

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

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

DAWN BREAKS!
Old Irilian Prophecy Song

Nomenclature

The following nomenclature will be used throughout the series.

Characters

RA = Race; H = Human, D = Dwarf, E = Elf, G = Gnome, ½E = Half-Elf, ½ = Halfling, ½O = Half-Orc.

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

AL = Alignment: LG = Lawful Good,

LN = Lawful Neutral, etc.

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

LV = Level.

HP = Hit Points, adjusted for constitution,

HD = Hit Dice.

AC = Armour Class, adjusted for dexterity and magic.

AG = Age in years.

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

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

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

ST = Strength. +a+b gives to hit (a) and damage (b) bonuses; IN = Intelligence; WI = Wisdom; DE = Dexterity;

CO = Constitution; CH = Charisma; MI = Magic items owned; WN = Normal weapon used.

Buildings

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

References

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

Pronunciation

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

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

SCFTRP

ambush

bull

trading post

POOR ROAD

ferry

GOOD ROAD

River Sif

River Iril



IRILIAN

A complete AD&D city by Daniel Collerton

This is the first in a six part series detailing an AD&D town – Irilian. Each episode will feature a scenario (the Rising of the Dark) as well as background information to introduce characters to the town. By the end of the series, enough details of Irilian will have been given for DMs to use it as a base for their own scenarios

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

The Ambush

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

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

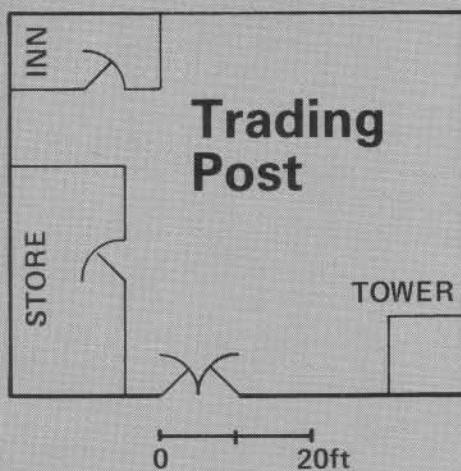
The surviving orcs are:

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 Orcs: AC6, Move 9", HD1, 1 attack at 1d6 (short sword), HP8, 2x7, 3x4, 2x3.

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

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

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



Location Encounters

Trading Post. See above. A small stockaded fort. The walls are of 10ft high logs and have a walkway. The Inn and the Store are stone-built, single-storied, single-roomed buildings. The 20ft high lookout tower of open wooden construction. The store contains fur and a small selection of weapons (10% chance for any particular one) and trapping equipment. The Inn provides a basic meal and an area of floor for the night for 1sp. Caravans may be tethered in the yard for 1gp/cart/night. The post is run by two retired fighters.

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

Also in the Trading Post is a small mule train of 12 mules and 15 handlers, actually disguised brigands who will attack the caravan at 2 Daegure. There are 140 level fighters (RA H, SX M, AL CE, CL F, LV0, HP14x4, AC5, WN Shortsword) and one leader RA H, SX F, AL CE, CL F, LV3, HP17, AC4, AG32, ST16(+0/+1), IN10, WI9, DE13, CO11, CH14, MI +1 Longsword (No special abilities) WN Longsword.

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

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

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

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

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

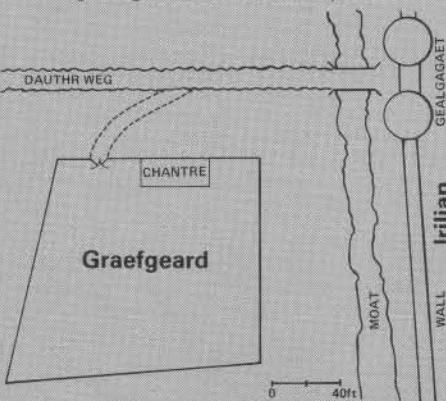
Irilian. The caravan arrives at dusk. (Regardless of how far it had to travel on the final day, some mishap will have delayed it.) The Gealgaeat will close as it arrives and, simultaneously, the wind will rise to a gale, the thunder and lightning reaching a new peak.

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

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

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

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



Graefgeard and Chantrre, The Dauthr Weg, ST1, N12, CN AV. Irilian's dead are buried in the Graefgeard. Entry is through a set of double wrought-iron gates (DPV 5) in the surrounding 10ft stone wall (Damage Point Value [DPV] 4). It is overseen by the Chantrman. RA H, SX M, AL NG, CL C, LV5, HP30, AC-3, AG32, WE5120, BL-, ST17(+1/+1), IN14, WI18, DE12, CO16, CH3, MI: Mace of Disruption, +5 Plate Mail, WN Mace. Spells: detect evil x 2, protection from evil x 2, cure light wounds, augury, chant, hold person x 2, silence 15ft radius, dispel magic, remove curse.

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

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

Background Information

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

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

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

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

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

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

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

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

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

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

Typical Irilian Daeg.

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

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

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

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

The Irilian Calendar

SESON	Daeg	Wika	The Irilian Calendar							
			Regndaeg	Sunnedaege	Eirdaeg	Earthedaeg	Monadaeg	Waeterdaeg	Fyndaeg	Seorradaeg
Caelf	Storm	F1	H	M	(H)	H				
	Rivere	H	M	(H)	H					
	Waeter	H	M	(H)	H					
	Lac	H	M	(H)	H					
	Hael	H	GM1F2	(H)	H					
	Mont	H	M	(H)	H					
	Vale	H	M	(H)	H					
	Pas	H	M	(H)	H					
SAMEDEORC										
Heahfore	Storm	F3	H	M	(H)	H				
	Rivere	H	M	(H)	H					
	Waeter	H	M	(H)	H					
	Lac	H	M	(H)	F4H					
	Hael	H	M	(H)	H					
	Mont	H	M	(H)	H					
	Vale	H	M	(H)	H					
Cu	Pas	H	M	F5 (H)	H					
LEOHTEAEG										
Storm	F6	H	M	(H)	H					
Rivere	H	M	(H)	H						
Waeter	H	M	(H)	H						
Lac	H	M	(H)	H						
Bole	Hael	H	M	(H)	F7					
	Mont	H	M	(H)	H					
	Vale	H	M	(H)	H					
	Pas	H	M	(H)	H					
SAMELEOHT										
Storm	F8	H	M	(H)	H					
Domsdaeg	Rivere	H	M	(H)	H					
	Waeter	H	GM2F9	(H)	H					
	Lac	H	M	(H)	H					
	Hael	H	M	(H)	H					
	Mont	H	M	F10(H)	H					
	Vale	H	M	(H)	H					
	Pas	H	M	(H)	H					

DEORCDAEG

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Seson Festivals. *Samedeorc* - celebrating that the night is the same length as the day. *Leohtdaege* - celebrating that the day has its greatest length. *Sameleoh* - celebrating that the day is the same length as night. *Deorcdaege* - celebrating that the night has its greatest length.

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

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

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

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

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

Diseases. Irilian counts as a filthy, crowded environment for determining disease. The climate is usually hot and moist only for the last *wika* of *Heahfore* and the first *wika* of *Cu*, otherwise it is cool. All meat in Irilian is considered improperly cooked and all water contaminated unless purified by a cleric. *I11* characters may be cured in the *Abbeie* for a 'donation' of 10% of their wealth. There are, at present, no epidemic diseases in Irilian.

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

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

▷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.

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

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

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

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

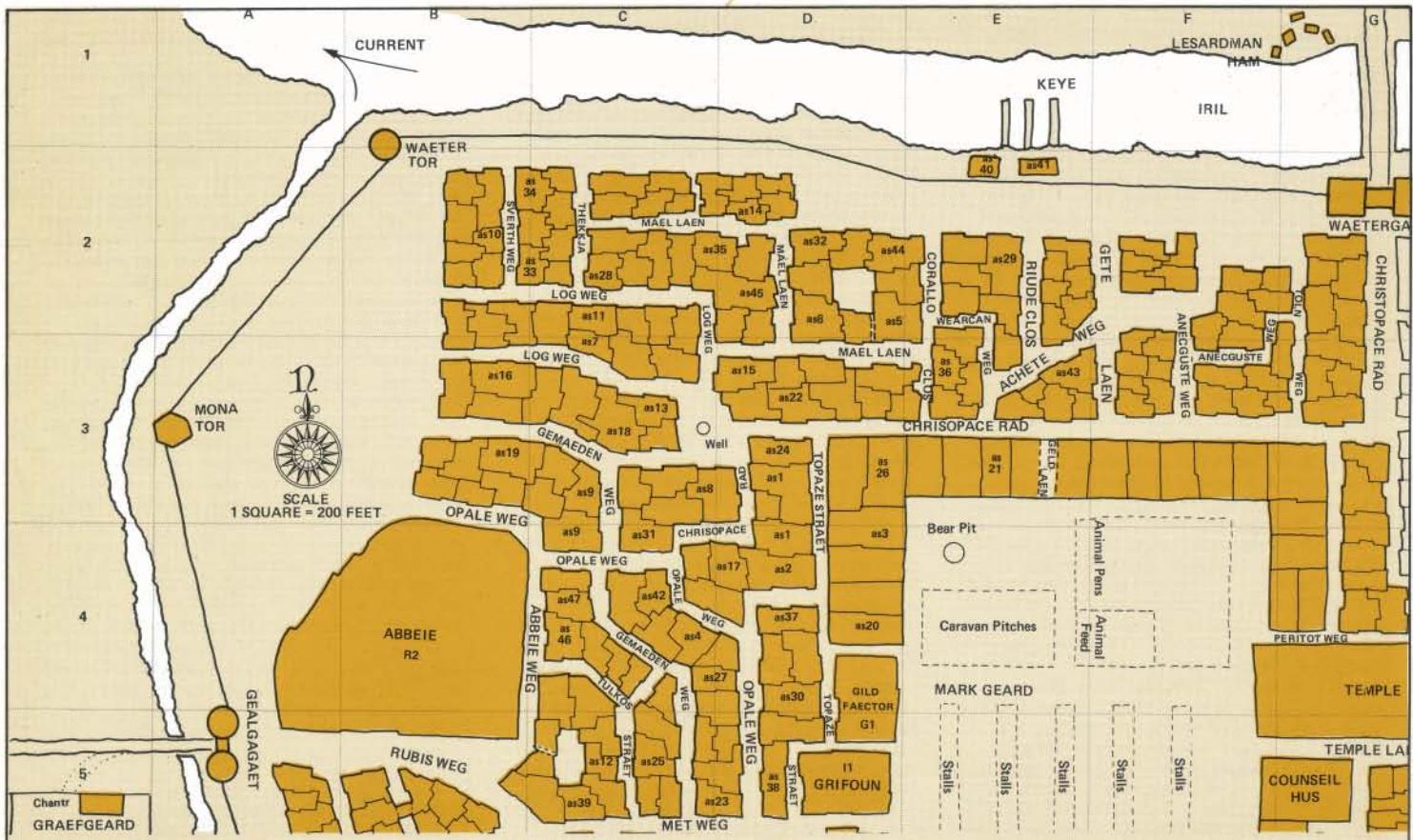
Laidhanas. The Supreme Deity, Goddess of the Family. Clerics of Laidhanas are what clerics are expected to be: supportive, shepherding the faithful, consoling the desolate and smiting the infidel. The other Irilian clerics listen to their advice, even if they do not always follow it, and they are the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

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

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

Glossary

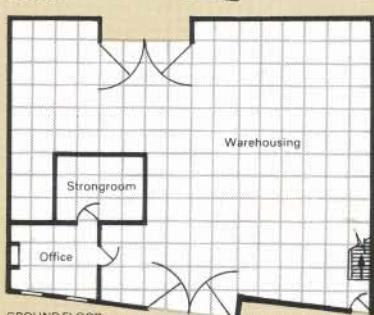
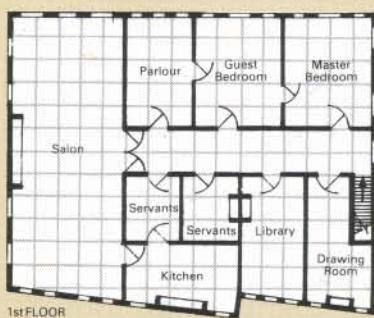
Abbeie	Abbey	Forgiefanas	Goddess of Mercy and Healing	Orcridan	Orc Riders
Abbeiesse	Abbess	Frostdaeg	Day of the Wika	Pas	(Division of the Garde)
Blaec	Black	Fyndaeg	Day of the Wika	Penneie	Pass (A Wika)
Blaec Fyr	Black Fire	Gaet	Gate	Primat	Primate
Blaecgaet	Blackgate	Gaetman	Official in charge of Gates	Profost-Mareschal	Provost Marshal
Blaeclotos	Black Lotus	Garde	Guard	Purple	Purple
Blau	Blue	Garde Cort	Guard Court	Purprelotos	Purple Lotus
Blauorchis	Blue Orchid	Gealga	Gallows	Rad	Road
Blodmarchant	Blood Merchants (Division of the Garde)	Gealgaetaet	Gallowgate	Regndaeq	Day of the Wika
Bole	Bull (A seson)	Gealgagang	Gallowgang	Relief Aef Irilain	Relief of Irilan (Festival)
Boledaeg	Bullday (A seson festival)	Gemmafaile	Gemsfail (Festival)	Ridan	Small unit of cavalry
Bowb	Copper Piece	Geard	Yard	Riht	Right
Brothors Aef	Brothers of the Monasterion	Geoluuh	Yellow	Rivere	River
Brun	Brown	Geoluuhlotos	Yellow Lotos	Riverewaec Tor	River Watch Tower
Brunpopoeg	Brown Poppy	Gild	Guild	Ruadh	Red
Caelf	Calf (A seson)	Gild Aef	Guild of	Ruadhpoppoeg	Red Poppy
Caelfdaeg	Calday (A seson festival)	Venteners	Adventurers	Sammedeorc	Same Dark (Festival)
Cahecubo	Goddess of the Seasons	Gild Faector	Guild Factor	Sammelleoh	Same Light (Festival)
Chantr	Chanty	Gild Maestre	Guild Master	Sargents Aef Arms	Sargeants At Arms
Chantrman	Chantry Priest	Gilds Merchant	Merchant Guild	Seneschal	Military Commander
Chare	Passage	Gild Mearcian	Gild Mark	Seorra	Star
Clerk	Keeper of the Counsell records	Graefgeard	Graveyard	Seorradaeg	Day of the Wika
Clos	Close	Gran Mareschal	Great Marshal	Seson	Season
Cludaeg	Day of the Wika	Grifoun	Griffon Inn	Scirgerifa	Sheriff
Coinman	Keeper of the Mint	Hael	Hill (A Wika)	Sclavafreedom	Slaves' Freedom (Secret Society)
Commandere Aef	Commander of the Hors	Ham	Small settlement	Shash	Sash
Commandere Aef	Commander of the Man	Heafod Aef Orc	Orc's Head Inn	Sil	River Sil
Conestable	Constable	Heafod Cyning	Heads King	Smjuga	Smock
Coroune	Coroner	Heahfore	Heffer (A seson)	Staet Gang	Teenage Gang
Cort Civilis	Civil Court	Heahforedaeg	Hefferday	Stiweard	Steward
Cort Criminari	Criminal Court	Hliehhannman	Laughing Men	Straet	Street
Counsell	Counsill	Iril	(Division of the Garde)	Storm	Storm
Counsell Hus	Counsil House	Irnian	Small infantry unit	Stormridan	Stormriders Inn
Counsell Aef	Counsil of Misrule (see Folsdaeg)	Juel	Official in charge oftaxation	Stormwealcan	Stormwalkers (Division of the Garde)
Cu	Cow (A seson)	Keye	Quay	Sundi	Gild Syndics
Cudaeg	Cowday (A seson festival)	Lac	Lake (A Wika)	Sunnedaeq	Day of the Wika
Daeg	Day	Laeden	Leader	Tellar	Gold Piece
Daeg Aef Victorie	Day of Victory (Festival)	Laen	Lane	Temple	Temple
Daegure	Hours of the Day	Lagu	God of Law	Temple Cort	Temple Court
Daegwaecan	Day Watch	Laidhanas	Goddess of the Family	Temple Hus	Temple House
Dagung	Dawn	Landvogt	Official assisting the Coroune	Thri Seorra	Three Stars Inn
Dauthr	Death, Dead	Leoth	Light	Tor	Tower
Dauthr Weg	Death Way	Leothdaeg	Lightday (Festival)	Tor Wysard	Wizard's Tower
Dauthr Man	Dead Man (God of Death)	Lessardman	Lizardman	Triubhas	Trousers
Damner Battle	Battle of the Dammed	Luft	Left	Typstoef	Official assisting the Sheriff
Deorc	Dark	Mareschal	Marshal	Ure	Hour
Deorndaeg	Darkday (Festival)	Mark	Market	Utgild	Out Gild for non-humans
Diubul	Goddess of Evil	Markman	Official in charge of the Market	Vale	Valley (A Wika)
Domsdaeg	Dooms Day (Festival)	Markgeard	Market Place	Venger	God of Punishment
Dosk	Dusk	Megngaet	Main Gate	Waeccan	Watch
Earthedaeg	Day of the Wika	Middaeg	Noon	Waeter	Water
Eirdaeg	Day of the Wika	Middneahet	Midnight	Waeterdaeg	Day of the Wika
Esrif	God of Battle	Mona	Moon	Waetergaet	Watergate
Fanwe	Goddess of the Elements	Monadaeg	Day of the Wika	Walman	Official in charge of Irilian's walls
Felthu	Goddess of Fertility	Monasterion	Monastery	Wardgild	Social Gild limited to one town ward
Foldaeg	Fools Day (Festival)	Mont	Mountain (A Wika)	Weard	Winding Path
Fondation	Foundation (Festival)	Neahrt	Night	Weg	Way
		Neahture	Hours of the Night	Wika	Week
				Wuduflor	Wood Flower (Drug)



