worth are:

1 penne = 0.1cp = new penny. The smallest Irilian coin.
1 bow = 1 cp = 10 new pence. The most common coin.
1 ril = 1 sp = 1 Gs. Used for everyday transactions.
1 Tellar = 20 sp = £0.20. The most valuable coin, higher than this is not seen.

Irilian Shops. Irilian shops are combination workshops/shops with basically the same form. The ground floor houses working and selling areas; living areas are located above. The shop. The ground floor comprises roughly 100 feet. The shop. The average average will have 1d8+1 customers; hence a basic 2% chance that one of the characters in Iril will be present. The average 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 out.

Prices in shops will be approximately those of the DMG and PH rationalised to Paul Vernon’s Al-Basedland (TSR 8040). Items are usually undi- vided and has large shutters opening out onto the street so that passers-by can see the quality of the merchant’s shop. The average shop will have 1d8+1 customers; hence a basic 2% chance that one of the characters in Iril will be present. The average 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 out.

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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 (70%) or very common (80%). It is very unlikely that any Irilian craftsman would be interested in working full-time for a character. Workshop will have a master- craftsman, 1d3 journeymen-craftsmen and 1d6 apprentices working in it. Their earnings and other details vary once again, be determined from Paul Vernon’s excellent series. However, the sums arrive at should be multiplied by 75% to reflect the depressed state of Al’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, amount in sp (VE) that the master-craftsman in gp (WE) and any other needed comments. Other details can be derived from those given. Thus, for example,
TOTH-AGOZTH THE ASTROLOGER

a511 Butcher. 5th Ritual Log (C2), ST 1, N 4, CN BA, CM 0.8, YE 7947, WE 3749.
a512 Butcher. 4th Ritual Log (C5), ST 2, N 14, N 27, CN PO, CM 1.2, YE 9486, WE 3982.
a513 Carver. 2nd Ritual Log (D), ST 1, N 12, CN BA, CM 1.0, YE 7989.
a514 Cook. 5th Ritual Log (D4), ST 1, N 13, CN AV, CM 1.0, YE 6745, WE 2987.
a515 Coppersmith. 11th Ritual Log (D3), ST 2, N 14, N 23, CN PO, CM 1.0, YE 7989.
a516 Cutler. (Cutlerly), 16th Ritual Log (B3), ST 2, N 15, N 24, CN PO, CM 1.1, WE 8956. 
a517 Dairy. 2nd Ritual Log (D4), ST 1, N 3, CN PO, CM 1.0, YE 5836, WE 1920.
a518 Glassblower. 3rd Ritual Log (C3), ST 2, N 14, N 23, CN CO, CM 1.1, YE 6290, WE 1793.
a519 Foundry. (Casts iron), 3rd Ritual Log (B3), ST 3, N 13, N 24, N 35, CN CO, CM 1.0, YE 12998, WE 6748.
a520 Glazier. (Window panes), 18th Ritual Log (D4), ST 3, N 12, N 25, N 36, CN AV, CM 1.0, YE 76923, WE 43759.
a521 Glassblower. (Glass cups, jugs, vases, etc.), 25th Ritual Log (B), ST 3, N 13, N 26, N 37, CN PO, CM 1.0, YE 98035, WE 53056.
a522 Green grocer. (Vegetables), 5th Ritual Log (B5), ST 1, N 13, CN PO, CM 0.9, YE 9420, WE 3945.
a523 Grocer. (Provisions), 6th Ritual Log (D6), ST 1, N 5, N 6, CN BA, CM 1.0, YE 12493, WE 3982.
a524 Haemmer. (Great Helms), 1st Ritual Log (D3), ST 3, N 13, N 24, N 37, CN BA, CM 1.0, YE 13482, WE 2794.
a525 Ironmonger. (Sells small iron articles, nails etc.), 6th Ritual Log (D5), ST 2, N 14, N 26, CN PO, CM 1.0, YE 14903, WE 6742.
a527 Lantern-maker. 7th Ritual Log (C4), ST 1, N 14, CN PO, CM 1.0, YE 7503, WE 3056.
a528 Lantern-maker. (In Late), a brass-sheathed metal), 5th Ritual Log (C2), ST 3, N 14, N 25, N 38, CN AV, CM 1.0, YE 23401, WE 10280.
a529 Locksmith. 1st Ritual Log (D2), ST 2, N 14, N 25, CN PO, CM 1.0, YE 18930, WE 8970.
a530 Liner. (Metal saddles fittings), 7th Ritual Log (D4), ST 1, N 13, CN BA, CM 1.0, YE 8003, WE 3982.
a531 Money lender-Pawnshop. 6th Ritual Log (C3), ST 2, N 14, N 26, CN PO, CM 1.0, YE 76820, WE 3982. The lender, Uzulid, an old, lonely dwarf, has become increasingly embittered since the deaths of his family in an anti-dwarf riot just over three hundred years ago. His left arm is LFV, and his right HP36. AC 5, AG 400, WE 43004, BL 1000, ST 12, IN 14, WIS 12, CO 14, CH 8, MI None, WP Battle Axe. His independent operator, Uzulid will lend up to 500gp on no surety so long as he is convinced that there is a reasonable chance of him getting it back. The charges are 5% compound interest/wk i.e. a mere 40%/year. Items pawned with Uzulid will give 20% of their value in return. Items not claimed within 1 year will be sold. Uzulid will store valuables for a fee of 1% of their value/season; he will not write letters of credit.
a532 Needle. (Needles), 1st Ritual Log (C2), ST 1, N 14, N 27, CN BA, CM 1.0, YE 7590, WE 3098.
a533 Oil presser. (Oil), 3rd Ritual Log (B2), ST 2, N 14, N 27, CN PO, CM 1.1, YE 9840, WE 3798.
a534 Pewterer. (Pewter-worker), 4th Ritual Log (C3), ST 2, N 13, N 24, N 37, CN CO, CM 1.2, YE 14806, WE 2982.
a535 Plumber. (Lead-worker), 5th Ritual Log (C2), ST 3, N 15, N 26, N 37, CN PO, CM 1.0, YE 27989, WE 3982.
a537 Pinner. (Pins), 5th Ritual Log (D4), ST 1, N 14, CN BA, CM 1.0, YE 6740, WE 2978.
a538 Sage. 7th Ritual Log (D5), ST 2, N 14, N 25, CN BA, CM 1.0, YE 150978, WE 80197.

The Gild of Sages' representative in Irillian is Timis Braegen. RAH SX M, AL N, CLS, HP 15, AC 10, AG 84, WE 80117, BL 1200, ST 8, IN 16, WI 18, DE 6, CO 17, MI None, WM Dagger. Spells: affect normal fires, ray of enfeeblement, explosive runues, confusion, fumble. Categories: Minor - Humansoids and Godlike. 4th Guild. Timis has received Fireproofing and is presently Neutral. He has full control over when he changes shape and has become quite attached to his wedding suit. He will appear around Irillian's streets. Rather puny and retiring in his previous human form, Timis has acquired a new confidence along with his new form. The Irilians know that they have a werewolf in their midst but no one suspects Timis of being it.

TIMIS THE SAGE

Timis lives alone in his crumbling, disorganised house on the Mist Weg. He will attempt to answer questions for standard Gild fees (DMG). Should he fail, he will ask another member of the Gild in whose Special Category it will be answered. The answer will be further 1d20 to arrive and cost the standard fee of the other sage plus 20% for Timis. This is in addition to Timis's original fee, of course. Timis also maintains links with the local human's hive. See WD Scenarios II for information on these flyers.

The strains of leading a dual existence, as human and wolf, are few, however, beginning to tell on Timis and he has lately begun to visit the Greoun more frequently than before and drinking rather more than is good for such an elderly sage.

a538 Pinner. (Scribe, accountant, lawyer), 2nd Ritual Log (C5), ST 2, N 14, N 26, CN AV, CM 1.2, YE 14896, WE 6372.

The Shipyards' Chandler. (Shipping equipment), Keye (E2), ST 1, N 11, CN AV, CM 1.0, YE 8790, WE 3349.
a539 Shipwright. (Ships), Keye (E2), ST 1, N 11, CN AV, CM 1.0, YE 29456, WE 12367.

Can build rowboats, small barges and rafts; taking 1 wika per hull point.
a540 Shipwright, 3rd Ritual Log (C4), ST 3, N 13, N 24, N 35, CN CO, CM 1.2, YE 34265, WE 20147. Treat as jeweller of skill level 76-79 who only works in wood.
a541 Spire. (Spire). 3rd Ritual Log (D2), ST 2, N 13, N 23, CN BA, CM 1.0, YE 8603, WE 3425.

Theinn. (Tin-worker), 1st Ritual Log (C2), ST 3, N 12, N 23, CN PO, CM 1.0, YE 22485, WE 11326.

The Mist Weg Log (D2), ST 1, N 13, CN CO, CM 1.0, YE 9001, WE 4102.

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The Mist Weg Log (D2), ST 1, N 13, CN CO, CM 1.0, YE 9001, WE 4102.
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 Abbreviated Priests of Ancus (Part 1) 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.

X1 3 Rhit Khalkedon Weard (13). ST 2, N1 2, N2 1, CN CO. The house appears derelict and deserted. The cellar doors and windows are boarded up and 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 have collapsed, and places and rooms 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: 1d6, Special Attacks: Fur, Claws, Bite (1d4+1). A group of 12 old women and children are under the care of an old woman named Elhiri (AC 10, HD 1, Move: 10", No of Attacks: 1, Damage: 1d4, Special Attacks: Mace,—in this case a large club, or if a weapon, 1d8 damage). At this point, the DM should decide whether Evy is making any progress in the local dialect of Irlans, or if the women understand any other language.

The bell ringers may be heard within the bell tower, and the party can place the garden path leading to it. As the party approaches, they are greeted by a group of 8 members of the church's security force, led by a man named Chantman (AC 6, HD 1/2, Move: 12", No of Attacks: 1, Damage: 1d4, Special Attacks: Mace, and a stick, 1d6 damage). They request the party to leave the area, as this is a holy place.

The party is then guided to the entrance of the church, which is guarded by a group of 4 members of the church's security force, led by a man named Elhiri (AC 8, HD 1/2, Move: 12", No of Attacks: 1, Damage: 1d4, Special Attacks: Mace, and a club, 1d6 damage). They request the party to leave the area, as this is a holy place.

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them out of the window (1d4 damage plus a 05% chance of drowning in the mud if not rescued within 1 round). Ehrius is a false lead, she knows nothing about the Dark.

Meanwhile, members of the party downstairs will be able to overhear the latest (for one the moment) warning being spread among the Irilian. The dwarf treasure caravans which left Irilian a couple of days before returned that morning, moving slowly down the Dauthr Weg surrounded by a black cloud which disappeared as the wagons rolled through the Gealgaeata. The horses pulled of their own accord; the escort was dead—nailed to the sides of the carts.

The Mark Geard (F4). Rescuing their companion from the mud or returning from 2 Luft Theof Rad, the party will notice that most of Irilian’s population appears to be running towards the Mark Geard. If they join the flow, they will arrive as a woman, a cleric by the looks of her, is haranguing the crowd from the roof of what appears to be a temple. They are fools! Vermin! You come scuttling from your holes to hear me who was Aslas Radedohtar, chief cleric of Laidhans, Primat Aef Irilian yet you know not what you hear. I, who saw you into this world, will see you out for I have seen the Darkness and It is good. I have welcomed It and It has entered me as it shall enter you. So shall we be as one. But I see that you do not understand. Look! With this, Aslas will walk out into the air until she is suspended above the centre of the Mark Geard.

‘You shall be as these.’ And she will gesture five times at random into the crowd (There is a 1 in 2000 chance for each of the party that one of them is indicated [roll 00 on d100 followed by 1 on d20]). Each time, the person pointed to will burst into black flame and rise screaming until they are on the same level as her, forming a pentacle about her.

‘And as I.’ And Aslas herself will hang in the air, screaming; burning with black flame. Aslas has, of course, been possessed by the Dark. The crowd in the Mark Geard will remain still, shocked motionless, until Aslas herself ignites whereupon they will panic and flee. 20+1d20 will be killed in the stampede, another 4d20 wounded. If the party remains still they will be safe but, if they join the rush, each has a 20% chance of suffering 1d6 damage. The Black Fire is a manifestation of the Dark. It may not be dispelled, wished away or affected in any manner by any being or object below Lesser God or Artifact status. It only appears following being or any being affected will be kept alive by the Fire although continually burning. The Fire does 1d10 damage to anything other than the being which it surrounds. It will move to follow the being about which it appears. While burning, a creature may only speak and even then must make a saving throw versus death magic for each word. Failing this means that the being has been so overcome by agony that it is unable to speak. Any number of saving throws may be attempted per word.

Should the party attempt to join Aslas on the roof before she walks off, they will find the stairs up the gong-tower blocked by two dream demons [See Best of WD Scenarios II, The Black Marse], AC 2, HD 2+3, Move: 8’12”, No of Attacks: 3, Dark Damage: 1d4+1d4, Special Defenses: Immune to invisibility, phantasmal force, colour spray, hypnotism, esp. hallucinatory terrain, phantasmal killer 15% Magic Resistance (50% Resistant to Illusionist Magic), Powers: ventriloquism, damping lights at will, phantasmal force, hypnotic pattern 3 Day, gaze reflection, invisibility, minor creation, maze 1 Day, HP 15, 13. The demons will be invisible. Their first attack will be to use their mazes on any obvious spell-casters; thereafter they will use their wings. Because of the construction of the gong-tower, only one dream demon and two characters will be able to melee at any one time. Regardless of how successful the party is, it will not be able to reach the roof before Aslas’ master, Any spells cast at Aslas will be ineffectual; physical objects hurled at her will be consumed by the Black Fire – as will the hurter. No saving throw.

