Five Complete Role-Playing Adventures in One Volume including a Complete AD&D City, Irilian, and Scenarios for Call of Cthulhu, Traveller and RuneQuest.
In Call of Cthulhu
even librarians get bitten by the
Formless Spawn of Tsathogghua

Enter the awesome universe of the Cthulhu Mythos, those dread tales in which magic, science, arcane lore, and dark destinies irrevocably sear the lives of those for whom the bizarre and the curious have unseemly attraction. A universe where only a small band of brave men and women stand between the world as we know it and the unutterable evil of the Old-Ones whose minions plot the return and rule of their mighty lord, Cthulhu.

As a player, your characters are the investigators, the guardians of life and sanity; as the Keeper (Gamesmaster), you'll evoke an atmosphere of the fabulous 1920's and reveal the cosmic horror underlying the events of the time.

This complete role-playing game is ready to use and the fast-moving Call of Cthulhu rules provide fascinating fun in a world of gothic horror in the true Lovecraft tradition.

Call of Cthulhu is Chaosium Inc's registered name for its H P Lovecraft role-playing game. Produced under licence in the UK by GAMES WORKSHOP Ltd.
THE BEST OF SCENARIOS III

The Watchers of Walberswick

Jon Sutherland 4

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

The Eagle Hunt

Marcus L Rowland 7

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

Irilian

Daniel Collerton 13

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

Rumble at the Tin Inn

Michael Cule 28

This complete pull-out RuneQuest bar-room brawl appeared in WD33. It has a full map of the Tin Inn and cut-out counters representing the characters, tables, chairs etc. The players each take the part of a customer and are given certain objectives to 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 players are all associates of the Bedford Archaeological Research Society (henceforth BARS). The Society has been in existence for some five years and has had signal successes on the Ivory coast, Mexico and Turkey. The investigators are hoping to become full members and obtain places on the Society’s biggest expedition to date; an extended visit to Peru. The players are asked to attend a briefing in the Society lounge by J A D’Arcy BA (Hons).

The Briefing. Professor Oliver Wayland (attached to the Department of Archaeology and Anthropology, London University), a BARS member, was recently looking for a comfortable cottage to slip away to. Whilst staying at the Coach and Horses, Walberswick, he visited a much forgotten local museum in the village. Amongst the impedimentia 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 allowed to visit for a maximum of 48 hours before they must attend the selection panel.

The bone itself is the foreleg of a Deep One, found by Reginald Kreigh, now quite mad after two encounters with the aforementioned beasts. Successful detective work will lead the investigators to the discovery of a lair of Deep Ones in the process of abandonment. The death and subsequent property disposal of Mr J A D’Arcy may offer an opening for the investigators to enter the cave. The body of Gﺖhame Exor, in fact a Deep One, had been carried away by them for breeding purposes, caused awkward problems for the settlement. Simon Franklin (deceased) had owned land near Walberswick and had left it untouched in order to prevent any building near the Old Town Marshes. Through this will the Deep Ones traditionally gained access to the town and its inhabitants. Some thirty years ago, the Deep Ones had suffered from an unfortunate accident when a fishing trawler ran aground on the sand bank of the coast and ruptured the roof of their caves. The underground system was all but submerged in water. Whilst repairing, someone had 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 a threat. Then the Franklin’s plots were purchased by the County Council, threatening the safety of the group. Hence the decision to abandon.

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

1. Stonehouse Museum. Large three story building with courtyard to rear and east. The yard is littered with old rusty ploughs and suchlike, nothing of any note. The museum is locked and always looks closed. By ringing a bell, Miss Caroline Eccles, the curator, will briskly ask the player’s business. She will let them in and disappear into her private rooms telling them to knock when finished. She will say she is too busy to help. A tedious look at the exhibits will lead the players to the second floor where they will find the Fossils and Rocks section, and the bone case with several other items of no interest. A card says it was presented to the Museum by Colonel C H G Swann, dated 9th December 1922. Miss Eccles will allow a closer inspection of the bone if pressed and a successful Palaeontology roll will indicate that this is indeed from no known species. Another successful role will reveal that the creature was about 5½ feet tall. Closer examination requiring a sample and ½ man day tests with microscope and chemistry skills will conclude that the creature died approximately 40 years ago. If the book department is viewed then a library use roll is required to find:
   - Southwold Gazette. Dated June 5th, 1892. TRAWLER RUNS AGROUND ON FRERES BANK. Small fishing vessel stuck on sand bank. Harry Cripps the captain sustained a broken leg. Three ships from Southwold needed to tow her to safety. The Blyth. One of the crew who was on watch at the time states that his attention was caught by a large fish heading toward land.
   - Southwold Gazette. Dated July 2nd, 1892. FISHING TRIPPERS ATTACKED BY UNKNOWN ASSAILANTS. The Sancy Lass a Walberswick registered 18 footer owned by Lows Boat Yard, and chartered by 4 Southwold clients was allegedly attacked by reptiles off Freres Bank yesterday. Three are missing. A survivor, Mr Reginald Kreigh of Southwold, is being questioned by the Police.

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

3. Coach and Horses Public House. The proprietor, Mr Mcbriar, is friendly enough. The investigator’s have comfortable rooms on the 2nd floor which are sparsely furnished but adequate. They can obtain cooked meals and out of hours drink readily. The staff consist of his wife Margaret, a part time bar man and two local women who act as cook and chamber maid.
4. P C Bertram’s House/Police Station. A typical bicycle-riding village bobby, known locally as ‘Tubby’, this portly soul is painfully straightforward and honest. He does everything by the book. A successful Fast Talk roll will convince him to let you have a look at his files and arrest records.

1. R Kreigh – drunk and disorderly July 8th 1892, August 1894, February 1897.
2. Person missing, 3 residents of Southwold (Southwold police have details). Dated July 5th 1892.
3. Southwold Times and Print Shop. Mr Farrell is editor and owner and will be only too pleased to allow you to look at the back issues of his paper (formerly The Southwold Gazette). See Stonehouse Museum library information for details after a successful Library roll.

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

The Saucy Lass. Booked out to four Southwold men, one of which was R Kreigh. The vessel went missing, indeed no trace has ever been found, nor of the people onboard except R Kreigh.\>
8. Matthew Steddon House. Matthew Steddon is Reggie's nephew. He thinks his uncle is mad, but looks after him as best he can. Matt is unemployed and he will be at home most of the time. He prefers not to believe Reggie's story.

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

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

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

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

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

'Johnny Leigh. Bob and Ian Carter and Meself hired the Saucy Lass from Lows for a weekend fishing. I remember we'd been out for a whole day and was back home when Bob suggested we try the approaches to the Blyth. Seeing the boat making for the pier. It looked like only one person was in it, there was no sign of our boat, nor my friends. Too frightened and exhausted to do anything, I fell asleep.

When I woke up I ran into town straight to the police, who just didn't believe me. So I went to see Father Chambers but he just humoured me. I felt I was going mad - all that torment and frustration. Why didn't anyone believe me? And that's not all - coming home from the pub some four months later this thing loomed out of the darkness at me... it was Johnny, all scaly. I ran off into the marshes, prized up a handful of sea grass, and thought he'd be off to the Blyth with my soul. 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' cavra 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 cavra. 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 the Deep Ones will just try to escape, as they feel outnumbered.

Concluding the Scenario

The investigators should succeed if they can obtain positive proof of the nature of the bone. This could mean the capture, dead or alive, of a Deep One, or perhaps a photograph. If the investigators go too far up a blind alley then a direct mention that R Kreigh and Reggie and one and the same will help. It should be noted that the village is close knit and protective, even extending its hand to the outcast Reggie if he is roughly treated in any way. 10 villagers of unremarkable stats should come to his aid if applicable. In any event the policeman would not look kindly on outsiders interfering in his quiet little village.

<table>
<thead>
<tr>
<th>Name</th>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>INT</th>
<th>POW</th>
<th>DEX</th>
<th>CHA</th>
<th>SAN</th>
<th>EDU</th>
<th>HP</th>
<th>AGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Caroline Eccles</td>
<td>8</td>
<td>9</td>
<td>9</td>
<td>14</td>
<td>12</td>
<td>8</td>
<td>7</td>
<td>60</td>
<td>15</td>
<td>10</td>
<td>64</td>
</tr>
<tr>
<td>Father Roland</td>
<td>10</td>
<td>9</td>
<td>19</td>
<td>13</td>
<td>9</td>
<td>13</td>
<td>11</td>
<td>55</td>
<td>13</td>
<td>13</td>
<td>38</td>
</tr>
<tr>
<td>Mr McBriar</td>
<td>12</td>
<td>14</td>
<td>12</td>
<td>14</td>
<td>11</td>
<td>11</td>
<td>10</td>
<td>42</td>
<td>14</td>
<td>14</td>
<td>42</td>
</tr>
<tr>
<td>PC Bertram</td>
<td>14</td>
<td>11</td>
<td>11</td>
<td>14</td>
<td>11</td>
<td>11</td>
<td>10</td>
<td>50</td>
<td>9</td>
<td>15</td>
<td>32</td>
</tr>
<tr>
<td>Mr Farrell</td>
<td>9</td>
<td>10</td>
<td>8</td>
<td>11</td>
<td>12</td>
<td>10</td>
<td>48</td>
<td>12</td>
<td>9</td>
<td>5</td>
<td>51</td>
</tr>
<tr>
<td>Dr Winstanley</td>
<td>12</td>
<td>10</td>
<td>11</td>
<td>14</td>
<td>12</td>
<td>65</td>
<td>16</td>
<td>12</td>
<td>58</td>
<td>56</td>
<td></td>
</tr>
<tr>
<td>Steve Franks</td>
<td>14</td>
<td>11</td>
<td>5</td>
<td>13</td>
<td>7</td>
<td>11</td>
<td>12</td>
<td>58</td>
<td>56</td>
<td>55</td>
<td></td>
</tr>
<tr>
<td>Matt Steddon</td>
<td>12</td>
<td>16</td>
<td>12</td>
<td>7</td>
<td>5</td>
<td>11</td>
<td>57</td>
<td>7</td>
<td>14</td>
<td>26</td>
<td></td>
</tr>
<tr>
<td>Mrs Kebbel</td>
<td>7</td>
<td>10</td>
<td>11</td>
<td>10</td>
<td>8</td>
<td>7</td>
<td>9</td>
<td>62</td>
<td>10</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>Caroline Eccles</td>
<td>13</td>
<td>11</td>
<td>10</td>
<td>5</td>
<td>12</td>
<td>9</td>
<td>8</td>
<td>78</td>
<td>13</td>
<td>49</td>
<td></td>
</tr>
<tr>
<td>Caroline Eccles</td>
<td>11</td>
<td>13</td>
<td>9</td>
<td>10</td>
<td>12</td>
<td>13</td>
<td>25</td>
<td>9</td>
<td>12</td>
<td>58</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>STR</th>
<th>SIZ</th>
<th>CON</th>
<th>INT</th>
<th>POW</th>
<th>DEX</th>
<th>HP</th>
<th>CHA</th>
<th>SAN</th>
<th>EDU</th>
<th>CLAW</th>
<th>ATT</th>
<th>DAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>John Leigh</td>
<td>16</td>
<td>12</td>
<td>14</td>
<td>11</td>
<td>8</td>
<td>13</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 1</td>
<td>11</td>
<td>9</td>
<td>12</td>
<td>12</td>
<td>11</td>
<td>11</td>
<td>35%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 2</td>
<td>15</td>
<td>12</td>
<td>12</td>
<td>10</td>
<td>11</td>
<td>8</td>
<td>25%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 3</td>
<td>10</td>
<td>11</td>
<td>13</td>
<td>10</td>
<td>9</td>
<td>9</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 4</td>
<td>18</td>
<td>14</td>
<td>18</td>
<td>11</td>
<td>10</td>
<td>11</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 5</td>
<td>20</td>
<td>14</td>
<td>14</td>
<td>11</td>
<td>8</td>
<td>14</td>
<td>35%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 6</td>
<td>15</td>
<td>9</td>
<td>14</td>
<td>12</td>
<td>7</td>
<td>8</td>
<td>40%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 7</td>
<td>16</td>
<td>12</td>
<td>21</td>
<td>9</td>
<td>11</td>
<td>17</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 8</td>
<td>14</td>
<td>8</td>
<td>11</td>
<td>10</td>
<td>8</td>
<td>13</td>
<td>25%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 9</td>
<td>10</td>
<td>8</td>
<td>20</td>
<td>8</td>
<td>9</td>
<td>9</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 10</td>
<td>9</td>
<td>11</td>
<td>12</td>
<td>4</td>
<td>13</td>
<td>11</td>
<td>35%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>STAT</th>
<th>SIZ</th>
<th>CON</th>
<th>INT</th>
<th>POW</th>
<th>DEX</th>
<th>HP</th>
<th>CHA</th>
<th>SAN</th>
<th>EDU</th>
<th>CLAW</th>
<th>ATT</th>
<th>DAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>John Leigh</td>
<td>20%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 1</td>
<td>35%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 2</td>
<td>25%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 3</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 4</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 5</td>
<td>35%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 6</td>
<td>40%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 7</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 8</td>
<td>25%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 9</td>
<td>30%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deep One 10</td>
<td>35%</td>
<td>26d</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Final Note

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

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

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

Introduction for DMs only

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

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

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

Players Introduction

The attractive senior partners of the detective agency McGuffy & Rose Investigations left their office and never returned, though those on the stairs a few hours later then three of the agency's employees have been murdered. The remaining staff have advertised for aid in finding the detectives and solving the murders, since all their attempts have failed. The address of the agency is 11 Tanners Lane, between the Grey Swan tavern and the offices of the Leather Workers' Guild...

Detective Agency (see map 1)

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

1. Entry hall and stairwell. A tall shaft running from the ground floor to the roof, lit by a double skylight and by a lantern hanging on a long chain from the beam between the skylights. Although the chain and beam look very strong the beam is in fact riddled with woodworm, and anyone swinging on the lantern will fall 12' and bring down the beam, the chandelier chain and beam between the skylights, the grilles covering them and parts of the surrounding roof. This will inflict 4d8 damage to anyone below, but should not hurt those on the stairs. The lower 10' of the beam is in fact riddled with woodworm and anyone on the stairs will fall 12' and bring down the beam, the chandelier chain and beam between the skylights, the grilles covering them and parts of the surrounding roof. This will inflict 4d8 damage to anyone below, but should not hurt those on the stairs.

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

Velma Raven, Lvl3; S14, I17, W10, C11, D16, Ch16; 8HP, AC8, G. Spells: charm person, kiss of sleeping, silvertongue, dispel charm. Equipment: 4 steel hairpins, 2 daggers, 25gp. (see Best of WD Articles I for this class.) She is loyal to McGuffy and posted the advertisement which attracted the party.


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

Ari Auger, Lvl2 illusionist; S12, I16, W8, C9, D18, Ch11; 7HP, AC6, N. Spells: audible glamour, hypnotism. Scroll spells hypnotic pattern, rope trick, detect magic, paralysis. Dagger +1, 3 normal daggers, sling and balls, 14gp. Ari is a hireling and will remain moderately loyal for the remainder of the contract (another 4 weeks). He knows that the day the partners disappeared Rose looked at the city map for several minutes, then left the room. He did not mark the map. There is a 60% chance that Ari will be able to remember the general area Rose was studying, the docks area and a boat.

6. Workshop. Fitted with various workbenches and cupboards containing an assortment of wood and metal-work tools, a large amount of junk, and an assortment of normal daggers, sling and balls, and plus 15% if the party already suspect guild involvement. Any assassins in the party will certainly notice this deception, +10% for those who have met gnolls, -1-10% for detectives, -2-15% if the party already suspect guild involvement. Any assassins in the party will certainly notice this deception, +10% for those who have met gnolls, -1-10% for detectives, -2-15% if the party already suspect guild involvement. Any assassins in the party will certainly notice this deception, +10% for those who have met gnolls, -1-10% for detectives, -2-15% if the party already suspect guild involvement.

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

Bay Rodoc, Lvl5 assassin; S16, I16, W11, C8, D17, Ch8; 15HP, AC3, LE. Dagger +3 (poisoned), Dagger +1, Bracers AC3, Ring of Alignment Concealment. This ring makes detection of alignment impossible (both for paladins and other good-aligned characters) impossible, but will not block spell methods such as know alignment. Rodoc is spying on the agency for his guild, and has succeeded in becoming hired as 'Roshi Naal', a sage specialising in forensic alchemy. He is pretending to analyse the poison on a dagger used to kill one of the detectives' followers. If asked he will call it a gnollish blade with a relatively crude plant poison, in reality it is one of the Guild's typical weapons with their most lethal nerve poison. There is a 15% chance that characters will notice this deception, +10% for those who have met gnolls, +10% for detectives, and plus 15% if the party already suspect guild involvement. Any assassins in the party will certainly recognize the weapon and probably notice his disguise. He is actually fairly young. If detected Rodoc plans to run to the stairs, jump to the chandelier chain, then climb to the skylight and escape over the roof. He doesn't know the beam is faulty. To aid this plan he has prepared a labels of watery congealed acid (damage 3-12) and a flask of chemicals that releases a 3' cube cloud of black choking smoke. These flasks are within easy reach.

Rodoc is from another city and does not know the location of the Guild HQ, though he can send and receive messages from the...
8. Radoc’s Bedroom. Although he has been careful to avoid leaving clues and has burned all messages received from the guild, if he learns of the party’s presence he will attempt to kill them. The room contains a large desk and chair, three other chairs, and fitted cupboards and shelves around three of its walls. The desk drawers are locked. If opened and searched the contents will be found to be: an assortment of stationery, pens etc, a quart of ardent spirits and two glasses, a city map, three throwing knives (one clipped under the desk top), a notebook, Night shade cuti, a magnifying glass, and a pipe and pouch of weed.

There is a red line drawn on the city map around six blocks of the dock area. Other items in the desk are not significant. If searched carefully a secret drawer will be found, containing 8pp, 75gp, and half a dozen vials of poison, a makeup kit and clothing for disguises (including three ‘harlots’: 2 Lvll assassins; 4,6HP, AC8 (dexterity); 1 Lvl3 assassin; 12HP, AC7 (dexterity); 11HP, AC7 (dexterity); 12HP, AC7 (dexterity)). Items in the desk are not significant. If searched carefully a secret drawer will be found, containing 8pp, 75gp, and half a dozen vials of poison, a makeup kit and clothing for disguises (including three ‘harlots’: 2 Lvll assassins; 4,6HP, AC8 (dexterity); 1 Lvl3 assassin; 12HP, AC7 (dexterity); 11HP, AC7 (dexterity); 12HP, AC7 (dexterity)).

25. Main Bar Room. The bartender is a stocky man wearing a leather apron, with a patch over one eye; Giovanni Bazzalgette, Lvll Assassin. A number of his old associates still occupy the rooms. If questioned he will remember the detectives visiting the day they disappeared, and will release a message for them to Radoc shortly after they left. The tavern consists of a public bar (20) which will hold 5-20 patrons at any given time, and a room (21), two private rooms (22 & 23) and a walled yard (24). There is a 30% chance that the tavern’s patrons will include a number of Lvll-3 assassins, and twoLvll berserkers (dexterity); 1 Lvl3 assassin; 12HP, AC7 (dexterity); 11HP, AC7 (dexterity); 12HP, AC7 (dexterity)). The bartender can be bribed - if he receives at least 100gp he will immediately leave.

29. Outer Shop. Divided into two sections by a high counter, the unfurnished and the inner fitted with shelves holding a variety of ships’ stores and equipment. There is a rack of bargains near 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’, Lvll assassin; 15HP, leather armour AC5, Broadsword +1, 4 daggers, switch blade knife (poisoned, save vs death after 1-4 rounds), ‘Sales Clerks’, 5HP, AC3, leather armour, AC’s 5, 6, 3 daggers each. At night this section is emptied and three war dogs from 32 are locked in.

30. Storage and Fitting Area. There are an assortment of sails and crates piled round the walls and a large iron box in the middle floor area. There is a large mirror on the west wall, made of one-way glass, showing three of the guards in 42 want to fire the mirror down in a recess in the wall. The secret door in the SW corner is 5’ above the floor, reached by climbing a stack of crates arranged as steep steps. Normally there will be one assassin (Lvll-2) in the room, disguised as a dock labourer or watchman, but if an attack is expected another 2-4 guards of levels 1-3 will be posted. The outer door of this room, 34, 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 similar bottles and ashes, are the only exit and can be locked and barred on the inside. Four decomposing bodies are buried 3’ deep in the SE corner. At most times two guard dogs roam this yard, from 32.

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

Lysander Security Storage

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

33. Yard. 15’ high walls topped with curved 6” spikes and iron gates. During the day these gates are open and occasional legitimate customers visit the warehouse. By day two ‘workmen’: Lvll assassins, 3, 5HP, AC8 (dexterity) armed with daggers and billhooks, guards the yard, 8 large iron spikes on the gate, 8 guards in the yard are 6HP each. The gate is locked and barred. At night they are tethered to rings at either side of the gates and will bark at intruder, or bite anyone in their 3’ radius chain.

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

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

The Eagle Hunt

Dagger +2, Bracers AC4.

