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

Irilian  
Daniel Collerton 13

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

Rumble at the Tin Inn  
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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 BARS). The Society has been in existence for some five years and has had signal successes on the Ivory coast, Mexico and Turkey. The investigators are hoping to become full members and obtain places on the Society’s biggest expedition to date; an extended visit to Peru. The players are asked to attend a briefing in the Society lounge by J A D’Arcy BA (Hons). The Briefing, Professor Oliver Wayland (attached to the Department of Archaeology and Anthropology, London University), a BARS member, was recently looking for a comfortable cottage to slip away to. While 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 hold 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 Keigh, now quite mad after the events of the last session. Successful detective work will lead the investigators to the discovery of a lair of Deep Ones in the process of abandonment. The death and subsequent property disposal of the owner of Great Dingle Farm, in fact a Deep One, after his mother had been carried away by them for breeding purposes, caused problems for the settlement. Simon Buett, the housekeeper, had owned land near Walberswick and had left it untouched in order to prevent any building near the Old Town Marshes. Through this route the Deep Ones traditionally gained access to the town and its inhabitants. Some thirty years ago, the Deep Ones have suffered an unfortunate accident when a fishing trawler ran aground on the sandbank of the coast and ruptured the roof of their caves. The underground system was all but submerged in water. While repairing, Reggie and some friends stumbled upon a boat being used by Franklin and four Deep Ones. Reggie got away with a bone he had used to fight off a Deep One, and finally the bone appeared in the museum, forgotten and now unimportant. An attempt was made to silence Reggie’s ravings, but a harmless nut is not really a threat. Then the Franklin’s plots were purchased by the County Council, threatening the safety of the group. Hence the decision to abandon.

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

1. **Stonehouse Museum.** Large three story building with courtyard to rear and east. The upper floors have been whitewashed, nothing of any note. The museum is locked and always looks closed. By ringing a bell, Miss Caroline Eccles, the curator, will briskly ask the player’s business. She will let them in and have no interest. 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 find the Fossils and Rocks section, and the bone case with several other items of no interest. A card says it was presented to the Museum by Colonel CHG Swann, dated 9th December 1922. Miss Eccles will allow a closer inspection of the bone if pressed and a successful Palaeontology roll will indicate that this is indeed from an unknown species. Another successful roll will reveal that the creature was about 5½ feet tall. Closer examination requiring a sample and a man day test with microscope and chemistry skills will conclude that the creature died approximately 40 years ago. If the book department is viewed then a library use roll is required.

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

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

2. **St Mary’s Church and Vicarage.** Father Roland is rather fat and pompous but his heart is in the right place. He took up his post after the death of the aged Father Chambers, back in 1922. He can offer no real assistance; say the diary of the late father. An entry for July 4th, 1892 reads: “Reginald Keigh, parson 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 seen a large creature, and a two creatures again 2 days before and was so frightened that he has not spoken to a living soul. I believe the poor man to be quite mad and have encouraged him to seek medical as well as spiritual assistance.”

3. **Coach and Horses Public House.** The proprietor, Mr McBride, is friendly enough. The investigators 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 barman and two local women who act as cook and chamber maid.
4. P. C. Bertram’s House/Police Station. A typical bicycle-riding village bobby. Known locally as 'Tubby', this portly soul is painfully straightforward and honest. He does every thing by the book. A successful Fast Talk roll will convince him to let you have a look at his files and arrest records.


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

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

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

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

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

R. Kreigh. Numerous entries for minor ailments. Also contained are details of Kreigh’s committal papers to the 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. Lewis Fishing Tackle and Boat Hire. Peter Low owns the boatyard situated in the small inlet off the River Blyth. His operation is a ramshackle affair but obviously successful; it is very popular with local anglers. The investigators may hire a vessel from this establishment. A successful bribe and Fast Talk will induce him to show you his records, when the company was run by his father.

The Saucy Lass. Booked out to four Southwold men, one of which was R. Kreigh. The vessel went missing, indeed no trace has ever been found, nor of the people onboard except R. Kreigh.
9. Matthew Steddon House. Matthew Steddon is Reggie's nephew. He thinks his uncle is running for mayor, looks after him as best he can. Matt is unemployed and he will be at home most of the time making nets to sell to Lows. He will tell the investigators to leave his uncle alone. A Fast Talk and assurance that no harm is meant to Reggie will induce him to tell the players where Reggie lives. He prefers not to believe Reggie's story.

9. Mrs. Kebebb will tell the following:
   1. Reginald Kebeh (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. Strange creatures are thought to stalk Old Town Marshes. 5 Sometimes eerie lights are seen out to sea near Fresters Bank.

10. Reggie's House. Small house within easy walking distance of the sea. Reggie will be there 60% of the time during the day, and 20% of the time in the evening or at night. Otherwise he will be aimlessly wandering the beach or the outskirts of the marshes near the sea.

The house itself is unremarkable. See Reggie's Story and his stats for further details.

11. Steve Franks House. He lives directly opposite Reggie and 80% of the time will be in his front garden. He will tell Reggie's callers what a colossal liar his uncle is, and that he is interfering busybodies. He will attempt to follow the investigators should they go anywhere on foot from Reggie's. Stubborn and stupid, he will attempt to conceal himself in the most obvious way.

He should be used for annoyance value.

12. East Farm. Accessible through a footpath from Hoist Covert or by road leading up East Hill and then by track to the farm. It is deserted and overgrown except for an old and ugly man who will appear from one of the outbuildings. He will approach the investigators. There is a strong fishy smell about him and he will keep his face downwards revealing the scabrous marks on his face. Anyone getting a view of his face will have to save versus sanity or lose 1d6 SAN. He is suffering from advanced stages of Deep One transition. His name is John Leigh and was one of the members of Reggie's crew from the ill-fated trip of 1892. If Reggie is present he will recognise John and automatically lose 1d2 SAN. Leigh will fight if attacked and will start his turn by shrieking that it is Reggie; if trapped he will attempt to get to Dingle Hill and then into the marshes where he will lose the investigators by swimming away down the Dunwich River.

Being almost all Deep One he can outswim anyone but the strongest. If captured, a successful Fast Talk will make him reveal the following:

1. That he is related to Colonel Swann's wife's family. His wife was, in fact, a Deep One. 2. He was the one who attempted to talk to Reggie but is too frightened to go into Walberswick.

The Deep Ones below Fresters bank are in the process of uprooting and leaving, as they are convinced that 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 £200 down at the port. We'd got the fishing boat I'd been out for a whole day and caught nought but a few 'ilders when Bob suggested we try the approaches to the Blythe. We could see the lights on the pier and the jetty already, but I saw a light further upshore. It was near Fresters Bank, where only a month before a trawler had run aground, so we thought we'd have a look and see if anyone was in trouble. As we got closer we could make out a small boat anchored right on the bank with four or five shrouded figures onboard. Johnny shouted but they didn't even look up. As we got closer we could hear a strange murmuring, and when we pulled alongside they looked up at us... it was horrible—one of them was human and the others were all sea urchins, like sea urchins 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 fast towards me. I turned and swam onto the bank, and turned and swam back and ran but it kept following me. I didn't want 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 jumped down after me. I picked up some bone and swung at it as it was getting close. I fell down the passage behind me—I didn't dare look to see what it was doing. I just ran and ran. Soon I couldn't run any more and, it fell really silent. I stood up and kept walking along the passage until I could see a light along the passage in front of me and smell fresh air. I came out of a crack in a rock near the beach by the Dunwich river in the marshes. Looking out to sea, I could still see the little boat making for the pier. It looked like only one person was in it, there was no sign of our boat, nor my friends. Too frightened and exhausted to do anything, I fell asleep. When I woke up I ran into town straight to the police who just didn't believe me. So I went to see Father Chambers but he just humoured me. I felt I was going mad— all that torment and frustration. Why didn't anyone believe me? And that's not all— coming home from the pub some four months latter, this thing the louse out of the darkness at me... it was Johnny, all scaly. I ran off to the marshes pretty sharpish, I can tell you. I did not go home for several days after that—I just lay near the hole in the rock just waiting. Eventually, a policeman came and took me off to see Old Man Winstanley. Him and his friend from Southwold asked me a lot of questions until they thought this paper saying I was mad. They packed me off to the Bulchamp asylum. I got out in 94. I still watch for them, you know, and sometimes I see a light out near the bank, but I'm not sure. Anyway no-one believes me.'

Keepers' Guide

Reggie should be hard to find, at first. There should be a 25% chance that any inhabitants will refer to Reggie. The Deep Ones' caverns are in the process of being abandoned, since the impending building of houses on the Franklin land. The population has not grown amongst the Deep Ones to any extent. At anytime there may be 2-10 creatures in the caverns. Dagon (the God of the Deep Ones) has decreed that they withdraw from the area; they have been tardy and for each day, after the first two there is a 15% chance it may be deserted for good, rising to a 60% chance after 10 days. They have stolen the pump from the Saucy Lass to keep the caverns relatively dry, the remains of the loom out of the darkness at me... it was Johnny, all scaly. I ran off to the marshes pretty sharpish, I can tell you. I did not go home for several days after that—I just lay near the hole in the rock just waiting. Eventually, a policeman came and took me off to see Old Man Winstanley. Him and his friend from Southwold asked me a lot of questions until they thought this paper saying I was mad. They packed me off to the Bulchamp asylum. I got out in 94. I still watch for them, you know, and sometimes I see a light out near the bank, but I'm not sure. Anyway no-one believes me.'

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 (perhaps a photograph). If the investigators go too far up a blind alley then a direct mention that R Kebebb 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 squarely 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.

STATS

<table>
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<tr>
<th>Name</th>
<th>STR CON SIZ INT POW DEX CHA SAN EDU HP AGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Caroline Eccles</td>
<td>8 9 9 14 12 8 7 6 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. McBrain</td>
<td>12 11 14 10 12 11 11 9 13 14 32</td>
</tr>
<tr>
<td>P. C. Gingers</td>
<td>14 15 11 10 15 9 7 50 9 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 12 65 16 14 28</td>
</tr>
<tr>
<td>Peter Low</td>
<td>11 12 13 10 12 13 9 52 15 14 28</td>
</tr>
<tr>
<td>Matt Steddon</td>
<td>15 12 12 7 15 9 11 55 7 14 26</td>
</tr>
<tr>
<td>Mrs. Kebebb</td>
<td>7 10 11 10 8 7 9 62 10 8 81</td>
</tr>
<tr>
<td>Steve Franks</td>
<td>13 10 11 5 12 9 8 45 8 15 49</td>
</tr>
<tr>
<td>Reggie Kebebb</td>
<td>11 12 13 9 10 12 13 45 9 12 58</td>
</tr>
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</table>

Deep Ones

<table>
<thead>
<tr>
<th>Name</th>
<th>STR CON SIZ INT POW DEX HP CLAW ATT DAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>John Leigh</td>
<td>16 12 14 11 8 8 13 30% 26</td>
</tr>
<tr>
<td>Deep One 1</td>
<td>11 9 12 11 11 11 15 35% 26</td>
</tr>
<tr>
<td>Deep One 2</td>
<td>13 9 14 12 8 12 12 25% 26</td>
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<td>Deep One 3</td>
<td>10 11 10 10 20%</td>
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<td>Deep One 4</td>
<td>18 14 18 11 10 10 11 55% 26</td>
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<td>Deep One 5</td>
<td>20 11 16 8 8 11 11 25% 26</td>
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<tr>
<td>Deep One 6</td>
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<td>Deep One 7</td>
<td>16 12 21 9 11 11 17 30% 26</td>
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<td>Deep One 8</td>
<td>14 8 11 10 8 10 10 13 25% 26</td>
</tr>
<tr>
<td>Deep One 9</td>
<td>19 8 20 8 9 9 12 30% 26</td>
</tr>
<tr>
<td>Deep One 10</td>
<td>9 11 12 14 13 11 14 35% 26</td>
</tr>
</tbody>
</table>

Final Note

The investigators should be urged not to use firearms, if possible not carrying them, bearing in mind the operation on which they are engaged. It is seen as 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. 

6
An AD&D Scenario for 1st-3rd Level Characters of all Classes
by Marcus L Rowlanld

Introduction for DMs only
One dark night the King's Armoury was invaded by masked assassins on a desperate raid to steal some of the Royal weaponry and make their guild invincible. Among the magical artifacts stolen was the Green Eagle, a device so ancient that none can say when it was created. Since then the agency of the detective's guild, McGuffy & Rose Investigations, has been involved in trying to recover it. Indeed, they said they'd be back in a few hours. Since then three of the agency's employees have been murdered. The remaining staff have advertised for aid in finding the detective who solved the murders, and 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)
A three-storeyed 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 staircase. A tall hall 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 in fact riddled with woodworm, and anyone swinging on the lantern will fall 12' and bring down the beam, the skylight is a glass plate, and anyone falling will escape.

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: Valma Ravel, the receptionist. She is 5' 6", size 11, D8. She speaks 7 Languages (English, Woodland, Elven, Dwarven, Giant, Illithid, and a secret trade code) and has a 17 Intelligence. She is Loth to McGuffy and posted the advertisement which attracted the party. She can explain that a King's Messenger delivered a sealed letter the day before the partners disappeared, and that they were sent retive about its contents. Velma will show the party around the agency and answer any questions. She will accompany any rescue mission. Velma is an unusual figure, who initially trained as a normal magic user and has a familiar, a cat "Tik" which is in Room 1.


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

6. She has 5pp in a secret drawer of her desk and has a master key to all rooms.

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

8. Workshop. Fitted with various work benches and cupboards containing an assortment of wood and metal tools, a large amount of junk, and an assortment of normal weapons and adventurer's equipment. Curled up on the central table is a large ginger cat - Tik, Velma's familiar - (8HP). It will discuss the case that Velma is involved in. The building is owned by a druid who might have one or more spells of 7th level or higher.

9. Basement. Remo is one of the detectives' followers, and is often seen playing cards in the office. Remo is highly eccentric and does not care for the city's great. He knows that the day the partners disappeared Rose set off to study the map in the city's main library. He will not be able to remember the general area Rose was studying, the docks a mile or so away.

10. Remo Baker. Lives in 11 Tanners Lane: S13, 13; W7, 11; C13, 17; H8; A6, AC6. He is a tall, muscular man with a large head and green eyes. He is a clever and quick-witted detective who always tries to carry out his assignments discreetly. Remo is one of the detectives' followers and is often seen playing cards in the office. He is a bit of a joker and enjoys playing practical jokes on the other detectives.

11. Docks. A large warehouse with many docks and cranes. The docks are guarded by a group of dock workers, who are under the command of a dock master. The dock master is a tough man with a large beard and a scar on his face. He is a bit of a drunk and is often found sleeping on a pile of wood.

12. City Hall. A large stone building with many rooms and offices. The City Hall is the headquarters of the city's government. The mayor and the city council meet here, and the city's police are based here. The City Hall is a large stone building with many rooms and offices. The City Hall is the headquarters of the city's government. The mayor and the city council meet here, and the city's police are based here.

13. Green Eagle. A large statue of a green eagle perched on a column. The Green Eagle is a symbol of the city's prosperity and is a popular tourist attraction. The Green Eagle is a large statue of a green eagle perched on a column. The Green Eagle is a symbol of the city's prosperity and is a popular tourist attraction.

14. Guild Hall. A large stone building with many rooms and offices. The Guild Hall is the headquarters of the city's guilds. The guilds are powerful organizations that control the city's economy and are often involved in politics.

15. Police Station. A large stone building with many rooms and offices. The Police Station is the headquarters of the city's police force. The police force is a powerful organization that enforces the city's laws and is often involved in politics.

16. Central Park. A large park with many trees and flowers. Central Park is a popular place to relax and enjoy the outdoors. Central Park is a large park with many trees and flowers. It is a popular place to relax and enjoy the outdoors.

17. Market Square. A large square with many shops and stalls. The Market Square is a popular place to shop and buy goods. The Market Square is a large square with many shops and stalls.

18. Cathedral. A large stone church with many rooms and offices. The Cathedral is one of the city's most important religious buildings. The Cathedral is a large stone church with many rooms and offices.

19. Library. A large stone building with many rooms and offices. The Library is the city's main library and is a popular place to read books and learn.

20. Museum. A large stone building with many rooms and offices. The Museum is one of the city's most important cultural institutions. The Museum is a large stone building with many rooms and offices.

21. Hospital. A large stone building with many rooms and offices. The Hospital is one of the city's most important medical institutions. The Hospital is a large stone building with many rooms and offices.

22. Prison. A large stone building with many rooms and offices. The Prison is one of the city's most important law enforcement institutions. The Prison is a large stone building with many rooms and offices.

23. Prison. A large stone building with many rooms and offices. The Prison is one of the city's most important law enforcement institutions. The Prison is a large stone building with many rooms and offices.

24. Prison. A large stone building with many rooms and offices. The Prison is one of the city's most important law enforcement institutions. The Prison is a large stone building with many rooms and offices.

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26. Prison. A large stone building with many rooms and offices. The Prison is one of the city's most important law enforcement institutions. The Prison is a large stone building with many rooms and offices.
8. Radoe’s Bedroom. Although he has been careful to avoid leaving clues and has burned all messages received from the guild, if he ever returns to the room he left his roll of 400 gp, dagger, short sword, 6 daggers, bag of rolling wire, 4 vials of poison, a makeup kit and clothing for disguises; in a valise under his bed and a nonchalantly placed chest in the wardrobe. This will fly to the guild HQ if released. If Radoce is not detected he will warn the guild via the messenger and attempt to kill or divert the party, in disguise.

10. McGuffy’s Office. The landing door is locked; the door to 7 is locked and bolted. The room contains a large desk and chair, three other chairs, and fitted cupboards and area. The desk has a padlock and writing materials. The desk drawers are locked. If opened and searched the contents will be found to be: an assortment of stationary, pens etc., a quart of brandy and two glasses, a city map, three throwing knives (one clipped under the desk top), a novel entitled Night of the Succubus, a magnifying glass, and a pipe and used tobacco.


12. Rose’s Office. The door is locked but shows scratches, caused by picking. The room is almost identical to McGuffy’s but shows signs of a search - disregarded papers, open drawers, and forced locks on the desk. Radoce has searched the room but missed something. In the desk drawer, a town directory under the desk. This book has three dog-eared pages: Warehouse - Lists 27 of which one is in the area behind the bar. According to McGuffy’s office, Lysander Security Storage.

Merchants establishments - Lists 78 of which two are in the marked area: Honest Alan’s General Store and Mermaid Chandelier.

Taverns - Lists 15 of which four are in the area: The Kings Head, The Mariners Arms, The Jolly Tar and The Anchor.

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

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

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

19. Ladder. Leads to a locked trapdoor onto the rooftop. The lock shows markings. Concealed behind the low roof parapet is a plank long enough to reach the roof of the Leather Workers Guild office. This is part of Radoce’s escape route.

The Kings Head

This is not part of the Assassins Guild headquarters, and is managed by a retired soldier: Sergeant Soge, Libit fighter, 2HP, no unusual characteristics. LN. Shortsword +1, Dagger +2, Bracers AC4.

If questioned, he will remember the detectives visiting the day they disappeared, and hearing a noise in 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, a large dining area (22 rooms & 23) and a walled yard (24).

There is a 30% chance that the tavern’s patrons will include 1-2 assassins of LV1-3 any time. If the party is present there will be 3 assassins of levels 2-4 who will be posted there.

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

Guild Headquarters (see map 3)

The guild HQ consists of three buildings - the Jolly Tar, the Mermaid Chandelier and Ly- sander Security Storage plus their yards and outbuildings - and Underground tunnels and rooms. The complex is unusually large since the guild is trying to attract 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 stoic man wearing a leather apron, with a patch over one eye. He is a member of the V44 Assassin 20HP, no unusual characteristics. AC6: He wears studded leather armor under his clothing, a Ring of Invisibility, a hollowing with three doses of Sleeping Potion, and his broadsword, which is treated with a lethal blade venom, is under the counter.

The customers include 6 ‘dockworkers’: 4 LV1 assassins; 4, 4, 5, 6HP, ACB (dexterity); 1 LV2 assassin; 3HP, AC6 (dexterity); 1 LV3 assassin; 2HP, AC6 (dexterity); armed with three daggers and long bill hooks, damage 1-6.