If the party investigates Aslas’ quarters, they will see a small lead-bound book lying open on her table. It radiates evil so strongly it can be felt even without a detect spell. It is the Truth Ag Necroth. If glanced at, there is a basic 30% that the viewer will become possessed by the Dark and begin to burn with the Black Fire (No saving throw). For each word actually read, this chance increases by 05% (roll for each word). A character must always start at the beginning and, once burning, cannot read further. The first 14 words are:

The Dark-Ruled Void. In the beginning of time was the Void and it...

For each word that a person in the Black Fire wishes to relay, a saving throw versus death magic must be made. The party should take the book; closed and preferably inside a securely locked chest to Teral Guthchothor at the Abbebe.

Background Information

Gates/Towers (see Part 2 for further details)

Waetgeraet. Towers, 34 DP each, portcullis 10 DP, Gates 10 DP, 2 Battilest on each tower. Towers 20x20x30ft, Gate 20x10x20ft, Torres 2 storeys and cellar each, occupied by: Left Tower, Hilehhan Commanders 4th and 5th Irman of the Hilehhanman, Right Tower, Blvdmarhant Comandere, 1st and 2nd Irman of the Blvdmarchant. The Waetgeraet’s towers are the same as those elsewhere on the walls. The gate-wall itself is machicolated to allow boiling water to be poured on attackers. The portcullis and gates may be operated in the same manner as, and open and close at the same hours as, the Gealgaeata (Part 2). While the gates are open, one Irman will be on duty; collecting tolls, examining travellers and directing traffic. Like the Gealgaeata bridge, the bridge across the Iril was built so that it could be easily destroyed if Irilian were attacked but after it collapsed during the rainy season 34 years ago, it was rebuilt with such strength that it would now require 200 man-hours to damage to the point where it would be uncrossable.

Riverewael Tor. 20 DPV, 2 Battilest on roof, 20x20x30ft, 2 Storeys and cellar, occupied by the 3rd Irman of the Blvdmarchant. The town gaol is in the cellar of the tower. Three large cells can hold up to 20 prisoners each; another five can accommodate two each, these being reserved for more important or dangerous criminals. All prisoners are stripped naked and fastened into leg irons.

25
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RUMBLE AT THE TIN INN

A Bar-Room Brawl for RuneQuest

by Michael Cule

This is a scenario written in imitation and appreciation of Low Pulpishe's D&D Barroom Brawl, and is set in Apple Lane. I first used this scenario to introduce players to the RG game system and begin my current campaign. The NPCs in this scenario were drawn from Apple Lane and it can lead naturally into the scenarios of that book. If you want to develop further scenarios you might try hunting up the Temple of Maffia that Maldoon serves, or defending the village against irritated trolls if the two sent to fetch Shuffle die. The following special rules and notes apply:

1. All pieces are set up in the position shown and with the facing shown. 1707/5 in the position column indicates hex 1707, facing 5. Pieces placed in hexes with chair symbols are assumed to begin the game sitting with their weapons and shields on the table or floor. It takes one SR to stand and the standard five to ready each weapon or shield. Exceptions: the NPC Shuffle remains off the board until someone enters his room, and the two trolls enter at the position shown on MR 3.

2. Each hex is one metre; three hexes or parts of three, moved through equal 1SR. For these purposes a shift of one or two hexes in facing equals one metre's movement.

3. During the first phase of the Melee Round (MR hereon in) — Statement of Intent — the characters' intentions will be stated in the order given in the Statement Order column. A low DEX first and if DEX ties, low POW first. This is to reflect the chance of high DEX and POW characters reading and reacting to others' intentions. However, in the second phase — Movement of Non-Engaged Characters — the order must be reversed, with highest DEX moving first.

4. The werebear Thursas will not wake until MR 4, but will be able to move in that round; he will turn into werebear at the end of MR 5. He should not know how long it will be before he turns into werebear.

5. Neither Thursas nor Maldoon should be given to players as permanent characters, unless the GM likes powerful chaotic characters ruining the game balance.

6. Special Movement Rules. Forward/side-steps are free from extra cost. Back-steps take a full SR, opening a door takes 2SR.

7. There is no fixed length to the scenario. If things seem to be getting out of hand Bulster Brewer will go to fetch the Sheriff and his arrival will end the scenario.

8. The farmers in this scenario are identical rustics. All are mildly suspicious of all foreigners, have 11 in all characteristics, and carry identical walkingsticks/cudgels, which they use 2-handed (or 1-handed if necessary) at 35% attack and parry, doing 1d6+2 damage. They are unarmoured, and carry 1d10 Clacks.

9. There are 2d100 Lunars in the till, or its equivalent.

10. The date is Wildyday of any week, any season, any year, during the Lunar occupation of Dragon Pass.

11. The Map. This shows the bar at the Tin Inn and the second floor, with a balcony. Upstairs is Bulster's rooms (A&B) and guest rooms C-F, and a balcony over the courtyard. Hex 1501 marks the till, 1906-7 the service counter. Below the upstairs rooms is the stable, accessible only from the outside.

Positions of tables, chairs and beds.

Table: The first number or set of numbers is where the tables are, the second two (if given) the directions they face. 1003, 0902/5-2; 1106, 1107, 1109/5-3; 0705, 1212, 1111/5-2; 1302, 0416/0417; 1509, 1610, 1710/5-2; 1512, 1613, 1713/5-2; 0408, 0508, 0609/5-2; 0410, 0510/5-2; 0202, 0203/6-3; 0208, 0209/6.3.

Chairs: 1707; 1907; 1503; 1504; 1301; 1007; 1008; 1208; 1103; 0903; 0704; 0805; 0607; 0411; 1612; 1712; 1614; 1609; 1709; 1611; 1312; 1211; 1112; 0507; 0601; 0509; 0409; 0109; 0107; 0102, 0103; 0302.

Beds: 0414/0425; 0419/0420; 0819/0820; 0718/0719; 0116/0117.

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Order and Position Table (NPCs in block capitals)

Player Characters

1. MALDOON (Human Male, 21)
   STR: 15; CON: 13; SIZ: 12
   INT: 8; POW: 11; DEX: 6; CHA: 15
   Short Sword: (1d6+1+1d4) SRD 50% Parry 55%
   Points 20
   Defence: 0; Move: 8
   Large Shield: Parry 25% Points 16
   Total HPS: 13
   Spells: protection 2, sneeze (Cult of Terror 29)
   Skills: Prepare Disease Potion 45%, Riding 60%, Spot Hidden 45%, Spot Trap 30%, Tracking 30%, Camouflage 45%, Hide in Cover 30%.

Languages: Speak Praxian 45%, Speak Saritarie 20%.

You are an ex-slave, escaped from the Unicorn Tribe and embittered by your experiences, and have become a voluntary Initiate of Maffia. You have prepared a potion of Soul Waste and wish to introduce it into people's drinks; you are also a carrier of the disease and can attempt to infect people by standing next to them for 2 whole MR. You have 70L in cash on your person.
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RUMBLE AT THE TIN INN

SCALE: 1 HEX = 1 METRE
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CONDITION RED READY

***ATTACK IMMINENT***

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PUBLISHED IN THE UK BY GAME'S WORKSHOP LTD UNDER LICENCE FROM PARAMOUNT PICTURES CORPORATION.
2. LIRIELL THE LUTE (Human female, 21).

STR: 12; CON: 8; SIZ: 16
INT: 17; POW: 13; DEX: 9; CHA: 12
1/2 2/4 1/2
Quarterstaff: (1d4+1d4) SR4 45% Parry 40% Points 15
Dagger: (1d4+2d4) SR5 35% Parry 25% Points 12
1/2 2/4 1/2
Defence: 10%; Move: 8
TOTAL HPS: 9
Skills: Tumbling (Jumping + Climbing) 55%; Playing the Lute 50%; Singing 40%; Hide Item 50%; Pick Pockets 45%.
Languages: Speak Sartarite 85%.
You are a Lay Member of Donanadar (the Players' god); you have been playing and singing all evening and have made enough to bring your cash to 81L. But you need another 70L to get to your next job. If they don't appreciate your singing, take it by using your thief skills. Incidentally, you recognise Shifter as a thief from Boldhome.

3. BIG ARGGH (Dark Troll Male, 21).

STR: 20; CON: 10; SIZ: 21
INT: 4; POW: 14; DEX: 10; CHA: 15
L 4/4 R 4/3
Maul: (2d8+1d8) SR5 50% Parry 45% Points 15
Large Shield: Parry 40% Points 16
Defence: 0%; Move: 8
TOTAL HPS: 12
Spells: healing 2, disruption, bludgeon 2.
Skills: Jumping 80%; Move Silently 50%-(-15% for ringmail); Hide Item 55%.
Languages: Speak Dark Tongue 80%; Read/Write Dark Tongue 45%; Speak Sartarite 40%.
You are an initiate of Kyger Litor, and have been sent with your brother Little Arggh by your priestess to find the trollkin Shuffie, who lives in Aedh. You have forced the innkeeper to tell you that he is his (and your) uncle, the Runo Lord, wants him to invite him to dinner (ho ho). If you fail to bring him back you could be the guest to ha ha.

4. SHIFTER (Human male, 21).

STR: 11; CON: 8; SIZ: 13
INT: 14; POW: 14; DEX: 10; CHA: 15
L 3/3 R 2/3
Short Sword: (1d6+1) SR4 35% Parry 35% Points 20
Throwing Dagger: (1d4) SR3 25% Points 12
Dagger: (1d4+2) SR3 35% Points 15
Medium Shield: Parry 30% Points 12
Defence: 5%; Move: 8
Spells: disruption, mobility, vigour.
Skills: Hide Item 45%; Pick Lock 40%; Pick Pockets 50%; Move Silently 55%; Listen 65%.
Languages: Speak Sartarite 70%.
You are a recently qualified thief apprentice from Boldhome; your aim is to make money, any way you can. You have 11L on you and 500L banked. You recognise Liriel, having seen her in a player troupe at Boldhome.

14. THURSAS (Bearwalker male, 21).

STR: 14 (28); CON: 17; SIZ: 17;
INT: 14 (9); POW: 13; DEX: 11; CHA: 13
L (1/1) 7 R (1/1) (1/1) 6
1H Battaleaxe: (1d8+2d4) SR7 55% Parry 45% Points 15
Defence: 0%; Move: 810
Spells: healing 7, protection 1, countermagick 1.
Skills: Spot Hidden 30% (25%); Spot Trap 30% (25%); Tracking 30% (25%); Hide in Cover 45% (40%); Camouflage 30% (25%).
Languages: Speak Sartarite 70%.
You are a member of a Sartarite poor noble house, who fled home when it became clear you had inherited the taint of lycanthropy. You can turn into a werebear at any time, but must do so each week at the full of the Red Moon; in this form you can use no weapons or offensive magic, but have 1pt skin armour and are immune to all but magic damage and pure Rune metals. The bracketed figers then apply. After five years as a mercenary officer you have returned to your homeland. You awake in the Tin Inn, your armour (closed helm, chain hauber, plate limbs) and equipment (weapons and shield, pack and 3SW, 14L) beside you, with a pounding hangover. Look out of the window, you see the full Red Moon about to rise. You gotta getta out this place . . .

16. LITTLE ARGGH (Dark Troll male, 18).

STR: 18; CON: 12; SIZ: 20
INT: 13; POW: 14; DEX: 12; CHA: 11
L 5/5 R 5/6 4/4
Maul: (2d8+1d8) SR5 45% Parry 45% Points 15
Large Shield: Parry 45% Points 16
Defence: 0%; Move: 8
TOTAL HPS: 14
Spells: healing 2, bludgeon 2, glue 1, befuddled.
Skills: Climbing 60%; Spot Hidden 50%; Hide in Cover 46%.
Languages: Speak Dark Tongue 80%; Read Dark Tongue 30%; Speak Sartarite 30%.
Your primary task is to help your big brother, as a fellow Initiate. However, you have acquired from somewhere an unhealthy taste for human and if you get the chance to capture one you will do so.

17. ALMARO THE OUTCAST (Human male, 21).

STR: 13; CON: 9; SIZ: 17
INT: 13; POW: 14; DEX: 14; CHA: 17
L 3/4 R 3/3 3/3
Broadsword: (1d8+1d4) SR5 50% Parry 45% Points 12
Javelin: (1d10+1d2) SR2 20%
Mounted Lance: (1d10+1) mounted's damage bonus. Can use as LongSpear, at natural ability + bonus) SR3 20%
Defence: 5%; Move: 8
Spells: countermagick 2, disruption, bladesharp 2.
Skills: Riding 80% (Bareback); Spot Hidden Item 55%; Spot Trap 35%; Tracking 35%; Camouflage 30%; Hide in Cover 30%; Oratory 60%.
Languages: Speak Praxian 65%; Speak Sartarite 25%.
You are a Lay Member of Humkat, and have been thrown out of the Llama tribe by your Khan because of your increasing popularity and irritating boastfulness. You have arrived in Apple Lane on foot, with 40L. You wish to do something spectacular to impress the locals and attract an employer, but are hampered by knowing little of the local language.