If questioned he will remember the detectives visiting the day they disappeared, and will release a message for them to Radoc shortly after they left. The tavern consists of a public bar (20) which will hold 5-20 patrons at any given time, and a room (21), two private rooms (22 & 23) and a walled yard (24). There is a 30% chance that the tavern’s patrons will include a number of Lvll-3 assassins, and twoLvll berserkers (dexterity); 1 Lvl3 assassin; 12HP, AC7 (dexterity); 11HP, AC7 (dexterity); 12HP, AC7 (dexterity)). The bartender can be bribed - if he receives 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 to provide funds to finance the city pay protection to the guild and have to charge higher prices to compensate. The windows are covered by steel grilles and the door is heavily reinforced.

The Kings Head

This is not part of the Assassins Guild headquarters, and is managed by a retired soldier: Sergeant Soges, Head of the Leather Workers Guild offices. This is part of Radoc’s escape route.
36. Stable, holding a light war horse, 11HP.

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

- Day 4-6 Ed labourers work in the three 'foremen': 1 Lv2 assassin, 8HP, AC7 (dexterity); 2 Lv1 assasins, 3HP, AC8; 8, all 3 armed with daggers and heavy crowbars. On the catwalk are 5 guards by day: 4 Lv1 assassins, 4, 2, 3, 2HP, all AC7; 1 Lv2 assassin, 10HP, AC6.
- All the guards are armed with broadswords and bags of flour to throw at invisible intruders. All wear leather armour and carry spears, light crossbows, and daggers.
- By night and if an attack is expected this guard is doubled, and 2 giant weasels, 17, 14HP, are released to roam the warehouse floor. By day they are penned in a large crate which can be opened by pulling a rope on the catwalk above.

38. Warehouse Office. Fully equipped for legitimate business with filing cabinets, papers on each table. If the complex is on alert the door will be unoccupied, otherwise it holds 3-12 assassins of level 0-2.

- Around the office are some interesting-looking weapons.

39. Guard Room. Holds four armed fighters: Lv4, plate mail, shield, mace, 25HP, AC2, 18HP; 2, 10HP, AC6. All are armed with swords and daggers, all AC7; 1 Lvl2 assassin, 8HP, AC6.

40. Two Store Rooms. Both fitted with sliding iron gates and padlocked, the gates sliding away from each other. 40's contents are an elaborate illusion and trap, consisting of an illusory floor over a 20' deep pit flooded 7 deep with viscous mud (except for the western end which is real) and an assortment of illusory chests and bags. One of the bags is torn to show a glint of gold. On an illusory locked rack at the east end of the room are some interesting-looking weapons.

41. Real Security Room. Holds two chests of coins (50000gp each), twenty bolts of silk (70gp/bolt, weight 80lb each), four bundles of fur (40 pelts/bundle, 3gp/pelt), a bale of opium (500000gp), two beds, a table and a 4' ceiling. They are exceptionally cold and damp. All cells are locked.

42. Guard room. Holds three assassins: Lv1: 6, 5, 3HP, short composite bows, studded leather armour, broad swords, daggers, all AC6, on guard and four more sleeping on bunk 10ft away. If the room is entered: 1 Lv3, 3HP, leather armour, broad swords, daggers; 2, 8, 12, 12HP, leather armour, broad swords, daggers. 3, 3HP, leather armour, broad swords, daggers; 2, 8, 12, 12HP, leather armour, broad swords, daggers. All are armed with daggers (*half orc). Fully clothed except for helmets, gloves, and boots. All would be AC7 if awake, and any combat will probably disturb them. They will be wakened by any assassins in any emergency. A total of 125gp is carried by the group.

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

43. Guard room. Guards head of a stone spiral staircase down 30' to the underground complex. It is normally occupied by one fighter: Lv4, plate mail, shield, -1 Cursed Battle Axe (speaks common and claims to be vorpal, insults monsters, whirls when its carrier is in danger), 31HP, AC3, half-eleven female, LE, no unusual characteristics, 144gp.

- She is another deserter from the army and there is a reward of 120gp for her arrest. If an attack is expected she will be aided by 1-4 assassins of Lv1-2.

44. Locked brick structure. Warehouse roof covering stairs down to catwalk and room 39. The room is generally guarded by two assassins; Lv1: 3, 5HP, swords, leather armour, short composite bows, daggers, all AC7. If an attack is expected they will be reinforced by 3-6 acolytes against assassins, fighting as Lv6 characters and armed with cudgels and daggers. The doors are generally barred on the inside.

45. Flat Strong Roof. Patrolled by four assassins: Lv1; 3, 5, 4HP, leather armour, short composite bows, daggers, all AC7. This guard is doubled if an attack is expected, and may also be reinforced by 3-6 acolytes once a definite attack is in progress. All have whistles and flour bags.

46. Barred Skylights. Over the main warehouse.

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

The Underground Complex

This was carved from solid rock by slaves (all 180gp, 200sp, 400sp). A wolfhound, 12HP, guarding one of the coin chests. As well as bite attacks it wears a collar with steel spikes, damage 1-3. These goods are not gild property.

48. Base of staircases from upper buildings. Each is guarded by two Lv1 assassins. East 3, 5HP, AC7, West 4, 10HP, all AC6. Fully clothed except for helmets, gloves, and boots. All are armed with swords and daggers, wear leather armour, and carry flour and alarm whistles.

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

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

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

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

- Cell 52 holds a wrinkled old gnome wearing a fairly clean shirt and trousers: Rikii Gunz, Lv11 illusionist, 14HP, CE, S11, D8, W9, C10.

- Cell 51 holds a fairly clean shirt and trousers: Erik Rose, Lvl12 assassin, 11HP, AC7, 10HP, C10.

- Cell 50 holds a wrinkled old gnome wearing a fairly clean shirt and trousers: Rikii Gunz, Lv11 illusionist, 14HP, CE, S11, D8, W9, C10. He is being held prisoner and forced to use his wand (see 73) to produce permanent illusions. He is generally taken blindfolded to the desired point, given his wand, casts the spell, then is taken blindfold back to his cell. He is renowned amongst the area's illusionists for exceptional treachery, and will use a false name if he knows of any illusionists in the party. He has several spells memorized but no material components: detect invisibility, wall of fog, deafness, hypnotic pattern, improved phantasmal force.

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

Cell 53 to 56 are empty. 57 is a punishment cell holding a naked man: Erik Rose, Lv12 detective (drained to Lv6), S15, 114, W11, C13, D14, Ch10; now 22HP, LN. See Best of W.A. Articles if for further information.

- He has been tortured and is currently on 12HP, recovering extremely slowly due to the effects of his torture. All cells are described as the Eagle of the Ages (see 73) but is unaware of its true name and powers. Both he and McGUIFFY were captured, passed through the west wall which drained them, then disintegrated. Rose does not know McGUIFFY's whereabouts but knows he was in 55, and was taken away earlier that day.

- Cell 58 holds an assortment of clothing, weapons and armour, the property of the prisoners. Amongst them are 1800sp, 100gp, 50gp etc, and a ring of regeneration.

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

- Lv1 assassin guards are posted at several points in the complex, armed with knives and swords, wearing leather armour, and carrying alarm whistles and flour bags.

- Y: Tripwires across the corridors.

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

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

Random encounters in the complex:

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

A young woman is fastened to the west rack: Irene, Lv12 druid, S11,112, W14, C10, D12, Ch16, 14HP, N.

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

Two torturers are at work in the room, preparing various knives and branding irons:
Lv3 assassin 17HP, studded leather, sword, sharpened steel hook replacing left hand (-2 hit prob/damage 1-3) AC6 (Dex), 140gp. Lv4 assassin 19HP, studded leather, sword, 4 daggers, 1 vial of acid, 1 strangling wire, AC5 (Dex), 170gp. All weapons carried by both men are treated with paralysis venom, duration of effect 3-6 turns.

The torturers are watched by six students:
3 Lv10 acolytes, 1, 2, 2HP, unarmed with daggers. All AC9. No money. 2 Lv11 assassins, 4, 4HP, leather armour, broad swords, daggers, both AC6 (Dex). 1 Lv12 Cleric, 17HP, leather armour, mace, shield. AC7, 3 Lv11 spells, CE, a priest of Kali learning new torture methods for his temple, 80gp, 3 Lv11 spells.

Another two students have fainted after seeing the equipment and are lying on the floor, to be punished when they wake, Lv10 acolytes 1, 3HP.

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

61. Cell. Reserved for those especially disliked by the assassins. The room extends under the river and has a remotely-controlled outer door. It can be flooded at a rate of 1-10 inches per round, and has an 8' ceiling and no furniture. It is currently flooded 4' deep and filling at 1' round. The cells inner door is barred and opens towards the complex. If it is opened without pumping out the cell the door will fly back for 2-8 damage, and the lower corridor and stairs will flood 2'6" deep. A naked man occupies the cell: Ryan McGuffy, Lv10 detective (drained to Lv7); S15,117, W14, C10, D12, Ch16, 170gp. All weapons carried by both men are treated with paralysis venom, duration of effect 3-6 turns.

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 rooms will be unoccupied, otherwise each will hold 1-4 assassins who are likely to be in bed or cleaning and sharpening their equipment.

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 Lv11 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 Lv12 and 3 assassins, each holding two double bunks. If there is no alert 1-2 assassins may be in each room, with normal equipment.

65. Bedrooms. For higher level assassins. All three rooms are locked and contain rare and unusual ornaments to a value of 50-150gp, and are unoccupied. Each room also contains some form of boobytrap left to deter intruders and 'borrowing':
65A - A small mantrap coated in blade venom (save vs paralysis of 1-6 turns) concealed under a small rug at the foot of the bed.
65B - All ornaments treated with magic mouth spells and cry 'Help - thieves' 2-5 turns after removal from the room.
65C - Pet venomous snake curled under the

outer door is open there is a 2% cumulative chance of some large aquatic predator entering the complex. The process of sabotaging the door and pump interlocks will take 3-6 turns. This is accidentally happened in the past and the assassins have contingency plans to deal with flooding, including a good supply of sandbags, mops and buckets kept amongst the warehouse stock.
66. **Assassin’s Leader’s Bedroom.** This is superficially like rooms 65A-C but holds ornaments worth 220gp and a viciously booby-trapped chest, spraying acid over the entire 66. Assassins Leader’s Bedroom. This is superficially like rooms 65A-C but holds ornaments worth 220gp and a viciously booby-trapped chest, spraying acid over the entire room if the lock is picked. Its contents are a Broadsword +1, three sacks of silver coins (200sp/sack), and a belt with six small leather vials. One of the vials contains a potion vial. (200sp/sack), and a belt with six small leather vials. One of the vials contains a potion vial.

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

7, three sacks of silver coins worth 120gp, and one is a -3 cursed weapon which negates any invisibility or silence spells on its bearer. All are cemented to the floor, but if the cursed sword is even touched it will teleport to the victims hand the next time he reaches for a weapon. A feat of strength is needed to remove any of the other swords, or 1-4 rounds work with a hammer and chisel. A grey ooze lives on the eastern pit wall, 17HP.

69. **Alchemical Laboratory.** Gleaming equipment of the most advanced designs, holding three men, all wearing protective aprons, visors and gloves: LV4 assassin, 22HP, Bracers AC2, poisoned Sword +1 (lethal poison) 120gp; LV2 assassin, 10HP, leather, sword, 3 daggers, strangling wire, AC5, 28gp; LV1 assassin, 3HP, leather, 4 daggers, 8 poisoned darts (paralysis), AC6, 40gp.

67. **Classroom.** An assassin; LV5, 26HP, AC4 (armour and Dex), 120gp, +1 studded leather armour, Dagger +2 (poisoned, paralysis), Broadsword +1 which can also cast darkness 10° radius, is lecturing sixteen students on some of the finer points of disguise: 6 LV2 assassins, 8, 10, 7, 9, 8, 6HP, leather, swords, daggers, all AC7; 4 LV1 assassins, 3, 2, 3, 6HP, leather, swords, daggers, all AC7; 6 neophytes 1, 2, 3, 3, 2, 2HP, unarmoured, daggers, all AC9.

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

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

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

The third figure represents application method:
1: Blade venom, 2: Water soluble, 3: Wine soluble, 4: Food additive, 5: Any food/drink, 6: Contact poison, 7: Inhalation, 8: Injection. And the final figure a quality control number: Vials marked 1 or 2 are full strength, 3-6 are slightly old, save at +2, 7-8 are older still, save at +4.

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

71. **Carpeted Room** with a large mahogany desk and no other furniture. A man wearing black studded leather armour sits behind it: Jahin Vitaxol; LV18 assassin; S16, I17, W12, C15, D17, Ch14, 40HP, AC3, Ring of Invisibility, +2 armour, Life Stealing Sword +2, 6 poisoned daggers. He is ambidextrous and uses a sword in his left hand and a dagger (at -1 hit probability) in his right. He is the temporary leader of this branch of the guild until a new guildmaster arrives, since the previous leader was killed during the raid in which the Eagle of the Ages was stolen.

There are also four guards in the room, all wearing guild livery over leather armour. All are armed with light crossbows firing 6000
poisoned (paralysis) bolts, broad swords and daggers. Each also carries three alchemical flash pellets, exploding for 2d6 damage in a 5' radius, 4d6, 8 HP, all AC 6. The desk drawers are locked, two being boobytrapped with ampoules of poison gas (death, 1' cube cloud) which burst at any unsuccessful attempts to dislodge the lock. An ogre mercenary is stationed in the vault; 25HP, 200gp, not amenable to bribes.

The room is lined with shelves holding a total of 13266 wooden chests. A magic aura spell has been cast on all of them: Bag I holds 240gp, Bag II holds 500 gp, Bag III holds 100gp, 150sp, 200cp. Bag IV holds 4 jewelled chains (values 140, 500, 400, 200gp) and a box of 1200gp worth of contract poison causing violent epileptic fits. They hold a petty cash box containing 120gp, stationery, a bottle of pen ink, and was 'borrowed' by one of the assassins on an exceptionally unusual expedition. Its contents are not labelled but contain:

A: Concealed cupboard with four shelves holding three boxes of standard lockpicks, mostly of standard design but some designed for unusual magnetic and electronic locks. There is also a set of standard picks made of a hard plastic instead of iron. A bank of levers controlling various devices. A concealed compartment of gear and a tool belt made of an odd silvery material with a series of unfamiliar symbols which are untranslatable without the aid of a computer.

B: Cupboard without traps, holding an assortment of silver ornaments, fitted with a hinged lock and its two tiny antennae to any ferrous metal it detects, rusting up to 36 cubic inches of metal in 20' cloud. The box contains 15000gp worth of lead spores, spell components.

C: Trapdoor over 20' deep pit, floor covered in thick forest. A concealed compartment of gear, mostly of standard design but some designed for unusual magnetic and electronic locks. A heavy guillotine blade (damage 2-12) which falls if anything is lifted from any shelf. This trap is switched off from the desk.

D: Cupboard without traps, holding several sacks containing the magical and unusual potions or poison. The potions are: 2 vials Animal Control, 2 vials Dragontongue, 2 vials Drago Control, 1 dose; 3 vials Delusion, 2 doses; 1 vial Healing, 1 dose, poisoned save vs death; 1 vial Heroism, 1 dose; 2 vials Invisibility; 1 dose; 2 vials Polyomorph Self; 1 dose; 1 vial Phase potion (as in 69, also defensive) 1 dose.

E: Cupboard with traps, holding several sacks containing the magical and unusual potions or poison. There is a set of standard picks made of a hard plastic instead of iron. A bank of levers controlling various devices. A concealed compartment of gear, mostly of standard design but some designed for unusual magnetic and electronic locks. A heavy guillotine blade (damage 2-12) which falls if anything is lifted from any shelf. This trap is switched off from the desk.

The wand is Rikii Günz's Wand of Illusion, and as well as this type of wand's normal function it can cast permanent illusions of unusual persistence (see 27, 40) at a cost of 10 charges; 1 dose; 1 vial Animal Control, 1 dose; 1 vial Drugontongue, 1 dose; 1 vial Drago Control, 1 dose; 3 vials Delusion, 2 doses; 1 vial Healing, 1 dose, poisoned save vs death; 1 vial Heroism, 1 dose; 2 vials Invisibility; 1 dose; 2 vials Polyomorph Self, 1 dose; 1 vial Phase potion (as in 69, also defensive) 1 dose. The remaining 23 vials are assorted poisons, as those in 69. The two books are a Manual of Golems, with instructions to build a clay golem.

The wand is an altered version of the Wand of Illusion, and as well as this type of wand's normal function it can cast permanent illusions of unusual persistence (see 27, 40) at a cost of 10 charges; 1 dose; 1 vial Animal Control, 1 dose; 1 vial Drugontongue, 1 dose; 1 vial Drago Control, 1 dose; 3 vials Delusion, 2 doses; 1 vial Healing, 1 dose, poisoned save vs death; 1 vial Heroism, 1 dose; 2 vials Invisibility; 1 dose; 2 vials Polyomorph Self, 1 dose; 1 vial Phase potion (as in 69, also defensive) 1 dose. The remaining 23 vials are assorted poisons, as those in 69. The two books are a Manual of Golems, with instructions to build a clay golem.

The Green Eagle

These three components form a device known as the Green Eagle, whose true origins and function are not known to any living person. It is an example of the magical times 'machine', whose true name is the Eagle of the Ages, and has spent the last five hundred years being moved around by various adventurers. If the three parts are screwed together they will immediately function, transporting any living organisms and associated matter (eg armour etc) with them. The only journey to be made is set by six control blocks, 1" quartz cubes which slide back and forward in the grooves on top of the box, whilst the settings made are shown glowing scarlet symbols on the crystal disc, in the common numerical system. Since the cubes are mis-
The Light, still burning, 
Till It touch the sky.

Old Irilian Prophecy Song

Nomenclature
The following nomenclature will be used throughout the series.

Characters
LV = Level.
HP = Hit Points, adjusted for constitution, HD = Hit Dice.
AC = Armour Class, adjusted for dexterity and magic.
AG = Age in years.
WE = Wealth in gp. This is the total fortune of the character and is made up of 3% assorted coins, 10% gems, 7% debts owed, promissary notes, shares, etc, 30% equipment and personal possessions, and 50% property if applicable, if not, then +25% gems and +25% personal possession.
BL = Bribe Level (in gp). Virtually everyone in Irillian can be bribed, if not personally then by a donation to a ‘good cause’. To determine if a person accepts a bribe and then carries out the desired action, the DM should give a percentage chance of the person performing that action if merely asked; this percentage may be negative. For each bribe equal to the bribe level offered, this percentage is raised by 20%. For example, a character attempts to bribe Kullut, the bouncer, to allow him to remain in the Headford Ath Orc after closing time. The DM thinks that, in the circumstances, there is a -10% chance of this being possible. The character offers a bribe of 40gp. This is 4 times Kullut’s BL so there is now a 70% (1-10+4x20) chance that Kullut will agree. The DM rolls a 78% so Kullut pockets the bribe but then throws the character out anyway.

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

ST = Strength; +a/b gives to hit (a) and damage (b) bonuses;
DE = Dexterity; +c/d gives to hit (c) and damage (d) bonuses;
IN = Intelligence;
CH = Charisma;
WN = Wisdom;
CO = Constitution;
MI = Magic items owned;
AV = Average, PO = Poor, BA = Bad, CO = Collapsing.

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

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

References
DMG = Dungeon Master’s Guide; PH = Player’s Handbook; MM = Monster Manual; FF = Fiend Folio; DDG = Deities and Demigods; WD = White Dwarf.

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

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

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

DAWN BREAKS!

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 WD42 and ran through to WD47 – thirty-three pages packed with background information and an excellent scenario. A scenario and series of this scope has never been tried before by any other magazine and it proved very popular. So here it is, this time complete.

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

The Ambush
In the early morning of 504 - Caelf - Storm - Eirdaeg, the party become aware of the sound of battle coming from the far side of a hill to the north. Any character investigating 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 Daughqa; 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); push, shield, scare. 8 Orics: AC6, Move 9”, HD1, 1 attack at 1d6 (short sword), HP8, 2x7, 2x4, 2x3.
Daughqa Leader: AC4, Move 9”, HD2, 1 attack at 1d8 (long sword), HP9. 8 Orics: AC6, Move 9”, HD1, 1 attack at 1d8 (long sword), HP6, 2x6, 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.

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

References
DMG = Dungeon Master’s Guide; PH = Player’s Handbook; MM = Monster Manual; FF = Fiend Folio; DDG = Deities and Demigods; WD = White Dwarf.

Phrases and names used without full explanation will be completely defined in subsequent episodes.
Dwarfs: Of the 42 members of the Khazal 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>IN</th>
<th>DE</th>
<th>CO</th>
<th>DH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thorfin</td>
<td>9</td>
<td>14</td>
<td>2</td>
<td>18</td>
<td>10</td>
<td>11</td>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>Balin</td>
<td>14/24</td>
<td>16</td>
<td>11</td>
<td>14</td>
<td>11</td>
<td>14</td>
<td>14</td>
<td>12</td>
</tr>
<tr>
<td>Klim</td>
<td>3</td>
<td>10/18</td>
<td>0</td>
<td>17</td>
<td>8</td>
<td>7</td>
<td>15</td>
<td>13</td>
</tr>
</tbody>
</table>

Notes: All first levels wear Spirt Mail and shields, and have battle axes, short swords and short bows, with 20 arrows each. Hit points before the slash is normal 1 hex/turn. On average, the party will carry 10 arrows/turn.

