

-IRILIAN-
- REMASTERED -
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Table Of Contents

A. Nomenclature

B. Language and Pronunciation

Part I: Irilian History & Government

Part II: Irilian Deities & Religion

Part III: Time in Irilian

Part IV: Markets & Commerce in Irilian

Part V: Weather in Irilian

Part VI: Irilian Garde & Militia

Part VII: Irilian Criminal Underworld

Part VIII: The Irilians

Part IX: Law in Irilian

Part X: Locations in Irilian

A. The Northwest Quarter

B. The Northeast Quarter

C. The Southeast Quarter

D. The Southwest Quarter

Part XI: Random Encounters in Irilian

Appendix I: New Monsters

Appendix II: New Magic Items

Appendix III: Drugs in Irilian

Appendix IV: New Spells

Appendix V: Irilian Maps

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A: Nomenclature

The following nomenclature will be used throughout..

CHARACTERS

Ra Race	H Human	D Dwarf	E Elf
G Gnome	$\frac{1}{2}$ E Half-Elf	$\frac{1}{2}$ -ling Halfling	$\frac{1}{2}$ O Half-Orc
SX Sex	F = Female	M Male	AL Alignment
CL Class	A Assassin	B Bard	C Cleric
D Druid	F Fighter	H Hourie	I Illusionist
MU Magic-User	M Monk	ME Merchant	P Paladin
R Ranger	T Thief	AG Age in Years	HD Hit Dice
HP Hit Points, adjusted for Co	AC = Armour Class, adjusted for DX and magic		

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 2% personal possessions.

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 40% chance of this being possible. The character offers a bribe of 409gp. This is 4 times Kullut's 8L so there is now a 70% $(-10 + 4 \times 20)$ 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	CO Constitution	CH Charisma	IN Intelligence
WI Wisdom	DX Dexterity	MI Magic-Items Used	WN Normal Weapon Used

BUILDINGS

ST # of stories	N1 Ground floor rooms	N2 Second floor rooms, etc.	CN Condition
AV Average	PO Poor	BA Bad	CO Collapsing

BUSINESSES/INNS/TAVERNS

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 $(2sp \times 0.8) = 1.6sp = 16cp$.

NC: Number of Customers: 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 - Middneahht .

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

RC: 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 either (01-80%) two Irnma of the Garde as part of their protection racket or (81-100%) the Brothers Aef Monasterion seeking to stamp out licentiousness.

REFERENCES

DMG Dungeonmaster's Guide	PH Player's Handbook	MM Monster Manual	FF Fiend Folio
DDG Deities & Demigods	WD White Dwarf Magazine		

B: Language And 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.

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 GLOSSARY

Abbeie: Abbey	Damner Battyle: Battle of the Damned
Abbeiss: Abbess	Deorc: Dark
Blaec: Black	Deorcdaeg: Darkday (Festival)
Blaec Fyr: Black Fire	Diubul: Goddess of Evil
Blaecgaet: Black Gate	Domsdaeg: Doom's Day (Festival)
Blaecclotos: Black Lotus	Dosk: Dusk
Blau: Blue	Earthdaeg: Day of the Wika
Blauorchis: Blue Orchid	Eirdaeg: Day of the Wika
Blodmarchant: Blood Merchants (division of the Garde)	Esrif: God of Battle
Bole: Bull (A season)	Fanwe: Goddess of the Elements
Boledaeg: Bullday (A seasonal festival)	Felthu: Goddess of Fertility
Bowb: Copper Piece	Foldaeg: Fool's Day (Festival)
Brothers Aef Monasterion: Brothers of the Monastery	Fondation: Foundation (Festival)
Brun: Brown	Forgiefanas: Goddess of Mercy & Healing
Brunpopaeg: Brown Poppy	Frostdaeg: Day of the Wika
Caelf: Calf (A Season)	Fyrdaeg: Day of the Wika
Caelfdaeg: Calfday (A Seasonal festival)	Gaet: Gate
Cahecubo: Goddess of the Seasons	Gaetman: Gateman
Chantr: Chantry	Garde: Guard
Chantrman: Chantry Priest	Garde Cort: Guard Court
Chare: Passage	Gealga: Gallows
Clerk: Keeper of the Conseil Records	Gealgagaet: Gallow Gate
Clos: Close	Gealgagang: Gallow's Gang
Cludaeg: Day of the Wika	Gemmafaile: Gemsfail (Festival)
Coinman: Keeper of the Mint	Geard: Yard
Commmandere Aef Horse: Commander of the Cavalry	Geoluh: Yellow
Commandere Aef Man: Commander of the Infantry	Geoluhlotos: Yellow Lotus
Conestable: Constable	Gild: Guild
Coroune: Coroner	Gild Aef Venteners: Guild of Adventurers
Cort Civilis: Civil Court	Gild Faector: Guild Factor
Cort Criminari: Criminal Court	Gild Maestre: Guildmaster
Counseil: Council	Gilds Merchant: Merchant's Guild
Counseil Hus: Council House	Gild Mearcian: Guild Mark
Counseil Aef Misruile: Council of Misrule (see Folsdaeg)	Graefgeard: Graveyard
Cu: Cow	Gran Mareschal: Grand Marshall
Cudaeg: Cowday (A Seasonal Festival)	Grifoun: Griffon Inn
Daeg: Day	Hael: Hill (a Wika)
Daeg Aef Victorie: Day of Victory (Festival)	Ham: Small Settlement
Daegure: Hours of the Day	Heafod Aef Orc: Orc's Head Inn
Daegwaeccan: Day Watch	Heafod Cyning: Heads King
Dagung: Dawn	Heahfore: Heffer (A Season)
Dauthr Weg: Death Way	Heahforedaeg: Hefferday (A Festival)
DauthrMan: Dead Man (God of Death)	Hliehhannman: Laughing Man (Garde Division)
	Iril: River Iril
	Irnan: Small Infantry Unit
	Juel: Jewel
	Kamarling: Official in charge of taxation

Keye: Quay
Lac: Lake (Wika)
Laeden: Leader
Laen: Lane
Lagu: God of Law
Laidhanas: Goddess of the family
Landvogt: Official assisting the coroune
Leoht: Light
Leohtdaeg: Lightday (Festival)
Lesardman: Lizardman
Luft: Left
Mareschal: Marshal
Mark: Market
Markman: Official in charge of the markt
Markgeard: Market Guard
Megngaet: Main Gate
Middaeg: Noon
Middneah: Midnight
Mona: Moon
Monadaeg: Day of the wika
Monasterion: Monastery
Mont: Mountain (a wika)
Neah: Night
Neahure: Hours of the night
Orcridan: Orc Riders (Division of the Garde)
Pas: Pass (a wika)
Penneie: 0.1 Copper Piece
Primat: Primate
Profost Mareschal: Provost Marshal
Purpre: Purple
Purplelotos: Purple Lotus
Rad: Road
Ragndaeg: Day of the wika
Relief Aef Irilian: Relief of Irilian (Festival)
Ridan: Small unit of cavalry
Riht: Right
Rivere: River
Riverewaec Tor: River Watch Tower
Ruadh: Red
Ruadpoppoeg: Red Poppy
Sammedeorc: Same Dark (Festival)
Sammeleoht: Same Light (Festival)
Sargents Aef Arms: Sargeants-of-Arms
Seneschal: Military Commander
Seorra: Star
Seorradaeg: Day of the wika
Seson: Season
Scirgerefa: Sheriff
Sclavafreedom: Slaves' Freedom (Secret Society)
Shash: Sash
Sil: River Sil
Smjuga: Smock
Straet Gang: Teenage gang
Stiweard: Steward
Straet: Street
Storm: Storm
Stormridan: Stormrider's Inn
Stormwealc: Stormwalkers (Division of the Garde)
Sundi: Gild Syndics
Sunndaeg: Day of the wika
Tellar: Gold piece
Temple: Temple
Temple Cort: Temple Court
Temple Hus: Temple House
Thri Seorra: Three Stars Inn
Tor: Tower
Tor Wysard: Wizard's Tower
Triubhas: Trousers
Tryptoe: Official assisting the sheriff
Ure: Hour
Utgild: Out Guild (for non-humans)
Vale: Valley (A wika)
Venger: God of punishment
Waecan: the Watch
Waeter: Water
Waeterdaeg: Day of the wika
Waetergaet: Water Gate
Walman: Official in charge of Irilian's walls
Wardgild: social guild limited to one Irilian ward
Weard: Winding path
Weg: Way
: Week
Wudoflor: Wood Flower (drug)



PART I: Irilian History & Government

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 Irilia.

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 'foretold visit' from one or two armies. There are two main facets to Irilian politics - the Council and the Mob existing in uneasy partnership; Council proposing and the Mob, now and then, disposing. The Council are the elected representatives of the people while the Mob are the people themselves.

THE IRIILIAN BUREAUCRACY: the posts (see table 1 below) 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 Council members are distributed by lot at the beginning of each ten year term of office. The bureaucracy is both exceedingly inefficient and corrupt.

Major Posts in the Irilian Bureaucracy				
Position	Area of Responsibility	Annual Income/Statutory Bribe	Held By	Current Holder
Laeden	Council Leader	10,000gp/20,000gp	Council Member	Elisim Deorctunge
Coinman	Mint & Treasury	8,000gp/15,000gp	Council Member	Erea Gasrintri
Kamarling	Tax Assessment/Collection	5,000gp/25,000gp	Council Member	Alros Snakaeeage
Clerc	Town Records	8,000gp/10,000gp	Irilian Citizen (Hereditary)	
Markman	Regulating the market	2,000gp/18,000gp	Irilian Citizen (Hereditary)	
Steward	Regulating extra-Irilian trade	1,000gp/30,000gp	Council Member	Dareon Aelfhaer
Corone	Civil Law	10,000gp/50,000gp	Council Member	Pelas Irilsunnu
Landvogt (x2)	Assisting the Corone, Serving Writs, etc.	4,000gp/12,000gp	Irilian Citizen (Hereditary)	
Scirgerafa	Criminal Law	10,000gp/20,000gp	Council Member	Pelos Irilsdohtor
Typstoeft (x2)	Assisting the Scirgerafa, Arrests, etc.	4,000gp/8,000gp	Irilian Citizen (Hereditary)	
Mareschal	Irilian's Military Safety	6,000gp/1,000gp	Garde Commandere	Lelfos Gefacleofion
Walman	Upkeep of Town Walls	5,000gp/1,000gp	Council Member	Erihim Stormboi
Gaetman	Upkeep of Town Gates	5,000gp/1,500gp	Council Member	Erihim Stormboi
Conestable	Council's Safety, Town Militia	8,000gp/1,000gp	Irilian Citizen	Lelfos Gefacleofion
Sergents Aef Arms (x2)	Council's Safety	6,000gp/500gp	Commandere Aef Hors Commandere Aef Man	Isrim Deorcsunnu Helas Neahtlocian

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

COUNSEIL MEMBERS: The Counseilors are (elected members have their Ward and which Gild they control given): Tirouv Polarion (Gild Faactor); Lelfos Gefacleofian (Garde Commendere, Part VI): Alros Snakaeage (Iril Ward), Gilds of Armourers and the Gilds and Companies of Metallers; Dareon Aellhaer (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 (Rubia Ward) Gilds and Companies of Leatherworkers); Garos Teowegefa (Abbeie Ward), Gilds of Armourers and the Gilds and Companies of Metalworkerr; Poise Irilsunnu (Orc Ward), Gilds and Companies of Housers and the Gilds and Companies of Woodworkers); Pelos Irilsdohtor (Temple Ward), Gilds and Companies of Victuallers.

THE MOB: Unpopular moves by the Counseil or anyone else will almost certainly lead to a riot. The mob takes 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 tw daeg. The mob begins by attacking the object of its anger. in most cases the Counseil 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.

IRILIAN GILDS AND COMPANIES: Gilds in Irilian are not as powerful as they are in other independent towns since they are effectively controlled by the Counseil. Thus, rather than constituting a power bloc separate from the government as is usual. they form part of that government and are used by it to control the trades. Also unusually, their regulatory and social functions have been split. In common with all Gilds. their primary function is regulating the trades but their social functions have been taken over by the Wardgilds. Membership of a Gild is restricted to Irilian citizens who can provide proof of their competency in their craft and pay the Gild Fee of 5gp. Only members of a gild or Company may carry on a trade in Irilian.

Gilds and Companies are very similar; the main difference being in the Gilds' greater status rather than in size or power. Together Gilds and Companies may form a larger grouping known as a Trade; it is these Trades which are controlled by the Counseil members. Each Gild or Company has its own Gild Maestre who together with the Sundi (Gild Syndic) regulates its affairs. Each Trade is governed by a Grand Maestres (all Counseil Members) who settles intergild disputes. Intertrade squabbles are referred to the Cort Civilis.

To save space. where a shop has been mentioned in Irilian it will be that of a Gild Maestre (if there is more than one shop of a particular type, the richest is that of the Gild Maestre, the others are the Sundi's); it is up to the DM to detail others of the same type if necessary. Generally. these will be small or with one craftsman of Journeyman rank and 1d2 apprentices and will be engaged in piecework for a Gild Maestro's workshop.

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

Wardgilds: Each Electoral (see map; and The Counseil) Ward in Irilian has its Wardgild: an organisation of its occupants for mutual support. Each Wardgild has roughly 500 members who each pay from 5-50gp per year depending upon income. The funds are used to support destitute members of the Ward: pay for funerals. foster orphans and otherwise provide a very basic social service. Each Wardgild has a counseil which regulates its area.

Utgilds: Similar to the Wardgilds. the Utgilds serve races rather than geographical areas. They are small in size: havin at most 20-30 members in Irilian although their membership outside the town can run into the thousands. Their funds are likewise restricted. averaging about 100gp. The major Utgilds with their Gild Maestres are: Dwarves: Dis'rim the Banker. Elves: Arien. Elisim Deorctunge's bodyguard. Gnomes: Erea Glasrintri. Half-orcs: Zigfa from the Gnome Joel Aef.

All non-humans in Irilian will be members of their respective Utgilds; donating 2% of their income in dues. Only characters of the race concerned may join an Utgild.



PART II: Irilian Deities & Religion

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 Felthu for good crops or a successful birth. The major religious institutions in Irilian are the Abbeie, the Monasterion, the Temple the Graefgeard and Chantr. 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.

Align: NG
Worshippers Align: Any
Holy Symbol: Skull
Animal: Cow

Colour: Black/Red
Clothing, Head: Death Mask
Clothing, Body: Death Shroud
Sacrifice Frequency: Variable

Sacrifice Type: Burial
Cleric Sex/Race: Any
Place of Worship: Graveside/Temple
Temple Location: Graefgeard



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.

Align: CN
Worshippers Align: Any
Holy Symbol: Severed Head
Animal: Hawk

Colour: Blood Red
Clothing Head: Helm
Clothing Body: Armour
Sacrifice Frequency: Variable

Sacrifice Type: Foe, in battle
Cleric Sex/Race: Any
Place of Worship: Battleground/Temple
Temple Location: Temple (R3)



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. Elthu's clerics have a particular dislike for Lagu's because of this.

Align: CN
Worshippers Align: Any
Holy Symbol: Wheat
Animal: Hare

Colour: Leaf Green
Clothing, Head: Grass Circlet
Clothing, Body: Any
Sacrifice Frequency: Samedeorc
Sameleoht

Sacrifice Type: Fruit, Self
Cleric Sex/Race: Any
Place of Worship: Field/Temple
Temple Location: Temple (R3)



Forgiefenas (Goddess of Healing and Sorrow): 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 such-like. Anyone harming one will end up at an impromptu execution - his own.

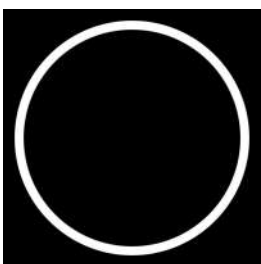
Align: LG
Worshippers Align: Any
Holy Symbol: 8-pointed Star
Animal: Dove

Colour: White
Clothing, Head: None
Clothing, Body: Robe

Sacrifice Frequency: Anytime

Sacrifice Type: Prayers
Cleric Sex/Race: Any
Place of Worship: Temple

Temple Location: Temple (R3)

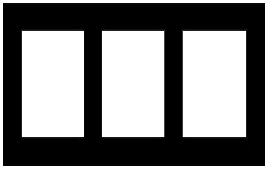


Lagu (God of Law): Lagu's followers believe in the Law above everything else and have a rigid set of behaviour norms, deviation from which is punished in the afterlife. This belief should not be confused with a similar veneration of justice; followers of Lagu can see little connection between the two.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

Align: LN
Worshippers Align: LG, LN, LE
Holy Symbol: Circle
Animal: Owl

Colour: Gold
Clothing, Head: Gold Circlet
Clothing, Body: Any
Sacrifice Frequency: Anytime

Sacrifice Type: Chos
Cleric Sex/Race: Any
Place of Worship: Temple
Temple Location: Monasterion (R5)



Laidhanas (The Supreme Deity, Goddess of the Family): Clerics of Laidhenes 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 Laidhenas being the Primat of All Irilian.

Align: CN

Worshippers Align: Any

Holy Symbol: 3 Squares

Animal: Cat

Colour: Blues

Clothing, Head: None

Clothing, Body: Any

Sacrifice Frequency: Sunndaeg

Sacrifice Type: Food/Wine

Cleric Sex/Race: Any

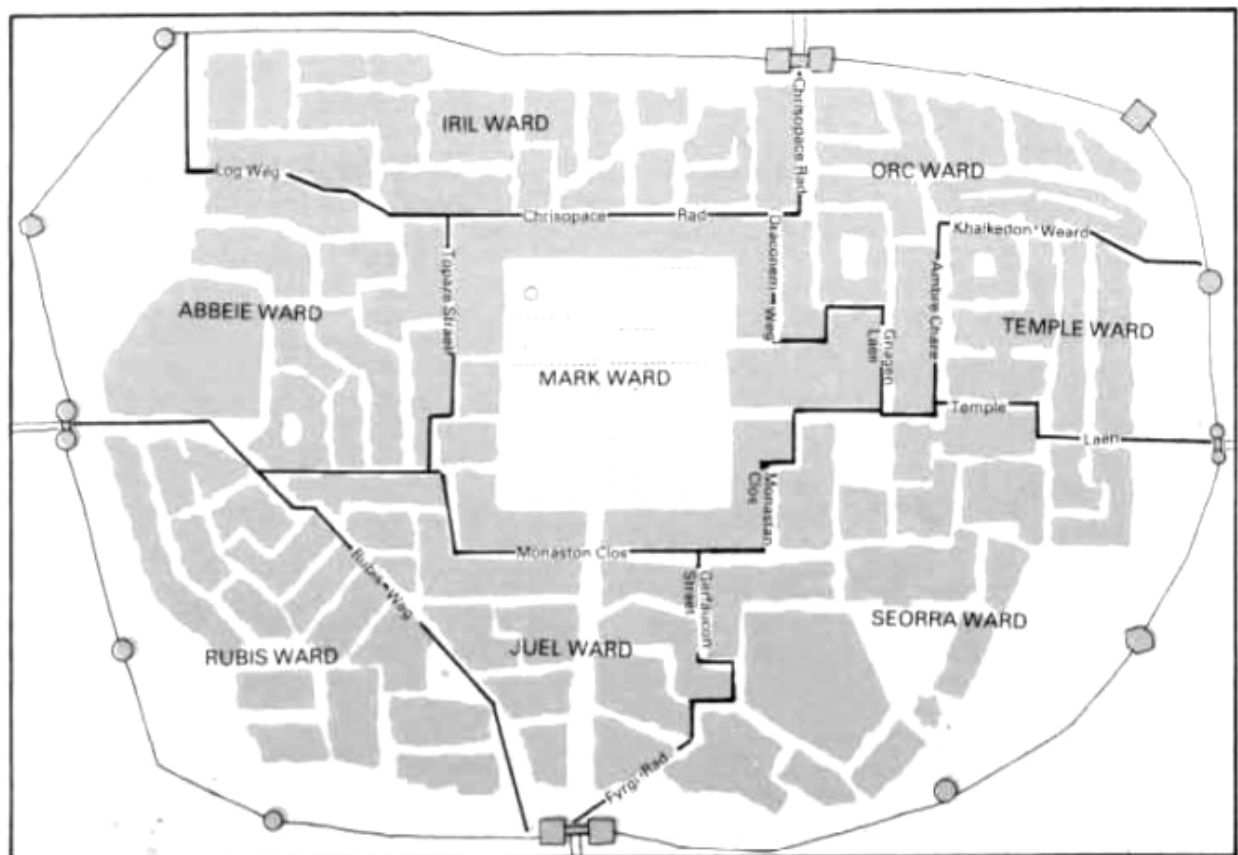
Place of Worship: Hearth/Temple

Temple Location: Temple (R3)

Other deities: 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 escape.

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, i.e. burnt. Followers of Lagu are the most intolerant and are usually the ones who convene the Temple Cort with a charge of Blasphemy.

IRILIAN POLITICAL BOUNDARIES



PART III: Time In Irilian

The Irilian daeg, 24 ure (hours) each 60 minutes, is divided into the Daegure and the Neahture: these being separated by Middneacht and Middaeg and sub-divided by Daegung and Dosk. The Ure are marked by Temple gangs which sound one beat for the half ure and the relevant number of beats for the ure. The Ure of Middneacht, Daegung, Middaeg and Dosk are further marked by a snatch of Sacred Text sung out from the Temple Gong Tower by one of the clerics.

A TYPICAL IRILIAN DAEG	
Time	Events
1 daegure	
2 daegure	
3 daegure	Inns close. Beggars finish
4 daegure	
5 daegure	
6 daegure	Beggars start, Breakfast
Dagung	Dawn. City Gates open, Feedshops open, Neaht Patrol exchanges with the Daeg Patrol, Temple service
8 daegure	Market opens
9 daegure	Other shops open
10 daegure	Inns open
11 daegure	
Middaeg	Changing of the Daeg Patrol, Temple service
1 Neahture	Middaeg meal
2 Neahture	Counseil Sits, Courts are convened
3 Neahture	Market closes
4 Neahture	Counseil Rises
5 Neahture	
Dosk	Gates close, Non-food shops close, Punishments carried out Daeg Patrol exchanges with the Neaht patrol, Main temple service
7 Neahture	Evening meal
8 Neahture	Food shops close
9 Neahture	
10 Neahture	
11 Neahture	
Middneacht	Changing of the Neaht Patrol

THE IRILIAN CALENDAR: The Irilian year comprises four Sesans, each of eight Wika of ten Daeg. The Wika are *Storm, Rivere, Waeter, Lac, Hael, Mont, Vale* and *Pas*: the Seson are *Cael, Heahfore, Cu* and *Bole*; and the Daeg: *Regndaeg, Sunnedaeg, Eirdaeg, Earthedaeg, Monadaeg, Waeterdaeg, Fyrdaeg, Seoarradaeg, Frpstdaeg* and *Cludaeg*. Between the Seson are the festivals of *Deorvdaeg, Leohtdaeg, Samedeorv* and *Sameleoht* 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, let 1 Daeg = 1 day, 3 Wika = 1 month, 1 Irilian year = 1 year.