IRILIAN

A Complete AD&D City by Daniel Collerton Part 2: Teral Guthdohtor Aef Abbeie

This is the second in a six part series describing a small AD&D city – Irilian. It details the north-west quarter and the major encounters within this area. Each episode features one of a series of linked scenarios which introduce players to Irilian. DMs should re-read Part 1 (containing the glossary of terms and nomenclature key) before continuing with Part 2. Descriptions not fully covered will be dealt with in later episodes. This scenario opens at Dagung with the party sheltering in the Graefgaard waiting for the Gealgegaet to open. It is intended for a moderately large party of 3rd to 6th level characters of basically good alignments.



THE GILD FAECTOR

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 Gead (D4), ST 2, NI 3, N2 8, CN AV. The representative of the powerful Gilds-Merchant in Irilian is Tirou Poliarion RA 1/2E, SX M, AL N, CL ME [see WD21], 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, Tirou is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirou may be persuaded to finance an expedition to recover lost treasure or a similar venture. If possible, Tirou 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. Tirou 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 'Tirou' is considerable. His parties are usually held on the evening of the first Market daeg in each seson with particularly splendid affairs on the eves of the Great Marks.

Tirou 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 touches the sky.
While in the East,
The Light, still burning,
Sends the Hero,
To the funeral pyre.*

Abruptly she will stand, ask those present to remain while she prays, give orders that they are to be looked after and leave the room. □

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

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

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

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

Teral Guthdohtor Aef Abbeie.

7 Luft Met Weg. Timis' house (ST2 N14 N25 CN BA) will be found to be shut up and deserted when the party arrives. Enquiry at the neighbours will reveal that at this hour, Timis is usually to be found at the Grifoun Inn (16 Mark Geard [D5]).

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

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

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

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

If the party eventually take Timis home, he

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

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

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

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

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

Toth-Agozth. 21 Mark Geard (D4). Toth-Agozth (See shops for more details) will agree to make a survey of the heavens for her standard fee: 100gp. At the Ure of Middneah, she will start her scan. As she looks towards the West, she will stiffen, moan and then slump on the floor; blood trickling from her ears, eyes and mouth – quite dead. Anyone trying to look through the telescope must save versus Death Magic or be struck unconscious for 1d20 turns. Whether the throw is made or not, the viewer will have only a confused impression of a gloating intelligence disappearing into the West.

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

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

Note for the DM.

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

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

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

Background Information

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

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

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

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

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

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

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

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

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

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

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

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

IRILIAN

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

Staet 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+1d4, WE 1, BL 1sp, ST, IN, WI, DE, CO, CH, All 4+1d6, MI None, WN Club, and a racket which provides a small income. For example, the Rubis Weg Gang provides street guides and the Chrisopace Rad Gang monopolises the linkboy trade. Rivalry between the gangs is intense and pitched battles common – deaths are, however, rare. The gangs tend to save their animosity for each other but any easy prey wandering alone late at night might well find himself mugged. As with most of Irilian's criminal activities, the gangs are controlled by Pelas Irilsunu 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, pedlars and pedestrians. The overhanging houses mean that they tend to be gloomy, especially after dusk since at night the only light comes from houses and the flambeaux irregularly situated at street corners. The road is usually a good six inches deep in mud, animal droppings and the contents of chamberpots which are emptied from the upper storeys of houses. The smell, especially in hot weather, is an amalgam of all the above plus the odours of unwashed bodies and the sachets of herbs that many Irilians carry about with them to try to drown out the stench.

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

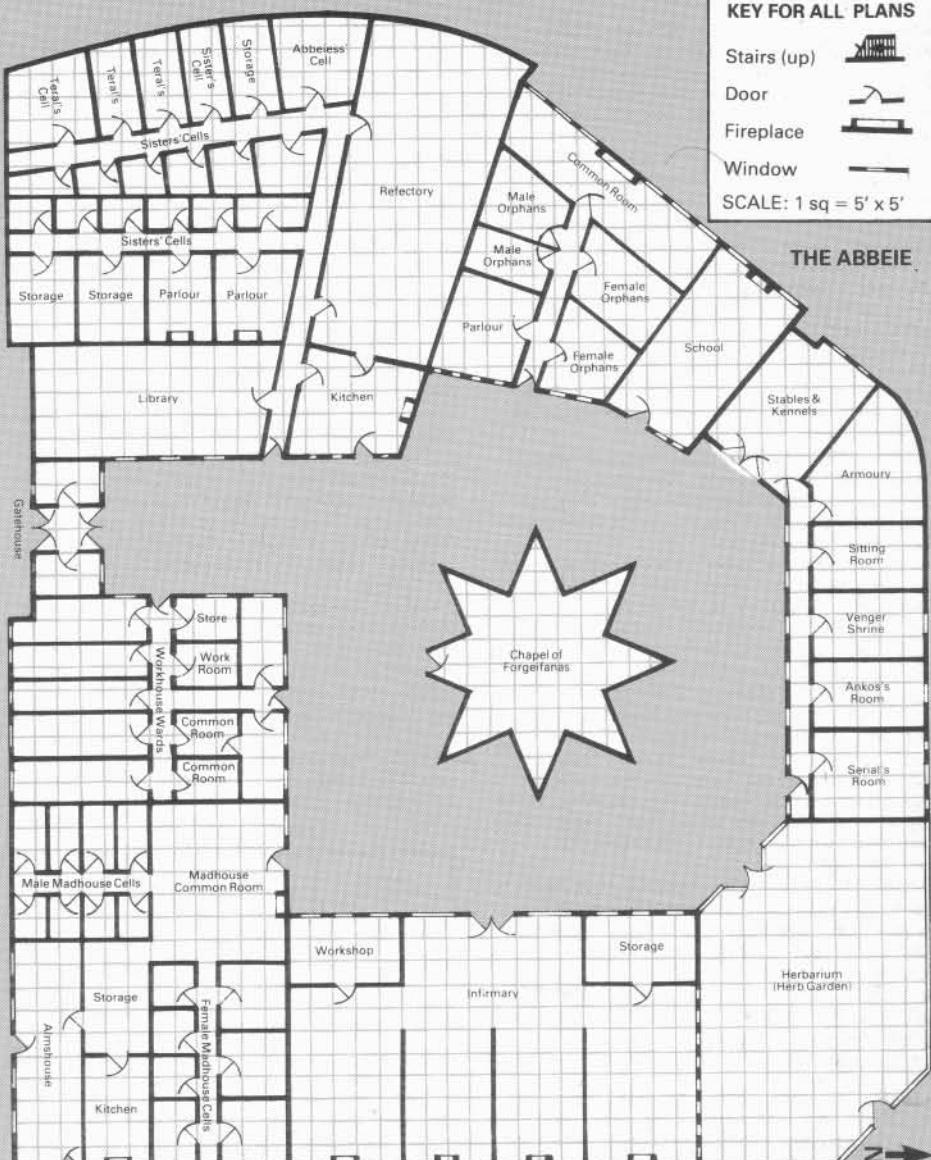
Addresses. Streets are numbered in order down the street, the same numbers being used for both sides. Looking down from number 1, the houses on the left are known as Luft and those on the right as Riht. Thus the address of the greengrocer on Chrisopace Rad (aS22) is 5 Luft Chrisopace Rad (D3). Buildings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

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

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

All of the Sisters will have the surname Aef Abbeie. Elean Aef Abbeie is the Abbeieess. The Order of Forgiefanas is a pacifist order dedicated to acts of charity. The Sisters are experts in herb-lore and possess 90% of the herbs listed in the DMG, most of which they grow in their herbarium. They use them to brew potions which mimic magical ones in their effects although they are not themselves magical. Those usually available are:

10 Potions of Healing = 400gp each,
5 Potions of Extra-Healing = 800gp each,
4 Potions of Curing Disease (act as cure disease spell except that each potion is only



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN		
Serial	H	F	L	G	P	8	48	-5	40	400	3000	17	14	15	12	15	18	See Below	Sword	
Ankos	H	M	L	G	P	3	16	2	23	200	2500	16	+0/+1	18	16	11	17	18	+1 Longsword	Sword

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

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

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

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

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

THE GRIFOON INN



NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Innae	H	F	N	F	5	31	5	31	800	50	16	+0/+1	12	9	12	15	9	Potions of Healing, Longsword
Tislum	H	F	N	F	5	31	5	31	800	50	16	+0/+1	12	9	12	15	9	Storm Giant Strength +1 Mace

Middneahrt - 3 Daegure.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

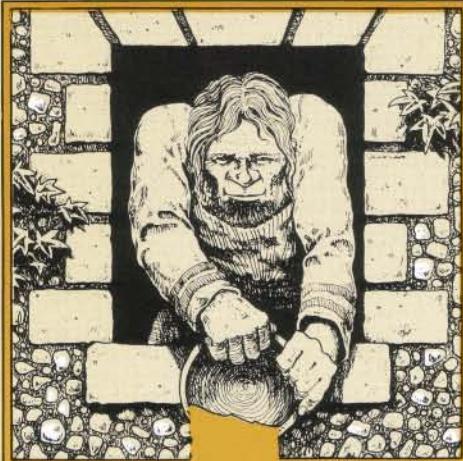
Irilian Houses. The newest building in Irilian is just over 98 years old, the oldest dates back to the second century of Irilian's existence. When originally built, Irilian's houses were of a lavishness uncommon elsewhere, but the passage of time has caused them to decay to their present ramshackle state: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

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

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

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

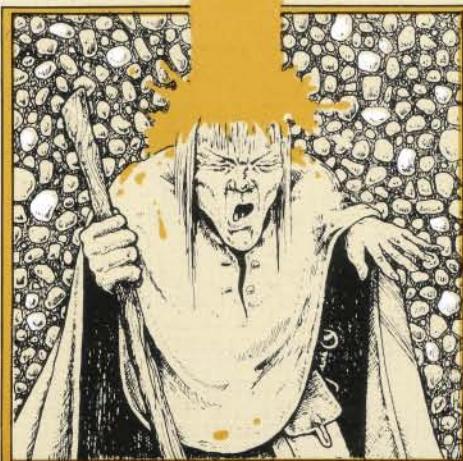
The average Irilian male is RA H, SX M, AL Any; tending towards LN, CL F, LV 0, HP see later, AC 10, AG 16-35, WE 1D10x10, BL 1-5, ST, IN, WI, DE, CO, CH, All 3+2d4, MI None, WN Dagger. The normal female will be identical. Hit points should be assigned as suggested by Paul Vernon in his excellent series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



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

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

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



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

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

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

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

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

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

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

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

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

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

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.

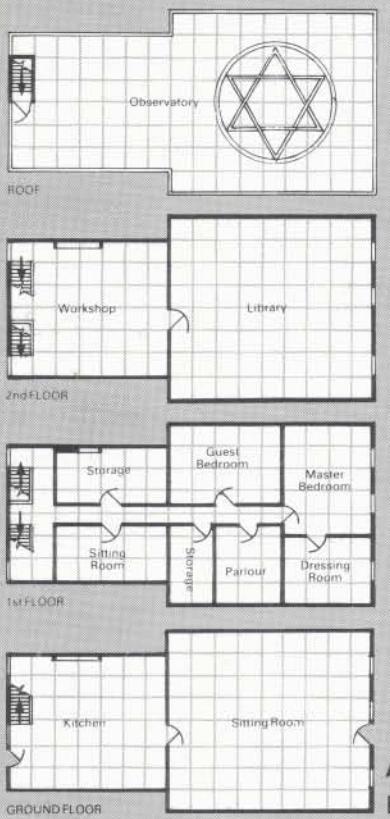
Shops.

aS1 Armourer. Type I [All types of armour, see Paul Vernon in WD29], 2-3 Riht Topaze Straet (D3), ST 2, N1 7, N2 5, CN AV, CM 1.2, YE 47385, WE 27946.

aS2 Armourer. Type IV (Scale, ring leather, studded, small helms and shields), 4 Riht Topaze Straet (D4), ST 2, N1 2, N2 6, CN PO, CM 1, YE 11024, 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 48993; Toth-Agozth 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 daeg with each daeg costing 300gp. Depending upon the outcome, the character may be ±5% better 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-Agozth lives alone in her house, the upper storey of which is open to the sky and used as an observatory.