The narrow, rotted track winds its way around the low hills. It goes through a thick fir forest. Movement off it is impossible for carts and at one tenth normal speed for others. In each hex there will be a clearing suitable for making camp. The forest is unnaturally quiet and there is a marked absence of animal life. The weather is exceptionally poor for the season; with almost continual thunderstorms; the orchards can be heard between the thunderclaps and occasional pillars of smoke can be seen rising from surrounding hill-tops. There is a general feeling of menace. Roll once hour for random events; a score of 1 on a d12 indicates one of the following:
1. Cart gets bogged down. 1d4 turns to free it.
2. Cart loses a wheel. 1d6 turns to repair it.
3. Horse goes lame. Move at half speed until replaced.
4. Fallen tree blocks road. 1d8 turns to move it.

Encounters

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

Time Encounters

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

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

Kuzg: 1 Goblin leader AC4, Move 6", HD1, 1 attack at 1d8 (longsword), HPB: 38 Goblins AC6, Move 6", HD1-1, 1 attack at 1d6 (shortsword), HP46x3; Nazg: 1 Goblin leader AC5, Move 6", HD2+1, 1 attack at 1d8 (longsword), HP9; 46 Goblins AC6, Move 6", HD 1+1, 1 attack at 1d6 (shortsword), HP46x3; Tuluiz: 1 Hobgoblin leader AC3, Move 9", HD3+1, 1 attack at 1d8 (longsword), HP13; 27 Hobgoblins AC5, Move 9", HD1+1, 1 attack at 1d8 (longsword), HP72x5; Fethi: 1 Bugbear leader AC3, Move 9", HD3+4, 1 attack at 1d10 (halberd), HP24; 12 Bugbears AC5, Move 9" HD3+1, 1 attack at 2d4 (guisarme), HP12x13.

IRILIAN

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

The queen moves 12’’24’’ (horsed), HD6, 1 attack at 1d4 (daggers), HP32. Spells: colour spray x 2, light, hypnotism, wall of fog, blinding flash x 3 hyperdimension pattern x 2, fear x 2, paralysis x 2, confusion x 2, phantasmal killer, chaos x 2, permanent illusion.

Prince: AC3, Move 12’’24’’, HD6, 1 attack at 1d8 (longsword), HP42. Spells: etiquette x 5, charm person or mammal x 2, cure light wounds x 2, call lightning x 3, call woodland beings, cure serious wounds, wall of fire.

Fool: AC3, Move 12’’24’’, HD6, longsword, HP37. He has an Anstruth Harp [DMG]. The daoine sidhe are similar to elves, but are 6’, with soft, fair skin and long blond, black hair. They have an unearthly beauty which gives them a charisma of 7-24. Those with 18+ charisma have Divine Awe powers [see DDG]. These denizens of Faerie have great powers of the mind and arcane knowledge. They are only corporeal at certain times, otherwise they are mere shadows unable to affect the material world. See WD31 for full details if you wish to use them outside the scenario.

The Wild Hunt [DDG] gallops across the sky. It will not attack and only characters who roll a 1 on a d20 (to see if they are awake) have their saving throw attempt to join it. Earthdaeg. Dagung. 10 Gnolla, AC5, Move 9’, HD7, longsword, HP10x8, and 2 Ogres, AC5, Move 9’, HD4-1, 1 attack at 1d10, HP21, 15, attack the caravan as it strikes camp.

Earthdaeg. 2 Neachtine 4 Kobolds, AC5, Move 6’, HD3’, 1 attack at 2d4, HP4+2, trail the caravan as it strikes camp.


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

Fyrdaeg. 1 Daegure. A doomant [FF] AC4, Move 18’, HD6+3, 1 attack at 1d4, Special Attacks: Shriek, HP34, and 5 giant bats (FF) AC8 Move 3’’18’’ HP6’, 1 attack at 1d2, Special Defenses: Aerial Manoeuvrability, HP3x3, 2x2, attack the lookout.>
The almost continual flashes of lightning will reveal, through the driving rain, a cloud of blackness moving swiftly (10ft/round) down the Dauthur Weg to the north. When first noticed, it will be 300ft distant.

Inside the cloud are 3 sons of kyuss ([F] AC10, Move 9", HD4, 1 attack at 1d8, Special Attacks: Worms, Regeneration, Holy Aura) accompanied by 3 zombies, ([MM] AC8, Move 6", HD2, 1 attack at 1d8). Beced, 6th of his line will attack the caravan until destroyed. Any who are turned will return when the duration of the turning has expired. Visibility inside the cloud is 10ft.

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

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

The ferry is a small barge and will carry up to 12 people, plus 12 mules. The ferry keeper lives in a small hut on the riverbank and passes through pulleys at each end of the barge to guide it. Motive power is provided by rowing (unarmed). For a small fee, the ferry keeper will accompany the party, checking that the caravan has not been attacked by Sahuagin (see below).

Climates

Climates vary according to altitude.

Government

Irilian is divided into a series of small townships, each under the control of a minor official, the Counseil. The Counseil consists of a number of representatives of the population. They meet to discuss matters, and claim protection under Irilian Law (Regardless of citizenship, everyone in Irilian is subject to the punitive aspects of the Law.)

Taxes

The major Irilian taxes are: Hearth Tax: 1sp/family or single adult/year. Merchandise Duty: 3% of value of goods for trade on entering or leaving the city. Rent Duty: 10% of all gems, jewellery and non-Irilian coins which are brought into Irilian. Treasures Duty: 10% of all gems, jewellery and non-Irilian coins which are brought into Irilian. For a fee of 1gp, any treasure found is given to the Treasury.

Property Tax:

Days in Irilian:

<table>
<thead>
<tr>
<th>Day</th>
<th>Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Neahture</td>
<td>Typial Daeg</td>
</tr>
<tr>
<td>1 Neahture</td>
<td>1 Deagure. Inns close.</td>
</tr>
<tr>
<td>2 Neahture</td>
<td>2 Deagure. Counseil rises.</td>
</tr>
<tr>
<td>3 Neahture</td>
<td>3 Deagure. Courts are convened.</td>
</tr>
<tr>
<td>4 Neahture</td>
<td>4 Neahture. Evening meal.</td>
</tr>
<tr>
<td>5 Neahture</td>
<td>5 Deagure. Inns open.</td>
</tr>
<tr>
<td>6 Neahture</td>
<td>6 Deagure. 24 ure (hours) of each 60 minutes, is divided into the Daegure and the Neahture; these being separated by Middneaht and Middaeg and subdivided by Dapping and Dusk.</td>
</tr>
<tr>
<td>7 Neahture</td>
<td>Typical Daeg</td>
</tr>
<tr>
<td>8 Neahture</td>
<td>8 Neahture. Food shops open, Night Patrol exchanges with the Day Patrol, Temple Service.</td>
</tr>
<tr>
<td>9 Neahture</td>
<td>9 Neahture. Midday meal. 2 Neahture. Counsellor sits, Courts are convened. 3 Neahture. Markets close. 4 Neahture. Counselor rises. 5 Neahture.</td>
</tr>
<tr>
<td>10 Neahture</td>
<td>10 Neahture. Dusk. Dusk. Gates close, Non-food shops close, Punishments carried out, Day Patrol exchanges with the Night Patrol, Main Temple Service.</td>
</tr>
<tr>
<td>11 Neahture</td>
<td>11 Neahture. evening meal. 8 Neahture. Food shops close. 9 Neahture. 10 Neahture.</td>
</tr>
</tbody>
</table>

Background Information

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

History

500 years ago, when Irilian was a collection of hovels beside a ford on the river Ilri, some misadventures occurred in nearby clay beds. Irilian then grew rapidly to its present size, acquiring a reputation as one of the richest and most powerful city-states in the area. It attracted many adventurers, and the attention of the large humanoid tribes to the north who tried to establish it several times before being virtually wiped out in the Danner Battle, the final battle between the civilized lands to the south and the wilderness to the north. Only the street names now bear witness to the glory and power that was Irilian.

Citizenship

Anyone wishing to become a citizen must either have the funds or take an oath of loyalty and pay 1gp to the Treasury. Citizens can vote in the Counseil elections and claim protection under Irilian Law (Regardless of citizenship, everyone in Irilian is subject to the punitive aspects of the Law.)
The Ure are marked by Temple gongs which sound one beat for the half ure and the released sacred text is sung out from the Temple Gong Tower by the Irilian Calendar. The Irilian year comprises four seasons: Caelf, Heahfore, Cu and Boledaeg. The seasons are Daeg, Caelfdaeg, Heahforedaeg, Sameleoht and Cudaeg, Boledaeg, Domsdaeg.

When giving a date, the year is given first (Year Zero is the date of Irilian's foundation) followed by the season, the Wika and the day. For example, let 1 Daeg = 1 day, 3 Wika = 1 month, 1 Irilian year = 1 year.

The Irilian Calendar

<table>
<thead>
<tr>
<th>Seson</th>
<th>Daeg</th>
<th>Wika</th>
<th>Hael</th>
<th>Pas</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>River</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Waeter</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Lacs</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Sameleoht</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Storm</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>River</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Waeter</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Lacs</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Pas</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Cudaeg</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Storm</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>River</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Waeter</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Lacs</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Pas</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Domsdaeg</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Storm</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>River</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Waeter</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Lacs</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
<tr>
<td>Pas</td>
<td>F1H</td>
<td>M</td>
<td>H</td>
<td>H</td>
</tr>
</tbody>
</table>

Seson Festivals. Samedeo - celebrating that the night is the same length as the day. Leodhaed - celebrating the longest day. Sameleoht - celebrating the day is the same length as night. Deordaeg - celebrating that the night has its greatest length.

Each of these is celebrated by fasting until middeag when the Primat of the Temple declares the festivities have started. If the congregation, seated in the Mark Geard, then broaches casks and wineskins brought for the good or the dead, it is hoped that the superstition that the dead receive the stones should be reversed; as a finale, the entire populace dreams of the Gods' commands - should they give any. They have not asked it, but the Irilians do not let a little thing like that stop them.

Weather. The Irilian climate is temperate with cool summers and mild winters, with three Wika and First Wika of Heahfore and Cu respectively. To determine the actual weather use the chart provided.

Seson Weather

<table>
<thead>
<tr>
<th>Degree</th>
<th>Caelf</th>
<th>Heahfore</th>
<th>Cu</th>
<th>Boledaeg</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>01-00</td>
<td>01-00</td>
<td>01-00</td>
<td>01-00</td>
</tr>
<tr>
<td>Quarter</td>
<td>04-20</td>
<td>11-00</td>
<td>03-05</td>
<td>09-25</td>
</tr>
<tr>
<td>Half</td>
<td>21-50</td>
<td>41-60</td>
<td>26-80</td>
<td>26-40</td>
</tr>
<tr>
<td>Three Quarters</td>
<td>61-80</td>
<td>61-80</td>
<td>61-80</td>
<td>61-80</td>
</tr>
<tr>
<td>Total</td>
<td>81-00</td>
<td>81-00</td>
<td>81-00</td>
<td>81-00</td>
</tr>
</tbody>
</table>

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

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

Diseases. Irilian counts as a filthy, crowded environment for determining disease. The climate is usually hot and dry on the last "Wika of Heahfore and the first wika of Cu, otherwise it is cool. All meat in Irilian is conserved improperly cooked and all water contaminated unless purified by a cleric. 11 characters may be cured in the Abbebe for a 'donation' of 10% of their wealth. There are, at present, no epidemics in Irilian.

Religion in Irilian. Irilians worship a small pantheon of deities, each with one patron Goddess. Felthu, the great Goddess of Love and Beauty, and the other clerics of the Dauhthman protect the corpse from all disturbance and from becoming dead...
undead. His clerics hate all undead and will seek out and destroy them wherever possible. Esrif. God of Battle. His clerics delight in battle and are always the first to enter and the last to leave it. They display reckless courage and constantly seek their ultimate goal - a glorious death fighting against overwhelming odds: consequently, they rarely reach high levels.

Laghu. Goddess of Fertility. Felthu is very popular, mostly because of the orgiastic rites which accompany her services. Her clerics practice Sacred Prostitution, offering their last to leave it. They display reckless courage and are generally popular because of their work in tending the sick and dying, distributing alms, looking after orphans and suckle. Anyone harming one and up at an impromptu execution - his own.

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

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

Esrif. God of Law. Lagu's followers believe in the Law above all else and have a rigid set of behaviour norms, deviation from which is punished in the afterlife. This belief should not be confused with a similar generation of justice; followers of Lagu can see little connection between the two. Most of the rest of Irilian consider worshippers of Lagu to be narrow-minded bigots.
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 Irilian. Descriptions not fully covered here will be dealt with in later episodes. The scenario continues at Dagung with the party sheltering in the Graefgeard waiting for the Gealgegaet to open.

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

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

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

The Gild Faector. 17 Mark Geard (D4), ST 2, NI 3, CN AV. The representative of the powerful Gilds-Marchant in Irilian is Tirouv Polarion. His stats are: RA 1½E, SX M, AL N, CL F, LV 9, HP 43, AC 1, AG 154, WE 10984, BL 1000, ST 17, IN 16, WI 14, DE 16, CO 14, CH 16, MI +2 Chainmail, +2 Broadsword (NSA), WN Sword. Slim and sardonic, Tirouv is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirouv may be persuaded to finance an expedition to recover lost treasure or a similar venture. If possible, Tirouv will use his wealth and influence for profit but will, if necessary, use his sword – or rather hire someone else’s.

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

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

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

18
When the remainder of the party arrives, they will find Timis absent from the room. Timis will provide food and drink and tend the wounded. Teral will return at Dosk. She will suggest that the dwarves return to their quarters for the evening and that the dwarves will bow and leave. She will then turn to the party and explain.

There is some great evil rising although without being associated with me. If it were Timis's house at 7 Luft Met Weg. She will also ask Serial and Teral Guthdohtor. What the verse means, considered her before allowing her to pass into the party will inconspicuously arrive. Should it be attacked. He will be quite adam¬fracas develops. Ankos and Serial from the Abbeie will inconspicuously arrive. Should it be attacked. He will be quite adam¬

The Dark cannot be destroyed without first destroying every evil in creation. It may be laid although Timis has no idea how this could be done beyond the clues which are given in an old verse that he has found - the 'temple' that he damaged. (See under Teral Guthdohtor. What the verse means, though, he has no idea.

The one thing and only one thing that Timis will have is to consult the Astrologer, Toth-Agothz, at D7 Mark Gear (D4). If such an evil is rising then surely the heavens would show evidence of it.

Toth-Agothz. D7 Mark Gear (D4). Toth-Agothz. will only agree to make a survey of the heavens for those who pay standard fee: 100Ogp. At the Ure of Middneae, when the party arrive he will tell them to stand towards the West, she will stifle, moan and then slump on the floor; blood trickling from her eyes and mouth - quite dead. Anyone trying to look through the telescope must try to look through the telescope must try to look through the telescope must try to look through the telescope must try to look through the telescope must try to look through the telescope must try to look through the telescope should not be necessary. Also, as they stand, the basic units are the Ridan and the Waeccan. The names are no longer in use, the Geal-who offends them. Between Dosk and the Grifoun, notice Timis' metamorphosis of the thinking.

IRILIAN

When Timis comes round, he will attempt to crawl under a table and metamorphose into a Grifoun. This should be noticed by one of the party. The bounders will attempt to prevent any attempts to destroy the Grifoun and rid the area of this monster. The Grifoun will then attempt to copulate with Teral Guthdohtor. She will stiffen, moan and then slump on the floor; blood trickling from her eyes and mouth - quite dead. Anyone trying to look through the telescope must try to look through the telescope should not be necessary. Also, as they stand, the basic units are the Ridan and the Waeccan. The names are no longer in use, the Geal-who offends them. Between Dosk and the Grifoun, notice Timis' metamorphosis of the thinking.

IRILIAN

The Grifoun. If Timis is asked for, a bartender or bouncer will point to an apparently empty table. Closer inspection will reveal a foot protuberance bounded to the table and fastened to Timis; presently very drunk. (See under shops for further details of Timis.) If shaken slightly he will become confused and refuse to co-operate with the party unless they swear on their Gods to protect him should he be attacked. He will be quite adam¬

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

The half-orc is Gnak, the leader of a group of caravan guards (RA 0, SX F, AL CE, CL F, LV 5, HP 28, AC 5, AG 47, WE 1000, BL 150, ST 50, IN 15, MN 7, W 12, Q 7, A 8, M 8, MI 50, WLN Longsword). Drinking with her are 8 of her band. (RA H, SX M, AL CE, CL F, LV 5, HP 20, AC 3, AG 47, WE 1000, BL 150, ST 50, IN 15, MN 7, WLN Longsword.) All are sparring for a fight.

When Timis comes round, he will attempt to crawl under a table and metamorphose into a Grifoun. This should be noticed by one of the party. The bounders will attempt to prevent any attempts to destroy the Grifoun and rid the area of this monster. The Grifoun will then attempt to copulate with Teral Guthdohtor. She will stiffen, moan and then slump on the floor; blood trickling from her eyes and mouth - quite dead. Anyone trying to look through the telescope should not be necessary. Also, as they stand, the basic units are the Ridan and the Waeccan. The names are no longer in use, the Geal-who offends them. Between Dosk and the Grifoun, notice Timis' metamorphosis of the thinking.

When Timis comes round, he will attempt to crawl under a table and metamorphose into a Grifoun. This should be noticed by one of the party. The bounders will attempt to prevent any attempts to destroy the Grifoun and rid the area of this monster. The Grifoun will then attempt to copulate with Teral Guthdohtor. She will stiffen, moan and then slump on the floor; blood trickling from her eyes and mouth - quite dead. Anyone trying to look through the telescope should not be necessary. Also, as they stand, the basic units are the Ridan and the Waeccan. The names are no longer in use, the Geal-who offends them. Between Dosk and the Grifoun, notice Timis' metamorphosis of the thinking.
Dagung, the Neathwaecan takes over. It consists of three Iman and one mounted Ridan.

**Staat Gangs.** Each area of Irilian has its street gang, usually named after the major thoroughfare of that area. There are 10 gangs, each with 10+1d10 members, RA H, SX M, F, AL Any; tending towards CN, CL F, LV 0, HP 1d4, AC 10, AG 12-h 1d4, WE 1, BL Isp. ST, IN, WI, DE, CO, CH. All 4+1d6, MI None, WN Club, and a racket which provides a small income. For example, the Rubis Weg Gang provides street guides and the Chrisopoulos Rad Gang monopolises the linkboy trade. Rivalry between the gangs is intense and pitched battles common – although, rarely, the gangs tend to save their animosity for each other but any easy prey wandering alone late at night might well find himself mugged. As with most of Irilian’s criminal activities, the gangs are controlled by Pelas Iriisun and Pelos Irilsdohtor who set each’s area of influence and allocate rackets.

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

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

**Addresses.** Streets are numbered in order down the street, the same numbers being used for both sides. Looking down from number 1, the houses on the left are known as Luft and those on the right as Riht. Thus the address of a library, an orphanage and a madhouse all distributed around a central courtyard. The Abbeie is home to an order of sisters of Forgiefanas.

- **A potion can be produced in one Wika. Up to five may be simultaneously brewed.** The Sisters will all use their spells and potions to effect a cure. Library; a collection of books, scrolls and maps, it may be used to research spells. Those wishing to make use of it must pay 10gp/daeg plus a copy of the spell should it be successfully created. It may also be used to answer questions about the surrounding countryside. Depending upon the type of question, general, specific or exacting [see under Sages in the DMG for details] there is a cumulative 2%, 1% or 2% chance/die to successfully research. The Sisters will only sell their potions to those whom they think deserving of them. Good characters may get up to a 15% discount; neutral characters will have to make a donation at least equal to the price shown and evil characters will only be considered in exceptional circumstances. Payment may be in coinage, gems, in goods that the Abbeie can use or in service. In the latter case, 1 service for the Abbeie is generally good for one potion. Characters who are able to convince the Abbeies that the cause of good would be so served, will be able to get their potions free. The Abbeies are very sceptical.

- **The Abbeie’s assets exceed 150,000gp but their effects although they are not themselves magical. Those usually available are:**
  - 10 Potions of Healing = 400gp each.
  - 5 Potions of Extra-Healing = 800gp each.
  - 4 Potions of Curing Disease = 200gp each.

The Abbeie is home to an order of sisters of Forgiefanas. The Sisters will all only have healing type spells commensurate with their level. All of the Sisters will have the surname Aef and all of them are familiar with the Abbeie. The Order of Forgiefanas is a pacificist order dedicated to acts of charity. The Sisters are experts in herb lore and possess 90% of the herbs listed in the DMG, most of which they grow in their herbarium. They use them to brew potions which mimic magical ones in their effects although they are not themselves magical. Those usually available are:

1. **Potions of Healing = 400gp each.**
2. **Potions of Extra-Healing = 800gp each.**
3. **Potions of Curing Disease = 200gp each.**
orphan schools are located near the town. Many of the children are involved in various activities, such as皮革球 and magic. The community is also known for its excellent hospitality, with many travelers seeking refuge in the Abbeie.

**INN**: The Abbeie is also home to a retired High Priestess of Forgeifanas, Teral Guthdohtor. The inn is named **THE GRIJOUN** Inn and is known for its excellent service and friendly atmosphere. The inn has a 2nd level and is located in the center of town. It is owned and operated by the Gilds Faector, Tirouv Polarion. The inn is a popular gathering place for the local populace, and it is known for its excellent food and drink.

