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TORTURED SOULS!

No.3

SELECTED SCENARIOS FOR ROLE-PLAYING GAMES



**AD&D, BASIC, RQ,
campaign details,
floor plans and solo.
ALL IN THIS ISSUE!**

**FREE
CAMPAIGN MAP
WITH THIS
ISSUE**

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This issue's front cover and colour artwork by Wayne Clack. Back cover by Paul Ward. The contributing artists for the scenarios were Jon Baker, Wayne Clack, Paul Ward and Ian Williamson. Runequest material supplied by Daniel James.

NEXT ISSUE:

Issue 4 of **Tortured Souls!** contains the second supplement to the Zhalindor Campaign: a guide to the Imperial religions with a listing of clerical spells according to the deity worshipped.

Also included is a campaign module, a pair of floorplan-based scenarios and a unique multi-system solo in which entering the dungeon is easy, but only the strongest can fight their way out!

Calling all fanzines:

We have recently been in touch with John Bambach of 1062 Hastings Street, Baldwin, New York 11510, USA, who is valiantly compiling a complete list of published role playing material. If you can send a photocopy of the table of contents for each of your issues your 'zine can join the list preserved for posterity!

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The rules, interpretations, and additions to these games are those of this publication and its authors, and are not considered official additions to the published rules. The opinions expressed in this magazine are not necessarily those of the publishers.

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The originals of the artwork used in this issue are for sale, and the artists concerned are available for other commissions. For further details send a stamped addressed envelope to the Beast offices.

All correspondence of any nature should be sent to the editors at the above address.

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THE ZHALINDOR CAMPAIGN

The modules printed in the centre of **Tortured Souls!** form the Zhalindor Campaign. These are all for the AD&D games system and are all independently playable - the material exclusively for the Campaign provides a consistent background to the modules but is in no way essential. Included in this issue are extensive notes on the Campaign giving the DM all the basic facts necessary to run the Campaign.

Also FREE with this issue is a colour map of the Campaign area: the Zhalindorian Empire and the wilderness lands that surround it. The modules will be located on this map, and henceforth the hex in which they appear will be recorded in the module concerned. The position of the modules from the first two issues is as follows:

The Rising Tower	-	U33
Tomb of Qadir	-	L31
Ataa's Mouth	-	S28
Raid on Erivaan	-	S23

The letter of the reference code gives the horizontal row of the hex. The number gives its vertical position, and they run from left to right with the top left hex being AA1 and the bottom left being ZZ14. On this system Lhormar, for example, is at M26 and Khantri, the Imperial capital, at M29.

We'll start off this issue's editorial by not reviewing the Lost Worlds game books as everyone else has already beaten us to it! Suffice it to say that if you haven't tried them, now is the time to do so. They can provide hours of further fun after closing time, and represent excellent value for money.

As you will see, Ian Williamson (of "Sword of Alabron" fame) joins us in this issue's artwork. His own magazine *Necro-Worlds*, a blend of sci-fi comic strips, music reviews, short stories and pleasantly anarchic layout, is also out at the moment. It serves as a good introduction for newcomers to this side of the zine-scene, and can be obtained direct for 65p (+p&p) from Ian at 98 Witard Road, Norwich, Norfolk, NR7 9XD. His second issue is ready for print, merely awaiting sufficient revenue from the first, so why not support a new enterprise?

Turning to the more established companies, FGU releases coming to your shops about now include *Land's of Adventure* (an FRP game by Lee Gold, with modular 'culture packs' to make it playable in any fantasy world), *Psi World* (role playing in the near future using psionic powers), *Sydney: The Wilderness Campaign* (for use with *Aftermath* as a sequel to *Operation Morpheus*), *Daredevil Adventures 3: Supernatural Thrillers*, deckplans for *Space Opera* warships, an adventure pack and rules expansion for *Privateers and Gentlemen* and an appealingly titled new *Villains and Vigilantes* adventure: *The Dawn of Doctor DNA*.