THE FESTIVALS: All the festivals feature eating, drinking, processions, Temple services, games, plays and general jolity. The unique features of each are given below.

F1. Caelfdaeg: This celebrates the first seson, the Cael, 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 Geard by clerics of the Temple. The carcasses are butchered and the raw flesh is consumed by the assembled populace who meantime scream to the Gods to let the following seson be fruitful.

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

F3. Heahforeda: As Caelfdaeg except the calves are replaced with heifers.

F4. Daeg Aef Victoria: 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 rule of law is not) and the Counseil Aef Misrule, a group of drunkards and rakes, rules for the daeg: passing the most shocking rules 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. Relaf 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 siege ended: wood bread, rat stew, grass porridge and similar delicacies. At Dorsk, the Temple gongs ring out to mark the relief of Irilian and the populace then eat and drink themselves insensible once more 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 Geard which depicts the above in all its gruesome details.

F10. Gemmafaile: With rest 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 Dorsk nor allow food to pass his or her lips from middneah to middneah.

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 Iriliens do not work, or work for triple pay, but rest, meditate, eat and drink.

SESON FESTIVALS:

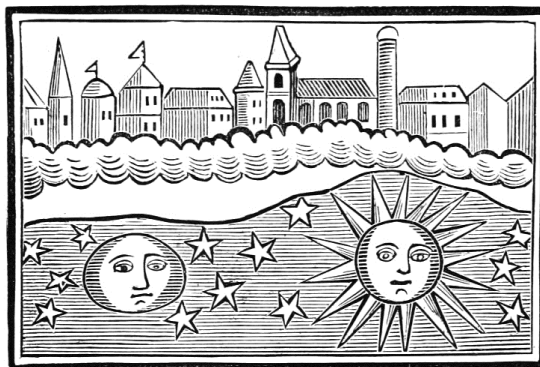
Semedeorc: celebrating that the night is the same length as the day.

Loehtdaeg: celebrating that a day is at its greatest length.

Sameleoht: celebrating that the day is the same length as night.

Deorcdæg: celebrating that the night is at its greatest length.

Each of these is celebrated by fasting until middeag when the Primat of the Temple declares the festival to have started. The congregation seated in the Mark Geard, 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.



Irilian Calendar

Seson	Cludæg	Frosidæg	Seorradæg	Fyrdaeg	Waeterdaeg	Monadaeg	Earhedaeg	Eirdaeg	Sunnedaeg	Regundaeg	Daeg
Caelf	Storm		F1	H	M		(H)				
	Rivere			H	M		(H)				
	Waeter			H	M		(H)				
	Lac			H	M		(H)				
	Hael			H	GM1F2		(H)				
	Mont			H	M		(H)				
	Vale			H	M		(H)				
	Pas			H	M		(H)				
SAMEDEORC											
Heahfor	Storm			H	M		(H)				
	Rivere			H	M		(H)				
	Waeter			H	M		(H)				
	Lac			H	M		(H)		F4		
	Hael			H	M		(H)				
	Mont			H	M		(H)				
	Vale			H	M		(H)				
	Pas			H	M	F5	(H)				
LEOHTDEOG											
Cu	Storm			H	M		(H)				
	Rivere			H	M		(H)				
	Waeter			H	M		(H)				
	Lac			H	M		(H)				
	Hael			H	M		(H)			F7	
	Mont			H	M		(H)				
	Vale			H	M		(H)				
	Pas			H	M		(H)				
SAMELEOHT											
Bole	Storm			H	M		(H)				
	Rivere			H	M		(H)				
	Waeter			H	GM2F9		(H)				
	Lac			H	M		(H)				
	Hael			H	M		(H)				
	Mont			H	M	F10	(H)				
	Vale			H	M		(H)				
	Pas			H	M		(H)			H	F11
DEORCDEOG											

Notes: F: Festival, H: Holiday, M: Market GM: Great Marker, (H): Haelfdaeg

PART IV: Markets & Commerce In Irilian

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 = One pence. The most common coin.

1 Ilril = 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 the fall of Irilian.

TAXES: The major Irilian taxes are: Hearth Tax: 1sp/family or single adult/year. Merchandise Duty: 3% of value of goods in trade on entering or leaving the city. Poll Tax: 1sp/voter/year. (Iriliens 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 Conseil Hus to pay their duties. Should they refuse, the Garde will be called. Personal equipment is not considered taxable.

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 (PART XI) 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: if 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.

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 (88%). It is very unlikely that any Irilian craftsman would be interested in working full-time for a character.

Each workshop will have a mastercraftsman, 1d3 journeyman/craftsmen and 1d6 apprentices working in it. Their earnings and other details may, once again, be determined from the table below. 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 Irilian (see Part X), 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 mastercraftsman in gp (YE), total wealth of the mastercraftsman 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.

PLAYER CHARACTERS ATTEMPTING TO SELL GOODS: Other than obvious treasure, gold, gems, jewellery etc, which may be sold at the Gild Faector's, Uzuld's, Dirims 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.

MARKET DAEG: On Market Daeg, stalls, arranged in five northside rows occupy the southern section of the Mark Gaerd. 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 bearpit; a 10' x 20' pit where brown bears fight against packs of wild dogs for the entertainment of the crowds.

Brown Bears (2): AC 6; MV 120'; HD 5+5; hp 29, 32; THAC0 15; #AT 3; D 1-6/1-6/1-8; SA Hug (2-12); SZ L; Int Semi; AL N; XP 474, 492 (MM)

Wild Dogs (1d6 per pack): AC 7; MV 150'; HD 1+1; hp 2-9 each; THAC0 18; #AT 1; D 1-4; SZ S; Int Semi; AL N; XP 20+2/hp. (MM)

To the south of the bear pit are the pitches of the caravan merchants. The caravan will normally be present with produce not usually available in Irilian: exotic herbs and spices, unusual weapons and clothing, rare jewellery and furs and fine materials - all at exorbitant prices, of course. There may even be a reputed treasure map or minor magical item on offer. The caravan will have the composition given in the MM but, apart from two bodyguards for each merchant, none of the guards will be allowed armed into Irilian. If an item desired is not possessed by the caravan, there is a small generally 2d20 % possibility, dependent upon an item's rarity, that it might be brought by a future caravan (1d4 caravans time) if a character especially asks for it. The cost would necessarily be excessive.

To the east of Geld Laen, the covered way into the Mark Geard. are the animal pens. Most normal livestock is available; oxen, cattle, sheep, horses, asses, donkeys and mules; dogs, cats, hawks and similar pets and slaves. The price of a slave is calculated at the cost of employing a freeman to do the slave's job for eight years.

Animal feedstuffs comprise hay, barley and corn. Barley and corn are also used for human consumption.

Wandering throughout the crowd on Market Daeg will be troupes of entertainers from the Grifoun; tumblers, minstrels and storytellers: confidence tricksters and hucksters and pickpockets from the Gealga and Staet Gangs.

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, hippogiffs 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, sheperds, 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 the table below. Occupations which aren't listed can be equated fairly easily, with those which are. Butchers and bakers for example, would make roughly the same as a leatherworkers and carpenters, while woodcarvers can be equated with limners. Finally, there will be 4+ 1d4 mercenary bands (see DMG for details) seeking employment.

Occupation	Weekly Wage			Annual Wage		
	Daily Pay	Journeyman +Food/Board	Craftsman	Journeyman	Craftsman	Master
Labourer	5sp	20sp	30sp	1,000sp	1,500sp	2,500-7,500sp
Lackey	7 ½ sp	30sp	45sp	1,500sp	2,250sp	3,750sp-11,250sp
Leatherworker	7 ½ sp	30sp	45sp	1,500sp	2,250sp	4,500sp-11,250sp
Packhandler	7 ½ sp	30sp	45sp	1,500sp	2,250sp	4,500sp-11,250sp
Tailor	7 ½ sp	30sp	45p	1,500sp	2,250sp	4,500sp-11,250sp
Carpenter	10sp	40sp	60sp	2,000sp	3,000sp	6,000sp-15,000sp
Teamster	10sp	40sp	60sp	2,000sp	3,000sp	6,000sp-15,000sp
Valet	10sp	60sp	-	3,000sp	-	-
Mason	15sp	60sp	90sp	3,000sp	4,500sp	9,000sp-22,500sp
Limner	30sp	120sp	180sp	6,000sp	9,000sp	18000-45,000sp

TAXES: The major Irilian taxes are: Hearth Tax: 1sp/family or single adult/year. Merchandise Duty: 3% of value of goods in trade on entering or leaving the city. Poll Tax: 1sp/voter/year. (Iriliens 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.

INN COSTS: to be modified by the CM. 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.

ACCOMMODATION RATES/NIGHT

Common Room: 5sp/person
Private (Good): 20sp/person

Private (Poor): 8sp/person

Private (Average): 12sp/person

STABLING RATES/NIGHT

Mule: 2sp

Medium Warhorse: 20sp

Riding Horse: 10sp

Heavy Warhorse: 40sp

Light Warhorse: 15sp

DRINKS

Ale, Normal: 7cp

Beer, Normal: 5cp

Cider: 8cp

Stout: 8cp

Wine, Average: 1sp

Ale, Special: 9cp

Beer, Strong: 6cp

Liquer: 12cp

Herb Tea: 3cp

Wine, Good: 2sp+

Beer, Small: 4cp

Spirits: 8-12cp

Mead: 1sp

Wine, Poor: 5cp

FOOD

Bread: 3cp

Breakfast, Good: 3sp

Dinner, Average: 2sp

Fruit: 5cp

Roast, Fowl: 2sp

Stew: 8cp

Supper, Good: 2sp

Breakfast, Poor: 1sp

Cheese: 5cp

Dinner Good: 5sp

Pie: 5cp

Roast, Joint: 3sp

Supper, Poor: 10cp

Breakfast, Average: 2sp

Dinner, Poor: 9cp

Banquet: 12sp+

Pudding: 1sp

Soup: 6cp

Supper, Average: 1sp



PART V: Weather in Irilian

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.

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 or that type, then the degree which is two different is used, is if the previous day's cloud cover was none and the dice say that today's is total than 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.

IRILIAN WEATHER				
SESON				
CLOUD COVER	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	61-80	41-60
Total	81-00	81-00	81-00	61-00
PRECIPITATION				
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
TEMPERATURE				
Subzero (<32°F)	01-10	-	01-15	01-30
Very Cold (<32°F)	11-40	01-05	16-45	31-75
Cold (33-35°F)	41-70	06-15	46-75	76-95
Average (56-65°F)	71-98	16-70	76-98	96-00
Warm (66-75°F)	99-00	71-90	99-00	-
Hot (76-85°F)	-	91-00	-	-
WIND				
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	00



PART VI: Irilian Garde & Militia

THE IRILIAN GARDE: The basic units are the *Ridan* and the *Irnan*. A Ridan is the unit of cavalry. It is made up of 9 0-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.

Irilian Gardesman: AC 5; MV 120'; Human F0; SX: M; AG 20+1d20; hp 4+1d3; THAC0 20; #AT 1; D by wpn type; AL any tending to LN; WE 20gp; BL 5+1d10gp; ST 8+1d4; IN 8+1d4; WI 8+1d4; DE 8+1d4; CO 8+1d4; CH 8+1d4; MI None; WN: Lance, longsword, longbow 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 Irilian's streets. Two Irnan independently patrol, enforcing the law..questioning suspicious characters, accepting bribes and shaking down anyone who offends them. Between dosk and Dagung the Neahtwaecan takes over, it consists of three Irnan and one mounted Riden.

GARDE COMMANDERE (MARESCHAL): Traditionally carries with it the post of Mareschal and overall responsibility for Irilian's defence. The present Commandere is **Lelfos Gefacleofian**. Lelfos is a tall distinguished old soldier who is becoming senile. He does not realise his condition and will not accept the judgement of anyone who points it out.

The Commandere Aef Horse is **Isrim Deorcsunu**. Isrim is short and stout and because of his sword, has a quite undeserved reputation for reckless daring. He is the deadly rival of Hales Neahtlocian, the Commandere Aef Man, for the post of Garde Commanders and will do almost anything to discredit him. He is, however, an extremely competent soldier and under his command the Ridan have become a fighting force far more potent than their numbers might suggest (+30% on morale).

The Commandere Aef Man is **Helas Neahtlocian**. 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 Stormwealcans, Hliahhanman and Blodmarchant Commanders' squabbles. Helas feels betrayed and is nursing his grievances until he can gain revenge; meanwhile sounding out the Assassins' Guild representative (Part VII) about the cost of having Isrim 'removed'.

Garde Commandere Lelfos Gefacleofian: AC -2; MV 120'; Human F8; SX: M; AG 54; hp 71; THAC0 13; #AT 1; D 1d8+4; AL LN; WE 10198gp; BL 500gp; ST 18/26; IN 7; WI 4; DE 9; CO 17; CH 13; MI +3
Platemail, +1 Shield, Longsword +2, +1 Arrows (x10), Potion of Heroism, Potion of Invulnerability, WN: Longsword.

Commandere Aef Hors Isrim Deorcsunu: AC 1; MV 120'; Human F8; SX: M; AG 39; hp 33; THAC0 13; #AT 1; D 1d8+4; AL LN; WE 4,632gp; BL 250gp; ST 17; IN 14; WI 12; DE 13; CO 14; CH 15; MI +2
Chainmail, +1 Shield, Cursed Longsword +1, WN: Longsword.

Commandere Aef Man Helas Neahtlocian: AC 1; MV 120'; Human F6; SX: M; AG 42; hp 41; THAC0 15; #AT 1; D 1d8+1; AL LN; WE 5,683gp; BL 100gp; ST 16; IN 13; WI 12; DE 13; CO 15; CH 14; MI +1
Platemail, Longsword+1, WN: Longsword.

ORCRIDAN: Named in memo of a famous charge at the Damner Batayle in which they smashed the orc armies menacing Irilian. The Orcriidan are the cavalry arm of the Garde. They are divided into five Riden each of 9 0-level men-at-arms and 1 1st-level Laeden. All have scale mail and shield, use a lance, long-sword or dagger in battle or a quarterstaff when dealing with civil disturbances and ride a medium warhorse. The Orcriidan do not get on well with the other members of the garde.

Typicala Orcridan: AC 5; MV 120'; Human F0; SX: Any; AG 20+1d20; hp 4+1d3; THAC0 20; #AT 1; D by wpn type; AL any tending to LN; WE 20gp; BL 5+1d10gp; ST 8+1d4; IN 8+1d4; WI 8+1d4; DE 8+1d4; CO 8+1d4; CH 8+1d4; MI None; WN: Lance, sword, or quarterstaff

COMMANDERES OF STORMWEALCAN, HIEHHANMAN AND BLODMARCHANT: **Bisel Fiaumhaer, Nireal Langscana and Sesil Fieafian.** Hliehhanman and Blodmarchant are not on speaking terms after a series of disputed victories in the last Daeg Aet Victoriaes 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 five Irnan with the same organisation and equipment as the Riden except that the lance is replaced by a longbow. Personal statistics are the same.

Bisel Fiaumhaer, Commandere of Stormwealcan: AC 1; MV 120'; Human F4; SX: M; AG 31; hp 26; THAC0 18; #AT 1; D 1d8+1; AL LN; WE 985gp; BL 50gp; ST 16; IN 14; WI 12; DE 10; CO 12; CH 13; MI +1 Shield; WN: Longsword.

Nireal Langscana, Commandere of Hliehhanman: AC 2; MV 120'; Human F3; SX: M; AG 27; hp 18; THAC0 18; #AT 1; D 1d8+1; AL N; WE 765gp; BL 100gp; ST 17; IN 13; WI 11; DE 13; CO 13; CH 9; MI None; WN: Longsword.

Sesil Fieafian, Commandere of Blodmarchant: AC 2; MV 120'; ½-0 F4; SX: M; AG 24; hp 20; THAC0 18; #AT 1; D 1d8+1; AL LN; WE 914gp; BL 20gp; ST 16; IN 12; WI 13; DE 9; CO 14; CH 10; MI None; WN: Longsword.

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

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

In addition, 15% of the militia have shortbows and 25% slings. Statistics are those of normal 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 - Rivera - 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 first sounded.

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

WALL GUARDS: A watch is kept on the surrounding countryside from the gates and towers; each having one gardeman on duty. At night, this one 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 garde carries a horn to alert the nearest two towers. After four rounds delay, each will send half of their available man-power to investigate. Each tower has a differently toned alarm bell and an alarm beacon. These will bring help after one turns delay with half an Irnan 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.

IRILIAN SCOUTS: 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 seson 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.

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.

Jiral, Irilian Scout: AC 2; MV 120'; Human; F5; SX: M; AG 32; hp 25; THAC0 14; #AT 1; D 2d4+5; AL LN; WE 1,572gp; BL 100gp; ST 18/92; IN 9; WI 12; DE 14; CO 9; CH 13; MI **Bastard Sword +1, +2 vs. MU**; WN: Bastard Sword.

Brehen, Irilian Scout: AC 2; MV 120'; Human; F3; SX: M; AG 27; hp 13; THAC0 18; #AT 1; D 1d8; AL N; WE 1,550gp; BL 150gp; ST 17; IN 12; WI 11; DE 12; CO 10; CH 12; MI **Potion of Flying**; WN: Longsword

Anhales, Irilian Scout: AC 2; MV 120'; Human; R4; SX: F; AG 34; hp 40; THAC0 16; #AT 1; D 1d8+4; AL CG; WE 970gp; BL 200gp; ST 18/09; IN 13; WI 14; DE 9; CO 15; CH 14; MI **Longsword +1, +3 vs. Lycanthropes**; WN: Longsword

Elas, Irilian Scout: AC 3; MV 120'; Elf; F/MU4/4; SX: F; AG 64; hp 17; THAC0 18; #AT 1; D 1d8+1; AL LG; WE 2,140gp; BL 350gp; ST 16; IN 17; WI 12; DE 11; CO 11; CH 7; MI **Elven Chainmail**; WN: Longsword

Spells Memorized: *Burning Hands, Charm Person, Sleep, Ray of Enfeeblement, Stinking Cloud*

Yhoudeh, Irilian Scout: AC 7; MV 120'; Human; MU 5; SX: M; AG 29; hp 12; THAC0 20; #AT 1; D 1d4; AL N; WE 32gp; BL 50gp; ST 9; IN 16; WI 13; DE 6; CO 12; CH 14; MI **Ring of Protection +3, Scroll of Confusion**; WN: Dagger

Spells Memorized: *Charm Person, Sleep, Friends, Magic Missile, Web, ESP, Fireball*

Yhoudeh's Hawk Familiar: AC 7; MV 240'; HD ½; hp 3; THAC0 20; #AT 1; D 1d2; SA Dive; SD Never Surprised; SZ S; Int Anim; AL N; XP 18. (MM)

Spells Memorized: *Charm Person, Sleep, Friends, Magic Missile, Web, ESP, Fireball*

Kirea, Irilian Scout: AC 4; MV 120'; Human; MU 3; SX: F; AG 41; hp 13; THAC0 20; #AT 1; D 1d4; AL LN; WE 670gp; BL 400gp; ST 11; IN 18; WI 8; DE 10; CO 17; CH 9; MI **Bracers (AC3)**; WN: Dagger

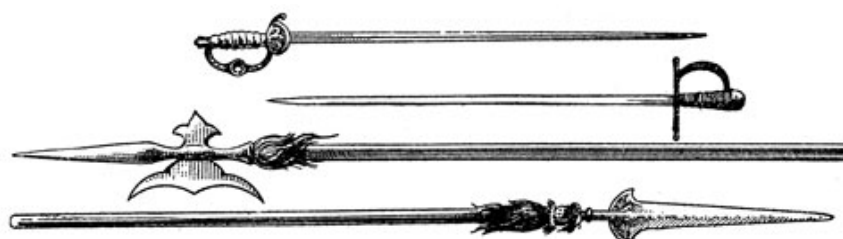
Spells Memorized: *Friends, Burning Hands, Web*

Pelase, Irilian Scout: AC 2; MV 120'; Human; C 5; SX: F; AG 37; hp 20; THAC0 18; #AT 1; D 1d6+1; AL CN; WE 37gp; BL 104gp; ST 14; IN 12; WI 17; DE 12; CO 13; CH 10; MI **Potion of Extra-Healing**; WN: Flail

Spells Memorized: *Command (x2), Cure Light Wounds (x3), Augury, Hold Person x2, Know Alignment, Silence 15' radius, Animate Dead, Prayer*

Imilos, Irilian Scout: AC 4; MV 120'; Gnome; I/T 4/4; SX: M; AG 175; hp 15; THAC0 20; #AT 1; D 1d6; AL CN; WE 640gp; BL 150gp; ST 12; IN 15; WI 12; DE 17; CO 9; CH 11; MI **+1 Leather Armour**; WN: Shortsword

Spells Memorized: *Colour Spray, Hypnotism, Wall of Fog, Hypnotic Pattern, Invisibility*



PART VII: Irilian Criminal Underworld

STRAET GANGS: Each area of Irilian has its straet gang, usually named after the major thoroughfare at that area. There are 0 gangs each with 10+1d10 members. and a racket which provides a small income. For example, the Rubia 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 an 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.

Typical Street Ganger: AC 10; MV 120'; Human F0; SX: M/F; AG 12+; hp 1d6+4; THAC0 20; #AT 1; D 1d6; AL Any, tending to CN; WE 1gp; BL 1gp; ST 1d6+4; IN 1d6+4; WI 1d6+4; DE 1d6+4; CO 1d6+4; CH 1d6+4; DX 1d6+4; CH 1d6+4; MI None; WN: Club

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 their daily take. In exchange, the beggar gets a place at one of the two flop-houses the Gild runs (c.f. B1 & B2) 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.

The Gild has no formal links with the under-world but pays 20% of its profits to Pelos Irilsunu and his half-sister and is often used to collect information. 1000sp will buy the Gild's services for 1 wika. Apart from the Gildmaestra and his assistant who are low-level pickpockets, the 37 beggars who make up the Gild have the statistics of normal Iriliens.