**NAME**: RA SX AL CL LV HP AC AG WE BL ST

**Serial**: H F LG P 8 48 -5 40 400 3000 17

**Ankos**: H M LG P 3 16 2 23 200 2500 18

**NAME**: RASXALCL LV HP AC AG WE BL ST

**Serial**: IN WI DE CO CH MI WN

**1st**: 14 15 12 15 18 $See Below$ Sword

**2nd**: +1/+1

**3rd**: +1 Longsword Sword

**4th**: +0/+0

**Middleearth**: 3-4 Daegure.

**NAME**: RASXALCL LV HP AC AG WE BL ST

**Serial**: IN WI DE CO CH MI WN

**1st**: 12 9 15 10 15 $Potions of Healing, Longsword Strength$ Mace

**2nd**: +1 Mace

**3rd**: +1 Mace

**4th**: +0/+0

**The Abbeie** is home to a retired High Priestess of Forgeifanas, Teral Guthdohtor. The inn is named **THE GRIJOUN** Inn and is known for its excellent service and friendly atmosphere. The inn has a 2nd level and is located in the center of town. It is owned and operated by the Gilds Faector, Tirouv Polarion. The inn is a popular gathering place for the local populace, and it is known for its excellent food and drink.

**NAME**: RASXALCL LV HP AC AG WE BL ST

**Serial**: IN WI DE CO CH MI WN

**1st**: 12 9 15 10 15 $Potions of Healing, Longsword Strength$ Mace

**2nd**: +1 Mace

**3rd**: +1 Mace

**4th**: +0/+0

**The Abbeie** is home to a retired High Priestess of Forgeifanas, Teral Guthdohtor. The inn is named **THE GRIJOUN** Inn and is known for its excellent service and friendly atmosphere. The inn has a 2nd level and is located in the center of town. It is owned and operated by the Gilds Faector, Tirouv Polarion. The inn is a popular gathering place for the local populace, and it is known for its excellent food and drink.

**NAME**: RASXALCL LV HP AC AG WE BL ST

**Serial**: IN WI DE CO CH MI WN

**1st**: 12 9 15 10 15 $Potions of Healing, Longsword Strength$ Mace

**2nd**: +1 Mace

**3rd**: +1 Mace

**4th**: +0/+0

**The Abbeie** is home to a retired High Priestess of Forgeifanas, Teral Guthdohtor. The inn is named **THE GRIJOUN** Inn and is known for its excellent service and friendly atmosphere. The inn has a 2nd level and is located in the center of town. It is owned and operated by the Gilds Faector, Tirouv Polarion. The inn is a popular gathering place for the local populace, and it is known for its excellent food and drink.

**NAME**: RASXALCL LV HP AC AG WE BL ST

**Serial**: IN WI DE CO CH MI WN

**1st**: 12 9 15 10 15 $Potions of Healing, Longsword Strength$ Mace

**2nd**: +1 Mace

**3rd**: +1 Mace

**4th**: +0/+0

**The Abbeie** is home to a retired High Priestess of Forgeifanas, Teral Guthdohtor. The inn is named **THE GRIJOUN** Inn and is known for its excellent service and friendly atmosphere. The inn has a 2nd level and is located in the center of town. It is owned and operated by the Gilds Faector, Tirouv Polarion. The inn is a popular gathering place for the local populace, and it is known for its excellent food and drink.
Grifoun is given over to seating. The atmosphere is usually noisy, the air full of the sound of off-key singing as the clientele attempts to follow the action on stage with its own. Used for their spontaneous musical virtuosity is highly regarded in Irilian and is the only popular form of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour.

Irilian. The atmosphere of off-key singing as the clientele Grifoun is given over to seating.

Irilian is the only popular form of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour. Outsiders find the custom of humour.

The clientele Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

The clientele Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.

Grifoun is given over to seating.
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 Armourer.** Type I | All types of armour, see Paul Vernon in WZ292, 2-3 Riht Topaze Straet (D3), ST 2, N1 7, N2 5, CN AV, CM 1.2, YE 47395, WE 27494.

**aS2 Armourer.** Type IV (Scale, ring leather, studded, small helms and shields), 4 Riht Topaze Straet (D3), ST 2, N1 2, N2 6, CN PO, CM 1, YE 11104, WE 4739.

**aS3 Astrologer.** 21 Mark Geard (D4), ST 4, N1 2, N2 7, N3 1, N4 1, CN AV, CM 1, YE 78300, WE 48825. Toth-Agoth 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 daeg costing 300gp. Depending upon the outcome, the character may be ±5% better or off. This may manifest itself in ±1 to saving throws, hit probabilities, etc as the DM wishes. The effect of reading will last for 1 seson. Toth-Agoth lives alone in her house, the only room of which is open to the sky and used as an observatory.

**TOTH-AQOTH THE ASTROLOGER**

**aS4 Baker.** 5 Riht Opale Weg (C4), ST 2, N1 4, N2 5, CN AV, CM 1, YE 95957, WE 4367.

**aS5 Baker.** 3 Riht Corallo Clos (D2), ST 2, N1 5, N2 4, CN CO, CM 0.9, YE 11870, WE 39985. The Baker has a Killmouls [AP] staying with him. AC 6, HD 1d4, Move 15", No of Attacks: Nil. Special Defences: Hiding, 20% magic resistant.

**aS6 Bellfounder.** (Brass-worker), 2 Luft Sverth Weg (D5), ST 2, N1 4, N2 5, CN PO, CM 1.2, YE 87900, WE 81917.

**aS7 Butcher.** 5 Riht Log Weg (C2), ST 1, N1 4, CN BA, CM 0.8, YE 7947, WE 3749.

**aS8 Butcher.** 4 Riht Tulko Straet (C5), ST 2, N1 4, N2 7, CN PO, CM 1.2, YE 9486, WE 3982. Sverth has access to a 5-6 Riemana (Sword BL 2-3), 12 Luft Log Weg (C3), ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 7986.

**aS9 Cook.** 5 Luft Mael Laen (D2), ST 1, N1 3, CN AV, CM 1.0, YE 6745, WE 2987.

**aS10 Coppersmith.** 11 Luft Log Weg (D3) and 4 Riht Butcher St (D2), ST 2, N1 5, CN PO, CM 1.1, YE 8956, WE 3747.

**aS11 Cutler.** (Cutlery), 16 Luft Log Weg (B3). ST 2, N1 2, N2 4, CN PO, CM 1.1, YE 6387.

**aS12 Dairy.** (Cows, goats, sheep), 3 Luft Log Weg (C5), ST 1, N1 3, N2 4, CN PO, CM 1.0, YE 69836, WE 34287.

**aS13 Dental.** (Dentures, crowns), 3 Luft Log Weg (C5), ST 1, N1 3, N2 4, CN PO, CM 1.0, YE 69836, WE 34287.

**aS14 Dweomercraft.** (Astral, Ethereal, Elemental and Outer Planes). The Gild of Sages' representative in Irilin is Timis Braegen. RA H, SX M, AL N, CL S, LV 1, HP 15. AC 10, AG 84, WE 80197, BL 1200, ST 8, IN 16, WI 18, DE 6, CO 17, MI None, WM Dagger. Spells: affect normal fires, ray of enfeebles, explosive runew, confusion, hustle. Categories: Minor - Humanoids and Giantkind. Major - Supernatural and Unusual. Special - Dweomercraft, Astral, Ethereal, Elemental and Outer Planes. The strains of leading a dual existence, as human and wolf, are, however, beginning to tell on Timis and he has lately begun to visit the Gritoun more frequently than before and drinking rather more than is good for such an elderly individual. The owner, Uzuld, an old, lonely dwarf, has become increasingly embittered since the deaths of his family in an anti-dwarf riot just over three hundreds years ago. RA D, SX M, AL N, CL F, LV 1, HP 36. Can build rowboats, small barges and rafts; lend up to 500gp on no surety so long as he is not likely to be embittered by the borrower's actions. Uzuld will only lend to silver and +1 or better weapons, HP 19. The owner could be a Sage. 1-present answer questions for standard guild fees [DMG]. Should he fail, he will ask another member of the Gild in whose Special Category it will be. The answer will take a further 20 +1d20 daeg to arrive and cost the 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.
This episode covers the north-east quadrant and gives the third instalment of the scenario series, The Rising of the Dark, which continues directly from Part 2. DMs may wish the paladins from theAbbey, Special and Ankos (Part 2) and/or the Chantrman (Part 1) to join the party to provide advice and assistance. See Part 1 for the glossary and nomenclature key. Those areas not fully described here will be completed in later episodes.

**PART THREE**

**3 Riht Khalkedon Weard**

X1 3 Riht Khalkedon Weard (33). ST 2, N1 2, N2 1, CN CO. The house appears derelict and deserted, its doors bricked up and upper storey windows are boarded over. However, anyone making a successful Locate Secret Doors roll will notice a loose section of board on the back door, easily removed to reveal a new well-oiled lock. Opening the lock, unless a successful Remove Traps roll is made, will sound a bell in the cellar.

Inside, the feeling of dereliction is reinforced: the plaster is crumbling off the walls, the ceilings and stairs have collapsed in places and rats may be heard scuttling about. The floor is covered with rubble but seems firm. The rat noises come from a pack of 15 giants rats (MM), AC 7; HD 1/4; Move: 12". No of Attacks: 1; Damage: 1d3. Special Attacks: poison, stench of decay.

**Gizherae** (NSA), AC 0, HD 6, Move: 12"/18", No of Attacks: 2, Damage: 1d3/1d3, Special Attacks: charmed, hypnotic trance. If Gizherae and D’Hel are alerted by the bell roll is made, will sound a bell in the cellar. If not forewarned, Gizherae and D’Hel will be in their quarters.

**D’Hel** is a drow necromancer (WW03). RA Drow, SX M, AL CE, CL 6. D’Hel is a small man, pale and hairless, with a black cloak and a skull guard associated with Gizherae. He is immune to charm, suggestion, ‘harm’, ‘invisibility’, ‘phazechange’, ‘gate’ and ‘ethereal’ effects. His only weapon is a long, sheathed sword. If the fight goes against them, Gizherae will go ethereal and leave and D’Hel will make for his bolt-hole, leaving his undead to delay pursuers. If the fight is won, they will attempt to set up shop elsewhere in Irilian.

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

**Waetergaret (G2).** To reach the Lesardman Ham, the party must pass through the Waetergaret. Since lizardmen are banned from entering Irilian, they will need some convincing explanation for Hssuss’ body or buy it with ‘affidavits’ to escape being carted off to the Riverewac tor for further questioning.

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

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

If the seduction works, Elhiri will use her kiss of slavery on her interrogator, using her mastery to misdirect the party to 2 Luft Theof Rad, a completely innocuous empty house. Otherwise she will attack, calling for help and claiming that the character tried to rape her. She will be aided by the other lizardmen. If the party hears the commotion and tries to interfere, they will not be allowed to leave the house instead asked to leave. The hours will try to pummel the character unconscious before stripping him or her naked and throwing
them out of the window (1d4 damage plus a 05% chance of drowning in the mud if not rescued within 1 round). Elthus is a false lead, she knows nothing about the Dark.

Meanwhile, members of the party downstairs will be able to overhear the latest (for once) whereupon they will panic and flee. The dwarf treasure caravan which left Irlilian a couple of days before returned that morning, moving slowly down the Dauthr Weg surrounded by a black cloud which disappeared as the wagons rolled through the Gealgagaet. The horses pulled of their own accord: the escort was dead — nailed to the sides of the carts.

The Mark Geard (F4). Rescuing their companion from the mud or returning from 2 Luft theod, the party will notice that most of Irlilian’s population appears to be running toward the Mark Geard. If they join the flow, they will arrive as a woman, a cleric by the name of Al świadom who saw you into this world, will see you out, for I have seen the Darkness and It is good. I have welcomed It and It has entered me as It will to be poured on attackers. The portcullis and gates may be operated in the same manner as, and open and close at the same hours as, the gates of the Mark Geard. The bridge may be used to pour boiling water from the roof before she walks off, they will find the stairs up the gong-tower blocked by two observation decks, The Black Marseis. AC 2, HD 2d8 + 3, Move: 8’/12”. No of Attacks: 2, Damage: 1d4/1d4, Special Defenses: Immune to invisibility, phantasmal force, colour spray, hypnotism, esp, hallucinatory terrain, phantasmal killer. 15% Magic Resistance (50% Resistant to Illusionist Magic), Powers: ventriloquism, dancing lights at will, phantasmal force, hypnotic pattern 3/Day, gaze reflection, invisibility, minor creation, maze 1/Day, HP 15, 13. The demons will be invisible. Their first attack will be to use their mazes on any obvious spell-casters; thereafter they will use their wings. Because of the construction of the gong-tower, only one 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 ineffectual; physical objects hurled at her will be consumed by the Black Fire — as will the hurster. No saving throw.

If the party investigates Aslas’ quarters, they will see a small lead-bound book lying open on her table. It radiates evil so strongly it can be felt even without a detect spell. It is the Truth Ag Necrozoth. If glanced at, there is a basic 30% that the viewer will become possessed by the Dark and begin to burn with black flame. The party should take the book; it may be of use. The party also encounters the 3rd Irnan of the Blodmarchant.

Their name is Teral Guthdohtor at the Abbeie. The Mark Geard’s towers are the same as those elsewhere on the walls. The gate-wall itself is manchicolated to allow boiling water to be poured on attackers. The portcullis and gates may be operated in the same manner as, and open and close at the same hours as, the Gealgagaet (Part 2). While the gates are open, one Irnan will be on duty; collecting tolls, examining travellers and directing traffic. The Gealgagaet bridge, the bridge across the Iril was built so that it could be easily destroyed if Irlilian 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 might be uncrossable.

Riverewac Tor. 20 DPV, 2 Ballistae on roof, 20x20x30ft, 2 Storeys and cellar each, occupied by: Left Tower, Hliehhanman Commanders, 4th and 5th Irnan of the Hliehhanman, Right Tower, Blodmarchant Commanders, 1st and 2nd Irnan of the Blodmarchant. The town gaol is in the cellar of the tower. The third Irnan of the Blodmarchant.

The Dark-Ruled Void: In the beginning of time was the Void and it...
The world has fallen prey to an evil band of supervillains, whose awesome powers and warped minds could destroy the very fabric of society as we know it!!!

Can you save the world? Join the **GOLDEN HEROES**

Apply at your nearest games store. NOW! PLEASE! BEFORE IT'S TOO LATE!!!
RUMBLE AT THE TIN INN

A Bar-Room Brawl for RuneQuest

by Michael Cule

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

1. All pieces are set up in the position shown and with the facing shown. 1707/5 in the position column indicates hex 1707, facing 5. Pieces placed in hexes with chair symbols are assumed to begin the game sitting with their weapons and shields on the table or floor. It takes one SR to stand and the standard five to ready each weapon or shield. Exceptions: the NPC Shuffle remains off the board until someone enters his room, and the two trolls enter at the position shown on MR3.

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

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

4. If a character is hit, he will turn into wereform, unless the GM likes powerful Chaotic characters ruining the game balance. The werebear Thursas will not wake until MR4, but will be able to move in that round; he will turn into wereform at the end of MR5. He should not know how long it will be before he turns into wereform.

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

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

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

8. The farmers in this scenario are identical rustics. All are mildly suspicious of all foreigners, have 11 in all characteristics, and carry identical walking sticks/cudgels, which they use 2-handed (or 1-handed if necessary) at 35% attack and parry, doing 1d6+2 damage. They are unarmoured, and carry 1010 Clacks.

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

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

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

Positions of tables, chairs and beds.

<table>
<thead>
<tr>
<th>Statement Order</th>
<th>Position</th>
<th>Name</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>1707/5</td>
<td>Maldoon</td>
<td>Sitting</td>
</tr>
<tr>
<td>2.</td>
<td>1710/1</td>
<td>Lirael the Lute</td>
<td>Enters MR3</td>
</tr>
<tr>
<td>3.</td>
<td>1515/6</td>
<td>Big Arghg</td>
<td>Sitting</td>
</tr>
<tr>
<td>4.</td>
<td>1907/5</td>
<td>Shifter</td>
<td>Sitting</td>
</tr>
<tr>
<td>5.</td>
<td>1103/5</td>
<td>FARMER 1</td>
<td>Sitting</td>
</tr>
<tr>
<td>6.</td>
<td>1004/6</td>
<td>FARMER 2</td>
<td>Sitting</td>
</tr>
<tr>
<td>7.</td>
<td>0903/1</td>
<td>FARMER 3</td>
<td>Sitting</td>
</tr>
<tr>
<td>8.</td>
<td>1007/2</td>
<td>FARMER 4</td>
<td>Sitting</td>
</tr>
<tr>
<td>9.</td>
<td>1008/1</td>
<td>FARMER 5</td>
<td>Sitting</td>
</tr>
<tr>
<td>10.</td>
<td>1208/5</td>
<td>FARMER 6</td>
<td>Sitting</td>
</tr>
<tr>
<td>11.</td>
<td>1503/3</td>
<td>FARMER 7</td>
<td>Sitting</td>
</tr>
<tr>
<td>12.</td>
<td>1504/6</td>
<td>FARMER 8</td>
<td>Sitting</td>
</tr>
<tr>
<td>13.</td>
<td>1606/4</td>
<td>BULLSTER BREWER</td>
<td>chatting with customers</td>
</tr>
<tr>
<td>14.</td>
<td>0419,0420</td>
<td>Thursas</td>
<td>Wakes MR4</td>
</tr>
<tr>
<td>15.</td>
<td>1701/4</td>
<td>POSTAL</td>
<td>Leaving the Cellar Enters MR3</td>
</tr>
<tr>
<td>16.</td>
<td>1516/6</td>
<td>Little Arggh</td>
<td>Sitting</td>
</tr>
<tr>
<td>17.</td>
<td>1301/3</td>
<td>Almaro the Outcast</td>
<td>Sitting</td>
</tr>
<tr>
<td>18.</td>
<td>0411/1</td>
<td>Tharsal</td>
<td>Sitting</td>
</tr>
<tr>
<td>19.</td>
<td>1715/6</td>
<td>BEK LEADHEAD</td>
<td>chatting with bulster</td>
</tr>
<tr>
<td>20.</td>
<td>1506/1</td>
<td>AVEREEN BOSOM</td>
<td>chatting with customers</td>
</tr>
<tr>
<td>21.</td>
<td>0414,0415</td>
<td>SHUFFLE</td>
<td>Sitting</td>
</tr>
<tr>
<td>22.</td>
<td>0606/1</td>
<td>MINEERA</td>
<td>Living Asleep, Drunk</td>
</tr>
<tr>
<td>23.</td>
<td>0605/2</td>
<td>Ceribeules</td>
<td>Serving the Lunars</td>
</tr>
<tr>
<td>24.</td>
<td>1905/3</td>
<td>BERTHA</td>
<td>Sitting</td>
</tr>
<tr>
<td>25.</td>
<td>0704/3</td>
<td>Marops</td>
<td>Sitting</td>
</tr>
</tbody>
</table>

Order and Position Table

(NPCs in block capitals)

Player Characters

1. MALDOON (Human Male, 21).
   STR: 15; CON: 13; SIZ: 12
   INT: 8; POW: 11; DEX: 6; CHA: 15
   Large Shield: Parry 25% Points 16
   Spells: protection 2, sneeze (Cults of Terror p29)
   Points 20
   Defence: 0; Move: 8
   TOTAL HPS: 13

2. THURSAS (Shifter)
   STR: 15; CON: 13; SIZ: 12
   INT: 8; POW: 11; DEX: 6; CHA: 15
   Large Shield: Parry 25% Points 16
   Spells: protection 2, sneeze (Cults of Terror p29)
   Points 20
   Defence: 0; Move: 8
   TOTAL HPS: 13
WHETHER IT'S INTREPID UNDERGROUND EXPLOITS THAT YOU DESIRE,

Dungeons & Dragons®
OFFICIAL 25mm MINIATURES
© 1985 TSR Inc. All Rights Reserved

OR PARTAKING IN HAZARDOUS ODYSSEYS THROUGH THE REALMS OF MIDDLE EARTH

OR GETTING INVOLVED IN A LITTLE MASS MAYHEM WARHAMMER STYLE, CITADEL MINIATURES SUPPLY THE MAGIC THAT WILL BRING YOUR ADVENTURES TO LIFE.

CITADEL MINIATURES
5 CHEWTON STREET, EASTWOOD, NOTTINGHAM, UK.
TRADE ENQUIRIES Tel(0773)769731
AVAILABLE FROM LEADING MODEL & HOBBY SHOPS THROUGHOUT THE UK.

1985 Tolkien Enterprises. THE LORD OF THE RINGS and all characters and places therein are trademark properties of Tolkien Enterprises, a division of Elan-Merchandising Inc, Berkley, California. No unauthorised use permitted.

Dungeons & Dragons™ is a registered trademark ofTSR Inc. PO Box 756, Lake Geneva, WI 53147, USA. No unauthorised use permitted.
RUMBLE AT THE TIN INN

SCALE: 1 HEX = 1 METRE
2. LIriel the Lute (Human Female, 21).

STR: 12; CON: 8; SIZ: 16

INT: 17; POW: 13; DEX: 9; CHA: 12

Birthday: (1d8+1d4) SR4 45% Parry 40% Points 15

Large Shield: Parry 45% Points 16

Defence: 0; Move: 8

TOTAL HPS: 12

Skills: Healing 2, disruption, blades harp 2.

Spells: healing 1, protection 1, countermagic 1.

Languages: Speak Lunar 50%; Read/Lunar 60%; Read Sartarite 60%.