RQ3 from Chaosium is now due out in the summer, and planned supplements include *Monster Coliseum* (gladiatorial combat against man or monster), an in-depth look at *Glorantha* (containing three books, *The World*, *The Peoples* and *The Magic*, with colour map), *The Vikings* (details for role playing of the northern barbarians - the magic, the religions, the monsters - plus related scenarios) and a reprint of *Griffin Mountain* updated to the new format.

Pre-release details from TSR and Games Workshop are sadly lacking, but we have had a sneaky peek at *Caverns of the Dead*, the first of GW's floorplan-based scenario packs (rather wittily advertised as "another original playing aid from Games Workshop"). The colour floorplan map is well produced and should provide a sound basis for many hours of play, but DMs expecting a detailed scenario as part of the package will be rather disappointed.

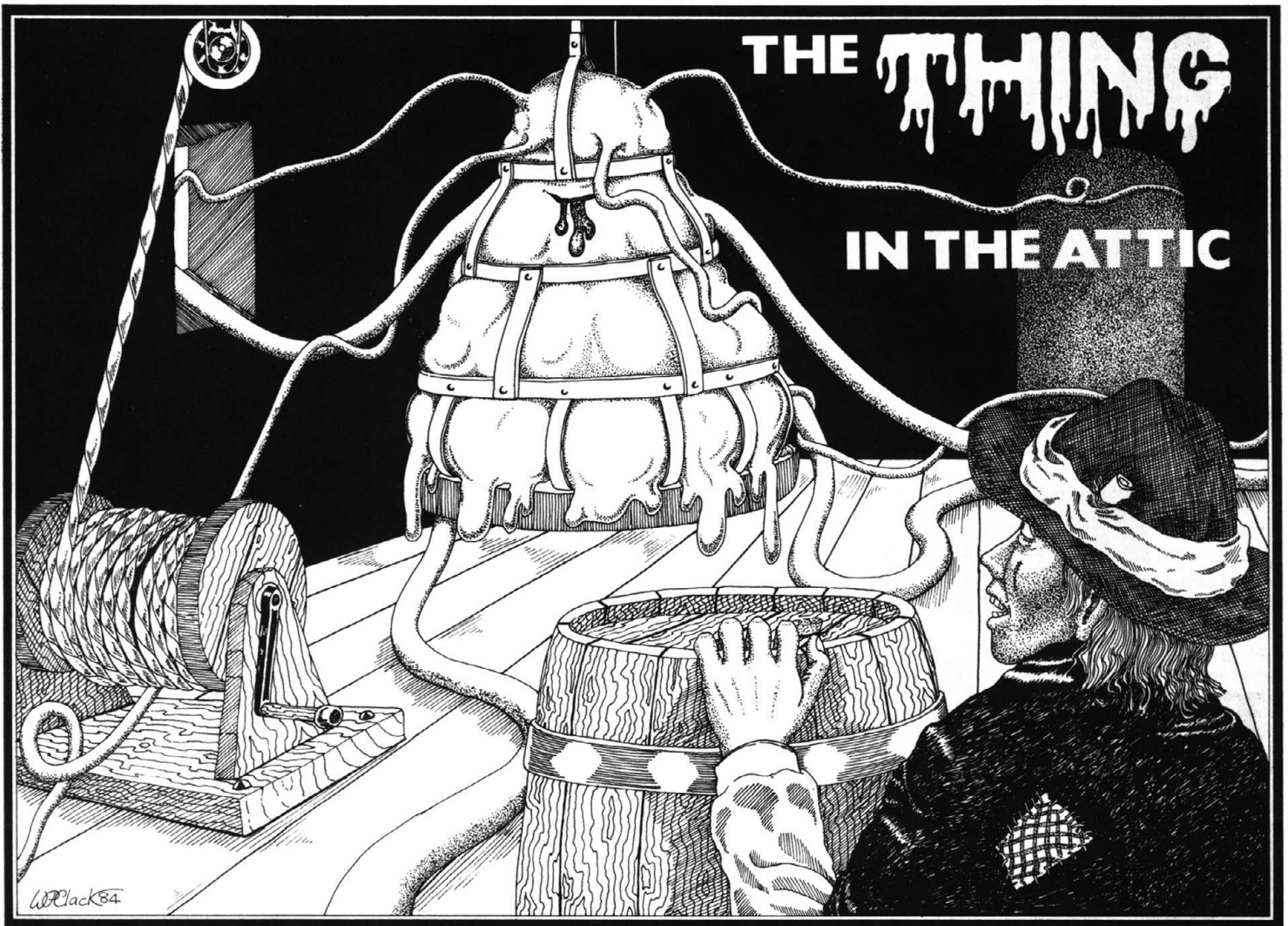
We must apologize to the editors of all fanzines received since the last issue - lack of space precludes a mention here. However we will try to squeeze in a listing in the next issue, and see the previous column for details of international fame and fortune.