18. THARATUL (Human male, 21).

INT: 17; POW: 14; DEX: 14; CHA: 9
1/2 2/4 1/4
1H Light Mace: (1d6+2) SR5 45% Parry 30%
Defence: 15%; Move: 8
Spells: healing 2, disruption.
Skills: Oratory 35%.
Languages: Speak Lunar 80%; Read Lunar 60%; Speak Sartarite 60%; Read Sartarite 35%; Speak Tarshite 40%.
You are a rich young noble of the conquering Lunar Empire, a Lay Member of the Seven Mothers, and have been trained from infancy in the skills needed by the Empire for the conquest of Dragos Pass. You have been sent by your father (an assistant to the military governor) to survey the area of Apple Lane; with you is your bodyguard Marops, The locals are suspicious and hostile. Do something to impress them. You have 100L on you, 340L in the bank, and an income of 1900L per year.

25. MAROS (Human male, 21).

INT: 11; CON: 11; SIZ: 7
L 4/4 R 5/6 5/6
7H POW: 12; DEX: 11; CHA: 10
Defence: 0%; Move: 810
Lunar Scimitar: (1d8+1d4) SR6 55% Parry 50% Points 20
Defence: 15%; Move: 8
Spells: healing 2, disruption.
Languages: Speak Lunar 35%; Speak Tarshite 15%.
You are an ex-mercenary formerly employed by the Lunar Empire's native Furthest Quawy Corporation; you currently work for Ceribeletes father (at 100L a season) as Ceribeletes' bodyguard. You should obey any direct command he gives you. However, you are stupid, and also want a woman, but do not speak the local language. Improvise.

Non-Player Characters

The statistics for these are in Apple Lane, NB Framble is visiting the Temple of Uleria tonight.

Corrections to Apple Lane — OD.

NPCs

Butler Brewer: Speak if 1H, SR7.
Barth: Hit Points 10, Defence 5%, Bek Leadhead: No Defence.
Postal: Hit Points 13, Defence 5%; 2H Spear's damage 1d8+1d4, Javelin's damage 1d10+1d2.
Minera: HP 14 (6 on chest), Defence 5%; club SR7.
Avarren Bosom: DEX 14; HPs 17 (so 7-6), Defence 15%; club SR8.
Shuffle: Move 6; HPs 4-3-2; no Defence; Dart SR2.

33
Games Workshop's Dungeon Floor Plans regulate movement and combat in both dungeon and wilderness scenarios, giving adventure games added atmosphere and realism, and adapt to suit virtually any configuration. Each set includes 12 A4 coloured sheets of card.

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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 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 the Gilman'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 Temples 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 Gerard 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.

**LESARMAN HAM**

**KEY FOR ALL PLANS**

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

**Scale:**

- 1sq = 5' x 5'

**Spells:**

- Aslas: 1st bless, command, cure light wounds x 2.
- 2nd augury, hold person x 2, know alignment, silence 15ft radius.
- 3rd dispel magic x 2, prayer, remove curse.
- 4th detect lie, neutralise poison, sticks to snakes.

**Aslas**

- 1st bless, command, cure light wounds x 2, sanctuary.
- 2nd augury, detect charm, silence 15ft radius.
- 3rd dispel magic x 2, prayer, remove curse.
- 4th detect lie, neutralise poison, sticks to snakes.

**R3 The Temple, 1 Mark Gerard (G4).** Temple ST 1, N12, CN PO, Temple Hus ST 2, N14, N2 4, CN PO. The Temple is the centre of an Irilian's
managed to survive long enough to reach the mouth of the cave, but the lowest level of Esrif. This has, however, done nothing to calm his naturally hot-temped and impulsive nature. Each cleric has a 0th level acolyte who is being prepared to follow their foot-steps 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.

I2: The Heedful Aef Orc: 1 Light Sarclet Lain (G2).

ST: 2, N1 3, N2 22, CN BA, BC 25, CM 0.8, NC 6/10/8/6/d8/20d10+1d8b NS 24, RC 3.

So-named because of the tarred orc-heads which hang from the southern, north-west and south-east sides of the Heedful Aef Orc's boulders. The head of the Orc Hunter is of particular note. The Hunter holds the root of a heather plant where the bird is perched and the stumps of the legs are held in place by a thorn. The head of the Orc Hunter is a rare find in the Heedful Aef Orc's boulders.

I3: The Heedful Aef: 2 Sarclets Lain (G2).

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Kulie, 60LVs H M N F 5 21 17 4d12 5sp 12 10 10 10 10 10 10 10 10 10
Puguris, 56LVs H M N F 4 31 31 18 8 12 12 10 10 10 10 10 10 10 10 10 10
Tigares H M F 4 17 17 19 19 19 19 19 19 19 19 19 19 19 19 19 19

Kulie and Mayhhe, 2 ogres (MM) AC 5, HD 4+1, Move: 9, No of Attacks: 1, Damage: 1d10, HP 25, 23. The Heedful 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 contains a small collection of clothing, a pair of boots and a pair of moccasins.

The Heedful Aef Orc's floor is covered with stones, the walls are covered with stained with dyes. The ceiling is covered with stained with dyes. The ceiling is a collection of rocks and stones.

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Market Deag. On Market Deag, stalls, arranged in five north-side rows occupy the southern section of the Market Garde. Ownership of a stall is a prerogative to Irlan 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 smoked; and small manufactured goods such as clothing, shoes or household items are also on offer. The allocation of stalls is controlled by the Counsellor.

In the north west of the Garde is the bear-pit; a 10ft deep, 20ft across pit where brown bears, Aga, are kept. No of Attacks: 3, Damage: 1d6+1d6+1d6, Special Attacks: Hug for 2d6: fight to the death against packs of wild dogs, Aga, No of Attacks: 1, Damage: 1d4: of the entertainment for the crowds.

To the south of the bear-pit are the pitches of the caravans. Most of the caravans will normally be present with produce not usually available in Irlan: exotic herbs and spices, unusual weapons and clothing, rare jewellery and furs; all at exorbitantly high 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 Irlan. If an item desired is not possessed by a particular caravans, there is a small (generally 20%) possibility, dependent upon an item's rarity, that they 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 Geldan, the covered way into the market Garde is lined with most Central Irlan's principal pens. Most normal livestock is available; oxen, cattle, sheep, horses, asses, donkeys and mules; dogs, cats, rabbits, guinea pigs and slaves. The price of a slave is calculated at the cost of employing a free man to do the slave's job for eight years. Animal feedstuffs comprise hay, barley, corn. Barley and corn are also used for human consumption.

Walking through the crowds on Market Deag will be the droves of entertainers from the Grifoun: tumblers, minstrels and storytellers, Atterfaden tricksters and hucksters and pickpockets from the Gealg and Staat Gangs.

Great Market Daeg. Although generally similar to Market Daeg, Great Market Daeg is on an altogether greater scale. Three caravans will be present with goods such as curios, griffonnins 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 here is the popular porter, pack handler, valets, labourers and linkboys; reapers, stackers, winnowers and threshers; cowmen, shepherders, teamsters and gaugers. It is a very popular and semi-permanent employment. Most will wish to serve at least until the next Great Market Daeg. Hiring rates are 50% of the person's weekly income in Vernon's series in W29-31, and the Best of WD Artic II.

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 Guild Faector's, Uzulfla's, Dir'min's or the Goldsmith's, Silversmith's, Jeweller's or Gemcutter's for 80% of their actual value, goods may be disposed of in Irlan by selling them to a shop specialising in those articles. Characters will receive 40% of the item's retail price.

Shops (see Part 2 (WD94) for shop nomenclature).

b5 Banker, 29 Mark Geldan (F3), ST 3, N1, N2, N5, N3, CN PO, CM 1.0, YE 18495, 19876.
b02 Banker, 3, Rith Berullos Clos (H2), ST 2, N1, N2, N5, CN BA, CM 1.1, YE 9078, 4038.
b5 Baker, 5 Luft Ide Rad (A4), ST 1, N1, N5, CN CO, CM 0.9, YE 7866, 3976.
b02 Baker (maker of bread and bakers). 4 Luft Letternwood (H2), ST 1, N1, CN CO, CM 1.0, YE 7458, 3108.
b5 Baker (maker of bread and bakers). 2 Luft Kaufklered (H3), ST 2, N3, N2, CN CO, CM 1.0, YE 9587, 1978.
b06 Boxmaker (makes wooden boxes). 3 Luft Berullos Clos (I3), ST 2, N1, N2, N5, CN BA, CM 1.0, YE 8107, 4024.
b5 Brewer. 8, 9, 10 Rith Ambre Chare (H4), ST 2, N3, N4, N5, CN PO, CM 1.0, YE 15098, 7034.
b5 Brikker (makes bricks). 6 Luft Kaufklered (H3), ST 2, N2, CN CO, CM 1.0, YE 6003, 1857.
b5 Builder. 1 Rith Kaufklered (H3), ST 3, N1, N3, N2, CN 4, CN AM, CM 1.0, YE 13456, 8632.
b02 Butcher. 5 Luft Temple Lai (H5), ST 2, N1, N3, N4, CN PO, CM 1.1, YE 9457, 4012.
b02 Butcher. 2 Rith Chare (H4), ST 2, N2, CN PO, CM 1.0, YE 9578, 4047.
b02 Chape (makers of wooden boxes). 3 Luft Kaufklered (H3), ST 1, N1, CN PO, CM 0.85, YE 8076, 3907.
b12 Cabinet-maker (high class furniture). 5 Luft Haeasel Rad (A2), ST 2, N1, N2, N4, N5, CN PO, CM 1.0, YE 21354, 10978.
b02 Carpenter. 7 Luft Berullos Clos (H2), ST 2, N4, CN PO, CM 1.0, YE 9043, 4079.
b14 Cartmaker (carts). 21 Luft Chrisopase Rad (G2), ST 1, N1, CN CO, CM 1.0, YE 8975, 4079.
b05 Carver (carves wooden objects). 6 Luft Peritot Weg (G4), ST 2, N1, N4, CN BA, CM 1.0, YE 19673, 8974.
b02 Coiffeur (makers of wooden coiffers). 1 Luft Granag Lai (H4), ST 2, N1, N5, CN PO, CM 1.0, YE 8974, 4126.
b12 Coiffeur (maker of wooden coiffers). 5 Luft Kaufklered (H3), ST 2, N1, N2, CN CO, CM 1.0, YE 7530, 3075.
b04 Dairy, 8 Rith Ambre Chare (H3), ST 1, N1, N3, CN BA, CM 1.0, YE 6043, 1486.
b02 Distiller. 2 Luft Monath Lai (H4), ST 3, N1, N4, CN 3, CN AM, CM 1.0, YE 21354, 10485.
b5 Furnisher (cleaner and polisher). 1 Luft Ide Rad (I3), ST 2, N1, N3, N4, CN PO, CM 1.0, YE 8434, 1435.
b02 Fustor (woodworker). 1 Rithamechihe Weg (F3), ST 3, N2, N3, CN PO, CM 1.0, YE 19087, 7650.
b02 Goldsmith (makers of Goldmark G4, ST 3, N1, N2, N4, CN 3, CN AM, YE 9078, 5434.
b02 Goldsmith (makers of Goldmark G4, ST 3, N1, N2, N4, CN 3, CN AM, YE 9078, 5434.
b02 Goldsmith (makers of Goldmark G4, ST 3, N1, N2, N4, CN 3, CN AM, YE 9078, 5434.
b02 Marbler (marble works and sculptors). 3 Rith Grane Lai (H3), ST 3, N1, N4, N6, N5, CN PO, CM 1.0, YE 7530, 3075.
b02 Mason (stoneworker). 1 Luft Toin Weg (F2), ST 3, N1, N2, CN 3, CN BA, CM 1.0, YE 4545, 9849.
b02 Millar (grains miller). 1 Luft Blakeweg (I2), ST 4, N1, N3, N2, N1, CN 4, CN PO, CM 1.0, YE 18075, 9045. The mill is wind powered; the upper three stories are able to pivot to face the wind.
Characters wishing to contact Torguil may do so through the High Merchant tradition in Irian, assassination is not totally secret. The assassin’s identity is not known but who asked for the assassination is. Under Irian law, wishing for someone’s death is not illegal although arranging it is; thus, once the announcement is made in the Headland of Ocr, 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 assassin. The Headland is, 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 to a safe country. Taking precautions. Firstly, he or she can attempt to buy out the contract for 150% of the assassin’s fee; secondly, he or she can 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 days after the announcement is made, she has had time to investigate a good few countries and has now decided that she will be successful. Torguil will make contact to discuss fees. Naturally, she will be in disguise. Having an arrangement with the Irianiir, a relative of success, Torguil will take the job for standard Guild fees; half payable before, half after the job is completed. If she has less than a 50% chance, she is in a heaven of a situation, as the assassin will have at least a 50% chance and who will charge standard Guild fees plus 6% travelling expenses. The assassin will continue until the assassin is dead; the Guild will not follow up attempts which have led to the deaths of others. Player character assassins who attempt to go solo in Irlian will, if they come to her notice, be ‘asked’ by Torguil to join the Guild of Hashishiyah. If they refuse, they will be given training and advice; otherwise she will attempt to kill the newcomer. If the character survives, he or she will become the new Guild representative unless already a member of another Guild in which case he or she will be eliminated as soon as possible.