Agroth (Beggar's Gildmaeste): AC 8; MV 120'; Human T2; SX: M; AG 47; hp 15; THAC0 20; #AT 1; D 1d6; AL CN; WE 1,968gp; BL 100gp; ST 13; IN 15; WI 7; DE 14; CO 11; CH 8; MI None; WN: Shortsword

Shila (Gildmaestre's Assistant): AC 8; MV 120'; Human T1; SX: F; AG 38; hp 9; THAC0 20; #AT 1; D 1d6; AL NE; WE 987gp; BL 75gp; ST 10; IN 12; WI 10; DE 14; CO 13; CH 9; MI None; WN: Shortsword

GILD AEF HASHISHIYY: The Gild's representative in Irillan and its surrounding area is **Alis Esrini**, currently undercover as a vegetable trader Torgul (bs24).

Torgul (Alis Esrini, Assassins' Guildmaestre): AC 3; MV 180'; Human A6; SX: F; AG 47; hp 22; THAC0 16; #AT 1; D by weapon; AL NE; WE 74,50gp; BL 300gp; ST 14; IN 13; WI 9; DE 17; CO 13; CH 2; MI **Ring of Protection +4 AC, +2 Saving Throws; +3 Longbow, +3 Arrows (x8), +1 Longsword, Periapt of Proof Against Poison, Scarab of Assassination** (see Appendix II: New Magic Items); WN Bow, Poisons 2 doses each of Ingestive Poisons types A-D and Insinuate Poisons types A-D (DMG).

Alis is currently banished to Irillian as punishment for a failed assassination attempt. Because of some earlier experiences as a trainee, she hates men and delights in making them as miserable as possible. he prefers to make her assassinations from a safe distance using her missile weapons and an insinuate poison. She owns two houses in Irilian: A1 (bs24) and A2 (c7) Torgul lives in the house on Achete Weg (b24), keeping the one on Magikos Wag (c7) as a refuge in times of trouble.

Characters wishin 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 Irillan law, wishing for someones'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 attemptto 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 rogue 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 led to the death of one of its members.

Player character assassins who attempt to go solo in Irilian will, if they come to her notice, be 'asked' by Torgul to join the Gild of Hashishiyy. If the character agrees she will provide training and advice: otherwise she will attempt to kill the newcomer. If the character so 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 Gildmaster status. It is up to the individual DM to decide upon its exact structure.

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 strong boxes. 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 Part X are protected.

IRILIAN THIEVES: Irilian has many amateur thieves but only five professionals; **Hireen Deorcsunnu**., **Korsul Uleage** and **Korseal and Pireal Tuorgum** - collectively the Gealgagang - and **Gildo 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' Guild 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 Hashishiyy will determine the outcome its contact develops. The Gang will provide training to members at the normal prices. The Gang own a butchers shop (cs9) at 6 Luft Sloelghh Rad (H5) as a cover for their activities.

They are as unaware of the independent thief, Gildo Sandy, with her cover as a market stallholder. Gildo is a likeable rogue who drifts from town to town clearing them out one by one. Gildo 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). Gildo will train for any player Thief who meets her.

Hirean Deorcsunnu: AC 6; MV 120'; Human T5; SX: M; AG 31; hp 20; THAC0 19; #AT 1; D 1d6; AL CN; WE 1,409gp; BL 50gp; ST 14; IN 13; WI 9; DE 16; CO 12; CH 10; MI **Dagger +1, +1 Leather Armour**; WN: Shortsword

Korsul Uleage: AC 8; MV 120'; Human T3; SX: M; AG 27; hp 11; THAC0 20; #AT 1; D 1d6; AL CN; WE 198gp; BL 20gp; ST 12; IN 10; WI 14; DE 14; CO 9; CH 14; MI **Potion of Speed, Potion of Levitation**; WN: Shortsword

Korseal Tuorgum: AC 5; MV 120'; Human T1; SX: F; AG 27; hp 4; THAC0 20; #AT 1; D 1d6; AL NE; WE 1,968gp; BL 5gp; ST 11; IN 14; WI 7; DE 17; CO 11; CH 7; MI **Potion of Flying**; WN: Shortsword

Pireal Tuorgum: AC 4; MV 120'; Human T1; SX: F; AG 19; hp 2; THAC0 20; #AT 1; D 1d6; AL CE; WE 78gp; BL 1gp; ST 8; IN 12; WI 5; DE 15; CO 13; CH 5; MI None; WN: Dagger

Gildo Sandy: AC 8; MV 60'; ½-ling; T8; SX: F; AG 55; hp 32; THAC0 17; #AT 1; D 1d6+2; AL N; WE 5,897gp; BL 100gp; ST 12; IN 14; WI 11; DE 18; CO 14; CH 16; MI **+1 Leather Armour, +2 Shortsword, Bag of Holding (150 sq. ft)**; WN: Shortsword

PART VIII: The Irilians

IRILIAN FAMILIES: Irilian families are large and closely knit, usually made up of a grandparent, two parents, two mature children and five younger children. Iriliens 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 Irilien'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.

Average Irilian Male: AC 10; MV 120'; Human NM0; SX: M/F; AG 1d20+15; hp 1d6; THAC0 20; #AT 1; D 1d4; AL Any, tending to LN; WE 1d10x10gp; BL 1d6gp; ST 2d4+6; IN 2d4+6; WI 2d4+6; DE 2d4+6; CO 2d4+6; CH 2d4+6; MI None; WN: Dagger

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 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 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 - anyone from further than five miles away, and and both fear and fawn on adventurers although this does not prevent them from ripping them off whenever there is a little chance of retaliation. The Iriliens are also not noted for their bravery.

The Irilians view of demi-humans are stereotyped and 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 a similar position as Jews did in Medieval Europe, tolerated (barely) most of the time, 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.



PART IX: Law in Irilian

IRILIAN LAW: Irilian Law is of four types: Criminal, Civil, Religious and Military, each has different courts and penalties.

CITIZENSHIP: Anyone wishing to become a citizen must either have been born there or take an oath of loyalty and pay lgp to the Treasury.

Only 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.)

MILITARY LAW: Deals with all offences committed by members of the Gerda 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 Riverweac Tor until trial. Minor crimes (those punishable by flogging) are heard before the Commandere Aef Man or 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 duty: Flogging

Refusing to carry out an order: First offense - Flogging
Second offense - Death by drowning

Desertion: death by drowning

Mutiny: decimation by drowning

Flogging is usually 10-00 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 Abbeie 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 Brothers 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, merchandisin and property are dealt with in the Cort Civilis: the Coroune. Two Counseil members and the Clerc [Part 1]. Any Irilian may move a prosecution by a sworn deposition to the Coroune who will then have a Landvogt 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 Wag). Conviction is by a majority verdict: the Clerc does not vote. Punishments are:

Evading taxes or duties: Fine equal to 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: 1 wika in the Mark Geard 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 Geard stocks

Fines range from 50sp to 1,000gp depending upon circumstances; averaging a few hundred 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 Fyrdaeg 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 enacted by the Gerda 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 Scirgerefa who will make out a warrant for the Typstoef and Garde to apprehend the suspect. Suspects awaiting trial or punishment are imprisoned in the Rivere Weac Tor.

Crimes are tried before the Cort Criminari, the Scirgerefa 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 500gp lashes

Second offence - loss of left eye

Third offence - 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

Failure to obey 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 Utlagu - 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 prosecutio. 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' 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.

PART X: Locations In Irilian

THE GATES, WALLS AND TOWERS OF IRILIAN: Irilian's 'walls' are crumbling earth ramparts (15 DPV) rising ten feet from a sluggishly flowing, rubbish filled moat topped with a rotting wooden palisade (15 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 hurl 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 towertop 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 (13 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.

GEALGAGAET: Towers 38 DPV each, Portcullis 9 DPV, 2 Ballistae on each tower. Towers are 20'x20'x35', Gate 10'x20'. Towers 2 storeys and cellar each, Left Tower Commandere Aef Hors, 1st Ridan of the Orcridan, Right Tower 2nd Ridan of the Orcridan.

Although the gallows after which this gets were named are no longer in use, the Gaalgagaet still retains its association with death since all bodies going to the Graefgeard must pass through to get to the DauthrWeg. 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 doublegates 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.

WAETERGATE: Towers. 34 DPV each, Portcullis 10 DPV, Gates 10 DPV, 2 Ballistae on each tower. Towers are 20' x 20' x 30', Gate 20' x 10' x 20'. Towers 2 storeys and cellar each, Left Tower: Hliehhanmen Commandere, 4th and 5th Irnan of the Hliehhanman. 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 water to be poured on attackers. The portcullis and gates may be operated in the same manner as, and open and close at the same hours as the Gaalgagaets. While the gates are open, one Irnan will be on duty; collecting tolls, examining travellers and directing traffic. Like the Gaalgagaet 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.

BLAECGEAT: Towers 34 DPV each. Gates 9 DPV. 1 Ballista on each tower. Towers 15' x 15' x 30', Gate 20' x 20', Towers 2 Storeys each. Left Tower, Commanders Aef Man, Right Tower, 5th Irnan 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 Irnan 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 Gaalgagaet.

MEGNGAET: Towers 40 DPV each. Drawbridge 8 DPV. Portcullis 12 DPV. Gates 15 DPV. 2 Ballistae on each tower. Towers 20' x 20' x 40'. Gate 20' x 30'. Towers 3 storeys and a cellar each. Left tower, Garde Commandere. Stormwealcan Commander. 1st Irnan of the Stormwealcan. Right tower: 2nd & 3rd Irnan 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+1d3 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 Irnan will be on duty. In all other respects the Megngaet resembles the Gealgagaet.

TOR DAUTHR: 24 DPV, 1 Ballista. 20' x 25' x 40', 3 Storeys. Occupied by the 5th Irnan of the Stormwealcan.

TOR DAGUNG: 40 DPV, 1 Ballista, 30' x 30' x 40'. 3 Storeys and collar. Occupied by the 4th Irnan of the Stormwealcan.

GRIFOUN LAEGER: 29 DPV, 1 ballista, 20' x 20' x 35', 2 storeys, occupied by the 4th Irnan of the Blodmarchant.

RIVERE WAEC TOR: 20 DPV, 2 Ballistae on roof, 20' x 20' x 30', 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 accomodate two each, these being reserved for more important or dangerous criminals. All prisoners are stripped naked and fastened into leg irons 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 at Middaeg 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 Stregth, Dexterity and Charisma down to a minimum of 1/3 normal. Each point will require 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 -10,000% (500gp minimum bribe).

MONA TOR: 40 DPV, 2 Ballistae, 30'x40'x50', 4 storeys, and a cellar. Occupied by 3rd, 4th, and 5th Ridan of the Orcriidan. Horses kept in the open space nearby.

WAETER TOR: 35 DPV, 2 Ballistae, 20'x20'x40', 2 storeys and a cellar. Occupied by 2nd and 3rd Irnan of the Hliehhanman.

SANGUIN TOR: 35 DPV, 1 Ballista. 20' x 20' x 30'. 2 storeys. Occupied by the 1st Irnan of the Hliehhanman.

GRIMMR TOR: 45 DPV, 2 Ballistae, 20' x 20' x 30'. 2 storeys and cellar. Occupied by Irilian Scouts.

THE TOWN: The streets of Irilian are narrow, winding and crowded with carts, animals, beggars, costarmongars, pediers 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 it per 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 Counseil members and similar dignitaries live around the Mark Geard 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; metalworkers to the north-west. wood-workers to the north-east, clothvworkers to the south east and leather-workers to the south-west. Weaponers are mostly found along Rubia Weg.

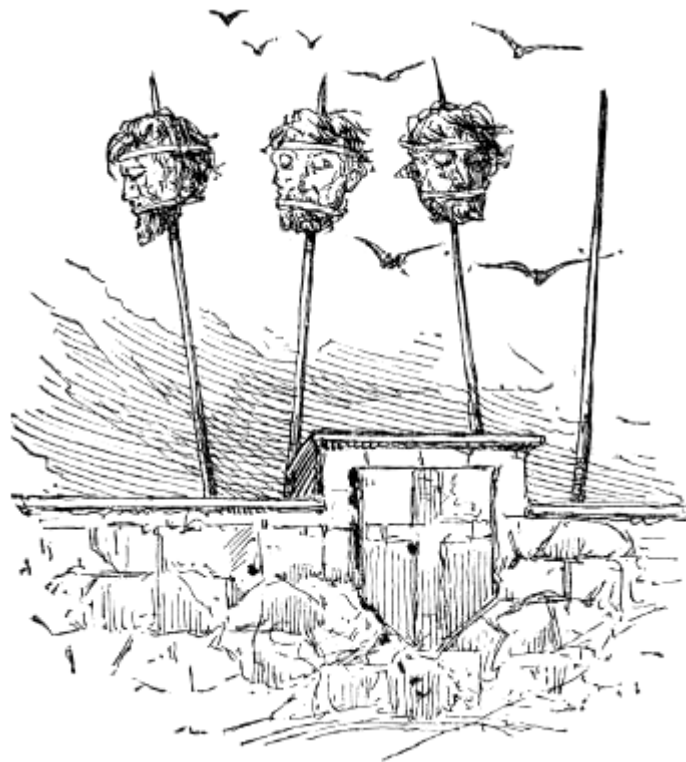
ADDRESSES: Streets are numbered in order down the street, these same numbers being used for both sides. Looking down from number 1, the houses on the left are known as Luft and those on the right as Riht. Thus the address of the green grocer on Chrisopace Rad (aS22) is 5 Luft Chrisopace Red (D3). Buildings on the Mark Geard are numbered clockwise from the Temple which is number 1. The same numbering is used in the Munuc Geerd 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, foreexample is I1 16 Mark Geard (D5).

IRILIAN HOUSES: The newest building in Irilian is iust 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.



The Northwest Quarter

Abbeie: 1 Luft RubisWeg (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.

All of the Sisters will have the surname Aef Abbeie. **Elaen Aef Abbeie** is the Abbeiesse. 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 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 Cure Disease** = 500gp each (act as *Cure Disease* spell except each potion is only effective against one of the types of disease listed in the Disease (or Disorder) Table in the DMG).

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 Abbeiesse that the cause of good would be so served, will be able to get their potions free. The Abbeiesse 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 service that the Sisters provide include: Almahouse: at Dapung and Dosk food is redistributed 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 of Irilian, mathematics, theology and Common. Characters wishing to learn to read and write may do so in 1d6+4 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. 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**. 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 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; usually with advice but possibly by joining them for a while or rescuing them should they fall into the hands of servants of the Evil Ones. They will sometimes be found in the company of the Brothers Aef

Monasterion on a quest to wipe out an area of Chaos or two. At need, both will ride heavy warhorses: Serial has a Paladin's Horse (PH). Serial has a pet Pseudo-Dragon, **Turina** (MM).

Abbeie'ss Elaen Aef Abbeie: AC 10; MV 120'; Human C9; SX: F; AG 50; hp 30; THAC0 16; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 15; IN 16; WI 18; DE 12; CO 9; CH 13; MI None; WN: None

Kirlas Aef Abbeie: AC 10; MV 120'; Human C7; SX: F; AG 45; hp 27; THAC0 16; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 12; IN 14; WI 16; DE 9; CO 13; CH 9; MI None; WN: None

Selial Aef Abbeie: AC 10; MV 120'; Human C7; SX: F; AG 45; hp 27; THAC0 16; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 12; IN 14; WI 16; DE 9; CO 13; CH 9; MI None; WN: None

Pornian Aef Abbeie: AC 10; MV 120'; Human C2; SX: F; AG 27; hp 10; THAC0 20; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 15; IN 12; WI 14; DE 9; CO 8; CH 10; MI None; WN: None

Kortael Aef Abbeie: AC 10; MV 120'; Human C2; SX: F; AG 25; hp 11; THAC0 20; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 9; IN 13; WI 16; DE 10; CO 11; CH 18; MI None; WN: None

Jerea Aef Abbeie: AC 10; MV 120'; Human C1; SX: F; AG 14; hp 7; THAC0 20; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 7; IN 12; WI 13; DE 13; CO 14; CH 17; MI None; WN: None

Kismea Aef Abbeie: AC 10; MV 120'; Human C1; SX: F; AG 17; hp 4; THAC0 20; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 11; IN 14; WI 10; DE 9; CO 12; CH 11; MI None; WN: None

Felcia Aef Abbeie: AC 10; MV 120'; Human C1; SX: F; AG 19; hp 2; THAC0 20; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 14; IN 18; WI 17; DE 12; CO 4; CH 14; MI None; WN: None

Imiaia Aef Abbeie: AC 10; MV 120'; Human C1; SX: F; AG 20; hp 6; THAC0 20; #AT 1; D -; AL LG; WE -; BL 1,000gp; ST 13; IN 7; WI 10; DE 9; CO 11; CH 9; MI None; WN: None

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

Blink Dogs (13): AC 5; MV 120'; HD 4; hp 22, 21, 21, 20, 19, 18, 18, 17, 17, 15, 15, 14, 12; THAC0 15; #AT 1; D 1-6; SA from rear 75% time; SD Darkvision 60', Teleporting; SZ M; Int Avg; AL LG; XP 280, 275, 275, 270, 265, 260, 260, 255, 255, 245, 245, 240, 230.(MM)

Teral Guthdohtor: AC 2; MV 120'; Human C16; SX: F; AG 101; hp 63; THAC0 10; #AT 1; D -; AL LG; WE 110,000; BL 20,000gp; ST 10; IN 18; WI 21; DE 11; CO 12; CH 17; MI **Bracers of Defense AC2, Rod of Resurrection, Staff of Commanding, Potions of *Healing* (x5), Potions of *Extra-Healing* (x2) Scrolls of *Protection vs. Undead, Demons and Possession*, Scroll of *Cure Light Wounds* (x5), Scroll of *Protection from Evil* (x2), Scroll of *Cure Blindness*, Scroll of *Cure Disease*, Scroll of *Cure Serious Wounds* (x2), Scroll of *Neutralise Poison* (x2), Scroll of *Cure Critical Wounds*, Scroll of *Raise Dead*, Scroll of *Heal*, Scroll of *Regenerate*, Scroll of *Restoration*, Scroll of *Resurrection*** 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)
6th: *Blade Barrier*, *Heal* (x2)
7th: *Regenerate*

Serial Vengerdohtor: AC -5; MV 120'; Human P8; SX: F; AG 40; hp 48; THAC0 12; #AT 1; D 1d8+2; AL LG; WE 400gp; BL 3,000gp; ST 17; IN 14; WI 15; DE 12; CO 15; CH 18; MI +2 **Platemail**, +2 **Shield**, +3 **Cloak of Protection**, **Scarab of Protection**, +2 **Longsword (Int 13/Ego 4, LG, *Detects Good, Evil and Magic in a 10' radius*)**; WN: Longsword

Ankos Vengersunnu: AC 2; MV 120'; Human P3; SX: M; AG 23; hp 18; THAC0 19; #AT 1; D 1d8+2; AL LG; WE 200gp; BL 2,500gp; ST 16; IN 18; WI 16; DE 11; CO 17; CH 18; MI **+1 Longsword**; WN: Longsword

Serial's Warhorse: AC 5; MV 180'; HD 5+5; hp 37; THAC0 15; #AT 3; D 1-8/1-8/1-3; SZ L; Int Anim; AL N; XP 35+3/hp. (MM).

Ankos' Warhorse: AC 7; MV 180'; HD 3+3; hp 23; THAC0 16; #AT 3; D 1-8/1-8/1-3; SZ L; Int Anim; AL N; XP 35+3/hp. (MM).

Turina, Pseudo-dragon: AC 2; MV 60'/240'; MC: B; HD 2; hp 11; THAC0 16; #AT 1; D 1-3; SA Poison sting, +4 to-hit; SD Chameleon; MR 35%; SZ S; Int Avg; AL NG; XP 222. (MM).

Gild Faector: 17 Mark Geard (D4). ST 2, N1 3, N2 8, CN AV. The representative of the powerful Gild-Marchant in Irilian is **Tirouv Polarion**. Slim and sardonic, Tirouv is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirouv may be persuaded to finance an expedition to recover lost treasure or a similar venture. If possible, Tirouv will use his wealth and influence for profit, or will, if necessary, use his sword - or someone else's.

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

Tirouv Polarion, Gild Faector: AC 1; MV 120'; ½-Elf; ME 9; SX: M; AG 154; hp 43; THAC0 12; #AT 1; D 2d4+3; AL N; WE 10,984gp; BL 1,000gp; ST 17; IN 16; WI 14; DE 16; CO 14; CH 16; MI **+2 Chainmail, +2 Broadsword**; WN: Broadsword

aS1 Armourer: Type I (All types of armour): 2-3 Riht Topaze Street (D3). ST 2, N1 7, N2 5, CN AV, C 1,2, YE 47,385, WE 27,946.

aS2 Armourer: Type IV (Scale, ring leather, studded, small helms and shields), Riht Topaze Street (D4). ST 2, N1 2, N2 6, CN PO, C 1, YE 11,024, WE 4,739.

aS3 Astrologer: 21 Mark Geard (D4). ST 4, N1 2, N2 7, N3 1, N4 1, CN AV, CM 1, YE 78,300, WE 48, 993. 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 ±59% better off. This may manifest itself in ±1 to Saving Throws, hit probabilities, etc. as the DM wishes. The affect 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

aS4 Baker: 5 Riht Opale Weg (C4). ST 2, N14, N2 5, CN AV, CM 1.2, YE 9,697, WE 4,367.

aS5 Baker: 3 Riht-Corallo Clos (D2). ST 2, N1 5, N 2 4, CN CO, CM 0.9 YE 11,870 WE 3,998. The baker has a Killmoulis staying with him.

