

They arrive in Jirin safely. The boss (Masina) gets them all booked in different rooms of a large hotel - fairly posh. Ronald & Tim in one room, Trickett & Chris in another, and Fred and Masina in another. The others are in other rooms spread about the hotel. The characters are warned that their enemies have many spies in Jirin, so they shouldn't go beyond the hotel. That night, just after everybody's gone to bed and composed themselves for sleep, they all hear some sounds of people creeping around outside. If they look, they see it's a very distinguished guest creeping downstairs for a nightcap. Later on that night after everybody is asleep, they are all woken up by banging at the doors. If they try to open them they find they can't. (The doors have spiked them shut.) They hear that the same is going on elsewhere on the floor & they hear low, guttural voices. There are windows in every room, so and if they rush to these and open them, a lone archer w/ 4 crossbow fires at them. [There's only one mind, and 3 windows]. They hear some shouts and gunfights and hacking sounds outside the door as if people are being cut down, and then a different gurgling sound as if liquid is being sloshed onto the floor. (The doors are pouring oil in and in front of the doors). They hear more sounds of fighting from there. The other non-characters are billeted, and shouts and twangs of bows from the direction of the stairs. Michaelis listening now hears a whoosh! as something goes up in flames.

(The Orcs have fired the oil & are making their escape) Smoke starts pouring out under the door & the door starts heating up quickly. Masina gets very panicky and starts hands over command to the barbarians. The only way out is the windows. The hotel will burn down in about 2 and half hours and the doors are going to burn down in about 5 minutes and the flames'll get those inside, it's about a 20 foot drop to the alley below with the orc in it, and about 10 ft. to the roof. No other orcs will appear in the alley for several minutes. The Orc is wearing a black cloak & hood, has 10 h.p. and a dagger.

If they stay in the city, the orcs & their commander will attack again, if they don't the orcs will give chase. Both are outlined below.

a.) The orcs all have black cloaks & hoods, 10 h.p. and no armor. There are 10, 7 w/ scimitars & daggers & 3 w/ 1h. crossbows & daggers. Their commander is an illusionist in a gray cloak & hood w/ a dagger & 18 h.p. he is a human & has the following spells:

(3rd level) ~~Stop~~

Change Self

Phantasmal Force,

Betr.

Their hideout is exactly like the house of the man in Ithilien, but they are wary of trackers.

b.) On the road out of Tirion, to the main castle,

All control is handed to the barbarians, as they are the only ones left besides Masina. He has 760 g.p. left and all the horses.

If you leave at night, after they're out of sight of the city, horses attack, 13 of 'em,

They try to bring down the horses, but

won't close for close hand-to-hand fighting, using delaying tactics. After a while of this, the rear man sees spots of light wavering behind them, becoming bigger. Eventually, as the moon comes out, they are seen as figures on horseback (the remaining orcs & their leader) carrying torches w/ long handles, coming towards them down the road. One of them then blows a horn and all the remaining orcs then launch a concerted attack on the horses. The Orcs then ride up and attack the rearmost man. The others ride to one side and the crossbowmen drop their torches and fire by the light of the others' torches. The leader thunderous past and on down the road. At the peak of the fighting, a large (not giant) eagle swoops down & attacks kills a wolf and a cub, much larger than the others, does the same. At the same moment, an explosion lights up a nearby hill and a figure in an old cloak is standing there w/ a staff in one hand. (This is about ~~at~~ 100 yards away). The figure then starts down towards the battle at a great pace. The crossbow orcs start to fire at the eagle, one orc on horseback rides to attack the giant wolf & the rest not occupied ride towards the figure. The ones attacking the figure see the character can't see, but a flash of light and an explosion is seen in that direction. At this, the surviving enemy ride back off, into the wilderness, away from the figure w/ the staff & away from the battle & vaguely towards Tauri. A blowing of horns is heard, and the wolves follow.

The eagle and giant wolf go towards the figure who can't be seen in the dark & long grass & bushes & trees, and it and his familiars ride off over the hill.

He is a 4th level wizard w/ 11 h.p. and a staff of fireballs. The eagle & the wolf are his familiars, and he lives in a cave on the other side of the hill. This is about 20 miles from Tirin.