The Guild of Hashishiyah is a large, powerful, well-organised Guild whose leader has Guild-master status. It is up to the individual DM to decide upon its exact structure.

The Druid of Chag, 5th Torn Toin (F3), ST, 2, N 1, N 3, N 5, CB 1, DRUIDIC affairs in Irlian are looked at by Acyfia. RA, SX, FA, AL, N, CL, D, LV 6, HP 24, AC 8, AG 36, WE 204, BL 100, ST 9, IN 12, WI 15, DE 12, CO 15, CH 18, MI +2, S+1, Leather Armour, +1 Shield [DMG], WE Spear. Spells: animal familiar x 2, locate animal x 2, detect with animals x 2. 2nd charm person or mammal x 2, cure light wounds, heat metal.

Animal Familiar, 4th animal summoning

Acyfia spends most of her time roaming the countryside around the village and so has only a 15% chance of being in town on any one day. She is fanatical in her protection of nature and animals and will argue with or attack anyone who injures or steals either. Consequently she spends much of her time in the Mark Geard trying to stop the bear-baiting byfiing, she can also root out any poachers.

Poachers' cottages, 4th animal of poachers.

Acyfia would most likely kill any poachers without hesitation. She has a large amount of animal poachers' cottages.
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 completed the scenario just before visiting the Abbeie. Part 4 continues directly where Part 3 left off.

The Abbeie. Teral will confirm it is the Zutthi Ag Nercroth and jump to the (wrong!!) conclusion that it is attracting the Dark to Irilan. In fact it was brought by dream demons [Best of WD Scenarios]! the Dark’s command to spread fear and corruption. She, along with the Zutthi Ag Nercroth’s authors are as clear as the contents but it is thought to have strung Vexile (the Wet Vexile) and Obrian, will be 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 it also would require enormous power. Teral can only think of the Sceptre Aef Lagu; a relic of the God of Land except in the Monasterion. Perhaps if it was smashed against the Book? The party should go there immediately; taking the Book with them.

Rubis Weg. As the party leaves Rubis Weg, Gealga Street, Tan Street and Abbeie Weg will be cordoned off by soldiers with bowmen lining the windows of 2 to 4 Rht 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 Irunn of the Stormwealcan and the 1st and 3rd Irunn of the Hiihehanman; the Ordrcidan are in reserve to the south of Rubis Weg and the 4th and 5th Irunn of the Hiihehanman are guarding the Herbarium Gate and the Abbeie walls. The characters are the Irian Scouts (with spells ready) and the Garde, Stormwealcan and Hiihehanman Commanderes. With the exception of the Scout, none of them is a 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 Commandere, flanked by his two lieutenants, will step forward and ‘ask’ the party to accompany him to the Counsell Hus; there to account for themselves to the citizens of Iri- lan.

If the party agrees, they will be allowed to keep their weapons and escorted to the Counsell Hus by the Garde Commandere, Scouts and three Irunn of the Stormwealcan. If not, they will be attacked until unconscious, stripped and then taken to the Counsell Hus. She will allow them to keep their equipment, including the Book. Note, that, as the lawful executors of Irilan’s will, the Alarin are very unfriendly charac- ters. As it moves across the Mark Geard, the party will be unable to escape the sight of Alarin and her petentacle; still hanging, still burning, still screaming.

The Counsell Hus. Around the table in the Counsell Chamber, will be the Counsell, Elistim Deorctunghe, the Laeden, will rise to his feet. “Several daeg ago, the Khzul caravan arrived in Irilan 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 I was allowed to take the escort nails to the sides of the wagons. Yes- terday, you were poking around Khalkedon.

Weird and carting around Lesadaman corp- ses while Aslas, the leader of our church, appeared on the Temple roof and, in some non-sense about it being Dark, caught fire along with five of our citizens. They are still there! In the panic which followed many of our people were killed and more injured. You were later seen in her quarters. Is there, I won- der, any connection? Some of our citizens, looking at the youth, thought she had 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 will also in the Griffith where that brawl developed and at the Astrologers when she had her “accident”. What is going on? If the party explains, the Counsell will become split. Dareon, Erea, Garos and Tirouw will be for the party, wishing them to continue in their search. Alarin, Pherd and Pelas are against them, wishing them dead and quickly Erhiim and Leifos 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 Irilaners gather outside. After a while they will start chanting, ‘Bring out the Burners.’ In a few minutes rocks will begin clattering off the Counsell Hus walls. If not already decided, the Counsell will hold an immediate vote on whether to allow the party to continue with their mission or to imprison them. The chants and rockthrowing will continue outside, after the rumour went round that the party were respon- sible for the various Dark manifestations. If the party loses the spell to let them go, they will be shown to the secret pas- sage leading to 2 Luft Temple Laen. If not, they will be taken away to the Mob. In either case, as they leave the Counsell Chamber, the Mob will burst through the Mark Geard doors; the Irilan on duty having opened them themselves with the rioters. The front rank of the rioters will be 14 normal Irilaners. Provided the party appears sufficiently awe-inspiring, by using a spec- tacular spell or cutting down five or six for example, these will panic and flee, giving the party a round’s grace to shunt the doors again.

The doors will hold the Mob for five rounds, enough time to escape to the house on Temp- le Laen. Initially the Mob will be too busy looking the Counsell 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 Paladin’s from the Abbeie or borrow any of the magic items (the Staff of Commanding?) The Paladins will not agree to an actual attack on the Monasterion; at most they promise 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. Just ahead, a florid-faced man, Kris Aef Monasterion, the Gran Mareschal, will exit from the library and ask the party their business, impatiently, he will refuse to pointblank to allow them access to the Sceptre – no discussion – maintaining that for fear if they ever 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 and the implications of the party that still want the Sceptre, he will have them shown out and double all guards. In any case, he will order a search and vigilance on the part of the normal guards.

The party will be able to reach the Monas- terion’s Chapel disguised as pilgrims; the Gate- guar (Quan and two men-at-arms) waving them through after a cursory questioning provided they appear as normal pilgrims, i.e. no sense of familiarity with the service rituals and seek to investigate after the service. Otherwise, after the service they can ask for Brother Sar and one of his men who will be praying to the Sceptre with their backs turned.

It all is rain in that the Sceptre is Gospel 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 day six magic could conceivably meet, the wizard locks and magic stones. See Background Information), the main gate will be opened and the men-at-arms arrive at the rate of 1 per round after a two round delay. The priests will arrive after 6 rounds, harrassing the party. They 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 its Book with the Sceptre there will be a loud crack as the Sceptre snaps to reveal a tightly wound piece of parchement. 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 Zotaqau Aef Tor Wins.

If the Sceptre is destroyed in the presence of the Brothers, all but the Gran Mareschal (who will join in the bloodbath) will be genuinely shocked by the reve- lation of its true nature. The party will be able to use this sense of possession 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 judicial blackmail but would need to be very careful; the Brothers are notorious for their hatred of law- breakers. The Tor Winsard is easily visible from the Monasterion; its spell-lit form towering into the lowering, storm-lashed sky.

Outside Irilan. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Irilan’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 attempt to help, 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 follow the party as far as the mist edge. If they are in danger of defeat, a further 4 [HP 45, 42, 39, 31] will materialise and attack so on until either the party retreats or all the apparitions are nul- led. 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 Iran of the Bdmarchant. 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 Irmn 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 Gealgaet (Part 2).

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

Tor Dagun. 40 DPV, 1 Ballista, 30x30x40ft, 3 Storeys and cellar. Occupied by the 4th Irmn of the Stormwealcan.

The Irlinan Garde.

Garde Commandere (Mareschali). Traditionally carries with him the post of Mareschali and overall responsibility for Irlinan's defence. The present Commandere is Leifos Gefaceoflian RA H, SX M, AL LN, LV 5, HP 71, AC 2, AG 54, WE 10198, BL 500, ST 18b(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. Leifos is a tall distinguished old soldier who is becoming senile. He does not recognise his position and will not accept the judgement of anyone who points it out.

Commandere Aef Hors. Isirim Deorcnum: RA H, SX M, AL LN, CLF, LV 6, HP 33, AC 1, AG 39, WE 4622, 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. Isirim is short and stout and because of his sword, has a quite undeserved reputation for reckless daring. He is the deathly rival of Helas Neahltieron, the Commandere Aef Man, for the post of Garde Commandere and will do almost anything to discredit him. He is, however, an extremely competent soldier and under his command the Orcadian have become a fighting force far more potent than their numbers might suggest (+30% on morale).

Orcidan. Named in memory of a famous charge at the Danners Battle in which they smashed the orc armies menacing Irlinan. The Orcidan are the cavalry arm of the Garde. They are divided into five Ridan each of 9th level men-at-arms and 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 Orcidan: RA H, SX M, AL Any; tending towards LN, CLF, 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 +1d4, MI None, WN, LCN, sword or quarterstaff. The Orcidan do not get on well with the other members of the Garde.

Commandere Aef Man. Helas Neahltieron: RA H, SX M, AL N, CLF, LV 6, HP 41, AC 1, AG 43, WE 6650, 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 Isirim 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 Irlinan's military forces is gradually falling apart under the pressure of the Stormwealcan, Hiehhanman and Bdmarchant Commandere's squabbles. Helas feels betrayed and is nursing his grievances until he can gain revenge; meanwhile sounding out the Assassin's Guild representative (Part 3) about the cost of having Isirim 'removed'.

Commander of Stormwealcan, Hiehhanman and Bdmarchant. Bisel Flaumhaer, Nireal Langscana and Sesil Reafian. Hiehhanman and Bdmarchant are not on speaking terms after a series of disputed victories in the last Daeg Aef Vicotrie'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 Militaris for fighting. Each of the three divisions consists of five Irmn 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 Irlinan. The militia has not been seriously challenged in 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 militia (-25% 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 sounded.
IRILIAN

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN

Jiral H M FN F 25 2 25 1572 100 18(92) 9 12 14 9 13 Sword (+2/+3) 28 26 MI Bastard Sword (+1/+2 vs MU) (DMG)

Brehen H M FN F 3 13 2 27 1450 15 17 12 11 12 10 12 Longsword (+1/+1) 18 MI Potion of Flying (DMG)

Adrastis H M FN F 40 2 34 970 200 18(9) 13 14 9 15 14 Longsword (+1/+3 vs Lycanthropy) (DMG)

Elas E F LG FG/FM 4/4 17 3 64 2140 350 16 17 12 11 7 Longsword (+0/+1) 12 MI Elven Chainma.

Yhoudhe H M FN 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 FN LN MU 3 13 4 41 670 400 11 18 8 10 17 9 Dagger MI Brace AC (3) (DMG)

Pelase H F CN CN 5 20 2 37 104 100 14 12 17 12 13 10 Flaif MI Potion of Extra-Healing (DMG)

Imilots GN M CN I/T 4/4 15 4 175 640 150 12 15 12 17 9 11 Swordsword MI +1 Leather Armour (DMG)

First sounded. The castle is commanded by the Conesa-
table, a post currently held by the Garde Com-
mendare, Lelfos.

Irilian Scouts. See above. A group of indepen-
dent characters hired to carry out unsavoury tasks that normal guardsmen are either unable or unwilling to perform. Characters wishing to join will be given an assignment; if success-
ful, he or she will be hired at 100gp per ses-
on as well as a share of any treasure found.

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

Yhoudhe: 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.

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

Yhoudhe has a hawk familiar AC 7, HD 1/2; Move 24, No of Attacks: 1, Damage: 2-10. 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 sur-
rounding countryside from the gates and towers; each having one guardsman on duty. At this hour, the guard is joined by two others who patrol the wall to a point midway be-
tween towers. Because of the less than exemplary manner in which this duty is exe-
cuted, there is at least a 30% chance of some-
one being able to slip across un-noticed.

Each guard carries a horn to alert the nearest two towers. After four rounds delay, each will send half of their available man-
power to investigate. Each tower has a differ-
etly tuned alarm bell and an alarm belfry. These will bring help after one turns delay with half an Irmian or Rider arriving in each succeeding tower 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 message pidgeons requesting aid from neighbouring counties.

C1 The Conesellus. ST 3, N3 1, 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 tower where an Irmian or Rider of the Garde will always be on duty. In the cellar are the Tower Mint, Treasure 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

ufacture, they are -1 to damage (minimum 1 point damage). The Hus is looked over by the Gild of Hashishiyyah (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 Conesell Chamber; a large room with a semi-circular table where the Conesell 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 in the hands of a single family and, although by law open to election, are by cus-
tom hereditary. Offices open to Conesell members are distributed by lot at the begin-
ing of each ten year term of office. The bu-
redacy is both exceedingly inefficient and cor-
rupt.