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

STR: 18; CON: 12; SIZ: 20

INT: 14; POW: 13; DEX: 12; CHA: 11

Medium Shield: Parry 30% Points 12

Defence: 10%; Move: 8

TOTAL HPS: 13

Skills: Riding 80%; Spot Hidden Item 50%; Pick Pockets 45%.

Languages: Speak Sartarite 55%.

4. Shifter (Human Male, 21).

INT: 11; CON: 8; SIZ: 13

INT: 14; POW: 14; DEX: 10; CHA: 15

Large Shield: Parry 40% Points 16

Defence: 5%; Move: 8

TOTAL HPS: 9

Skills: Spot Hidden 30%; Spot Trap 30%; Tracking 30%.

Languages: Speak Sartarite 55%; Read/Lunar 30%; Read Sartarite 60%.

5. Liriell the Lute (Human Female, 21).

INT: 17; POW: 14; DEX: 14; CHA: 17

Lunar Scimitar: (1d8+1d4) SR5 55% Parry 50% 5/5

Javelin: (1d10+1d2) SR2 20%

Points: 20

Languages: Speak Sartarite 85%; Read/Lunar 85%; Read Old Pavic 30%.


INT: 14; CON: 11; SIZ: 12

Javelin: (1d10) SR3 35%

Large Shield: Parry 30% Points 16

Lunar Scimitar: (1d8+1d4) SR5 55% Parry 50% 5/5

Points: 20

Languages: Speak Sartarite 65%; Read/Lunar 80%; Read Old Pavic 30%.

7. Non-Player Characters

Bek Leadhead: No Defence.

Bulster Brewer: Spear if 1 H, SR7.

Berta: Hit Points 10, Defence 5%.

Corrections to —OD.

8. **RUMBLE AT THE TIN INN**

17. AlmARo the Outcast (Human Male, 21).

STR: 13; CON: 9; SIZ: 17

INT: 13; POW: 14; DEX: 14; CHA: 17

Broadsword: (1d8+1d14) SR5 50% Parry 45% 3/3

Javelin: (1d10+1d2) SR2 20%

Mounted Lance: (1d10+1 mount’s damage bonus. Can use as LongSpear, at natural ability + bonuses) SR3 20%

Defence: 5%; Move: 8

Spells: countermagic 2, disruption, blades harp 2.

Skills: Riding 80% (Max in High Llama); Spot Hidden Item 55%; Spot Trap 35%; Tracking 35%; Camouflage 30%; Hide in Cover 30%; Oralaty 60%.

Languages: Speak Praxian 85%; Speak Sartarite 25%.

You are a Lay Member of Humakt, and have been thrown out of the Llama tribe by your Khan because of your increasing popularity and irritating boastfulness. You have arrived in Apple Lane on foot, with 40L. You wish to do something spectacular to impress the locals and attract an employer, but are hampered by knowing little of the local language.

18. Tharatal (Human Male, 21).

INT: 17; POW: 14; DEX: 14; CHA: 9

1st Light Mace: (1d6+2) SR40 Parry 30%

Points: 2/5

Small Shield: Parry 10% Points 8

Defence: 15%; Move: 8

Spells: healing 2, disruption.

Skills: Oratory 35%.

Languages: Speak Lunar 80%; Read Lunar 60%; Speak Sartarite 60%; Speak Tarshite 40%.

You are a rich young noble of the conquering Lunar Empire, a Lay Member of the Seven Mothers, and have been trained from infancy in the skills needed by the Empire for the conquest of Dragon Pass. You have been sent by your father (an assistant to the military governor) to survey the area of Apple Lane; with you is your bodyguard Maros. The locals are suspicious and hostile. Do something to impress them. You have 100L on you, 340L in the bank, and an income of 1960L per year.

25. MAROS (Human Male, 21).

INT: 11; CON: 11; SIZ: 7

INT: 12; POW: 12; DEX: 11; CHA: 10

Lunar Scimitar: (1d8+1d4) SR5 55% Parry 60%

Points: 20

Heavy Crossbow: (2d6+2) SR1 35% Points 10

(can fire once per 3MR, reloading between).

Small Shield: Parry 40% Points 8

Spells: healing 1, xenoheling 2, blades harp 2, speedart.

Skills: Riding 80%; Spot Hidden 45%; Spot Trap 30%; Tracking 30%; Camouflage 30%; Hide in Cover 30%.

Languages: Speak Lunar 35%; Speak Tarshite 15%.

You are an ex-mercenary formerly employed by the Lunar Empire’s Native Furthest Cavalry Corps; you currently work for Ceribeteles’ father (at 100L a season) as Ceribeteles’ bodyguard. You should obey any direct command he gives you. However, you are stupid, and also want a woman, but do not speak the local language. Improvise.

No-Player Characters

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

*Corrections to Apple Lane —OD.*

NPCs

Butler Brewer: Spear if 1H, SR7.

Bartha: Hit Points 10; Defence 5%.

Bek Leathead: No Defence.

Postal: Hit Points 13, Defence 5%; 2H Spear’s damage 1d8+1+1d4, Javelin’s damage 1d10+1d2.

Minera: HP 14 (6 on chest), Defence 5%; club SR7.

Avenoth Bosom: DEX 14; HPs 17 (so 7-6), Defence 15%; club SR8.

Shuffle: Move 6; HPs 4-3-2; no Defence; Dart SR2.

Non-Player Characters

Bek Leadhead: No Defence.

Bulster Brewer: Spear if 1H, SR7.

Bartha: Hit Points 10; Defence 5%.

Bek Leathead: No Defence.

Postal: Hit Points 13, Defence 5%; 2H Spear’s damage 1d8+1+1d4, Javelin’s damage 1d10+1d2.

Minera: HP 14 (6 on chest), Defence 5%; club SR7.

Avenoth Bosom: DEX 14; HPs 17 (so 7-6), Defence 15%; club SR8.

Shuffle: Move 6; HPs 4-3-2; no Defence; Dart SR2.
Games Workshop's Dungeon Floor Plans regulate movement and combat in both dungeon and wilderness scenarios, giving adventure games added atmosphere and realism, and adapt to suit virtually any configuration. Each set includes 12 A4 coloured sheets of card.

**Dungeon Floor Plans 2:** Special features for rooms and corridors; trees & grass; still & flowing water for pools & rivers.

**Dungeon Floor Plans 3:** Rooftops; boats; battlements; Features & accessories for quayside, city and village adventures.

**Dungeon Floor Plans 4:** Cavern flooring, subterranean walls, stalagmites & rockpits, mine map, junctions & accessories.

**Dungeon Floor Plans 5:** Street plans, including atmospheric street, market & rooftops for setting up street scenes for role-playing games set from the late 18th century to modern day.
religious life: the place where they are brought out into the world as one of the Children of the Gods; where they pass through the Rites of Adulthood; where they are joined in the Ceremony of Bonding and where, finally, they have the Death Songs sung. It is a large windowless hall. The roof, 40ft above, is supported by massive wooden pillars each carved in representation of one of Irilian's gods or goddesses. A large fire continuously burns in the central fire pit and flickering votary lamps illuminate the shrines which line the walls. The High Altar is raised above ground level and encrusted with gems (all glass unfortunately). Peeling frescoes depicting Irilian's wealth and power cover the roof. The Temples outer walls are less impressive, the mosaics which once adorned them have mostly fallen off to reveal the crumbling plaster behind. Large double doors lead into the Mark Geard or entry may be gained from grace. Miril, even for a cleric of Felthu, is spoilt the effect somewhat) about the evil of snakes.

Spells: Aslas: 1st bless, 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, sticks to snakes.

Miri: 1st command x 2, cure light wounds x 2, sanctuary.
2nd augury, detect charm, silence 15ft radius.

Pelnos: 1st bless, cure light wounds x 4, 2nd hold person, silence 15ft radius x 2, spiritual hammer.

Aslas is a rather tetchy 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 Irilian's way and their consequent fall from grace. Miril, even for a cleric of Felthu, is rather free with her favours and is the subject of much talk in the inns and homes of Irilian.

Pelnos, by dint of some incredible luck, has

---

**LESARDMAN HAM**

The Lesardman Ham is a collection of one-room hovels occupied by a small tribe of Lizardmen [MM], AC 4, HD 2 + 1, Move: 6"/12", No of Attacks: 3, Damage: 1d2/1d2/1d8, Special Attacks: Missile Weapons. The leader is Tssu (HP 14) who is assisted by Kss, a third male (HP 14) who is assisted by Kss, a third male (HP 14) who is assisted by Kss, a third male (HP 14) who is assisted by Kss, a third male (HP 14). As watchdogs, the lizardmen have managed to amass a fortune of 2,000 sp which is kept buried under the dirt floor of Tssu's hut.

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

---

**KEY FOR ALL PLANS**

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

Scale:
1" = 5' x 5'

---

**HEAFOD AEF ORC**

---

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

The clerics will provide all normal clerical items and services for the normal ‘donations’ and will train clerics in their religions for the usuário.

I2 The Heafod Aef Ore

1. Luf Sartie Lain (G2)

The Heafod Aef Ore’s roof is covered with flower heads which hang from the rafters both inside and out, the Heafod Aef Ore is Irilian’s most notorious inn. The heads are the result of the Heafod Aef Ore’s policy of a free drink for an orc’s head. This has become semiinstitutionalised to the Orc Hunt which is held on the third Mandade of Cug each year. The hunt begins at the Heafod Aef Ore at Dagling and ends at the same place at Dosk. The hunter to return with the most orcs’ heads gains the honor of arranging a private banquet at the Heafod Aef Ore. The present king, Cyning, uses the money from the banquet to finance his travels. As might be expected, the Heafod Aef Ore’s bouncers are both numerous and exceptionally vicious.

NAME

RA SX AL CL LV HP AC AG WE

D60lvS H M N F 0 4 7 18+ 4d20 5sp 12

Kullut V M L H 4 7 8 11+ 4w10 5d20

Gulliga 0 F N F 4 31 5 18+ 98

Tirages H M C F 4 17 5 19 430

Fira H M L N F 5 25 5 24 658

Mi Ring of Contariness (DMG)

Kulle and Mayhne, 2 ogres [MM] AC 5,
HD4+1, Move: 9", No of Attacks: 1, Damage: 1d10, HP 25, 23

The Heafod Aef Ore’s ground floor drinking-nails are usually packed, mostly sweaty, almost always fogged by smoke and permanently dangerous. The corner of the western wall holds the cock-fights and dog-fights are held at 30 minute intervals. In the eastern hall is a small sumptuous little theater of heaving figures, a purely honorary title which carries with it a year’s free run of the Heafod Aef Ore. The present king, Cyning, uses the money from the banquet to finance his travels. As might be expected, the Heafod Aef Ore’s bouncers are both numerous and exceptionally vicious.

NAME

RA SX AL CL LV HP AC AG WE

D60lvS H M N F 0 4 7 18+ 4d20 5sp 12

Kullut V M L H 4 7 8 11+ 4w10 5d20

Gulliga 0 F N F 4 31 5 18+ 98

Tirages H M C F 4 17 5 19 430

Fira H M L N F 5 25 5 24 658

Mi Ring of Contariness (DMG)

Kulle and Mayhne, 2 ogres [MM] AC 5,
HD4+1, Move: 9", No of Attacks: 1, Damage: 1d10, HP 25, 23

The Heafod Aef Ore’s ground floor drinking-nails are usually packed, mostly sweaty, almost always fogged by smoke and permanently dangerous. The corner of the western wall holds the cock-fights and dog-fights are held at 30 minute intervals. In the eastern hall is a small sumptuous little theater of heaving figures, a purely honorary title which carries with it a year’s free run of the Heafod Aef Ore. The present king, Cyning, uses the money from the banquet to finance his travels. As might be expected, the Heafod Aef Ore’s bouncers are both numerous and exceptionally vicious.

NAME

RA SX AL CL LV HP AC AG WE

D60lvS H M N F 0 4 7 18+ 4d20 5sp 12

Kullut V M L H 4 7 8 11+ 4w10 5d20

Gulliga 0 F N F 4 31 5 18+ 98

Tirages H M C F 4 17 5 19 430

Fira H M L N F 5 25 5 24 658

Mi Ring of Contariness (DMG)

Kulle and Mayhne, 2 ogres [MM] AC 5,
HD4+1, Move: 9", No of Attacks: 1, Damage: 1d10, HP 25, 23

The Heafod Aef Ore’s ground floor drinking-nails are usually packed, mostly sweaty, almost always fogged by smoke and permanently dangerous. The corner of the western wall holds the cock-fights and dog-fights are held at 30 minute intervals. In the eastern hall is a small sumptuous little theater of heaving figures, a purely honorary title which carries with it a year’s free run of the Heafod Aef Ore. The present king, Cyning, uses the money from the banquet to finance his travels. As might be expected, the Heafod Aef Ore’s bouncers are both numerous and exceptionally vicious.
Market Deag. On Market Deag, stalls, arranged in five north-side rows occupy the southern section of the Mark Geard. Ownership of a stall is a prerogative to Irilian citizens and many of the major craft masters maintain a stall which is used on Market Deag to supplement their normal shops. Each stall is restricted to one type of produce: mostly foodstuffs; vegetables, fruit, butter and cheese; fish or meat both fresh and smoked, salted or dried; or small manufactured goods such as clothing, shoes or household items are also on offer. The allocation of stalls is controlled by the Counseil.

In the north-west of the Geard is the bear-pit: a 10ft deep, 20ft across pit where brown bears, AC 3, HD 4 + 4, Move: 12", No of Attacks: 3, Damage: 1d6/1d6/1d6, Special Attacks: Hug for 2d6: fight to the death against packs of wild dogs, AC 12, HD 2 + 2, Move: 30", No of Attacks: 3, Damage: 1d4, for the entertainment of the crowds.

To the south of the bear-pit are the pitches of the caravan market area. An animals carvan will normally be present with produce not usually available in Irilian: exotic herbs and spices, unusual weapons and clothing, rare jewellery and furs and finely-crafted and exotic ornaments, prices of course. There may even be a reputed treasure map or minor magical item on offer. The caravan will have the composition given in the MM but, apart from two bodyguards for each guard, none of the guards will be allowed armed into Irilian. If an item desired is not available the merchant will have a small (generally 20 %) possibility, dependent upon its rarity, that it might be brought by a future caravan (1d4 caravans time) if a character especially asks for it. The cost would necessarily be excessive.

To the east of Geld Laen, the covered way into the Mark Geard, are the pitches dedicated to animal pets. Most normal livestock is available: oxen, cattle, sheep, horses, asses, donkeys and mules; dogs, cats, hawks and similar pets and slaves. The price of a slave is calculated at the cost of employing a free man to do the slave's job for one year. Animal foodstuffs comprise hay, barley and corn. Barley and corn are also used for human consumption. Wandering throughout the crowded on Market Deag will be troupes of entertainers from the Grifoun; tumblers, minstrels and storytellers. On the highways, hucksters and pickpockets from the Gealga and Staet Gangs.

Great Market Deag. Although generally similar to Market Deag, Great Market Deag is on an altogether greater scale. Three caravans will be present and exotic animals such as griffons, hippogriffs or pseudodragons may, rarely, be on offer. Great Market Deag also functions as a primitive employment exchange where prospective employers and employees may meet. Available for hire will be warriors, porters, pack handlers, valets, labourers and linkboys; reapers, stackers, winnowers and threshers; cowmen, shepherds, teamsmen and general workmen, and other semi-permanent employees. Most will wish to serve at least until the next Great Market Deag. Hiring rates are given in the Vernon's series in WD29-31, and the Best of WD Article III.

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

Player Characters Attempting to Sell Goods. Other than obvious treasure, gold, gems, jewellery etc. which may be sold at the Guild Factor's, Uzul'do's or the Goldsmith's, Silversmith's, Jeweller's or Gemcutter's for 80% of their actual value, goods may be disposed of in Irilian by selling them to a shop, specialising in those articles. Characters will receive 40% of the item's retail price.

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

bS2 Architect. 29 Mark Geard (F3), ST 3, N 1, N 2, N 3, CN PO, CM 1.0, YE 18495, WE 19867.
bS3 Baker. 3, Riht Berullos Clos (H3), ST 2, N 1, N 2, CN BA, CM 1.1, YE 9078, WE 4038.
bS4 Baker. 5, Luft Ile Rad (I4), ST 1, N 1, CN CM, CM 0.3, YE 7896, WE 3976. bS5 Bakers. (A) (makers of baked breads). 5 Luft Lettorn Weg (H2), ST 1, N 1, CN CO, CM 1.0, YE 7458, WE 3108.
bS6 Basketmaker. (makers of baskets). 3 Luft Klahkedon Weard (I3), ST 2, N 1, N 3, CN BU, CM 1.0, YE 5987, WE 1978.
bS6 Boxmaker (makes wooden boxes). 11 Luft Berullos Clos (I3), ST 2, N 1, N 2, CN BA, CM 1.0, YE 9187, WE 4024.
bS7 Brewer. 8, 9, 10 Ile Ambre Chare (H4), ST 2, N 1, N 3, N 4, CN BU, CM 1.0, PO CM, CM 1.0, YE 15098, WE 7034.
bS8 Bricker (makes bricks). 6 Luft Klahkedon Weard (I3), ST 2, N 1, CN N 2, CN AV, CM 1.0, YE 6003, WE 1857.
bS9 Builder. 1 Riht Klahkedon Weard (H3), ST 3, N 1, N 2, N 3, CN AV, CM 1.0, YE 13466, WE 6302.
bS10 Butcher. 5 Luft Temple Laen (H5), ST 2, N 1, N 2, CN PO, CM 1.1, YE 9457, WE 4012.
bS11 Butcher. 2 Luft Ile Rad (I4), ST 1, N 1, CN 0.8, YE 8076, WE 3907.
bS12 Cabinet-maker (high class furniture). 4 Luft Conical Rad (F3), ST 1, N 1, N 2, N 3, CN 1.0, PO CM, CM 1.0, YE 21354, WE 10978.
bS13 Carpenter. 7 Riht Berullos Clos (H3), ST 2, N 1, N 4, CN PO, CM 1.0, YE 9043, WE 1858.
bS14 Cartmaker (cartmen). 21 Luft Chrispace Rad (OD2), ST 1, N 1, CN CO, CM 1.0, YE 8975, WE 4038.
bS15 Carver (carves wooden objects). 6 Luft Peritot Weg (G4), ST 2, N 1, N 2, CN BA, CM 1.0, YE 19673, WE 8974.
bS16 Coaftmaker (makers of clothes). 12 Luft Berullos Clos (G3), ST 2, N 1, N 2, CN BA, CM 1.0, YE 16294, WE 8673.
bS17 Carpenter (makers of wooden coffers). 1 Luft Nagnan Laen (H4), ST 2, N 1, N 2, CN BA, CM 1.0, YE 8974, WE 4126.
bS18 Carpenter (makers of wooden coffers). 2 Luft Nagnan Laen (H4), ST 2, N 1, N 2, CN BA, CM 1.0, YE 7530, WE 3078.
bS19 Dairy. 6 Ile Ambre Chare (H3), ST 1, N 1, CN N 2, CM 1.0, YE 6043, WE 1486.
bS20 Distiller. 2 Luft Monlah Laen (H4), ST 3, N 1, N 2, CN 3, CN AV, CM 1.0, YE 21354, WE 10485.
bS21 Furbisher (cleaner and polisher). 1 Luft Ile Rad (I3), ST 2, N 1, N 2, CN PO, CM 1.0, YE 4854, WE 1435.
bS22 Fuster (woodworker). 1 Riht Amecheste Weg (F3), ST 2, N 1, N 2, CN BU, CM 1.0, YE 10897, WE 4723.
bS23 Goldsmith. 34 Mark Geard (F4), ST 3, N 1, N 2, N 3, CN AV, CM 1.0, YE 9046, WE 52931. As jeweller but will only work in gold.
bS24 Greengrocer (vegetables). 7 Luft Achete Weg (F4), ST 2, N 1, N 3, N 2, CN BA, CM 1.1, YE 8032, WE 7450. Cover address for Torgul Ass. Assoc. 3 Luft lying Rad (F3), ST 2, N 1, N 2, N 3, CN AV, CM 1.0, YE 9046.
bS25 Joiner (maker of wooden frames for saddles). 2 Luft Ile Rad (I4), ST 2, N 1, N 2, CN PO, CM 1.0, YE 7931.
bS26 Marbler (marble works and sculptors). 3 Luft Nagnan Laen (H4), ST 3, N 1, N 2, N 3, CN AV, CM 1.0, YE 7530, WE 1486.
bS27 Mason (stoneworker). 1 Luft Toin Weg (F2), ST 3, N 1, N 2, N 3, CN BA, CM 1.0, YE 3545, WE 649.
bS28 Miller. 1 Luft Blace Weg (I2), ST 4, N 1, N 3, N 1, CN N 1, CN 1.0, YE 18075, WE 9045. The mill is wind-powered; the upper three stories are able to pivot to face the wind.
bS29 Moneylender/Banker. 1 Riht
Dracomen Weg (G3), ST, N1, N2, N5, N3, CN AV, CM 1.0, YE 150845, WE 89430. The company is run by Thori, scion of the Khazal clan. It consists of the parents Dirim and Dirima and two sons, Thori and Bombas. See above for stats. Dirim and his wife have no handicapped couple who are well-liked (for dwarves) in Irilian. Their sons though, have become embittered by the contempt in which their race is held and are very touchy on that subject.