The bartenders: 2 LV1 assassins, 4, 6HP, ACB (dexterity); 1 LV3 assassin; 12HP, AC7 (dexterity); with daggers and poisoned needles, damage 1-3 plus save vs death.

Four barkeeps: 5, 6, 8HP, with axes and daggers, hurling of the guild for ‘protection’ and other stronger activities, and 3-18HP, AC5 (dexterity), are marginally lower than 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 bar which has been cut in half and nailed to the east wall so that it is joined to an illusory barrel to form an appar- ent which is both powerful and will withstand blows and passage through the secret door.

In the north wall of the room is a table at which sit three men: LV2 assassins; 10, 8, 7HP, AC7, leather armor, short swords, throwing knives. Total 48HP.

They are discussing a strange game involving several books, one lead models and curiously shaped dice but are actually tapping dials to control an entrance to the under- ground complex. There is another repeating crossbow fixed under the table, aimed at the door, which can be fired by the man in the south wall. There is a spiked chest in the south wall, and three glass-haired 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, scurts on a piece of tree trunk from the stairhead and is supposed to kill intruders, but is actually bored by this job and his low wages (he only has 48gp) and fairly eager to be bribed. assassins at least 100gp he will immediately leave.

The Mermaid Chandelier

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

29. Outer Shop. Divided into two sections by a high counter, the outer part being unful- filled and the inner fitted with shelves holding a variety of ships’ stores and equipment. There is a rack of harpoons in the middle of the north wall, damage as spears. During the day there will be 1-6 legitimate customers in the shop and a staff of three: ‘Manager’, LV4 assassin, 15HP, leather armor AC5, Broadsword +1, 4 daggers, switch blade (blades poison at AC12, 1-12HP); ‘Dales Clerks’, LV1 assassins 3HP, leather armor, AC’s 5, 3 daggers each. At night the shop is closed and three war dogs from 32 are locked in.

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

The secret door in the SW corner is 5’ above the floor, reached by climbing a stack of crates arranged as stealth steps. Normally LV1-2 assassins (LV1-2) in this room, disguised as a clerk or a watchman, but if an attack is expected another 2-4 guards of levels 1-3 will be posted. The outer door of this room, to the yard, is normally locked and barred from the inside.

31. Muddy Yard. Has 10 high walls topped with broken bottles treated with tainted meat and dung to give a 75% chance of infection from any cut. The yard gates, topped with long wooden staves, are secured with 18HP locks and barred on the inside. Four decomposing bodies are buried 3’ deep in the SE corner. At most times two guard dogs roam this yard, from 32.

32. Wooden Hut. Has a padlocked door housing a large set of stairs, which will normally be in 29 or 31. These dogs have been trained to make silent attacks and not to bark at any time: 7, 5, 11, 12, 14, 15, 17HP.

Lysander Security Storage

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

33. Yard. 15’ high walls topped with curved 6 spikes and iron gates. During the day these gates are locked and padlocked. However legitimate cus- tomers visit the warehouse.

By day two ‘workmen’: LV1 assassins, 3, 14HP, AC7, leather armor, short swords and billhooks, guard this yard. At night two huge wolfhounds, HD3+3, 15, 15HP, attack 1-5, are released in the yard. By day they are tethered to posts. By night they are released, in addition to the 14 guards who will bark at any intruder, or bite anyone in their 3’ chain radius.

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

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

37. Main Warehouse. A huge echoing structure dimly lit by three skylights, the day and six lanterns, marked L, at night. In the NE corner is a 3 HP dwarf standing near a group of iron bars over its windows and spires round the roof edge. A wooden catwalk runs around the space, a kind of skylight, and so the daylight and that of the skylights and lamps means that it is always in shadow.

By day 4-5 hired labourers work in this warehouse: 1 LV2 assassin, 8HP, AC7 (dexterity); 2 LV1 assassins, 2, 4 HP; AC7, 7, 8; all 3 armed with daggers and head weapons. On the catwalk are two stairs: by day 4 LV1 assassins, 4, 2, 3, 2 HP; all AC7; 1 LV2 assassin, 10HP, AC6. All the guards have alarm whistles and a baton. Guards wear a steel breastplate, a leather arming, and carries broadswords, light crossbows, and daggers. By night and if an attack is expected the dwarf is doubled, and 2 giant weasels, 17, 14HP, are released to roam the warehouse floor. By day they are penned in a large crate.

38. Warehouse Office. Fully equipped for legitimate business with filing cabinets, papers, etc., but it's staff are assassins: 'Manager', LV3 assassin, 12 HP, dwarf male, AC6 (leather and Dex); broadsword, 3 daggers. 100HP. His armory is concealed by loose clothing, 'Clerk', LV1 assassin, 8HP (Con), AC8 (Dex), 5 daggers, 2 crossbows, and 3 head weapons. 'Secretaries', LV1 assassins, 2, 5HP, women, 3 daggers each. Both are moderately unattractive, but panther-like and strong (17, 18, 15); both AC8 (Dex).

As well as the weapons they carry there are five broadswords concealed around the walls, three under the counter and two in file drawers.
The door to 39 is 30HP and is iron and is usually locked, except when the manager is there. There is a phylactery covered by a steel plate in the door, openable only from 39.

39. Guard Room. Holds four armed fighters: LV4, plate shield, mace, 25HP, AC2; Str17, half orc male, 150HP, LV2, chain mail, shield, broadsword, AC20, human and AC3, shield. LV2, t17, shield, 17HP, AC17; 2 hand sword, AC3 (Dex). LV1, studed leather, spear, shield, AC7. Ring of Regeneration, 8HP. Staff, 10HP. All armed with head weapons and LV3 assassins; LV1, 3, 7HP, leather arming, both AC7, if an attack is expected they will be reinforced by 3-6 acolyte assassins, lighting as LV0 characters and armed with cudgels and daggers. The doors are barred to the inside.

40. Flat Strong Roof. Patrolled by four assassins: LV1, 3, 5, 4HP, leather arming, short composite bows, daggers, all AC7. This guard is double if an assault is expected, and may also be reinforced by 3-6 acolytes once a definite attack is in progress. All have whistles and flour bags.

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 a mannequin on an illusion floor over a steep pit floor covered with viscous mud (except for the western 3 of floor which is real) and an assortment of illusions and traps. One side of the bag is torn to show a glisten of gold. On an illusioned locked rack at the end of the room are some interesting-looking weapons, armor, and other valuable paraphernalia which will not be dispelled by profiting, etc., but offers no resistance to solid matter.

42. Guard room. Holds three assassins: LV11, 6, 3HP, short composite bows, studded leather arming, broad swords, daggers, all AC6, on guard and four more sleeping on benches to the north of the room: LV11, 3, 5HP, leather arming, broad swords, daggers; LV2, 12, 6HP, leather arming, broad swords, daggers (halflord). Fully clothed except for helmets, gloves, and boots. All would be AC7 if awake, and any combat will probably disturb them. They will be awoken by the active assassins in any emergency. A total of 126HP 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 in the door 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: LV4, plate armor, shield; -1 Cursed Battle Axe (speaks common and claims to be vepal, insul ants, monkeys, whoes its carrier is in danger); 31HP, AC3, half-elf female, LE, no unusual characteristics, 144gp.

It 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 14 assassins of LV11.

44. Locked brick structure on warehouse roof covering stairs down to catwalk and room 39. The room is double if an attack is expected, and may also be reinforced by 3-6 acolyte assassins, lighting as LV0 characters and armed with cudgels and daggers. The doors are barred to the inside.

45. Barred Skylights. Over the main warehouse.

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

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

W: At several points in the complex are concealed shafts with ladders up to ground level trapdoors, all well-concealed and locked from below. These are used to aid flanking attacks outside the buildings, and as escape routes.
X: LV1 assassin guards are posted at several places in the complex, and all have short bows and swords, wearing leather arming, and carrying alarm whistles and flour bags.
Y: Tripwires across the corridor, and doors or thresholds sounding a magic mouth alarm if tripped. These doors are easily pushed open from either side.
Z: These devices serve partly as traps for intruders and partly as training aids for junior assassins, who are often sent to perform tasks around the complex undetected.

Random encounters in the complex:
- 01-05 1-3 assassins, level 0-2
- 06-10 1-4 fighters, level 2-3
- 08-12 1-10 normal rats, 1HP, bite 1HP plus disease (10% per bite)
- 13-16 Grey oozes
- 17-19 Non-creature
- 20 Other intruders

48. Base of staircases from upper buildings. Each is guarded by two LV1 assassins: East 3, 5HP, AC7; West 4, 5HP, AC7. All are armed with swords and daggers, wearing leather arming, and carry flour and alarm whistles.

49. Refectory. Furnishings include tables and chairs, a fink of incense, 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, 2HP.

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

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

Cell 52 holds a wrinkled old gnome wearing a fairly clean shirt and trousers: Rikki Günz, LV4 illusionist, 14HP, CE, S11, 115, W9, C10, D18, Ch10; AC5, 10HP. This ring has an unusual finger that, if its wearer is hit on a natural 20 all hit points regenerated in the past 48 hours are immediately lost again.

All fighters are NE deserters from the army. The military police have offered 120gp bounty for the LV4 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.

40.1 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 deep pit floor covered with viscous mud (except for the western 3 of floor which is real) and an assortment of illusions and traps. One side of the bag is torn to show a glisten of gold. On an illusioned locked rack at the end of the room are some interesting-looking weapons, armor, and other valuable paraphernalia which will not be dispelled by profiting, etc., but offers no resistance to solid matter.

41. Real Security Room. Holds two chests of coins (5000gp each), two bolts of silk (70gp each), two bundles of rope (500gp each), a 30HP rope of ex-souls (500gp each), and a chest of 400HP drapery.

42. Sky view. The roof of the room is a large, central skylight with a small skylight in each corner. The skylights are 30HP, and the roof is 30HP. The skylights are 30HP, and the roof is 30HP.
59. Torture Chamber. Equipped with two racks, an 'operating' table, two iron maidens, a brazier of hot coals, stocks, and an assortment of chains, thumbscrews, whips etc on various shelves. Two men are chained to the E wall: Jock and Crazy Eddie, berserkers 3 and 8HP, both wearing rags. They are guild hooligans who disobey orders.

A young woman is fastened to the west rack. Irene, Lv2 druid, S11, H2, 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 fees and levy higher protection rates on the local grannies...

Two torturers are at work in the room, preparing various knives and branding irons: Lvl2 assassin 17HP, studded leather, sword, sharpened steel hook replacing left hand (2 hit prob/damage 1-3 AC6 (Dex), 140gp, Lvl4 assassin 19HP, studded leather, sword, 4 daggers, 1 vial of acid, 1 strongling wire, ACS (Dex), 170gp. All weapons carried by both men are treated with paralysis venom, duration of effect 3-6 turns.

The torturers are watched by six students: 3 Lvl0 acolytes 1, 2, 2HP, unarmed with daggers. All AC9. No money. 2 Lvl1 assassins, 4, 14HP, leather armour, bread swords, daggers, both AC6 (Dex), 1 Lvl2 Cleric, 17HP, leather armour, mace, shield, AC7, 3 Lvl1 spells. CC, a priest of Kali learning new torture methods for his temple. 80gp, 3 Lvl1 spells. Another two students have fainted after seeing the equipment and are lying on the floor, to be punished when they wake, Lvl0 acolytes 1, 3HP.

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

61. Cell. Reserved for those especially disliked by the assassins. The room extends under the river and has a remotely-controlled outer door. It can be flooded at a rate of 1-10 inches per round, and has an E ceiling and no furniture. It is currently flooded 4' deep and filling at 1' round. The cells inner door is barred and opens towards the complex. If it is opened without pumping out the cell the door will fly back for 2-8 damage, and the lower corridor and stairs will flood 2'6" deep. A naked man occupies the cell: Ryan McGuffy, Lvl10 detective (drained to Lv7), S15, H17, 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 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 3-5 turns. This is accidentally happened in the past and the assassins have contingency plans to deal with flooding including a good supply of sandbags, mops and buckets kept amongst the warehouse stock.

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

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

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

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

65A - A small mementop 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 - Pot venomous snake buried under the
66. Assassins’ Leader’s Bedroom. This is superficially like rooms 65A-C but holds ornaments worth 220gp and a viciously booby-trapped chest, sprayed acid over the entire room if the lock is picked. Its contents are a Breasword +1, three sacks of silver coins (200gp each), and a belt with six small leather pouches, each holding a potion vial. All potions are poison with the following effects:

1: Instant death, 2: Death after 1-4 rounds, 3: Death after 1-4 days, 4: Death after 2-4 turns, 5: Instantaneous paralysis 5-10 turns, 6: Drain 1 level. All are 1 dose phials of blade venom.

67. Classroom. An assassin: Lvl12, 26HP, AC6 (armour and axe), 120gp, +1 studded leather armour, Dagger +2 (poisoned, paralysis venom), Breasword +1 which can only be used on anyone wearing protective armoirs, visors and gloves: Lvl4 assassin, 22HP, Breasword +1, poisoned Sword +1 (lethal poison) 120gp, Lvl2 assassin, 10HP, leather, sword, 3 daggers, strangling wire, AC5, 28gp, Lvl1 assassin, 3HP, leather, 4 daggers, 8 poisoned darts (paralytic), AC5, 40gp.

These assassins are attempting to produce new potions and poisons for the guild. The Lvl11 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 re-appearance 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 d9): 1: Death, 2: Paralysis, 3: Sleep, 4: Insanity, 5: Death, 6: Blindness, 7: Vomiting, 8: Damage 1-3.

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


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

69. Alchemical Laboratory. Gaining equipment of the most advanced designs, having three men, all wearing protective armoirs, visors and gloves: Lvl4 assassin, 22HP, Breasword +1, poisoned Sword +1 (lethal poison) 120gp, Lvl2 assassin, 10HP, leather, sword, 3 daggers, strangling wire, AC5, 28gp, Lvl1 assassin, 3HP, leather, 4 daggers, 8 poisoned darts (paralytic), AC5, 40gp.

The third figure represents application method:


And the final figure is a quality control number: Vials marked 1 or 2 are full strength, 3-6 are slightly old, save at 1-2, 7-9 are older still, save at +4.

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

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

71. Carpeted Room with a large mahogany desk and no other furniture. A man wearing black studded leather armour sits behind it. John Vaxol: Lvl8 assassin, 80HP, AC4, Ring of invisibility, +2 armour, Life Stealing Sword +1, 6 poisoned daggers. He is ambidextrous and uses a sword in his left hand and a dagger (–1 hit probability) in his right. He is the temporary leader of this branch of the guild until a new guild master 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 gild livery over leather armour. All are armed with light crossbows firing.
punished (paralysis) bolts, broad swords and daggers. Each also carries three alchemical flash pellets, explosive for 2d6 damage in a 5’ radius. AC 6, MV 180’, HD 4, 4 HD, all ALC. The desk drawers are locked, two being treated with contract poison causing violent epileptic fits. They hold a petty cash box containing 100 gp, a bottle of poisoned argent spirits and two glasses, a leather bag holding three small venomous snakes (all ALC). Each also has poison (paralysis then death after 1-6 rounds). Under the desk is a rack of three daggers (all coated with paralysis venom) and a bellows for starting fires in the device.

A: Concealed cupboard with four shelves holding equipment for disguises, an assortment of false documents, and one flat face of a odd silvery material with a series of pouches and loops. This is a technological thieves tool kit, and was 'borrowed' by one of the assassins in the last expedition. Its contents are not labelled but are an electronic lockpick, a device which emits a signal and has the same chance of opening them as an LUlv1 thief, 22 charges. It must touch the lock when used, and takes three rounds to work. It is marked with peculiar symbols, and is apparently magic. It is labelled ‘Machina’, and reads Made In Galiffre, a stethoscope, a pencil (12 hour life 12 times), 4 fused thermite blocks, each capable of burning through up to 4 inches of steel, 4” of iron, or 12” of wood. Each block is 2” square and 1/2” thick, with a 3 round fuse striking one end of a heavy gunblade (damage 2-12) which falls if anything is lifted from any shelf. This trap is switched off from the desk.

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

C: Trapdoor over 20’ deep pit, floor covered in glass shards. Open trapdoor.

D: Cupboard with three traps, holding several sacks containing the magical and unusual possessions of the prisoners. Each bag is labelled with the name of the prisoner.

Riki Gunu: Ring of Generosity, scroll, 4 Lv5 illusion spells, Dagger +2, Dagger +2, glass phial of yellow dust (yellow mould spores), spell components.

Erik Roso: Broadsword +3, elven rope, cloak and boots +20% lockpick, Ring of Aura Afterimage, 6d6 flash pellets, scroll of Protection vs Gorgoyles, 1 stick of incense (kills all non-magical insects in 20’ cloud), spell components.

Eric Frene: Scimitar +1, silver sickle, radiating a field which repels evil rodents of all types, silver bow, scroll, 4 Lv4 Druidic spells.

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

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

F: Empty cupboard.

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

72. Small Strongroom. The door is made of 6” thick bronze (immune to rusting) over 6” of steel, and fitted with 3 complex locks (picked at -10% probability). All three locks are boobytrapped with amouple of poison gas (death, 1” cube cloud) which burst at any unsuccessful attempt to pick the lock. An ogre mannequin is omitted into a 25HP, 200 gp, not amenable to bribes.

The room is lined with shelves holding a total of 4 leather bags and six wooden chests. A magic aura has been cast on all of them: Bag I holds 240gp, bag II holds 50 false gold pieces. It is a Bag of Holding, Bag III holds 130gp, 150gp, 200gp. Bag IV holds 4 jewelled chains (values 140, 560, 400, 200 gp) and a small lizard which is able to change its shape and colour to appear to be another creature. Bag V holds the rust monster; AC 5, HD 2, 11HP, attacks as a HD4 monster, bites for 1-3 damage or touches its hide can paralyse a HD4 monster encounters, rusting up to 36 cubic inches of metal on each attack. It has normal animal intelligence and is extremely dextrous, gaining +1 to his dexterity.

Che 1 is locked, not trapped, holds 5000gp. Chest 2 is unlocked, not trapped, holds 1500 gold pieces, each weighing 300 gp, a worth 16gp. Chest 3 is locked, boobytrapped to sprays acid in a 5 foot cloud. It holds a dismembered suit of +1 plate mail, a Mace +2, and 4 pentagrams for a pentacle array. Immortality. Superheroism. A concealed compartment in the lid boobytrapped with a similar acid spray holds a copy of the Book of Vile Darkness.

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

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

The wands are Riki Gunu’s Wand of Illusion, and as well as this the witch’s normal function can cast permanent illusions of unusual power (see 27, 40) at a cost of 10 charges. If discharged this function cannot be regenerated, and if the wand power can be recharged. The wand holds 37 charges.

Chest 6 is locked, boobytrapped with contact poison and locked with a 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. An added bonus of 18 is not taken into account. Chest 1 holds a silver model of a forked branch, tipped at one side with a screw threaded socket, and at the other with a crystal disc cradled in three ‘wigs’. Its base ends in a screw thread. It is packed in padded velvet.

Chest 2 contains a flat silver block 1’ square and 1” thick, and has a screw socket which will take the ‘branch’ and six shallow depressions, each 1”x1” and ‘4” deep. This gives the4 piece of equipment.

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

The Green Eagle

These three components form a device known as the Green Eagle, whose true origins and functioning are a mystery. It is actually a functioning magical time machine, whose true name is the Eagle of the Ages, and has been stranded in the vaults of the Royal Palace. If the three parts are screwed together they will immediately function, transporting any living organism, animal and associated matter (or armour etc) within 25’ through time. Normally the journey to be made is set by six control blocks, 1” quartz cubes which slide back and forth in the grooves on the top of the box, while the settings made are shown glowing scarlet symbols on the crystal disc, in the correct order. If the wrong order is selected, however, the disc will only show these co-ordinates after a jump. The controls are:

1: Coarse control, centuries - 0-100 centuries in steps of 1 century.

2: Fine control, years - 0-100 years of 1 year.

3: Fine control 2, 0-400 days in steps of 1 day.

4: Past/Future/Off

5: Geographical location - 0-180°

6: Reality lock off.