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

Because of their general cheapness of man-

Shortwords: 100
Hammers: 100
Arrows: 1000
Voulges: 300
Traphecht: 2
Light Crossbows:100
(Dismantled)
Quarelles: 10000
Light Catapult: 4
Sling Stones: 20000
(Dismantled)
Spear: 100000
(Dismantled)
Javelins: 10000
(Dismantled)

COUNSELL HUS

Major Posts in Irilian Bureaucracy

<table>
<thead>
<tr>
<th>Position</th>
<th>Area of Responsibility</th>
<th>Annual Income/Statutory Bribe</th>
<th>Held by</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laeden</td>
<td>Overall control of the Council</td>
<td>10000/20000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Comman</td>
<td>Min. and Treasury</td>
<td>8000/15000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Kamalting</td>
<td>Tax assessment and</td>
<td>5000/25000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Clerc</td>
<td>Town Records</td>
<td>8000/10000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Markman</td>
<td>Regulating the market</td>
<td>2000/18000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Stiweard</td>
<td>Regulating extra-trilian trade</td>
<td>1000/30000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Coroune</td>
<td>Civil Law</td>
<td>10000/50000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Landvogt (x2)</td>
<td>Criminal Law</td>
<td>4000/12000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Scrigerefa</td>
<td>Assisting the Coroune, serving writs and</td>
<td>10000/20000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Tympstof (x2)</td>
<td>Criminal Law</td>
<td>4000/8000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Mareschal</td>
<td>Irilian’s military safety</td>
<td>6000/1000</td>
<td>Garde Commandere</td>
</tr>
<tr>
<td>Wulman</td>
<td>Upkeep of the Town Walls</td>
<td>6000/1000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Gaetman</td>
<td>Upkeep of the Town Gates</td>
<td>6000/1000</td>
<td>Council Member</td>
</tr>
<tr>
<td>Conetoble</td>
<td>Council’s safety</td>
<td>6000/500</td>
<td>Irilian Citizen</td>
</tr>
<tr>
<td>Sargents Aef</td>
<td>Town Militia</td>
<td>6000/500</td>
<td>Commandere Aef Hors</td>
</tr>
<tr>
<td>Arms (x2)</td>
<td>Council’s safety</td>
<td>6000/500</td>
<td>Commandere Aef Man</td>
</tr>
</tbody>
</table>

Current Holder

Elisim Deortuange
Erea Gasrini
Airos Snaakeage
Dareon Aelfhaer
Pelos Irlisunu
Pelos Inirdoht
Lefos Gefacoefian
Erhim Stormbri
Sorim Stormbri
Lefos Gefacoefian
Ismir Deorsunnu
Helas Nahltocian
COUNCIL MEMBER.

The Council is made up of representatives from various interest groups. It is chaired by Sir William, a retired lawyer. The Council meets quarterly and is responsible for approving the budget and overseeing the administration of the city. Sir William is known for his moderate approach to policy making and his ability to work with all political parties. The Council is composed of 25 members, each representing a different interest group. The meetings are held in the Council Chambers, which are located in the central area of the city. The Chambers are designed in a classical style, with high ceilings and marble columns. The meetings are attended by the public, who are allowed to speak on any topic they wish. However, the Council has strict rules regarding the length of speeches and the use of technical jargon. The Council's decisions are made by a simple majority vote, with the Chairman casting the deciding vote in the event of a tie.

COUNCIL MEETINGS.

The Council meets every second Thursday of the month. The meetings are open to the public and are broadcast live on the city's television channel. The meetings typically begin with a roll call of the members, followed by the agenda, which includes discussions on the city's budget, infrastructure projects, and other topics. The meetings can be quite lengthy, often lasting several hours. The public is welcome to attend and participate in the discussions, although they are not allowed to vote. The Council's decisions are announced at the end of the meeting, and are typically approved by a simple majority vote. The Council's decisions are then implemented by the city administration, which is responsible for carrying out the Council's policies.

COUNCIL CHAMBERS.

The Council Chambers are located in the central area of the city. The Chambers are designed in a classical style, with high ceilings and marble columns. The Chambers are equipped with state-of-the-art technology, including microphones and video recording equipment. The Chambers are open to the public, who are allowed to speak on any topic they wish. However, the Council has strict rules regarding the length of speeches and the use of technical jargon. The Council's decisions are made by a simple majority vote, with the Chairman casting the deciding vote in the event of a tie.

COUNCIL MEETINGS.

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COUNCIL MEETINGS.
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 368 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 House, but soon moves on to other targets; the richer merchants' houses and the inns for example: the religious are never attacked. The Guards is of little use against the Mob since it usually provides a proportion of the rioters.

R5 The Monastery. 1 Munuc Geard (G7). ST 1, N1 36, CN AV. Home of the Brothers Aef Lagu; a militant order of warrior-monks (not A&D's monks) whose outlook on life is Order through Discipline. See above for stats. The Brothers have the surname Aef Monas- teron, Krs Aef Monasteron is the current Grand Mareschal or Abbob. The brothers 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 Monastery also maintains a force of 50 super-heavy cavalry armed and equipped as the Brothers 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 O, HP 4+1d4, AC 2, WE -, BL 100, ST 11+1d4, IN, WI, DE, CO, CH All 8+1d4, MI None, VN Longsword. Each Brother is responsible for a unit of five men-at-arms. Together the Brothers and their troops form the most powerful fighting force within 100 miles of Illrian. The spiritual guidance of the Monastery is in the hands of two cardinals of Lagu.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN Tenq H M LN C 6 26 1 47 - 1000 18(78) 14 17 14 16 16 +2 Flail Flail +2 +4 17 18 12 9 14 +2 Flail Flail +0 +1 of which one of each remains. Zotquaen set it to trigger if the words 'Lagu! hear my prayer,' are spoken to it. In return, it receives a portion of the revenues from it and first choice of any magic items found on the Brothers' raids.

The Sceptre is kept inside a wizard locked elfglass case (SDPV) which is in turn wizard locked onto the High Altar of the Monastery. Each of the case, the Sceptre, and the Altar has 5 magicötus cast on it to sound sequentially if the case is touched by anyone but the Grand Mareschal. One of the Brothers constantly keeps watch on the Chapel. Pilgrims are not allowed closer than 20'.

The Monastery's outer wall (25 DPV) is battlemented, ballista topped towers (ST 3, N1 1, N3 1, N3 1, CN AV, D PV 40) guard its corners and the gatehouse is topped with a portcullis (15 D PV, Gates 10 D PV). machicolas 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 the one who invokes 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 of the caster wishes. 2. A light 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
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combination will only actually work 1 time in 100,000; all other attempts being ineffective. Which the spellcaster will be notified by a piercing pain that 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 creation failure spell being completed.
Casting the spell requires that the closing incantation must somehow be permanently assimilated into the spell component itself. Otherwise, it will simply be voided from the object outside of the object makes it much more likely that it could be discovered as a fake. After all, the power of the spell is to ward off 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 200gp.

I3 Thri Seorra, 5 Temple Cot (G5), ST 2, N1, 2, N2, 4, CN, PO, 1.0, N9.6010-90.1290/12.9011-10+06, NS 12, RC 1, BC 1. The Thri Seorra is named after the three Star Sapphires that sparkled on the Seorra'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 inn was supposedly built for those too frightened to go to the Halfling Aed Orc and too poor to go elsewhere and the three Star Sapphires were the usual fare. It has private rooms for 20 visitors and a common room which will sleep another 15. There are 14 rooms (6 double, 8 single), 3 Flagon rooms, 2 Flagon rooms, and 1 Flagon room, both of whom are usually drunker than the customers.
As well as the normal irilian citizen customers, more than a few adventurers are in the present. Bracketed numbers are percentage chances.
Commander Aes Hors (10), Hilehanman Commission (40), 3 (10), the God of War (100, 200), Acysy the Druid (15), Mirl of the Temple (20), Pelon of the Temple (20).
The Thri Seorra is a popular stopping place for adventurers looking for private rooms.

NAME RA SX AL CL LV HP AC AG WE
Erzael H M N F 3 10 5 48 970
Rigilis H M N E F 21 5 31 783

Shops (See WD43 for shop nomenclature)
cs1 Alchemist (DMG & WD20), 27 Rhit Monasterion Laen (G6), ST 2, N1, 4, N2, 6, N3, 1, CN, PO, 1.0, 1.1, YE 180363, YE 105947. Irilian's resident independent alchemist is Eliazz'gh Henor A. HN, HN, X, M, N, C, AL, CN, Alchemist, LV 1-2, 650, WE 1.0, PO 1.0, L0, 1.6, 2.4, 3.1, 1.7, 2.2, 3.1, 2.3, 0.3, 1.2, 2.7, 18, 10, 18, 11, 16, 12, 15, 12, 16, 12, 15, 12, Ml, 8, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200.

Because he has thrown out the Mages Academy for cheating, Eliazz has a hatred of MUs and will only work with them for twice the normal fee; in no case will he accept personal employment with any in addition to casting spells. Eliazz, along with several of his potions, has no time for the standard prices. Those for which he has a recipe are Extra-Healing, Fire Resistance, Heroism, Human Control and Longevity, Flagon. He will usually have one potion and two dose bottles of each made. Unfortunately, one of the Extra-Healing potions has got a little too elecspell being completed. To discourage pifferers Eliazz has mixed a couple of failed experiments in with some potions, these are a Delusional Potion of ESP (DMG) and a Follicle Philter (WD16). Potions are identified by a code known only to Eliazz.
cs2 Baker. 6 Rhit Screwala Clos (H6), ST 2, N1, 4, N2, 5, CN, PO, 1.0, YE 7966, YE 3927. ccs2 Baker. 6 Rhit Screwala Clos (H6), ST 3, N1, 4, N2, 5, CN, PO, 1.0, YE 8647, YE 3976.

NAME RA SX, AL, CL, LV, HP, AC, AG, WE
Hiren M CN 5 20 6 31 14090 14 9 16 12 10 Shortsword
M +1 Dagger, +1 Leather Armour
Korsal H M CN T 3 11 8 27 198 20 12 10 14 9 14 Shortsword
Ml Potions: Speed, Levitation
Korsal H M CN T 4 5 19 78 5 11 7 7 17 11 7 Shortsword
Ml Potion: Flying
Pireal H M E T 1 4 13 21 8 12 5 15 13 5 Dagger

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PART FIVE

Zotaquuan 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 Illrian; 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 Brother 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 of being struck for 6d8 damage (save vs lightning for half damage). As the party teleports down to Zotaquuan, the beacon's flare on the Mona and Grimmr Tors and the dissonant sounds of their alarm bells become faintly audible in the storming gale.

The party will arrive in the Summoning Hall with a thunder-clap of displaced air. Zotaquuan 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 cabbalistic 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 unmovcd 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, Zotaquuan 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 that 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 Illrian 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 stifle 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 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 Zotaquuan'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), Zotaquuan will abruptly sit up, apparently none the worse, cast a protection from evil 10 radius to keep off the party if they then destroy them. He will then say to the party, 'Seek for the source of the liquid of life; strive in the dark for the secrets of life. Then he will mutter, 'Needless obscurant doggery as usual', and lose consciousness.

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

Conditions on the top of the Tor will be as when the party were with the same chance of being blown off etc. To the west, the city walls
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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, weeping crowds, they will be spotted by the Mob.

After a round of surprise, 10d10 will give chance (all statistics as above) to hold in its +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 Megnag. Behind the Mob the Tor Wysard will burst into Blaec Fyr. At the Megnag, 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 Gerasinr (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. The Gnome will have a two point bonus to hit and will defend herself and her husband, 13 staff (all normal Irilians) and Djhela of the Psionic Federation.

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 a 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 (Ismir Deorsunni) 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 sight, first over-

whelming the Graefgaer, although the Chant蔓ran escaped, and crossing the walls an hour or so later. Since Leifos had brought enough men to defend the walls (the militia having failed to materialise), he decided to fight a defensive battle according to the teachings of Mark Geard for a final stand. Unfortunately, the foot soldiers’ morale failed as the Dark approached; leaving the Scouts and Orcridan to face as best as they could about the same time. Isirim then withdrew his troops, forming them up behind the walls before charging anywhere. Inside the mist were large numbers of humanoids of all types—orcs, goblins, bugbears, flinds and nightmares. Hallac Leifos did not return.

If the party in turn explain their situation and appear to need it, Isirim will detail Anhalas, Elias and Krea of the Scouts (Part 4) to assist in 100ft in 3 rounds.

Characters falling into the well will suffer 1 point damage for every 10ft fallen and must make a saving throw, being stunned on impact with the water. Normal DMG drowning rules should be used for characters falling into the well.

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 outward, catching the character 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 circumference of the road, the item is impossible to dodge. Good characters need merely to ask the slab to open. It will glow briefly then disappear. However, it is one of the few square featureless passages shrouded to a point of light.

Meanwhile, one round before the mist wall reaches the Tor Wysard, the Band of Maltese will break through by sheer force of numbers. Djhela will use her psionic powers on 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.

If the damage done equals or exceeds a being’s hit points, that being becomes a Child of the Dark. Since the Alyviden had been the first child to be born a Child of the Dark, indistinguishable from normal but for its misty-teared black eyes, Darkly-infected uppers 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 repossessed.

Background Information

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

Megnag. Towers 40 DP each, Drawbridge 8 DPV, Porcules 12 DPV, Gates 15 DPV, 2 Ballistae on each tower, Towers 20x20x40ft, Gate 20x30ft, Tower 3 stores and a cellar each. Occupied by; Left Tower, Garde Commandere, Stormwaelkan Command. 1st Innan of the Stormwaelkan. Right tower: 2nd & 3rd Innan of the Stormwaelkan. Irilian’s main tower is chiseled with thousands of magnificent gems which appear to encrust its upper surface. Unfortunately these are inspected uppers only once, therefore the tower is guarded with glass with large bare areas where easily reached fakes have been removed. However, from far enough away, the gate looks very fine. It is guarded by three henchmen, light from the stones and it is still a favourite spot for Irilians to come and dream of better times. The bridge across the moat, although long enough than the Blaeag’s to support the greater traffic, can still be destroyed in two turns if the need arises. When open, 1 Innan will be on duty. In all other respects the Megnag resembles the Gealga’at (Part 2). Sanguin. 35 DPV, 1 Ballista, 20x20x30ft, 2 stores. Occupied by the 1st Innan of the Hliehehenman. Grimmor. 45 DPV, 2 Ballistae, 20x20x30ft, 2 stores and cellar. Occupied by Irilian Scouts.