Wandering monster table from Tirin to Fataras (^{on} 20) check every day

- 1 - Ranger
- 2-4 - Mercenaries
- 5-6 - Caravan
- 7-8 - Pilgrims
- 9-10 - Bandits
- 11-12 - Paladin (knight) & retinue
- 13-14 - Thieves
- 15-16 - Adventurers
- 17-18 - Tirin (Fataras) patrol.
- 19-20 - poor wanderers (way aboards, tramps, etc.)

After about 2 weeks after the episode w/ the wolves etc., they run out of food & they're in a rocky, rather barren area, etc. Also, a storm is brewing and it looks like it'll hit that night. A little later, as it begins to rain, they see ~~was~~ a road going away from the main one with a gate which says "Jegel Manor" - Visitors welcome. It looks rather disused, but not too badly wrecked.

Tegel Manor

If they continue on, after about a mile, they see, in a break between two hills, a very large house on a hill w/a road leading up to it. This is Tegel Manor.

If they go to Tegel manor, the following is in order: The road twists & turns for about 2 miles going gradually up & then they come to a hill on top of which is the house. It is large and black and it's on a high hill, w/ no way down but the road, winding precariously the side. They go up & there's another gate, this ones open & also says "Tegel Manor" - it sits well here. The rest is in the dungeon that follows

Key to House & Dungeon

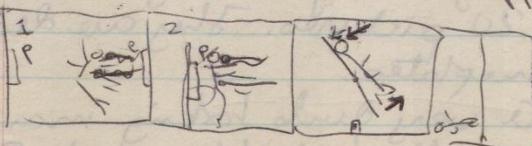
- 1 - Veranda. - Nothing unusual about this. At top it's around 5' high
- 2 - porch, 20' by 20'. Nothing unusual about this either, except that it's quite dusty.
- 3 - Closets, 4 in all. All of them have coats of strange make in them. All very dusty as well. Two of them have secret doors down to dungeon.
 - 3a - if you look behind the coats, there's a skeleton of a man who looks like he strangled himself. He is affixed to the wall by wires which are practically invisible
 - 3b - in one of the coats, a skeleton of a very strange criminal is stuffed in the pocket.
- 4 - The long hall, very dusty. Along the walls are hung a total of 20 pictures. They are described below. All have nameplates.
- 5 - Cousin Jethro. A very dumb looking man w/ untidy hair and buck teeth. looks like a hick. Behind this is what looks like a very small safe w/ heavy lock. There is 50 c.p. in it.

b - Aunt Martha, This is a picture of a friendish-looking old lady. If the picture is touched, two very sharp knitting needles fly out of her eyes and do 1-2 damage each.

c Crazy Albert, - A bald man w/ a loony look about him. If the picture is touched, the thing it was touched by is stuck by a very powerful glue.

d - Uncle Edward, - A very worried looking small man sort of rat-like. Whoever looks at this painting has to roll a saving throw vs. charm or come back when nobody else is around and go through to the other side via a swinging panel. As soon as he's on the other side, he is released from the charm, but doesn't know where he is or how he got there. The wall behind him is featureless.

e - Grandfather George. - A very domineering-looking man. Whenever anybody walked past, he yells out "What stinking, lousy pervert is walking around my house without my permission? If I were here I'd punch him in the gut!" if anybody is opposite, a basin of sloe w/ a lead weight flies out and knocks him into "P". If nobody is opposite, this doesn't happen, but if hit, the person will hit the wall & P & the whole panel will flip like below. This happens before anybody can do anything. The wall cannot be moved after this, from either side.



f - Awful Arne - a brawly kid. If I looked at, start the picture will say "past c'mere." C'mon, I'll tell where there's a magic sword". If anybody goes up to it, the picture falls on them.

g - Cousin Zelda - a very domineering old woman. If you go up to it, a weight will fall from above, doing 1-6 hits, ^{very ugly looking man}.

h - Ebenezer Tegel - his eyes are actually holes, & if the picture is taken off its hangings a 2' by 2' hole is revealed. This leads to a 10' by 10' room w/ a door in it down to the dungeon.

i - Sylvester Tegel - Very strong, ugly looking man. If you stand before the picture, a trapdoor opens below you and you fall 20' to the dungeon.