TOTH-AGOZTH THE ASTROLOGER



aS4 Baker. 5 Riht Opale Weg (C4), ST 2, N1 4, N2 5, CN AV, CM 1.2, YE 9597, WE 4367.

aS5 Baker. 3 Riht Corallo Clos (D2), ST 2, N1 5, N2 4, CN CO, CM 0.9, YE 11870, WE 3998. The baker has a Killmoulis [FF] staying with him. AC 6, HD 1d4, Move 15", No of Attacks: Nil, Special Defences: Hiding, 20% magic resistant.

aS6 Bellfounder. (Casts Bells), 3 Luft Mael Laen (D2), ST 3, N1 3, N2 4, N3 5, CN BA, CM 1, YE 19683, WE 8675.

aS7 Blacksmith. 11 Riht Log Weg (C3), ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 12478, WE 5482.

aS8 Blacksmith. 3 Luft Chrisopace Rad (C3), ST 1, N1 3, CN CO, CM 1.8, YE 23895, WE 12586.

aS9 Bladesmith. (Knife/dagger blades), 5-6 Riht Gemaeden Weg (C3), ST 2, N1 4, N2 5, CN PO, CM 1.1, YE 13475, WE 4638.

aS10 Brasier. (Brass-worker), 2 Luft Sverth Weg (B2), ST 2, N1 6, CN PO, CM 1.0, YE 30086, WE 3749.

aS11 Butcher. 5 Riht Log Weg (C2), ST 1, N1 4, CN BA, CM 0.8, YE 7947, WE 3749.
aS12 Butcher. 4 Riht Tulkos Straet (C5), ST 2, N1 4, N2 7, CN PO, CM 1.2, YE 9486, WE 3982.
aS13 Cardmaker. (Playing cards), 12 Luft Log Weg (C3), ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 7989.

aS14 Cook. 5 Luft Mael Laen (D2), ST 1, N1 3, CN AV, CM 1.0, YE 6745, WE 2987.
aS15 Coppersmith. 11 Luft Log Weg (D3) and 4 Riht Mael Laen (D3), ST 2, N1 4, N2 7, CN AV, YE 26394, WE 13657.

aS16 Cutler. (Cutlery), 16 Luft Log Weg (B3), ST 2, N1 5, N2 4, CN PO, CM 1.1, YE 8956, WE 3742.

aS17 Dairy. 2 Riht Chrisopace Rad (C4), ST 1, N1 3, CN PO, CM 1.0, YE 5838, WE 1920.

aS18 Fishmonger. 5 Luft Gemaeden Weg (C3), ST 2, N1 4, N2 3, CN CO, CM 1.1, YE 6290, WE 1793.

aS19 Founder. (Casts iron), 3 Riht Gemaeden Weg (B3), ST 3, N1 3, N2 4, N3 5, CN CO, CM 1.0, YE 12998, WE 6748.

aS20 Glasier. (Window panes), 18 Mark Geard (D4), ST 3, N1 2, N2 5, N3 6, CN AV, CM 1.0, YE 76923, WE 43759.

aS21 Glassblower. (Glass cups, jugs, vases, etc), 25 Mark Geard (E3), ST 3, N1 3, N2 6, N3 7, CN PO, CM 1.0, YE 90835, WE 53056.

aS22 Greengrocer. (Vegetables), 5 Luft Chrisopace Rad (D3), ST 1, N1 3, CN PO, CM 0.9, YE 9420, WE 3945.

aS23 Grocer. (Provisions), 6 Luft Met Weg (C5), ST 2, N1 5, N2 6, CN BA, CM 1.0, YE 12493, WE 6013.

aS24 Heaumer. (Great Helms), 1 Riht Topaze Straet (D3), ST 3, N1 3, N2 4, N3 7, CN BA, CM 1.0, YE 13482, WE 6491.

aS25 Ironmonger. (Sells small iron articles, nails etc), 6 Luft Tulkos Straet (C5), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 14903, WE 6742.

aS26 Jeweller. 22 Mark Geard (D3), ST 3, N1 6, N2 5, N3 7, CN AV, CM 1.0, YE 549361, WE 329457. Owned by Erea Gasrinti. Jeweller skill level 76-90.

aS27 Lantern-maker. 7 Riht Opale Weg (C4), ST 1, N1 4, CN PO, CM 1.0, YE 7503, WE 3056.

aS28 Latener. (Worker in Late, a brass-like metal), 5 Luft Log Weg (C2), ST 3, N1 4, N2 5, N3 8, CN AV, CM 1.0, YE 23401, WE 10280.

aS29 Locksmith. 1 Riht Ruide Clos (E2), ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 18930, WE 8970.
aS30 Loriner. (Metal saddle fittings), 7 Riht Topaze Straet (D4), ST 1, N1 3, CN BA, CM 1.0, YE 6003, WE 2943.

aS31 Moneylender/Pawnshop. 6 Luft Opale Weg (C3), ST 2, N1 4, N2 6, CN CO, CM 1.0, YE 76820, WE 43004. 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, AC 5, AG 400, WE 43004, BL 1000, ST 12, IN 14, WI 9, DE 12, CO 14, CH 8, MI None, WN Battle Axe. An independent operator, Uzuld will lend up to 500gp on no surety so long as he is convinced that there is a reasonable chance of him getting it back. The charges are 5% compound interest/wika is a mere 476%/year. Items pawned with Uzuld will give 20% of their value in return. Items not claimed within 1 year will be sold. Uzuld will store valuables for a fee of 1% of their value/seson; he will not write letters of credit.

aS32 Sailor. (Nails), 1 Luft Mael Laen (C2), ST 1, N1 4, CN PO, CM 1.0, YE 7563, WE 3142.

aS33 Needler. (Needles), 1 Riht Sverth Weg (B2), ST 2, N1 4, N2 4, CN BA, CM 1.0, YE 7590, WE 3098.

aS34 Oilpresser. (Oil), 3 Riht Sverth Weg (B2), ST 2, N1 4, N2 7, CN PO, CM 1.1, YE 9840, WE 3798.

aS35 Pewterer. (Pewter-worker), 4 Riht Mael Laen (C2), ST 3, N1 3, N2 4, N3 7, CN CO, CM 1.2, YE 289430, WE 13486.

aS36 Plumber. (Lead-worker), 5 Luft Corallo Clos (E2), ST 3, N1 5, N2 6, N3 7, CN PO, CM 1.0, YE 27980, WE 13492.

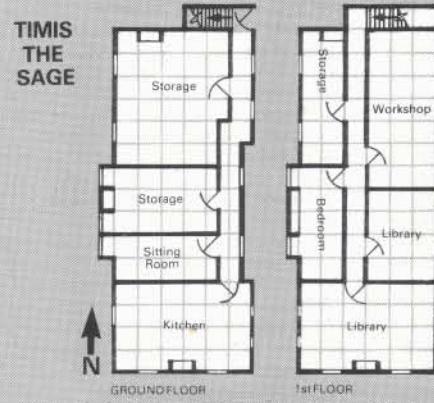
aS37 Pinner. (Pins), 5 Riht Topaze Straet (D4), ST 1, N1 4, CN BA, CM 1.0, YE 6740, WE 2978.

aS38 Sage. 7 Luft Met Weg (D5), ST 2, N1 4, N2 5, CN BA, CM 1.0, YE 150978, WE 80197.

The Gild of Sages' representative in Irilian is Timis Braegen. RA H, SX M, AL N, CL S, HP 15, AC 10, AG 84, WE 80197, BL 1200, ST 8, IN 16, WI 18, DE 6, CO 5, CH 17, MI None, WM Dagger. Spells: *affect normal fires, ray of enfeeblement, explosive runes, confusion, fumble*. Categories: Minor - Humanoids and Giantkind. Major - Supernatural and Unusual. Special - Dweomercraft, Astral, Ethereal, Elemental and Outer Planes.

As the result of an unfortunate experience when investigating Lycanthropy, Timis has become a werewolf. AC 5, HD 4+3, No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise on 1-3, Special Defences: Vulnerable only to silver and +1 or better weapons, HP 19.

Originally Neutral Good in alignment, Timis has recently tended towards Chaotic Evil and is presently Neutral. He has full control over when he changes shape and has become quite attached to his full-moon lit prowls around Irilian's streets. Rather puny and retiring in his previous human form, Timis has acquired a new confidence along with his new form. The Irilians know that they have a werewolf in their midst but no one suspects Timis of being it - yet.



Timis lives alone in his crumbling, disorganised house on the Met Weg. He will attempt to answer questions for standard Gild fees [DMG]. Should he fail, he will ask another member of the Gild in whose Special Category it will be. 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 [WD23].

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 Grifoun more frequently than before and drinking rather more than is good for him.

aS39 Scrivener. (Scribe, accountant, lawyer), 2 Luft Met Weg (C5), ST 2, N1 4, N2 6, CN AV, CM 1.2, YE 14986, WE 6372.

aS40 Ships Chandler. (Shipping equipment), Keye (E2), ST 1, N1 1, CN AV, CM 1.0, YE 8790, WE 3349.

aS41 Shipwright. (Ships), Keye (E2), ST 1, N1 1, CN PO, CM 1.0, YE 29456, WE 12367. Can build rowboats, small barges and rafts; taking 1 wika per hull point.

aS42 Silversmith. 3 Riht Opale Weg (C4), ST 3, N1 3, N2 4, N3 5, CN PO, CM 1.2, YE 34265, WE 20147. Treat as a jeweller of skill level 76-91 who will only work in silver.

aS43 Spurrier. (Spurs), 3 Riht Achete Weg (E3), ST 2, N1 3, N2 3, CN BA, CM 1.0, YE 8603, WE 3425.

aS44 Tinner. (Tin-worker), 1 Riht Corallo Clos (D2), ST 3, N1 2, N2 4, N3 2, CN PO, CM 1.0, YE 22485, WE 11325.

aS45 Wineshop. 9 Luft Log Weg (D2), ST 1, N1 3, CN CO, CM 1.0, YE 9001, WE 4102.

aS46 Wiredrawer. (Manufactures wire), 3 Luft Abbeie Weg (C4), ST 1, N1 3, CN BA, CM 1.0, YE 10582, WE 4529.

aS47 Wiremonger. (Sells wire), 2 Luft Abbeie Weg (C4), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 9034, WE 3754.□

Next issue: Part III, The North-Eastern Quarter.

This article is the third in the series of six describing Irilian: a small AD&D town. It covers the north-east quarter and gives the third instalment of the scenario series, The Rising of the Dark, which continues directly from Part 2. DMs may wish the paladins from the Abbeie, Serial and Ankos (Part 2) and/or the Chantrman (Part 1) to join the party to provide advice and assistance. See Part 1 [WD42] for the glossary and nomenclature key. Those areas not fully described will be completed in later episodes.

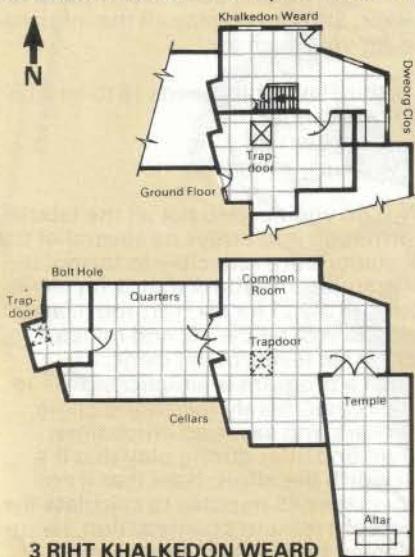
X1 3 Riht Khalkedon Weard (I3). ST 2, N1 2, N2 1, CN CO. The house appears derelict and deserted. All ground floor openings are bricked up and upper storey windows are boarded over. However, anyone making a successful Locate Secret Doors roll will notice a loose section of board on the back door, easily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

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

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

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

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



3 RIHT KHALKEDON WEARD

IRILIAN

A Complete AD&D City by Daniel Collerton
Part 3: 3 Riht Khalkedon Weard

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

1st level: animate dead, cause darkness, evil eye, speak with dead. 2nd level: manufacture ghoul, wisdom of the dead.

3rd level: create skull guard, paralysis.

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

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

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

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

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

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

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

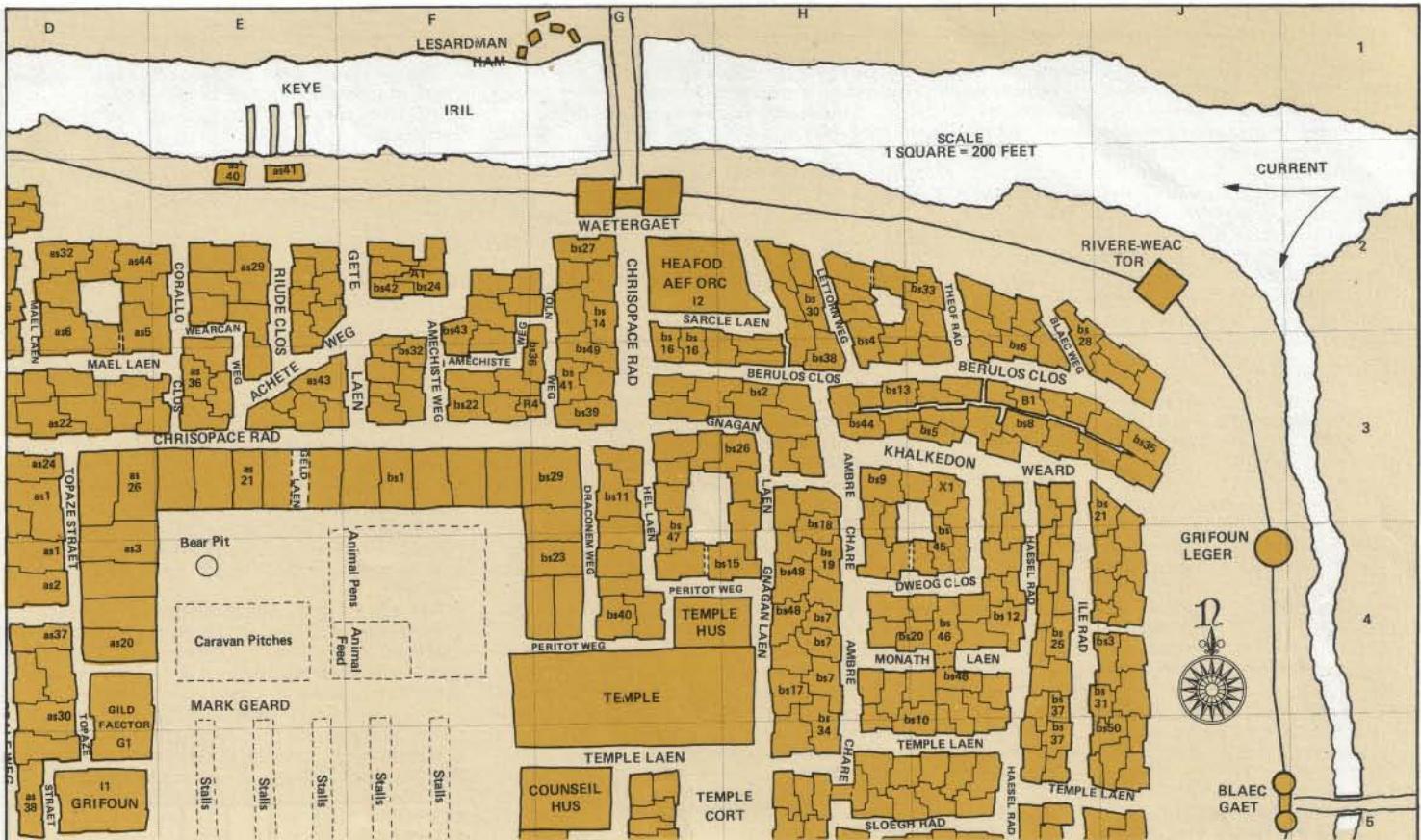
Hssuss, the lizardman, will be near death when the party reaches him but will survive long enough to be able to ask them to return his body to the Lesardman Ham where the correct rites can be observed.