The Tor Wysard. 13 Munuc Geard (Hair), ST 12, N1-N121, CN AV, 100 DPV. A toweping kiss of glassy green rock, the Tor Wysard appear- ed to Irilian as a flat-sided tower with its top covering its occupant, Zotaquaan Aef Tor Wysard. Its outer surface is clear of decoration but for an unprotected shield which winds its spell-it 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 pinnacle. 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 channel sensor and cloud voice spells focused onto the tower top allow Zotaquaan to check who is calling before actually doing so. The teleport will reveal the location of 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 poulter’s feet. The roof, four 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.

Zotauqan uses his throne when expecting or entertaining visitors and as a refuge should a summoner 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 Zotauqan 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.

Kapt in the Summoning Room are two of Zotauqan’s bound spirits – Nugthuz, a Type I Demon [MM] AC 0, HD 8, Move: 12”/18”, No of Attacks: 5, Damage: 2xd4/2xd1/1d6, 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: 2xd6/2xd12, Special Defences: Immune to sleep, cold, hold, polymorph and fear, +2 or better weapons to hit, immune to all save, 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 Demon is instructed to attack anyone who enters the library except for Zotauqan or anyone introduced by Zotauqan. The uppermost three stores of the Tor hold Zotauqan’s living areas.

The three underground floors form Zotauqan’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 Zotauqan 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 Invisibility and a Potion of Diminishment which shrinks its user to one fifth of normal size until a wish is used to reverse the effect. The correctly functioning items are: a suit of +2 leather, bits of which are scattered all over the laboratory, requiring a weeks search to locate them all; several scrolls (Spell: cacadomen, 2x limited wish, power sword stun, clone, monster summoning VI, permanent invisibility, object, gate, shape change, wish, protection: elements, magic) and a wide range of powdered potions (x4 Extrachealing, Fire Resistance 100, Giant Strength, x5 Healing, Levitation, 2x Poison) which need to be reconstituted with half a pint of water each before being taken by being otherwise as normal; a Crystal Ball and a Helm of Comprehending Languages and Magic [all DMG] in the library. Two buried mummies are also present, a spirit on a slim silver fillet. Zotauqan usually carries the remainder of his magic around with him and those are shown under his statistics.

Zotauqan Aef Tor Wysard: RA H, SX M, AL N, CL MU, LV 17, HP 45, AC -2, AG 129, WE 203678, BL 1000, ST 8, IN 19, WI 17, DE 10, SP 0, CR 15, SD 15, CP 0, XP 80, LG, Law-ful, MALE,

Spells: 1st: charm person, hold portal, identify, shield, sleep. 2nd: detect evil, ESP, locate object, sinking cloud, web. 3rd: dispel magic, haste, lightening bolt, protection from evil 10’ radius, protection from normal missiles. 4th: comprehend languages, fear, hold monster, invisibility, immunity, remove curse. 5th: cloudfall, conjure elemental, 2x contact other plane, hold monster, 6th: disintegration, fear, parler, speak with animals, 7th: limited wish, power word stun. 8th: antipathy, mind blank. Zotauqan also has limited psionic powers. Ability: 137, Attack/Defence Modes: AHD High. Disciplines: Detection of Evil, Domination, Precognition; Energy Control.

The most brilliant sorcerer of his time, Zotauqan 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 natural inquisitive personality although they have served to increase his arrogance. Despite this, his general good humour keeps him a popular figure in Irinlan.

Zotauqan’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: 2xd4/1d6 and better, Special Defences: Rebirth, Magic Resistance: 85%, HP 6 and better. (The DM should decide exactly what Zotauqan’s familiar spells and variations are. A good source is new spells from previous D&Ds.)
4. The Gnome Juel Aef. 9 Riht Diament Rad (E8), ST 2, N 18, N 26, CN PO, BC 4, CM 2, NC 6, HD 24/40, 10/40, 12, NS 10, RC 1. Owned by Erea Garsintri (Part 4), the Gnome Juel Aef is primarily a gambling house; having only limited accommodation: private rooms for escort and a common room for another ten. Most of its ground floor is taken over with the gambling halls; a large pillarar area decorated with red tables, cushions and a table gaming gift and two smaller, more secluded rooms. A variety of entertainments are on offer, ranging from music halls to boardgames such as Orcehoft or Aelfgam. The games are crooked but not obviously so; the degree varies with the amount the gambler can afford. If successful it awards a 15% house edge. The cash float is 2000gp; reserves of a further 4000gp are on deposit. Disirm the banker. (Part 2).

The bouncers are:

- NAME: RA SX AL CL LV HP AC AG WE
- Ullin G50 M NE F 3 21 5 18 534 50 16
- Kilgad 160 M LN F 4 24 5 21 1108 120 15
- Zipfa 150 F NF N 5 35 5 24 2473 140 17

M Palions Of Extravealing, Human Control

Common customers at the Gnome are: Erea Garsintri (30), Tiroy Polaron (10), Leefs Gofyntch (50), Saldoi (40), Mandamere Aef Hors (5), Swoorwalcan Mandamere (5), Biodimensionmandere (5), Girasil of the Gofyntch Ventors (15), 14 of the Gofyntch Ventors, Dielha of the Psionic lowship (20), 2 of the Garde (100). The only person of note presently staying at the Gnome is Juel Aef; he is fond of the Gaming house posing as a trader in exotic furs.

The Gnome has lately being suffered a run of bad luck at the tables; the present lottery is most 12000gp in one night to a group of visiting gamblers; mysterious fires have been break ing out and on two occasions in the last season, rioters have broken into the Mob. Consequently custom has rapidly fallen; bringing Erea to the verge of bankruptcy. Simultane ously, 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 significant element behind the Gnome's difficulties but has no inclination that it is Pelos Irizodoth (Part 4).

Is The Stormradian. 1 Luft Mathkr Laen (C7), ST 3, N 18, N 12, N 30, CN AV, BC 1, CM 3, NC 2, HD 10/20, 5/50, NS 15, RC 0.1. The Stormradian is Irilian's sole high class inn. The food and wine are excellent, the beds soft and the sheets changed every second season – even in the winter. The owner, Hanver (human) has fallen behind the bar in a rush to serve the patrons. 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 significant element behind the Gnome's difficulties but has no inclination that it is Pelos Irizodoth (Part 4).

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employment if necessary — usually as poorly paid bodyguards — and assist Nogac Winters to recruit ranchmen and hirelings; having records on most characters in the area around Irilian. The Gild arranges introductions for characters wishing to train at a cost equal to 5% of the training fee. The trainers available are:

Cleric: Asias of the Temple
Fighter: Commandere Aef Hors
Ranger: Anhalas of the Scouts
Thief: Serkan and Kian of the Gallegag

Illusionist, Monk, Bard:
Druid:
Paladin:
Magic User:
Assassin:
Torgul of the Hashishyi

These characters will not automatically provide training since alignment and religious considerations might dictate otherwise.

The Gild Maestre is Gisral Lempheal, a fighter who has retired after losing a leg in a flyman hive. RAH, SX M, ALN, 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 +1 Scimitar +1 BN Sword. A brusque old man, Gisral is fond of reminiscing and comparing modern adventurers unfavourably to the real men (and women) of long ago. Sturdiness and cunning... and that there was in him.

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 Irillian Scouts, Commandere Aef Hors, Hliehmanman of Commandere, Serkan and Kias of the Abbebe (S).
Acyst the Druid, the Chauntman, Pelnos of the Temple, Gilos from the Grifoun, the Quig, the Shepherd, Theo from the Hefoad Aef Orc, Torgul of the Gild of Hashishyi, Hiean of the Gallegag (S).

Irillian Gilds and Companies. Gildsmen in Irillian are not as powerful as they are in other independent towns since they are effectively controlled by the County. Thus, rather than constituting a powerful bloc separate from the government as is usual, they form part of that government and are used by its slow control of the trades. Also unusually, their regulatory 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. Members of a Gild is restricted to Irillian citizens who can provide proof of their competency in their craft and pay the Gild Fee of 5gp. Only jewellers, Metal or Company may carry on a trade in Irillian.

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 Counsellor Municipal [Part 4]. Each Gild or Company has its own Gallegag Maestre who together with the Sund (Gild Syndic) regulates its affairs. Each Trade is governed by a Gran Maestre (all Counsellor Members) who settles intergild disputes. Intertrade squabbles are referred to the Cort Civils.

To save space, where a shop has been mentioned in Irillian 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 Gallegag Maestre, the others are the Sund’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 Gallegag Maestre’s workshop.

The major Trades in order of decreasing status are: the Weapons and Armourers, Jewellers, Metal, Cloth and leather, Weavers, Gildsmen of Learning, Housewives, Woodworkers, Victuallers and, lastly, the Lighters.

Wardgilds. Each Electoral [see map; and The Counsellor, in Part 4.] Ward in Irillian has its Wardgild; an organization responsible for the economic and social welfare of the community. Each Wardgild has roughly 500 members who each pay from 5-50gp per year depending upon his wealth. They 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 counsellor 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 Irillian 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, Elsim Deortunge’s bodyguard, Gnomes: Erea Gasrin, Halflings: Zipga from the Gnome Juel Aef. All non-humans in Irillian 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

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SE1 Sclavafreedom. 4 Riht Raflis Street, D6, ST 2, N1 2, N2 1, CN CO. Since Irillian is a major centre for slave trading, the Sclavafreedom, with an anti-slavery society, has a strong presence. Its recently arrived leader in Irillian, Perilas Sclavafreedom is resident in the Markward, RAH, SX F, ALG, 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-feeding creatures, IN 14, EGO 13, AL CL, Speaks Chaotic Good, Common, Detects Good and Evil, Traps and Ambushes in a 1° radius. RN Sword.

The possessor of that rare thing in Irillian, a social conscience, and a masterly tactician; Perilas has been detailed upon a strategy of attacking slave caravans as they near Irillian. So successful has this been that Irillian’s slave trade has been reduced to almost nothing. Consider the result that the slave traders have offered 1000gp and the Counsellor a further 500gp for her head. Perilas is known to and secretly assisted by Teral Guthdohter and Elean of the Abbebe [Part 2].

The Sclavafreedom maintains two safe houses in Irillian both staffed by sympathetic Irillians; twelve in total.

SE2 2 Riht Sclawa Weg (D6). ST 2, N1 2, CN CO.

SE3 3 Riht Hros Street (B5). ST 2, N1 2, N2 4, CN BA.

GV1 Gild Aef Venteners. 10 Riht Meil Weg (D6). ST 3, N1 3, N2 5, N6, CN PO. The Gild Aef Venteners provides a range of services for adventurers in and around Irillian. Gild members receive 20% of all income going 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 wide 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 DVP, firetrapped, triple poison locked and looked over by the Gild of Hashishyi), support adventurers, and act as a clearing house for information. It will also find characters.
Darkrise on Irlilian

This is the final instalment, which takes The Rising of the Dark, 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 form. The 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 Dogs [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 electricity. Damage done will be much the same. 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: 2xd1d10, Special Attacks: Disease, HP: 104/2x1d9+4, Special Defences: Immune to 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: 214, Mounted on a Nightmare [MM] AC 4, HD 6+6, Move: 15"/36", No of Attacks: 3, Damage: 2xd4/2xd4+2, Special Defences: Immune to sleep, death Knight, surprise. They 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 five soldiers of the Light which has been protecting the party so far. A character must, of her or his own free will, step into the centre of the blaze. The player is invited to choose one for a turn whoever stepped into it. It will then fade to reveal the character, unchanged but for a coruscating aura of blue-white diamond flame, 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. The Lightchild 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. This is 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: 3", No of Attacks: 1, Damage: 1d4, Special Attacks: Possession, HP (Dark Body) 6xd6(2), 6xd6(4), 5d4, who have roped themselves down to the passage. If these are discovered, 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] Dark Children AC 6, HD 1-1, Move: 6", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP (Dark Body) 15x5, 10x4, 4x3, 2x2, Special party's path. These will be joined later by:

Round 1: 1 Troll [MM] Darkchild AC 4, HD 6-1, Move: 1", No of Attacks: 2xd4+1, Special Defences: Regeneration, HP 29/27.

Round 2: 2 Ogres [MM] Darkchildren AC 5, HD 5+1, Move: 12", No of Attacks: 1d10, Special Attacks: Possession, HP 20/16.


Round 5: 9 Orcs [MM] Darkchildren AC etc as before. HP 6x6/6, 2x5/6, 5/4.

Round 6: 1 Gollum (MM) Darkchild AC 4, HD 12, Move: 12", No of Attacks: 1, Damage: 4d8, Special Attacks: Possession, Throw rocks for 2xd10, Special Defences: Immune to fire, cold, electricity.


Children of the Dark released from the Dark's control will fight for Light. In round two, the surviving Irlilian 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 Maeshael of the Monas- terion [Part 4] will arrive with Sil, Ral, Quan, Ged and their men at arms accompanied by Teng, summoned either by the Light or Rass' horn. They will help the party to the Temple.