Killmoulis (1): AC 6; MV 150'; HD ½; hp 1; THAC0 20; #AT -; D -; SD Camouflage (90%); SZ S; Int Avg; AL CG; XP 10 (FF)

aS6 Bellfounder (Casts Bells): 3 Luft Mael Laen (D2). ST 3, N1 3, N2 4, N3 5, CN BA, CM 1, YE 12,478 WE 8,675

aS7 Blacksmith: 11 Riht Log W (C3). ST 2, N14, N2 4, CN PO, CM 1.1, YE 1, 248, WE 5,482.

aS58 Blacksmith: 3 Luft Chrisopace Rad (C3). ST 1, N1 3, CN CO, CM 1.8, YE 23,895, WE 2,586.

as9 Bladesmith (knife, dagger blades): 5-6 Riht Germaeden Weg (C3). ST 2, N1 4, N2 5, CN PO, CM 1.1, YE 13,475, WE 4,638.

aS10 Brasier (brass-worker): 2 Luft Sverth Weg (B2). ST 2 N1 6; CN PO, CM 1.0, YE 30,086, WE 3749.

aS11 Butcher: 5 Riht Log Weg. ST 1, N1 4, CN BA, CM 0.8, YE 7,947. WE 3,749.

aS12 Butcher: 4 Riht Tulkos Street (C5). ST 2, N1 4, N2 7, CN PO, CM 1.2, YE 9,486, WE 3,982.

aS13 Cardmaker (Playing cards): 12 Luft Log Weg (C3). ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 7,989, WE

aS14 Cook: 5 Luft Mael Laen (D2). ST 1, N1 3, CN AV, CM 1.0, YE 6,745. WE 2,987.

aS15 Coppersmith: 11 Luft Log Weg (D3). ST 2, N4,6. N2 7 4, CN AV, YE 26,394, WE 13,667.

aS16 Cutler (Cutlery): 16 Luft Log Weg (B3). ST 2, N1 5, N2 4, CN PO, CM 1.1, YE 8 956, WE 3,742.

aS17 Dairy: 2 Riht Chrisopace Rad (C4). ST 1, N1 3, CN PO, CM 1.0, YE 5,838, WE 1,920.

aS18 Fishmonger: 5 Luft Gemaeden Weg (C3). ST2, N1 4, N2 3, CN CO, CM 1.1, YE 6,290, WE 1,793.

aS19 Founder (Casts iron): 3 Riht Gemaeden Weg (B3). ST 3, N1 3, N2 4, N3 5, CN CO, CM 1.0, YE 12,998, WE 6,748.

aS20 Glacier (Window panes): 18 Mark Geard (D4). ST 3, N1 2, N2 5, N3 6, CN AV, CM 1.0, YE 76,923, WE 43,759.

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 90,835, WE 53,056,

aS22 Greengrocer (Vegetables): 5 Luft Chrisopace Rad (D3). ST 1, N1 3, CN PO, CM 0.9, YE 9,420, WE 3946.

aS23 Grocer (Provisions): 6 Luft Met Weg (C5). ST 2, N1 5, N2 6, CN BA, CM 1.0, YE 12,493, WE 6,013.

aS24 Heaumer (Great Helms): 1 Riht Topaze Street (D3). ST 3, N1 3, N2 4, N3 7, CN BA, CM 1.0, YE 13,482, WE 6,491.

aS25 Ironmonger (Sells small iron articles, nails etc.): 6 Luft Tulkos Street (C5). ST 2, N14, N2 6, CN PO, CM 1.0, YE 14,903, WE 6,742.

aS26 Jeweller: 22 Mark Geard (D3). ST 3, N1 6, N2 5, N3 7, CN AV, CM 1.0, YE 549,361, WE 329,457, Owned by Erea Gasrinti. Jeweller skill level 76-90.

aS27 Lantern-maker: 7 Riht Opale Weg (C4). ST1, N1 4, CN PO, CM 1.0, YE7,503.WE 3,056.

aS28 Latener (Worker in Late, a brass-like metal): 5 Luft Log Weg (C2). ST 3, N1 4, N2 5, N3 8, CN AV, C 1.0, YE 23,401, WE 10,280.

aS29 Locksmith: 1 Riht Ruide Clos (E2). ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 18,930, WE 8,970.

aS30 Loriner (Metal saddle fittings): 7 Riht Topaze Street (D4). ST 1, N1 3, CN BA, CM 1.0, YE 6,003, WE 2,943.

aS31 Moneylender/Pawnshop: 6 Luft Opale Weg (C5). ST 2, N1 4, N2 6, CN CO, CM 1.0, YE 76,820, WE 43,004. 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 hundred years ago.

Uzuld: AC 5; MV 120'; Dwarf F1; SX: M; AG 400; hp 36; THAC0 20; #AT 1; D 1d8; AL N; WE 43,004gp; BL 1,000gp; 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 i.e. 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/season: he will not write letters of credit.

aS32 Nailor (Nails): 1 Luft Mael Laen (C2). ST1, N14, CN PO, CM 1.0, YE 7,563, WE 3,142.

aS33 Needler (Needles): 1 Riht Sverth Weg (B2). N1 4, N2 4, CN BA, CM 1.0, YE 7,590, WE 3,098.

aS34 Oilpresser (Oil): 3 Riht Sverth Weg (B2). ST 2, N1 4, N2 7, CN PO, CM 1.1, YE 9,840. WE 3,798.

aS35 Pewterer (Pewter-worker): 4 Riht Mael Laen (C2). ST 3, N1 3, N2 4, N3 7, CN CO, CM 1.2, YE 289, 430. WE13, 488.

aS36 Plumber (Lead-worker): 5 Luft Corallo Clos (E2). ST 3, N1 5, N2 6, N3 7, CN PO, CM 1.0, YE 27,980, WE 13,492.

aS37 Pinner (Pins): 5 Riht Topaze Street (D4). ST1, N1 4, CN BA, C1.0, YE 6,740, WE 2,978

aS38 Sage: 7 Luft Met Weg (D5). ST 2, N1 4, N2 5, CN BA, CM 1.0, YE 150,978, WE 80,197. The Gild of Sages' representative in Irilian is **Timis Braegan**.

Timis Braegan: AC 5; MV 120'; Human Sag; Sage; SX: M; AG 84; hp 15; THAC0 20; #AT 1; D 1d4; AL N; WE 80,197gp; BL 1,200gp; ST 8; IN 16; WI 18; DE 6; CO 5; CH 17; MI None; WN: Dagger.

Spells Memorized: *affect normal fires, ray 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.

Timis' Werewolf form: AC 5; MV 150'; HD 4+3; hp 19; THAC0 15; #AT 1; D 2d4; SA Surprise on 1-3; SD +1 or silver wpn to-hit; SZ M; Int Avg; AL CE; XP 280. (MM)

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 newform. The Irilians know that they have a werewolf in their midst but no one suspects Timis of being it - yet. Timia lives alone in his crumbling, disorganised house on the Met Wag. He will attempt to answer uestions 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 0 +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 Wag (C5). ST 2, N1 4, N2 6, CN AV, CM 1.2., YE 14,906, WE 6,372.

As40 Ships Chandler (Shipping equipment): Keye (E2). ST 1, N1 1, CN AV, CM 1.0, YE 8,790, WE 3,349.

aS41 Shipwright (Ships): Keye (E2). ST 1, N1 1, CN PO, C1.0, YE 29,456, WE 12,367. Can build rowboats, small barges and rafts: taking 1 wika per hull point.

eS42 Silversmith: 3 Riht Opale Weg (C4). ST3, N1 3,N2 4, N3 5, CN PO, CM1.2, YE 34,265, WE 20,147. Treat as a jeweller of skill level 76-91 who will only work in silver.

aS43 Spurrier (Spurs): 3 Riht Achete Weg (E3), ST2, N1 3, N2 3, CN BA, CM 1.0, YE 8,604, WE 3,425.

aS44 Tinner (Tin-worker): 1 Riht Corallo Clos (D2). ST 3, N1 2, N2 4, N3 2, CN PO, CM 1.0, YE 22,485, WE 11,325.

aS45 Wineshop: 9 Luft Log Wegg (D2). ST 1, N1 3, CN CO, CM 1.0, YE 9,001, WE 4,102.

aS46 Wiredrawer (Manufactures wire): 3 Luft Abbeie Weg (C4). ST 1, N1 3, CN BA, CM 1.0, YE 10,582, WE 4,529.

aS47 Wiremonger (Sells wire): 2 Luft Abbeie Weg (C4). ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 9,034, WE 3,754.

A2 Deserted house: 1 Riht Magikos Weg (C7), ST 2, N14, N2 5. CN PO. Alis Esrini's safehouse (see Part VII)



The Northeast Quarter

X1 3 House: Khalkedon Ward (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, unless a successful Remove traps roll is made, it will sound a bell in the cellar. For additional information see **The Irilian Adventure: The Rising of the Dark**.

The Lesardman Ham: Irilbank (G1), The Lesardman ham is a collection of one-room hovels occupied by a small tribe of **15 lizardmen**. The leader is **Tssus** (HP 14), who is assisted by **Kss, a third-level shaman of Semuanya** (DDG). Also in the tribe are three other males (HP 10,9,6), six females (HP 8, 2x 7, 2x6, 2) and five young (HP 2, 4x1). As watchdogs the lizardmen have **two minidrags**.

The lizardmen make their living from selling fish, which they catch from the Iril and hiring out their boats. They own a small barge (HV 3), 2 rafts (HV 4, 3) and four rowboats (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 2,000sp which is kept buried under the dirt floor of Tsuss' hut.

The Irilians have fairly cordial relations with the lesardmen, although they do not allow any within the town walls. The lesardmen sell their fish to the Irilians; in return the Irilians sell Lesardmen the odd slave - a mutually prosperous undertaking.

Lizardmen (15): AC 5; MV 60'/120'; HD 2+1; hp 14, 10, 9, 8, 7, 7, 6, 6, 6, 2, 2, 1, 1, 1, 1; THAC0 16; #AT 3; D 1-2/1-2/1-8; SZ M; Int Low~Avg; AL N; XP 75, 65, 62, 59, 59, 53, 53, 53, 41, 41, 38, 38, 38, 38. (MM)

Kss, Lizardman Shaman: AC 5; MV 60'/120'; HD 2+1; hp 17; THAC0 16; #AT 3; D 1-2/1-2/1-8; SZ M; Int Low~Avg; AL N; XP 107 (MM)

Spells: *Cure Light Wounds* (x2), *Prayer*

Minidrags (2): AC -2; MV 90'/180'; HD 2; hp 11,9; THAC0 18; #AT -; D -; SA poison jet SZ M; Int Animal; AL N; XP 103, 107 (see Appendix I: New Monsters)

R3 The Temple: 1 Mark Geard (G4), Temple ST 1, N1 2, CN PO. Temple Hus ST 2, N1 4, N2 4, CN PO. The temple is the centre of 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 in the Ceremony of Bonding, and where, finally they have the Death Songs sung.

It is a large windowless hall, the roof 40' 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 temple's outer walls are less impressive, the mosaics that once adorned them have mostly fallen off to reveal the crumbling plaster beneath. 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 80' tall and bare except for the stairs leading up to the gong platform. A small door leads onto the Temple roof from the Gong Tower.

The Temple clerics are **Aslas Radedohtor**, cleric of Laidhanas and Primat Aef Irilian; **Miril Hatloignes**, cleric of Felthu, and **Pelnos Esrifsunu**, cleric of Esrif. The clerics will provide all normal clerical items and services for the normal 'donations' and will train clerics in their religions for the normal prices. Each cleric has a 0-level acolyte who is being prepared to follow in their footsteps, but none of these are even close to ordination.

Aslas Radedohtor, cleric of Laidhanas: AC 1; MV 120'; Human C8; SX: F; AG 55; hp 32; THAC0 14; #AT 1; D 1d6+3; AL CN; WE 20,109gp; BL 500gp; ST 14; IN 14; WI 18; DE 12; CO 14; CH 16; MI +1 **Platemail**, +2 **Mace**, **Staff of Earthquakes** (see Appendix II: New Magic Items); WN: Mace

Spells: 1st - *bless, command, cure light wounds (x2), sanctuary*
2nd - *augury, hold person (x2), know alignment, silence 15' radius*
3rd - *dispel magic (x2), prayer, remove curse*
4th - *detect lie, neutralise poison, sticks to snakes*

Aslas is a 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 Irilians' ways and their consequent fall from grace.

Miril Hatloignes, Primate Aef Irilian: AC 1; MV 120'; Human C5; SX: F; AG 29; hp 21; THAC0 17; #AT 1; D 1d6+3; AL CN; WE 1,947gp; BL 50gp; ST 17; IN 10; WI 14; DE 13; CO 8; CH 12; MI +1 **Shield**, +1 **Mace**; WN: Mace

Spells: 1st - *command (x2), cure light wounds (x2), sanctuary*
2nd - *augury, detect charm, silence 15' radius*

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 Esrifsunnu, cleric of Esrif: AC 2; MV 120'; Human C4; SX: F; AG 33; hp 14; THAC0 17; #AT 1; D 1d6+1; AL CN; WE 957gp; BL 110gp; ST 16; IN 12; WI 16; DE 9; CO 12; CH 14; MI none; WN: Flail

Spells: 1st - *bless, cure light wounds (x2), sanctuary*
2nd - *hold person, silence 15' radius (x2), spiritual hammer*

Pelnos, by dint of some incredible luck has 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-tampered and impulsive nature.

I2 Heafod Aef Orc: 1 Luft Sarcle Laen (G2), ST 2, N1 3, N2 22, CN BA, BC 25, CM 0.8, NC 6d10/8d8/20d10 + 10d8, NS 24, RC 3.

So-named because of the tarred ore-heads which hang from the rafters both inside end 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 ore-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.

The Heafod Aef Orc's ground floor drinking-halls are usually packed, mostly sweaty, almost always fogged by smoke and permanently dangerous. A 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 holdln pens in the cellar. A consummate actor, Zigul always manages to make the fights look anything other than the walk-overs that they are. Betting on all the conflicts is intense and often crooked.

Upstairs are the brothel and drug dens, run by **three houris**. 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.

The drug dens are a series of small rooms bare except for couches and pallets upon which addicts can recline whilst taking their drugs. The drugs available are given in Appendix III: Drugs in Irilian

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**, a drug smuggler, Tk'k and his bodyguards Hree and Whoe- whoe.

Common customers at the Heafod Aef Orc are (parentheses give the % chance of a character being present): 2d4 of the Irilian Scouts (35). Stormwealcán, Hliehhanman and Blodmarchant Comandares (15 each), Gisiral 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.

Kullud, Bouncer: AC 7; MV 120'; ½-Orc; F3; SX: M; AG 31; hp 24; THAC0 18; #AT 1; D 1d6; AL NE; WE 389gp; BL 10gp; ST 14; IN 9; WI 7; DE 12; CO 16; CH 9; MI None; WN: Shortsword

Sulliga, Bouncer: AC 5; MV 120'; ½-Orc; F4; SX: F; AG 18; hp 31; THAC0 18; #AT 1; D 1d6; AL N; WE 98gp; BL 2gp; ST 13; IN 10; WI 12; DE 13; CO 17; CH 8; MI None; WN: Shortsword

Tirages, Bouncer: AC 7; MV 120'; Human; F4; SX: M; AG 19; hp 17; THAC0 18; #AT 1; D 1d6; AL CE; WE 430gp; BL 2gp; ST 16; IN 11; WI 14; DE 9; CO 12; CH 12; MI None; WN: Shortsword

Firga, Bouncer: AC 7; MV 120'; Human; F5; SX: M; AG 24; hp 17; THAC0 16; #AT 1; D 1d6; AL LN; WE 658gp; BL 3gp; ST 15; IN 8; WI 10; DE 10; CO 13; CH 14; MI **Ring of Contrariness**; WN: Shortsword

Kulle & Mayhne, Ogres: AC 5; MV 90'; HD 4+1; hp 25, 23; THAC0 15; #AT 1; D 1-10 or by wpn; SZ L; Int Low; AL CE; XP 215, 205. (MM)

Zigul, Pit-fighter Champion: AC 7; MV 120'; Dwarf; F6; SX: M; AG 120; hp 43; THAC0 11; #AT 1; D 1d4+5; AL CN; WE 3,785gp; BL 100gp; ST 17; IN 12; WI 11; DE 15; CO 17; CH 13; MI **+1 Chainmail, +2 Shield, +3 Hammer (Dwarven thrower)**; 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, he will not throw his hammer unless forced to.

Tiralle, Houri: AC 10; MV 120'; Elf; H6; SX: M; AG 98; hp 11; THAC0 19; #AT 1; D 1d4+1; AL NE; WE 3,532gp; BL 100gp; ST 13; IN 13; WI 9; DE 13; CO 13; CH 17; MI **+1 Dagger, Philtre of Love**; WN: Dagger

Spells: 1st - *charm person* (x2), *fascination*, *silvertongue*, *impotence*
2nd - *influence*, *jealousy*, *ecstasy*
3rd - *hold person*, *bodyguard*

Elhiri, Houri: AC 9; MV 120'; Human; H5; SX: F; AG 27; hp 16; THAC0 19; #AT 1; D 1d4; AL CE; WE 1,794gp; BL 150gp; ST 9; IN 12; WI 11; DE 12; CO 14; CH 15; MI **+1 Ring of Protection**; WN: Dagger

Spells: 1st - *charm person*, *fascination*, *impotence*, *kiss of sleeping*
2nd - *jealousy*, *ecstasy*, *kiss of wounding*
3rd - *kiss of slavery*

Giriell, Houri: AC 10; MV 120'; Elf; H3; SX: F; AG 72; hp 7; THAC0 20; #AT 1; D 1d4; AL N; WE 763gp; BL 50gp; ST 11; IN 10; WI 13; DE 14; CO 9; CH 18; MI None; WN: Dagger

Spells: 1st - *silvertongue*, *kiss of sleeping* (x2)
2nd - *ecstasy*

Sigil Hinthan, Bounty Hunter: AC -4; MV 120'; Human; F6; SX: M; AG 38; hp 38; THAC0 13; #AT 1; D 1d8+5; AL N; WE 1,089gp; BL 100gp; ST 18/80; IN 14; WI 12; DE 17; CO 14; CH 12; MI **+1 Platemail, +2 Shield, +1 Longbow, +1 Longsword**; WN: Longsword

Agrea Hinthan, Bounty Hunter: AC -3; MV 120'; Human; F5; SX: F; AG 32; hp 32; THAC0 13; #AT 1; D 1d8+2; AL N; WE 864gp; BL 75gp; ST 17; IN 16; WI 13; DE 16; CO 16; CH 13; MI **+3 Platemail, +1, +1 Longsword**; WN: Longsword

Sigil and Agree 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 Fealian, Investigator: AC -2; MV 120'; Human; R8; SX: M; AG 32; hp 91; THAC0 11; #AT 1; D 1d8+3; AL CG; WE 1,064gp; BL 750gp; ST 17; IN 17; WI 14; DE 18; CO 18; CH 14; MI **Bracers of Defense AC2, +2 Longsword, Ring of Truth** (will empathetically give the degree of truth of up to 5 statements/daeg); WN: Longsword

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).

Tk'k, Hree, Whoe-Whoe, Kenku: AC 5; MV 60'/180'; MC: D; HD 3; hp 19, 10, 10; THAC0 16; #AT 3; D 1-4/1-4/1-6; SA: special abilities; SD assume human disguise (50%); SZ M; Int Avg; AL N; XP 66, 38, 38 (FF)

Tk'k: *call lightning, shocking grasp, magic missile*

Hree: *magic missile*

Whoe-Whoe: *magic missile*

The Kenku have a shipment of 10,000gp of Wudufloor (see Appendix III: Drugs in Irilian) which they are waiting to sell to Pelos Irilsdohtor and her half-brother.

bS1 Architect: 29 Mark Gaerd (F3). ST 3, N1 4, N2 5, N3 7, CN PO, CM 1.0, YE 18,495gp, WE 19,876gp.

bS2 Baker: 3 Riht Berullos Clos (H3). ST 2, N1 4, N2 5, CN BA, CM 1.1, YE 3,078gp, WE 4,038gp.

bS3 Baker: 5 Luft Ile Rad (I4). ST 1, N1 5, CN CO, CM 0.9, YE 7,988gp, WE 3,976gp.

bS4 Basketmaker (makes wicker baskets): 4 Luft Lettorn Weg (H2). ST 1, N1 3, CN CO, CM 1.0, YE 7,458gp. E 3,108gp.

bS5 Bottlemaker (makes clay bottles): 3 Luft Khalkedon Weard (I3). ST 2, N1 3, N2 5, CN CO, CM 1.0, YE 5,987gp, WE 1,978gp.

bS6 Boxmaker (makes wooden boxes): 11 Luft Berullos Clos (I3). ST 2, N14, N2 5, CN BA, CM 1.0 YE 9,187gp, WE 4,024gp.

bS7 Brewer: 8,9,10 Riht Ambre Chare (H4). ST 1, 3, 4, N1 3, 4, N2 0, 3, 2, N3 0, 4, 0, CN PO, CM 1.0, YE 15,098gp, WE 7,034gp.

bS8 Bricker (makes bricks): 6 Luft Khalkedon Weard (I3). ST 2, N1 3, N2 3, CN PO, CM 1.0, YE 6,003gp. WE 1,857gp.

bS9 Builder: 1 Riht Khalkedon Weard (H3). ST 3, N1 3, N2 5, N3 4, CN AV, CM 1.0, YE 13,456gp. WE 6,352gp.

bS10 Butcher. 5 Luft Temple Laen (H5). ST 2, N13, N2 4, CN PO, CM 1.1, YE 9,457gp, WE 4,012gp.

bS11 Butcher: 2 Luft Draconem Weg (G3). ST 1, N1 4, CN 0.85, YE 8,076gp, WE 3,907gp.

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 21,354gp, WE 10,978gp.

bS13 Carpenter: 7 Riht Berullos Clos (H3). ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 9,043gp, WE 4,068gp.

bS14 Cartmaker (carts): 21 Luft Chrisopace Rad (G2). ST 1, N13, CN CO, CM 1.0, YE 8,975gp, WE 4,032gp.

bS15 Carver (carves wooden objects): 6 Luft Peritot Weg (G4). ST 2, N1 4, N3, CN BA, CM 1.0, YE 19,573gp, WE 8,574gp.

bS16 Coach-maker: 12 Luft Berullos Clos (G3). ST 2, N1 5, N2 4, CN BA, CM 1.0, YE 16,294, WE 8,673.

bS17 Cofferer (makes wooden coffers): 11 Luft Gnagan Laen (H4). ST 2, N1 5, N2 3, CN PO, C 1.0, YE 8,974gp. WE 4,126gp.

bS18 Coffin-maker: 5 Riht Ambre Chare (H3). ST2, N1 1, N2 3, CN CO, CM 1.0, YE 7,530gp, WE 3,075gp.

bS19 Dairy: 6 Riht Ambre Chare (H3). ST 1, N13, CN BA, CM 1.0, YE 6,043gp. WE 1,486gp.

bS20 Distiller: 2 Luft Monath Laen (H4). ST 3, N1 4, N2 4, N3 3, CN AV, CM 1.0, YE 21,354gp, WE 10,485gp.

bS21 Furbisher (cleaner and polisher): 1 Luft Ile Rad (I3). ST 2, N1 3, N2 4, CN PO, CM 1.0, YE4,834gp, WE 1,435gp.

bS22 Fuster (woodworker): 1 Riht Amechiste Weg (F3). ST2, N1 3. N2 5, CN PO, CM 1.0, YE 10,897gp, WE 4,750gp.

bS23 Goldsmith: 34 Mark Geard (F4), ST 3, N1 5, N2 4, N3 8, CN AV, CM 1.0, YE 90,476gp, WE 52,931gp. As jeweller but will only work in gold. Skill level 76-90.

bS24 Green grocer (vegetables): 7 Luft Achete Weg (F4). ST 2, N1 3, N2 5, CN BA, CM 1.1, YE 8,692gp, WE 7,450gp. Cover address for Torgul the Assassin (see Part VII)

bS25 Joiner (wooden frames for saddles): 5 Riht Ile Rad (I4). ST 2, N1 5, N2 6, CN PO, CM 0.9, YE 7,931gp. WE 2,854gp.

bS26 Marbler (marble works and sculptures): 3 Riht Gnagen Laen (H3). ST 3, N1 4, N2 6, N3 5, CN PO, CM 1.2, YE 28,945gp, WE 15,475gp.

bS27 Mason (stoneworker): 1 Luft Toln Weg (F2). ST 3, N1 6, N2 4, N3 5, CN BA, CM 1.0, YE 3,645gp, WE 6,493gp.

bS28 Miller: 1 Luft Blaec Weg (I2), ST4, N1 3, N2 1, N3 1, N4 1, CN PO, CM 1.0, YE 18,075gp, WE9,045gp. The mill is windpowered; the upper three stories are able to pivot to face the wind.

bS29 Moneylender/Banker: 1 Riht Draconem Weg (G31). ST 3, N1 4, N2 5, N3 5, CN AV, CM 1.0, YE 150,845gp, WE 89,430gp. 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**. 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. earn 1% of its value in interest, minus a 100gp handling charge. Thus at least 10,000gp must be on deposited for a whole year before any profit is made. He will lend up to 1,000gp on good surety for 2% compound interest/wika i.e. 88%/year, repayable within 1 year. If money is deposited with him, Dirim will write a letter of credit for that amount minus a 1% fee which will be accepted by 85% of bankers (98% of dwarf bankers). Dirim has 8,000gp on deposit with him at most times.