Money deposited with Dirim for one complete year will gain 1% of its value in interest minus a 10gp handling charge. Thus at least 1000gp must be on deposit for a whole year before any profit is made. He will lend up to 1000gp on good security for 2% compound interest/wk for an 88%+ year, repayable within one year. If money is deposited with him, Dirim will allocate the amount that attracts at least 1% fee which will be accepted by 85% of bankers (98% of dwarf bankers). Dirim has 8000gp on deposit with him at most times. He will write a letter of credit for that amount plus 150gp handling charge. Thus at least 1050gp on good surety for 2% compound interest/wk is required.

bS30 Net-maker. 2 Riht Latton Weg (H2), ST, T1, N1, N4, CN, CM 1.0, YE 5989, WE 1794.

bS31 Painter (paints saddlebows). 6 Luft Irile (G4), ST 2, N1 4, N2 5, CN CO, CM 1.3, YE 6024, WE 2064.

bS32 Pasteler (grinds pigments). 5 Riht Ate (F3), ST 2, N1 4, N2 4, CN BA, CM 1.1, YE 8756, WE 1908.

bS33 Paviori (lays pavements). 15 Riht Theof (G4), ST 3, N1 4, N2 5, CN BA, CM 0.8, YE 9530, WE 8957.

bS34 Plasterer. 6 Luft Temple Laen (G5), ST, T1, N2 5, N6, CN CO, CM 1.0, YE 13574, WE 2059.

bS35 Potter. 15 Riht Berullos Clos (I3), ST 3, N1 4, N2 6, CN 7, CN CO, CM 1.0, YE 12953, WE 6583.

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

bS37 Saddler. 7, 8 Riht Ile Ilad (I4), ST 2, N2 3, N1 3, N2 3, CN CO, CM 1.2, YE 10989, WE 4563.

bS38 Sail-maker. 6 Luft Berullos Clos (H2), ST, N3, N4, N5, CN 66, CN BA, CM 1.0, YE 8756, WE 4025.

bS39 Sawyer (planks and beams). 6 Luft Toon Weg (G3), ST, T1, N1 4, CN CO, CM 1.2, YE 9066, WE 4089.

bS40 Stainer (stains wood). 3 Luft Periot Weg (G3), ST, N1 4, N2 5, CN CO, CM 1.3, YE 7535, WE 1287.

bS41 Stringer (string). 5 Luft Toon Weg (G3), ST, N1, N4, CN BA, CM 1.05, YE 5967, WE 8567.

bS42 Stuffer (stuffs furniture). 6 Luft Achete Weg (F2), ST, T2, N1 3, N4, CN BA, CM 0.9, YE 6032, WE 1498.

bS43 Table-maker. 4 Luft Achete Weg (F3), ST, T2, N1 5, N6, CN CO, CM 1.1, YE 9530, WE 8756.

bS44 Tiler (roofing tiles). 1 Luft Khalkedon Weard (H3), ST, T2, N1 5, N4, CN BA, CM 0.8, YE 5964, WE 1906.

bS45 Turner (turns wooden objects). 3 Luft, 4 Riht Monath Laen (H4), ST, T2, N1 4, N2 6, CN BA, CM 1.0, YE 8957, WE 4563.

bS46 Upholster (covers furniture). 4 Luft Hel Laen (H4), ST, T1, N1 4, N2 5, N3, CN AV, CM 0.9, YE 6597, WE 2943.

bS47 Vintrer (wine). 8, 9 Luft Gragen Laen (H4), ST, N1, N2 4, CN CO, CM 1.1, YE 24536, WE 10980.

bS48 Wheelwright. 20 Luft Chrospace (H5), ST, T1, N1 4, N2 5, CN CO, CM 1.2, YE 6043, WE 2093.

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

Characters wishing to contact Torgul may do so at 14 WE 3535, ST 2, and no identification in Irilian, assassination is not totally secret. The assassin's identity is not known but who asked for the assassination is. Under Irilian law, wishing for someone's death is not illegal although arranging it is; thus, once the announcement is made in the Heafod Aef of all contacts with the assassin who made it is secret. The initial announcement is made because of the Irilian dislike of shadowy figures manipulating them; so long as the identity of the ill-wisher is known so that the prospective victim has a chance to reply, they are not too worried about the arrangement. This does, of course, mean that the victim gets to know that he or she is on a death-list. There are then two choices for the victim to make Beyond beyond fleeing the town or taking precautions. Firstly, he or she can attempt to buy out the contract for 150% of the assassin's fee; secondly, he or she can make an offer to the original arranger. In the latter case, both the prospective victims may withdraw, losing their deposits or both may continue to their deaths.

A few days after the announcement is made, after she has had time to investigate and become convinced of the correctness of the extreme vigilance. Dirim will make contact to discuss fees. Naturally, she will be in disguise.

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

R4 The Druid, 5 Riht Toin Weg (F3). ST, T2, N1 3, N2, CN BA. Druidic affairs in Irilian are looked after by Acfyst. RA, H; SX, AL, N, CN, DL, LV, HP 24, AC 6, AG 34, WE 204, BL 100, ST 9, IN 12, WI 15, DE 12, CO 15, CH 18, MI +2 Spear, +1 Leather Armour, +1 Shield [DMG], WE Spear. Special: animal friendship x 2, locate animal x 2, speak with animals x 2. 2nd charm person or mammal x 2, cure light wounds, heat metal. 3rd animal, COSM, Protechtics. 4th animal summoning 1.

Acfyst spends most of her time roaming the countryside. She is a patient woman, the assassin and is currently in a state of belligerent neutrality. She prefers to make her assassinations from a safe distance; so long as the victim survives, she will call in a higher level assassin who will continue until the assassin is dead; the Gild will not follow up attempts which have led to the death of one of its members.

Player character assassins who attempt to go solo in Irilian will, if they come to her notice, be 'asked' by Torgul to join the Gild of Hashishy. If they decline, they may be given 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 Hashisy is a large, powerful, well-organised Gild whose leader has Gild-master status. It is up to the individual DM to decide upon its exact structure.
The Abbeie. Teral will confirm it is the Tzuthi Ag Ncrozth and jump to the (wrong!) conclusion that it is attracting the Dark. In fact it was brought by dream demons [Best of WD Scenarios II] the Dark's command to spread fear and confusion. She knows the exact contents but it is thought to have spread fear and confusion. She knows them), the Book may be read and the reader becoming more and less than before. It would require enormous power. Teral can account for themselves to the citizens of Irilian. Around the table in the Counsell Chamber, the Mob will burst through the Mark Geard doors; the Irnan on duty having sufficient awe-inspiring, by using a special sense of outrage to bargain for their freedom to investigate further. The Gran Mareschal will keep very quiet but mark the party's appearance in some other way, for each round that they spend in the street they will roll for his lighting of the Counsell Hus to pursue them. In either case, as they leave the Counsell Chamber, the Mob will be for the party, wishing them to continue chanting, 'Bring out the Burners.' In a few minutes rocks will begin clattering off the Counsell Hus walls. If not already decided, the Counsell will hold an immediate vote on whether to allow the party to continue with their mission or to imprison them. The chants and rocks come from the Mob outside, after the rumour went round that the party was responsible for the various Dark manifestations. If the party convinces the Counsell to let them go, they will be shown out and double all guards. In any case, the party must be questioned at the Direct Perquisitions (as far as she knows, no-one knows them). The party should go there immediately; taking the Book with them.

Rubis Weg. As the party leaves, Rubis Weg, Gealgla Street, Tan Street and Abbeie Weg will be cordoned off by soldiers with bowmen lining the windows of 2 to 4 Riht Rubis Weg and 5 and 6 Luft Abbeie Weg. A small group will be in front of the Abbeie gates. The soldiers are the five Irnan of the Stormwealcian and the 1st and 3rd Irnan of the Hiehtheman; the Orcridian are in reserve to the south of Rubis Weg and the 4th and 5th Irnan of the Hiehtheman are guarding the Herbarium Gate and the Abbeie walls. The characters are the Irlan Scouts (with spells ready) and the Garde, Stormwealcian and Hiehtheman Commanders. With the exception of the Scout, anyone will be able to keep a keen watch on the gate and will not let anyone back in until she finds out what is going on. [See Part 2 for Abbeie map]. Once the party is out, the Garde Commanders, flanked by his two lieutenants, will step forward and 'ask' the party to accompany him to the Conussel Hus; there to account for themselves to the citizens of Irilian.

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

The Counsell Hus. Around the table in the Counsell Chamber, will be the Counsell, Elsimi Deortunguee, the Laen. Initially the party will be busy looking for Teral to pursue them. However, unless the party take precautions such as changing their clothing or altering their appearance in some other way, for each round that they spend in the street they will have a 5% chance of being recognised and a Hue and Cry sent up.

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

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

The party will be able to reach the Monasterion Chapels disguised as pilgrims (a small group of two men-at-arms) waving them through after a cursory questioning provided they appear as normal pilgrims, i.e. no weapons.

They will arrive in the Chapels as a service begins involving the Priest Arkis, Brother Sar and the Gran Mareschal. (This service is as normal Irlan). This will last three rounds and, unless one of the party is a Lagu worshipper, there is a 10% cumulative chance per turn that Arkis will become suspicious; however, his knowledge of familiarity with the service rituals and seek to investigate after the service. Otherwise, after the service the party will go to the Father Brother Sar and one of his men who will be praying to the Sceptre with their backs turned. If the alarm is raised, the sceptre is cast around the Sceptre, all of the spells in the area of effect, except for the create false relic, must be saved for. Thus one disadvantage could be negated by means of the wizard locks and magic mouths. See Background Information), the main gate will be closed in 1 round. The men-at-arms arrive at the rate of 1 per round after a two round delay. The priests will arrive after 5 rounds. In a few moments, the party will wonder what they are going to do or anything which might possibly harm the Sceptre unless the party decides to destroy it or escape.

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

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

Outside Irilian. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Irilian's walls. Fifty feet beyond that, a bank of black mist cuts off all further vision. Patrols which ventured into the mist did not return. The party may try some judicious blackmail but would need to be very careful; the party can call on the Paladins from the Abbeie or borrow any of Teral's magic items (the Staff of Commanding)? The Paladins will not agree to an actual attack on the Monasterion; at most they will provoke a diversion while the party does the dirty work.

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

The party will be able to reach the Monasterion Chapels disguised as pilgrims (a small group of two men-at-arms) waving them through after a cursory questioning provided they appear as normal pilgrims, i.e. no weapons.

They will arrive in the Chapels as a service begins involving the Priest Arkis, Brother Sar and the Gran Mareschal. (This service is as normal Irlan). This will last three rounds and, unless one of the party is a Lagu worshipper, there is a 10% cumulative chance per turn that Arkis will become suspicious; however, his knowledge of familiarity with the service rituals and seek to investigate after the service. Otherwise, after the service the party will go to the Father Brother Sar and one of his men who will be praying to the Sceptre with their backs turned. If the alarm is raised, the sceptre is cast around the Sceptre, all of the spells in the area of effect, except for the create false relic, must be saved for. Thus one disadvantage could be negated by means of the wizard locks and magic mouths. See Background Information), the main gate will be closed in 1 round. The men-at-arms arrive at the rate of 1 per round after a two round delay. The priests will arrive after 5 rounds. In a few moments, the party will wonder what they are going to do or anything which might possibly harm the Sceptre unless the party decides to destroy it or escape.

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

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

Outside Irilian. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Irilian's walls. Fifty feet beyond that, a bank of black mist cuts off all further vision. Patrols which ventured into the mist did not return. The party may try some judicious blackmail but would need to be very careful; the party
Background Information

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

Blaecgaet. Towers 34 DPV each, Gates 9 DPV, 1 Ballista on each tower. Towers 15x1x30ft, Gate 20x20ft, Towers 2 Storeys each.

Occupied by: Left Tower, Commandere Aef Man, Right Tower 5th Irnan 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 Irnan will be on duty at anytime. The bridge is rickety and can be destroyed in one turn by pulling out two of the main supports; each requiring 50 strength points to remove. In all other respects it corresponds to the Gealgagaet (Part 2).

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

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

The Iriilian Garde.

Garde Commandere (Mareschali). Traditionally commands the forces of the whole Iriil. The Commandere has overall responsibility for the Iriilian’s defense. The present Commandere is Leflos Geflaceofar RA H, SX M, AL LN, LV 8, HP 71, AC 2, AG 54, WE 10198, BL 500, ST 18(26) (+1/+3), IN 7, WI 4, DE 9, CO 17, CH 13, Ml +3 Platemai I, -hi Shield, +2 Longsword (NSA), 10 +1 Arrows, Potion of Heroism, Potion of Invulnerability (DMG) WN Longsword. Leflos is a tall distinguished old soldier who is becoming senile. He does not recognize his condition and will not accept the judgment of anyone who points it out.

Commandere Aef Hors. Isrim Deorcsunu: RA H, SX M, AL LN, CL F, LV 6, HP 41, AC 1, AG 42, WE 6689, BL 100, ST 16 (+0/+1), IN 13, WI 12, DE 13, CO 14, CH 15, Ml +1 Chainmail, +2 Shield, +1 Cursed Longsword (NSA), WN Longsword. Isrim is short and stout and because of his sword, has a quite undeserved reputation for reckless daring. He is the deadly rival of Helas Neahtlocian, the Commandere Aef Man, for the post of Garde Ally.

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

Orcrivan. Named in memory of a famous charge at the Danner Batayle in which they smashed the orc armies menacing Iriilian. The Orcrivic are the cavalry arm of the Garde. They are divided into five Ridan each of 90th level men-at-arms and 1st level Laeden. All have scale mail and shield, use a lance, longsword or dagger in battle or a quarterstaff the amount when dealing with city disturbances and ride a medium warhorse. Average member of the Orcrivan: RA H, SX M, AL Any; tending to the same as the Stormwealcan. When taken up their leaders’ causes with such fervor that brawls often break out between rival groups and it is a rare day that someone is not hauled before the Cort Militaris for fighting. Each of the three divisions consists of five Irnan with the same organisation and equipment as the Ridan except that the lance is replaced by a long-bow.

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

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

Militia. About 750 men are divided into three groups according to whether they come from north of, west, east of, or south of the Mark Geard; each group has roughly 250 members. The force is armed and armoured as follows: 500 No armour (AC 10), Spear; 150 Padded armour (AC 8), Spear; 75 Leather armour (AC 8), Shortsword; 25 Studded leather armour (AC 7), Longsword.

In addition, 15% of the militia have shortbows and 25% slings. Statistics are those of normal Iriilians. 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 - Monadeg, an inspection and training session is held in the Mark Geard but the results are lamentable. If the militia were actually put into combat, the most likely result would be the mass desertion of the militia men (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 heard.
useful tasks that national guardsmen are either unable or unwilling to perform. Characters wishing to join will be given an assignment; if successful, he or she will be hired at 100gp per season as well as a share of any treasure found. Although treasure is meant to be split 20% to the Scouts, 80% to the Town Treasury, in practice these proportions are reversed.

Spells memorised: Elas: burning hands, charm person, sleep; ray of enfeeblement, burning hands; web, ESP, fireball.

Kirea: friends, burning hands; web

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.

Yhoudeh: charm person, sleep, friends, burning hands; web; colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.

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

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

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

Yhoudeh has a hawk familiar AC 27, +3 to hit, +2 to damage.
Counseil member represents one of Irilian’s 8 electoral wards. AllIrilian citizens over the age of 15, but not all voting, in a household are cast by the head of that house; often as directed by the Gilds which in turn take their orders from Counseil members. A character wishing election has a basic -50% chance plus 1% for every 100gp spent buying character wishing election has a basic -50% chance plus 1% for every 100gp spent buying character wishes. The Counseil is a deeply conservative; distrusts all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alron, his 4-year-old son trusting all changes, especially rapid ones, and has assured that Alro
The Mob. Unpopular moves by the Counseil demands are met or they run out of steam: riot. The mob take 2d4 turns to form and is cases the Counseil Hus, but soon moves on and the inns for example: the religious are usually in one or two daeg. The mob begins by attacking the object of its anger, in most proportion of the rioters.

Ged
Sar
Sil
Ral

The Brothors have the surname Aef Monasterion, a militant order of warrior-monks (not monks) whose outlook on life is Order through Discipline. See above for stats.

The Monasterion also maintains a force of 50 superheavy cavalry armed and equipped as swords. RA H, SX M, F, AL LN, CL F, LV 0, HP 4+1d4, AC 2, WE, BL 100, ST 11+1d4, IN, WI, DE, CO, CH All 8+1d4, MI None, WN Longsword. Each Brothor is responsible for a unit of five men-at-arms. Together the Brothors and their troops form the most poweful fighting force within 100 miles of Irilian. The spiritual guidance of the Monasterion is in the hands of two clerics of Lagu.

CREATE FALSE RELIC (Alteration)
Level: MU 6th, Ill 5th
Range: 0'
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M.
Casting Time: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes.

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

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

The Sceptre itself is a completely plain two feet long slim white rod. The spell create false relic (see later) makes the rod give off a white light and auras of cold and fear. Stored inside it are 5 limited wish and 5 disintegrate spells of which one of each remains. Zotaquaan set it to trigger if the words ‘Lagu! I hear your prayer,’ are spoken to it. In return, he receives 30% of the revenue from it and first choice of any magic items found on the Brothors’ raids.

The Sceptre is kept inside a wizard locked elfglass case (25PV) which is in turn wizard locked onto the High Relic Pole with a portculis (15DPV, Gates 10 DPV), mchaculations and murder holes. Around the central courtyard are the pilgrims’ hostel, a series of bare rooms; the extensive armoury, barracks and stables, a small hospital and library and the refectory and chapel. Guards patrol the walls and drill occupies the courtyard.

CREATE FALSE RELIC (Alteration)
Level: MU 6th, Ill 5th
Range: 0'
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M.
Casting Time: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes.

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

CREATE FALSE RELIC (Alteration)
Level: MU 6th, Ill 5th
Range: 0'
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M.
Casting Time: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes.

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

CREATE FALSE RELIC (Alteration)
Level: MU 6th, Ill 5th
Range: 0'
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M.
Casting Time: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes.

The Monasterion’s outer wall (25 DPV) is battlemented, ballista topped towers (ST 3, N1, N2, 1, N3, 1, CN, AV, DPV) guard its corners and the gatehouse is equipped with a portculis (15DPV, Gates 10 DPV), mchaculations and murder holes. Around the central courtyard are the pilgrims’ hostel, a series of bare rooms; the extensive armoury, barracks and stables, a small hospital and library and the refectory and chapel. Guards patrol the walls and drill occupies the courtyard.
combinations will only actually work 1 time in 100,000; all other attempts being ineffective. Which spell of the possible alternatives takes effect on the person triggering it is completely random. The spells to be stored in the reliqu must be cast at it within 1 day of the creation. False relics are created by casting "dispel magic" on the outside of the object makes it much more likely that it could be discovered as a fake, then having a piece of vellum which is then secreted inside the item. This spell counts as a permanency spell if anyone casts a dispel magic upon it.

**Resources**

- **Leather Crafting:** 2000 gp
- **Seiorra:** 12d10 + 10d6, NS 12, RC 1, BC 1. The Thri Seorra is a popular stopping place for lesser merchants and its private rooms are usually drunker than the customers.
- **Thri Thryse:** 12d10 (beads), 2d10 (ribbons, etc). 8 Luft Monasterion Laen (G7), ST 2, N1 3, N2 5, CN BA, CM 1.0, YE 7465, WE 13089, WE 6312.
- **Thri Siblop (beads).** 7 Riht Screawa Clos (H6), ST 1, N 1, CN BA, CM 1.0, YE 4601, WE 1490. This shop is popular for "fabric clothing." 1 Temple Cort (H3), ST 2, N1 2, N2 4, CN BA, CM 1.0, YE 6095, WE 2990.
- **Thri Sivane (beads).** 7 Munuc Geard (H6), ST 2, N1 3, CN BA, CM 1.0, YE 3089, WE 6312.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 6095, WE 2990.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 5897, WE 1907.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 6095, WE 2990.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 5897, WE 1907.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 6095, WE 2990.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 5897, WE 1907.
- **Thri Siblor (beads).** 6 Temple Cort (G5), ST 2, N1 2, N2 5, CN BA, CM 1.0, YE 6095, WE 2990.
PART FIVE

Zotaquaan Aef Tor Wysard

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

The Tor Wysard. Before leaving the Monasterion, the Gran Mareschal will insist that a Brother Aef Lagu, the Seneschal Ras, [see Part 4] accompany the party to keep an eye on them. Ras, who has his own suspicions about the Sceptre, will generally not interfere unless there is a very good reason for doing so. The party can reach the base of the Tor Wysard [see Tower description] and start to climb without incident provided precautions are taken against being recognized. Otherwise, the chance of being spotted by the Mob is as in Part 4. The wind, already gusting strongly at ground level, will increase as the party goes higher. Twenty feet from the top, it will reach hurricane force; each character must roll under his average of strength and dexterity on a d20 or be blown off to strike the ground for 8d6 damage. If the party are roped together, those other fasteners but a character reaching the top of being struck for 6d8 damage (save vs lightning for half damage). As the party teleports down to Zotaquaan, the beacon's flare on the Mona and Grimmr Tors and the dissonant sounds of their alarm bells become faintly audible in the screaming gale.