At the Mark Geard, the Irlillians will be making a final stand. The remnants of the Garde and the Militia will be strung out from Diam- ment Rad to Geld Laen. Behind them, a dense crowd of old men and women and children are praying; above them, Asias and her pen- tacle still burn; and to their front, a wall of mist hangs, poised. All around, lightning forks from the stormy sky to the rod tops. As the party approaches, 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 first, as it does so, the Temple will darken until the only light comes from the figure in the flames. Gradu- ally, the Light, Sil increases until, cracking with power and 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 Irlilian is ablaze with white fire.

Around the town walls, the Dark will rise higher and higher, almost to the sky, until it is no more. The political and cultural situation in Irlilian. 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 seson of Darkfall, Irlil- lian will be re-united. The DM may let the Scour- mount and their heirs in perpetuity; the freedom of Irlilian 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 individual DM to prov- tains, subject to the Overlordship of the Coun- sel Irlilian; with all the goods, chattels, habiments, persons and incomes therein, subject to a yearly tithe to the Counsellor Irl- lian. (Unfortunately, the lands to the north are lost to Irlilian and are occupied by several major humanoid tribes and numerous minor monsters: all of which will need to be pacified or destroyed before the territory could become profitable. In the ideal DM to prov- fure further details if wished.) 3. To them for the remainder of their lives: a pension of 500 gold pieces each year.

Teral Guthdohtor Ael Abbeie will express her thanks by raising, resurrecting, healing etc (except for the Lightchild who, by its sac- rifice saved Irlilian, cannot be recalled by any power on the Prime Material Plane) and, of course, the other citizens of Irlilian will treat them like local heroes.

Irlilian 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

Irlilian Law. There are four categories: Milit- any, Religious, Civil and Criminal. Each has different courts and penalties and deals with different crimes.

Military Law. Deals with all offences commit- ted 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 Riverweacc.
IRILIAN

Torr until trial. Minor crimes (those punishable by flogging) are heard before the Command-
dar Aef Man or Aef Hors. Serious crimes go to the Garde Court. This consists of the Garde
Commander, who acts as Proost-Mareschall, the Commandarde Aef Hors and the Command-
dar Max. Gaull is determined by a major-

ity verdict. The accused may nominate a
friend to argue his case or provide his own
defence. A prisoner is not guilty plea.
Punishments for criminal offences such as
theft, murder and rape are as in the Cort
Criminar. Military crimes have these penalties:

Cowardice: Flogging.
Negligently carrying
out a command: Flogging.
Refusing to carry out an order: Flogging.
Desertion: Death by drowning.
Mutiny: Decimation by drowning.

Flogging is usually 10-100 lashes with a sys-
tem 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 mem-
bers of the Religious in Irilian and various
other crimes are tried by the Temple Cort.
This is made up of the Abbesses of the Abbe-
be, the Great Maestro and the Master Monaster-
ial and the Pramat Aef Iril; conviction is by
majority verdict and bribery is of some use in
swaying the vote which is not present in
defences. Prosecutions may only be initiated
by a member of the Cort but anyone may
make a report to a member of the Cort.

Treason or
rebellion: Murder.
Assault:
Fist: Death by hanging.
Second: Death by burning.
Third: Death by boiling.

Rape:
First: Death by boiling.
Second: Death by burning.

Arson:
First: Death by boiling.
Second: Death by burning.

Theft:
First offence: Loss of left hand, Second offence: Loss of right hand and nose, Third offence: Death by hanging.

Failure to obey
a summons:
Fist: Fine equal to twice the
evaporation plus 20.
Second offence: Confinement of property to the value of the debt plus 50%.

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 the highest bidder.

The Court Civilians is convened on Tyrrdeag
of Storm, Waeter, Hael and Vale of each season.
Civil law is not enforced in Irilian unless the
Counsellor wants it to be. Thus it is used against
the populous rather than for it and abuse against it, especially by Counsellor members,
are very common and virtually unpunished.

Criminal Law. This covers all offences against
person and property. Conviction of 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, citi-

zens usually send a Hue and Cry rather than attempt
an arrest themselves. If the suspect
is not caught and the act manages to escape
pursuit, any witnesses must make a sworn
statement to the Scirgerofa who will make a
warrant for the Tyrrdeag and arrest the suspect. Suspects awaiting
trial or punishment are imprisoned in
the Riverweac Tor.

Crimes tried before the Cort Criminar, the
Scirgerofa and four Council members assisted by the
Clerc. Convictions are by majority verdict and bribery is of some use in
swaying the vote which is not present in
defences. Prosecutions may only be initiated
by a member of the Cort but anyone may
make a report to a member of the Cort.

Treason or
rebellion: Murder.
Assault:
Fist: Death by hanging, draw-
ing and quartering.
Second: Death by boiling.

Rape:
First: Death by boiling.
Second: Death by burning.

Arson:
First: Death by boiling.
Second: Death by burning.

Failure to obey
a summons:
Fist: Fine equal to twice the
evaporation plus 20.
Second: Confinement of property to the value of the debt plus 50%.

Trier. In deciding whether a character is con-
icted of a crime or not, the DM should con-
sider the following points:

The character must be an 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 of witnesses. The weight of the
characters and political positions of the members of the Cort. The
brides paid on both sides and the Bride Levels of the Cort. Bearing in mind the
DM should arrive at a percentage chance for con-
viction 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 any attempts at flight as
doable as Tyrrdeag of seasonal, for example, will
dictate what is happening on the streets.
Encounters may take place on the spot or
be witnessed by the property; 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
Terul Ghudhofter Aef Abbeie [Part 2] who
doesn’t 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 before any
thing spent on the streets of Irilian.

Encounter Descriptions. Demand. Someone
stumbles or falls and 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 wilds arecrae the north. Irilian
to dispose of indigence and look for trouble.

Bat. 1d10 Giant Bats [FF], 10% of the
time accompanied by a Doodruck [FF], flit around
and, if not kept at bay by fire, attack.

Beak. A whining beggar with trivial infor-
mation paws at cloaks; demanding largesse.

Blood Hawk. 1d4 Blood Hawks [FF] swoop to
the attack.

Booke. A Booka [FF] is surprised while going
about its household chores.

Caravan. A group of traders pass. Usually
farmers from the surrounding countryside,
along market days. Many go to or from the
Mercant Caravan [MM]; or, very rarely, a group of non-
humans, dwarves [MM], elves [MM] or
gnomes [MM]; (a dwarfer), orcs [MM], gob-
lins [MM], or kobolds [MM].

Chamberpot. A hail of ordure descends
from a window causing breakages of 12-1d4
points of charisma until a bath is taken.

Character. Someone approaches to offer
request information/help/abuse etc. Roll the
following table or the character takes up
find possible reasons for their approach.

1d20
1-3 Normal. 19 Irilian
20 Character
Normal Irlan (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, 1d1000

01-17 Cleric
18-22 Druid
23-27 Fiend
28-32 Paladin
33-47 Ranger
48-52 Magic User
53-57 Illusionist
58-62 Thief
63-68 Assassin
69-73 Bard
74-78 Merchant
79-84 Sage
85-89 Houri
90-94 Other

Roll 1d10 for status or of parents or spouse

1. Sundi
2. Mastercraftsman
3. Journeyman
4. Forester
5. General Labourer
6. Porter
7. Animal Handler
8. Personal Servant
9. Farmhand
10. Other

Roll on shop list (Parts 2-5) for occupation

1. Sundi
2. Mastercraftsman
3. Journeyman
4. Forester
5. General Labourer
6. Porter
7. Animal Handler
8. Personal Servant
9. Farmhand
10. Other

Clerics

1. Chantman (1)
2-10: Fiend (2)
11. Aslam of the Temple (3)
12. Miri of the Temple (3)
13. Pelinos of the Temple (3)
14. Palase of the Scouts (4)
15. Teng Aef Monasterion (4)
16. Arkis Aef Monasterion (4)

Druids

1. Acyf (3)

Fighters

1. Inimae of the Grifoun (2)
2. Tislim of the Grifoun (2)
3. Uslih of the moneylender (2)
4. Kullit of the Heafod Aef Orc (3)
5. Sulliga of the Heafod Aef Orc (3)
6. Tiran of the Thr Seora (3)
7. Freg of the Heafod Aef Orc (3)
8. Zigul of the Heafod Aef Orc (3)
9. Sigfa of the Heafod Aef Orc (3)
10. Agrea of the Heafod Aef Orc (3)
11. Dirim the Moneylender (3)
12. Drima, Dirim’s wife (3)
13. Thori, Dirim’s son (3)
14. Bombas, Dirim’s son (3)
15. Leifos of the Garde (4)
16. Irism of the Garde (4)
17. Helas of the Garde (4)
18. Bisil of the Garde (4)
19. Step of the Garde (4)
20. Sesil of the Garde (4)
21. Jimarl of the Scouts (4)
22. Breben of the Scouts (4)
23. Garoa, Dna’s husband (4)
24. Anka, Erhim’s bodyguard (4)
25. Telmon, Garos’ bodyguard (4)
26. Grog, the Thri Seora’s bodyguard (4)
27. Erin, Pelos’ bodyguard (4)
28. Aran, Pelos’ bodyguard (4)
29. Disnikon, Pelos’ bodyguard (4)
30. Kilim, Pelos’ bodyguard (4)

31-41: Brothers Aef Lagu (4)
42. Erazel of the Thri Searra (4)
43. Bigisol of the Thri Searra (4)
44. Ugilin of the Gnome Jael (5)
45. Kuldub of the Gnome Jael (5)
46. Zgie of the Gnome Jael (5)
47. Peralis of the Sclava-freedom (5)
48. Gisral of the Gild Aef Venteners (5)

Paladins

1. Serial Aef Abbeie (2)
2. Ankos Aef Abbeie (2)

Rangers

1. Tivane of the Heafod Aef Orc (3)
2. Anthals of the Scouts (4)

Magic Users

1. Elas of the Scouts (4)
2. Yhoudeh of the Scouts (4)
3. Kria of the Scouts (4)
4. Arien, Elisim’s bodyguard (4)
5. Zotaquan Aef Tor Wysard (5)

Illusionists

1. Illimol of the Scouts (4)
2. Erea of the Counsell (4)
3. Djiela of the Gnome Jael (5)

Thieves

1. Agroth of the Beggars (3)
2. Shilla of the Beggars (3)
3. Hiren of the Gealagang (4)
4. Koral of the Gealagang (4)
5. Korseal of the Gealagang (4)
6. Full of the Gealagang (4)
7. Gildas of the Mark Geard (4)
8. Staat Gang member (2)

Assassins

1. Alis of the Hashshihyy (3)
2. Daergne, Alros’ bodyguard (4)

Bards

1. Gilos of the Giffoun (2)

Merchants

1. Tirou, Gild Faetor (2)
2. Alros of the Heafod Aef Orc (3)
3. Daron of the Counsell (4)
4. Elsim of the Counsell (4)
5. Erhim 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)

Houris

1. Tiralfe of the Heafod Aef Orc (3)
2. Elhri of the Heafod Aef Orc (3)
3. Giris of the Heafod Aef Orc (3)

Doppelganger. One of Erhiim Stormboof’s clan (Part 4) can be a Doppelganger. Drunk. A singing, a dancing Irlan (roll on character table) attempts to foist his inebriety upon others. Reject, or if a fight may result.

Escaped Animal. An animal from the Mark Geard (Part 3) makes a break for freedom. Food Vendor. A street vendor sells unidentified grilled or fried foods for things 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 Staat Gangs (Part 2) dispute territory.


Hornet. A 1d4 Giant Hornets (FF) buzz the street.

Hue and Cry. Conscious citizens pursue a miscreant (Part 6).

Kdran. Surviving, D’Hel and his followers (Part 3) ask a ‘passer-by to join them for a service to Gizherae. Otherwise, the Gealagang (Part 4) try an abduction.

Killmouls. A misconceived Killmouls (FF) practices its japes upon a pedestrian.

Monsters. A on type or another (Purple Worm (MM), Thoqua (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 muggee.

Pilgrim. A group of religious travellers [MM] process past; usually headed for the Monasterion but sometimes not.

Pottergeist. A classically-propelled (FF) object exits nearby; striking a passer-by.

Preacher. One of the religious (roll on the cleric table) was in charge 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. Check to drop the item.

Rats. 1d6 Giant Rats (MM), 10% of the time accompanied by 1d2 Jermaines (FF), pounce.

Spiders. 1d2 Giant Spiders (MM) try to ensnare unwary stormers.

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 Irlan

In this series, enough information on Irlan 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 already been detailed fully, while giving only the general descriptions of other areas – it is for the players to provide a foundation on which the DM can build. This was due to space limitations but also so that the DM could be fitted into other campaigns with the minimum of rewriting. DMs may find the following points useful.

In its overall structure, Irlan 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-dread Edwardian. Any good library will be able to provide background material and Paul Vernon’s excellent series, The Town Planners: W31 33 and Best of WD Articles III, will also be very useful. The Irlan 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 McAtter for his helpful discussion of Irlan and AD&D. Remember, Irlan is only a suggestion; if you do not like it, change it.

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(W.5 = WO42-W046)
THE SNOWBIRD MYSTERY
by Andy Slack

A Traveller Scenario using the Traveller Basic Set and Book 4.
by Andy Slack

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 captains. Established.

Of course, 'surprise' is a loose term when applied to a visit by a sector duke keeping 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 lion's share 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 method of detection then becomes very difficult to conceal, and the only hope would be to destroy the visiting inspector and his men.