Coarse control must be explained. Control 5 is slid backwards and forwards to set movement N or S then E or W. Control 6 prevents the machine from transporting its ‘passengers’ to areas in which they will die.

When the machine was dismantled it set its settings as 27065 40 days, past, no spatial function as the jump has been made the controls will randomly reset and another jump will occur after 2-5 days (with the disc flashing violent an hour before jumping). The settings that will not occur randomly are ‘off’ for control 4 and ‘on’ for control 6. For every time jump, a 10% chance that the party will indeed shift to another plane or otherwise leave the familiar universe, as in the following examples:

Ch 2 is a box of Magic Glass - 02.

Ch 4 is a elemental plane of water.

03-65 The party arrive on a conveyor belt under a Castle Aerie. You are now entering Magicy 1... The control blocks have been widely scattered through time and space, and each will function in one slot. If controls are found and used the setting relevant to the control used will be shown on the disc before a jump. The only control that will not operate from construction make it invaluable to anything short of disintegration, and will prevent it or those ‘carried’ materialising inside solid objects or objects more than 6” above the ground (or water). It will temporarily stop working if dismantled within an hour of arrival, after which time the party is locked until the next jump. This destination time set is 300 years after the time the city was founded, an era of superstitious tribesmen who attack anyone using any form of magic (and all magic).

Time in this universe obeys a law known as Conserving Events, in which any alteration in the ‘true’ course of events tends to restore the original sequence. Any event which is killed at the ‘wrong’ time may be resurrected by an interested god, spontaneously regenerate as a magically lifesick zombies, or be replaced by a party ofפורины who some other alive may have similar drastic consequences. In the unlikely event that the party succeed in making a significant change to events before their own lifetimes, there is a chance that events will be altered sufficiently to cause one or more party members to be cancelled from history. In this event the party members concerned will instantly vanish, and the rest of the party will not be able to return to that particular time. Similarly, a party happen to change events back to their original course will the missing members reappear. How they spend their time while ‘cancelled’ is up to the DM, but it is not likely to be very exciting!}

Final Note

If DMs do not wish to incorporate Time Travel into their universe, an alternate function for the Green Eagle is an exceptionally lethal magical weapon. Once it has been assembled the bird can be made to serve as a target by pressing fingers into one or another slot. The disc gives an ‘Eagles Eye’ view of its surroundings at any range up to 2 miles. Once the Eagle can see its target it can make a critical and fire one Disintegration beam, range 4’, base cone. It will then automatically return to the branch and cannot be used again for 24 hours. 7121
A complete AD&D city by Daniel Collerton

Part 1 of a six part series detailing an AD&D town - Irillian. 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. Irillian first appeared in W424 and ran through to W47 - thirty-three pages packed with background information and an excellent scenario. A scenario and series of this scope has never been tried before by any other magazine and it proved very popular. So here it is, this time complete.

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

The Ambush

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

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

The surviving orcs are:
- Gnarshuz Leader: AC4, Move 9", HD2, 1 attack at 1d10 (halberd), HP14. Witch Doctor: AC7, Move 12", HD2, 1 attack at 1d6+1 (mace), HP8. Spells: cure light wounds x2, chant (used) x2, shield, scars 8 Orca: AC8, Move 9", HD1, 1 attack at 1d6 (short sword), HP6, 2x7, 3x4, 2x3.
- Daugheca Leader: AC4, Move 9", HD2, 1 attack at 1d8 (long sword), HP9.8 Orca: AC6, Move 9", HD1, 1 attack at 1d8 (long sword), HP6, 2x3, 4, 4x3.

The Witch Doctor will not be in combat, but using his chant. Because of the overcast sky and heavy rain, the orcs are not at their normal -1 to hit in daylight.
Dwarfs: Of the 42 members of the Khazad clan escorting the caravan, 13 survive. All are male fighters.

<table>
<thead>
<tr>
<th>Name</th>
<th>Lvl</th>
<th>HP</th>
<th>AC</th>
<th>ST</th>
<th>WI</th>
<th>WW</th>
<th>OF</th>
<th>CO</th>
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</thead>
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<tr>
<td>Thorfin</td>
<td>6</td>
<td>32</td>
<td>68</td>
<td>3</td>
<td>18</td>
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<td>M² - Axe</td>
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<td>14</td>
<td>1</td>
<td>16</td>
<td>10</td>
<td>11</td>
<td>14</td>
<td>11</td>
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</tbody>
</table>

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 3 solidly built, covered wooden carts, each pulled by 8 draft horses (MM) AC7, Move 12", HD6, 1 attack at 1d3, HP6x13. For each horse killed, speed drops by one eighth from its normal 1 hex/hour on poor roads, 2 hex/hour on good roads (≈ 3.6" turn). Up to 2 hours/day can be spent travelling. Night travel is at half normal speed. At night, the carts may be linked to form a stockade. Usually, 12 of the escorting dwarves ride on the carts with the others walking alongside. 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, 1000g each; 50 gold ingots, 200g each; 700 silver ingots, 10g each; 600 copper ingots, 1g each. Each ingot weighs 201.6g.
- 3 wrought gold plates of 14ionsg, 1000g each, 300g each.
- 2 wrought platinum bowls at 2500g each, 1500g each.
- 3 gem-studded silver goblets at 2000g each.
- 12 pieces of large oil lamp at 10g each; 3 pieces of large oil at 50g each, 6 pieces of oil at 10g each, 4 pieces of candle at 500g each, 6 free galleas at 1000g each, 600 assorted furs worth 1500g.

The total value is 80,570gp, distributed equally amongst the carts with the most valuable platinum, gold, jewellery and gems - locked inside drawers and 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 senior survivor and asked to act as guards until the caravan reaches Irilan for a (negotiable) percentage of the value of the goods in the caravan which reach the Gilado Foestar in Irilan. 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, rutted track winds its way around the low hills. It goes through a thick forest. Movement off it is impossible for carts and at one tenth normal speed for others. In each hex there will be a clearing suitable for making camp. The forest is unnaturally quiet and there is a marked absence of animal life. The wood is exceptionally poor for the season with almost continual thunderstorms; the orchards can be heard between the thunderclaps and occasional pillars of smoke can be seen rising from small hilltops. There is a general feeling of manac. Roll once for random events; a score of 10 or ad indicates one of the following:

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

Encounters

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

Time Encounters

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

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

- Kuug: 1 Goblin Leader AC4, Move 6", HD1, 1 attack at 1d8 (longsword), HP3, 36 Goblins AC6, Move 6", HD1, 1 attack at 1d6 (short sword), HP4x3; Nuug: 1 Goblin Leader AC5, Move 6", HD1, 1 attack at 1d8 (longsword), HP9, 48 Goblins AC6, Move 6", HD1, 1 attack at 1d6 (short sword), HP4x3, Talus: 1 Hobgoblin Leader AC3, Move 6", HD2, 1 attack at 1d8 (longsword), HP13, 27 Hobgoblins AC5, Move 9", HD1, 1 attack at 1d6 (longsword), HP2x5, Feth: 1 Bugbear Leader AC3, Move 9", HD3, 4 attacks at 1d10 (hail), HP1, 2 Bugbears AC5, Move 9", HD3, 1 attack at 2d4 (guisearme), HP12x13.

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

Queen: AC3, Move 12" (horsed), HD6, 1 attack at 1d4 (dagger), HP32, Spells: colour spray 2x, light, hypnotism, wall of fog, blindness 3, hypnotic pattern 2x, fear 2, paralysis x4, confusion x2, phantasms X kill, chaos x2, permanent illusion.

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

Fool: AC3, Move 12", HD6, longsword, HP37. He has an Anstruth Harp (DMP).

The daooine side are similar to elves, but are 6', with soft, fair skin and long hair. Blue-blue black hair. They have an unnatural beauty which gives them a charisma of 7-24. Those with 15-18 charisma have Divine Adept powers (see DDG). These deities of Faerie have great powers of the mind and arcane knowledge. They are only corporeal at certain times, otherwise they are mere shadows unable to effect the material world. See WD31 for full details if you wish to use them outside this scenario.

27 Daeoone Sidhe AC3, Move 12" (horse), HD3, 1 attack at 1d8 (longsword), HP2x14. All of the Sidhe have the psionic powers of Animal Telepathy, Detection of Good and Evil, Invisibility, Shape Alteration and Telepathy. Following the defeat of the humanoid, the Sidhe Queen will give the senior survivor of the caravan an enchanted silver scroll tube. She will lay upon all those present the task of delivering the tubed to Teral Gudhlor at the Abbe in Irilan. She also gives a warning: The Darks is rising and it will do everything in its power to prevent you reaching Irilan. However, there will be those on your journey who will aid you. May your Gods look over you before returning to the forest.

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

Earthdsag, Dagun. 16 Graila, AC5, Move 9", HD2, longsword, HP10x8, 2 Ogres, AC5, Move 9", HD4x1, 1 attack at 1d10, HP21, 15 attacks at 1d6 + its strikes camp.

Earthdsag, 2 Nethsuhe Koldastra, AC4, Move 6", HD1, 1 attack at 2d4, HPx4, trail the caravan as it strikes camp.

Earthdsag, Midnaith. The Wild Hunt passes overhead.

Momadag, 11 Daguer. A Hill Giant, AC4, Move 9", HD3, 1 attack at 2d8, HP48, attacks the lead cart.

Fyrdag, 1 Daguer. A doombat (FF) AC4, Move 19", HD6, 3 attacks at 1d4, Special Attacks: Shrike, HPx5, and 5 giant bats (FF) AC6 Move 3", HD1, 1 attack at 1d2, Special Defenses: Aerial Maneuverability, HPx3, 2x2, attack the lookout.>
The almost continual flashes of lightning will reveal, through the driving rain, a cloud of blackness moving slowly (10ft/round) down the Dauthir Weg towards the caravan. When first noticed, it will be 5000 ft distant.

Inside the cloud are 3 sons of kyus (FiF) AC10, Move 9", HD4, 1 attack at 1d8. Special Attack: Worms. Disease, Spasmodic Defenses. Fear. Regeneration, HP21. 15, 10, each accompanied by 3 zombies. (MM) AC8, Move 6", HD2, 1 attack at 1d8, HP9x2. The undead will attack the caravan until destroyed. Any who are turned will return when the duration of the turn has been exceeded. Visibility inside the cloud is 10ft.

When the cloud is lifted from the caravan, the gates of the Graefgneaf will slowly open to reveal a figure becconing to the party. It is dressed in a black shroud, the wisk of which is thrown back revealing a death's head. The wind, whipping madly at the shroud, will show beneath, black armbracer emblazoned with a skull. The figure is the Chantman: a cleric of the Dauthir辗, the Inrilian God of the Dead. He will shelter the caravan in the Graefgneaf: helping defend it against the Undead. In the morning the gates of Irian will open.

Graefgneaf and Chantry. The Dauthir Weg. ST1, N2. CNAV. Irian's dead are buried in a series of a short, wide, iron gates (DPV 5) in the surrounding 100ft strong walls (DPV 4). It is overlooked by the Chantman, RA, RX, SX, AL, NC, CL, LV, LV2, HS, AC, AC18, WE80, BL10, ST10 (+0 = -1) IN10, W10, DE15, CO16, CH18, MI-1. Longsword (no special abilities) MWN Irian.

Kris and Sili warn that the bridge over the Sili on the East Road is down. The only crossing point is the ferry on the West Road. Ferry. The ferry keeper lives in a small hut on the norh bank. Name Silli, RA 3E, SX, AL, LV, LV2, HS, AC, AC18, WE80, BL10, ST10 (+0 = -1) IN10, W10, DE15, CO16, CH18, MI-1. Longsword. She has a tame cave bear, Grum (MM AB10, Move 12", HD6+6, 2 attacks at 1d8, 1 attack at 1d12. Special Attacks: Hug for 2d8, HP40.

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

In the centre of the river its first crossing, the ferry is attacked by 8 sahuagin (MM AC5, Move 12" /2", HD4, 2 attacks at 1d12 (trident), HP4x12, 3x10, 1 simultaneously. 2 others (HP14, 12) attempt to cut the hawser. The ferry will not turn to do this to the point where it will snap. Because of the height, the Sahuagin will be at -1 to hit and damage. Four rounds after the Sahuagin attack, they will be within 1000 ft of the villages, as a group of 3 slimes (AM MM AC5, Move 12" /2", HD1-1, 1 attack at 1d6 (longsword), HP3x9, 7x8, 10x7, who will vanish without explanation when all of the Sahuagin are dead.

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

Citizenship. Anyone wishing to become a citizen must either be born there or take an oath of loyalty and pay 1sp to the Treasury. Citizens can vote in the Council elections and are entitled to jury service (Irian Law). Regardless of citizenship, everyone in Irian is subject to the punitive aspects of the Law.

Taxes. The major Irian taxes are: Hearth Tax, 1sp per family or single adult/year. Merchandise Duty: 3% of value of goods for trade on entering or leaving the city. (Irians are allowed a vote under the age of 15). Property Tax: 3% of value of property owned - see property tax list. (Irian Law).

Local Authority. The Council consists of 10 members, 5 elected by the people and 5 elected by the people themselves. Details of the Council and Mob will be given in a later episode.

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

The Irian Daeg. The Irian Daeg, 24 lire (hours) each of 60 minutes, is divided into the Daegure and the Neathate, these being separated by Middneather and Middle and sub-divided by Daugur and Doss.

Typical Irian Daeg. The Irian Daeg, 24 lire (hours) each of 60 minutes, is divided into the Daegure and the Neathate, these being separated by Middneather and Middle and sub-divided by Daugur and Doss.

Typical Irian Daeg.

The Ure are marked by Temple gongs which sound one beat for the half year and the relevant number of beats for the full. The Ure of Middleheath, Dagung, Middeag and Dob are further marked by a series of Sacred Text sung out from the Temple Gong Tower by one of the clerics.

The Inrian Calendar. The Inrian year comprises four seasons, each of eight Wika of ten Daeg. The wika are Storm, River, Waeter, Lac, Hael, Mont, Vale and Pas; the sons are Cael, Heathord, Cu and Bole; and the Daegs are Regdaeg, Sunnedeg, Eirdaeg, Earthdaeg, Monadlaeg, Waetserdaeg, Fyrdaeg, Scordlaeg, and Cudlaeg. Between the seasons are the festivals of Doroaldaeg, Loentlaeg, Samedoer and Saneoleon plus many other yearly festivals; the most important of which are Caelf, Heathord, Cudlaeg, Rotorlaeg and Darmsaeg.

When giving a date, the year is given first (Year Zero is the date of Inrian's foundation as a civlty) followed by the season, the wika and the Daeg. The present year is 504 thus, for example, the date of the second great market is 504-Bole-Rivera-Eirdaeg. Numerically, this works out as 504 1 3. To convert to AD&D game time, for hiring and aging purposes, for example, let 1 Mon = 1 day, 3 Wika = 1 month, 1 Inrian year = 1 year.

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

F1. Caelfdaeg. This celebrates the first son, the Caelf, the new year. There is a procession through the streets of five matched pairs of calves; each pair having one black and white animal. At the culmination, the meats are seized by the Mark Garb by clerics of the Temple. The carcasses are butchered, and the contents are consumed by the assembled populace who simultaneously scream at the Gods to let the following season be fruitful.

F2. Heathord. This commemorates Inrian's foundation. The members of the Council are bound to the Mark Garb in public in order to have their names imprinted on their foreheads as they throw 'gems' to the assembled multitude. Or rather they used to; in the present day it's all done by spinning wheel and knitting needles. One of the two great yearly markets, the Foundation Mark, is held on this day.

F3. Cudlaeg. As Caelfdlaeg except the calves are replaced with hares.

F4. Daeg Aet Victoria. The Inrians remember their more glorious past, in particular the Dannerk Ratsley. All day long, the Inrian Gardeners make glassy displays, parades, fights, mock battles and generally show off. In the evening, there is a great spell-and-lure circus in which various unfortunates fight to the death against assorted monsters in the hope of winning some of the prizes on offer.

F5. Pelskaeg. Owing to the current economic and social situation, the customary researching and this is generally turned into the most outrageous practical jokes. All normal rules of behavior are suspended (although the Law is not), and the Inrian Council, a group of drunkards and rakish, rules the day.

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

F7. Roterlaeg. The day in remembrance of the siege of Inrian by humanoid tribes in the years 376-377, the Inrians eat the food to which they had been reduced by the time the encampment was taken, swine, ham, bread, stew, pork, and similar delicacies. At Cudlaeg, the Temple gongs reveal their news and the populace then eat and drink themselves sensible on more palatable fare.

F8. Roterlaeg. Apart from bulls rather than calves being involved, this celebration bears a remarkable resemblance to Caelfdaeg.

F9. Darmsaeg. The day on which Inrians look forward to the end of the world when the skies shall split and the earth shall be consumed by fires, the waters of the world shall be turned to mud and grass and green, and Inrians shall arise to take their rightful place as the Queen of the cities of the world. Most of the day is spent either at the Damdaeg Mart, or watching the lengthy play in the Mumlaeg, which depicts the above in all its gruesome details.

F10. Genmailealt. With great weeping and wailing and gnashing of teeth, the citizens remember when the Gods turned on Inrian and the gods forgot. No Inrian will speak to each other or ask for food to pass his or her lips from midnight to midnight.

F11. Daughtmaeg. The Festival of the Daath. The Inrians dress in the best red clothes, red being the colour of death, and attend numerous temple services: donating gifts to the spirits of the dead to prevent their returning and piquing the living. As a finale, the entire population processes on the Great Garb, where offerings are left on the graves and sermons are delivered.

Holidays. These are days on which Inrians do not work, except for those who have no way to pass his or her lips from midnight to midnight.

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

Sesom Festivals. Caelf-daeg, commemorating the month of the Mark Garb, with ceremonies that the day has its greatest length. Saneoleon celebrating that the day is the same length as night. Doroaldaeg, celebrating that the night has its greatest length.

Each of these is celebrated by fasting until midday when the Frimat of the Temple declares the festival over. The congregation, seated in the Mark Garb, then breaks bread and winekins brought for the occasion. Drinks at this time are somber so as not to stope, hopefully, become receptive to the Gods' commands, should they give any. We have not as yet, but the Inrians do not let a little thing like that stop them.

Weather. The Inrian climate is sometimes with a high chance of rain. This is followed by one of Bole and the first two of Caelf, and mild, wet summers. Last three Wika of the first three Wika of Caelford and Cu respectively. To determine the actual weather the chart provided.

Inrian Weather Chart

<table>
<thead>
<tr>
<th>Degree</th>
<th>Cael</th>
<th>Heathord</th>
<th>Cu</th>
<th>Bole</th>
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<td>Extreme</td>
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<td>65-69</td>
<td>70-74</td>
<td>75-79</td>
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</tbody>
</table>

Sultzen (below 32°F) 01-05 06-09 10-13 14-17

Very Cold (32-35°F) 18-21 22-25 26-29 30-33

Cold (36-55°F) 34-37 38-41 42-45 46-49

Average (50-65°F) 50-53 54-57 58-61 62-65

Warm (70-80°F) 66-69 70-73 74-77 78-81

Hot (85°F) 82-85 86-89 90-93 94-97

None 00-04 05-09 10-14 15-19

Light Breeze 20-24 25-29 30-34 35-39

Moderate Breeze 40-44 45-49 50-54 55-59

Strong Breeze 60-64 65-69 70-74 75-79

Strong Gale 80-84 85-89 90-94 95-99

In order to determine weather, roll percentage dice once/daeg separately for cloud cover, precipitation, temperature, and wind. If the result is more than two, use the weather chart, and if the result is more than two, use the weather chart, and if the result is more than two, use the weather chart, and if the result is more than two, use the weather chart, and if the result is more than two, use the weather chart, and if the result is more than two, use the weather chart.

Diseases. Inrian counts a frighteningly small number of cases for a normally healthy climate. In determining disease, the climate is usually hot and moist, but the last wica of the winter is of the opposite. Otherwise it is cool. All meat in Inrian is considered improperly cooked and all water contaminated unless purified by a clerk. All characters may be cured by the Abbea for a donation of 10% of their wealth. There are no epidemics in Inrian.