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

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

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

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

However, before this is possible, the dark, still pouring out, will cover 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 Zotaquaan’s control. They will then try to destroy him. The golem, Ras and the cat will try and prevent this. After five rounds (or sooner if it appears that he will be killed), Zotaquaan will abruptly sit up, apparently none the worse, cast a protection from evil force and teleport away. Any characters remaining after they leave with the same chances of being blown off etc. To the west, the city walls...
whelming the Graefgaard, although the Chantman escaped, and crossing the walls an hour or so later. Since Lelfos had not enough men to defend the walls (the militia having failed to materialise), he decided to fight a delaying action; to defend the Græf, Mark Geard for a final stand. Unfortunately, the foot soldiers’ morale failed as the Dark approach, leaving the Scouts and Orcridan to face it alone. Withdrawing about the same time, Isrim then withdrew his troops, forming them up behind the walls before charging as they were. Inside the mist were large numbers of humanoids of all types – orcs, goblins, bugbears, flinds and norkers. Hardly had the alarm gone off than did not return.

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

The Rubis Weg Well. 100ft deep with 15th of 4000, it has a smooth roof of the tower has inscribed into it. A character may be possessed by one of the Mob, rather than then by sheer force of numbers. Djhela will use her psionic powers at the last possible moment but when she does so, the irilians’ fear of psionics is such that the Mob will have to make an immediate morale check at -50% and further checks every round, also at -50%. In any event, it will only continue the attack for another two turns before the approaching mist scares it off.

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

Back on the Streets. If the party moves up Rubis Weg, two Ridan of the Garde with the Commandere Aef Hors (Isrim Deorsunnu) will gallop out of the wall of black mist which blocks Rubis Weg from the San Hael. eastwards; the Irilian Scouts following closely behind. Catching sight of the party, they will rein in and explain that the mist started to move towards Irilian at first light, first over-
several scrolls (Spell: cacodemon, 2x limited wish, power sword stun, clone, monster summoning VI, permanency, polymorph any object, gate, shape change, wish, protection: elementals, magic) and a wide range of powdered potions (4 x Extrahealing, Fire Resistance, Storm Giant Strength, 5 x Healing, Levitation, 2 x Poison) which need to be reconstituted with half a pint of water each before being usable. They are otherwise as normal; a Crystal Ball and a Helm of Comprehending Languages and Magic (all DMG) which could, in a pinch, be mounted upon a slim silver fillet. Zotaquaan usually carries the remainder of his magic around with him and those are shown under his statistics.

Zotaquaan: Tor Wysard: RA H, SX M, AL N, CL MU, LV 17, HP 45, AC -2, AG 129, WE 203678. BL 10000, ST 11, IN 19, WI 17, DE 10, CO 12/16/20, DMG [all charges].

Bracers of Defence AC 2, Helm of Command [FF, limited wish, power word stun. 8th: antipathy, mind blank. Zotaquaan also has limited psionic powers. Ability 137, Attack/Defense Modifiers: detection of evil, domination, precognition, energy control.

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

Zotaquaan’s familiar, Fyllin, is similar to the normal Guardian Familiar (FF) except that it has freedom of movement, is exceptionally intelligent and can polymorph itself at will into a human form. AC 8 and better, HD 1 and better, Move: 12” and better, No of Attacks: 3, Damage: 2xd4/1d6 and better, Special Defences: Rebirth, Magic Resistance: 85%, HP 6 and better. (The DM should decide exactly what Zotaquaan’s new spells and variations are. A good source is new spells from previous WDs.)
I4 The Gnome Juel Aef. 9 Rhiit Diament Rad (E8), ST 2, N1 8, N2 12, N3 10, CN AV, BC 4, CM 2, N1 6, N2 10, N3 86, N4 104, N5 66, NS 10, RC 1. Owned by Erea Gasrintri (Part 4), the Gnome Juel Aef is primarily a gambling house; having only limited accommodation: private rooms for étué and a common room for another ten. Most of its ground floor is taken over with the gambling halls; a large pillared area decorated with machine-aged boardgames and searcuphylling gift, and two smaller, more secluded rooms. A variety of entertainments are on offer, ranging from boardgames such as Orcfeoht or Aelfgam. The games are crooked but not obviously so; the games vary from crooked to fair; the staffing of each (NA) are given; each requires threea dS 5. Rich Rhiit Weg (D8), ST 2, N1 4, N2 5, CN CO, CM 1.05, YE 38098, WE 15598. 5d20 Cuirass (dresses and colours leather). 16 Rhiit Gild Laen (D7), ST 2, N1 4, N2 6, CN CM 1.0, YE 9013, WE 4031. 3d6 Farrier (shoes horses). 3 Rhiit Monast Clos (D5), ST 2, N1 3, N2 6, CN CM 1.1, YE 18021, WE 9010. 12 Rhiit Luuf Laen (B6), ST 2, N1 4, N2 7, CN CM 1.05, YE 3058, WE 15310. 5d24 Fishmonger. 5 Rhiit Mathr Laen (C7), ST 2, N1 4, N2 6, CN CM 1.0, YE 10978, WE 5453. 5d25 Fruterier (fruit). 4 Rhiit Diament Rad (E6), ST 2, N1 4, N2 6, CN CM 1.0, YE 10978, WE 5453. 5d26 Farrier (furs). 4 Rhiit Tor Weg (D7), ST 3, N1 3, N2 1, N3 7, CN CM 1.0, YE 45687, WE 28845. Owned by Garos Treogepa (Part 4). 5d27 Galochemiker (waterproof shoes). 6 Rhiit Tan Straet (B6), ST 2, N1 4, N2 3, CN CM 1.0, YE 9039, WE 4987. 5d28 Garbler (spice storer). 6 Rhiit Fals Straet (E6), ST 2, N1 4, N2 6, CN CM 1.0, YE 10231, WE 5493. 5d29 Harnessmaker (animal harnesses). 8 Rhiit Monast Clos (D6), ST 2, N1 4, N2 4, CN CM 1.1, YE 10231, WE 5493. 5 Rhiit Diament Rad (E7), ST 2, N1 4, N2 1, CN CM 1.0, YE 136453, WE 68543. 1d4 Rubis Weg (B6), ST 2, N1 4, N2 6, CN CM 1.0, YE 107094, WE 58845. 5d30 Hunter (horned animals). 14 Mark Geard (E5), ST 3, N1 5, N2 4, CN CM 1.1, YE 55986, WE 39005. 5d33 Illuminator (manuscripts). 3 Rhiit Wet (C5), ST 2, N1 4, N2 5, CN CM 1.5, YE 18006, WE 9086. 5d34 Inker (ink). 9 Rhiit Weg (D6), ST 2, N1 4, N2 6, CN CM 1.0, YE 10978, WE 5453. 5d35 Instrumentmaker (Musical (sackbuts, viols etc). 2 Luf Rubis Weg (B5), ST 2, N1 3, N2 5, CN CM 1.2, YE 108098, WE 5074. 5d36 Instrumentmaker, Scientific (pencils, lenses, instruments etc). 4 Rhiit Rubis Weg (B5), ST 3, N1 3, N2 5, N3 6, CN CM 1.5, YE 33064, WE 20944. 5d37 Leatherworker (small leather articles). 10 Rhiit Geald Straet (B6), ST 2, N1 3, N2 6, CN CM 0.9, YE 9587, WE 2014. 5d38 Limmer (insignia, portrait painter). 2 Luf Fals Straet (D6), ST 3, N1 2, N2 6, CN CM 1.0, YE 19078, WE 9070. 5d39 Limmer (minstrels, morning-stars). 2 Rhiit Munuc Weg (C6), ST 2, N1 4, N2 4, CN CM 1.1, YE 37509, WE 19098. 5d40 Miller. 2 Luft Fals Straet (D6), ST 3, N1 3, N2 1, N3 4, CN CM 1.0, YE 19080, WE 9040. The mill is wind-powered; its upper floor manufactured parchment, vellum etc. 5 Luft Fals Straet (D6), ST 3, N1 3, N2 1, N3 4, CN CM 1.0, YE 19080, WE 9040. 5d41 Orgelmaker (organs). 4 Rhiit San Hael (C6), ST 2, N1 4, N2 7, CN CM 1.0, YE 18098, WE 8943. 5d42 Parchmenter (parchment, vellum). 7 Rhiit Weg (D7), ST 2, N1 1, N2 3, N3 1, CN CM 1.0, YE 8798, WE 3897. 5d43 Pepperer (pepper). 1 Luf San Hael (C6), ST 2, N1 4, N2 4, CN CM 1.3, YE 44698, WE 26014. A large variety of spices. 7 Rhiit Luuf Geald (B5), ST 2, N1 2, N2 7, CN CM 1.0, YE 10584, WE 4397.>
IRILIAN

IRILIAN POLITICAL BOUNDARIES

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 Irilian. The Gild arranges introductions for characters wishing training at a cost equal to 5% of the training fee. The trainers available are:

Cleric: Asias of the Temple
Fighter: Commandere Aef Hors
Ranger: Anhalas of the Scouts
Thief: Seriale and Aef of the Gagagang
Illusionist, Monk, Bard: Not Available
Druid: Acfyst the Druid
Paladin: Serial Vengerdohtor
Magic User: Zotaquaan Aef Tor Wysard
Assassin: Torgul of the Hashishiyy

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

The Gild Maestre is Gislar Lemphealt, a fighter who has retired after losing a leg in a human fight. RA H, SX M, AL N, CL F, LV 5, HP 63, AC 2, AG 63, WE 970, BL 100, ST 12, IN 14, WI 15, DE 10, CO 7, CH 13, MI +1 Shield, +1 Plate Mail, +1 dow, +1 Flyman hive. RA H, SX F, AL CG, CL F, LV 5, HP 20, AC 0, AG 63, WE 970, BL 100, ST 12, IN 14, WI 15, DE 10, CO 7, CH 13, MI +1 Shield, +1 Plate Mail, +1 dow, +1 Flyman hive.

The Gildsmen are: The Irilian Scouts, Commandere Aef Hors, Hliehhanman Commandere, Seriale and Aef of the Abbeie (S). Acfyst the Druid, the Chanttrman, Pelnoes of the Temple, Gilos from the Grifoun (S), Zigul from the Hravdoo of the Aef Hors, Vrugel of the Gild of Hashishyy, Hirean of the Gagagang (S).

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

Gilds and Companies are very similar; the main difference being in the Gilds’ greater status rather than in size or power. Together Gilds and Companies may form a larger group known as a Trade; it is these Trades which are controlled by the Counseil members [Part 4]. Each Gild or Company has its own Gild Maestre who together with the Sundi (Gild Syndics) regulate its affairs. Each Trade is governed by a Gran Maestre (all Counseil Members) who settles intergild disputes. Intergilde squabbles are referred to the Court Civils.

To save space, where a shop has been mentioned in Irilian it will be that of a Gild Maestre (if there is more than one shop of a particular type, the richest is that of the Gild Maestre, the others are the Sundi’s); it is up to the DM to determine the type of a shop if necessary.

Generally, these will be smaller than one craftsman of journeyman rank and 1d2 apprentices and be engaged in piecework for a Gild Maestre’s workshop.

The major Trades in order of decreasing status are: the Weapons and Armourers, Jewellers, Metallers, Clothiers and Leatherworkers, Gilds and Companies of Learning, Housers, Woodworkers, Victuallers and, lastly, the Lighters.

Wardgilds. Each Electoral [see map; and The Counseil, in Part 4] Ward in Irilian has its Ward- gild; an organisation of its occupants for mutual support. Each Wardgild has roughly 500 members who each play from 5-50gp per year depending on the type of their trade. Members are used to support destitute members of the Ward, for funerals, foster orphans and otherwise provide a very basic social service. Each Wardgild has a counsel which regulates its affairs.

Utgilds. Similar to the Wardgilds, the Utgilds serve races rather than geographical areas. They are small in size; having at most 20-30 members in Irilian although their membership outside the town can run into the thousands. Their funds are likewise restricted, averaging about 100gp. The major Utgilds with their Gild Maestres are: Dwarves: Disrim the Banker, Elves: Arien, Elsim Dervooutage’s bodyguard, Gnomes: Erea Garsrini, หากกู้ผู้จาก Gnomes: Juel, All non-humans in Irilian will be members of their respective Utgilds; donating 2% of their income in dues. Only characters of the race concerned may join an Utgild.

---

BEIR, GILDS AND COMPANIES

*BEIR, GILDS AND COMPANIES*

---

IRILIAN POLITICAL BOUNDARIES

---

IRILIAN
**Darkrise on Irilian**

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

The Tunnel. The mist wall will follow the party along the east passage, cutting off light and sound from the well. The walls, shedding a dim white radiance, will gradually become obscured as tendrils of black mist start to form and spread, dimming the light that tendrils grasp the characters and, although insubstantial, their touch will numb: slowing characters' movements to half normal. Soon the passage will be completely blocked; cutting off all sight of the Light ahead. Then two Shadow Demons [FF] AC 9, 5 or 1, HD 7–3, Move: 12", No of Attacks: 3, Damage: 1d6+1d6, Special Attacks: To Hit plus in low light, Special Defences: Smoke screen, Immune to fire, cold and lightning. Others depending upon light level. HP 29, 24, will step out of the walls and attack.

After defeating them and moving on, the thunder of rapidly approaching hooves mixed with the howls of wolves and screams of 'Deorc Rys' (Dark Rise) will be heard. From the mist ahead will burst two Death Dogs [FF] AC 7, HD 2+1, Move: 12", No of Attacks: 2, Damage: 2d4+2d4, Special Attacks: Disease, HD 4+1, Move: 12", No of Attacks: 1, Damage: 1d8, Special Attacks: Possession, HP (Dark Body) 15x5, 10x4, 4x3, 2x2, Special Attacks: Possession, HP 21x1(11), 10x9.

Darkchildren AC 5, HD 1, Move: 9", No of Attacks: 3, Damage: 1d6+1d6, Special Attacks: Possession, HP (Dark Body) 6x6(6), 3x6(4), 5x4(2), who have roped together to be used as a basis for further adventures by the DM. The party will have made powerful allies and enemies, both of which will seek to use them for their own ends and the town is the ideal base from which to subjugate their new territories.

**Background Information**

Irilian Law. There are four categories: Military and Religious, Civil and Criminal. Each has different courts and penalties and deals with different crimes.

**Military Law.** Deals with all offences committed by members of the Garde and the Militia when on duty. Crimes are reported to an officer who then has the power to arrest the suspect and confine him in the Riverewe.
To the Garde Cort. This consists of the Garde Comman¬
der Aef Hors and the Commandere, who acts as Profost-Mareschal,

Criminal Law. This covers all offences against

Punishments for criminal offences such as

Flogging.

Refusing to carry

Negligently carrying

Failure to obey

Failure to obey a member of the

Hue and Cry. Alerts all those within 80 feet

Encounters. With a little thought, most

Encounter Descriptions. Accident. Someone stumbles and falls or a

Caravan. A group of traders. Usually accompanied by a Doombeg (FF),

Beggar. A whining beggar with trivial infor¬

Poltergeist

spite. If found guilty, they are declared Utlagu - out

Suspects who are not arrested or who escape

Freeing oneself from stocks needs to survive every 40.

Assault:

Negligent carrying

Giving false

A gang of characters, and shops in Irilian except for

Bat

police, as is difficult obtaining a conviction against

Someone with influence or, especially,

Fraud:

Confiscation of property

Debt:

Mark Geard stocks.

Fraud:

Fine plus 1 wika in the

Gild permission: Fine equal to twice the
evasion plus 20 lashes.

Giving false

Confiscation of property

Debt:

Mark Geard stocks.

Fraud:

Fine equal to twice the
evasion plus 20 lashes.

Given false

Confiscation of property

Debt:

Mark Geard stocks.

Fraud:

Freeing oneself from stocks needs to survive every 40.

Suspicion against this, especially by Counseil members,

The accused may nominate a
to purse the crowds; demanding largesse.

Caravan. A group of traders. Usually accompanied by a Doombeg (FF),

Beggar. A whining beggar with trivial infor¬

Poltergeist

spite. If found guilty, they are declared Utlagu - out

Suspects who are not arrested or who escape

Freeing oneself from stocks needs to survive every 40.

Assault:

Negligent carrying

Giving false

A gang of characters, and shops in Irilian except for

Bat

police, as is difficult obtaining a conviction against

Someone with influence or, especially,

Fraud:

Confiscation of property

Debt:

Mark Geard stocks.

Fraud:

Fine equal to twice the
evasion plus 20 lashes.

Giving false

Confiscation of property

Debt:

Mark Geard stocks.

Fraud:

Freeing oneself from stocks needs to survive every 40.

Suspicion against this, especially by Counseil members,

The accused may nominate a

dred silver pieces. Criminals unable to pay a

Counseil wants it to be. Thus it is used against

Storm, Waeter, Hael and Vale of each seson.

Criminal Law. This covers all offences against

Punishments for criminal offences such as

Flogging.

Refusing to carry

Negligently carrying

Failure to obey

Failure to obey a member of the

Hue and Cry

Killing

Assault:

Negligent carrying

Giving false

A gang of characters, and shops in Irilian except for

Bat

police, as is difficult obtaining a conviction against

Someone with influence or, especially,

Fraud:

Confiscation of property

Debt:

Mark Geard stocks.
**Normal Irilian (Part 2), 1d10**

1. Child, Male
2. Child, Female
3. Adolescent, Male
4. Adolescent, Female
5. Young Adult, Male
6. Young Adult, Female
7. Middle Aged Adult, Male
8. Middle Aged Adult, Female
9. Old Adult, Male
10. Old Adult, Female

**Character, 1d1000**

01-17 Cleric
18 Druid
19-42 Fighter
43-63 Paladin
64-67 Ranger
68-72 Magic User
73-75 Illusionist
76-82 Thief
83-84 Assassin
85 Bard
86-93 Merchant
94 Sage
95-98 Houri
99-00 Other

**Roll 1d10 for status or of parents or spouse**

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

**Clerics**

1. Chantman (1)
2-4 Heebe (2)
11. Asias of the Temple (3)
12. Miril of the Temple (3)
13. Pelnos of the Temple (3)
14. Pelase of the Scouts (4)
15. Tenq Aef Monasterion (4)
16. Arkis Aef Monasterion (4)

**Druids**

1. Acfyst (3)

**Fighters**

1. Inmae of the Giffron (2)
2. Tislim of the Giffron (2)
3. Uzild the monevender (2)
4. Kullot of the Heafod Aef (3)
5. Sulilga of the Heafod Aef (3)
6. Tiragot of the Heafod Aef (3)
7. Friga of the Heafod Aef (3)
8. Zgul of the Heafod Aef (3)
9. Sige of the Heafod Aef (3)
10. Agrea of the Heafod Aef (3)
11. Dirim the Monevender (3)
12. Dirima, Dirim’s wife (3)
13. Thori, Dirim’s son (3)
14. Bombas, Dirim’s son (3)
15. Lefos of the Garde (4)
16. Irism of the Garde (4)
17. Helas of the Garde (4)
18. Bisil of the Garde (4)
19. Myril of the Garde (4)
20. Sesil of the Garde (4)
21. Jiral of the Scouts (4)
22. Brehen of the Scouts (4)
23. Garas of Tirith Serora (4)
24. Anka, Erich’s bodyguard (4)
25. Telnob, Garos’ bodyguard (4)
26. Girdot of the Garde (4)
27. Erin, Pelos’ bodyguard (4)
28. Aran, Pelos’ bodyguard (4)
29. Distian, Pelos’ bodyguard (4)
30. Kilm, Pelos’ bodyguard (4)
31-41. Brothers Aef Lagu (4)
42. Erizal of the Thr Serora (4)
43. Rigisal of the Thr Serora (4)
44. Uglinn of the Gnome Juel Aef (5)
45. Kuldug of the Gnome Juel Aef (5)
46. Zgile of the Gnome Juel Aef (5)
47. Perias of the Slcava-freedom (5)
48. Gisiral of the Giant Aef Venteners (5)

**Paladins**

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

**Rangers**

1. Tivean of the Heafod Aef Orc (3)
2. Anhalas of the Scouts (4)

**Magic Users**

1. Elas of the Scouts (4)
2. Yhoudel of the Scouts (4)
3. Kreea of the Scouts (4)
4. Arien, Elism’s bodyguard (4)
5. Zotaquaen Aef Tor Wysard (5)

**Illusionists**

1. Imlis of the Scouts (4)
2. Erea of the Council (4)
3. Dhjela of the Gnome Juel Aef (5)

**Thieves**

1. Agroth of the Beggars (3)
2. Shila of the Beggars (3)
3. Hiran of the Gealgagang (4)
4. Korseal of the Gealgagang (4)
5. Firal of the Gealgagang (4)
6. Gildas of the Mark Geard (4)
7. Staet Gang member (2)

**Assassins**

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

**Bards**

1. Gilos of the Giffron (2)

**Merchants**

1. Tirouv, Gild Faector (2)
2. Airoth of the Counseil (4)
3. Daron of the Counseil (4)
4. Elsim of the Counseil (4)
5. Ethrun of the Counseil (4)
6. Garos of the Counseil (4)
7. Peals of the Counseil (4)
8. Pelos of the Counseil (4)

**Sages**

1. Timis (2)

**Houri**

1. Tirale of the Heafod Aef Orc (3)
2. Ethrun of the Heafod Aef Orc (3)
3. Giri of the Heafod Aef Orc (3)

**NB:** Bracketed numbers show the episode the character first appeared in.

**Doppelganger.** One of Erhi of Stormborio’s clans (Part 4), can masquerade as a Doppleganger. **Drunk.** A singing, a dancing Irilian (roll on character tables) attempts to fool his inebriety upon others. Reject, and a fight may result.