Yelov Salash, Sector Head of the Covent Survey Bureau for Sector Antares, has read the computer compilations and siftings of reports from distant duty scouts and other sources, and realises that an Imperial Inspector is on the way to audit the sector and be expected to arrive in a few weeks. This gives him some cause for despair, as he has been augmented in a manner which will detract from the somewhat illegal method of using CSB shipping to smuggle the contraband narcotic hyperexdame, 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 Shangril system. He realises to his horror that Shangril is one of the stops for the Inspector, according to his computer predictions from earlier checks. Quickly he transmits the necessary orders; a group of agents are to be assembled from nearby systems at Shangril 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.

Referee Only
Module 1: Introduction

This is a Traveller scenario for 2-4 players, who are agents of the elite Covent Survey Bureau (see Module 8), and who have been assigned to conduct a 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.

Players
Module 4: The Cutter

The bureau's agent on Shangril, Shangril 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, 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 3000 tons of cargo space is committed to one of a variety of detachable modules, now holds an asteroid mining module worth perhaps C2,000,000,000, and a 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

Shangril (C006454-6) Agricultural, Non-Industrial; gas plant, oil, and coal. Shangril 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 breathability is no problem. 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 law 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.

Shangril is the second world out from its (7) primary, and the climate is temperate at best, becoming quite cold in winter or at high latitudes. The world supports a variety of life, 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 6: Shangril

1. Nortor Foreman: Command Pilot 6068AA
2. Tollon Cobbech: Navigator 7C9899
3. Medic: Navigation-1, Mechanician-1, Jack of Trades-1
4. Nikolai Malvatskiv: Chief Engineer 86A7FF
5. Addison Westley: Second Engineer 463589
6. Engineer: Engineering-2, Electronics-1, Gunnery-1, Steward-1
7. Medical: Medical-1, 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...
Players

Module 7: Explorer Class Scoutship

Deck Plan Location Key

Dorsal Turret. Floor is iris valve to A12. Doubles as astrogation blaster.

A Deck
1. Bridge. Positions for pilot and navigator; one collapsible ‘jump seat’ for visitors. Control and override of engineering functions in the event the drive room is disabled.
2-5. Crew staterooms.
6. 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.
7. Crew common area. Floor iris valve to B5. Includes cooking and recreational facilities.
8. Crew stateroom.
10. Ship’s locker.
11. Port drive access crawlway. This cramped passage slants up from the deck and curves at; it is less than half a meter 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.
12. Drive room. Positions for two engineers; one collapsible ‘jump seat’ for visitors. Iris valves to B8 and dorsal turret.
13. 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 special sensor or data storage gear as appropriate to the mission; if encountered detached duty or repair work is performed converted to a store room, recreation area.
2. Circulation space. To port and starboard are remote control gunnery positions for ventral turrets.
3. Port aircraft bay. In service, often used as a specimen or data store, or as extra cargo space (4 tons), storing the air/raft. Floor swings down and port to serve as a bay door.
4. Starboard aircraft bay. Normally the aircraft 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.
6. Emergency airlock. Auxilliary hand-cranked mechanism with ceiling iris valve to exterior ventral surface in case of power failure, by crank and key from outside.
7. Freshwater.

Special Features

Crew Escape Pods: The bridge (A1) and the drive room (A12) are fitted with small solid fuel rocket motors, ablative shielding, and paraglider 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 escape circuits which may be overridden from automatic circuits which may be overridden from.

Specifications

- Tonnage: 300 tons standard, 4200 cubic metres.
- Dimensions in Metres: 42L x 19.5W x 10H.
- Jump: 2g constant.
- Powerplant: One Malvatinov 27F fusion power plant driving one Novzen Motors 04 impulse manoeuvre drive and one TCS Drives type 15 Mk II series Jump drive.
- Gravitron: Variable field grids, 0-2g, and inertial compensators.
- Gravitron: One RS Computronics Mark V series 17 computer with integral fire control and Astroman sensor package.
- Range: 30 days standard supply consumption.
- Armament: Unlimited manoeuvre, one Jump 5 (165 tons fuel tankage).
- Screens: 30
- Configuration: One passenger, 11 tons of cargo (usually trade samples and/or data storage modules).
- Ship’s Vehicles: Two standard air/rafts.
- Programmes: The Explorer class is furnished with an RSM Computronics 5C basic software package when first purchased, which contains the following programmes:
  - Manoeuvre: Jump 1, 2, 3, 4 and 5; Navigate; Target; Auto-Evade; Return Fire; Anti-Hijack; Library.

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, 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.
A1: Bridge

Two men 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 seats, with their heads resting on the headrests. The couches are facing each other, and the pilots are talking. The pilot on the left is speaking in a soft, well-modulated voice. He is addressing the other pilot, who is listening intently.

Lacking manoeuvrability capability, the crew have not been able to reorientate their craft, or aim their laser accurately enough to send a message by it to Shan-grilla; hence their resorting to the comparatively indirect method of communication.

There is the merest glint of navigation lights on the upper end of the hull, but it would be hard to get aboard the pilot’s craft, if they use them to check, will reveal that the ship’s power plant is still functioning, 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 appropriate utility, using vac suits as suits to survive the atmospheric pressure difference between the ship and the void. Characters must make their roll or avoid mishaps. The main airlock (A9) is designed to go to it in the normal way; a character of Electronics-3 can bypass the circuits after removing the maintenance panels. Failure to do so may be able to gain access via the emergency airlock (B6), which is a hatched panel, but the ship’s internal gravity has been turned off.

As soon as the players start searching the ship, the inhabitants of the ship will start to wake up. If any attempt is made to disturb them, they will become hostile. They are a group of stranded astronauts who have been marooned by drive failure, and instructions for the finder to deliver two letters which are to be found in his pockets. They will not be harmed, and will help the players find their way back to the surface.

The pill-bottle bears numerous formulae, trade secret quality tapes for the entertainment system, with Medical skill to deduce that it contained fast-acting drugs.

The letters in the pilot’s pockets are addressed to his girlfriend (content fairly predictable and harmless) and his boss at Starline Systems Co. Division. This second letter is a report of circumstances leading up to the crew’s death and the cause of the drive failure. It is a detailed account of how the crew drove themselves into an accelerated death. They are far from the closest living soul, and must be picked up as soon as the ship is discovered.

The player’s task is to find and deliver the letters, and then ensure that the ship is deactivated.

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 walkman and a small box on the desk. The walkman is an oddity, as it’s a simple device for recording and playing back messages. The small box on the desk is a strange-looking device, resembling a small, sleek box with a few buttons and a small screen. It looks like it’s some kind of communications device, perhaps a satellite phone or a simple radio transmitter.

The player’s task is to explore the stateroom and find any clues or items that might help them learn more about the ship and its crew.

A3: Navigator’s Stateroom

This is an unremarkable stateroom. There is a sealed letter which has been visibly opened and has been lifted out of the box, perhaps by the player’s contacts. There are some papers scattered on the desk, and a few other items which might be of use to the player.

The player’s task is to open the letter and read its contents, which might provide some clues about the ship and its crew.

A4: Chief Engineer’s Stateroom

This stateroom is the worst pigsty you’ve ever seen aboard a ship. Things are carelessly strewn about, with tools and gadgets everywhere. The motor is not working, and it could hurl loose objects dangerously. There are some exotic power systems, some beer cans, and a few other items which might be of use to the player.

The player’s task is to examine the stateroom and try to determine how the ship’s power systems are operating. They might be able to find some clues about the ship’s condition and its crew.

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. The stateroom appears to be quite clean and tidy, and below it a box of six darts secretly fastened in. There is nothing of special noteworthiness here.

A6: Sick Bay

This room can obviously serve as a stateroom or sick bay, but the latter is more likely. At the moment, it is a sick bay. There is only normal medical equipment to be found, and no medical personnel present in a stowed form - bed folded up into the wall, and the floor is covered in medical supplies.

A7: Crew Common Area

A deserted common area with all the cooking and dining facilities stowed away. There are numerous posters of emergency and safety procedures on the walls in prominent places. There is some medical equipment, but it is not functional, except for about two Credits in loose change which have fallen hidden behind the seat cushions.

A8: Medic’s Stateroom

A small 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 a large poster of the ship’s original crew is taped to the wall. The rooms have been locked and sealed, so that no-one can be used by the player to gain access to the club premises in future adventures. A character examining this stateroom and its contents for six months, provided he has some practice as well, will acquire one level of experience 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 player runs the risk of a simplified nature, and a character of Small Water Craft 2- or better can gain no benefit from them.
A8: Main Airlock
This is an ordinary airlock, containing safety lines and umbilicals, facilities for their attachment, and other EVA stores such as lights, overalls, and so on. There are half-a-dozen vacuum suits present. A thorough check of the airlock will reveal that all the air tanks on the vacuum 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 individual packages are missing, having been eaten by the crew.

A11: Port Drive Access Crawliway
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 emergency system to the drives. An open tool kit is in the crawliway, as are several maintenance manuals and an empty beer can.

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 handsome, 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 the control board before them is 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 scuffiest individuals you have ever seen, with his hands in his pockets and a blank stare. One is wearing a cold-weather suit, the other is wearing a homespun denim suit, and there is a box in one corner of the room. The floor is a dirty carpet, and the dead man's second engineer, the pinned figure, is the chief engineer. A check of the controls and instruments by some of the party will reveal that the power plant is operating (if less than 15 weeks were required to find the ship, otherwise it is not). Side effects will be that nothing is working (the ship works and the air is unbearable). At the moment, the engine control panels are frozen, fuel flow is stopped in both engines, and the jump drive is in perfect condition. If the searchers think to check the fuel gauges, they will see that the tanks are completely empty. There is a lot of space, however, for another jump, which can mean one of two things: either the ship has jumped to a lot for this ship, or 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 it.

The chief engineer wrecked the iris valve in the floor to seal off the cargo hold. More of this later...

A13: Starboard Drive Access Crawliway
This passage contains a large number of maintenance manuals for maintenance. All the inspection panels have been removed, and there are signs of attempts at repairs. It is apparent that the ship has been through a thorough check against their deck plans and a thorough check of their ship's maintenance log, but that so far as it can be seen, the flight recorder may give some clues as to what went wrong. The fact that it is disconnected may raise some suspicions.

B1: Payload Bay
This room is occupied by rucks of extremely complex looking electronic equipment, which control the control boards have been locked shut. Mostly sensors and recorders. If the characters were to open the rucks they 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 'incognito' 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 dangerous, to avoid the information contained therein coming 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 venturals. The voices are coming from one is normally remotely controlled from here, and are currently fitted with sensors of various kinds.

B3: B4: Air Raft Bays
Both the bays 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 panels have been removed and someone has obviously been modifying the life-support gear behind them. The engineering crew have been working here to stretch out their oxygen supplies by tampering with the recycler.

B6: Emergency Air Lock
A cramped area, containing a single vac suit and a small first aid kit. The air bottles of the suit are empty - see A9 for the reason.

B8: Cargo Hold
The door leading into the hold seems to have been deliberately welded, and quite thoroughly. A note attached to the door reads "cargo required." Transtar Lines announces that the contents are confidential personnel records of the company, and that any imperial laws necessary to maintain its confidentiality by any means available to them. The door is locked and demands that the characters inform Transtar of the ship's location.

The players will doubtless eventually find a way to open the door. The characters could jury-rig a bypass circuit to allow the door to be opened, and enough supplies could also be removed. 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 Transtar Lines: Confidential Personnel Records. Do Not Expose To Light. The note with a notice explaining that the confidential records are kept on modules which, as dangerous to exposure to light unless certain measures are taken to prevent this. Investigation of the other notes reveals two sets of numbers in each player's curiosity, they will likely open one to see if there is any profit to be made. They will find that the characters could 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 Recordings. Do Not Expose To Light... For further details. Note only a Streetwise-2 character can recognise this substance. However, it will now be clear to the characters what it is and why 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 a canister of high-explosive in emergency navigation in the case of the character's malfunction; 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 maps are therefore more for reasons of morale than practicality.

Gun combat skills will most likely be in Auto-Pistol or Smoke Grenade. But other weapons are possible. In a firefight a typical NCi tactic is for one agent to fire first and run, and lie low and fire at the doggo until such time as his sudden recovery may help his comrades. The agents then take cover after they have passed, having fired a few rounds each, running back a report if all the others are safe. The doggo may numerically outnumber their opponents and there must be at least three of them to start with.

The NCi are generally considered to be CSB. They are a small group, and in possession of zag will offer amnesty and re- wards to those who will betray them. One of their agents is a NSI operative who is an NCi agent. The NCi is in general a fairly efficient and gentle- mannered organisation, and the players have little to fear in terms of torture or doublecross.

There is a chance (1 in 6) that a patrol vessel from the NCi will find the Snowbird while the players are aboard. Subsequent attempts must be adjudicated by the referee using Modules.
Dealing with trade, protection, however, from Navarre, the ship carries a highly skilled intelligence that uses within the true nature of Snowbird's navigators and is seeking proof of what is said to discredit and embarrass the boat. (see Module 9, Navarre) and their immediate involvement in smuggling. In either case, the ship will not allow them to make a routine check— the ship's crew will be too likely to be viewing their amouss, of course. They will also be suspicious and will not allow the players into their quarters or quarters or quarters or quarters or quarters. They are known to be involved in smuggling, which the naval officials will be looking for. They are now viewed as an incorruptible force.
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