Dirim Dworg: AC 5; MV 120'; Dwarf; F1; SX: M; AG 304; hp 17; THAC0 20; #AT 1; D 1d8; AL LG; WE 79,430gp; BL 1,000gp; ST 12; IN 14; WI 13; DE 12; CO 14; CH 9; MI None; WN: Battle Axe

Dirima Dworg: AC 5; MV 120'; Dwarf; F1; SX: F; AG 274; hp 15; THAC0 20; #AT 1; D 1d4+1; AL LG; WE 3,745gp; BL 150gp; ST 13; IN 13; WI 15; DE 13; CO 12; CH 12; MI None; WN: Hammer

Thori Dworg: AC 2; MV 120'; Dwarf; F2; SX: M; AG 143; hp 13; THAC0 20; #AT 1; D 1d8+1; AL LG; WE 3,255gp; BL 50gp; ST 16; IN 12; WI 11; DE 14; CO 14; CH 9; MI None; WN: Battle Axe

Bombas Dworg: AC 2; MV 120'; Dwarf; F3; SX: M; AG 63; hp 21; THAC0 18; #AT 1; D 1d8; AL LG; WE 3,100gp; BL 75gp; ST 14; IN 14; WI 14; DE 15; CO 15; CH 11; MI None; WN: Battleaxe

bS30 Net-maker: 2 Riht Lettorn Weg (H2). ST1 N1 4, CN CO, CM 1.0, YE 5,989gp, WE 1,794gp.

bS31 Painter (paints saddlebows): 6 Luft Ile Rad (I4). ST 2, N1 3, N2 0, CN BA, CM 1.0, YE 6,024gp, WE 2,084gp.

bS32 Pasteler (grinds pigments): 5 Riht Achete Weg (F3). ST 2, 1 4, N2 5, CN PO, CM 1.0, YE 5,794gp, WE 1,903gp.

bS33 Pavior (lays pavements): 1 Riht Theof Rad (H2). ST2, N1 4, N2 4, CN BA, CM 1.0, YE 9,068gp. WE 4,069gp.

bS34 Plasterer: 2 Luft Temple Laen (G5). ST 2, N1 5, N2 5, CN CO, CM 1.0, YE 13,574gp, WE 6,574gp.

bS35 Potter: 15 Riht Berullos Clos (I3). ST 3, N1 4, N2 6, N3 7, CN CO, CM 1.0, YE 12,953gp, WE 6,054gp.

bS36 Ropemaker: 3 Riht Toln Weg (F3). ST 2, N1 1, N2 5, CN PO, CM1.1. YE 8,756gp, WE 3,256gp.

bS37 Saddler: 7,8 Riht Ile Rad (I4), ST 2/ 2, N1 3/5. N2 3/ 6. CN PO/BA, CM 0.9, YE 10,989gp, WE 4,563gp.

bS38 Sail-maker: 6 Luft Barullos Clos (H2) ST3, N1 4, N2 5, N3 6, CN BA, CM 1.0, YE 8,796gp, WE 4,025gp.

bS39 Sawyer (planks and beams): 6 Luft Toln We (G3). ST 1, N1 4, CN PO, CM 1.2, YE 6,538gp, WE 3,075gp.

bS40 Stainer (stains wood): 3 Luft Peritot Weg (G4). ST 2, N1 4, N2 5, CN CO, CM 1.3, YE 5,735gp, WE 1,287gp.

bS41 Stringer (string): 5 Luft Toln Weg (G3). ST 1, N1 4, CN BA, CM 1.05, YE 5,967gp, W 1,357gp.

bS42 Stuffer (stuffs furniture): 6 Luft Achete Weg (F2). ST 2, N1 3, N2 4, CN BA, CM 0.9, YE 6,032gp, WE 1,498gp.

bS43 Tablemaker: 4 Luft Amechiste Weg (F3), ST 2, N1 5, N2 5, CN CO, CM1.1, YE9,530gp, WE 3,275gp

bS44 Tiler (roofing tiles). 1 Luft Khelkedon Weard (H3l). ST 2, N1 5, N2 4, CN BA, CM 0.8, YE 5,904gp. WE 1,906gp.

bS45 Tinderboxman: 3 Luft Dweorg Clos (I4). ST 2, N1 6, N2 4, CN PO, CM 1.1, YE 8,957gp, WE 4,006gp.

bS46 Turner (turns wooden objects): 3 Luft, 4 Riht Monath Laen (H4). ST 2, N1 4/6, N2 4/6, CN BA, CM 1.0, YE 10,897gp, WE 4,553gp.

bS47 Upholsterer (covers furniture): 4 Luft Hel Laen (G3). ST 2, N1 6, N2 4, CN AV, CM 0.9, YE 6,597gp. WE 2,943gp.

bS48 Vintner (wine): 8, 9 Luft Gnagen Laen (H4). ST 2, N1 4, N2 5, CN PO, CM 1.1, YE 24,356gp, WE 10,980gp

bS49 Wheelwright: 20 Luft Chrisopace Rad (G3) ST 2, N1 4, N2 5, CN CO, CM 1.2, YE 6,043gp, WE 2,093gp.

bS50 Wineshop: 7 Luft Ile Rad (I4). ST 3, N1 4, N2 4, N3 5, CN BA, YE 8,957gp, WE 4,106gp.

B1 Flop-house: 11 Riht Berullos Clos (I3). ST 2, N1 4, N2 3, CN CO. Reserved for the members of the Beggars' Gild (see Part VII).

B2 Flop-house: 2 Riht Mathkr Lean (C7). ST 2, N1 1, N2 3, CN CO. Reserved for the members of the Beggars' Gild (see Part VII).

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**. She 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 Gaard 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** (see Appendix I: New Monsters).

Acfyst: AC 6; MV 120'; Human; D6; SX: F; AG 24; hp 7; THAC0 16; #AT 1; D 1d6+2; AL N; WE 204gp; BL 100gp; ST 9; IN 12; WI 15; DE 12; CO 15; CH 18; MI +1 **Leather Armour**, +1 **Shield**, +2 **Spear**; WN: Spear

Spells: 1st - *animal friendship* (x2), *locate animal* (x2), *speak with animals* (x2)

2nd - *charm person or mammal*, *cure light wounds*, *heat metal*

3rd - *animal*, *pyrotechnics*



The Southeast Quarter

C1. The Counsel Hus: ST 3, N1 3, N2 5, N3 19, CN AV. It is built (DPV 30) of large stone blocks like a Castle Keep with machicolations and arrow slits at 5' intervals in the higher floors. Large iron doors (10 DPV) open into the Mark Geard where an armed Irnan or Ridan of the Garde will always be on duty. In the cellar are the town Mint, Treasury, and Arsenal, while the upper floors hold the offices of the various town officials. The treasury hold all Irilian's wealth: 35,000gp worth of silver and copper (50/50). The Arsenal is mainly for the militia and has the following weapons in store:

100 Shortswords	400 Slings
100 Hammers	10,000 Arrows
300 Voulges	2 Trebuchet (dismantled)
100 Light Crossbows	4 Light Catapults (dismantled)
10,000 Quarrels	2 Heavy Catapults (dismantled)
20,000 Sling stones	
100 Spears	
1,000 Javelins	

Because of the general cheapness of manufacture, they are all -1 to damages (minimum 1 point damage). The Hus is looked over by the Gild of Hashishiyy (Part VII) 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 Seal of Irilan set into a ring. *Magic mouths* are set to sound the alarm if characters without rings attempt to enter.

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

C2 Alros Snakaeage: 3 Mark Geard (G5). ST 3, N1 5, N2 6, N3 7, 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 metal-working community, their relative standing has increased enormously. **Alros**, the present family head, has 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 Kamarling to tax the Abbeie metallers to extinction. Consequently, Garos and Alros are at daggers drawn and rifts between the two factions are not uncommon. Alros is accompanied everywhere by his bodyguard/killer, **Daergne Bearge**.

Counselor Alros Snakaeage: AC 6; MV 120'; Human; ME10; SX: M; AG 57; hp 42; THAC0 12; #AT 1; D 1d4; AL CE; WE 50,968gp; BL 500gp; ST 9; IN 15; WI 12; DE 11; CO 14; CH 14; MI **Bracers of AC6**; WN: Dagger.

Daergne Bearge: AC 8; MV 120'; 1/2-Orc; F4/A6; SX: M; AG 41; hp 31; THAC0 17; #AT 1; D 1d8+2; AL NE; WE 1,085gp; BL 100gp; ST 16; IN 12; WI 9; DE 16; CO 14; CH 8; MI **+1 Longsword**; WN: Longsword.

C3 Dareon Aelfhaer: 10 Mark Geard (F5). ST 3, N1 4, N2 5, N3 8, CN BA.

A highly successful caravan merchant thanks to the judicious use of his position as Stiweard, **Dareon** is a rising star in Irilian being young, enterprising, and dynamic, and ambitious. As a result of this, the rest dislike him intensely and take care to keep power out of his hands. Naturally, Dareon resents this. His annual income is 450,132sp.

Counselor Dareon Aelfhaer: AC 10; MV 120'; Human; ME8; SX: M; AG 32; hp 30; THAC0 14; #AT 1; D 1d8; AL CN; WE 45,093gp; BL 1,000gp; ST 12; IN 17; WI 15; DE 12; CO 10; CH 18; MI None; WN: Longsword.

C4 Elisim Deorctunge: 8 Mark Geard (F5). ST 3, N1 4, N2 7, N3 8, C PO.

The current Counsel Laedan, **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 to 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 354,980sp per year and are looked after by his righthand man, **Arlen**.

Laedan Counselor Elisim Deorctunge: AC 10; MV 120'; Human; ME7; SX: M; AG 78; hp 24; THAC0 14; #AT 1; D 1d8; AL LN; WE 78,600gp; BL 750gp; ST 12; IN 14; WI 7; DE 8; CO 5; CH 11; MI None; WN: Longsword.

Arlen : AC 1; MV 120'; Elf; F4/MU4; SX: M; AG 475; hp 17; THAC0 17; #AT 1; D 1d8+1; AL CG; WE 2,049gp; BL 650gp; ST 15; IN 16; WI 14; DE 16; CO 14; CH 12; MI **+1 Chainmail, +1 Longsword +3 vs. Lycanthropes Scroll of Maze, Locate Object**; WN: Longsword.

Spells: 1st - *magic missile, burning hands, affect normal fires*
2nd - *ESP, shatter*

C5 (cs21) Erea Gasrintri: 5 Mark Geard (G5). ST 3, N1 5, N2 5, N3 5, CN AV.

The last remaining Irilian gemmer, **Erea** stayed in Irilian when all others left, in part 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 some:one 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 Peios Irilsdohtor 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 450,254sp per year.

Counselor Erea Gasrintri: AC 2; MV 120'; Gnome; I2; SX: F; AG 352; hp 5; THAC0 20; #AT 1; D 1d4; AL LN; WE 975gp; BL 500gp; ST 9; IN 14; WI 12; DE 17; CO 13; CH 14; MI None; WN: Battle Axe.

Spells: 1st - *colour spray, hypnotism*

Garli Gasrintri: AC 2; MV 120'; Gnome; F3; SX: M; AG 294; hp 23; THAC0 20; #AT 1; D 1d8; AL N; WE 504gp; BL 150gp; ST 14; IN 12; WI 7; DE 14; CO 16; CH 12; MI None; WN: Battle Axe.

C6 Erihim Stormboi: 13 Mark Geard (E5). ST 3, N1 5, N2 5, N3 8, CO CO.

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 Waetergaet 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**.

Erihim is a **doppelganger imposter** who took Erihim's place after he was captured. 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 servants in Erihim's household and plans to engage the rest in the guise of mercenary guards. 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 (c.f.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 furtrade but his controlling interest in the leathertrade also brings in a fair proportion of his annual 390,879sp.

Counselor Erihim Stormboi (Real): AC 10; MV 120'; Human; F6; SX: M; AG 67; hp 23; THAC0 16; #AT 1; D 1d4; AL N; WE 43,960gp; BL 1,000gp; ST 8; IN 12; WI 10; DE 9; CO 8; CH 11; MI None; WN: Dagger.

Erihim Stormboi (Doppelganger Imposter): AC 5; MV 90'; HD 4; hp 23; THAC0 15; #AT 1; D 1-12; SA Surprise on 1-4; SD *ESP*, immune to *sleep/charm*, save as F10; SZ M; Int Very; AL N; XP 422 (MM).

Doppleganger Servants (6): AC 5; MV 90'; HD 4; hp 18, 18, 17, 16, 15, 13 ; THAC0 15; #AT 1; D 1-12; SA Surprise on 1-4; SD *ESP*, immune to *sleep/charm*, save as F10; SZ M; Int Very; AL N; XP 402, 402, 398, 394, 390, 382 (MM).

Ankra: AC 10; MV 120'; Human; F5; SX: M; AG 28; hp 30; THAC0 15; #AT 1; D 1d6+2; AL LN; WE 43,960gp; BL 1,000gp; ST 16; IN 14; WI 15; DE 12; CO 14; CH 12; MI **+1 Shortsword**; WN: Shortsword.

C7 Garos Treowegefa: 9 Mark Geard (F5). ST 3, N1 4, N2 5, N3 7, CN PO.

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 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, **Telnon and Gineal** are his bodyguards.

Counselor Garos Treowegefa: AC 10; MV 120'; Human; ME13; SX: M; AG 74; hp 58; THAC0 8; #AT 1; D 1d4; AL N; WE 90,499gp; BL 5,000gp; ST 6; IN 14; WI 12; DE 7; CO 5; CH 12; MI None; WN: Dagger.

Telnon Treowegefa: AC 2; MV 120'; ½-Elf; F4; SX: M; AG 45; hp 31; THAC0 18; #AT 1; D 1d8; AL NG; WE 563gp; BL 50gp; ST 14; IN 12; WI 9; DE 12; CO 14; CH 18; MI None; WN: Longsword.

Gineal Treowegefa: AC 2; MV 120'; Human; F3; SX: F; AG 28; hp 13; THAC0 18; #AT 1; D 1d8; AL N; WE 98gp; BL 50gp; ST 15; IN 9; WI 8; DE 13; CO 13; CH 12; MI None; WN: Longsword.

C8 Pelas Irilsunnu, Pelos Irilsdohtor: 6 Mark Geard. ST 3, N1 4, N2 5, N3 5, CN PO. Pelos, with her half-brother Pelos, overtly dominates Irilian's spice, building and victual 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 Kilmin, 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 Scirgerefa and Coroune give her. Pelos and Pelas' combined annual income is 903,685sp.

Counselor Pelas Irilsunnu: AC 10; MV 120'; Human; ME4; SX: M; AG 43; hp 10; THAC0 18; #AT 1; D 1d4; AL CN; WE 18,508gp; BL 500gp; ST 9; IN 14; WI 12; DE 10; CO 9; CH 12; MI None; WN: Dagger.

Counselor Pelos Irilsdohtor: AC 10; MV 120'; Human; ME12; SX: F; AG 38; hp 56; THAC0 10; #AT 1; D 1d4; AL CE; WE 67,480gp; BL 1,000gp; ST 8; IN 18; WI 13; DE 7; CO 6; CH 17; MI None; WN: Dagger.

Erin: AC 2; MV 120'; Human; F5; SX: F; AG 34; hp 31; THAC0 14; #AT 1; D 1d8+2; AL LN; WE 509gp; BL 80gp; ST 17; IN 11; WI 7; DE 14; CO 13; CH 8; MI **+1 Longsword**; WN: Longsword.

Aran: AC 2; MV 120'; Human; F4; SX: F; AG 32; hp 20; THAC0 18; #AT 1; D 1d8+1; AL LN; WE 846gp; BL 50gp; ST 16; IN 9; WI 8; DE 14; CO 13; CH 10; MI None; WN: Longsword.

Distrian: AC 2; MV 120'; Human; F3; SX: F; AG 27; hp 19; THAC0 18; #AT 1; D 1d8; AL CN; WE 1,104gp; BL 75gp; ST 15; IN 10; WI 9; DE 13; CO 12; CH 9; MI None; WN: Longsword.

Kilmin: AC 2; MV 120'; Human; F3; SX: F; AG 24; hp 18; THAC0 18; #AT 1; D 1d8+2; AL N; WE 597gp; BL 95gp; ST 14; IN 8; WI 12; DE 12; CO 11; CH 10; MI None; WN: Longsword.

R5 The Monasterion: 1 Munuc Geard (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.

The Brothors have the surname Aef Monasterion, **Kris Aef Monasterion** is the current Gran Mareschal or Abbod. The brothors hate Chaos with an all-consuming passion and can often be heard in the Mark Geard warning of the Evils of Loose Thinking. Each has full plate armour and shield (AC 1) and a banded heavy warhorse. All have magic longswords, longbows and lances, and are fearless in battle (+50% on morale).

The Monasterion also maintains a force of **50 superheavy cavalry** armed and equipped as the Brothers except that they wear plate mail rather than full Plate and have non-magic swords.

Each Brother 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**.

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 Brothers 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 Appendix IV: New Spells) makes the rod give off a white light and auras of cold and *fear*. Stored inside it are 5 *limited wishes* and 5 *disintegrate* spells of which one of each remains. Zotaquaan set it to trigger if the words 'Lagul 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 Brothers' 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 20'.

The Monasterion's outer wall (25 DPV) is battlemented, ballista topped towers (ST 3, N1 1, N2 1, N3 1, CN AV, (DPV40) guard its corners and the gatehouse is equipped with a portcullis (15DPV, 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 drills occupy the courtyard.

Abbod Kris Aef Monasterion: AC -3; MV 120'; Human; F11; SX: M; AG 67; hp 84; THAC0 5; #AT 1; D 1d8+7; AL LN; WE -gp; BL 900gp; ST 18/80; IN 14; WI 13; DE 18; CO 14; CH 12; MI +3 **Longsword, Javelins of Lightning** (x3); WN: Longsword.

Ras Aef Monasterion: AC -1; MV 120'; Human; F8; SX: F; AG 54; hp 57; THAC0 10; #AT 1; D 1d8+4; AL LN; WE -gp; BL 900gp; ST 17; IN 13; WI 10; DE 16; CO 13; CH 10; MI +3 **Longsword, Boots of Speed**; WN: Longsword.

Sil Aef Monasterion: AC 0; MV 120'; Human; F5; SX: M; AG 47; hp 42; THAC0 14; #AT 1; D 1d8+2; AL LN; WE -gp; BL 900gp; ST 15; IN 14; WI 9; DE 15; CO 14; CH 9; MI +2 **Longsword, +2 Longbow**; WN: Longsword.

Nak Aef Monasterion: AC 1; MV 120'; Human; F3; SX: F; AG 36; hp 16; THAC0 17; #AT 1; D 1d8+1; AL LN; WE -gp; BL 900gp; ST 15; IN 12; WI 14; DE 14; CO 13; CH 15; MI +1 **Longsword**; WN: Longsword.

Ral Aef Monasterion: AC 1; MV 120'; Human; F3; SX: M; AG 38; hp 21; THAC0 17; #AT 1; D 1d8+2; AL LN; WE -gp; BL 900gp; ST 16; IN 16; WI 12; DE 9; CO 17; CH 12; MI +1 **Longsword**; WN: Longsword.

Sar Aef Monasterion: AC 1; MV 120'; Human; F2; SX: F; AG 27; hp 15; THAC0 19; #AT 1; D 1d8+1; AL LN; WE -gp; BL 900gp; ST 15; IN 13; WI 8; DE 14; CO 12; CH 7; MI **+1 Longsword**; WN: Longsword.

Quan Aef Monasterion: AC 1; MV 120'; Human; F2; SX: F; AG 25; hp 13; THAC0 18; #AT 1; D 1d8+4; AL LN; WE -gp; BL 900gp; ST 18/57; IN 11; WI 14; DE 12; CO 10; CH 12; MI **+1 Longsword**; WN: Longsword.

Toc Aef Monasterion: AC 1; MV 120'; Human; F2; SX: M; AG 26; hp 9; THAC0 20; #AT 1; D 1d8+2; AL LN; WE -gp; BL 900gp; ST 16; IN 12; WI 15; DE 3; CO 11; CH 9; MI **+1 Longsword**; WN: Longsword.

Sanc Aef Monasterion: AC 1; MV 120'; Human; F2; SX: M; AG 24; hp 11; THAC0 18; #AT 1; D 1d8+2; AL LN; WE -gp; BL 900gp; ST 17; IN 15; WI 14; DE 16; CO 13; CH 17; MI **+1 Longsword**; WN: Longsword.

Siq Aef Monasterion: AC 1; MV 120'; Human; F1; SX: M; AG 20; hp 7; THAC0 19; #AT 1; D 1d8+1; AL LN; WE -gp; BL 900gp; ST 15; IN 13; WI 12; DE 13; CO 1; CH 14; MI **+1 Longsword**; WN: Longsword.

Ged Aef Monasterion: AC 1; MV 120'; Human; F1; SX: M; AG 17; hp 8; THAC0 19; #AT 1; D 1d8+1; AL LN; WE -gp; BL 900gp; ST 16; IN 15; WI 12; DE 14; CO 15; CH 8; MI **+1 Longsword**; WN: Longsword.