**Escaped Animal.** An animal from the Mark (Part 3) makes a break for freedom.

**Food Vendor.** A street vendor sells unidentifiable grilled or fried things for to eat.

**Gaitrill.** A Gaitrill (FF) is disturbed, rises from the muck and sinks its teeth into whoever is nearest. Reject, and a fight may result.

**Gang Fight.** Two or more Staet Gangs (Part 2) dispute territory.

**Garde.** On duty: a patrol (Part 2) shakes down passers-by. Off duty: brutal and licentious solidiary makes advances.

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

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

**Kidnapper.** If surviving, D’Hel and his followers (Part 3) ‘ask’ a passer-by to join them for a service to Gizherae. Otherwise, the Gealgagang (Part 4) try an abduction.

**Killmou.** A mischievous Killmou (FF) practices its japes upon a pedestrian.

**Mob Rule.** A large number of citizens (Part 4) demonstrate against the Council, the Gods, or whatever.

**Monster.** A one of type of another (Purple Worm [MM], Thoququa [FF], Demon [MM], etc.) appears and starts trouble.

**Mugging.** Roll on the thief character table to determine the mugger and on the other tables to find the muggee.

**Pilgrim.** A group of religious travellers (MM) process past; usually headed for the Monasterion but sometimes not.

**Pottergeist.** A glass-propelled (FF) object exits a nearby house; striking a passer-by. **Preacher.** One of the Religious (roll on the clerics table) warns of the dangers of all paths but the One True Way.

**Prostitute.** A loose person walks the streets. Roll 1d4, 1-3: ature, 4: from the Heafod Aef Orc (Part 3)


**Rats.** 1d6 Giant Rats (MM), 10% of the time accompanied by 1d2 Jermlaines (FF), pounce. **Spiders.** 1d2 Giant Spiders (MM) try to enweb unwary strollers.

**Undead.** Roll 1d4; the result materialises and attacks 1-Apparition (FF), 2-Ghost (MM), 3-Spectre (MM), 4-Shadow (MM). **Wasp.** 1d4 Giant Wasps (MM) attempt to set a nursery inside members of the populous.

**Expanding and Detailing Irilian**

In this series, enough information on Irilian has been given so that it can be used in a campaign without too much further work. Areas which players are most likely to come across have been detailed fully, while giving only general descriptions of other areas – enough to provide a foundation on which the DM can build. This was due to space limitations but also so that DMs could be fitted into other campaigns with the minimum of rewriting. DMs may find the following points useful:

In its overall structure, Irilian is very loosely based on the Italian city states of the late middle ages and renaissance; in particular, Venice. In detail and flavour, though, it is pseudo-medieval English. Any good library will be able to provide background material and Paul Vernon’s excellent series, The Town Planner [WD31-33] and Best of WD Articles III, will also be very useful. The Irilian language is a free variant of Old English; words can be constructed by looking up the roots of modern English words in an etymological dictionary and changing the spelling slightly. Finally, I would like to thank Dominic McAteer for his helpful discussion of Irilian and AD&D. Remember, Irilian is only a suggestion; if you do not like it, change it.

**Index**

<table>
<thead>
<tr>
<th>Character</th>
<th>Abbieb</th>
<th>Assassin’s Gild</th>
<th>Gild of Beggars</th>
<th>Behaviour</th>
<th>Heafod Aef Orc</th>
<th>Bureaucracy</th>
<th>Stormidian</th>
<th>Calendar</th>
<th>Thri Serora</th>
<th>Church of the Law</th>
<th>Goddess of Peace and Plenty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abbeie</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
</tr>
<tr>
<td>Gnome Juel Aef</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
</tr>
<tr>
<td>Gnome Juel Aef</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>Gnome Juel Aef</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>12</td>
</tr>
</tbody>
</table>

**IRILIAN**
THE SNOWBIRD MYSTERY

by Andy Slack

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

by Andy Slack

Referee Only Module 2: Background

This is a Traveller scenario for 2-4 players, who are agents of the elite Covert Survey Bureau [see Module 8] and should all be seeking a one-year's training before the scenario commences. In this, each has a one-third chance of acquiring a skill level in each of the following skills: Forgery, Bribery, Interrogation, Streetwise, Admin, Recon, Combat Engineering, and the weapon skill of their choice. 

Mercenary. Book 4 will be a distinct advantage as will The Best of the Journal of the Traveller's Aid Society, issues 1-4: though a capable referee could manage without them. If Book 4 is not available, ignore all Recon or Combat Engineering skills, and refer to Module 12 for the use of Interrogation skill. In addition, the following materials (while not necessary) will save the referee's time: Supplement 2, Animal Encounters; Supplement 1, 1001 Characters. The players should have access to Modules 3-7 inclusive both before and during play.

The main problem facing an interstellar Emperor is that of revolt in the more distant of his provinces. There are several measures which can be taken to counteract this; splitting up the provinces into small units to ensure that it is as difficult as possible for a rebel lord to control the whole sector, keeping the masses happy so that they don't feel like revolting, separating military and civil rule, and so on. The Terran Empire does all these, and amongst other measures, the Emperor has control of the Imperial Inspectorate, a body of picked high-ranking officials who travel widely with their own armed forces and sepaparating military and civil rule, and so on. The Inspectorate, a body of picked high-ranking officials who travel widely with their own armed forces and

Of course, 'surprise' is a loose term when applied to these operations; the Inspectors and their agents are to be assembled from nearby systems at the Emperor's discretion, and in his confidence only. The local officials and agents are often adept. Despite the low level of 7, it is relatively easy to obtain licences for tech 6 weapons. 

The world has an equatorial diameter of slightly over 9,650km and being of normal density, a surface gravity of approximately 0.8 standard G. The atmosphere is normal in composition and pressure, and breathably suitable for human life. Some 80% of the world's surface is covered with oceans, dotted with chains of islands supporting fishing communities and a thriving light industry producing excellent mid-tech speedboats with which the locals are often adept. Despite the low level of 7, it is relatively easy to obtain licences for tech 6 weapons. There is a general ban on all items of tech level 7+ outside the starport, except for medical gear. 

This is not available. 

gonna be 12 weeks before refuelling under normal circumstances. One ton of supplies will cost Cr50,000 and last for 285 man-weeks. 

The mining module is second-hand and obsolescent, as is the cutter; this is perfectly in character for a group of pennurious asteroid miners.

Shangrila is the second world out from its G7 primary, and the climate is temperate at best, becoming quite cold in winter or at high latitudes. The planet is 0.9 of a terrestrial size and two gas giants; the gas giants are the fourth and seventh worlds from the star, the fourth being the larger at approximately jovian size, with 14 known moons and occasional claims for more. This is the main site for the asteroid mining which occurs on an irregular basis, usually by offworlders who believe that without local competition there is more chance of a lucky strike.
Deck Plan Location Key

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

A Deck

1. Bridge. Positions for pilot and navigator; one collapsible 'jump seat' for visitors. Emergency override of engineering functions in the event the control room is disabled.
2-5. Crew state rooms. In non-courier service, this is usually outfitted as a sick bay; the equipment may be removed and stored in the hold to allow extra accommodation.
7. Crew state room.
8. Main Airlock. Ceiling iris valve to exterior dorsal surface.
10. Port drive access crawlway. This cramped space slants up from the deck and curves at; it is less than half a metre high at the best, and partially obstructed by protruding pieces of equipment. It allows in-flight maintenance of the drives, and some limited repair work on commonly-failing components.
11. Drive room. Positions for two engineers; one collapsible 'jump seat' for visitors. Iris valves to B8 and dorsal turret.
12. Starboard drive access crawlway. Similar to A11, but allows access to the fuel purifiers and flight recorders.

B Deck

1. Payload bay. In service, this carries various special payload or data storage gear as appropriate to the mission; if encountered on detached duty or in private hands, may have been converted to a store room, recreation area, etc.
2. Circulation space. Ceiling iris valve to external ventral turrets.
3-4. Starboard aircraft bay. In service, used as a specimen or data store, or as extra cargo space (4 tons), omitting the aircraft floor. Floor swings down and port to serve as a bay door.
6. Emergency airlock. Auxiliary hand-cranked mechanism allows iris valve to exterior ventral surface in case of power failure, by crank and key from outside.
7. Freshwater.

Special Features

Crew Escape Pods: The bridge (A12) and the drive room (A12) are fitted with small solid fuel rocket motors, ablative shielding, and parachute assemblies as well as very basic survival kits. In dire emergencies, either or both can be blown free of the main hull by small explosive charges, carrying the occupants clear of the wreck. The pods have automatic circuitry which may be overridden from the control room, but otherwise will take the following action: (a) If near a world with an atmosphere of f or greater, the pod will re-enter and land (roll 4-10 for success, DM +1 per person aboard in excess of 3). If this roll fails, roll 1d6; if this limited result is odd, the pod has 'bounced off' the atmosphere and drifts helplessly in the vacuum of space. (c) If in deep space, or as a bay door.

Specifications

Tonnage: 300 tons standard, 4200 cubic metres.

Dimensions in Metres: 42lx19.5Wx10H.

Acceleration: 50g.

Jump: 42Lx19.5Wx10H.

Powerplant: Engineering.

Gravities:

Electronics: 2kg.

Range:

Armament:

Ship's Vehicles:

Special Features:

Programmes:

Players and Referees

Module 8: The Covert Survey Bureau

There are certain tasks which any government must perform, but to which it can never publicly admit. The Covert Survey Bureau, usually referred to as the CSB, is the obscure corner of the Scout Service, which contains several programmes.

The Bureau sifts reports by serving and detached scout personnel; monitors and intercepts messages within and beyond the Imperial borders; creates and breaks codes and ciphers; prevents espionage by foreign powers against the Imperium; supports revolutionary, terrorist and pirate organisations whose actions further the state's ends; and conducts espionage operations beyond the Imperium borders. The CSB has a controlling interest in several medium-sized companies, including a merchant shipping line, to aid its operations.

The CSB only hires freelance adventurers in the following cases: where a sacrificial decoy is needed, to afford to be linked to the operation in question.

Inter-service rivalry between the CSB and the naval intelligence units is great, leading to much intrigue as the services try to discredit each other - this is mainly because they compete for appropriations for a limited budget.

Because of the sheer size of the Empire and the Bureau, different departments often work at cross-purposes; the secretive nature of their work compounds this.
Referee Only
Module 9: The Missing Ship

Important Note: All deck locations and description (A1 through A8) are references to the deck plans listed in Module 7.

Having arrived at Shangri-lalla, equipped, and set off aboard the ship, the players should spend about a week exploring the ship. At this stage, they should find:

- The ship's log, which lists the crew members and gives a brief description of the events leading up to the crew's death. The log also contains instructions for finding the ship, and is the key to the adventure.

A modified score of 12+ indicates that weak displays (such as blushing, sweating, etc.) are noted (but not in the manner of a nervous breakdown). A3: Pilot's Stateroom

This is a fairly normal-looking stateroom. It's been used for a long time, as if its occupants were leaving it for a long period. The pill-bottle bears numerous formulae, trade marks, and a formula for a special type of lightbulb. The strongbox bears the crest of the Covert Bureau. The contents of the stateroom are fairly standard, except for about two Credits in loose change which may be used to buy food in the galley. The book is covered in deliberate calculations, and the table contains a variety of charts and graphs. There are no special notes on this location.

A4: Chief Engineer's Stateroom

There is nothing of special noteworthiness here. The engineer has been using his desk as a scratch-pad to record his calculations, and the top is covered with a variety of papers and notes. The desk contains a book and a notebook, as well as an array of tools and instruments. There is a small amount of personal effects, including some clothing carelessly stuffed inside them, and in one corner a mysterious apparatus is half-built, as if its occupants were leaving it for a long period. The mysterious apparatus will be recognised as a meteorological device, and may be of use to the players in their quest.

A5: Second Engineer's Stateroom

There is nothing of special noteworthiness here. The second engineer has been using his desk as a scratch-pad to record his calculations, and the top is covered with a variety of papers and notes. There is a small amount of personal effects, including some clothing carelessly stuffed inside them, and in one corner a mysterious apparatus is half-built, as if its occupants were leaving it for a long period. The mysterious apparatus will be recognised as a meteorological device, and may be of use to the players in their quest.

A6: Sick Bay

This room can obviously be separated as a service or sick bay. If the crew does not have access to medical supplies, they will have to make do with what they have on hand. The bay to taste. At the moment it is set up as a sick bay. The pill-bottle bears numerous formulae, trade marks, and a formula for a special type of lightbulb. The strongbox bears the crest of the Covert Bureau. The contents of the stateroom are fairly standard, except for about two Credits in loose change which may be used to buy food in the galley. The book is covered in deliberate calculations, and the table contains a variety of charts and graphs. There are no special notes on this location.

A7: Crew Common Area

A deserted common area with all the cooking and recreational facilities stowed away. There are no posters or notices, but the staffs are on hand in case of emergency. The only note is a sign that reads "No smoking!"

A8: Medic's Stateroom

A well-stocked stateroom with a large rack of journals and text tapes along one wall, and a tape viewer on the desk. Posters cover the far wall, and the room is packed with oddities. There are no special notes on this location.

A9: Main Control Room

A large control room with a large rack of journals and text tapes along one wall, and a tape viewer on the desk. Posters cover the far wall, and the room is packed with oddities. There are no special notes on this location.

A10: Captain's Stateroom

A well-furnished stateroom with a large rack of journals and text tapes along one wall, and a tape viewer on the desk. Posters cover the far wall, and the room is packed with oddities. There are no special notes on this location.
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 half-a-dozen vac suits present.

A thorough check of the airlock will reveal that all the air tanks on the vac suits have been emptied and are exhausted of air. The crew have used them to eke out the shipboard lifesupport by bleeding their contents into the atmosphere aboard. They have been broken into, and some individuals pack¬ets are missing, having been eaten by the crew.

A10: Ship’s Locker
This room is about half-full of survival stores. There are a few blad¬es and rifles, preserved rations, water cans, life rafts, and similar items. The referee should feel free to add appropriate items to the above list as the characters search; however, note that all types of filter mask or respirator would make them suspicious; no normal courier vessel would have such expensive arrays of high-powered items to the above list as the characters search.

B1: Payload Bay
This is a cramped chamber containing a single vacc suit and a small first aid kit. The engineers and medic have been working here to stretch out their oxygen supplies by tampering with the recycler.

B2: Circulation Space
The engineers and medic have been working here to stretch out their oxygen supplies by tampering with the recycler.

B3: Air Rift Bays
These are a small empty pill-bottle and a flexible plastic tumbler which has been disconnected, apparently accidentally and for another jump, which can mean one of two things: either the ship’s medic has jumped a lot further than the chief engineer has, or it is disconnected. The reason.

B4: Circulation Space
The engineers and medic have been working here to stretch out their oxygen supplies by tampering with the recycler.

B5: Circulation Space
These are a small empty pill-bottle and a flexible plastic tumbler which has been disconnected, apparently accidentally and for another jump, which can mean one of two things: either the ship’s medic has jumped a lot further than the chief engineer has, or it is disconnected. The reason.

B6: Emergency Air Lock
This is a cramped chamber containing a single vacc suit hat is the chief engineer. A check of the controls and instruments by someone with Engineering skill will reveal that the power plant is operating (if less than 15 weeks were required to find the ship, otherwise it is not); side effects will be that the thrusters have been disconnected, apparently accidentally and for another jump, which can mean one of two things: either the ship’s medic has jumped a lot further than the chief engineer has, or it was in a great hurry and had to make two or three jumps without stopping first.

Referee Only

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

B8: Cargo Hold
This is a large room leading into the hold seems to have been deliberately wrecked, and quite thoroughly. The doors to the cargo hold - the one near the bridge, and the other near the midship. These are the main entry/exit points to the hold. There is nothing of interest here.

B9: Hold
This is a large room leading into the hold seems to have been deliberately wrecked, and quite thoroughly. The doors to the cargo hold - the one near the bridge, and the other near the midship. These are the main entry/exit points to the hold. There is nothing of interest here.

B10: Naval Counter Intelligence
NCI is a great rival of the CSB, and the two agencies add the sum of their skill levels to the result; a score higher than the victim’s intelligence shows that he has ‘broken’ and revealed his knowledge.

Dorset Turret
This turret has controls for the beam laser and missile rack fitted to the ship. All its systems are turned off.

Dorsal Turret
This turret has controls for the beam laser and missile rack fitted to the ship. All its systems are turned off.

Naval Counter Intelligence
NCI agents are all naval officers who have been trained by the Bureau to deal with espionage within the Imperial borders. J

J

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

nothing that will stand up in court; but the higher-level agents in each organisation know how each other’s ‘writing’ - subtle differences in the tradecraft, ways of doing things peculiar to certain agents - and are suspicious; they have recognised typical CSB and NCI in general is a fairly efficient organisation, and the players have little to fear in terms of torture or doublecross.

The NCI in general is a fairly efficient and gentle¬manly organisation, and the players have little to fear in terms of torture or doublecross.
being involved with illegality - eg hyperdynamex smuggling - will result in the players being watched. The inspectorate cover that the players are CSB men involved in hyperdynamex smuggling, the band having offered a deal; charges will then be laid to see the Justice Court about Salash's involvement. The inspectorate will provide the adventurers with the following information, which the referee should consult to insert appropriate plots. (Of course, the inspectorate suspects that the high-ranking administrators in the sector are misusing their powers to line their pockets; hence the Hugin class scutschip is a larger, more expensive, and more powerful ship than Type S. Using a 200-ton hull, it is capable of launching Type C, Manned and Power Plant C, giving a performance of jump-2 and 3G acceleration. Fuel tanks on the latter house 1 jump-3 and 3G power plants, allowing the ship to jump for weeks. Along with its bridge is a model/3 computer. There are two armories and 8 low berths. Two hardpoints each mount a triple turret sporting beam laser, missile rack and satcom dish. A special compartment carries AirRaff, and there is a cargo hold for 10 tons. The hull is streamlined.)

A standard design, the Hugin class costs MR69.44 and acts as a shipyard. A crew of 5 is required to crew the engineers. Hugin class vessels encountered most likely have a few may other officers, but in general they serve as a secret police ship. They are known to be non-arrogant and monitoring non-urgent messages or updating star charts. The Hugin class is not normally useful for exploration because it requires refuel for safe travel beyond 5 light-years, and does not have the sophisticated sensors for long-term missions. They also act as virtual vessels for mail, proclamations, and news, though. Naval vessels are normally kept out for task forces or fleets, which may be passing through a few weeks earlier on. If a naval Hugin class ship appears, treat the next 2-12 other vessels of varying sizes with this Treatise. Not all Specialized Hugens have the same general purposes and capabilities, but are performing new trading factors to this another system, and are trying to negotiate favourable trade deals with the locals.

**Referee Only**

**Module 12. Hypersmexine**

- **1. Instruments of Destruction**
  - The players are all too likely to overequip themselves with weapons and armour. The referee should recall that even with the power off, irises valves can still be forced open (closed) on a throw of 1-6 on 3d6, with DMs of +1 if the character has strength 10+, +2 if 12+, +3 if 14+, +4 if 16+, +5 if 18+. If a character is wearing vac suit, it may be necessary to drop gentle hints about this possibility to the party.

  - **2. The Crew**
    - If rescued, the crew will be properly grateful and the players will have several people with whom they can talk. In general, the crew are friendly, but some may not be helpful. The pilot and chief engineer, being CSB men, will be anything but friendly. They are not supposed to know the proper hands - there are of course certain code words by which the players can assure themselves of their true identity. It does not matter, however, in that a habitual user develops a tolerance to the effect. After the Adventure

  - **4. After the Adventure**
    - Once the scenario has been played through, it still provides several useful adventures. The players have CSB, the NCI and their rivalry can provide future plots and adventures. At this point, the referee may consider that in the case of total success by the group, Salash may decide they have 1 -3 weeks to return and await the arrival of a ship out of the system. Normal encounters should be held using the Random Encounter Book on the ground and Module 7 for incoming ships.

  - **5. Timing**
    - When the players arrive on Shangriala, it is three weeks since the Snowberry class was expected to report in. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in Port Royal before the cutter is ready, an indeterminate time. They will have 1-2 weeks cooling their heels in
What do Balrogs, Nazgûls, Ringwraiths and Hobbits have in common?

The answer is that they can all be encountered in MIDDLE-EARTH, the fantasy role-playing game set in the world of J.R.R. Tolkien’s The Hobbit and The Lord of the Rings.

The new, revised edition is now published in the UK by Games Workshop and features stunning box art by Chris Achilleos.

A range of official MIDDLE-EARTH figures are also available from Citadel Miniatures to bring the whole world to life.

WHAT YOU GET:
- A 104 page Middle-Earth rule book which includes an introductory adventure in the Trollshaws.
- Two full-colour sheets of stand-up cardboard characters.
- Three full-colour play-sheets based on the popular Dungeon Floor Plans.
- A map booklet.
- Two 20-sided dice.

UK published
START!

CITADEL MINIATURES

ADVENTURERS STARTER SET

MONSTERS STARTER SET

Each Starter Set contains eight fine cast metal miniatures from Citadel, for use in any role-playing game system. Available now from all good shops or direct from:
CITADEL MINIATURES, CHEWTON STREET, HILLTOP, EASTWOOD, NOTTINGHAM