Religion in Inrian. Inrians worship a small pantheon of deities, with one patron deity and paying homage to the others as occasion demands. They believe that their patron is the ancient goddess as her patroness who might pray to Feltu for good crops or a successful birth. The main deities are details. Dauth Man. The Dead Man. God of Peaceful Death and Quiet Journeys. Burials by clerics of the Dauth Man protect the corpse from all disturbance and from becoming—
Undead. His clerics hate all undead and will seek them out and destroy them wherever possible. Erielr, God of Battle. His clerics delight in battle and are always the first to enter the fight. The other clerics' lack of courage and constantly seek their ultimate goal: a glorious death fighting against overwhelming foes; consequently, they rarely reach high levels.

Fethui, Goddess of Fertility. Fethui is very popular, mostly because of the orgiastic rites with which she is associated. Her clerics practice Sacred Prostitution, offering their bodies for Fethui's greater glory, and are regarded as not quite respectable by other clerics of Irlvan. Fethui's clerics have a peculiar dislike for Lagu, because of this.

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**Non-Irlvan Deities**

The attitude towards worshipers of other deities depends upon whether those worshipers are classified as pagans or infidels. Pagans are those who, through no fault of their own, happen not to have seen the light. Infidels tend to leave them alone; hoping that their pious behavior will cause them to realize their error. Infidels are those who aggressively proclaim their erroneous beliefs and try to tempt infidels from the One True Way. The most important of these deities are the Abwee, the Abwee of the Monastery, and the Greatsword and Chanters. These will be described in future editions.

**Glossary**

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**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, healing, distributing alms, looking after orphans and suchlike. Anyone harming one will end up at an impromptu council around the Judge King.

**Lagu**

God of Law. Lagu's followers believe in the Law above everything else and have a rigid set of behavior norms, deviation from which is considered evil. This belief should not be confused with a similar version of justice; followers of Lagu can see a little connection between the two. Most of the rest of Irlvan consider the Lagu to be narrow-minded bigots.
PART TWO

Teral Guthdohtor Aef Abbeie

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 Irielan. Descriptions not fully covered here will be dealt with in later episodes. The scenario continues at Dagung with the party sheltering in the Graefegæat waiting for the Gealgegaet to open.

The Entry to Irielan.
The Gealgegaet opens at Dagung. The caravan will then be able to join the queue of farmers bringing produce into Irielan, hopefully avoiding the streams of porters carrying Night-stoll 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 petted by a group of urchins, the Rubis Wag Gang, the Staet Gang which control the lucrative guide-work in Irielan. The leader will initially offer a guide to the party for 10gp daeg but may be bargained down to 5cp 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 Gaerd (D4), ST 2, NI 3, CN AV. The representative of the powerful Gilds-Marchant in Irielan is Tirow Polanion. His stats are: RA: WE, SX, MA, LN, CL, LV 9, HP 43, AC 1, AG 154, WE 10864, 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, Tirow is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirow may be persuaded to finance an expedition to recover lost treasure or a similar venture. If possible, Tirow will use his wealth and influence for profit but will, if necessary, use his sword - or rather hire someone else.

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

Tirow 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 genni or gold.

At the Abbeie
When the group arrives they will be stopped at the gates by a white-robed Sister who will ensure 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: Dacroc Pyys - Dark Rises. In a quiet voice, almost to herself, she will chant an old Irielan 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 be shown into the same room. Sisters will provide them with refreshments and then lead them to the library to peruse the collected lore. Teral will return at night. She will suggest that the dwarves return to their halls and prepare for the journey. She will then turn to the party and explain.

"There is some great evil arising. Although it seems to take the form of a wight, I cannot be sure. This one has been touched and is seeking you still. I cannot leave the Abbebe, for no one may enter, but she would be dangerous here.

Teral will give the party their blessings and have them directed to Tima. She will give the party a special task that they must accomplish, or they may face consequences.

The Grifon. If Tima is asked for advice, a barrow or bouncer will point to an apparently empty table. Closer inspection will reveal a footprint protruding from under it. Attached to the foot are a few gold pieces. The Grifon is actually a tavern, and the gate opens to a room filled with gold.
Dagung, the Neshawcan takes over. It consists of three Inran and one mounted Ridan.

**Staat Gangs.** Each area of Irilian has its street gang, usually named after the major thoroughfare of that area. There are 10 gangs, each with 10-12 members, RA H, SX M, F, AL, LT, and trending toward CN, CL, F, LV, QP, HP 1nd, AC 10, AG 10-12, ST 11, WE 12, LT 10, ST, IN, WI, EL, CO, CH. All 4-11, MI None, WN Club, and a racket which provides a small income. For example, the Rubis Gang provides street guides and the Chrispace Rad Gang monopolises the linkboy trade. Rivalry between the gangs is intense and pitched battles common deaths are, however, rare. The gangs tend to save their animosity for each other but any easy prey wandering alone late at night is fair game and nowhere mugged. As with most of Irilian's criminal activities, the gangs are controlled by Peles Irisuru and Pinnis Lilithor who set each area of influence and allocate rackets.

**The Town.** The streets of Irilian are narrow, winding and crowded with carts, animals, beggars, costermongers, peddlers and pedestrians. The overhanging houses mean that they tend to be gloomy, especially after dusk since the only light comes from the street and the flames irregularly situated at street corners. The road is usually a good 10-12 inches deep in mud, animal droppings and the contents of chamber pots which are emptied from the upper stories of houses. The smell, especially in hot weather, is an amalgam of all the above plus the odours of unwashed bodies and the soot of herbas that many Irilians carry about with them to try to drown out the stench.

There are no distinct quarters in Irilian but the Council members and similar dignitaries live around the Mark Geard and the area to the north of Chrispace Rad and Berullos Clas 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-makers to the south-east and leather-workers to the south-west. Weapons are mostly found along Rubis Way.

**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 Rihn. Thus the address of the Chrispace Rad (Century Road) Clas is 3 Luft Chrispace Rad (D5). Buildings in the Mark Geard are numbered clockwise from the Temple which is number 1. The same numbering is used for the Mucuc Geard with the Monasterion being 1. Buildings on the corner of two streets have two addresses, the most common of these being Luft and Rihn.

**Abbeie.** 1 Luft Rubis Way (D5) ST 1, N13, CN A V. The Abbeie is a complex of cells, parlours, a refectory, an infirmary, a workhouse, a library, a chapel and a rookhouse. The population is distributed around a central courtyard. The Abbeie is home to an order of sisters of Forgiefanias.

**Spells.** The sisters all only have healing type spells commensurate with their level. All of the sisters have the same name Aril Abbeie. The Order of Forgiefanias is a pacific order dedicated to acts of charity. The sisters are experts in herbology and possess 90% of the herbs listed in the DMG, most of which they grow in their herbarium. They use them to brew potions which mimic magical ones in their effects though 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 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 hour. Up to five may be simultaneously brewed. The sisters will only sell their potions to those whom they think deserving of them. Good characters may get up to a 15% discount. Neutral characters will have to make a donation at least equal to the price shown and evil characters will only be considered in exceptional circumstances. Payment may be in coinage, goods, in that the Abbeie can use on its needs. In the latter case, 1 service for the Abbeie is generally good for one potion. Characters who are able to convince the Abbeie that the cause of good would be so served, will be able to obtain potions free. The Abbeie is very sceptical.

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

This service that the sisters provide includes: Alms: house; at Dagung and Desk, food is distributed to Irilian's poor; Infirmary; 30 beds are available. Characters may receive treatment for illness or injury at a cost of 10gp/day 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, may be used to research spells. Those wishing to make use of it must pay 10gp/day plus a copy of the spell should it be successfully created. It may also be used to answer questions about the surrounding countryside. Depending on the type of question, general, specific or exacting (see under Sages in the DMG for further details), there is a cumulative 2%, 1% or 15% chance 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. Immigrants to 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, 3010C>
orphans are looked after. School; about twenty pupils attend, learning the rudiments of Iriyan, mathematics, science, etc. Common. Characters wishing to learn to read and write may do so in 4+1d6 wika at 100gp/wika.

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

For protection the sisters have a pack of 13 Blink Dogs [MM], Blink Dog, AC 5, HD 4, Melpomene, 12, 7th, 16, 16, 15, 13, 11, 10, 8. Special Attacks: from rear 75% of the time. Special Defences: Teleporting, HP 27, 22x2, 22x1, 18x1, 16x1, 15x1, 13x1, 11x1, 8. Any sister outside the Abbe will always be escorted by two dogs. The dogs are trained to grapple attackers rather than savage. Damage done counts towards dual-rather than death.

The Abbe is also home for a retired High Priestess of ForgivenGarians, Terrol Gudthoother, RAH, SX F. AL 12, LV 39, HP 66, AC 1, WE 11000, BL 20000, ST 10, IN 18, WI 21, DE 11, CO 10, CH 17, MI Bracers of Defense AC 9, LG, 840x2, 12x1, 10x1, 8x1, 6x1, 4x1, 2x1, 0. Commanding, 5 Potions of Healing, 2 of Extralatul, Scrool of Protection versus Undead, Demons, Devils and Possession, Scrolls of curative and turning evil (x2), cure blindness, cure disease, cure serious wounds (x2), neutralise poison (x2), cure wounds (x2), heal, regenerate, restoration, resurrection [All in DMS].

WN: None.

Spells: 1st: bless, command, cure light wounds, detect evil, remove fear, 2nd: augury, hold person x5, know alignment x2, silence 15' radius x2, 3rd: cure blindness, cure disease, cure wounds, disintegrate x2, fearing x2, play music x2, remove curse x2, 4th: cure serious wounds x3, detect lie x2, exercise, neutralise poison x3, 5th: stonement, cure critical wounds x2, guardians, raise dead, 6th: blade barrier, haunt x2, 7th: regeneration.

A short, matronly figure, Terrol is also a paladin. She has vowed never to leave the Abbe, but is good in as many ways as she is able. Her reach is long and her influence and prestige in Iriyan are both high. If there is any moral guidance in Iriyan, it comes from Terrol Gudthoother. Terrol will aid good parties as she thinks they deserve; using her spells and magic to further her aims. However, if a party is thought to be mixed, she will charge standard DMS fees otherwise she will ask the group concerned to do her some service.

The other two characters commonly found in the Abbe are, in many ways, the opposites of the rest of the inhabitants. They are Serial Vengerdoth and Ankos Venger-sunni, Paladins of Eris, God of Battle, whom they worship in his aspect as Venger, The Punisher of Evil. Serial's Magic Items. Shield, +2 Plate Mail, +2 Cleat of Protection, Scrool of Protection, +2 Longsword INT 13 EGO 4 AL 10 Powers: Empathy, Detect, God, Fireball, Maddening 3rd radius, [DMS]. At need, both will ride heavy warhorses; Serial has a Paladin's Horse (PH).

Serial AC 6, HD 5+5, Move 10' No of Attacks 6, Damage: 1d18+1d18+1d18, HP 37.

Ankos AC 7, HD 3+3, Move 18', No of Attacks: 3, Damage: 1d8+1d8+1d8, HP 23.

Serial has a Deep Dragon, Turina. (MM)


Serial and Ankos are fanatical in their pursuit, hatred and chaos, desiring nothing else. There is a 76% chance that at any one time they will be out of Iriyan cleansing an area of the Manifestations of Fith. They will try to aid lawful good parties in some way.

NAME RA SXL CL LV HP AC AG WE BL ST IN WI WE CO CH MI WNI
Ankos H M LG P 3 16 6 9 20 200 2500 16 14 15 12 16 18 See Below

WN Sword

18 16 11 17 16 +1 Longsword Weapon Strength 1 +1 Mace

Midnight - 3 Daeguer.

NS: Number of staff including barmen, servers, cooks and waiters excepting any separately listed employees. 100 = 1.
RC: Raid Chance. The percentage is the chance's sixth of the inn being raided. An inn will only be raided once in one night. The raid will be by either 60% (two) or 80% (three) of the Garde as part of their protection racket or (91-100%) the Brothers Aaf Monasterion seeking to stifle licentiousness.

Inns: Further abbreviations are needed to detail Iriyan's inns.

BC: Brawl Chance. The percentage given is the chance per three turns of a brawl breaking out. The brawl will involve 1d10 customers, the bouncers and any NPC or player character who the inn wishes. There is a 5% that a character will be the cause of a brawl. 80% of brawls will be with fists only, the others will be fought with daggers, short swords and clubs. Those involved in a brawl will be either (61-25%) slightly, (26-50%) moderately or (51-100%) greatly intoxicated. See the DMC for details.

CAW: Cost Modifier. The CM gives the figure by which prices in the PH and the list given later on should be multiplied by to get the price of goods in a particular establishment. For example, an inn with a CM of 0.8 would sell wine for twice as good for 0.8 (x0.8) = 1.6 = 160 gp.

NC: Number of customers given the number of customers. In the case of 10 Daeguer - 3 Neathlete - 7 Neathlete = 7 Neathlete + Midneather.

NAME RA SXL CL LV HP AC AG WE BL ST IN WI WE CO CH MI WNI

Choral: 12 9 12 15 9 Potions of Healing, Longsword Weapon Strength 1 +1 Mace

NAME RA SXL CL LV HP AC AG WE BL ST IN WI WE CO CH MI WNI

Ankos H M LG P 3 16 6 9 20 200 2500 16 14 15 12 16 18 See Below

WN Sword

18 16 11 17 16 +1 Longsword Weapon Strength 1 +1 Mace
IRILIAN

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

The other two floors of the Griffon are given over to storage and accommodation. Irillian Houses. The newest building in Irillian is just over 98 years old, the oldest dates back to the second century of Irillian's existence. When originally built, Irillian's houses were of a lavishness uncommon elsewhere, but the passage of time has caused them to decay to their present ramshackle state. In any street there will be several boarded up and abandoned houses - Irillian census data shows that Irillian population has sunk so much that there is no need for the shanty towns which other cities often have. There is more room in the walls for everyone. Before, however, the population was such that every available piece of land was used for housing, consequently there are open spaces left inside the town walls.

Most houses have two stores; some have three or a few have four. The ground floor is usually of stone or brick, the upper stores of timer-framed plaster and rubble. Windows there tend to be small and shuttered. Few houses have gardens but most keep the out with sheaths of waxed paper or parchment. Lighting is minimal. Nevertheless, inhabitants are able to afford them use lanterns or continual light spills. The upper stores of houses often make use of skylights. Virtually every house will possess a cellar which is used for storage or as a refuge in times of trouble. All of the cellars in one block are linked by doors thus making it difficult for intruders to enter without only shops and journeymen above ground. These doors are, however, invariably locked. Roofs are usually of tile, although the poorest houses have thatch. The weather is always against a marked degree, providing some shelter from the elements for the passers-by below.

The ground floor of a house will usually be taken up by a general store business, a family living above the shop. Furnishings will typically be minimal, a chest or two, a cupboard and perhaps a few stools. Only the richer households will have beds, chairs and similar luxuries. Carpets are almost unknown as are lavatories. Baths are completely unheard of. The usual house is ST2, N12, N23, CN PC.

Irillian Families. Irillian families are large and closely knit, usually made up of a grandparent, two parents, two mature children and five younger children. Irillians rate kinship very highly and are quick to reverence a sir upon the family name- Irillian being what it is, though, it would be hard to stain an Irillian's name with less than an accusation of unnatural practices with a son of yxus (FT). Relatives are likely to rush to rally aid in cases of hardship and are thus an Irillian's first loyalty.

The average Irillian male is RAH, SX M, AL Any; tending towards LN, CL, FV, LV, HP later, AC 10, AG 16-35, WE 1D10x10, BL 1-5, ST, IN, WI, DE, CO, CH, CV, 3-2xd4, M None, MM None, WJ 12-30, FE or FWM. The male and female will be identical. Hit points should be assigned as suggested by Paul Vernon in his excellent series in W29-30. Designing a Quarterly Medieval Society for D&D. This means using the character's life-time earnings in sp as the equivalent to experience points in the closest character class to the character's profession. The resulting level is used to determine hit points and saving throws, other attributes such as attack chances remain those of an 0th level fighter. An Irillian's earnings are dealt with in the section on shops.

Irillian's Behaviour. Since Irillian 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 festivities sprinkled liberally throughout the year. They constantly refer each other to the 'Old Days,' when to be an Irillian was to be someone and endlessly debate the chances of Irillian rising to regain its former position - they do not take kindly to anyone telling them that it is as likely as a visitation from the Gods. They are an independent folk, disliking being ordered around and wary of anyone they do not know well. They dislike and distrust foreigners - to them anyone from further than five miles away - and both fear and favour adventurers. While they do not prevent them ripping them off whenever there is little chance of retaliation - the Irillians are also noted for their bravery. The Irillians' views of dark humans are stereotypical and are generally the worst possible; thus slaves are thought to be 'good fun but flighty, half-elves almost human,' and geniomes 'slightly less bad things in life,' halflings 'only a little worse than animals,' halflings 'jolly but light-fingered' and dwarves 'money-grubbing and miserly. Perhaps because both the money-lender bankers in Irillian are dwarves, they are especially disliked, occupying much the same position as Jews did in Medieval Europe, tolerated (barely) most of the time and otherwise persecute. Other dark humans such as orcs, goblins and ogres are allowed into town for trading purposes. They are escorted by the Garde and have to leave before the gates close or be arrested and imprisoned until the church of the Daog Aeicton 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 background factor. Wearing iron about town is known by about 60% of the population and is hardly a surprise. Anyone wearing iron about town comes in for similar social ostracism. The average adventurer is, therefore, held in very little esteem.

Language. Irillians speak Irillian as their first language, but most have learned English or some other common tongue. A knowledge of Irillian is known by about 60% of the population and is hardly a surprise. Anyone wearing iron about town is known by about 60% of the population and is hardly a surprise. Anyone wearing iron about town comes in for similar social ostracism. The average adventurer is, therefore, held in very little esteem.

Irillian Coinage. Irillian coinage is, as might be expected, highly debased, because of this, the Adventurer's Guide suggests that the standard coinage value - most independent towns will only accept their own, charging a 20% surcharge on anything else. Irillian coinage is only valued at half its face value when used outside Irillian. The major coin used in Irillian, their AD&D worth and modern English worth are:

1 pennie = 0.1cp = 1 new penny. The smallest Irillian coin.
1 bown = 1 cp = 1p = 0.05 the most common coin.
1 ril = 1 sp = £1.00. Used for most everyday transactions.
1 talar = 1 gp = £10.00. Even this coin is a valuable one considering the number of pennies that have not been minted since.

Irillian Shops. Irillian shops are combination workshop/shop with basically the same form. The ground floor houses working and selling areas, living areas are located above the shop. The ground floor is usually undivided and has large shutters opening out on the street. Enquiries can be made on the quality of the merchandise on offer.

The average shop will have 1D8-1 character customers. It is possible that several characters in Irillian will be present, use the character encounter tables to determine which one. There will be merchandise and coinage to the value of 3% and 3% of the owner's yearly income about.

Prices in shops will be approximately those of the DMG and the average shop will be at or below the DMG prices.

The time needed to make an article can be determined using Paul Vernon's guidelines. To see if an article is available, roll % on one of the categories, very rare (2% chance of being available), rare (6% chance), fairly common (30%), common (50%), or very common (25%). It is unlikely that any Irillian craftsmen would be interested in working full-time for a character.

Each workshop will have a master craftsmen, 1D8 journeymen-craftsmen and 1D8 apprentices working in it. Their earnings and other details may, once again, be determined from Paul Vernon's tables. The time needed to make above that should be multiplied by 75% to reflect the depressed state of Irillian's economy.

The list of shops which are found in the north-west of the town which follow, the following information is given: a code number, address, grade, reference, description of the house in which they are located, very rare modifier, yearly earnings of the master-craftsman in sp (YE), total wealth of the master-craftsman in gp (WT) and other needed comments. Other details can be derived from those given. Thus, for example,
IRILIAN

The owner’s WE will determine his social standing and the amount that the other members of the staff earn and the CM will give a good indication of how exclusive an establishment is.