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

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

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

If the seduction works, Elhiri will use her kiss of slavery on her interrogator; using her mastery to misdirect the party to 2 Luft Theof Rad, a completely innocuous empty house. Otherwise she will attack, calling for help and claiming that the character tried to rape her. She will be aided by the other houris. If the party hears the commotion and tries to interfere, they will not be allowed upstairs but instead asked to leave. The houris 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). Elhiri 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 true) rumour which is sweeping Irilian.

The dwarf treasure caravan which left Irilian a couple of days before returned that morning, moving slowly down the Dauthr Weg surrounded by a black cloud which disappeared as the wagons rolled through the Gealgegaet. The horses pulled of their own accord: the escort was dead – nailed to the sides of the carts.

The Mark Geard (F4). Rescuing their companion from the mud or returning from 2 Luft Theof Rad, the party will notice that most of Irilian's population appears to be running towards the Mark Geard. If they join the flow, they will arrive as a woman, a cleric by the looks of her, is haranguing the crowd from the roof of what appears to be a temple.

'...Fools! Vermin! You come scuttling from your holes to hear me who was Aslas Radedohtor, chief cleric of Laidhanas, Primat Aef Irilian yet you know not what you hear. I, who saw you into this world, will see you out, for I have seen the Darkness and It is good. I have welcomed It and It has entered me as it shall enter you. So shall we be as one. But I see that you do not understand. Look!'

With this, Aslas will walk out into the air until she is suspended above the centre of the Mark Geard.

'You shall be as these.'

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

'And as I.'

And Aslas herself will hang in the air, screaming; burning with black flame.

Aslas has, of course, been possessed by the Dark. The crowd in the Mark Geard will remain still, shocked motionless, until Aslas herself ignites whereupon they will panic and flee. 20+1d20 will be killed in the stampede, another 4d20 wounded. If the party remains still

they will be safe but, if they join the rush, each has a 20% chance of suffering 1d6 damage.

The Black Fire is a manifestation of the Dark. It may not be dispelled, wished away or affected in any manner by any being or object below Lesser God or Artifact status. It only appears around living beings. The being affected will be kept alive by the Fire although continually burning. The Fire does 1d10 damage/segment to anything other than the being which it surrounds. It will move to follow the being about which it appears. While burning, a creature may only speak and even then must make a saving throw versus death magic for each word. Failing this means that the being has been so overcome by agony that it is unable to speak. Any number of saving throws may be attempted per word.

Should the party attempt to join Aslas on the roof before she walks off, they will find the stairs up the gong-tower blocked by two dream demons [WD25] 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 dream demon and two characters will be able to melee at any one time. Regardless of how successful the party is, it will not be able to reach the roof before Aslas 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 hurler. 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 that this can be felt even without the use of a detect spell.

It is the *Tzuthi Ag Necrozth*. If glanced at, there is a basic 30% that the viewer will become possessed by the Dark and begin to burn with the Black Fire (No saving throw). For each word actually read, this chance

increases by 05% (roll for each word). A character must always start at the beginning and, once burning, cannot read further. The first 14 words are:

The Dark-Ruled Void.

In the beginning of time was the Void and it...

For each word that a person in the Black Fire wishes to relay, a saving throw versus death magic must be made.

The party should take the book; closed and preferably inside a securely locked chest to Terol Guthdohtor at the Abbeie.

Background Information

Gates/Towers (see Part 2 for further details)

Waetergaet. Towers, 34 DPV each, portcullis 10 DPV, Gates 10 DPV, 2 Ballistae on each tower. Towers 20x20x30ft, Gate 20x10x20ft, Towers 2 storeys and cellar each, occupied by: Left Tower, Hliehanman Comandere, 4th and 5th Irnan of the Hliehanman, Right Tower, Blodmarchant Comandere, 1st and 2nd Irnan of the Blodmarchant.

The Waetergaet's towers are the same as those elsewhere on the walls. The gate-wall itself is manchicolated to allow boiling oil 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 Gealgegaet (Part 2). While the gates are open, one Irnan will be on duty, collecting tolls, examining travellers and directing traffic. Like the Gealgegaet bridge, the bridge across the Iril was built so that it could be easily destroyed if Irilian were attacked but after it collapsed during the rainy season 34 years ago, it was rebuilt with such strength that it would now require 200 man-hours to damage to the point where it will be uncrossable.

Riverewaec Tor. 20 DPV, 2 Ballistae on roof, 20x20x30ft, 2 Storeys and cellar, occupied by the 3rd Irnan of the Blodmarchant.

The town gaol is in the cellar of the tower. Three large cells can hold up to 20 prisoners each; another five can accommodate two each, these being reserved for more important or dangerous criminals. All prisoners are stripped naked and fastened into leg irons▷

IRILIAN

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

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

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

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

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

R3 The Temple, 1 Mark Geard (G4). Temple ST 1, N12, CN PO, Temple Hus ST 2, N14, N24, CN PO. The Temple is the centre of an Irilian's

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

The Temple clerics are Aslas Radedohtar, cleric of Laidhanas and Primat Aef Irilian; Miril Hattoignes, cleric of Felthu and Pelnos Esrifsunu, a cleric of Esrif.

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

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

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

The 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 through a small door in the Temple Hus. The Gong Tower is 80ft tall and bare except for the stairs leading up to the gong platform. A small door leads onto the Temple roof from the Gong Tower.

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.

Miril: 1st command x 2, cure light wounds x 2, sanctuary.

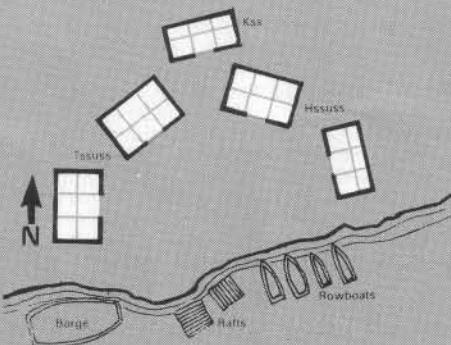
2nd augury, detect charm, silence 15ft radius.

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 doom 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



KEY FOR ALL PLANS

Stairs (up)



Door



Window

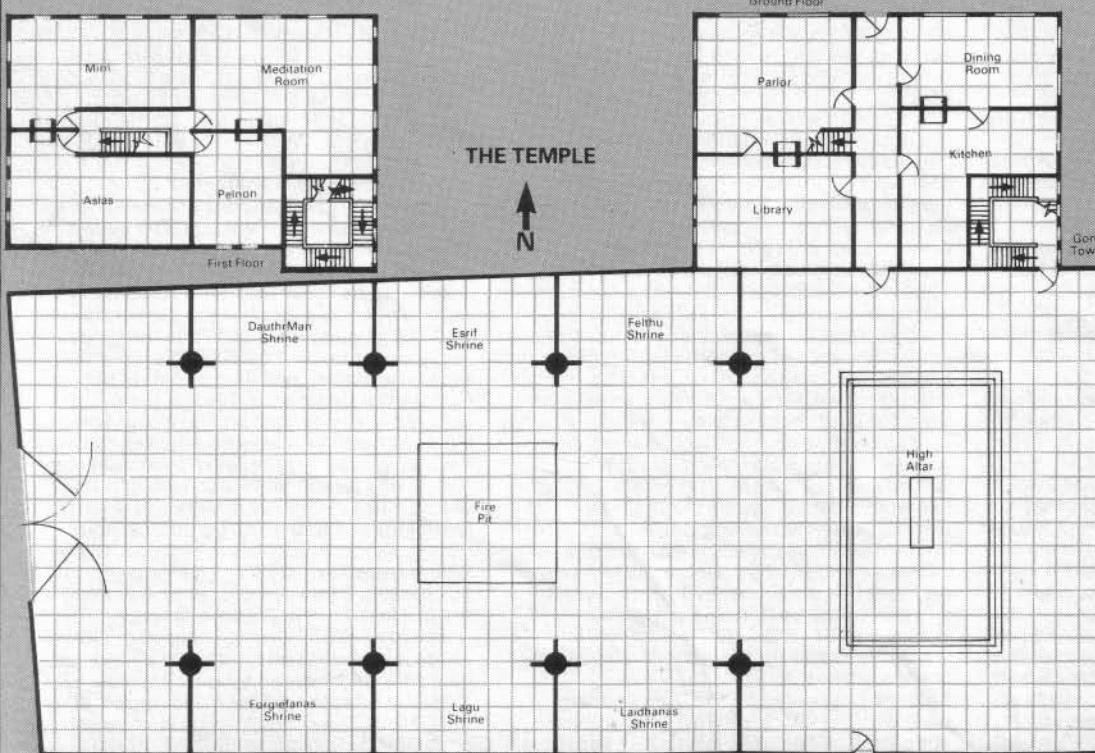
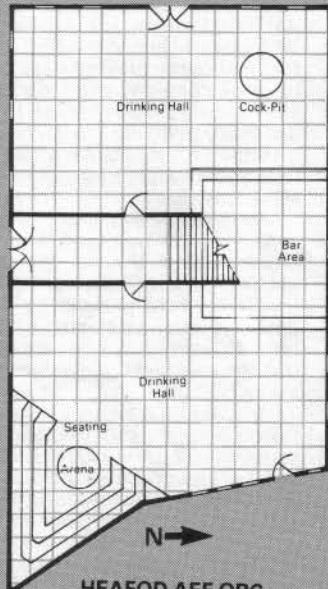


Trapdoor



(above)

Scale:
1sq = 5' x 5'



IRILIAN

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

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

I2 The Heafod Aef Orc. 1 Luft Sarcle Laen (G2). ST 2, N1 3, N2 22, CN BA, BC 25, CM 0.8, NC 6d10/6d8/20d10+10d8, NS 24, RC 3.

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

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

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

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

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

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

A silent, saturnine dwarf with no real likes and an excess of dislikes, in his spare time Zigul acts as a debt collector for Uzuld, the dwarven moneylender. Since he does not like it to be known as magic, Uzuld will not throw his hammer unless forced to. Upstairs are the brothel and drugs dens, run by three houris [WD13]. See below for stats.

Spells: Tiralle: 1st *charm person* x2, *fascination*, *silver tongue*, *impotence*. 2nd *influence*, *jealousy*, *ecstasy*.

3rd *hold person*, *bodyguard*.

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

2nd *jealousy*, *ecstasy*, *kiss of wounding*.

3rd *kiss of slavery*.

Griel: 1st *silver tongue*, *kiss of sleeping* x2.

2nd *ecstasy*.

NAME	RA	SX	AL	CL	LV	HP	AC	WE	BL	ST	IN	WI	DE	CO	CH	WN
Tiralle	E	M	CN	H	6	11	10	3532	100	13	13	9	13	13	17	Dagger
<i>MI +1 Dagger, Philtre of Love (DMG)</i>																
Elhiri	H	F	CE	H	5	16	9	1794	150	9	12	11	12	14	15	Dagger

MI +1 Ring of Protection

NAME	RA	SX	AL	CL	LV	HP	AC	WE	BL	ST	IN	WI	DE	CO	CH	WN
Griel	E	F	N	H	3	7	10	763	50	11	10	13	14	9	18	Dagger

IRILIAN

Table 1: Drugs Available in the Heafod Aef Orc

Name	Type	% Dependency	% Addiction	% Lethality	Duration of Effect	Doses to Side Effects	Side Effects	Price/Dose	Dose	% Availability	How Taken
Blaeclotos	Special	01	04	Special	12+1d4r	Special	Special	20gp	3 petals	40	Bound into open wound
Geoluhlotos	Special	01	06	Special	8+1d4r	Special	Special	1gp	1 penneie weight	15	
Purprelotos	Special	01	10	Special	2+1d4sg	Special	Special	50gp	1 petal	02	
Petals											
Ruadhpopoeg Resin	Hallucinogen	06	15	02	8+1d4t	50+2d10	Chronic Severe Respiratory Disease [DMG]	15sp	1 penneie weight	75	
Brunpopoeg Resin	Hallucinogen	04	12	02	2+1d4t	70+2d10	Melanolia [DMG]	5sp	2 penneie weight	65	Smoked in nose pipe
Blaurochis Dust	Tranquilliser	12	04	01	1+1d4t	20+2d10		5sp	1 penneie weight	95	Inhale
Wuduflor Heads	Stimulant	08	01	01	6+1d6t	80+2d20	Schizophrenia [DMG]	5sp	1 flower head	95	Chewed

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

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

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

belongs.

Special drugs allow the user's soul to momentarily shift to another plane of existence. The three differ in the planes to which they allow travel. Blaeclotos will only allow the soul to go to the Elemental Planes; Geoluhlotos to the Positive and Negative Material Planes and only Purprelotos allow travel to the Outer Planes. Travel is instantaneous but which plane is actually arrived at within a certain group is entirely random. Whatever is experienced by a soul on another plane is also suffered by the body in Irilian. Thus Doses to Side Effects, Side Effects and % Lethality are all special also and depend upon what is encountered on the other planes. Beings with no souls [DDG] are immune to the effects of these drugs.

Hallucinogenic drugs cause the user to experience sensory hallucinations and delusionary ideas – usually intensely pleasurable but 05% of the time dangerous, a belief that the user can fly for example, or terrifying, a delusion that the user is suffering from leprosy perhaps.

Tranquillisers give the user a feeling of inner peace and contentment. For the duration of the effects of the drug, they are immune to all fear-causing spells and powers but tend to be difficult to motivate and function at only 90% of their normal abilities.

Stimulants give a feeling of unusually good health and boundless energy to the user. For the duration of the effect, all abilities are at 110% of normal (eg a character would hit 10% more often, cast spells 91% of the usual time, move 10% faster, etc) but when the drug wears off all abilities drop to 70% of their normal level for twice that length of time.

Dependency is the chance of a user becoming psychologically dependent upon a drug.

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

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

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

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

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

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

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

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

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

After 10 doses, he finds that he has to take 1½ flower heads to get the effect that he used to get with one.