Heavy Warhorse: AC 7; MV 150'; HD 3+3; hp 6-27 each; THAC0 16; #AT 3; D 1-8/1-8/1-3; SZ L; Int Anim; AL N; XP 35+3/hp each. (MM)

Monasterion Man-at-Arms (50): AC 2; MV 120'; Human; F0; SX: M/F; AG 20; hp 7; THAC0 20; #AT 1; D 1d8; AL LN; WE -gp; BL 100gp; ST 11+1d4; IN 8+1d4; WI 8+1d4; DE 8+1d4; CO 8+1d4; CH 8+1d4; MI None; WN: Longsword.

Tenq, Cleric of Lagu: AC 1; MV 120'; Human; C6; SX: M; AG 47; hp 26; THAC0 12; #AT 1; D 1d6+5; AL LN; WE -gp; BL 1,000gp; ST 18/78; IN 14; WI 17; DE 14; CO 16; CH 16; MI **+2 Flail** WN: Flail

Spells: 1st - *bless* (x2), *cure light wounds* (x3)
2nd - *chant* (x2), *hold person* (x2), *spiritual hammer*
3rd - *prayer*

Arkis, Cleric of Lagu: AC 1; MV 120'; Human; C4; SX: M; AG 38; hp 21; THAC0 16; #AT 1; D 1d6+4; AL LN; WE -gp; BL 1,000gp; ST 16; IN 17; WI 18; DE 12; CO 9; CH 14; MI **+2 Flail** WN: Flail

Spells: 1st - *command* (x3), *cure light wounds* (x2)
2nd - *hold person*, *silence* (x2), *spiritual hammer*

13 Thri Seorra: 5 Temple Cort (G5). ST 2, N 1 7, N2 15, CN PO, CM 1.0, NC 8d10 / 8d8 / 12d10 / 12d10+10d6, NS12, 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 Iril. 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 Heafiod 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 **Rigisil Drekkien**, 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 percentg e chances. Commanders Aef Hors (10), Hliehhanaman Commander (5), 3d10 of the Garde (100). Acfyst the Druid (15), Miril of the Temple (20), Pelson 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.

Erizael Dlakonman: AC 5; MV 120'; Human; F3; SX: M; AG 48; hp 10; THAC0 18; #AT 1; D 1d6; AL N; WE 907gp; BL 100gp; ST 16; IN 9; WI 11; DE 13; CO 15; CH 12; MI None; WN: Shortsword.

Rigisil Drekkien: AC 5; MV 120'; Human; F3; SX: M; AG 31; hp 21; THAC0 18; #AT 1; D 1d6; AL NE; WE 783gp; BL 80gp; ST 14; IN 10; WI 14; DE 12; CO 14; CH 10; MI None; WN: Shortsword.

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 teleporr: 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 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 laid 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 the buttresses are covered with dull, black cloth embroidered in white with cabalistic signs. Behind each, a *symbol* has been cast upon the wall. Working clockwise from the throne, these are of *stunning*, *pain*, *death*, *fear*, and *sleep*.

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 10' cube.

Kept in the summoning room are two of Zotaquaan's bound spirits: **Nguthzg, a Type I Demon**, and **Gereth, a Barbed Devil**, and an **Iron Golem**. 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 the 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.

Nguthzg, Type I Demon (Vrock): AC 0; MV 120'/180'; MC: C; HD 8; hp 37; THAC0 12; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA *Detect Invisibility*, *Gate Vrock* (10%), *Telekinesis* (1/rd), *Teleportation*; SD Darkvision 60'; MR 50%; SZ L; Int Low; AL CE; XP 1,645 (MM).

Gereth, Barbed Devil: AC 0; MV 120'; HD 8; hp 42; THAC0 12; #AT 3; D 2-8/2-8/3-12; SA Charm Person, Suggestion, Illusion, Infravision, Teleport, Know Align., Fear, Animate Dead (1/rd); MR 35%; SZ M; Int Very; AL LE; XP 1,845 (MM).

Iron Golem (1): AC 3, MV 60'; HD 18; hp 80; THAC0 7; #AT 1; D 4-40; SA Poison Gas Cloud Breath Wpn; SD +3 wpn to-hit, Immunity to most magic; SZ L; Int Non; AL N; XP 14,550 (MM).

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, and 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 that would require several years, they are useless to anyone but Zotaquaan. In the library, mostly buried under piles of relatively useless 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 (See Appendix III: New Spells). The DM should decide exactly what Zotaquaan's other new spells and variations are. The library is protect by a **Guardian Daemon**, who does not have the ability to breathe fire as that would 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 quarters.

Guardian Daemon (1): AC 1; MV 90'; HD 8; hp 51; THAC0 12; #AT 3; D 1-6/1-12/1-12; SD Immune to sleep/charm/hold/polymorph/fear, +2 wpn to-hit; SZ S; Int Very; AL N; XP 1,785 (FF).

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 magical components; several hundred thousand 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 *ice storm*, a **poisonous potion of climbing**, a **delusionary potion of Invulnerability** and a **potion of diminuation** that shrinks its user to 1/50th 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 week's search to locate them all; several **spell scrolls** (*cacodemon*, *limited wish* (x2), *power word stun*, *clone*, *monster summoning VI*, *permanency*, *polymorph any object*, *gate*, *shape change*, *wish*, *protection: elementals* and *protection from magic*); a wide range of powerful potions (**extra-healing** (x4), **fire resistance**, **storm giant strength**, **healing** (x5), **levitation**, and **poison** (x2)) which need to be reconstituted with a pint of water each before being taken but are otherwise as normal; a **crystal ball**, and a **helm of comprehending languages and magic** 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: AC -2; MV 120'; Human; MU17; SX: M; AG 129; hp 45; THAC0 13; #AT 1; D 1d4; AL N; WE 203,678gp; BL 10,000gp; ST 8; IN 19; WI 17; DE 18; CO 9; CH 17; MI **Wand of Fire** (36 charges), **Bracers of Defense AC2**, **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*, *lighting 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*, *contact other plane* (x2), *hold monster*
 6th - *disintegrate*, *legend lore*, *spiritwrack*
 7th - *cacodemon*, *limited wish*, *power word stun*
 8th - *antipathy*, *mind blank*

Psionic Ability: 137,

Attack/Defense Modes: ADE/HIJ

Disciplines: *Detection of Evil*, *Domination*, *Precognition*, *Energy Control*

The most brilliant sorceror 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 field 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, except that it has freedom of movement, is exceptionally intelligent and can polymorph itself at will into human form.

Fylin, Guardian Familiar: AC 8 or better; MV 120' and better; HD 1 and better; hp 6 and better; THAC0 12; #AT 3; D 1-6/1-4/1-4; SD: rebirth, MR 85%; SZ S; Int Anim; AL variable; XP 1,800+12/hp. (FF)



cS1 Alchemist: (DMG & WD20), 27 Riht Monasterion Laen (G6). ST 3, N1 4, N2 6, N3 5, CN PO, CM 1.1, YE 160,363gp. WE 106,947gp. Irilian's resident independent alchemist is **Eliaz'gth Hezron**. 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 vs. 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 **Potion of Blindness** (See Appendix II: New Magic Items). Potions are identified by a code known only to Eliaz.

Eliaz'gth Hezron: AC 10; MV 120'; Human; Alchemist 6; SX: M; AG 64; hp 19; THAC0 19; #AT 1; D 1d4; AL N; WE 105,947gp; BL 1,000gp; 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/Evil, Know Alignment, Slow Poison, Stinking Cloud, Fool's Gold, Enchant an Item, Legend Lore, True Seeing, Enchanted Weapon, Stone to Flesh*.

Any number/daeg from *Pyrotechnics, Conjure Elemental, Transmute Rock to Mud*



cS2 Baker: 6 Riht Screawa Clos (H6). ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 7,986gp. WE 3,297gp.

cS3 Baker: 8 Luft Oniche Weg (F7). ST 2, N1 3, N2 5, CN CO, CM 0.9, YE 8,647gp. WE 3,976gp.

cS4 Beader (makes beads): 1 Riht Sloegh Rad (H5). ST 2, N1 2, N2 6, CN PO, CM 1.0, YE 7,630gp. WE 4,012gp.

cS5 Beavermaker (beaver and other skin hats): 6 Temple Cort (G5). ST 1, N1 3, CN BA, CM 1.0, YE 6,908gp. WE 3987gp.

cS6 Broderer (embroidery): 4 Munuc Geard (H6). ST 2, N1 2, N2 6, CN PO, CM 1.2, YE 15,019gp, WE 7,321gp.

cS7 Burlester (womens' headresses): 21 Luft Monasterion Laen (F6). ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 5,930gp, WE 1,908gp.

cS8 Burreler (coarse russet cloth): 17 Luft Ambre Chare (I6). ST 2, N1 4, N2 7, CN BA, CM 1.0, YE 6,403gp, WE 2,970gp.

cS9 Butcher: 6 Luft Sloegh Rad (H6). ST 3, N1 2, N2 5, N3 8, CN CO, C 1.1, YE 8,973gp, WE 4,009gp. Owned by the Gealgagang.

cS10 Buttonmaker. 4 Riht Leogere Laen (F6). ST 1, N1 2, CN BA, CM 1.0, YE 5,786gp, WE 1,796gp.

cS11 Cheesemonger (sells cheeses): 2 Luft Fyrge Rad (F7). ST 1, N1 1, CN BA, CM 0.9, YE 8,009gp, WE 3,396gp.

cS12 Combmaker: 2 Luft Monasterion Laen (H7). ST2, N1 3, N2 7, CN BA, CM 1.0, YE 9,798gp, WE 4,102gp.

cS13 Dairy: 1 Riht Gerfaucon Street (F6). ST2, N1 3, N2 6, CN BA, CM 1.0, YE 5,978gp. WE 2,013gp.

cS14 Draper (sells cloth): 23, 24 Riht Monasterion Clos (G6). ST 2 2. N1 2 1, N2 5, 8. CN PO,BA, CM 1.0, YE 22,431gp, WE 12,014gp.

cS15 Dyer (dyes cloth): 7 Luft Screawa Clos (G6). ST 2, N1 1, N2 5, CN BA, CM 1.0, YE 5,831gp, WE 1,603gp.

cS16 Engineer: 3 Luft Screawa Clos (G6). ST 3, N1 2, N 4, N3 6, CN AV, CM 1.0, YE 60,193gp. WE 34,510gp.

cS17 Feltmaker. 11 Lot! Diamant Rad (E7). ST 2, N1 2, N2 7, CN CO, CM 1.0, YE 6,750gp, WE 2,908gp.

cS18 Fishmonger: 12 Riht Temple Laen (I5). ST 2, N1 2, N2 5, CN PO, CM 1.2, YE 5,549gp, WE 1,760.

cS19 Fishmonger: 5 Riht Sloegh Rad (I5). ST 2, N1 3. N2 5, CN BA, CM 1.0, YE 5,108gp, WE 1,694gp.

cS20 Fuller (beats cloth): 13 Luft Ile Rad(I5), ST 2, N1 1, N2 5, CN PO, CM 1.0, YE 6,014gp, WE 1,908gp.

cS21 Gemcutter: 5 Mark Geard (G5). ST 3, N1 3, N2 4, N3 6, CN AV, CM 1.2, YE 570,169gp, WE 307,590gp. Skill level 91-00. Owned by Erea Gasrinti.

cS22 Girdler(belts): 3 Riht Sloehh Rad (H5), ST 2, N1 3, N2 5, CN PO, CM 1.0, YE 8,907gp, WE 3,456gp.

cS23 Glover (gloves): 10 Munuc Geard (H6), ST 2, N1 3, N2 4, N3 6, CN PO, CM 1.0, YE 8,796gp, WE 3,207gp.

cS24 Greengrocer (vegetables): 9 Luft Diamant Rad (E7). ST 2, N1 3, N2 4, CN CO, CM 1.2, YE 8,793gp. WE 3,462gp.

cS25 Guide/Messenger: 13 Luft Diamant Rad (E8). ST 3, N1 2, N2 4, N3 6, CN PO, CM 1.0, YE 10,089gp. WE 4,281gp. 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 23,076gp, WE 9,078.

cS27 Hatter (hats): 9 Riht Temple Laen (G7). ST 2, N1 3, N2 7, CN PO, CM 1.0, YE 8,978gp. WE 4,010.

cS28 Hosier (triubhas): 15 Riht Temple Laen (I5). ST2, N1 3, N2 5, CN BA, CM 1.0, Y 7,465gp, WE 3,107gp.

cS29 Hurer (caps): 2 Riht Oniche Weg (F7). ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 6,501gp, 2,907gp.

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 3,108gp, WE 20,198gp.

cS31 Pointmaker (shoelaces): 2 Riht Gmala Weg (G7). ST2, N1 3, N2 6, CM BA. CM 1.0, YE 6,790gp, WE 2,903gp.

cS32 Pouchmaker: 3 Luft Ormr Red (H6). ST 2. N1 4, N2 5, CN PO, CM 1.0, YE 5,897gp. WE 2,903gp.

cS33 Poulterer (poultry): 1 Riht Oniche Weg (E7). ST 2, N13, N2 6, CN BA, CM 1.0, YE 8,793gp.

cS34 Purser (purses): 21 Riht Monastan Clos (G6). ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 7,931gp, WE 2,749gp.

cS35 Seeker (sacks). 7 Fliht Oniche Weg (F7). ST 1, N1 3, CN CO, CM 1.0, YE 4,785gp, WE 980gp.

cS36 Shearman (shears cloth; skins): 6 Riht Gerfaucon Street (F6). ST 2, N1 5, N2 4, CN PO, CM 1.2, YE 6,584gp. WE 2,905gp.

cS37 Silker (sells silk): 14 Fliht Monastan Clos (E6). ST 3, N1 2, N2 4, N3 7, CN AV, CM 1.3, YE 21,043gp, WE 10,961.

cS38 Starchmaker: 7 Munuc Geard (H6). ST 1, N1 3, CN BA, CM 1.0, YE 4,501gp, WE 1,490gp.

cS39 Tailor (clothing): 3 Temple Cort (H3). ST 2, N1 4, N2 4, CN PO, CM 1.0, YE 6,095gp. WE 2,990gp.

cS40 Tapicer (tapestry): 3 Fliht Peutre Weg (F7). ST 3, N1 2, N2 1, N3 6, CN CO, CM1.2, YE 13,089gp. WE 6,312gp.

cS41 Upholder (small household obiects): 13 Riht Ile Rad (I5). ST 2, N1 3, N2 3, CN PO, CM 1.0, YE 6,003gp, WE 1,907gp.

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 7,966gp, WE 3,106gp.

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 8,019gp, WE 2,019gp.

cS44 Wooler (woolen clothing): 7 Temple Cort (G5). ST2, N1 2, N2 4, CN PO, CM 1.0, YE 15,074gp, WE 4,503gp.

The Southwest Quarter

I1 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 Irinae and Tislim Locha, 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 the bard, **Gilos Sangsmitr**. 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 Gild Faector (5), Dareon Aelfhaer (5) and Erihim Stormboi (10) of the Counsil, 1d4 of the Irilian Scouts (25), Aslas (10) and Miril (35) of the Temple, Acfyst 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.

Gilos Sangsmitr: AC 1; MV 120'; ½-Elf; F/T/B 6/6/6; SX: M; AG 80; hp 55; THAC0 17; #AT 1; D 1d8+1; AL N; WE 9,687gp; BL 100gp; ST 16; IN 14; WI 17; DE 16; CO 13; CH 17; MI **+2 Chainmail, +1**

Longsword INT 13 EGO 3 AL CN (Empathy, Detect Precious Metals, Mac Fuimidh Cittern; WN: Longsword

Irinae Locha, Griffoun Bouncer: AC 5; MV 120'; Human; F5; SX: F; AG 31; hp 31; THAC0 16; #AT 1; D 1d8+1; AL N; WE 800gp; BL 50gp; ST 16; IN 12; WI 9; DE 12; CO 15; CH 9; MI **Potion of Healing, Potion of Storm Giant Strength; WN: Longsword**

Tislim Locaha, Griffoun Bouncer: AC 5; MV 120'; Human; F5; SX: F; AG 31; hp 31; THAC0 16; #AT 1; D 1d6+2; AL N; WE 800gp; BL 50gp; ST 16; IN 12; WI 9; DE 12; CO 15; CH 9; MI **+1 Mace; WN: Mace**

I4 Gnome Juel Aef; 9 Riht Diamant Rad (E8). ST 2, N1 8, N2 16, CN PO, BC 4, CM 2, NC 6d4 / 5d5 / 10d4 / 10d6, NS 10, RC 1. Owned by Erea Gasrintri, the Gnome Juel Aef is primarily a gambling house; having only limited accomodation: private rooms for eight and a common room for another ten. Most of its ground floor is taken ove by the gambling halls; a 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 the simple card and dice games up to boardgames such as Orcfeoht or Aelfgaem. These 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 200gp; reserves of a further 4,000gp are on deposit with Disrim the Banker. The bouncers are a trio of no-nonsense half-orc sisters, the Fartakas: **Ugilin, Kuldug and Zigfa**.

Common customers at the Gnome are: Erea Gasrintri (30), Tirouv Polarion (10), Lelfos Gefacleofian (5), 2d4 of the Scouts (30), Commandere Aef Hors (5), Stormwealcan Commandere (5), Blodmarchant Commandere (5), Gisral of the Gild of Ventners (15), 1d4 of the Gealgagang (20), Djhela of the Psionic Fellowship, 2d8 of the Garde (100). The only person of note currently staying at the Gnome is **D'jhela** 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 12,000gp in one night to a party of visiting gamblers; mysterious fires have been breaking out and on two occasions in the last seson has been attacked by the Mob. Consequently custom has falled 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 there is a sngle agent behind the Gnome's difficulties but has no inkling that it is Pelos Irilsdohtor.

Ugulin Fartaka: AC 5; MV 120'; ½-Orc; F3; SX: F; AG 18; hp 21; THAC0 18; #AT 1; D 1d6+1; AL NE; WE 534gp; BL 50gp; ST 16; IN 12; WI 9; DE 12; CO 14; CH 7; MI None; WN: Shortsword.

Kuldug Fartaka: AC 5; MV 120'; ½-Orc; F4; SX: F; AG 21; hp 24; THAC0 17; #AT 1; D 1d6+2; AL LN; WE 1,108gp; BL 120gp; ST 15; IN 13; WI 11; DE 13; CO 13; CH 9; MI **+1 Mace**; WN: Mace.

Zigfa Fartaka: AC 5; MV 120'; ½-Orc; F5; SX: F; AG 24; hp 35; THAC0 15; #AT 1; D 1d6+2; AL N; WE 2,473gp; BL 140gp; ST 17; IN 9; WI 4; DE 11; CO 18; CH 6; MI **Potion of *Extra-healing*, Potion of *Human Control***; WN: Shortsword.

D'jhela: Bn'Griz: AC 6; MV 120'; Human; I8; SX: F; AG 32; hp 24; THAC0 19; #AT 1; D 1d4; AL N; WE 3,791gp; BL 100gp; ST 12; IN 17; WI 16; DE 17; CO 12; CH 17; MI **+1 Ring of Protection, Scroll of *Improved Invisibility* (x2), Wand of Illusion**; 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/Defense Modes: AE/FI

Disciplines: *ESP, sensitivity to psychic impressions, object reading, telepathy*

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 on the matter. Its psionics have therefor, gone underground; forming the secret Psionic Fellowship to guard their interests and train youngsters gifted with the powers of the mind. D'jhela is the fellowships representative in Irilian. Currently on a two year secondment to Irilian, D'jhela is thoroughly bored. Unable to locate a single psionic, latent or otherwise, she is ready of something that might prove a diversion. Although familiar with the Rubis Weg well, she has reluctantly decided that she has not the ability to investigate alone and that she cannot afford to reveal herself to anyone who might assist her. The Psionic Fellowship is know to but does not know of Zotaqaan Aef Tor Wysard.

I5 The Stormridan: 1 Luft Mathkr Laen (C7). ST 3, N1 8, N 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 wines are excellent, the beds soft and the sheets changed every second seson - even the fleas seem less voracious than elsewhere. Being a swish sort of place, it has only one bouncer, **Efiran Sweordman**, a peaceable fellow, who will, if possible, reason with trouble-makers rather than lay hands upon them.

The inns lowest floor is taken up with its kitchens and dining rooms. Upstairs there is private accommodation for 30, and common rooms for another 40. 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 Counseil to put up official guests. Common visiters are Lelfo Gefaleofian (10), Aslas of the Temple (10), Timis the Sage (10), Zotaqaan Aef Tor Wysard (5), Alros Snakaeage (10), Dareon Aelfhaer (15), Elisim Deorctunge (20), Garos Treowegefa (5) and Tirouv Polarion (15).

Efiran Sweordman: AC 5; MV 120'; Human; F3; SX: M; AG 56; hp 35; THAC0 18; #AT 1; D 1d6; AL NG; WE 104gp; BL 50gp; ST 13; IN 12; WI 13; DE 12; CO 11; CH 9; MI None; WN: Shortsword.

dS1 Apothecary (salves, tinctures, potions, etc.): 15 Mark Geard (D5). ST 3, N1 4, N2 5, N3 6, CN PO, CM 1.0, YE 75,098gp, WE 42,308gp. The apothecary has the following items for sale. The Price (P), damage healed (D), and the number available of each (NA) are given; each requires 3 daeg to manufacture. As with the Abbeie, none of these items are magical, although their effects might seem so. Also available are a wide range of patent

medicines (all useless but highly recommended by the owner) and the most common curative herbs from the DMG (60% for any specific one).

Tincture of Healing: P 225gp, D 1d4, NA 10.

Salve of Healing: P 450gp, D 2d4, NA 5.

Salve of Great Healing: P 900gp, D 4d4, NA 3.