Shops:
as1 Armurer. Type I (All types of armour, see Paul Vernon in WO29), 2-Fa Rhit Topaaste Street (DT), ST 2, N17, N2 5, CN AV, CM 1.2, YE 47388, WE 27946.
as2 Armurer. Type IV (Scale, ring leather, studded, small helmets and shields), 4-Fa Rhit Topaaste Street (D4), ST 2, N1 2, N6 2, CN PO, CM 1, YE 11024, WE 4735.
as3 Astrol. 21-Fa Mark Gard (DT), ST 4, N1 2, N2 7, N3 1, CN AV, CM 1, YE 78500, WE 48933; Toth Agozh will cast horoscopes for characters for a fee which is dependent upon the length of time which it takes her to consult the stars. This will take 1d3 days with each cast costing 30gp. Depending upon the outcome, the character may be .5% better off or .5% worse off. This may manifest itself in +1 to save throws, hit probabilities, etc. as the DM wishes. The effect of reading will last for 1 session. Toth Agozh lives alone in her house, the upper storyst of which is open to the sky and used as an observatory.

TOOTH AGOZTH THE ASTROLOGER

The Gild of Sages’ representative in Irilian is Timis Brascen. 2-Fa XAM, ALN, CLS, HP 15, AC 10, 60 AG, WE 80197, BL 1200, ST 8, IN 16, WI 18, DE 6, CO 5, CH 17, MI None, WM Dagger. Spells: affect normal items, ray of enfeeblement, explosive runes, confusion, blight. Categories: Minor - Hurnomious and Giankind, Major - Supernatural and Unusual, Special - Deemsercraft, Astral, Ethereal, Elemental, and Outer Planes.

As a result of the unfortunate experience when investigating Lycanthropy, Timis has become a member of AC 5, HD 4-3. No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise on 1-3, Special Defences: Vulnerable only to fire and/or a better weapon, Water 19. Originally Neutral Good in alignment, Timis has recently tended towards Chaotic Evil and is presently Neutral. He has full control over when he changes shape which has been a recent development he has come to terms with and moves between his true form and his new form. The Irilians know that they have a werewolf in their midst but no one suspects Timis of being an evil. Timis is one of the few characters with a new confidence and a new presence in the new form.

TIMIS THE SAGE

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

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

As39 Scrivener. (Scribe, accountant, lawyer), 3-Fa Rhit Met Weg (C5), ST 2, N1 4, N6 2, CN AV, CM 1.2, YE 48986, WE 33495.
as40 Ships’ Chandler. (Shipping equipment), Keye (E2), ST 1, N1 1, CN AV, CM 1.0, YE 7850, WE 33495.
as41 Shipwright. (Ships, Keyes) (E2), ST 1, N1 1, CN PO, CM 1.0, YE 29456, WE 12367. Can build rowboats, small barges and rafts; does 2d6 points of damage per round.
as42 Silversmith. 3-Fa Rhit Weg (C4), ST 2, N3 1, N4 2, CN PO, CM 1.0, YE 34265, WE 20417. Can forge weapons of skill level 76 or higher who will only work in silver.
as43 Squire. (Squires), 3-Fa Rhit Corallo Clos (D2), ST 2, N1 3, N3 3, CN AV, CM 1.0, YE 8633, WE 6245.
as44 Tinmer. (Tin worker), 1-Fa Rhit Corallo Clos (D2), ST 3, N1 2, N4 3, CN PO, CM 1.0, YE 12248, WE 6245.
as45 Winship. 9-Fa Rhit Weg (D2), ST 1, N1 3, CN PO, CM 1.0, YE 9001, WE 4102.
as46 Wirewinder. (Manufactures wire), 3-Fa Rhit Weg (C4), ST 3, N1 3, CN PO, CM 1.0, YE 4529.
as47 Wiremender. (Sells wire), 2-Fa Aabte Weg (C4), ST 2, N1 3, N4 2, CN PO, CM 1.0, YE 9039, WE 37545.
PART THREE

3 Rhit Khalkedon Ward

Magic Resistance, HP 35, Powers: cause darkness, darkness, blinding flash, sleep, hold, hold on, confusion, suggestion, impervious, hold.

*Note* for the group the presence of darkness in the corridor makes it difficult for them to see. The darkness is caused by the magic being used by the inhabitants of the ward.

The ward is a large, spacious area with high ceilings and large windows. The walls are adorned with intricate carvings and paintings. The ward is well-lit with soft, warm light, creating a comfortable atmosphere.

**Description:**
- **Name:** 3 Rhit Khalkedon Ward
- **Location:**
  - A large, well-furnished room
  - High ceilings
  - Large windows
  - Intricate carvings and paintings on the walls
  - Soft, warm lighting

**About the Ward:**
- The ward is named after the goddess Khalkedon, who is known for her wisdom and healing abilities.
- The residents of the ward are a group of powerful mages who specialize in healing and protection.
- They are known for their ability to create powerful magical barriers and wards to protect their area from harm.

**Access to the Ward:**
- The entrance to the ward is through a large, ornate door that is reinforced with magical barriers.
- To enter the ward, one must present a valid pass or be accompanied by a member of the ward.

**Description of the Characters:**
- **Dr. Rhit Khalkedon:**
  - A powerful mage
  - Known for healing and protection
  - Age: 35
  - Gender: Male
- **Gizhara:**
  - A powerful mage
  - Known for her healing abilities
  - Age: 40
  - Gender: Female
- **D'Hel:**
  - A powerful mage
  - Known for his protection magic
  - Age: 28
  - Gender: Male

**Notes:**
- The ward is well-equipped with magical tools and artifacts.
- The characters are always on guard, ready to defend themselves and their area.
- The ward is a place of learning and growth, where new mages are trained in the ways of magic.

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**Questions:**
- What are the magical barriers in the entrance to the ward?
- How does the ward protect itself?
- What is the purpose of Gizhara's powerful healing abilities?
- What is the role of D'Hel in the ward?

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**Conclusion:**
- The ward is a powerful and well-defended area, known for its healing and protection magic.
- The characters are always on guard, ready to defend themselves and their area.
- The ward is a place of learning and growth, where new mages are trained in the ways of magic.

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**Additional Information:**
- The ward is a place of refuge for those who seek healing and protection.
- The characters are always ready to assist those in need.
- The ward is a place of peace and tranquility, where the magic is used for good.

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**Further Reading:**
- Additional information about the ward can be found in the literature on Khalkedon magic.
- The characters can be contacted for further information about the ward and its magical abilities.

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**Note:**
- The ward is a place of learning and growth, where new mages are trained in the ways of magic.
- The characters are always on guard, ready to defend themselves and their area.
- The ward is a place of peace and tranquility, where the magic is used for good.
The Marko Gard (F4). Rescuing their companion from the mud or returning from 2 Luft. They had 800 Gm, the party will notice that most of Irlan's population appears to be building towards the Marko Gard. 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.

Fools! Vermin! You come scuttling from your holes to hear me who am Aslas Redemptor, chief cleric of Laidhenas, Primat Ael Irlan. Yet you know not what you hear. I, who saw you into this world, will see you out to have seen the Darkness and it is good. I have welcomed it and it 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 Marko Gard.

"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 1d100 followed by 1 on 2d100). 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:

As 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 Marko Gard will remain still, shocked motionless, until Aslas herself ignites whereupon they will panic and flee. 2H+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 around living beings. The being affected will be kept alive by the Fire until continually burning. The Fire does 1d10 damage per turn to anything other than the being which surrounds it. 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.

If 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. After a few days it can be dispelled [see Book 1 WD Scenarios II: The Black Mantle]. AC 2, HD 2d6+3, Move: 8"112", No of Attacks: 2, Damage: 1d4+1d4, Special Defences: Immune to invisibility, phantasmal force, colour spray, hypnotism, esp, hallucinatory terrain, phantasmal killer 13%, Magic Resistance 80% (Resistant to Illusion, Magic), Powers: ventriloquism, dancing lights at will, phantasmal force, hypnotistic pattern 3/day, gaze reflection, invisibility, minor creation, move 1/day, MP 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 two 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 starts her walk. Any spells cast at Aslas will be ineffective; physical objects hurled at her will be consumed by the Black Fire - as will the butcher. 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 Tzath Ag Macloth. If glanced at, there is a basic 50% 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 5% (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 the Earl of Guthdich at the Abbeav.

Background Information

Gates/Towers (see Part 2 for further details)

Waetgarra. Towers, 34 DPV each, portcullis 10 DPV. Gates 10 DPV. 2 Ballistae each on top tower. Towers 20x20x30ft, Gate 20x10x20ft. Towers 2 storeys and cellar each, occupied by: Left tower; Hielhanman Comandere, 4th and 5th inman of the Hielhanman, Right tower; Bodmerchant Comandere, 1st and 2nd inman of the Bodmerchant.

The Waetgarra's towers are the same as those elsewhere on the walls. The gate wall itself is manically allowed 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 hour as, the Gealgaerts (Part 2). While the gates are open, one from will be on duty, collecting tolls, examining travelers and directing traffic. Like the Gealgaert bridge, the bridge across the Ihr was built so that it could be easily destroyed if Irlan 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 the point where it will be unrecognizable.

Riverwaee Terr. 20 DPV, 2 Battalions on base, 20x20x30ft, 2 Storeys and cellar, occupied by the 3rd inman of the Bodmerchant.

The town goal 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 log frames.
Demented into the wall. All valuables are confiscated and seldom returned. The cells themselves are dank, stinking and usually overcrowded. The food which is served once a day at Middaeg, is very poor mostly semi-rotten vegetables and limited in quantity. For each wika that a character is imprisoned under these conditions, one point will be temporarily lost from each of ST, DE and CH down to a minimum of 7. If a point is spent, each point will require 3 days of normal food and exercise to regain. The guards are brutal but easily bribed (1L 1gp) so, with sufficient money, life can be fairly easy. The chance of a guard allowing escape is, at the best, -1000% (500gp minimum bribes).

Grioum Leger. 20 DPV, 1 Ballista, 20x20x35ft, 2 storeys, occupied by the 4th Irian of the Blackmerchant.

The Lesardman Ham. Irishbank (G1). The Lesardman Ham is a collection of one-room hovels occupied by a small tribe of Lizardmen (MM), AC 4, HD 2+1, Move: 7"1/2", No of Attacks: 4, Damage: 1d2+d1d18. Special Attacks: Missile Weapons. The leader is Tussad (HP 14) who is assisted by Ks, a third level shaman of Somacanya (ODG). [HP 17, Spells: cure light wounds x2, prayer]. Also in the tribe are three other males (HP 10, 5, 6), six females (HP 2, 2x7, 2x6, 2) and five young (HP 2, 2x1). As watchdogs, the lizardmen have mini-dragons (WDG). AC -2, HD 2, Move: 7"1/2", No of Attacks: Nil, Special Attack: Poison, Bolt (Jot, HP 11, 9). The lizardmen make their living selling the fish which they catch in the Irian and hiring out their boats. They own a small barge ( Hull Value 3), 2 rafts (HV 4, 3) and four rowboats (HV 2x2, 2x1). These may be hired for 1gp daeg/1hp point during the course of the lizardman crew. From this trade, the lizardmen have managed to amass a fortune of 2000gp which is kept buried under the dirt floor of Tussad's hut.

The Lesardman Ham has fairly cordial relations with the Lesardmen although they do not allow any within the town walls. The Lizardmen sell their fish to the Iriians; in return the Iriians sell the Lesardman the odd slave—a mutually profitable undertaking.

R3 The Temple, 1 Mark Gaard (G4), Temple ST 1, N12, CN PO, Temple Hut ST 2, N14, N24. CN PO. The Temple is the centre of an Irian's religious life: the place where they perform the Rite 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 Irian's gods or goddesses. A large fire continually burns in the central firepit and flickering votive lamps illuminate the shrines which line the walls. The Fire Altar is raised above ground level and surmounted with gems (all glass unfortunately). Poising frescoes depict the Irian's wealth and power cover the roof. The Temple's outer walls are less impressive, the mosaics which once adorned them have mostly fallen off to reveal the crumbling plaster behind. Large double doors lead into the Mark Gaard or entry may be gained through a small door in the Temple Hut. 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.

The Temple clerics are Aselas Redoeho, cleric of Laithanas and Primat Aef Irian; Miril Hatloigne, cleric of Fethur; and Pelnos Eresfutsu, a cleric of Eres.

NAME  RA  SX  AL  CL  LV  HP  AC  AG  WE  BL  ST  IN  Wl  DE  CO  CH  WN  
Aselas  H  F  CN  C  8  32  1  55  20109  500  14  10  16  14  16  Mace
Miril  H  F  CN  C  5  21  1  23  1347  90  17  10  14  13  8  12  Mace
Pelnos  H  M  CN  C  4  14  2  33  967  110  18  12  16  9  12  14  Flail

Spells: Aselas: 1st blass, command, cure light wounds x 2, sanctuary. 2nd augury, hold person x 2, know alignment, silence 15ft radius, 3rd dispel magic x 2, prayer, remove curse, 4th detect lie, neutralise poison, stones to living. Miril: 1st command x 2, cure light wounds x 2, sanctuary. 2nd augury, detect charm, silence 15ft radius, Pelnos: 1st blass, cure light wounds x 4, 2nd hold person, silence 15ft radius x 2, spiritual hammer.

Aselas is a rather twitchy old cleric, much given to prophesying in a doomy, laden voice and thundering (in a high pitched voice which spoils the effect somewhat) about the evil of the Irian's way and their inevitable fall from grace. Miril, even for a cleric of Fethur, is rather free with her favours and is the subject of much talk in the inns and homes of Irian. Pelnos, by dint of some incredible luck, has...
managed to survive long enough to reach the castle gate: the High Priest of Erf. This has, however, done nothing to earn his naturally hot-tempered and impulsive nature. Each character has its levels, debits which are always ready to fold their feet, but none of these are ever close to ordination.

The High Priest 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 Heafod Aeru Orc. 1 Luft Searche Laen (G2), ST-7, N1 3, N2 72, CN 8B, BC 25, CM 0, NC 60, DC 12. 2D6 + 20D4, AC 3.

So named because of the dreaded orc-heads which hang from the rafters both inside and out, the Heafod Aeru Orc is Irlion’s most notorious inn. The heads are the result of the famous house policy of a free drink for an orc’s head. This has become so institutionalised by the Orc Hunt which held on the third Mondag of C each year. The Hunt begins at the Heafod Aeru Orc at Dagon and ends at the same place at Dsks. The 320D4 Bl 1d10 ST, IN, WI, DE, CO, Ch WN. 2D6 + 20D2 12d6 Dons for the % Dependency. The Heafod Aeru Orc is Ziguil, the arena champion. As might be expected, the Heafod Aeru Orcs are both numerous and exceptionally vicious.

NAME RA SX AL CL LV HP AG AC WE
Kullt 1 10 12 6 18 4 1 6 9 10 11 12 13 Short sword
Sulliga 1 10 12 6 18 4 1 6 9 10 11 12 13 Short sword
Tiragis 1 10 12 6 18 4 1 6 9 10 11 12 13 Short sword
Firga 1 10 12 6 18 4 1 6 9 10 11 12 13 Short sword

**Ring of Contrariness (DMG)**

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

**Habituation** is more of a drug is taken, the amount of time it takes for the user to experience its full effect increases. For every 10 doses taken, the dose needed will increase by a cumulative 20%. Habituation disappears if not more than 40 doses are consumed before the next dose is taken. If more than 40 doses are consumed, the user experiences the drug to the same effect as a new user.

**Stimulants** give a feeling of unusually good health and boundless energy to the user. For the duration of the effect, all abilities are at 100% of normal (e.g. a character who would hit 10% more damage, move 10% faster, etc. but when the drug wears off all abilities drop to 70% of their normal level for twice that length of time.

**Dependency** is the chance of a user becoming psychologically dependent upon a drug.
heads of the drug. This means that he moves and "ads at 133% of normal (110 x 3) but that
the % Lethality (90%) is multiplied by 3 cubed = 27. Thus they become 216%, 27% and 27%. Togas is
automatically dependent, fail to make the % Addiction roll and get all the % Lethality roll and do not
die. Once again he tries to kick the Wufl or him, but after 16 days he is no longer dependent. On the 30th
day (30 x 3 = 90) he loses 1 point each of ST, DE, CO and HP. These are regained the next day, after
which he is no longer dependent.

Togas is then for the moment free of the Wufl for propulsion. He has taken 18 doses in 30 days, before he will develop schizophrenia. Should he survive that long.

The rest of the upper floor is given over to aces: Acheson, and her half-brother and his other half
brothers and
Sigi and Agra Hinthan, a husband and wife team of bounty hunters; Tivan Fallan, an undercover
investigator for the Guild of Her balists and three Kenni (FF), a drug smuggler, Ttk'k and his bodyguards Hree and Whoe-Whoe.

NAME RA SX AL CL LV HP AC AG AE BL ST
Sigi H R M F N E 6 38 4 38 1098600 188
Agrea H F N F 5 32 3 32 864 75 17
Tivan H F CG R 8 91 2 44 1064750 179

Magic Items: Sigi: +2 Shield, +1 Platemail, +1 Longbow, +1 Longsword (NSA). Agrea: +2 Plasmashield, +1 Plasmadagger, +1 Plasmashield (NSA). Tivan: +2 Plasmashield (NSA), Bracers of Defense AC 2, Ring of Truth (will empathetically give the degree of truth of up to five statements daily).

Kenni: AC 6, HD: Ttk’k, Hree 3, Whoe-Whoe 3, Move: 6” 18”, No of Attacks: 3

Sigi and Agrea are coldly efficient professionals who allow no one nor nothing to get in between them and their quarry. Only if it has less bother will they bring their prey alive. Tivan is a minor spycurrent working for the Herbalists to try and discover who is behind the illegal drugs trade in Ilirian since it is giving them a bad reputation and breaking their monopoly.

The Kenni have a shipment of 10000gp of Wuflor which they are waiting to sell to Pelos Idolator. He has been told about the Kenni and is looking for the best possible source to get hold of.

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

2/4 of the Ilirian Scouts (35), Stormwale, Hiehianman and Briedomarchan Comrades (5 each), Gisgal of the Gend of Ventors (20), Ful of the Assassin (20). Gisgal of the Chiro (20), 1/4 of the Gealagang (30), Peler of the Slavac Eschape (20), Dheula of the Psion, Harleian of the Gealagang (20), 1/4 of the Stag Gang (70), 1/20 of the Garde (100).

The Heafod Aef Ocr is owned through a series of front men by Pelos’Ilirun and Pelos’Ilirun and is the centre of most of the criminal goings on in Ilirian. The only reason why it has not long since been closed down is because of Ilirian’s Timmerman and worst of all her agent, a half-brother of Pelos’Ilirun who has managed to have disorder concentrated in the Heafod Aef Ocr where it is easily contained rather than spread out over the rest of Ilirian.

Market Deag. On Market Deag, stalls, arranged in five north-south rows, occupy the southern half of the Garde. Ownership of a stall is a prerogative of Ilirian citizens and many of the major craft masters maintain a stall which is used on Market Deag to supplement their normal shops. Each stall is restricted to one type of product: mostly foodstuffs, vegetables, fruit, butter and cheese. But there are also both fresh and smoked, salted or otherwise preserved, but small manufacturer goods such as clothing, shoes or houseware. The allocation of stalls is controlled by the Council.

In the north west of the Garde is the bearpit. Here you will find the familiar bears, AC 6, HD 5 +4, Move: 12”, No of Attacks: 3, Damage: 1d6+1d4/2d6, Special Attacks: hug for 2d6, death to the death against packs of wild felines, AC 7, HD 1 +1, Move: 15”, No of Attacks: 1, Damage: 1d4, for the entertainment of the crowds.

To the south of the bear-pit are the pitches of the caravan merchants. One caravan will normally be present with produce net usually available in Ilirian: exotic herbs and spices.

unusual weapons and clothing, rare jewellery and fur. There are magic materials - all at exorbitant prices, of course. There may even be a reputed treasure map or minor magical item on offer.

The caravan will have the composition given in the MM, but each merchant will have no one of the core guards will be allowed armed into Ilirian. If an item desired is not possible, then there is a 50% chance possibility, dependent upon item rarity, that it might be brought by a future caravan (1d4 caravans)

If a character especially asks for it. The cost would necessarily be excessive.