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

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

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

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

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

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Sigil	H	M	N	F	6	38	-4	38	1089100	18 ^{b0}	14	12	17	14	12	See Below	Longsword +2/+4	
Agrea	H	F	N	F	5	32	-3	32	864	75 ¹⁷	16	13	16	16	13	See Below	Longsword +1/+1	
Tivean	H	F	CG	R	8	91	-2	44	1064750	17	17	14	18	18	14	See Below	Longsword +1/	

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

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

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

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

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

2d4 of the Irilian Scouts (35), Stormwealcan, Hliehhanman and Blodmerchant Comanderes (15 each), Gisriral of the Gild of Venturers (20), Torgul the Assassin (20), Gildo the thief (20), 1d4 of the Gealgagang (30), Perel of the Sclava Eschape (20), Djhela of the Psionic Fellowship (10), 1d4 Staet Gangs (70), 2d20 of the Garde (100).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Money deposited with Dirim for one complete year will gain 1% of its value in interest minus a 100gp handling charge. Thus at least 10000gp must be on deposit for a whole year before any profit is made. He will lend up to 1000gp on good surety for 2% compound interest/wika ie 88%/year, repayable within 1 year. If money is deposited with him, Dirim will write a letter of credit for that amount minus 1% fee which will be accepted by 85% of bankers (98% of dwarf bankers). Dirim has 8000gp on deposit with him at most times.

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

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

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

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

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

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

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

bS37 Saddler. 7, 8 Riht Ile Rad (I4), ST 2, 2, N1 3, N2 3, N2 6, CN PO, BA, CM 0.9, YE 10989, WE 4563.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Gild of Hashishiyy. The Gild's representative in Irilian and its surrounding area is Alis Esrini, currently undercover as a vegetable trader (bS24), Torgul. RA H, SX F, AL N, CL D, LV 6, HP 24, AC 6, AG 34, WE 204, BL 100, ST 9, IN 12, WI 15, DE 12, CO 15, CH 18, MI +2 Spear, +1 Leather Armour, +1 Shield [DMG], WN Spear. Spells: 1st animal friendship x 2, locate animal x 2, speak with animals x 2. 2nd charm person or mammal x 2, cure light wounds, heat metal. 3rd hold animal, pyrotechnics. 4th animal summoning 1.

Acfyst spends most of her time roaming the countryside surrounding Irilian and so has only a 15% chance of being in town on any one daeg. She is fanatical in her protection of nature and animals and will argue with or even attack anyone she sees mistreating either. Consequently she spends much of her time in the Mark Geard trying to stop the bear-baiting or in the Heafod Aef Orc attempting to prevent the animal fights. In neither is she very welcome. Her house is overrun with wounded animals and guarded by pots of whispering tongues [WD28].

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

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

If there is a greater than 50% chance of success, Torgul will take the job for standard Gild fees; half payable before, half after the job is completed. If she has less than a 50% chance, she will call in a higher level assassin who will have at least a 50% chance and who will charge standard Gild fees plus 8% travelling expenses. Assassination attempts will continue until the assassin is dead; the Gild will not follow up attempts which have lead 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 Hashishiyy. If the character agrees, she will provide training and advice; otherwise she will attempt to kill the newcomer. If the character survives, he or she will become the new Gild representative unless already a member of another Gild in which case he or she will be eliminated as soon as possible.

The Gild of Hashishiyy 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.

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

Druidic affairs in Irilian are looked after by Acfyst. RA H, SX F, AL N, CL D, LV 6, HP 24, AC 6, AG 34, WE 204, BL 100, ST 9, IN 12, WI 15, DE 12, CO 15, CH 18, MI +2 Spear, +1 Leather Armour, +1 Shield [DMG], WN Spear. Spells: 1st animal friendship x 2, locate animal x 2, speak with animals x 2. 2nd charm person or mammal x 2, cure light wounds, heat metal. 3rd hold animal, pyrotechnics. 4th animal summoning 1.

Acfyst spends most of her time roaming the countryside surrounding Irilian and so has only a 15% chance of being in town on any one daeg. She is fanatical in her protection of nature and animals and will argue with or even attack anyone she sees mistreating either. Consequently she spends much of her time in the Mark Geard trying to stop the bear-baiting or in the Heafod Aef Orc attempting to prevent the animal fights. In neither is she very welcome. Her house is overrun with wounded animals and guarded by pots of whispering tongues [WD28].

Next Issue: Part 4, the South East Quarter.

IRILIAN

A Complete AD&D City by Daniel Collerton Part 4: In Quest of a Sceptre

This is the fourth in a series of six articles describing Irilian, a small AD&D town, and providing a sequential scenario: The Rising of the Dark. As with other parts of the series, this episode is intended for a fairly large, thinking party of 2nd-5th level characters. The DM should decide if assistance is needed from the Abbeie after considering the scenario and his or her party. See Part 1 [WD42] for nomenclature and glossary. In Part 3, the players should have concluded the scenario just before visiting the Abbeie. Part 4's scenario continues directly where Part 3 left off.

The Abbeie. Teral will confirm it is the Tzuthi Ag Necrozahl and jump to the (wrong!) conclusion that it is attracting the Dark to Irilian. In fact it was brought by dream demons [WD25, Best of WD Scenarios II] at the Dark's command to spread fear and confusion. She knows the Tzuthi Ag Necrozahl's authors are unknown as are its exact contents but it is thought to have strong links with Evil and Chaos. With the correct precautions (as far as she knows, no-one knows them), the Book may be read and the reader becoming more and less than before.

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

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

The soldiers are the five Irinan of the Stormwealcan and the 1st and 3rd Irinan of the Hliehanman; the Orcidan are in reserve to the south of Rubis Weg and the 4th and 5th Irinan of the Hliehanman are guarding the Herbarium Gate and the Abbeie walls. The characters are the Irilian Scouts (with spells ready) and the Garde, Stormwealcan and Hliehanman Commanderess. With the exception of the Scouts, everyone will be nervous with itchy bow fingers. The Abbeie gatekeeper won't let anyone back in until she finds out what is going on. [See WD43 for Abbeie map]. Once the party is out, the Garde Commandere, flanked by his two lieutenants, will step forward and 'ask' the party to accompany him to the Counsell Hus; there to account for themselves to the citizens of Irilian.

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

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

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

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

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

Soon, the sound of wailing will become noticeable as crowds of mourning Irilians gather outside. After a while they will start chanting, 'Bring out the Burners.' In a few minutes rocks will begin clattering off the 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 were responsible for the various Dark manifestations.

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

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

If the party approaches the Monasterion

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

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

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

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

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

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

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

IRILIAN

Background Information

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

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

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

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

The Irilian Garde.

Garde Commandere (Mareschal). Traditionally carries with it the post of Mareschal and overall responsibility for Irilian's defence. The present Commandere is Lelfos Gefacefopian RAH, 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, MI +3 Platemail, +1 Shield, +2 Longsword (NSA), 10 +1 Arrows, Potion of Heroism, Potion of Invulnerability [DMG] WN Longsword. Lelfos is a tall distinguished old soldier who is becoming senile. He does not recognise his condition and will not accept the judgement of anyone who points it out.

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

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

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

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

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

Commanderes of Stormwealcan, Hliehhanman and Blodmarchant. Bisel Flaumhaer, Nireal Langscana and Sesil Reafian.

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

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

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

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

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



IRILIAN

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Jiral	H	M	LN	F	5	25	2	32	1572	100	18(92)	9	12	14	9	13	Sword
MI Bastard Sword +1/+2 vs MU (DMG)											(+2/+5)						
Brehen	H	M	N	F	3	13	2	27	1450	150	17	12	11	12	10	12	Longsword
MI Potion of Flying (DMG)											(+1/+1)						
Anhalas	H	F	CG	R	4	40	2	34	970	200	18(09)	13	14	9	15	14	Longsword
MI Longsword +1/+3 vs Lycanthropy (DMG)											(+1/+3)						
Elas	E	F	LG	F/MU	4/4	17	3	64	2140	350	16	17	12	11	11	7	Longsword
MI Elven Chainmail											(+0/+1)						
Yhoudeh	H	M	N	MU	5	12	7	29	32	50	9	16	13	6	12	14	Dagger
MI Ring of Protection +3, Scroll Confus. (DMG)																	
Kirea	H	F	LN	MU	3	13	4	41	670	400	11	18	8	10	17	9	Dagger
MI Bracers AC 3 (DMG)																	
Pelase	H	F	CN	C	5	20	2	37	104	100	14	12	17	12	13	10	Flail
MI Potion of Extra-Healing (DMG)																	
Imilos	GN	M	CN	I/T	4/4	15	4	175	640	150	12	15	12	17	9	11	Swordsword
MI +1 Leather Armour (DMG)																	

▷ first sounded.

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

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

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

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

Kirea: *friends, burning hands; web*.

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

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

Yhoudeh has a hawk familiar AC 7, HD 1/2, Move: 24", No of Attacks: 1, Damage: 1d2, HP 3. Pelase is a cleric of Tuoni [DDG] checking out Irilian's suitability for a temple of Tuoni; supporting herself by serving with the Scouts. The others are all adventurers down on their luck – or so they protest. Whatever their reasons for joining, they discharge their duties with commendable zeal and usually manage to turn a fair profit on any jobs given. They all have medium warhorses.

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

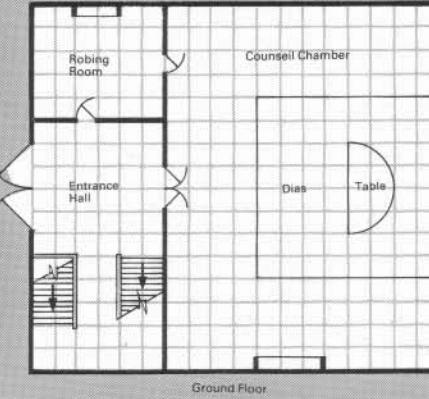
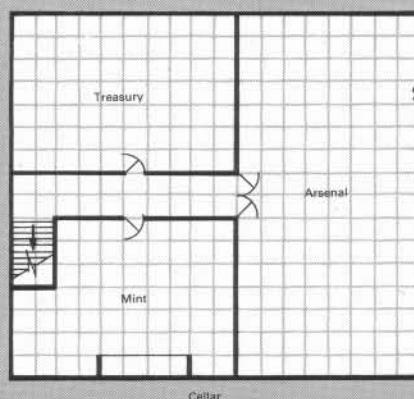
Each guard carries a horn to alert the nearest two towers. After four rounds delay, each will send half of their available manpower to investigate. Each tower has a differently toned alarm bell and an alarm beacon. These will bring help after one turns delay with half an Irman or Ridan arriving in each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

C1 The Counsell Hus. ST 3, N13, N25, N319, CN AV. It is built (30 DPV) of large stone blocks like a castle keep with machicolations and arrow slits at five foot intervals in the higher floors. Large iron doors (10 DPV) open into the Mark Geard where an Irman or Ridan of the Garde will always be on duty. In the cellar are the Town Mint, Treasure and Arsenal while the upper floors hold the offices of the various town officials. The Treasury holds all Irilian's wealth, 35000gps worth of silver and copper

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

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

Because of their general cheapness of man-



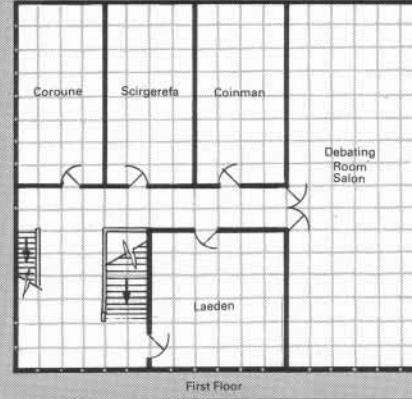
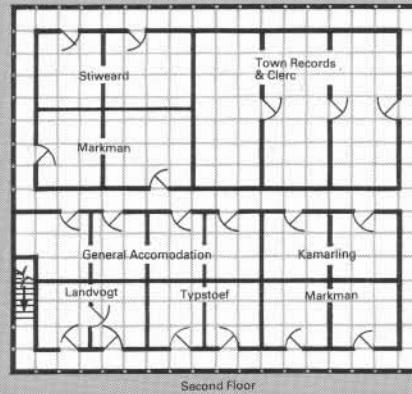
ufacture, they are -1 to damage (minimum 1 point damage). The Hus is looked over by the Gild of Hashishiyy (Part 3) and located behind double-locked iron doors (5 DPV) protected by a variation of the fire trap spell which will be triggered by anyone not wearing one of ten special miniature copies of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

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

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

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

COUNSELL HUS



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

IRILIAN

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

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

Council Members. The Councilors are (elected members have their Ward and which Gilds they control given): Tirouv Polaron (Gild Faector, Part 2); Lelfos Gefacefian (Garde Commandere); Alros Snakaeage (Iril Ward, Gilds of Armourers and the Gilds and Companies of Metallers); Dareon Aelfhaer (Mark Ward), Gilds and Companies of Learning and the Lighters Companies); Elisim Deorctunge (Seorra Ward, Gilds and Companies of Clothworkers); Erea Gasrintri (Juel Ward, Gilds and Companies of Weaponers); Erihim Stormboi (Rubis Ward, Gilds and Companies of Leatherworkers); Garos Treowegefa (Abbeie Ward, Gilds of Armourers and the Gilds and Companies of Metallers); Pelas Irlsunnu (Orc Ward, Gilds and Companies of Housers and the Gilds and Companies of Woodworkers); Pelos Irlsdohtor (Temple Ward, Gilds and Companies of Victuallers). Irilian's Gilds and wards (wards are like borough divisions within the city) are described in a later episode.

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Alros	H	M	CE	ME	10	42	6	57	50968	500	9	15	12	11	14	14	Dagger
MI +1 Bracer of AC 6																	

Daergne 1/2 M NE F/A 4/6 31 8 41 1085 100 16 12 9 16 14 8 Longsword (+0/+1)

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

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

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Erihim	H	M	N	ME	6	23	10	67	43960	1000	8	12	10	9	8	11	Dagger
Ankra	H	M	LN	F	5	30	2	28	863	50	16	14	15	12	14	12	Sword

MI +1 Shortsword (NSA)

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Elisim	H	M	LN	ME	7	24	10	78	78600	750	12	14	7	8	5	11	Dagger
Arien	E	M	CG	MU/F	4/4	17	1	475	2049	650	15	16	14	16	14	12	Sword

MI +1 Chainmail, +1 Longsword, +3 vs Lycanthropy
Spells: 1st: *magic missile, burning hands, affect normal fires.*
2nd: *ESP, shatter. Scroll: maze, locate object.*

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

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

C5 (cS21) Erea Gasrintri, 5 Mark Gead (G5). ST 3, N15, N25, N37, CN AV. The last remaining Irilian gemmer, Erea stayed in Irilian when all others left partly because of her ownership of the Gnome Juel Aef but also because over three hundred years she had become rather attached to the place. A dispassionate business gnome, Erea always remembers someone who has either helped or hindered her and never forgets to pay back a debt of either type. She is fighting off a series of attempts by bidders working for Pelos Irlsdohtor to take over the Gnome Juel Aef. Recent troubles mean she must soon close. Meanwhile she is trying to find out who is behind it all. Since the troubles, she is accompanied everywhere by her husband Garli. Erea's income is 450254sp per year.