Potion of Disease: P 600gp, D will cure one disease in 1d4 daeg, NA 3.

dS2 Baker: 5 Riht Rubis Weg (B5). ST 2, N1 3, N2 4, CN PO, CM 1.1, YE 8,967gp, WE 4,036gp.

dS3 Baker: 2 Luft Tor Weg (D7). ST ST 2, N1 3, N2 5, CN CO, CM 0.95, YE 9,002gp, WE 3,809gp.

dS4 Barber: 9 Luft Gealga Straet (B6). ST 3, N1 4, N2 5, N3 6, CN BA, CM 1.05, YE 7,504gp, WE 3,054gp.

dS5 Bookbinder: 6 Riht Rubis Weg (B5). ST 2, N1 6, N2 5, CN PO, CM 1.0, YE 11,079gp, WE 4,368gp.

dS6 Bookseller: 5 Riht Salmoun Straet (C6). ST 3, N1 5, N2 4, N3 5, CN AV, CM 1.3, YE 21,046gp, WE 9,675gp.

dS7 Bowyer, Great (long and composite bows): 17 Riht Rubis Weg (D6). ST 3, N1 4, N2 5, N3 6, CN PO, CM 1.2, YE 37,495gp, WE 19,087gp.

dS8 Bowyer, Lesser (shortbows): 20 Riht Rubis Weg (D7). ST 2, N1 3, N2 6, CN CO, CM 1.1, YE 13,509gp, WE 6,089gp.

dS9 Butcher: 6 Luft Monastan Clos (D5). ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 8,979gp, WE 3,983gp.

dS10 Butcher: 14 Riht Gealga Straet (B6). ST 2, N1 3, N2 6, CN PO, CM 0.9, YE 9,021gp, WE 4,005gp.

dS11 Chandler, Wax (candles): 4 Luft Fyr Rad (E6). ST 2, N1 4, N2 7, CN PO, CM 1.0, YE 8,798gp, WE 4,032gp.

dS12 Chandler, Tallow (candles): 4 Riht Fyr Rad (E7). ST 1, N1 4, CN BA, CM 1.1, YE 6,009gp, WE 1,980gp.

dS13 Chapemaker (buckles and scabbard fittings): 14 Riht Rubis Weg (C6). ST 3, N1 3, N2 5, N3 7, CN BA, CM 1.1, YE 18,253gp, WE 9,078gp.

dS14 Cobbler (repairs shoes): 2 Riht Gealga Straet (A5). ST 2, N1 3, N2 4, CN CO, CM 0.9, YE 8859gp, WE 4,123gp.

dS15 Cordwainers (makes, shoes, boots): 2 Luft Hros Laen (B5). ST 2, N1 3, N2 5, CN BA, CM 1.1, YE 8,796gp, WE 3,432gp.

dS16 Coursours (horse-dealer): 11 Riht Monaston Clos (E6). ST 1, N1 5, CN AV, CM 1.1, YE 9,564gp, WE 4,135gp.

dS17 Crossbowyer (crossbows, arbalests): 14 Luft Rubis Weg (D7). ST 2, N1 4, N2 6, CN PO, CM 1.05, YE 18,394gp, WE 8,675gp.

dS18 Currier (dresses and colours leather): 6 Luft Gealga Straet (B6). ST 1, N1 4, CN BA, CM 1.0, YE 6,386gp, WE 2,946gp.

dS19 Dairy: 1 Luft Gild Laen (C6). ST2, N1 3, N2 4, CN PO, CM 1.0, YE 6,012gp, WE 1,902gp.

dS20 Drummaker: 5 Riht Met Weg (C5). ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 9,012gp, WE 4,031gp.

dS21 Farrier (shoes horses): 3 Riht Monaston Clos (D5). ST2, N1 3, N2 6, CN BA, CM 1.1, YE 9,012gp, WE 4,031gp.

dS22 Felmonger (sells untanned skins): 4 Luft Gealga Straet (B5). ST 1, N1 4, CN PO, CM 1.0, YE 5,980gp, WE 1,908gp.

dS23 Fletcher (arrows, darts): 13 Luft Rubis Weg (D6). ST 2, N1 4, N2 7, CN CO, CM 1.05, YE 7,530gp, WE 3,180gp.

dS24 Fishmonger: 5 Riht Mathkr Laen (C7). ST 1, N1 4, CN PO, CM 1.0, YE 5,984gp, WE 1,608gp.

dS25 Fruiterer (fruit): 4 Riht Diamant Rad (E6). ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 10,978gp, WE 4,539gp.

dS26 Furrier (furs): 4 Riht Tor Weg (D7). ST 3, N1 3, N2 1, N3 7, CN PO, CM 1.2, YE 45,687gp, WE 28,945gp. Owned by Garos Treogegefa.

dS27 Galochemaker (waterproof shoes): 6 Riht Tan Straet (B6). ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 8,998gp, WE 3,978gp.

dS28 Garbler (spice sifter): 6 Riht Fals (E6). ST 2, N1 4, N2 3, CN PO, CM 1.0, YE 7,234gp, WE 2,930gp.

dS29 Harnessmaker (animal harnesses): 8 Riht Monastan Clos (D6). ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 10,231gp, WE 4,293gp.

dS30 Hawker (hawks, falcons): 5 Riht Diamant Rad (E7). ST 2, N1 4, N2 1, CN PO, CM 1.3, YE 26,745gp, WE 13,543gp.

dS31 Herbalist: 11 Mark Geard (E5). ST 3, N1 6, N2 7, N3 5, CN AV, CM 1.3, YE 67,094gp, WE 36,845gp.

dS32 Horner (horn articles): 14 Mark Geard (E5). ST 3, N1 5, N2 4, N3 8, CN PO, CM 1.1, YE 59,886gp, WE 39,005gp.

dS33 Illuminator (manuscripts): 3 Riht Met Weg (C5). ST 2, N1 4, N2 5, CN PO, CM 1.5, YE 18,086, WE 9,015gp.

dS34 Inker (inks): 9 Riht Met Weg (D5). ST 2, N1 2, CN PO, CM 1.0, YE 9,078gp, WE 4,090gp.

dS35 Instrumentmaker, Musical (sackbuts, viols, etc.): 2 Luft Salmoun Rad (B5). ST 2, N1 3, N2 5, CN PO, CM 1.2, YE 18,098gp, WE 20,944gp.

dS36 Instrumentmaker, Scientific (astrolabes, etc.): 4 Riht Rubis Weg (B5). ST 3, N1 3, N2 5, N3 6, CN PO, CM 1.5, YE 33,064gp, WE 20,944gp.

dS37 Leatherworker (small leather articles): 10 Riht Gealga Straet (B6). ST 2, N1 3, N2 6, CN BA, CM 0.95, YE 5,987gp, WE 2,014gp.

dS38 Limner (insignia, portrait painter): 2 Luft Fals Straet (D6). ST 3, N1 2, N2 6, N3 4, CN BA, CM 1.2, YE 19,078gp, WE 9,078gp.

dS39 Macer (maces, flails, morning-stars): 2 Riht Munuc Weg (C6). ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 37,509gp, WE 19,068gp.

dS40 Miller: 2 Luft Rubis Weg (C5). ST 4, N1 3, N2 1, N3 1, N4 1, CN PO, CM 1.0, YE 19,008gp, WE 8,907gp.

dS41 Orglemaker (organs): 4 Riht San Hael (C6). ST2, N1 4, N2 7, CN PO, CM 1.0, YE 18,021gp, WE 8,943gp.

dS42 Parchmenter (parchment, vellum): 7 Riht Met Weg (D7). ST 2, N1 1, N2 3, CN BA, CM 1.0, YE 8,789gp, WE 3,987gp.

dS43 Pepperer (spices): 1 Luft San Hael (C6). ST 2, N1 4, N2 4, CN PO, CM 1.3, YE 44,987gp, WE 26,014gp.

dS44 Pickler (preserves in brine): 7 Riht Gealga Laen (B6). ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 10,584gp, WE 4,397gp.

dS45 Pole Armourer (pole-arms): 12 Luft Rubis Weg (D6). ST 2, N1 2, N2 6, N33, CN PO, CM 1.0. Y 17,509gp. WE 7,864gp.

dS46 Quarreller (quarrels): 1 Riht Fals Street (D6). ST 2, N1 3, N2 5, CN BA. CM 1.1, YE 9,240gp. WE 4019gp.

dS47 Quivermaker: 13 Hi ht Rubia Wag (DE). ST 1, N1 4, CN PO, CM 1.0, YE 9,506gp. WE 4,103gp.

d548 Salter (preserves in salt): 7 Luft MagikosWeg (D7). ST 1, N1 4, CN BA, CM 0.9, YE 7,609gp. WE 3,179gp.

dS49 Scabbardmaker: 5 Luft Munuc Weg (C6). ST 2, N1 3, N2 5, CN PO, CM 1.0. YE 8,674gp, WE 2,904gp.

dS50 Skinner (animal skins): 4 Riht Gealga Straet (A5). ST 3, N1 2, N2 4, N3 1, CN BA, CM 1.0, YE 11,073gp. WE 4,392gp.

dS51 Stables: Between Grimmer Tor and Sanguin Tor (B7). ST1, N1 3, CN PO, CM 1.1, YE 9,081gp. WE 3,104gp.

dS52 Swordsmith (swords and daggers): 3 Riht Munuc Weg (D6). ST 3, N1 2, N2 6, N3 8, CN AV, CM 1.2, YE 45,031gp. WE 22,410gp.

dS53 Tanner (tans skins): 3 Luft Gealga Straet (B5). ST 2, N1 3, N2 4, CN PO, C 1.0, YE 59,048gp, WE 1,240gp.

dS54 Weaponsmith (axes, javelins, picks, spears. slings): 2 Luft Munuc Weg (C6). ST 3, N1 2, N2 1, N3 8, CN PO, CM 1.0, YE 15,109gp, WE 7,201gp.

dS55 Whittawyer (white leather): 12 Riht Gealga Street (B6). ST 2, N1 1, N2 6, CN BA, CM 1.2, YE 11,354gp, WE 5,749gp.

dS56 Wineshop: 8 Luft Rubis Weg (C5). ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 9,010gp. WE 4,108gp.

dS57 Wineskiner (wine, waterskins): 1 Luft Gealga Street (B5). ST 1, N1 3, CN CO, CM 1.0, YE 5,985gp. WE 2,014gp.

SE1 Slavafreedom. 4 Riht Fals Straet (D6). ST 2 N1 2, N2 1, CN CO.

Since Irilian is a major centre for slave-trading, the Sclavafreedom, an anti-slavery society, has a strong presence. Its recently arrived leader in Irilian, **Perilas Sangcleog**, is a stall holder in the Mark Geard. The possessor of that rare thing in Irilian, a social conscience, and a masterly tactician; Perilas has decided upon a strategy of attacking slave caravans as they near Irilian. So successful has this been that Irilian's slave trade has been reduced to almost nothing with the result that the slave traders have offered 1,000gp and the Counsel a further 500gp for her head. Perilas is known to and secretly assisted by Teral Guthdohtor and Elean Aef Abbeie

The Sclavafreedom maintains two safe houses in Irilian both staffed by sympathetic Irilians; twelve in total.

Perila Sangcleog: AC 2; MV 120'; Human; F5; SX: F; AG 43; hp 63; THAC0 11; #AT 1; D 1d8+6; AL CG; WE 408gp; BL incorruptable; ST 18/60; IN 17; WI 16; DE 17; CO 18; CH 17; MI +2 **Ring of Protection, +3 Cloak of Protection, +3 Flostbrand Longsword +6 vs. Fire-using creatures IN 14 EGO 13 AL CG Speaks Chaotic Good, Common, Detects traps & ambushes in 10' radius**; WN: Longsword.

SE2 2 Scavafreedom Safehouse: Riht Sclava Weg (D6). ST 2, N1 1, N2 3, CN CO.

SE3 3 Scavafreedom Safehouse: Riht Hros Straet (B5). ST 2, N1 2, N2 4, CN BA.

GV1 Gild Aef Venteners: 10 Riht Met Weg (D5). ST 3. N1 3. N2 5. N3 6. CN P0. The Gild Aef Venteners provides a range of services for adventurers in and around Irilian. Gild members have to donate 20% of all their income to the Gild, help each other whenever possible, avenge the death of a Gildman, and respect and obey the Gild Maestre. In return, the Gild will provide accommodation at its Gild Hus, use its funds of 49,593gp to assist Gildsmen in trouble, providing ransoms against later payment for example, store valuables in its atrongroom (50 DPV, *fire-trapped*, triple poison locked and looked over by the Gild of Hashishiyy), support adventurers' dependents: and act as a clearing house for information. It will also find characters employment if necessary - usually as poorly paid bodyguards - and assist characters to recruit henchmen and hirelings; having records on most characters in the area around Irilian. The Gild arranges introductions for characters wishing training at a cost equal to 5% of the training fee. The trainers available are:

Cleric: Aslas of the Temple

Fighter: Commandere Aef Hors

Ranger: Anhalas of the Scouts

Thief: Hirean of the Gealgagang

Illusionist, Monk, Bard: Not Available

Druid: Acfyst the Druid

Paladin: Serial Vengerdohtor

Magic-User: Zota ouaan Aef Tor Wysa rd

Assassin: Torgul of the Hashishiyy

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

The Gild Maestre is **Gisiral Lemphealt**, a fighter who has retired after losing a leg in a flyman hive. A brusque old man. Gisiral is fond of reminiscing and comparing modern adventurers unfavourably to the real men (and dwarves and elves and gnomes and halflings and...) that there were in his time.

Gildsmen may, if they wish, keep their membership secret. Those that do so are marked with an (S) on the membership list. The Gildsmen are: The Irilian Scouts. Commandere Aef Hors. Hliehhanman Commandere. Serial and Ankos of the Abbeie (S). Acfyst the Druid, the Chantzman, Pelnos of the Temple. Gilos from the Grifoun (S). Zigul from the Heafod Aef Orc, Sigil and Agree from the Heafod Aef Orc, Torgul of the Gild of Hashishiyy, and Hirean of the Gealgagang (S).

Gisiral Lemphealt, Venteners' Gildmaestre: AC 0; MV 120'; Human; F5; SX: F; AG 63; hp 20; THAC0 16; #AT 1; D 1d8+1; AL N; WE 970gp; BL 100gp; ST 12; IN 4; WI 15; DE 10; CO 7; CH 13; MI +1 **Platemail, +1 Shield, +1 Longsword** WN: Longsword.

Graefgeard And Chantr: The Dauthr Weg. ST1, N1 2, CN AV.

Irilian's dead are buried in the Graefgeard. Entry is through a set of double wrought-iron gates (DPV 6) in the surrounding 10' stone wall (DPV14). It is overseen the Chantzman. The Chantzman lives at the Chantr 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 Chantzman is solitary in his habits; only venturing outside the Chantr 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 100gp depending upon its magnificence. For an extra 1gp/wika, the Chantzman will sing the death songs for the deceased.

Chantzman, Cleric of the DauthrMan: AC -3; MV 120'; Human; C5; SX: M; AG 32; hp 30; THAC0 16; #AT 1; D 1d6+3; AL NG; WE 5,120gp; BL -; ST 17; IN 14; WI 18; DE 12; CO 16; CH 3; MI +5 **Platemail, Mace of Disruption** WN: Longsword.

Spells: *detect evil* (x2), *protection from evil* (x2), *cure light wounds*, *augury*, *chant*, *hold person* (x2), *silence 15' radius*, *dispel magic*, *remove curse*.



PART XI: Random Encounters In Irilian

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 (c.f)] who does not leave the Abbeie and so does not figure in them.

Encounters take place on a roll 1 in 6 chance. which should be rolled once per turn spent out on the streets of Irilian. Roll d10 (x3) to determine the exact event or encounter.

ENCOUNTER /EVENT	DAGUNG - MIDDAEG	TIME OF DAY		
		MIDDAEG - DOSK	DOSK - MIDDNEAHT	MIDDNEAHT - 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	341-395	306-330	156-185
Citizen	396-470	346-420	331-420	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	621-620	326-450
Food Vendor	666-740	621-715	621-770	451-500
Galltrit	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
Killmoulis	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	-	-
Poltergeist	-	-	951-955	871-880
Preacher	911-960	866-955	956-965	-
Prostitute	961-965	956-960	966-970	881-920
Rabid Animal	966-990	961-995	971-985	-
Rats	-	-	986-995	921-970
Spiders	-	-	996-000	971-995
Undead	-	-	-	996-000
Wasp	991-000	996-000	-	-

ENCOUNTER DESCRIPTIONS

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

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

Bandits (4): AC 8; MV 120'; F1; hp 8, 6,3,3; THAC0 20; #AT 1; D longsword 1d8; AL CE; XP 18, 16, 13, 13 (MM)

Bandit Lieutenant (1): AC 8; MV 120'; F7; hp 38; THAC0 14; #AT 1, D longsword 1d8; AL CE; XP 529 (MM)

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

Giant Bats (1d10): AC 8; MV 180'; MC: C; HD 1; hp 1-8 each; THAC0 19; #AT 1; D 1-4; SD -3 to-hit; SZ L; Int Non; AL N; XP 10 + 1/hp each. (FF)

Doombat (1): AC 4; MV 180'; MC: C; HD 6+3; hp 18; THAC0 13; #AT 2; D 1-6/1-4; SA Shriek; SZ M; Int Anim; AL NE; XP 526. (FF)

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

Beggar (1): AC 10; MV 120'; Human NM0; SX: M; AG 27; hp 5; THAC0 20; #AT 1; D 1d4; AL CN; WE 0gp; BL 1gp; ST 2d4+6; IN 12; WI 12; DE 9; CO 13; CH 8; MI None; WN: Dagger

Blood Hawk: 1d4 Blood Hawks swoop to the attack.

Blood Hawk (1-4): AC 7; MV 240'; MC: B; HD 1+1; hp 2-9 each; THAC0 18; #AT 3; D 1-4/1-4/1-6; SZ S; Int Semi; AL N; XP 20 + 2/hp each. (FF)

Booka: A Booka is surprised while going about its household chores.

Booka: AC 7; MV 120'/180'; MC: A; HD ¼ ; hp 4; THAC0 20; #AT -; D -; MR 10%; SZ M; Int Very; AL CG; XP 13. (FF)

Caravan: A group of traders pass. Usually farmers from the surrounding countryside: around market days. possibly 11 Merchant Caravan; or. very rarely, a group of nonhumans, dwerves, elves or gnomes [MM]; or, rarer still, ores, goblins, or kobolds. (MM)

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

Citizen: 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	Encounter
1-19	Normal Irilian (c.f. Part VIII)
20	Character (see sub-tables)

NORMAL IRILIANS ENCOUNTER	
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	Midle-Aged Adult, Female
9	Old Adult, Male
10	Old Adult, Female



CHARACTERS ENCOUNTER	
d00	
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

STATUS OF PARENTS OR SPOUSE STATUS	
1d10	
1	Sundi *
2	Mastercraftsman *
3	Journeyman *
4	Apprentice *
5	General Labourer
6	Porter
7	Animal Handler
8	Personal Servant
9	Farmhand
10	Other
* Roll on shop lists (Part X) for occupation	

CLERICS ENCOUNTER	
1d10	
1	Chantrman (Part X)
2-4	Sisters Aef Abbeie (Part X)
5	Aslas of the Temple (Part X)
6	Miril of the Temple (Part X)
7	Pelnos of the Temple (Part X)
8	Pelase of the Scouts (Part VI)
9	Tenq Aef Monasterion (Part X)
10	Arkis Aef Monasterion (Part X)

DRUIDS ENCOUNTER	
-	
1	Acfyst (Part X)



FIGHTERS	
d00	ENCOUNTER
01-02	Irinae of the Grifoun (Part X)
03-04	Tislim of the Grifoun (Part X)
05-06	Uzuld the Moneylender (Part X)
07-08	Kullud of the Heafod Aef Orc (Part X)
09-10	Sulliga of the Heafod Aef Orc (Part X)
11-12	Tirages of the Heafod Aef Orc (Part X)
13-14	Firga of the Heafod Aef Orc (Part X)
15-16	Zigul of the Heafod Aef Orc (Part X)
17-18	Sigil of the Heafod Aef Orc (Part X)
19-20	Agrea of the Heafod Aef Orc (Part X)
21-22	Dirim the Moneylender (Part X)
23-24	Dirima, Dirim's Wife (Part X)
25-26	Thori, Dirim's Son (Part X)
27-28	Bombas, Dirim's Son (Part X)
29-30	Lelfos of the Garde (Part VI)
31-32	Istrim of the Garde (Part VI)
33-34	Helas of the Garde (Part VI)
35-36	Bisil of the Garde (Part VI)
37-38	Nireal of the Garde (Part VI)
39-40	Sesil of the Garde (Part VI)
41-42	Jiral of the Scouts (Part VI)
43-44	Brehen of the Scouts (Part VI)
45-46	Garli, Erea's Husband (Part X)
47-48	Ankra, Erea's Bodyguard (Part X)
49-50	Telnon, Garos' Bodyguard (Part X)
51-52	Gineal, Garos' Bodyguard (Part X)
53-54	Erin, Pelos' Bodyguard (Part X)
55-56	Aran, Pelos' Bodyguard (Part X)
57-58	Distrian, Pelos' Bodyguard (Part X)
59-60	Kilmin, Pelos' Bodyguard (Part X)
61-86	Brothers Aef Lagu (Part X)
87-88	Erizeal of the Thri Seorra (Part X)
89-90	Rigisil of the Thri Seorra (Part X)
91-92	Ugilin of the Gnome Juel Aef (Part X)
93-94	Kuldug of the Gnome Juel Aef (Part X)
95-96	Zigfa of the Gnome Juel Aef (Part X)
97-98	Perilas of the Scava-freedom (Part X)
99-00	Gisiral of the Gild Aef Venteners (Part X)

PALADINS	
1d2	ENCOUNTER
1	Serial Aef Abbeie (Part X)
2	Ankos Aef Abbeie (Part X)

RANGERS	
1d2	ENCOUNTER
1	Tivean of the Heafod Aef Orc (Part X)
2	Anhalas of the Scouts (Part VI)



MAGIC-USERS ENCOUNTER	
1d10	
1-2	Elas of the Scouts (Part VI)
3-4	Yhoudeh of the Scouts (Part VI)
5-6	Kirea of the Scouts (Part VI)
6-8	Arien, Elisim's Bodyguard (Part X)
9-10	Zotaaquan Aef Tor Wysard (Part X)

ILLUSIONIST ENCOUNTER	
1d3	
1	Imilos of the Scouts (Part VI)
2	Erea of the Counseil (Part I)
3	Djhela of the Gnome Juel Aef (Part X)

THIEVES ENCOUNTER	
1d8	
1	Agroth of the Beggars (Part VII)
2	Shila of the Beggars (Part VII)
3	Hirean of the Gealgagang (Part VII)
4	Korsal of the Gealgagang (Part VII)
5	Korseal of the Gealgagang (Part VII)
6	Pireal of the Gealgagang (Part VII)
7	Gildas of the Mark Geard (Part VII)
8	Staet Gang Member (Part VII)

ASSASSINS ENCOUNTER	
1d2	
1	Alis of the Hashishiyy (Part VII)
2	Daergne, Alros' Bodyguard (Part X)

BARDS ENCOUNTER	
-	
1	Gilos of the Grifoun (Part X)

MERCHANTS ENCOUNTER	
1d8	
1	Tirouv, Gild Faector (Part X)
2	Alros of the Counseil (Part X)
3	Dareon of the Counseil (Part X)
4	Elisim of the Counseil (Part X)
5	Erihim of the Counseil (Part X)
6	Garos of the Counseil (Part X)
7	Pelas of the Counseil (Part X)
8	Pelos of the Counseil (Part X)

SAGES ENCOUNTER	
-	
1	Timis (Part X)

HOURIS ENCOUNTER	
1d3	
1	Tiralle of the Heafod Aef Orc (Part X)
2	Elhiri of the Heafod Aef Orc (Part X)
3	Giriel of the Heafod Aef Orc (Part X)



DOPPLEGANGER: One of Erihim Stormboi's clan (Part X) is recognised as a Doppelganger.