j - Mary Tegel. - very fat woman w/ beady eyes. If walked past, in a high pitched voice, a magic mouth screams "There's a lot of treasure here, but you bastards won't get any."

k - normal picture, - Eleanor Tegel - Very beautiful but evil woman.

l - If stood before this picture of Sinon Tegel a very anemic looking kid says: After this night is out, again, no living thing shall stir in Tegel manor!"

m - normal picture, - Cousin Ethel - very bland looking woman

n - behind the picture, in a recess, is a lever, which raises this wall panel & reveals stairs down to the dungeon. Jekel Tegel - very distinguished.

o - Hyde Tegel - crazy looking man w/ cold skin on his face, looks cold & dangerous. resembles Jekel Tegel somewhat. If you stand before it, the character hesitates 10 ft. and the words boom out "You can fly". After 1 minute the person falls.

P - see "e". The picture is of Great Uncle Peter - He looks like he's got the plague

q - Uncle Ernie - looks like a real pervert

r - ~~Old Man~~ Grandma Fred - This person(?) looks like a were-creature.

s & t - empty frames - nothing to them

5 - Stairs up to 2nd floor. The two posts if touched, cause a net to fall.

6 - Conservatory - large windows to let in the sun. This place is full of weird, warped & twisted plants of all kinds.

7 - The Master's study - A few chairs & bookshelves around & a desk in one corner. The Books are all very weird, such as "Dragon-riding for the inexperienced". The insides all fall to dust if opened.

In the desk is a few papers etc. which are meaningless.

8 - living Room - full of furniture w/ weird designs all over them.

9 - The library - full of really weird books which fall to dust at the touch.

10 - Family room, where all the living is done. Some less-weird furniture is here. It looks more lived-in.

11 - The servants quarters, Kitchen.

12 & 13 - The quarters of the butler & head Cook. Both of these are full of crosses & wolvesbone & Pages of the bible pasted

everywhere, & books like "how to kill a vampire".

14 + 15 - The Servant's Quarters

16 - the bathroom) A Cat's Skeleton is in the
Toilet,

2nd floor

1. bathroom

2 - Bedroom. looks feminine. Everything in make-up
bottles is poison. The Big 4-poster bed had
a top. & on top is a skeleton of a gargoyle.

3 - bedroom, male.

4 - bedroom, female

5 - bedroom male. Under the bed is a chest
wt full of very old rum. (14 bottles)

6 - bedroom, female, & b

7 - bedroom male.

8 - bedroom female - in one corner is a
Circle of sex-changing.

9 - bedroom, male. - There is a skeleton of
a dog at the foot of the bed.

Dungeons (a 50 g.p. gent in ear coffin.)

1 - Awful Annie's tomb - guarded by em
imps.

2 - Sylvester Teagl's tomb - guarded by
a Pseudo-dragon

3 - Grandma Teagl's tomb - guarded by
6 skeletons w/ warhammers

4 - Ebenezer Teagl's tomb - guarded by
a G-else.

5 - May Teagl's tomb, guarded by 2
Zombies

6 - Venon Teagl - guarded by a black monk

7 - Simon Teagl - guarded by a ghost

8 - Hyde Teagl's tomb - guarded by a Wight

After sundown, the manor is surrounded by 8 ghosts - the Tezel family - who wait to come 'til morning. Every coffin which is opened kills 1 ghost.

Along the road after Tezel Manor, the next person they meet is Archdruid Garrison (Manslayer). He is wearing a great helm & banded mail. He is wearing a cloak which looks strange. (Human skin). He uses a war axe & short bow. He's mounted on a medium war-horse. He has a big sack which moves around a bit. Inside is a human head which is fully sentient. If you look hungry he'll say "want some meat food, there's some in here" & he'll give you the head. Beyond him is a tavern called "the lonely wanderer". It's full of lots of different characters, good & bad. They have food for journeys & stables for the horses. It's miles from nowhere and the owner is a 7th level ex-Ranger. It's a staging point for travellers & is usually full of rough customers.

old library - lost 2nd floor - 5

old library - 1st floor - 2

old library - 2nd floor - 4

old library - 3rd floor - 2

old library - 4th floor - 3

old library - 5th floor - 2

old library - 6th floor - 1