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

Spells: 1st: *Colour spray, hypnotism.*

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Pelos	H	M	CN	ME	4	10	10	43	18508	500	9	14	12	10	9	12	Dagger
Pelos	H	F	CE	ME	12	56	10	38	67480	1000	8	18	13	7	6	17	Dagger

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

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

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

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

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

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Pelos	H	M	CN	ME	4	10	10	43	18508	500	9	14	12	10	9	12	Dagger
Pelos	H	F	CE	ME	12	56	10	38	67480	1000	8	18	13	7	6	17	Dagger

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

IRILIAN

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

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

R5 The Monasterion. 1 Munuc Gead (G7). ST 1, N1 36, CN AV. Home of the Brothors Aef Lagu, a militant order of warrior-monks (not AD&D monks) whose outlook on life is Order through Discipline. See above for stats. The Brothors have the surname Aef Monasterion, Kris Aef Monasterion is the current Gran Mareschal or Abbot. The brothors hate Chaos with an all-consuming passion and can often be heard in the Mark Gead warning of the Evils of Loose Thinking. Each has full plate armour and shield (AC 1) and a banded heavy warhorse AC 5, HD 3+3, Move: 15", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 16. All have magic longsword, longbow and lance

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

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

Spells: Tenq: 1st. *bless* x2, *cure light wounds* x3. 2nd. *chant* x2, *hold person* x2, *spiritual hammer*. 3rd. *prayer*. Arkis: 1st. *command* x3, *cure light wounds* x2. 2nd. *hold person*, *silence* x2, *spiritual hammer*. The Brothors constantly harry the humanoid tribes to the north of Irilian and once a year, from the first daeg of Heahfore – Hael onwards, mount a major campaign to sweep

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

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

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

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

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

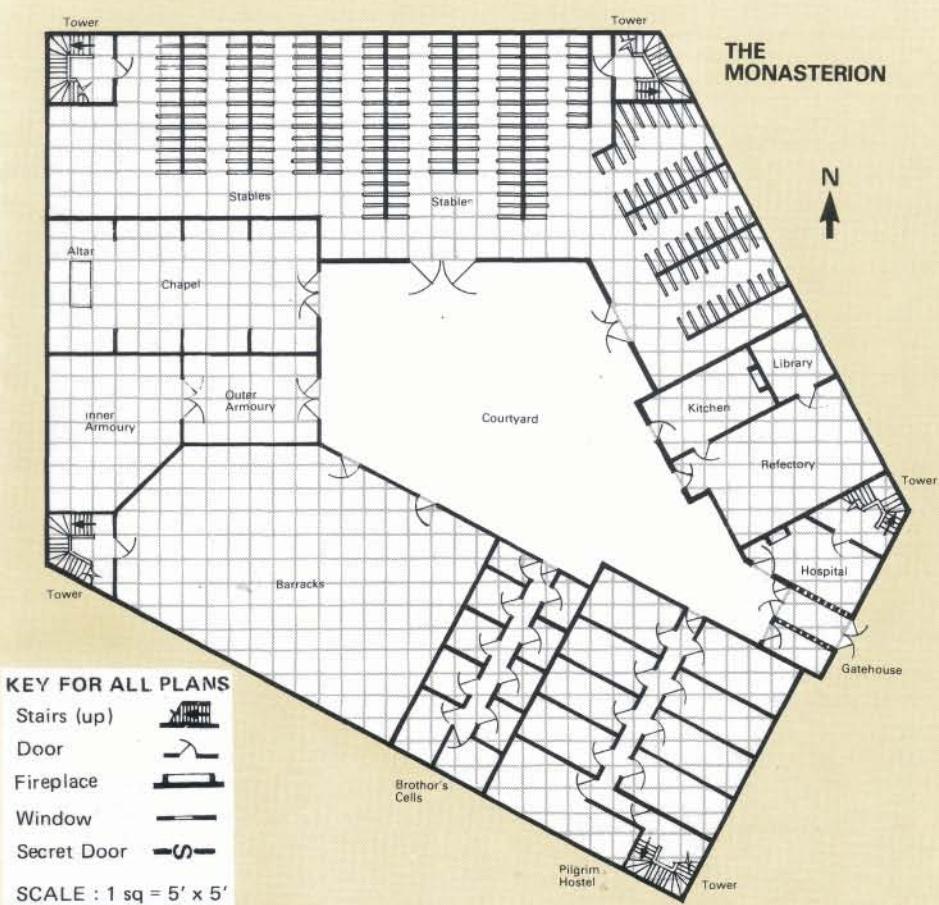
The Sceptre is kept inside a *wizard locked* Elfglass case (5DPV) which is in turn *wizard locked* onto the High Altar of the Chapel of Lagu. Each of the case, the Sceptre, and the Altar has 5 *magic mouths* cast on it to sound sequentially if the case is touched by anyone but the Gran Mareschal. One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

The Monasterion's outer wall (25 DPV) is battlemented, ballista topped towers (ST 3, N11, N21, N31, CN AV, DPV 40) guard its corners and the gatehouse is equipped with a portcullis (15 DPV, Gates 10 DPV), machicolations and murder holes. Around the central courtyard are the pilgrims' hostel, a series of bare rooms; the extensive armoury, barracks and stables, a small hospital and library and the refectory and chapel. Guards patrol the walls and drill occupies the courtyard.

CREATE FALSE RELIC (Alteration)

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

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



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

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

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

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

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Erizael	H	M	N	F	3	10	5	48	907	100	16	9	11	13	15	12	None	Shortsword
Rigidil	H	M	NE	F	3	21	5	31	783	80	14	10	14	12	14	10	None	Shortsword

Shops (See WD43 for shop nomenclature)

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

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

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

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

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

cS4 Beader (makes beads). 1 Riht Sloegh

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

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

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

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

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

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

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

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

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

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

cS14 Draper (sells cloth). 23, 24 Riht Monastian Clos (G6), ST 2, 2, N1 2, 1, N2 5, 8, CN PO, BA, CM 1.0, YE 22431, WE 12014.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Gang own a butchers shop (T1[cS9]) at 6 Luft Sloegh Rad (H5) as a cover for their activities. They are as yet unaware of the independent thief, Gildas Sandy, with her cover as a market stallholder. RA ½, SX F, AL N, CL T, LV 8, HP 32, AC 3, AG 55, WE 5897, BL 100, ST 12, IN 14, WI 11, DE 18, CO 14, CH 16, MI a1 Leather Armour, +2 Shortsword (NSA), Bag of Holding (150ft³ volume), WN Shortsword. Gildas is a likeable rogue who drifts from town to town clearing them out one by one. Gildas specialises in stealing from upper storeys of houses and is presently looking for accomplices for a raid on the Tor Wysard. When not in the Mark Geard, she inhabits the garret (T2) at 4 Luft Leogere Laen (F6) ST 3, N1 1, N2 1, N3 1, CN BA. Gildas will train for any player thief who meets her. □

Next Issue: Part 5, the South West Quarter.

IRILIAN

A Complete AD&D City by Daniel Collerton Part 5: Zotaquaan Aef Tor Wysard

This is the fifth in a series of six articles describing a small AD&D town – Irilian – and providing a sequential scenario – The Rising of the Dark. The first four episodes reached the point where a major relic for use against the Dark was discovered to be a fake produced by Zotaquaan Aef Tor Wysard. This episode describes the last quarter 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. Part 1 [WD42] features a glossary and the nomenclature key.

The Tor Wysard. Before leaving the Monasterion, the Gran Mareschal will insist that a Brothor Aef Lagu, the Seneschal Ras, [see WD45] accompany the party to keep an eye on them. Ras, who has his own suspicions about the Sceptre, will generally not interfere unless there is a very good reason for doing so.

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

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

The party will arrive in the Summoning Hall with a thunder-clap of displaced air. 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 cabbillistic robes. At his left hand is a demon and at his right, a devil. A golem stands behind, and a sable-eyed cat gazes from his lap. In his hand is a wand and on his fingers, rings. A force wall shimmers before him. He waits, silent; unmoving and unmoved until the party explains. Then he will chuckle and stand.

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

Cancelling his force protection, 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 to ask the party if they have ever wondered why they have been allowed to get so far. If the Dark is so powerful, why has it not destroyed them? Is it playing with them or is something protecting them? Is it something perhaps about Irilian itself? Are they sure that everything is as it seems?

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

However, before this is possible, the dark, still pouring out, will cover his body and the floor and start to climb up the walls, making it impossible to find the teleportation controls. As it spreads, the room will darken and cool until, in two rounds, it is well below zero. From then on, characters will take one point of damage per turn from the cold. One round after its appearance, the dark will reach the devil and demon, releasing them from 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* 10ft radius to keep off the attackers, then destroy them. He will then say to the party,

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

Then he will mutter, ‘Needless obscurantic doggerel as usual’, and lose consciousness.

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

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





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

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

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

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

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

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

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

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

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

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

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

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

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

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

Background Information

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

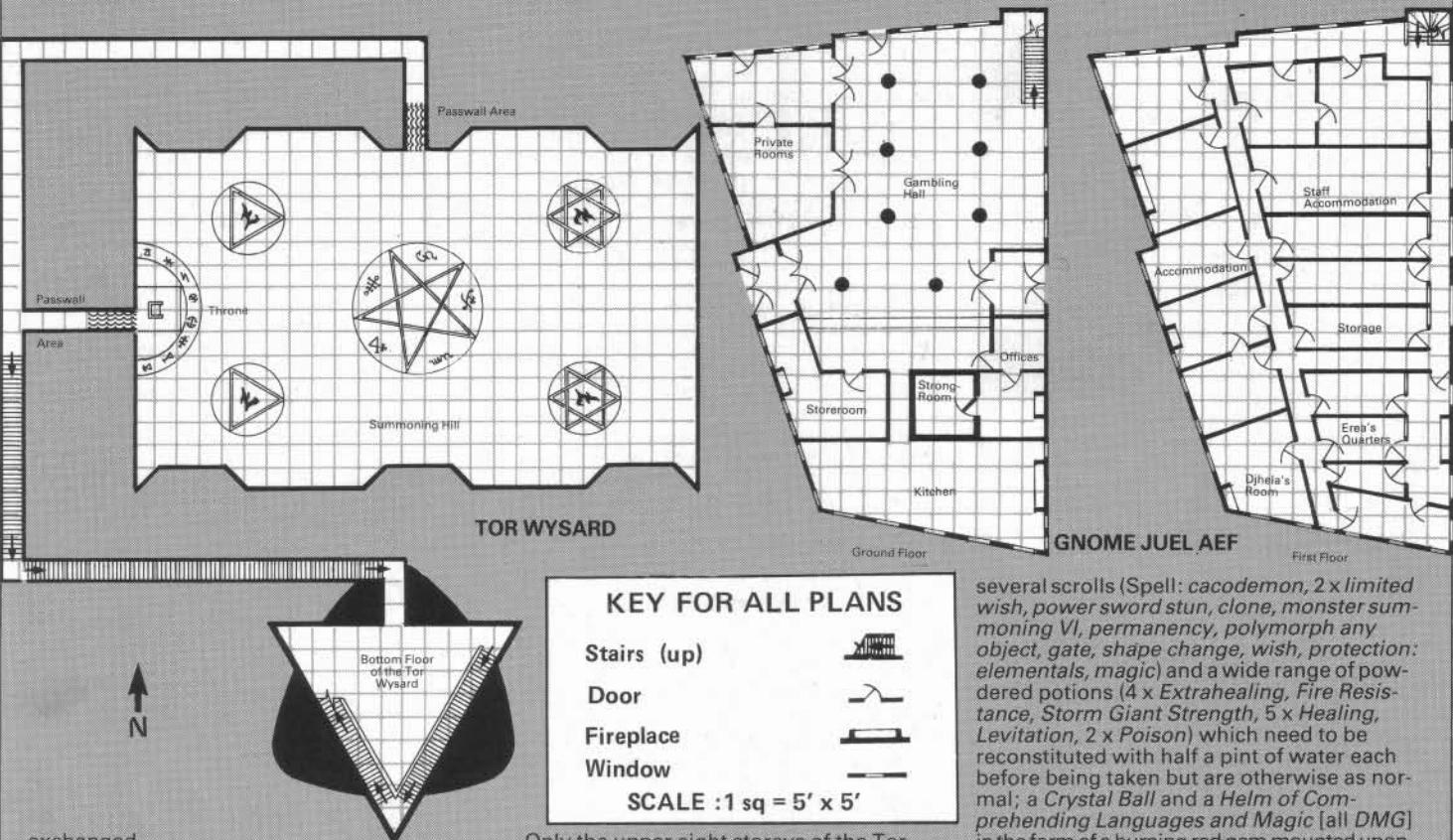
Megngaet. Towers 40 DPV each, Drawbridge 8 DPV, Portcullis 12 DPV, Gates 15 DPV, 2 Ballistae on each tower, Towers 20x20x40ft, Gate 20x30ft, Towers 3 storeys and a cellar each. Occupied by: Left tower, Garde Commandere, Stormwealcan Commandere, 1st Irmnan of the Stormwealcan. Right tower: 2nd & 3rd Irmnan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

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

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

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





KEY FOR ALL PLANS

Stairs (up)



Door



Fireplace



Window



SCALE : 1 sq = 5' x 5'

exchanged.

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

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

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

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

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

several scrolls (Spell: *cacodemon*, 2 x limited wish, power sword stun, clone, monster summoning VI, permanency, polymorph any object, gate, shape change, wish, protection: elementals, magic) and a wide range of powdered potions (4 x Extrahealing, Fire Resistance, Storm Giant Strength, 5 x Healing, Levitation, 2 x Poison) which need to be reconstituted with half a pint of water each before being taken but are otherwise as normal; a *Crystal Ball* and a *Helmet of Comprehending Languages and Magic* [all DMG] in the form of a burning red gem 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 Aef Tor Wysard: RA H, SX M, AL N, CL MU, LV 17, HP 45, AC-2, AG 129, WE 203678, BL 10000, ST 8, IN 19, WI 17, DE 18, CO 9, CH 17, MI Wand of Fire (36 charges), Bracers of Defence AC 2, Robe of Scintillating Colours, Ring of Regeneration, Ring of Elemental Command (Earth), +3 Dagger, WN Wand.

Spells: 1st: charm person, hold portal, identify, shield, sleep. 2nd: detect evil, ESP, locate object, stinking cloud, web. 3rd: dispel magic, haste, lightning bolt, protection from evil 10' radius, protection from normal missiles. 4th: confusion, fear, ice storm, minor globe of invulnerability, remove curse. 5th: cloudkill, conjure elemental, 2 x contact other plane, hold monster. 6th: disintegrate, legend lore, spiritwrack. 7th: cacodemon, limited wish, power word stun. 8th: antipathy, mind blank. Zotaquaan also has limited psionic powers. Ability 137, Attack/Defence Modes ADE/HIJ, Disciplines: 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, Fylin, is similar to the normal Guardian Familiar [FF] except that it has freedom of movement, is exceptionally intelligent and can polymorph itself at will into a human form. AC 8 and better, HD 1 and better, Move: 12" and better, No of Attacks: 3, Damage: 2x1d4/1d6 and better, Special Defences: Rebirth, Magic Resistance: 85%, HP 6 and better. (The DM should decide exactly what Zotaquaan's new spells and variations are. A good source is new spells from previous WDs.)