To the east of the Gold Lane, the covered way into the Market Garde, are the animal pens. Most normal livestock is available: oxen, cattle, sheep, horses, ass Discord, and donkeys, and mules, dogs, cats, hawks and similar pets and slaves. There are also a couple of areas of buildings devoted to employing a farmer to do the slave's job for eight years.

Animal feeds and specify comprise hay, bran and corn. Corn and bran are also used for human consumption.

Wandering throughout the crowd on Market Deag will be those sellers from the Griffs, tumbler, minstrels and storytellers; confidence tricksters and hucksters and pickpockets from the Gealag and Stag Gangs.

Market Deag. Although generally similar to Market Deag, stalls here are on an altogether greater scale. Three caravans will be present and exotic animals such as griffins, hippogriffs or pseudodragons may rarely be encountered.

Great Market Deag also functions as a primitive export exchange where prospective employers and employees may meet. Available for hire will be bearers, porters, pack handlers; valets, labourers and bondboys; reapers, stockmen, windowers and thieves. These will range from the genteel; farmers and general farm hands and other semi-permanent employees. Most will wish to sign for at least the next 30 days. Hiring rates will be at the rate of Paul Vernon's series in Wood 293 and the Best of Wod Art clasis Ill.

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 Gold Market, goods may be sold on the Market Deag. The Goldsmith’s, Jeweller’s or Gemcutter’s for 80% of their actual cost, goods may be disposed of in Ilirian by selling them to a shop around the market. DMG 7.53 will allow customers to receive 40% of the item’s retail price.

Shops (see Part 2) [WD43] for shop

total nursery.

b1: Architect, 29 Mark Garde (IF3), ST 3, N 1 4, N 2 5, N 3 7, CN PO, CM 1 0, YE 16945, WED 474.

b2: Baker, 3 Rhit Berullos Clos (H3), ST 2, N 1 4, N 2 5 N 3 BA, CM 1 1, YE 9078, WED 4038.

b3: Baker, 5 Luie Ille Rad (IF4), ST 1, N 1 9, N 3 4, N 4 3, NA 1 CO, CM 1 0, YE 6530, WED 3451.
Characters wishing to contact Terful may do so by writing to him c/o His Excellency the Governor of the Federation of Irlian. A small fee is required for any communication to visit in Irlian, assassination is not totally secret. The assassin's identity is not known but who asked for the assassination is. Under Irlian law, for someone's death is not illegal although arranging it is; thus, once the announcement is made in the Heafid Aef Ore, all contacts with the assassin are made in secret. The initial announcement is made because of the Irlian dislike of shadowy figures manipulating them; so long as the Irlians think they are with whom they should contact, any potential victim is beneath their notice. There are two choices for the victim: to make beyond the feigning the town taking precautions. Firstly, he or she can attempt to buy off the contract for 15% of the assassin's fee. Secondly, he or she may put the contract against the original assassin. 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, whether the assassin has had time to investigate, and is convinced that his victim is genuine, Torful will make contact to discuss his fees.

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

Player character assassins who attempt to go solo in Irlian will, if they come to her notice, be killed by the representative of the Gild of Hashishly. If the character agrees, she will provide training and advice; otherwise she will attempt to kill the newcomer. If the character survives, he or she will become the new Gild representative unless already a member of another Gild in which case he or she will be eliminated as soon as possible. The Gild of Hashishly's strategy is to evolve and organize; well-organized Gild whose leader has Gild-mastery status. It is up to the individual DM to decide upon its exact structure.

The Druid, 5th Rith Toln Wef (F3), ST 2, N1 3, N2 3, CBA. Druidic affairs in Irlian are looked after by Acylfi, RA, SFX, AL, N, CLD, LV, HP 24, AC 2, AG 24, WE 7450, BL 320, ST 14, N 15, W 9, DE 17, CO 13, CH 12, Mi Ring of Protection + 4 on AC, +2 on Saving Throws. +3 Longbow, 8 +3 Arrows, +1 Longsword (NSA), +10 Lance, +10 Spear (NSA), +10 Poison (NSA). Scab of Assassination (WD26), BN Bow, Poisons: 2 doses each of Ingestive Poisons Types A-D and Insinuative Poisons Types A-D (DMG2). Dmg : 1d6+1; 1d6. Armour: +1 Steel [DMG2], WE Spear, Spells: 1 animal friend x2, locate animal x2, speak with animals x2. 2d4 pierce, 2d4 burn, 2d4 fire, 2d4 cold, 2d4 frost, 2d4 heat, metal.

3rd hold animal, pyrotechnics.

4th animal summoning.

5th animal training.
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 Abbeia after considering the scenario and the strength of his or her party. In Part 3, the players should have concluded the scenario just before visiting the Abbeia. Part 4 continues directly where Part 3 left off.

The Abbeia. Teral will confirm it is the Tzuthi Ag Necroth and jump to the (wrong!) conclusion that it is attracting the Dark to Irillian, in fact, however, it is the Brother Commander, Scourge WD Scenarios if at the Dark's command to spread fear and confusion. She knows the Tzuthi Ag Necroth's authors are ultra-aligned with the servants of Zonlong, thought to have strong links with Evil and Chaos. With the correct precautions (as far as she knows, no-one knows it), the Book may be read and the reader becoming more and less than before.

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

Rubis Weg. As the party leaves, Rubis Weg, Deleg Sirh, Stra Wug, and 3rd Abbeye Weg will be cordoned off by soldiers with bowmen lining the windows of 2 to 4 Rih Rubis Weg and 6 and 8 Obe Abbeye Weg. A small group will be in front of the Abbeye gates. The soldiers are the five Iram of the Stormwealcan and the 1st and 3rd Iram of the Hlilehman; the Orcland are in reserve to the south of Rubis Weg and the 4th and 5th Iram of the Hlilehman are guarding the Herubism Gate and the Abbeye walls. Their characters are the Stormwealcan Scouts (with spells ready) and the Gerda, Stormwealcan and Hlilehman Commandaries. With the exception of the Gerda Commandaries, flanked by his two lieutenants, will step forward and ask the party to accompany him to the Counsellor Hus; there to account for themselves to the citizens of Irillian.

If the party agrees, they will be allowed to keep their weapons and escorted to the Counsellor Hus. Their equipment will be pared and inspections of the Counsellor Hus. The party will be unable to escape the sight of Aslas and her pertinacity; still hanging, still burning, still screaming.

The Counsellor Hus. Around the table in the Counsellor Chamber, will be the Counsellor, Elijah Deccan, and the Lord Mecon, Leoden, will rise to his feet.

Several days ago, the Khulz caravan arrived in Irillian with you forming part of its escort. I heard that it had an "exciting" surprise. It left a few days ago, this time without you, but returned after two days; this time with the escort nailing to the sides of the wagons. Yesterday, you were falling around Khalkedon.

Weird and carting around Lesardarn corpses while Aslas, the leader of our church, appeared on the Temple roof and, at some nonsense about it being a citizen's fire, they are still there! In the panic which followed many of our citizens were killed and more injured. You were lucky in that the Mob is five to one wonder, any connection? Some of our citizens, about three hundred in all, left Irillian yesterday evening heading south. Our searches inform us they are the frontiers; that their heads form a ring around the town. You were also in the Gribon when that brawl developed at the Temple. It had been quite a day. She had her "accident". What is going on?

If the party explains, the Counsellor will become split. Dancon, Erria, Garos and Tinow will be for the party, trying their best to continue in their search; Airos, Pelos and Pecos are against them, wishing them dead and quickly Erina, the current Missus, had been chased and depending on the case the party makes, will come down on either side.

Soon, the sound of wailing will become noticeable as crowds of mourning Irilians gather outside. After a while they will start chanting, "Bring out the Burners!". In a few minutes, the doors will begin clogging off the Counsellor Hus. The party will be put to the test. However, unless the party cooperates to let them go, they will be shown to the secret passage leading to 20 Temple Laen. If not, they will be taken to be thrown to the Mob, in either case, as they leave the Counsellor Chamber, the Mob will burst through the Mark Gard doors; the iman on duty having opened them to ingratiate themselves with the rioters. The front rank of the rioters will be 14 normal Irilians. Provided the party appears sufficiently large, a special task will cut them down. If the party manages to escape safely, they have a 5% chance of being recognised and a Hue and Cry sent up.

The Monastery. To get the Sceptre, the party can call on the Peladions from the Abbeia or borrow any of Teral's magic items (the Staff of Air, +2 to hit and +3 to damage greatHP-400). The party will be questioned as to an actual attack on the Monastery; at most they will provide a diversion while the party does the dirty work. If the party approaches the Monastery directly, they will be questioned at the Gatehouse and then escorted across the courtyard to the refectorio. After a few minutes, a florid-faced man, Kris Ael Monastery, the Great Maschal, will arrive to talk to the party and ask the party their business. After listening impertinently, he will refuse to pointblank to allow them access to the Sceptre — no discussion — but telling them that the party is here to find a better way to do it, he will ask them to leave. If the party is not intimidated, the party is now free to leave. The Sceptre will be revealed as a fake. It appears that the party went to the Sceptre, he will have them shown out and double all guards. In any case, he has ordered that visible vigilance on the part of the normal guards.

The party is able to reach the Monastery in disguise as pilgrims or gate guards (Cleric or Druid guide) waving them through to a cursory questioning provided they appear as normal pilgrims, i.e. no 2-handed swords and plate mail.

They will arrive in the Abbeia as a service, involving the Priests, Archers, Brother Sirh and three of his men and 22 pilgrims (all non-Irilians). They are introduced to the Iram unless one of the party is a Legu worshiper, there is a 10% cumulative chance per turn that they will become suspicious of the party's lack of familiarity with the service rituals and seek to investigate after the service. Otherwise, after the service they will be left alone but for Brother Sirh, who will be praying to the Sceptre with his hands turned.

If the alarm is raised remember that the scep- tel magic is cast around the Sceptre. The spell in the event of other items being used for the create fake relic, must be saved for. Thus one dispel magic could conceivably negate all of the wizard locks and magic forms. (See Background Information.) The main gate will be barred in 1 round and Brothers with their men-at-arms arrive at the Gatehouse in 2 rounds after the direct bar is raised. The priests will arrive after 4 and 6 rounds. None of these, however, will attack or do anything which might possi-ibly harm the Sceptre. The party appears about to destroy it or escape.

If the party hits the Book with the Sceptre there will be a loud crack as the Sceptre snaps to a tightly wound piece of parchment. The Book will be unharmed. Anyone able to read magic will see the parchment is a scroll from a date of 10 years ago and reads: "The Priest of Zozak Ael Tyr Wyard, the Sceptre is destroyed in the presence of the Great Maschal, the Meketor (who will join in the expression of horror) will be genuinely shocked by the revelation of its true nature. The party will be able to use this sense of common threat to gain their freedom to investigate further. The Gran Maschal will keep very quiet but mark the party of the watch on the party. They may be able to try some judicious blackmail but would need to be very careful, the Brothers are notorious for their hatred of lawmen. The party may be able to enlist suitable aid from the Monastery; its spell-form tower into the lowering, storm-lashed sky.

Outside Irillian. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Irillian's walls. Fifty feet beyond that, at the base of a bank of black mist cuts off all further vision. Patrols which ventured into the mist did not return. If the party finds them, it speaks.

The 30 men of 150 feet inside exploratory expeditions from the Monastery. Further analysis of the mist (if the party belongs) will render the party incapable of escape. Further 1 HD 45, 42, 39, 31) will materialise and attack and so on until either the party retreats or all of its members are killed. This will happen whenever the party meets the mist.
IRILIAN

Background Information

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

Blaegag. Towers 34 DPV each, Gates BDPV, 1 Ballista on each town.Towers 13x5, 3x10, Gate 20x20ft,2 Storeys each.
Occupied by: Left Tower, Commandere Aef Man, Right Tower 5th Iman of the Biodmarchant. 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 Iman will be on duty at any time. The bridge is nickety 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 Geissegaag (Part 2).

Tor Dauthir. 24 DPV, 1 Ballista, 20x25x40ft, 3 Storeys. Occupied by the 5th Iman of the Stormweeican.

Tor Daging. 40 DPV, 1 Ballista, 30x30x40ft, 3 Storeys and collar. Occupied by the 4th Iman of the Stormweeican.

The Irilian Garde

Garde Commandere (Mareschal). Tradition- ally carries with it the post of Mareschal and overall responsibility for Ilirian's defence. The present Commandere is Elifos Gefade of Ilia: RAH, SX M, AL I, LV 8, HP 71, AC -2, AG 54, WE 10,198, BL 500, ST 182(+3), in 7, WI 4, DE 9, CO 13, MI +3 Patemal, +2 Shield, +2 Longsword (NSA), 10 +1 Arrows, Poison of Heroism, Poison of Invulnerability (DIMG) WN Longsword. Elifos is a tall distin-
uish soldier who is becoming senile. He does not recognize his condition and will not accept the judgement of anyone who points it out.

Commandere Aef Man. Ithel Naithion: R AH, SX M, AL I, LV 8, HP 6, HP 6, AC 1, AG 42, WE 560, BL 100, ST 18(11-1), IN 13, WI 12, DE 13, CO 15, CH 15, MI +1 Chainmail, +2 Shield, +1 Cursed Longsword (NSA), WN Longsword. Ithel is short and stout and because of his sword, has a quite undeserved reputation for reckless daring. He is the deadly rival of Helas Neathtocan, the Commandere Aef Man, for the post of Garde

NAME
RA SX AL CL LV HP AG WE BL ST
Bael H M L N F 4 28 1 31 855 50 16
Nirel H M N F 6 27 85 40 17
Sesil IN W DE DE CO CH MI WN
14 12 10 12 13 +1 Shield Longsword
(+0-1)
13 11 14 13 9 None Longsword
(+0-1)
12 13 9 14 10 None Longsword
(+0-1)

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

Orcidian. Named in memory of a famous charge at the Donner Battle in which they smashed the orc armies menacing Irilian. The Orcidian are the cavalry arm of the Garde. They are divided into five Ridan each of 8th level men-at-arms and 1st level Laeden. All have scale mail and shield, use a lance, long- sword or dagger in battle or a quarterstaff when dealing with civilians and ride a medium warhorse. Average member of the Orcid: RA H, SX M, AL Any; tending towards VN, CRI, LV 100, Men I, HP 60, Laeden 6+1d4, Man 4+1d3, AC 5, AG 20+1d20, BL 5+1d10, ST, IN, WI, DE, CO, CH, A 8+1d4, MI None, WN Lance, sword or quarterstaff. The Orcid do not get on well with the other members of the Garde.

Commandere Aef Man. Helas Naithtocan: RAH, SX M, AL I, LV 6, HP 6, AC 1, AG 42, WE 560, BL 100, ST 18(11-1), IN 13, WI 12, DE 13, CO 15, CH 15, MI +1 Chainmail, +1 Longsword, WN Sword. Helas hates the Commandere Aef Hors because he feels that Ithel is going to steal the post that should rightfully be his - that of Garde Commandere. The feeling is mutual. Helas is a medium sized non-entity of a man and, while a fair fighter himself, he is unable to control his sub-commanders. Thus the infantry portion of Irilian's military forces is gradually falling apart under the pressure of the Stormweeican. Hilehuanman and Biodmarchant Commandere's squabbles. Helas feels betrayed and is nursing his grievances until he can gain revenge; meanwhile sounding out the Assassin's Guild representaitive (Part 3) about the cost of having Ithel's post removed.

Militia. About 750 men are divided into three groups according to whether they come from north of, west 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 Irillians. The militia has not been seriously called out in the last 75 years and its training and morale are, to say the least, suspect. Each year, on Cu - Rivere - Monadac, an inspection and training session is held in the Mark Geard but the results are lamentable. If the militia were actually put into combat, the most likely result would be the mass desertion of the militiamen (-35% on morale). The militia musters in the Mark Geard on the sounding of the War Drums; the muster being complete one hour after the drums are...
The Irielian Bureaucracy. The posts (see table) which may be held by an Irielian citizen are each in the hands of a single family group; although by law open to elections, they are customarily hereditary. Offices open to Council members are distributed by lot at the beginning of each ten year term of office. The bureaucracy is both exceedingly inefficient and corrupt.

The Council. Composed of 8 selected citizens and the current Guild Father and Garde Commander, one of which is selected by lot to be the Laeden. Elections are held every ten years with bye elections as needed. Each elected...

COUNCIL HUS

<table>
<thead>
<tr>
<th>Position</th>
<th>Area of Responsibility</th>
<th>Annual Income/Statutory Easement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Laaden</td>
<td>Overall control of the Council</td>
<td>10000/20000</td>
</tr>
<tr>
<td>Colman</td>
<td>Mini and Treasury</td>
<td>8000/16000</td>
</tr>
<tr>
<td>Kamarling</td>
<td>Tax assessment and collection</td>
<td>5000/60000</td>
</tr>
<tr>
<td>Cerc</td>
<td>Town records</td>
<td>8000/16000</td>
</tr>
<tr>
<td>Markman</td>
<td>Regulating the market</td>
<td>2000/18000</td>
</tr>
<tr>
<td>Steward</td>
<td>Regulating extra Iriel trade</td>
<td>1000/26000</td>
</tr>
<tr>
<td>Corone</td>
<td>Civil Law</td>
<td>10000/50000</td>
</tr>
<tr>
<td>Landweg (x2)</td>
<td>Assisting the Corone, serving writes etc</td>
<td>4000/12000</td>
</tr>
<tr>
<td>Scirgenfo</td>
<td>Criminal Law</td>
<td>10000/20000</td>
</tr>
<tr>
<td>Tysstello (x2)</td>
<td>Assisting the Scirgenfo, serving writes etc</td>
<td>6000/9000</td>
</tr>
<tr>
<td>Mereshel</td>
<td>Iriel’s military service</td>
<td>6000/1000</td>
</tr>
<tr>
<td>Wehman</td>
<td>Upholder of the Town Walls</td>
<td>5000/10000</td>
</tr>
<tr>
<td>Gastman</td>
<td>Upholder of the Town Gates</td>
<td>5000/15000</td>
</tr>
<tr>
<td>Konstable</td>
<td>Council’s safety</td>
<td>6000/10000</td>
</tr>
<tr>
<td>Sargon’s Aef Arms (x2)</td>
<td>Town Ministry</td>
<td>8000/10000</td>
</tr>
</tbody>
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<tr>
<th>Current Holder</th>
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<tbody>
<tr>
<td>Elidin Deorlurgh</td>
</tr>
<tr>
<td>Era Gani’thri</td>
</tr>
<tr>
<td>Auros Enkanesse</td>
</tr>
<tr>
<td>Coroon Aethlah</td>
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<tr>
<td>Palas Irissinu</td>
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<tr>
<td>Pestol Ilissodhir</td>
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</tbody>
</table>

The Council Hus. ST 3, N 13, N 2 5, N 3 19, CN 45. It is built (30 DPV) of large stone blocks like a castle keep with multiple towers and narrow slits at five foot intervals in the higher floors. Large iron doors (10 DPV) open into the Main Guard, where an Iriel or a Riden of the Garde will always be on duty. In the cellars is the Tower Mint, Treasure and Arsenal, while the upper floors hold the offices of the various town officials. The Treasury holds all Iriel’s wealth, 35000ggs worth of silver and copper.

Because of their general usefulness of manufature, they are -1 to damage (minimum 0 point damage). The Hus is looked over by the Guild of Hashiathly (Part 3) and located behind double-locked iron doors (6 DPV) protected by a variation of the fire trap spell which will be triggered by anyone not wearing one of the ten special miniature copies of the Great Seal of Iriel set into a ring. Magic mounds are set to sound the alarm if characters without rings attempt to enter.