Doppelganger (1): AC 5; MV 90'; HD 4; hp 18; THAC0 15; #AT 1; D 1-12; SA Surprise on 1-4; SD *ESP*, immune to *Sleep/Charm*, save as F10; SZ M; Int Very; AL N; XP 402. (MM)

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 Geard (Part X) 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 to eat.

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

Galltrit (1): AC 2; MV 30'/180'; MC: B; HD ¼ ; hp 2; THAC0 20; #AT 1; D 1-2; SA Drain blood, anti-coagulant, anaesthesia; SZ S; Int Avg; AL CE; XP 32. (FF)

GANG FIGHT. Two or more Staet Gangs (Part VII) dispute territory.

GARDE: On duty : a patrol. (Part VI) shakes down passers off-duty: brutal and licentious soldiery makes advances.

HORNET: 1d4 Giant Hornets buzz the street.

Giant Hornets (1-4): AC 2/4; MV 240'; MC: B; HD 5; hp 5-40 each; THAC0 15; #AT 1; D 1-4; SA Poison, Incapacitation; SZ M; Int Semi; AL N; XP 165+5/hp each. (FF)

HUE AND CRY: Conscientious citizens pursue a miscreant (Part IX).

KIDNAP: If surviving, D'Hel and his followers (Part X) 'ask' a passersby to join them for a service to Gizherae. Otherwise. the Gealgagang (Part VII) try an abduction.

KILLMOULIS: A mischevious Killmoulis practices its japes upon a pedestrian.

Killmoulis (1): AC 6; MV 150'; HD ½ ; hp 1; THAC0 20; #AT -; D -; SD Camouflage (90%); SZ S; Int Avg; AL CG; XP 10 (FF)

MOB RIOT: Large number of citizens (Part I) demonstrate against the Counseil, the Gods, or whatever.



MONSTER: A monster of one type or another appears and starts trouble. Roll on the sub-table below to determine the type:

MONSTERS	
1d3	ENCOUNTER
1	Purple Worm
2	Thoqqua
3	Type I Demon

Purple Worm (1): AC 6; MV 90'; HD 15; hp 82; THAC0 8; #AT 1+1; D 2-24/2-8; SA Swallow, Poison stinger; SZ L; Int Non; AL N; XP 6,540. (MM)

Thoqqua (1): AC 2; MV 120'/30'; HD 3; hp 10; THAC0 16; #AT 1 + 1; D 4-32/2-12; SA Heat ; SD Fire attacks heal dmg; SZ S; Int Low; AL N; XP 65+3/hp (FF)

Type I Demon (1): AC 0; MV 120'/180'; MC: C; HD 8; hp 35; THAC0 12; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA *Detect Invisibility*, *Gate Vrock* (10%), *Telekinesis* (1/rd), *Teleportation*; SD Darkvision 60'; MR 50%; SZ L; Int Low; AL CE; XP 1,625. (MM)

MUGGING: Roll on the thief character sub-table to determine the mugger and on the character sub-tables to find the mugee.

PILGRIM. A group 1d10 religious travellers process past; usually headed for the Monasterion but sometimes not.

Pilgrims (1-10): AC 10; MV 120'; NM; hp 1-6 each; THAC0 20; #AT 1; D by wpn; Int Avg-Very; AL variable; XP 10+1/hp each (MM)

POLTERGEIST: A poltergeist-propelled object exits a nearby house: striking a passer-by.

Poltergeist (1): AC 10; MV 60'; HD ½ ; hp 2; THAC0 20; #AT -; D -; SA Fear; SD Invisibility, +1 wpn or silver to-hit; ; SZ M; Int Low; AL LE; XP 36 (FF)

PREACHER: One of the Religious (roll on the clerics sub-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 X).

RABID ANIMAL: Roll 1:16. 1-5: Dog, 6: Market animal (Part X). Bite gives acute terminal, nervous system dysfunction [DMG].

RABID DOG (1): AC 7; MV 150'; HD 1+1; hp 8; THAC0 18; #AT 1; D 1-4; SZ S; Int Semi; AL N; XP 36. (MM)

RATS: 1d6 Giant Rats, 10% of the time accompanied by 1d12 Jermlaines, pounce.

Giant Rate (1-6): AC 7; MV 60'; HD ½; hp 1-4 each; THAC0 20; #AT 1; D 1-3 + disease; SZ S; Int Anim; AL N; XP 7 + 1/hp each (MM)

Jermlaines (1-12): AC 7; MV 150'; HD ½ ; hp 1-4 each; THAC0 20; #AT 1; D 1-2 or 1-4; SA Traps; SD Save as F4; SZ S; Int Avg; AL NE; XP 7+1/hp each. (FF)

SPIDERS: 1d2 Giant Spiders try to ensnare unwary strollers.

Giant Spiders (1-2): AC 4; MV 30'/120'; HD 4+4; hp 20,16; THAC0 15; #AT 1; D 2-8; SA Poison, Webs; SZ L; Int Low; AL CE; XP 415, 395 (MM)

UNDEAD: Roll 1d4; the result materialises and attacks

1d4	UNDEAD ENCOUNTER
1	Apparition
2	Ghost
3	Spectre
4	Wraith

Apparition (1): AC 0; MV 240'; HD 8; hp 41; THAC0 12; #AT 1; D Special; SD hit only by silver/magic wpn; SZ M; Int Avg; AL CE; XP 1,410 (FF)

Ghost (1): AC 0 (8); MV 90'; HD 10; hp 40; THAC0 10; #AT 1; D Age 10-40 years; SA Age 10 years & *panic, magic jar, ethereal* vs. wpn & spells; Siz M; Int High; AL LE; XP 4,610. (MM)

Spectre (1): AC 2; MV 120'; HD 7+3; hp 28; THAC0 13; #AT 1; D 1-8; SA Energy drain (2 lvls); SD +1 wpn to-hit, Immune to some magic; SZ M; Int High; AL LE; XP 1,930 (MM)

Wraith (1): AC 4; MV 120'/240'; HD 5+3; hp 20; THAC0 15; #AT 1; D 1-6; SA Energy Drain; SD +1 wpn or silver to-hit, Immune to *Sleep/Charm/Hold/Cold*; SZ M; Int Very; AL LE; XP 695 (MM)

GIANT WASPS: 1d4 Giant Wasps attempt to set a nursery inside members of the public.

Giant Wasps (1-4): AC 4; MV 60'/210'; MC: B; HD 4; hp 4-32 each; THAC0 15; #AT 2; D 2-8/1-4; SA Paralyzing Poison; SZ M; Int Non; AL N; XP 320+4/hp each. (MM)



APPENDIX I: New Monsters

MINIDRAG (White Dwarf #30 by D Parrington)

Frequency: Very Rare

No. Appearing: 1

Armor Class: -2

Move: 90' /180' (flying)

Hit Dice: 2

% in Lair: Nil

Treasure Type: Nil

No. of Attacks: Nil

Damage/Attack: see below

Special Attacks: Poison jet

Special Defenses: Nil

Magic Resistance: Standard

Intelligence: Animal

Alignment: Neutral

Size: S

Psionic Ability: Nil

Attack/Defense Modes: Nil

Level/Experience: 4/80+3/hp



These very rare creatures are found in various climates both above and below ground. They are scavengers and are almost always found in the company of predatory beasts by whom they are peacefully tolerated and permitted to feed on the left-over scraps of prey because of their special abilities. These abilities also make them highly valued as pets.

They are empathic with other creatures and are able to read their emotions. When with their master or accompanying predators, they will warn them of anyone approaching who means them harm by rearing up, and may even attack.

To gain one as a pet, the minidrag must be either raised from the egg or a wild one must be consistently fed without any intention of harm or fear. If either of these emotions is shown towards it, the creature will attack. There is a 20% chance that the creature will attack anyway if it is disturbed.

They attack by flying in and ejecting a jet of poison at +5 to hit with a 5' range. Saving Throws against this flesh poison are made at -2, failure means death. Since the jet is always aimed at the face, any successful Save must be followed by a second Saving Throw vs. Poison to prevent being blinded.

If left undisturbed, the minidrag will never attack, being of a generally peaceful and lazy disposition.

WHISPERING TONGUES (White Dwarf #28, by Simon Miller)

These plants can be found wild in woods and forests where they act as the eyes and ears of the woodland creatures, telepathing news of any intruders. They can easily be grown as pot plants and are often placed conveniently as a precaution against intruders above or below ground. However, they can only be without natural light for 2 days at the most, after which they must be placed in daylight for at least a week.

They make excellent spies as any action or talking in their 'sight' or 'earshot' can be reported telepathically to their owner. A plant can be employed by anyone with psionic power, or with one of the various magical true seeing devices with whom it will communicate in an easily understood universal symbolic tongue. As payment, the plant must be fed a special humus known only to alchemists otherwise a plant will accept service but will give false alarms or no warning when it should. The plant knows no allegiance and can be taken over by someone else. This is why it is also known as 'slaytooth', 'slipper-tongue' or 'the betraying plant'.

When communicating, the leaves rustle as though a gentle breeze were blowing through the plant. The communication is telepathic but only within a 300' radius beyond which the plant's psi-waves cannot travel, nor can they pass through lead.



APPENDIX II: New Magic Items

POTION OF BLINDNESS (White Dwarf #16, by Jim Willoughby)

This potion will turn the drinker blind for one week unless he makes his Saving Throw vs. Poison. The potion is identical in appearance as a the **Potion of X-Ray Vision**.

SCARAB OF ASSASSINATION (White Dwarf #26, by M.F. Ozanne)

Indistinguishable from other scarabs, this is similar to a Scarab of Death, and will perform as such unless an assassin picks it up.

Should an assassin acquire the item, he becomes aware of its nature but not the command words.

To use the device, the assassin must plant it on the victim - roll as if attempting to Pick Pockets - and speak the command Word. It will then kill the victim as would a Scarab of Death. A second command word exists which will recall the Scarab before or after it kills the victim, but this is only about 70% effective.

Once activated by the command word, the Scarab behaves as if a Scarab of Death until one person has been killed, then deactivates - after recall if this has been successful if the assassin using the device fails his Pick Pockets roll, and the word of recall is not known or not used, the Scarab will attack him.

STAFF OF EARTHQUAKES (White Dwarf #22, by Phil Masters)

This magical staff, only usable by clerics, has one minor power, which drains no charges, and one major power, which uses one charge each time it is used. The staff can be recharged.

The minor power is that, so long as the user holds the staff with its butt firmly grounded, he or she is totally immune to all effects of earthquakes, either natural or magical. Even falling rubble will be deflected away. The major power is released when the user smites the ground firmly with it while speaking a command word. Instantly, an *earthquake* spell of 200' range and 24th-level power is cast: such release requires but one segment, and because of the staff's minor power, the user may safely be within the area of effect of the spell.

The staff normally gains no bonuses when used as a weapon; however, if a hit is scored with it on a clay golem, two charges are expended and the monster automatically disintegrates.

APPENDIX III: Drugs in Irilian

Drugs Available in the Heafod Aef Orc											
Name	Type	% Dependency	% Addiction	% Lethality	Duration of Effect	Doses/Side Effects	Side Effects	Price/ Dose	Dose	% Availability	How Taken
Blaeclotos Petals	Special	01	04	Special	12+1d4r	Special	Special	10gp	3 petals	40	Bound into open wound
Geoluhlotos Petals	Special	01	06	Special	8+1d4r	Special	Special	20gp	3 petals	15	
Purplelotos Petals	Special	01	10	Special	2+1d4sg	Special	Special	50gp	1 petal	02	
Ruadhpopoeg Resin	Hallucinogen	06	16	02	8+14t	60+2d10	Chronic, severe, Respiratory Disease	1gp	1 penneie weight	75	Smoked in nose pipe
Brunpopoeg Resin	Hallucinogen	04	12	02	2+1d4t	70+2d10		15sp	2 penneie weight	65	
Blauorchis Dust	Tranquiliser	12	04	01	1+1d4t	20+2d10	Melancholia	5sp	1 penneie weight	95	Inhale
Wudeflor Heads	Stimulant	08	01	01	8+1d6t	80+2d20	Schizophrenia	5sp	1 flower head	95	Chewed

NOTES

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; Geoluhlotoa to the Positive and Negative Material Planes and only Purplelotos 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 96 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 pleasureable 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.

Tranquilisers 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 (e.g. a character would hit 10% more often, cast spells 90% 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 (if the number or less comes up on d100), then the user is dependent upon the drug and must take a dose (Within 15 daegs divided by the 9% 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 daeg after the deadline has passed, after which the lost points are regained at the rate of 1/daeg. However, if either INT or WI reaches zero, it stays there and the character becomes effectively a vegetable (IN = 0) or a complete hebephrenic (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 9% 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.

% Lethal is the chance that a dose of a drug will be lethal. 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.

Over-dosing: 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.

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) = 98 doses before schizophrenia develops.

After 10 doses, he finds that he has to take $1\frac{1}{2}$ 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 lose points of IN and WI, after 8 daeg; he has IN and WI both 4 and begins to gain points again. After 15 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 3 heads of the drug. This means that he moves and hits at 133% more than normal ($110\% \times 3$) but that % Dependency, % Addiction and % Lethality are all multiplied by $3^3 = 27$. Thus they become 216%, 27% and 27%. Telgas is automatically dependent, falls 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.

APPENDIX IV: New Spells

CREATE FALSE RELIC (Alteration)

Level: Magic-User 6th, Illusionist 5th

Range: 0'

Duration: Permanent

Area of Effect: 1 item

Components: V, S, M

Casting Time: 4 days

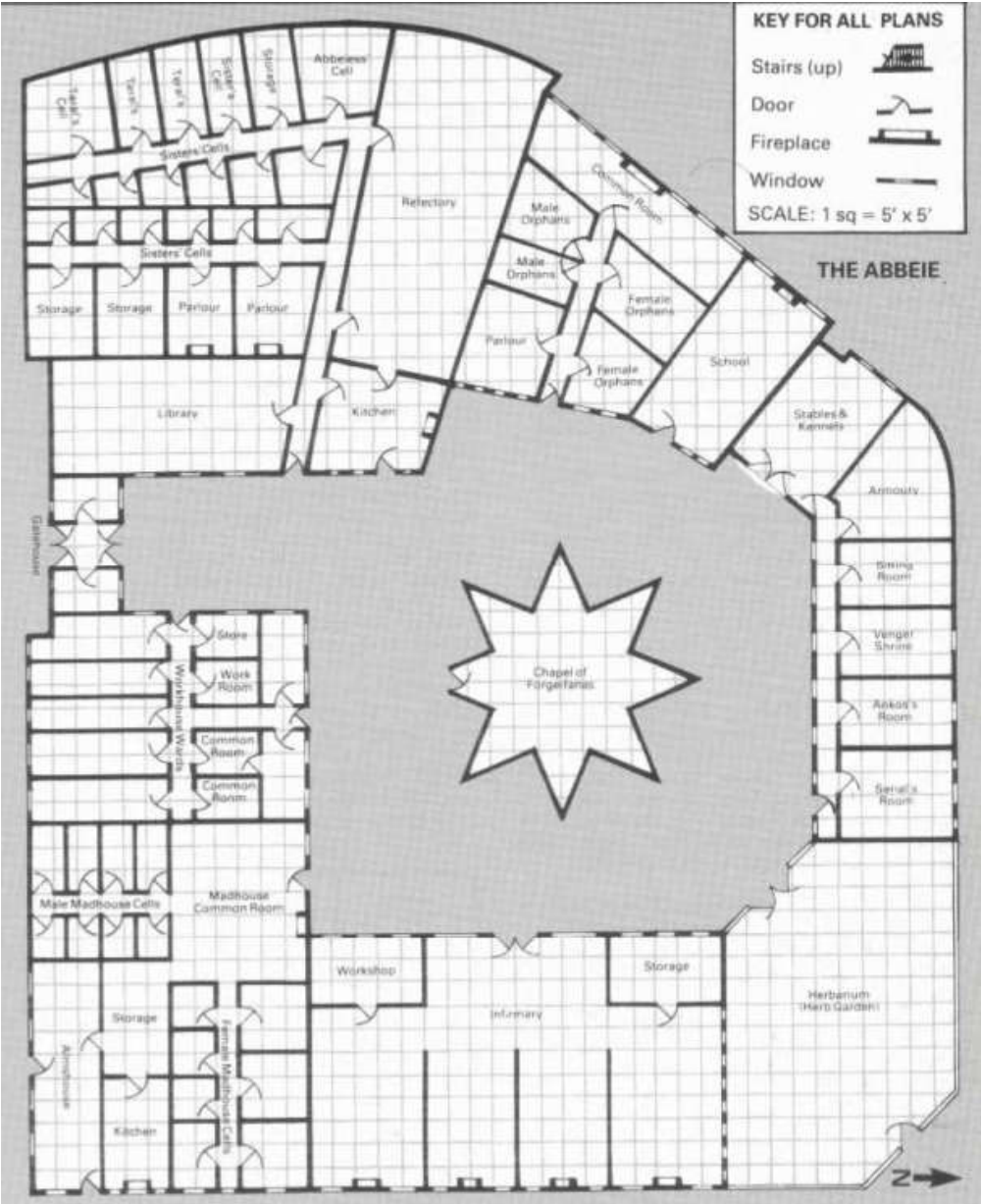
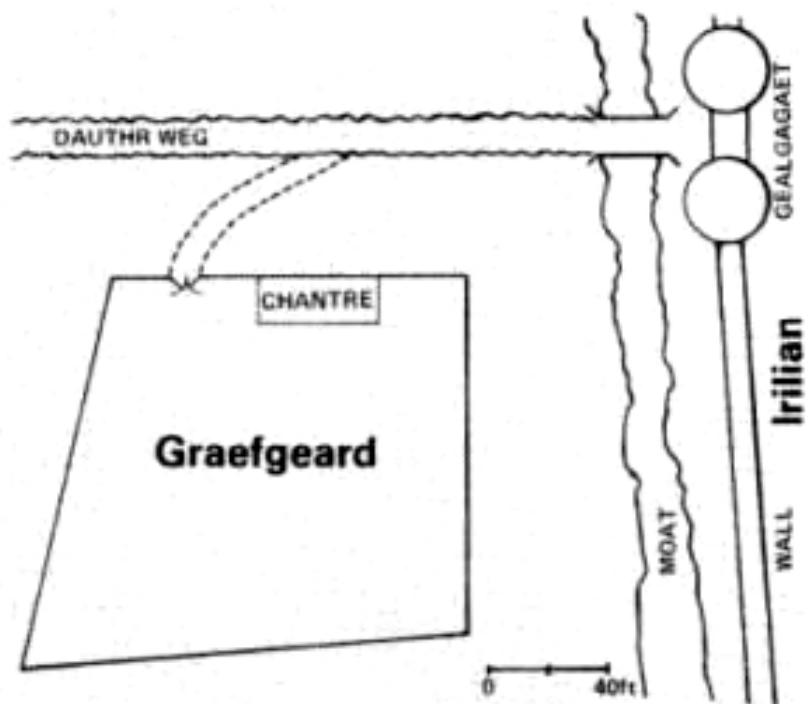
Saving Throw: None

Description: 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 15' 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 2gp.

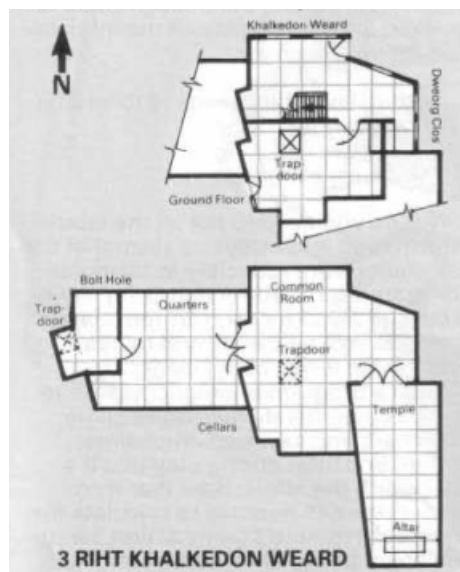
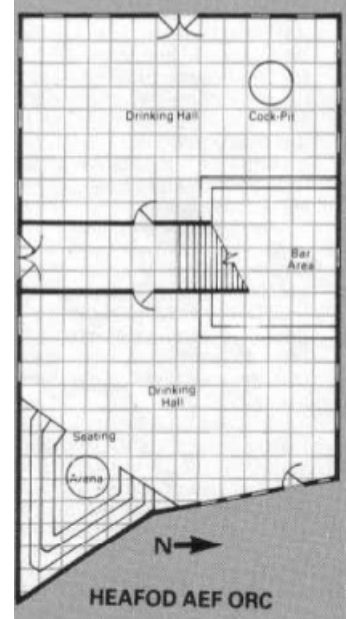
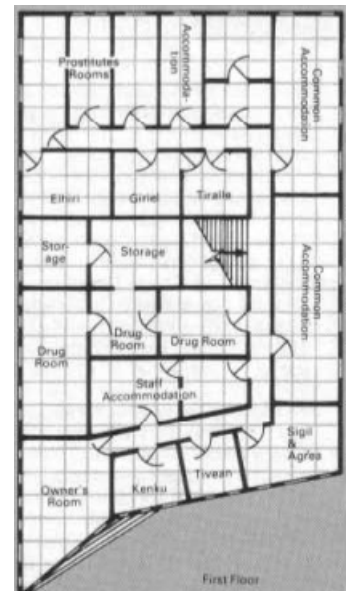
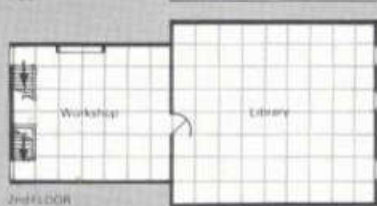
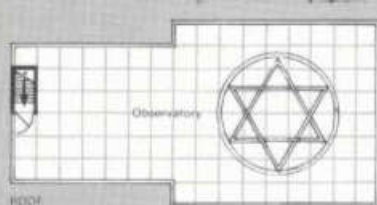
Appendix V: Irilian Maps



THE GRIFOUN INN



TOTH-AGOZTH THE ASTROLOGER



LESARDMAN HAM