I4 The Gnome Juel Aef. 9 Riht Diamant Rad (E8), ST 2, N18, N2 16, CN PO, BC 4, CM 2, NC 6d4/5d10/10d6, NS 10, RC 1. Owned by Erea Gasrintri [Part 4], the Gnome Juel Aef is primarily a gambling house; having only limited accommodation: private rooms for eight and a common room for another ten. Most of its ground floor is taken over with the gambling halls; a large pillared area decorated with faded plum plush and peeling gilt stucco and two smaller, more secluded rooms. A variety of entertainments are on offer, ranging from simple card and dice games up to boardgames such as Orfeoht or Aelfgam. The games are crooked but not obviously so; the degree varies with the amount the gambler could possibly win if successful and averages a 15% house edge. The cash float is 2000gp; reserves of a further 4000gp are on deposit with Disrim the banker [Part 2]. The bouncers are:

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Ugilin	1/2	M	NE	F	3	21	5	18	534	50	16	12	9	12	14	7	Shortsword (+0/+1)
Kuldug	1/2	M	LN	F	4	24	5	21	1108	120	15	13	11	13	13	9	Mace MI +1 Mace
Zigfa	1/2	F	N	F	5	35	5	24	2473	140	17	9	4	11	18	6	Shortsword (+1/+1) MI Potions of Extrahealing, Human Control

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

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

I5 The Stormridan. 1 Luft Mathkr Laen (C7), ST 3, N18, N2 12, N3 10, CN AV, BC 0.1, CM 3, NC 4d8/4d6/4d10/4d8, NS 15, RC 0.1. The Stormridan is Irilian's sole high class inn. The food and wine are excellent, the beds soft and the sheets changed every second season – even the fleas seem less voracious than elsewhere. Being a swish sort of place, it has only one bouncer, Efiran Swoordman, a peaceable fellow who will, if possible, reason with trouble-makers rather than lay hands upon them. RA H, SX M, AL NG, CL F, LV 3, HP 18, AC 5, AG 56, WE 104, BL 50, ST 13, IN 12, WI 13, DE 12, CO 11, CH 9, MI None, WN

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

Irilian Societies

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

psionics have therefore gone underground; forming the secret Psionic Fellowship to guard their interests and protect and train youngsters gifted with powers of the mind. The Fellowship's representative in Irilian is Djhela Bn'Griz: RA H, SX F, AL N, CL I, LV 8, HP 24, AC 6, WE 3791, BL 100, ST 12, IN 17, WI 16, DE 17, CO 12, CH 17, MI +1 Ring of Protection, Scroll of Improved Invisibility x 2, Wand of Illusion [DMG], WN Dagger. Spells: 1st: audible glamour, change self, colour spray, hypnotism. 2nd: hypnotic pattern, invisibility, mirror image. 3rd: fear, spectral force. 4th: phantasmal killer. Psionic Ability 160, Attack Modes AE, Defence Modes FI, Disciplines: ESP, Sensitivity to Psychic Impressions, Object Reading; Telepathy.

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

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

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

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

dS17 Crossbowyer (crossbows, arbalests). 14 Luft Rubis Weg (D7), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 18394, WE 8675.

dS18 Currier (dresses and colours leather). 6 Luft Gealga Strat (B6), ST 1, N1 4, CN BA, CM 1.0, YE 6386, WE 2946.

dS19 Dairy. 1 Luft Gild Laen (C6), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 6012, WE 1902.

dS20 Drummaker. 5 Riht Met Weg (C5), ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 9012, WE 4031.

dS21 Farrier (shoes horses). 3 Riht Monast Clos (D5), ST 2, N1 3, N2 6, CN BA, CM 1.1, YE 18021, WE 9010.

dS22 Felmonger (sells untanned skins). 4 Luft Gealga Strat (B5), ST 1, N1 4, CN PO, CM 1.0, YE 5980, WE 1908.

dS23 Fletcher (arrows, darts). 13 Luft Rubis Weg (D6), ST 2, N1 4, N2 7, CN CO, CM 1.05, YE 7530, WE 3180.

dS24 Fishmonger. 5 Riht Mathkr Laen (C7), ST 1, N1 4, CN PO, CM 1.0, YE 5984, WE 1608.

dS25 Fruiterer (fruit). 4 Riht Diamant Rad (E6), ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 10978, WE 4539.

dS26 Furrier (furs). 4 Riht Tor Weg (D7), ST 3, N1 3, N2 1, N3 7, CN PO, CM 1.2, YE 45687, WE 28945. Owned by Garos Treogegefa (Part 4).

dS27 Galochemaker (waterproof shoes). 6 Riht Tan Strat (B6), ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 8998, WE 3978.

dS28 Garbler (spice sifter). 6 Riht Fals Straet (E6), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 7234, WE 2930.

dS29 Harnessmaker (animal harnesses). 8 Riht Monast Clos (D6), ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 10231, WE 4393.

dS30 Hawker (hawks, falcons). 5 Riht Diamant Rad (E7), ST 2, N1 4, N2 1, CN PO, CM 1.3, YE 26745, WE 13543.

dS31 Herbalist. 11 Mark Geard (E5), ST 3, N1 6, N2 7, CN AV, CM 1.0, YE 67094, WE 36845.

dS32 Horner (horn articles). 14 Mark Geard (E5), ST 3, N1 5, N2 4, N3 8, CN PO, CM 1.1, YE 59886, WE 39005.

dS33 Illuminator (manuscripts). 3 Riht Met Weg (C5), ST 2, N1 4, N2 5, CN PO, CM 1.5, YE 18086, WE 9015.

dS34 Inker (ink). 9 Riht Met Weg (D5), ST 2, N1 2, N2 7, CN PO, CM 1.0, YE 9078, WE 4090.

dS35 Instrumentmaker, Musical (sackbutts, viols etc). 2 Luft Salmoun Rad (B5), ST 2, N1 3, N2 5, CN PO, CM 1.2, YE 18098, WE 9075.

dS36 Instrumentmaker, Scientific (astrolabes etc). 4 Riht Rubis Weg (B5), ST 3, N1 3, N2 5, N3 6, CN PO, CM 1.5, YE 33064, WE 20944.

dS37 Leatherworker (small leather articles). 10 Riht Gealga Strat (B6), ST 2, N1 3, N2 6, CN BA, CM 0.95, YE 5987, WE 2014.

dS38 Limner (insignia, portrait painter). 2 Luft Fals Straet (D6), ST 3, N1 2, N2 6, CN BA, CM 1.2, YE 19078, WE 9078.

dS39 Macer (maces, flails, morning-stars). 2 Riht Munuc Weg (C6), ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 37509, WE 19068.

dS40 Miller. 2 Luft Rubis Weg (C5), ST 4, N1 3, N2 1, N3 1, N4 1, CN PO, CM 1.0, YE 19008, WE 8907. The mill is wind-powered; its upper three stories may be pivoted to face the wind.

dS41 Orglemaier (organs). 4 Riht San Hael (C6), ST 2, N1 4, N2 7, CN PO, CM 1.0, YE 18021, WE 8943.

dS42 Parchmenter (parchment, vellum). 7 Riht Met Weg (D7), ST 2, N1 1, N2 3, CN BA, CM 1.0, YE 8789, WE 3897.

dS43 Pepperer (spices). 1 Luft San Hael (C6), ST 2, N1 4, N2 4, CN PO, CM 1.3, YE 44987, WE 26014.

dS44 Pickler (preserves in brine). 7 Riht Gealga Laen (B6), ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 10584, WE 4397. □

IRILIAN

A Complete AD&D City by Daniel Collerton Part 6: Darkrise on Irilian

This is the final instalment in the series which has been describing a small AD&D town, Irilian, and providing a sequential scenario; The Rising of the Dark. As before, it is intended for a moderately large, thinking party of 2nd to 5th level characters with some assistance from Irilian's characters. This issue's scenario carries on directly from where Part 5 left off. See Part 1 [WD42] for a glossary and nomenclature key.

The Tunnel. The mist wall will follow the party along the east passage, cutting off light and sound from the well. The walls, shedding a dim white radiance, will gradually become obscured as tendrils of black mist start to twine across the walls and floor. These tendrils grasp the characters and, although insubstantial, their touch will numb: slowing characters' movements to half normal. Soon the passage will be completely blocked; cutting off all sight of the Light ahead. Then two Shadow Demons [FF] AC 9, 5 or 1, HD 7+3, Move: 12", No of Attacks: 3, Damage: 1d8/2x1d6, Special Attacks: To Hit plus in low light, Special Defences: Immune to fire, cold and lightning. Others depending upon light level, HP 29, 24, will step out of the walls and attack.

After defeating them and moving on, the thunder of rapidly approaching hooves mixed with the howls of wolves and screams of 'Deorc Rys' (Dark Rise) will be heard. From the mist ahead will burst two Death Dogs [FF] AC 7, HD 2+1, Move: 12", No of Attacks: 2, Damage: 2x1d10, Special Attacks: Disease, HP 9, 7, closely followed by a Death Knight [FF] AC 0, HD 9d10, Move: 12", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Spells, Special Defences: Spells, Magic Resistance: 75%, HP 39, mounted on a Nightmare [MM] AC -4, HD 6+6, Move: 15"/36", No of Attacks: 3, Damage: 2d4/2x2d4+2, Special Defences: Smoke screen, HP 41. These will fight to the death. However, if they appear to be winning, a roar of Light from the passage's end will engulf and destroy them. The Light comes from a ball of burning light in the centre of an arched chamber which opens out after half a mile or so.

The fire is a manifestation of the Light which has been protecting the party so far. A character must, of her or his own free will, step into it. Then the fire will blaze up, blinding everyone for a turn and consuming whoever stepped into it. It will then fade to reveal the naked character, unchanged but for a coruscating aura of blue-white diamond fire, which flares about it.

With extreme effort, the character may extend this aura to encompass a thirty foot radius about itself, destroying any manifestations of the Dark in the area. This is so demanding that it may only perform this five times before being destroyed.

In stepping into the fire, the character becomes part of the Light; the Lightchild. Through the Lightchild Irilian may be saved although, as it will realise, the prophecy song must be fulfilled. This means that the Lightchild must be consumed in a funeral pyre; specifically in the Temple fire pit. The Lightchild has 100 hit points for the purpose of attacks by Children of the Dark [see WD46 for Dark Children], and will need to get to the Temple.

The party will be able to reach the well without difficulty but they will discover a group of 10 Orc Dark Children [MM and Part 5] AC 6, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8, Special Attacks: Possession, HP (Dark [Body]) 6x6(6), 3x6(4), 5(4), who have roped themselves down to the passage. If these are destroyed, the party may use these ropes to climb back up.

Back on the Streets. Two rounds after the party leaves the well, 30 Goblin [MM] Darkchildren AC 6, HD 1-1, Move: 6", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP (Dark [Body]) 15x5, 10x4, 4x3, 2, will block the party's path. These will be joined later by:

Round 1: 1 Troll [MM] Darkchild AC 4, HD 6+6, Move: 12", No of Attacks: 3, Damage: 2x1d4+4/2d6, Special Attacks: Possession, Special Defences: Regeneration, HP 29(27).

Round 2: 2 Ogres [MM] Darkchildren AC 5, HD 4+1, Move: 9", No of Attacks: 1, Damage: 1d10, Special Attacks: Possession, HP 20(16), 17(12).

Round 3: 14 Kobolds [MM] Darkchildren AC 7, HD 1/2, Move: 6", No of Attacks: 1, Damage: 1d4, Special Attacks: Possession, HP 10x3(3), 4x3(2).

Round 4: 6 Bugbears [MM] Darkchildren AC 5, HD 3+1, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise, Possession, HP 4x12(11), 10(9), 9(8).

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

Round 6: 1 Frost Giant [MM] Darkchild AC 4, HD 12, Move: 12", No of Attacks: 1, Damage: 4d8, Special Attacks: Possession, Throw rocks for 2d10, Special Defences: Immune to cold, HP 50(38).

Round 7: 2 Minotaurs [MM] Darkchildren AC 6, HD 6+3, No of Attacks: 2, Damage: 1d4/2d4, Special Attacks: Possession, Special Defences: Surprised on a 1 in 6, HP 32(27), 28(27).

Round 8: 10 Unmounted Orcridan [Part 4] Darkchildren AC 5, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Possession, HP 10x6(4).

Round 9: 8 Gnoll [MM] Darkchildren, AC 5, HD 2, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Possession, HP 6x10(9), 2x9(9).

Round 10: 4 Flinds [FF] Darkchildren AC 5, HD 2+3, Move: 12", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP 2x11(11), 2x10(9).

Children of the Dark released from the Dark's control will fight for Light. In round two, the surviving Irilian Scouts will arrive to help the party [Part 4 but down to half Hit Points and with all spells used]. Four rounds after that, the Gran Mareschal of the Monastery [Part 4] will arrive with Sil, Ral, Quan, Ged and their men at arms accompanied by Tenq; summoned either by the Light or Ras's horn. They will help the party to the Temple.

At the Mark Geadr, the Irilians will be making a final stand. The remnants of the Garde and the Militia will be strung out from Dament Rad to Geld Laen. Behind them, a dense crowd of old men and women and children are praying; above them, Aslas and her pentacle still burn; and to their front, a wall of mist hangs, poised. All around, lightning forks from the stormy sky to the roof tops.

As the party appears, the mist will rise up until it covers the entire western half of the sky and then start to advance. The Lightchild should go to the Temple fire-pit. As it does so, the Temple will darken until the only light comes from the figure in the flames. Gradually, the Light will increase until, crackling with power and of a blinding intensity, it blasts

from the Temple doorway, across the Mark Geadr, into the Dark; spreading, leaping from house to house and person to person, until the whole of Irilian is ablaze with white fire.

Around the town walls, the Dark will rise higher; drawing greater power to itself before tumbling over the walls and sweeping once again to the Mark Geadr. The Light will dim then flare up, striking the senses from all in Irilian. When the population awakes, it will be dawn; a golden sun rising into a cloudless sky: The Dark laid. Of the Lightchild, there will be no sign.

Aftermath. Within one season of Darksfall, Irilian will be much as it always was. When the Light laid the Dark, all of its works in Irilian were undone; thus all who were trapped in Blaec Fyr were released unharmed (the humanoids wisely instantly taking to their heels). Reconstruction will have finished by then and prominent citizens will have resumed their normal stations. (If the party failed, the DM may start a new party off, either assuming that the Dark never existed and that the players' knowledge comes from living in Irilian for a while, or having them penetrate into Dark-controlled Irilian; attempting to lay it.)

If the party do survive, the Counsellor will vote them the following rewards: 1. To them and their heirs in perpetuity; the freedom of Irilian with exemption from all taxes (but not duties) and automatic citizenship. 2. To them and their heirs in perpetuity; lordship over all the lands between the Irl and the Sil [Part 1] from their confluence to the Scarp mountains, subject to the Overlordship of the Counsellor Aef Irilian; with all the goods, chattels, habitments, persons and incomes therein, subject to a yearly tithe to the Counsellor Aef Irilian. (Unfortunately, the lands to the north are lost to Irilian and are occupied by several major humanoid tribes and numerous monsters; all of which will need to be pacified or destroyed before the territory could become profitable. It is up to the individual DM to provide further details if wished.) 3. To them for the remainder of their lives: a pension of 500 gold pieces each per year.

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

Irilian may be used as a basis for further adventures by the DM. The party will have made powerful allies and enemies, both of which will seek to use them for their own ends and the town is the ideal base from which to subjugate their new territories.