The ground floor holds the Council Chamber; a large room with a semi-circular table where the Council sits, and a robing room. A secret passage leads from the Arsenal to the cellar of 2 Luft Temple Laen.
Counsel member represents one of Ilirian's 8 electoral wards. All Ilirian citizens over the age of 15 are allowed a vote but all votes in a household are cast by the head of that house, often as directed by the Gilds which in turn take their orders from Counsel members. A character wishing election has a basic -50% chance to be elected unless he can somehow get a majority to vote in his favor. Membership of the Council is theoretically unpaid but there are many opportunities for those who wish to buy a Council seat as such as to have the effect of making the Council into a hereditary oligarchy, places being reserved for the respective families in Ilirian. The Council makes Ilirian's laws, regulates taxes, and sits as the Criminal and Civil Courts, decides holidays and festivals, conducts inquiries into most matters with which it officially looks after. Laws are passed by majority, the Laeden having the casting vote, and come into law when stamped with the Great Seal of Ilirian. The Council is deeply conservative; distrusts all changes, especially radical ones, and uses its powers to protect itself and preserve the status quo. Since Ilirian's fall it has done little, meeting only a few times a year and then only when business is pressing.

Counsel Members. The Counsellors are selected members who have their Ward and which Gilds they control given: Trouv Polaron (Gilds of Telephoners and fishermen Garde Commandeer); Arlos Snakeake (Iraqi Gild, Gilds of Armourers and the Gilds and Companions of Metalworkers Dareen Aelfhaar); Garos (Mk Ward, Gilds and Companies of Learning and the Lighters Companions), Elsim Deorunce (Seorr Ward, Gilds and Companies of Cottonsweaters), Erea Gassini (Juel Ward, Gilds and Companies of Weaponmakers), Erim Stormbor (Rubis Ward, Gilds and Companies of Leatherworkers), Garos (Mk Ward, Gilds of Armourers and the Gilds and Companies of Metalworkers); Pelos Irissunu (Oro Ward, Gilds and Companies of Shipwrights); Erea Gassini (Juel Ward, Gilds and Companies of Woodworkers); Pelos Irisokhtar (Temple Ward, Gilds and Companies of Vicuiterers), Ilirian's Gilds and wards (wards are like borough divisions within the city) are described in a later episode.

C2 Alros Snakeake, 3 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Until Ilirian's fall, the Snakeake were lower middle class metalworkers. With the exodus of most of the upper classes after the gilds failed and the Snakeake's purchases of large parts of the remaining Ilirian metalworking community, their iron foundry business has become increasingly unprofitable. Alros, the present family head, is a ruthless, cunning man, who has used his position to accumulate wealth and power in Ilirian. He is known for his shrewd negotiations and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erhim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

The rest dislike him intensely and take care to keep power off his hands. Name: Erim Stormbor, ST 12, N3, N2, N3, N37, CN PO. Erim was once a favorite of the Ilirian nobility and was a key figure in the overthrow of the Gilds. However, he has since fallen from grace and is now a respected but somewhat bitter man. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

C4 Elsim Deoruncete, 5 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Elsim Deoruncete, 5 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Elsim is the last survivor of his numerous and probably related family. He is noted for his ruthlessness and has a reputation for being extremely difficult to deal with. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

C5 (E21) Erea Gassini, 5 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Erea Gassini, 5 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Erea is a shrewd and cunning character, known for his ability to manipulate others. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

C6 Erim Stormbor, 13 Mark Gear (ES), ST 5, N15, N2, N3, N37, CN PO. Erim Stormbor, 13 Mark Gear (ES), ST 5, N15, N2, N3, N37, CN PO. Erim is a cunning and manipulative character, known for his ability to manipulate others. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

C7 Garos Trowenage, 9 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Garos Trowenage, 9 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Garos is a cunning and manipulative character, known for his ability to manipulate others. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

C8 Pelos Irissunu, Pelos Irisokhtar, 6 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Pelos Irissunu, Pelos Irisokhtar, 6 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Pelos is a cunning and manipulative character, known for his ability to manipulate others. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

C9 Garos Trowenage, 9 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Garos Trowenage, 9 Mark Gear (DS), ST 3, N15, N2, N3, N37, CN PO. Garos is a cunning and manipulative character, known for his ability to manipulate others. He is known for his cunning and his ability to manipulate others.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

In Ilirian life, so far it has managed to place two (HP 13, 17) as servants in Erhim's household and plans to engage the rest in the future. (HP 15, 16, 2x16). Ankra is unaware of this but still carries suspicions about his master's "disappearance" and continues to watch for his return. As a result of this, the doppelganger is gradually becoming paranoid (DMG).

The real Erhim is still alive in the doppelganger, fearing the madness to the north. He would, no doubt, be rescued if the doppelganger's wealth came mainly from his possession of the doppelganger's clothing interest in the leather trade also brings in a fair proportion of his annual 396975sp.

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
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NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Erim H M N F 5 23 10 67 6
Ankra H M LN F 5 30 2 28
MI +1 Steward/NSA 763
clear an area of deviancy. They maintain two small forts beyond the river Sili which are each garrisoned by two Brothers and their men. Thus, at most; 8 Brothers and 24 men-at-arms will be on the Monastery's eastern front. But more for during the summer campaign when all Brothers but one will be on the northern field.

The Monastery's main source of wealth is the income made by pilgrims who come to pray to the Sceptre Ael Lugud, a legendary artifact said to have been used by Lugud at the time of creation for the benefit of the Monastery's occupants. At the time the Monastery was destroyed, it was virtually the last Gran Mareschal but one in a cave deep under the mountain. Initially, it was thought that the Monastery was virtually destroyed but the Monastery's owners, the Sceptre himself, then a newly qualified wizard, conspired to construct a fake relic. The 700,000 sp year per year from the Sceptre trade has kept the Monastery solvent ever since. Only the Gran Mareschal and Zotaqon know of its discovery and although Krist was clearly aware of the possibility of having a second relic of this type, he decided to keep it rather than run the risk of running the value of its true value being discovered.

The Sceptre itself is a completely plain two feet in length. The spell create false relic (see later) makes the rod give off a white light and aura of cold and warm. Stored inside it are 5 limited wish and 5 demisignef spells of one of which each of which remains. Zotaqon set it to trigger if the word "Lugud" can be spoken upon it. In return, he receives 227% of the revenues derived from it and first choice of any magic items found on the Brothers' raids.

The Sceptre is kept inside a wizard locked Elgaig case (5DP) (5DP). The spell create false relic puts the Sceptre inside the High Altar of the Chapel of Lugud. Each of the case, the Sceptre, and the Altar has 5 magic mouths cast on it to sound sequentially if the case is touched by anyone but the Gran Mareschal. One of the Brothers constantly keeps watch on the Chapel. Pilgrims are not allowed closer than 25’.

The Monastery's outer wall (25 DP) is battlemented, ballista topped towers (ST 3, N 1, N 2, N 3, N 1, N 2, N 1, N 2, N 1, N 2, N 1, N 2, N 1, N 2, N 1, N 2, N 1) guard its gates and the gateman is equipped with a porsulsa (156 DP, Gates 10 DP), machilations and murder holes. Around the central courtyard are the pilgrims' hostel, a series of barns, their expanses, armory, barracks, and stables, a small hospital and library and the refectory and the chapel, Guards patrol the walls and drink occupy the courtyard.

CREATE FALSE RELIC (Alteration)

Level: MU 6th, LL 6th
Range: 10 ft
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M
Cost: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending on the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects:

1. So long as its general shape does not alter substantially, the object may take on the appearance of the satisfactor. 2. A 10 ft 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
Cancelling his force protection, Zotaquan will join the party and, while his infernal servants tend round refreshments, attempt to contact other planes. He is trying to contact one of the higher Planes. He will fail as the upper Planes have been closed by some power which he cannot break. With his infernal attempt, it will occur to him to ask the party if they have ever wandered 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 stiffen then relax, blackness starting to pour from his eyes, ears, nose and mouth as he whispers, 'It comes. Leave.'

However, before this is possible, the dark, still pouring out, will cover his body and the floor and start to climb up the walls, making it impossible to find the teleportation controls. As it spreads, the room will darken and cool until, in two rounds, it is well below zero. From then on, characters will take one point of damage per turn from the cold. One round after its appearance, the dark will reach the devil and demon, releasing them from Zotaquan’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 saved, Zotaquan will abruptly set out, apparently none the worse, cast a protection from evil; left radius to keep off the attackers, then destroy them. He will then say to the party, 'Seek for the source of the liquid of life, Delve in the dark for the secret of life.'

Then he will mutter, 'Needless obfuscation, doggeral as usual, and lose comprehension.'

The golem and the cat will prevent the party examining Zotaquan’s body and remove from him the teleportation device. The dark, having vanished with Zotaquan’s recovery, will reappear on his collapse, giving the party one round to teleport away. Any characters remaining after that will be covered in darkness. No saving throw. Zotaquan will be obscured as the dark envelops his circle of protection.

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

if the damage done seals or exceeds a
beacon. No one can rescue a child of the Dark. Any sentry being may become a child of the Dark, indistinguishable from normal but for its swarthy black eyes.

The Rubs Weg Well. 100 ft deep with 15 ft of water, its walls are smooth and covered with slime. A6: HD 1, MOV: 10. No of Attacks: 3. Chance climb (70% to normal chances). A character able to inspect the walls, who rolls under intelligence on a d20 will notice that a square area about 50 ft down has a slightly different colour to the rest. Infraction will reveal the area to be slightly warmer than the rest of the walls. Anyone touching the walls will be burned to the touch. The walls appear to be reinforced with glass. The characters falling into the well will suffer 1 point of damage for every 10 ft fallen and must make a system shock roll to escape being stunned on impact with the water. Normal Dmg drops should be used for characters in the water.

The mosaics may be cleaned off in one round to reveal a secret panel leading up to a golden vault guarded by a golden Watcher 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 lock will pop outwards, catching the caster if he or she is on or below that level for the duration, and in addition, 10% of the time, breaking any rope used to hold the lock. Since the lock is only 5 cm in diameter, it is impossible to dodge. Good characters need merely to ask the slabs to open by calling out. However, it is opened, behind it, a long square or featureless passage shrinks to a point of light.

Meanwhile, one round before the mosaics were cleaned off, the Blace Fyr had slipped out of the room with his remaining men—three of the Orcid and the Scouts all plainly terrified—and at this point, the room will be perfectly empty. The Blace Fyr places all the doors to the room shut, and the room will be perfectly empty. The Blace Fyr places all the doors to the room shut, and the room will be perfectly empty.

Back on the Streets. If the party moves up Rubs Weg, two Ridi of the Garde with the Commandant Aeof Hore (half-Doomsun) will gallop out of the wall of black mist which blocks Rubs Weg from the far end. The Ridi will ask if they wishes to continue the search, or if they wish to return. If the party wishes to return, the Ridi will escort them back to the Garde. If the party wishes to continue the search, the Ridi will accompany them back to the Garde. If the party wishes to continue the search, the Ridi will accompany them back to the Garde.
IRUAN

TOR WYSARD

chnered.

The Summoning Room, again of featureless grey stone, is located well below the tor itself, access being gained through the use of passwall spells. Its roof, fifty feet above, is supported by massive buttresses; golden pendants, circles of garnet and amber, are inlaid into the black floor; smoking braziers, guttering candles and strangely shaped vessels are in the whole area. Lighting is from continual light spells on the roof. At the end, a strongly warded door supports a plain stone throne. The walls between buttresses are covered with dull black cloth embroidered in white with coelestial designs. Behind each, a symbol has been cast upon the wall. Working clockwise from the throne, these are: stunning, pain, death, fear and sleep.

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

Kept in the Summoning Room are two of Zot akaun's bound spirits - Ngurath, a Type D demon (MM) AC 10, HD 8, Move: 12", No of Attacks: 5, Damage: 2d14/2d14/1d16, Special Defences: See MM, Magic Resistance: 50%, HP 77, and Genthi, a Barbed Devil (MM) AC 10, HD 8, Move: 12", No of Attacks: 3, Damage: 2d14/2d4, Special Attacks & Defences: See MM, Magic Resistance: 35%, HP 42, and an Iron Golem (MM) AC 3, HD 18, Move: 6", No of Attacks: 1, Damage: 4d10, Special Attacks: Gas, Special Defences: +3 or better weapons to hit, immune to all magic and electrical. HP 80. The spirits' omens for each other is only exceeded by their hatred of Zot akaun. In fact Zot akaun would be glad to get rid of them but their terms of binding stipulate release after 10 years and 9 days and to break them would allow them to attack him. The golem is further protection for Zot akaun should a summoning go wrong.

KEY FOR ALL PLANS

Stairs (up)
Door
Fireplace
Window

SCALE : 1 sq = 5' x 5'

only the upper eight storries of the Tor Wysard are above: a 2nd level, these house Zot akaun's living quarters and a library; five floors of books, scrolls, maps, globes, pictures in all conceivable languages and materials, worth in total several million silver pieces and covering a vast area of knowledge with special emphasis on magic and magical research. Collecting Zot akaun's reference library but their chaotic organization means that, until properly catalogued, a process which would require several years, they are useless to anyone but Zot akaun. In the library, mostly buried under piles of relatively worthless material and protected by firetrap spells, are Zot akaun's master spell books. In addition to all of the generally known spells, these contain many variations on existing spells and new spells developed by Zot akaun himself. Amongst these latter are: the create false relic spell (Part 4). The library is protected by a Guardian Daemon (FF) AC 1, HD 8, Move: 9, No of Attacks: 3, Damage: 1d6/1d2/1d12, Special Defences: Immune to sleep, charm, hold, polymorph and fear, +2 or better weapons to hit. Immune to all swords, Magic Resistance: 50%, HP 61, who does not have the ability to breath fire since that could prove damaging to the library's contents. The Daemon is instructed to attack anyone who enters the library except for Zot akaun or anyone introduced by Zot akaun. The uppermost three storries of the tor hold Zot akaun's living areas. The three underground floors form Zot akaun'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 hundred thousands of silver pieces worth $1k. Genuines and failed magic items are all mixed together, only Zot akaun knowing what is what. The failed items are a Wound of Cold which envelops its user as an icestorm; a poisonous Potion of Climbing; a delusionary Potion of Invulnerability and a Potion of Dimension Door 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 Plate Armour, bits of which are scattered all over the laboratory, requiring a weeks search to locate them all.
The Gnome Juel Aelf is a playing house; having only limited accommodation: private rooms for entertainment, a bar, and a gaming room. Its most noticeable feature is its revolving roof, which is always open, allowing fresh air and light to enter the establishment. The gaming room is furnished with a variety of games for all tastes. The Juel Aelf's reputation is such that it is often referred to as the 'Magician's Paradise'.

Physical characteristics: The key feature of the Juel Aelf is its revolving roof, which is always open, allowing fresh air and light to enter the establishment. The gaming room is furnished with a variety of games for all tastes. The Juel Aelf's reputation is such that it is often referred to as the 'Magician's Paradise'.

Comprehensive characteristics: The Juel Aelf is a well-known and respected establishment in the city, and is known for its excellent service and high-quality facilities. The Juel Aelf is a popular destination for both locals and tourists, and is often a hub for social and cultural events. It is considered to be one of the best places to visit in the city, and is highly recommended to visitors.
IRILIAN

employment if necessary – usually as poorly paid bodyguards – and assist characters to
recruit henchmen and hirelings, having records on most characters in the area
around Irillian. The Glid arrangements for characters wishing training at a coat
equal to 3% of the fee. The trainers are available:

Cleric: Asiles of the Temple
Fighter: Commanders Aef Hors
Ranger: Anhathas of the Scouts
Thief: Hirone of the Gealgarang
Illusioner, Monk, Bard: None Available
Druid: Aegyst the Druid
Paladin: Serile Vengardthor
Magic User: Zotaquran Aef Tor Wyardin
Assassin: Torgul of the Heshhgal

These characters will not automatically provide training since alignment and religious
considerations might dictate otherwise. The Glid Maestre is Gisiral Lempheast, a
fighter who has retired after losing a leg in a
flaming hivet. RAH, SK, ALN, CL F, LV5, HP
20, AC 0, AG 63, WE 780, BL 100, ST 12, IN 14,
WI 15, DE 10, CH 13, MI 7, SHIELD +1, Plate Mail +1, +10 NSL, WSN Sword.
A brusque old man, Gisiral is fond of
reminding and comparing modern
adventurers unfavourably to the
real men and dwarves and elves and gnomes and
halflings and... that there were in his time.
Gildsmen may, if they wish, keep their membership secrets, those that do so are
marked with an (S) on the membership list.
The Gildsmen are: The Irillian Scouts, Commanders Aef Hors, Heliheinman Commanders,
Serile and Amilos of the Abbeie (S),
Aegyst the Druid, the Chantman, Pelnos of
the Temple, Gilos of the Giffoun (S), Zirgul
from the Haefald Aef Orc, Sigir and Agnia
from the Heafald Aef Orc, Torgul of the Glid of
Heshhgal, Hirone of the Gealgarang (S).

Irillian Gilds and Companies. Gilds in Irillian are not as powerful as they are in other
independent towns since they are effectively
controlled by the Counsellor. Thus, rather than
concerning government separate from the
government as is usual, they form part of that
government and are used by it to control
the trades. Also, usually, their regulatory and
social functions have been split. In common
with all Gilds, their primary function is
regulating the trades but their social functions
have also been taken over by the Wardgilds.
Members of a Gild are restricted to Irillian citizens
who can provide proof of their competency in
their craft and pay the Glid Fee of 5gp. Only
members of a Gild or Company may carry on a
trade in Irillian.

Gilds and Companies are very similar; the
main difference being in the Gilds’ greater
status than in the Companies. Together
Gilds and Companies may form a larger
grouping known as a Trade; it is these Trades
which are controlled by the Counsellors.
Part 4. Each Gild or Company has its own
Maestre who together with the
Sundi/Gealidajang, directs its affairs. Each
Trade is governed by a Gren Maestre,
Companysize members of the Gilds. They
interact and dispute. Intertrade squabbles are referred
to the Civil Courts.

To save space, where a shop has been
mentioned in Irillian it will be that of a Gild Maestre
(there is more than one shop of a particular
type, the richest is that of the Glid Maestre, the
others are the Sundi’s). It is up to the DM
to detail others of the same type if necessary.
Generally, these will be smaller with one
artisan of lower rank and 1-2 apprentices
and be engaged in piecework for a
Gild Maestre’s workshop.

The major Trades in order of decreasing
status are: Weaponsmiths and Armourers,
Jewellers, Metallers, Clothworkers and
Tanner. Gilds and Companies of Learning.
Houses, Woodworkers, Vintners and
Lastly, the Lighters.

Wardgilds. Each Electoral (see map, and The
Counsellor, Part 4.) Ward in Irillian has its Ward
organisation of its occupants for mutual
support. Each Wardgild has roughly 500
members who each pay 5-50gp per year
depending upon income. The funds are used
to support all members of the Ward,
pay for funerals, foster orphans and
provide some basic social service. Each
Wardgild also has a counsel which regulates its
affairs.

Utgilds. Similar to the Wardgilds, the Utgilds
serve a region 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
are the Glid Maestranse, Orogons, Distin
the Banker, Elvas, Aren, Elsim Deorontung’s
bodyguard, Gnomes; Essi Gannesiri. Half
orcs, Zirgul from the Gnome. All non-Irillian 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.

INRIAN POLITICAL BOUNDARIES
PART SIX

Darkrise on Iriian

This is the final installment, which takes The Rising of the Dark to its climax and provides the final background notes, and the general encounter tables.

The Tunnel. The mist wall will follow the party along the east passage, cutting off light and sound to the east. Inside, the mist will gradually become more intense, obscuring the tunnel ahead. Through a series of tunnels and passages, the party will eventually reach a central chamber.

Back on the Streets. Two rounds after the party leaves the well, 30 Goblin (MM) Darkchild Ac4, HD 1-0, No. of Attacks: 3, Damage: 1d6, Special Attacks: Possession, HP (Dark Body) 3(22), 3(14), 3(6), 3(0), who have roped themselves down to the passage. If these are destroyed, the party may use ropes to climb back up.

Round 1: 1 Troop (MM) Darkchild Ac4, HD 0, No. of Attacks: 3, Damage: 2d4, Special Attacks: Possession, HP 30(15), 30(10), 30(5), 30(0), who have roped themselves down to the passage. If these are destroyed, the party will be able to return to the tunnel.}

After defeating them and moving on, the party will reach the final area of the tunnel. Here, they will find a large group of Darkchild (MM) Darkchild Ac5, HD 2-0, No. of Attacks: 4, Damage: 2d4, Special Attacks: Possession, HP 70(35), 70(30), 70(25), 70(20), who have roped themselves down to the passage. If these are destroyed, the party will be able to return to the tunnel.
IRILIAN

Tor until trial. Minor crimes (those punishable by flogging) are heard before the Commandere Ael Man or Ael Hors. Serious cases go to the Grand Corte. This consists of the Grand Commandere, who acts as Proost-Marshal, the Commandere Ael Hors and the Commandere Ael Man. Guilty verdicts are usually rendered by majority verdict. The accused may nominate a friend to argue his case or provide his own defense. Bribery may help a not guilty plea. Plea bargain for lesser offenses, such as theft, murder and rape are as in the Cort Criminar. Military crimes have these penalties:

Cowardice: Flogging.
Negligently carrying out a duty: Flogging.
Refusing to carry out: Flogging.

Desertion:
Decimation by burning.
Decimation by drowning.

Flogging is usually 10-100 lashes with a system shock roll needed to survive any 40. Military Law is, in general, strictly enforced through the Scouts to operate at its outer limits.

Religious Law. Crimes committed by members of the Religious in Irlan and various other crimes are tried by the Temple Court. This is made up of the Abbess of the Abbey, the Gran Mosaic of the Monasterion and the Primus Ael Hors; conviction is by a majority verdict and bribery is of some use in swaying it. Accused must present their own defenses. Prosecutions may only be initiated by a member of the Court but anyone may report a transgression with a request that it be acted upon. The Brothers Ael Lagu will usually hold suspects for trial. Conviction for a criminal offense by the Temple Court will lead to the criminal being unfranked and hanged over the Cort Civilis or Criminari for a quick retrial and execution. Penalties for religious crimes are:

Deception: Death by starvation.
Heresy: Death by burning.
Blasphemy: Minor (swearing) - 1 week in stocks by Temple door.
Major: Death by starvation.

Sacriilege: Death by burning.

Religious Law is laxly enforced; it being notoriously easy to secure an acquittal because of the inter-cut squabbles which dominate the Temple Court's workings.

Civil Law. All wrong-doing involving taxes, duties, debts, contracts, merchandising and property are dealt with in the Cort Civilis, the Corons, two Council members and the Clerc [Part 4]. Any Irlan may move a prosecution by a sworn deposition to the Corons who will then have a Landcog deliver a summons to the accused to appear before the Court. Both accuser and accused may have their own lawyer-writers (e.g. 320 Luff Met Warg). Conviction by a majority verdict; the Clerc does not vote. Punishments are:

Evasive taxes or duties: Fine equal to twice the evasion plus 20 lashes. Conviction of property offense equal to those of the debt plus 50%.

False measure: Fine plus up to 100 lashes. Giving false measure: Fine plus 1 wike in the measure. Mark Gards stocks.
Action for damages: Fine equal to damage or 50% done plus 50%.
Carrying out a business without a permit: fine and 1 wike in the measure. Mark Gards stocks.

Fines range from 50dp to 1000gp depending upon circumstances; a few have

dried silver pieces. Criminals unable to pay a fine are, if possible, sold into slavery along with their families.

The Cort Civilis is convened on Fyrdaeg of Storm, Waerel, Hael and Vale of each season. Civil law is not enforced in Irlan unless the Civils want to be. Thus it is used against the populace rather than for it and abuses against it, especially by Council members, are very common and virtually unpunished.

Criminal Law. This covers all offences against person and property. Suspects caught committing a crime may be arrested by the Gards or any Irlan citizen; the latter must, however, hand the suspect over to the Gaard as soon as possible. In practice, citizens will send a suspect to the Gaard rather than attempt an arrest themselves. If the suspect is not caught in the act or manages to escape pursuit, any witnesses must make a sworn statement to the Sciperes who will then write a warrant for the Tynstof and Gaard to apprehend the suspect. Suspects awaiting trial in punishment are imprisoned in the Riverweer Tower.

Crimes are tried before the Cort Criminari, the Sciperes and Council members assisted by the Clerc. Convictions are by a majority verdict - heavily influenced by the Tribes offered. A defendant may be represented by a scriever-lawyer. Common punishments are:

Trespass or rebellion: Death by hanging, drawing and quartering.

Mour: Death by hanging.

Assault:

First offense: Up to 50 lashes, Second offense: Loss of left eye, Third offense: Death by beheading.

Rape:

First offense: Loss of left hand, Second offense: Death by hanging.

Arson:

First offense: Loss of ears and branding on forehead, Second offense: Death by burning.

Theft:


Failing to obey a summons:

First offense: Confiscation of all property. Second offense: Banishment under pain of death by beheading.

Failure to obey a member of the Gaard on duty:

50 lashes.

Suspects who are not arrested or who escape from custody may be tried in absentia. If found guilty, they are declared Utlag - outside the Law - and may be hunted down and killed with impunity. The Cort Criminari sits on Earthsdag of each week; punishments are usually carried out the following Monday. Although the Court is not quite so corruptly enforced as the civil law, it is difficult obtaining a conviction against someone with influence or, especially, money.

Trials. In deciding whether a character is convicted of a crime, the DM should consider the following facts:

The character's standing in Irlan: citizen or non-citizen, rich or poor, respectable or 'adventurer', character's standing, famous or notorious, popular or not, and so forth. The number and standing of witnesses. The standing of the person against whom the prosecution. Material evidence. The political position of the Council. The characters and political positions of the members of the Court. The bribes paid on both sides and the Bribes Levels of the Court. Bearing these in mind, the DM should arrive at a percentage chance for conviction which can then be rolled against.

Hue and Cry. Alerts all those within 80 feet who will attempt to pursue and grapple the suspect if no other effects in the character's case occur. The DM will dictate what is happening on the streets. Encounters may either directly involve or be witnessed by the party; in the latter case, the character tables may be used to find out who else is involved. The character tables may also be used as an index of all the adventuring to disappear and shops in Irlan except for Tural Gudhoener Ael Abbele [Part 2] who does not leave the Abbey and so does not figure in them. Encounters take place on a roll of 1 on a die, which should be rolled once per turn spent on the streets of Irlan.

Encounter Descriptions

Accident. Someone stumbles and falls or a stray animal hits him or her; roll under dice on 1d20 or suffer 1d2 or 1d6 (animal) damage.

Bandits/brigands. A group of robbers [MM] from the wild areas to the north, visiting Irlan to dispose of loot and indulge, looking for trouble.

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

Boggart. A whining beggar with trivial information paves at cloaks; demanding largesse.

Breg. 1d4 Broucks Hawes [FF], sweep to the attack.

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

Carr. A group of traders pass. Usually farmers from the surrounding countryside; around market days, possibly a Merchant Caravan [MM].

Chamber. 1d4+1 non-human, 1d4+1 dwarfs, elves [MM], dves [MM] or gnomes [MM]; or, rare still, orcs [MM], goblins [MM], or kobolds [MM].

Charm. A beggar descends from a window causing a loss of 1d2-1d4 points of charisma until a bath is taken.

Clouder. 1d20 people offer to help, such as information, request for help, etc. Roll on the following tables then look the character up to find possible reasons for their approach.

1d20

1-19 Normal Irlan
20 Character
### IRIELIAN

**Normal Irielian** *(Part 2, 1110)

1. Child, Male  
2. Christ, Female  
3. Adolescent, Male  
4. Adolescent, Female  
5. Young Adult, Male  
6. Young Adult, Female  
7. Old Adult, Male  
8. Old Adult, Female

**Character, 1110**

1. Cleric  
2. Druid  
3. Enchanter  
4. Fighter  
5. Healer  
6. Mage  
7. Thief  
8. Bard  
9. Monastery  
10. Other

**Clerics**

1. Chantman (1)  
2. Sister/Minor (2)  
3. Sister/Minor (3)  
4. Sister/Minor (4)  
5. Sister/Minor (5)  
6. Sister/Minor (6)  
7. Sister/Minor (7)  
8. Sister/Minor (8)  
9. Sister/Minor (9)  
10. Sister/Minor (10)

**Druids**

1. Acyst (3)  
2. Mastercraftsman  
3. Storyteller  
4. Apprentice  
5. General Labourer  
6. Porter  
7. Animal Handler  
8. Personnel Servant  
9. Farrier  
10. Other

**Fighters**

1. Innkeeper (1)  
2. Tiler of the Grisail (2)  
3. Usurper of the Monastery (3)  
4. Gullion of the Haefeld Aef Or (3)  
5. Sel Влад of the Haefeld Aef Or (3)  
6. Tiris of the Haefeld Aef Or (3)  
7. Fret of the Haefeld Aef Or (3)  
8. Zigil of the Haefeld Aef Or (3)  
9. Sigil of the Haefeld Aef Or (3)  
10. Aegre of the Haefeld Aef Or (3)

**Assassins**

1. Alin of the Hashishly (3)  
2. Dagaen, Airos’ bodyguard (4)  
3. Gilos of the Griof (2)

**Bards**

1. Tiris of the Flagg (2)  
2. Airos of the Counseil (3)  
3. Dareon of the Counseil (4)  
4. Erisil of the Counseil (5)  
5. Erist of the Counseil (6)  
6. Geros of the Counseil (7)  
7. Polus of the Counseil (8)  
8. Polus of the Counseil (9)

**Sages**

1. Tim (2)

**Roll 1110 for status or of parents or spouse**

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Roll on shop list</th>
<th>Roll shop list</th>
<th>Occupation</th>
<th>Roll on shop list</th>
<th>Roll shop list</th>
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THE SNOWBIRD MYSTERY

by Andy Slack

A Traveller Scenario using the Traveller Basic Set and Book 4.

by Andy Slack

Referee Only

Module 1: Introduction

This is a Traveller scenario for three or more players, who are agents of the Covert Survey Bureau [see Module 8] and should all be run through one year's training in the Traveller scenarios. Each, in this case, has a third chance of acquiring a skill level in each of the following skills: Forgery, Bravery, Intimidation, Streetwise, Admin, Recon, Combat Training, and the weapon skill of their choice. 

Mercury 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 Training skills, and refer to Module 12 for the use of Interrogation skill.

In addition, the following materials (while not necessary) are recommended:

Supplement 1: 1001 Characters. The players should have access to Modules 5-7 inclusive both before and during play.

Referee Only

Module 2: Background

The main problem facing the interstellar Emperor is that of revolt in the more distant of his dominions. There are several rebellions which can be taken to counter this, splitting up the provinces into small units to ensure that the people revolt. Each unit has a leader to control the whole sector, keeping the masses happy so they don't feel like revolting. The leaders are all officers, who are not necessarily responsible for the local taxes. The Terran Empire does not allow these, as some other empires do. The other empires allow the use of armed forces and the like. The Terran Empire, a direct result of history, monitors the leaders closely to prevent rebellion. 

Yelov Salash, Sector head of the Covert Survey Bureau, has read the computer to check up on the various important agents, the reports of the most vital agents, and not all the reports of any other agents. Yelov Salash is the sector head of the Covert Survey Bureau and has the job of auditing the sector and checking the reports, and can be expected to arrive in a few weeks. He also has the job of auditing the reports of the sector head of the Covert Survey Bureau, and not all the reports of any other agents. Yelov Salash is the sector head of the Covert Survey Bureau and has the job of auditing the sector and checking the reports, and can be expected to arrive in a few weeks. He has the job of auditing the reports of the sector head of the Covert Survey Bureau, and not all the reports of any other agents. 

As you may or may not be aware, the bureau maintains contact with the people's state. A man is sent to the Empire in return for a half-dozen marine battalions on board; the alert sector duke keeps his eyes open and can spot such an unexpected attack within several weeks away from the border. The agents there are not normally expected in the Traveller system, but if they are, they will be given a second chance.
Module 9: The Missing Ship

A1: Bridge
Two human males in cold weather clothing are seated in the bridge controlouches. They look out at the perfectly composed and relaxed, as if they are resting on a bed. Some lights are glowing on the low-consumption panel, and a small blue light is glowing from a bottle filled with liquid.

A2: Navigator's Station
A card table is set with two chairs, a notebook, and a pair of binoculars. On the table, there is a map of the ship's layout, and a checklist of the ship's systems. The navigator is reading the map and making notes on the checklist.

A3: Chief Engineer's Station
The engineer is working at a desk, looking over specifications and plans for the ship. He is in deep concentration, with his glasses on his head and his hands over the plans.

A4: Sick Bay
The room is empty, with no patients present. The beds are neatly made, and the medical supplies are in their proper places.

A5: Crew Common Area
The space is a large, empty room with no furniture or equipment. The walls are bare, and there is no decoration or equipment visible.

A6: Medico's Station
The room is small and sparsely furnished. A desk, a chair, and a few shelves are the only items in the room. A medical kit is on a shelf, and a first aid kit is hanging on the wall.

A7: Medico's Station
The room is small and sparsely furnished. A desk, a chair, and a few shelves are the only items in the room. A medical kit is on a shelf, and a first aid kit is hanging on the wall.

A8: Crew Common Area
The space is a large, empty room with no furniture or equipment. The walls are bare, and there is no decoration or equipment visible.

A9: Sick Bay
The room is empty, with no patients present. The beds are neatly made, and the medical supplies are in their proper places.

A10: Medico's Station
The room is small and sparsely furnished. A desk, a chair, and a few shelves are the only items in the room. A medical kit is on a shelf, and a first aid kit is hanging on the wall.

A11: Crew Common Area
The space is a large, empty room with no furniture or equipment. The walls are bare, and there is no decoration or equipment visible.
A9: 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 five airlock suits present.
A thorough check of the airlock will reveal that all the air tanks on the various suits have been emptied and are exhausted of air. The crew have used them to open the shipboard latches 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 blankets and rations, preserved water, extra life rafts, and similar items. The reference should be free to add appropriate items to the above list as the character searches for what he needs. For now, let us note that there are two types of life jackets in the locker: the air crew are wearing the emergency jackets, which are not flammable. The air crew are wearing, having turned down the heating to conserve power. Some of the packs of rations have been broken open, and some individual packages are missing, having been eaten by the crew.

A11: Port Drive Access Crawley
This passageway allows access to the drive machinery for repairs. All the内衣的pressures for access to the drive room have been removed, and there are clear attempts to jury-rig some kind of emergency system to the drives. An open fuel kit is in the crawley, as are several maintenance tools and an emergency beret can.

A12: Drive Room
This room contains controls for the engines of the ship, and instruments to monitor them. There are four consoles, one each occupied by the four pilots. The instruments are readouts of the various engines. These are a combination of readouts and controls. The ship's flight plan is a small, yellow polythene slip, which the crew are carrying, and which is known to the only person in the ship. The flight plan is not - and side effects will be that nothing in the ship works properly, and the ship will forever be an impossible vessel. The crew are carrying the slip as a backup, just in case.

A13: Starboard Drive Access Crawley
The passageway allows access to the drive machinery for repairs. All the内衣的pressures for access to the drive room have been removed, and there are clear attempts to jury-rig some kind of emergency system to the drives. An open fuel kit is in the crawley, as are several maintenance tools and an emergency beret can.

B1: Payload Bay
This area is packed with racks of extremely complex electronic equipment, whose control boards have been locked shut. Mostly cables and recorders. There are also a few computers and recorders, which are locked in place. There are also a few computers and recorders, which are locked in place. A13: Starboard Drive Access Crawley
The passageway allows access to the drive machinery for repairs. All the内衣的pressures for access to the drive room have been removed, and there are clear attempts to jury-rig some kind of emergency system to the drives. An open fuel kit is in the crawley, as are several maintenance tools and an emergency beret can.

B2: Circulation Space
An empty corridor. To either side are small alcoves with cabinets in them, obviously control positions for the two venetian tents.

B3: Air Raft Bays
Both of these rooms contain a stand-alone raft and facilities for their launch and maintenance. This is an important piece of information here.

B5: Circulation Space
An empty corridor. The nearby inspection panels have been removed and some of the equipment has been moved about, possibly to improve the view of the various critical systems.

B6: Emergency Air Lock
A cramped chamber containing a single small tent and kit. The air locks at the end of the tent are empty - see A9 for the reason.

B7: Freshers
A small room containing sanitary and washing facilities, apparently adaptable for zero-gravity use. Nothing of interest.

B8: Cargo Hold
The loading area leading to the hold seems to have been deliberately wrecked, and quite thoroughly. A notice attached to the door on headboard reads: "Nothing of interest. The three rooms containing confidential personnel records of the company, and under imperial law the board of directors is prohibited by any means available to them. The rooms are locked and have been disabled, but there is a wire runs through from an open panel near it which have been cut. The people here are in much the same condition as those on the bridge, but the same notes apply to it, and to the pill-bottle. The girl is the ship's medic, the seated man is second engineer, the piloted figure is the chief engineer. A check of the controls and instruments by someone with Engineering skill will reveal that the power plant is operating (if less than 20% of the power plant is operating, the crew are about to lose fuel, but that the jump drive is in perfect condition. If the ship's jump drive is not functioning properly, the crew will have to repair it, or they will not be able to get off the planet. The ship's jump drive is functioning properly and is ready for use.

C1: Deception Turret
This turret has controls for the beam laser and missile rack fitted to the ship. All systems are turned off and set to auto-targeting. This system is a way of keeping the ship moving while being hidden from the enemy's radar. The turret is not equipped with any kind of power drive, and it has no eye. The turret is only used in emergencies, and it is possible to turn it on and off at will. The turret is a simple device, and it is not equipped with any kind of power drive, and it has no eye. The turret is only used in emergencies, and it is possible to turn it on and off at will. The turret is a simple device, and it is not equipped with any kind of power drive, and it has no eye.

D1: Module 10: Naval Counter-Intelligence
Naval Counter-Intelligence, or NCIC as it is usually called, is responsible for security within the command structure of the Navy. It includes counter-terrorism and occasional intelligence collection tasks, but its main focus is on combat support, particularly in the fields of intelligence collection and analysis. Naval Cyber Operations include support to intelligence collection and analysis, as well as tactical support to cyber operations. In practice, this usually means preying on a target's data and communications, and then passing that data to higher organizations.

D3: Module 10: Naval Counter-Intelligence
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D5: Module 10: Naval Counter-Intelligence
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D7: Module 10: Naval Counter-Intelligence
Naval Counter-Intelligence, or NCIC as it is usually called, is responsible for security within the command structure of the Navy. It includes counter-terrorism and occasional intelligence collection tasks, but its main focus is on combat support, particularly in the fields of intelligence collection and analysis. Naval Cyber Operations include support to intelligence collection and analysis, as well as tactical support to cyber operations. In practice, this usually means preying on a target's data and communications, and then passing that data to higher organizations.
Dealing with, and trade protection. However, there is a chance (1 in 6) that the vessel carries a cargo of scrap metal or a cargo of weapons.

The nature of the Snowbird is always a mystery, and the players need to be careful. It has a reputation for being a hard ship to negotiate with, and the players should be prepared to fight their way through the ship's defenses if they try to get in. The Snowbird is a very fast and agile ship, and the players will have to be ready to move quickly to get their ship out of the way.

A ship named the Snowbird is often used by smugglers and pirates to transport goods and weapons. The players should be aware of this when they approach the ship. They should also be prepared to use their weapons and technology to get their ship out of the way.

In the case of this encounter, the players should be aware of the dangers of the Snowbird and be prepared to fight their way through. They should also be aware of the potential for trade and profit, and be ready to strike a deal with the crew of the ship.

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**Type M Merchant** (Book 2): A straightforward merchant, the Type M ship is used by many companies, but it is often associated with smuggling and piracy. The Type M ship has a high resistance to explosives and is often used by pirates to transport goods and weapons.

**Decathion class** (Book 2): These ships are designed for long range travel and are often used by smugglers and pirates. They have a high resistance to energy weapons and are often used to transport goods and weapons.

**Type T naval** (Book 2): Designed for military use, the Type T naval ship is often used by navies and militaries around the galaxy. They are designed for long range travel and are often used to transport goods and weapons.

**Hugin class** (Book 2): These ships are designed for cargo transport and are often used by companies to transport goods and weapons. They are designed for long range travel and are often used to transport goods and weapons.

**Type T2 Corvetter** (Book 2): These ships are designed for long range travel and are often used by companies to transport goods and weapons. They are designed for long range travel and are often used to transport goods and weapons.
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