Background Information

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

Military Law. Deals with all offences committed by members of the Garde and the Militia when on duty. Crimes are reported to an officer who then has the power to arrest the suspect and confine him in the Rivereweac

Tor until trial. Minor crimes (those punishable by flogging) are heard before the Commandere Aef Man or Aef Hors. Serious crimes go to the Garde Cort. This consists of the Garde Commandere, who acts as Profost-Mareschal, the Commandere Aef Hors and the Commandere Aef Man. Guilt is determined by a majority verdict. The accused may nominate a friend to argue his case or provide his own defence. Bribery may help a not guilty plea. Punishments for criminal offences such as theft, murder and rape are as in the Cort Criminari. Military crimes have these penalties:

Cowardice:	Flogging.
Negligently carrying out a duty:	Flogging.
Refusing to carry out an order:	First Offence – Flogging, Second offence – Death by drowning.
Desertion:	Death by drowning.
Mutiny:	Decimation by drowning.

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

Religious Law. Crimes committed by members of the Religious in Irilian and various other crimes are tried by the Temple Cort. This is made up of the Abbeieess of the Abbeie, the Gran Mareschal of the Monasterion and the Primat Aef Irilian; conviction is by a majority verdict and bribery is of some use in swaying it. Accused must present their own defences. Prosecutions may only be initiated by a member of the Cort but anyone may report a transgression with a request that it be acted upon. The Brothors Aef Lagu will usually hold suspects for trial. Conviction for a civil or criminal offence in the Temple Cort will lead to the criminal being unfrocked and handed over to the Corts Civilis or Criminari for a quick retrial and punishment. Penalties for religious crimes are:

Desecration:	Death by starvation.
Heresy:	Death by burning.
Blasphemy:	Minor (swearing) – 1 wika in stocks by Temple door. Major – Death by starvation.
Sacrilege:	Death by burning.

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

Civil Law. All wrong-doing involving taxes, duties, debts, contracts, merchandising and property are dealt with in the Cort Civilis: the Coroune, two Counseil members and the Clerc [Part 4]. Any Irilian may move a prosecution by a sworn deposition to the Coroune who will then have a Landvoigt deliver a summons to the accused to appear before the Cort. Both accuser and accused may be represented by scrivener-lawyers (aS39 2 Luft Met Weg). Conviction is by a majority verdict; the Clerc does not vote. Punishments are:

Evading taxes or duties:	Fine equal to twice the evasion plus 20 lashes.
Debt:	Confiscation of property to the value of the debt plus 50%.
Breach of Contract:	Fine.
Fraud:	Fine plus up to 100 lashes.
Giving false measure:	Fine plus 1 wika in the Mark Gead stocks.
Action for damages or libel:	Fine equal to damage done plus 50%.
Carrying out a business without Gild permission:	Confiscation of tools plus fine and 1 wika in the Mark Gead stocks.

Fines range from 50sp to 10000gp depending upon circumstances; averaging a few hun-

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

The Cort Civilis is convened on Fyndaeg of Storm, Waeter, Hael and Vale of each seson. Civil law is not enforced in Irilian unless the Counseil wants it to be. Thus it is used against the populous rather than for it and abuses against it, especially by Counseil members, are very common and virtually unpunished.

Criminal Law. This covers all offences against person and property. Suspects caught committing a crime may be immediately arrested by the Garde or any Irilian citizen; the latter must, however, hand the suspect over to the Garde as soon as possible. In practice, citizens usually send a Hue and Cry rather than attempt an arrest themselves. If the suspect is not caught in the act or manages to escape pursuit, any witnesses must make a sworn statement to the Scirgefeha who will make out a warrant for the Typstoef and Garde to apprehend the suspect. Suspects awaiting trial or punishment are imprisoned in the Riverewaet Tor.

Crimes are tried before the Cort Criminari, the Scirgefeha and four Counseil members assisted by the Clerc. Convictions are by majority verdict – heavily influenced by the bribes offered. A defendant may be represented by a scrivener-lawyer. Common punishments are:

Treason or rebellion:	Death by hanging, drawing and quartering.
Murder:	Death by hanging.
Assault:	First offence – Up to 500 lashes, Second offence – Loss of left eye, Third offence – Death by beheading.
Rape:	First offence – Loss of left hand, Second offence – Death by hanging.
Arson:	First offence – Loss of ears and branding on forehead, Second offence – Death by burning.
Theft	First offence – 80 lashes, Second offence – Loss of right hand and nose, Third offence – Death by hanging.
Failing to obey a summons:	First offence – Confiscation of all property, Second offence – Banishment under pain of death by beheading.
Failure to obey a member of the Garde on duty:	50 lashes.

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

Trials. In deciding whether a character is convicted of a crime or not, the DM should consider the following points.

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

Hue and Cry. Alerts all those within 80 feet who will attempt to pursue and grapple the suspect so rendering him or her incapable of action until the Garde arrives. Up to 3d20 people may form the pursuing crowd; all with the statistics of normal Irilians. None will risk their lives.

Encounters. With a little thought, most encounters may be used to lead on to something. The suggested encounters given should be changed or ignored as circumstances dictate, and varied with the time of year as well as of day since festivals, for example, will dictate what is happening on the streets. Encounters may either directly involve or be witnessed by the party; in the latter case, the character tables may be used to find out who else is involved. The character tables may also be used as an index of all the 'adventuring' characters and shops in Irilian except for Teral Guthdohtor Aef Abbeie [Part 2] who does not leave the Abbeie and so does not figure in them. Encounters take place on a roll of 1 on a d6, which should be rolled once per turn spent out on the streets of Irilian.

	Dagung to Middaeg	Middaeg to Dusk	Dusk to Midnighth	Midnighth to Dagung
Accident	001-075	001-075	001-075	001-025
Addict	076-090	076-100	076-130	026-075
Bandit	091-095	101-110	131-140	076-090
Bat			141-145	091-115
Beggar	096-220	111-255	146-295	116-155
Blood Hawk	221-230	256-265		
Booka	231-245			
Caravan	246-320	266-340	296-305	
Chamberpot	321-395	341-345	306-330	156-185
Character	396-470	346-420	331-405	186-245
Costermonger	471-585	421-545	406-505	
Doppleganger	586-590	546-550	506-510	246-250
Drunk	591-600	551-570	511-590	251-325
Escaped Animal	601-640	571-595		
Fire	641-665	596-620	591-620	326-450
Food Vendor	666-740	621-715	621-770	451-500
Galtrit	741-745			
Gang Fight	746-755	716-720	771-805	501-600
Garde	756-780	721-745	806-860	601-780
Hornet	781-785			
Hue and Cry	786-835	746-810	861-910	781-795
Kidnap				796-805
Killmouli	836-840			
Mob Riot	841-850	811-825	911-925	806-810
Monster	851-855	826-830	926-930	811-820
Mugging	856-860	831-835	931-950	821-870
Pilgrim	861-910	836-885		
Poifergeist			951-955	871-880
Preacher	911-950	886-955	956-965	
Prostitute	961-965	956-960	966-970	881-920
Rabid Animal	966-990	961-995	971-985	
Rats	991-995		986-995	
Spiders			996-000	971-995
Undead			996-000	996-000
Wasp				

Encounter Descriptions

Accident. Someone stumbles and falls or a runaway animal hits him or her: roll under dexterity on 1d20 or suffer 1d2 (fall) or 1d6 (animal) damage.

Bandit/Brigand. A group of robbers [MM] from the wild areas to the north, visiting Irilian to dispose of loot and indulge. Looking for trouble.

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

Beggar. A whining beggar with trivial information paws at cloaks; demanding largesse.

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

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

Caravan. A group of traders pass. Usually farmers from the surrounding countryside; around market days, possibly a Merchant Caravan [MM]; or, very rarely, a group of non-humans, dwarves [MM], elves [MM] or gnomes [MM]; or, rarer still, orcs [MM], goblins [MM], or kobolds [MM].

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

Character. Someone approaches to offer/request information/help/abuse etc. Roll on the following tables then look the character up to find possible reasons for their approach.

1d20

- 1-19. Normal Irilian
- 20. Character

Normal Irilian (Part 2), 1d10

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

Character, 1d100

- 01-17. Cleric
 18. Druid
 19-62. Fighter
 63-65. Paladin
 66-67. Ranger
 68-72. Magic User
 73-75. Illusionist
 76-82. Thief
 83-84. Assassin
 85. Bard
 86-93. Merchant
 94. Sage
 95-98. Houri
 99-00. Other

Roll 1d10 for status or of parents or spouse

- | | | |
|---------------------|---|---|
| 1. Sundi | } | Roll on shop
shop lists
(Parts 2-5)
for occupation |
| 2. Mastercraftsman | | |
| 3. Journeyman | | |
| 4. Apprentice | | |
| 5. General Labourer | | |
| 6. Porter | | |
| 7. Animal Handler | | |
| 8. Personal Servant | | |
| 9. Farmhand | | |
| 10. Other | | |

Clerics

1. Chantrman (1)
- 2-10. Sisters Aef Abbeie (2)
11. Aslais of the Temple (3)
12. Miril of the Temple (3)
13. Pelnos of the Temple (3)
14. Pelase of the Scouts (4)
15. Teng Aef Monasterion (4)
16. Arkis Aef Monasterion (4)

Druuids

1. Acfyst (3)

Fighters

1. Ininae of the Grifoun (2)
2. Tislum of the Grifoun (2)
3. Uzuld the moneylender (2)
4. Kullut of the Heafod Aef Orc (3)
5. Sulliga of the Heafod Aef Orc (3)
6. Tirages of the Heafod Aef Orc (3)
7. Firga of the Heafod Aef Orc (3)
8. Zigul of the Heafod Aef Orc (3)
9. Sigil of the Heafod Aef Orc (3)
10. Agrea of the Heafod Aef Orc (3)
11. Dirim the Moneylender (3)
12. Dirima, Dirim's wife (3)
13. Thori, Dirim's son (3)
14. Bombas, Dirim's son (3)
15. Lelfos of the Garde (4)
16. Irsim of the Garde (4)
17. Helas of the Garde (4)
18. Bisil of the Garde (4)
19. Nireal of the Garde (4)
20. Sesil of the Garde (4)
21. Jiral of the Scouts (4)
22. Breben of the Scouts (4)
23. Garli, Erea's husband (4)
24. Ankra, Erihim's bodyguard (4)
25. Telnon, Garos' bodyguard (4)
26. Giniel, Garos' bodyguard (4)
27. Erin, Pelos' bodyguard (4)
28. Aran, Pelos' bodyguard (4)
29. Distrian, Pelos' bodyguard (4)
30. Kilmin, Pelos' bodyguard (4)
- 31-41. Brothors Aef Lagu (4)
42. Erizeal of the Thri Seorra (4)
43. Rigisil of the Thri Seorra (4)
44. Ugilin of the Gnome Juel Aef (5)
45. Kuldug of the Gnome Juel Aef (5)
46. Zigfa of the Gnome Juel Aef (5)
47. Perilas of the Sclava-freedom (5)
48. Gisirai of the Gild Aef Venteners (5)

Paladins

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

Rangers

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

Magic Users

1. Elas of the Scouts (4)
2. Yhoudeh of the Scouts (4)
3. Kirea of the Scouts (4)
4. Arien, Elisim's bodyguard (4)
5. Zotaquaan Aef Tor Wysard (5)

Illusionists

1. Imilos of the Scouts (4)
2. Eraea of the Counsell (4)
3. Djhela of the Gnome Juel Aef (5)

Thieves

1. Agroth of the Beggars (3)
2. Shila of the Beggars (3)
3. Hirean of the Gealgagang (4)
4. Korsal of the Gealgagang (4)
5. Korseal of the Gealgagang (4)
6. Pireal of the Gealgagang (4)
7. Gildas of the Mark Garde (4)
8. Staet Gang member (2)

Assassins

1. Alis of the Hashishiy (3)
2. Daergne, Alros' bodyguard (4)

Bards

1. Gilos of the Grifoun (2)

Merchants

1. Tirouv, Gild Faector (2)
2. Alros of the Counsell (4)
3. Dareon of the Counsell (4)
4. Elisim of the Counsell (4)
5. Erihim of the Counsell (4)
6. Garos of the Counsell (4)
7. Pelas of the Counsell (4)
8. Pelos of the Counsell (4)

Sages

1. Timis (2)

Houris

1. Tiralle of the Heafod Aef Orc (3)
2. Elhiri of the Heafod Aef Orc (3)
3. Giriel of the Heafod Aef Orc (3)

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

Doppelganger. One of Erihim Stormboi's clan [Part 4] is recognised as a Doppelganger.

Drunk. A singing, a dancing Irilian (roll on character tables) attempts to foist his inebriety upon others. Reject, and a fight may result.

Escaped Animal. An animal from the Mark Garde [Part 3] makes a break for freedom.

Fire. A house is engulfed in flames. 1d8-5 people are trapped inside with 2d4 rounds before the fire reaches them.

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

Galtrit. A Galtrit [FF] is disturbed, rises from the muck and sinks its teeth into whoever is nearest.

Gang Fight. Two or more Staet Gangs [Part 2] dispute territory.

Garde. On duty: a patrol [Part 2] shakes down passers-by. Off duty: brutal and licentious soldiery makes advances.

Hornet. 1d4 Giant Hornets [FF] buzz the street.

Hue and Cry. Conscientious citizens pursue a miscreant [Part 6].

Kidnap. If surviving, D'Hel and his followers [Part 3] 'ask' a passer-by to join them for a service to Gizherae. Otherwise, the Gealgagang [Part 4] try an abduction.

Killmoulis. A mischievous Killmoulis [FF] practices its japes upon a pedestrian.

Mob Riot. Large number of citizens [Part 4] demonstrate against the Counsell, the Gods, or whatever.

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

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

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

Poltergeist. A poltergeist-propelled [FF] object exists a nearby house; striking a passer-by.

Preacher. One of the Religious (roll on the clerics table) warns of the dangers of all paths but the One True Way.

Prostitute. A loose person walks the streets. Roll 1d4. 1-3: amateur, 4: from the Heafod Aef Orc [Part 3].

Rabid Animal. Roll 1d6. 1-5: Dog [MM], 6: Market animal [Part 3]. Bite gives acute, terminal, nervous system dysfunction [DMG].

Rats. 1d6 Giant Rats [MM], 10% of the time accompanied by 1d2 Jermilaines [FF], pounce.

Spiders. 1d2 Giant Spiders [MM] try to enweb unwary strollers.

Undead. Roll 1d4; the result materialises and attacks 1-Apparition [FF], 2-Ghost [MM], 3-Spectre [MM], 4-Wraith [MM].

Wasp. 1d4 Giant Wasps [MM] attempt to set a nursery inside members of the populous.

Expanding and Detailing Irilian

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

In its overall structure, Irilian is very loosely based up 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), will also be very useful. The Irilian language is a free variant of Old English; words can be constructed by looking up the roots of modern English words in an etymological dictionary and changing the spelling slightly. Finally, I would like to thank Dominic McAteer for his helpful discussions of Irilian and AD&D. Remember, Irilian is only a suggestion; if you do not like it, change it. □

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NB: Numbers represent the relevant episode. (1-5 = WD42-WD46)		