If a finer reference is needed than the normal Campaign hexes, they will be subdivided by imposing a smaller scale hex-grid upon them. This will be of 21 hexes along a side, and 31 hexes between parallel sides (as in the *Macro-Hex Paper* published by **Standard Games and Publications Limited**). They will be numbered with the horizontal row first, counting top to bottom, and the number of hexes (including partial hexes) from the left-hand side second (eg the first row would be 1,1 - a partial hex - 1,2 and 1,3 - another partial hex. The first complete row would be 11,1 to 11,31, and so on). The smaller hexes are 10 miles across (the large hexes on the Campaign map being 310 miles across).

The modules are colour-coded, with those from the same area printed on the same coloured paper - eg **Galizhard** in this issue is printed on the same paper as **Ataa's Mouth** from issue 2. With a steadily growing amount of material, this will allow the DM to locate the correct module with greater ease, only having to choose between a smaller number of similarly positioned modules.

The modules are designed to be removed from the magazine and stored separately, saving the DM from carrying around and flicking through a stack of magazines when playing the Campaign.

It should be noted that the spell effects that have been printed on this page in earlier issues of **TS!** are superseded by those in the Campaign supplement in this issue. The references (type A, B, etc) previously given are NOT compatible with the tables in this issue and were ONLY for the issue concerned.



THE "THING" IN THE ATTIC

INTRODUCTION:

This scenario has been designed as a light-hearted diversion from campaign play for use with AD&D or BASIC rules. It can also be used as a game complete in itself (even for those not familiar with D&D), and thus serves as an introduction to 'role-playing games' for those who have never played such games. The GAME version can be used repeatedly, and can therefore be used by D&D players whenever they require light refreshment.

You should read all the descriptions and instructions carefully before play. In places the description will be broken down according to the version being played, and you need read only the appropriate parts (listed as "BASIC", "AD&D" or "GAME").

Players unfamiliar with the D&D game should note that a "scenario" is a setting for use with a role-playing game (in this case this entire article), "DM" refers to the Dungeon Master, or person running the scenario (in the GAME version this is the player controlling the THING), "PC" refers to player character, or the game representation of the player adventuring in the scenario (in this scenario a 'Thief' character is used).

This scenario is for two players only (ie one PC and one DM). A simple scoring system is included and it therefore makes an excellent 'competition' scenario, with one DM running the scenario against a succession of players and then comparing scores.

The THIEF player (all versions) should stop reading HERE. The remaining information is for the use of the DM ONLY.

The DM should read the introduction given on page 6, which is for the later use of the THIEF player, and then return here.

If the THIEF player has not previously seen the scenario you should not show him the illustration, or give him any information regarding the properties of the THING or the configuration of the map. All that you need do is to read him the THIEF introduction and tell him the rules relating to THIEF movement and abilities. Since the THIEF player will need to consult these rules during play they have been grouped together with the appropriate introduction onto one page (page 6). You may photocopy this page and give it to the THIEF player for use during play.

THE MYSTIC TIMEPIECE:

The item the Thief must retrieve is the Mystic Timepiece, an artifact giving the power to travel in space at will.

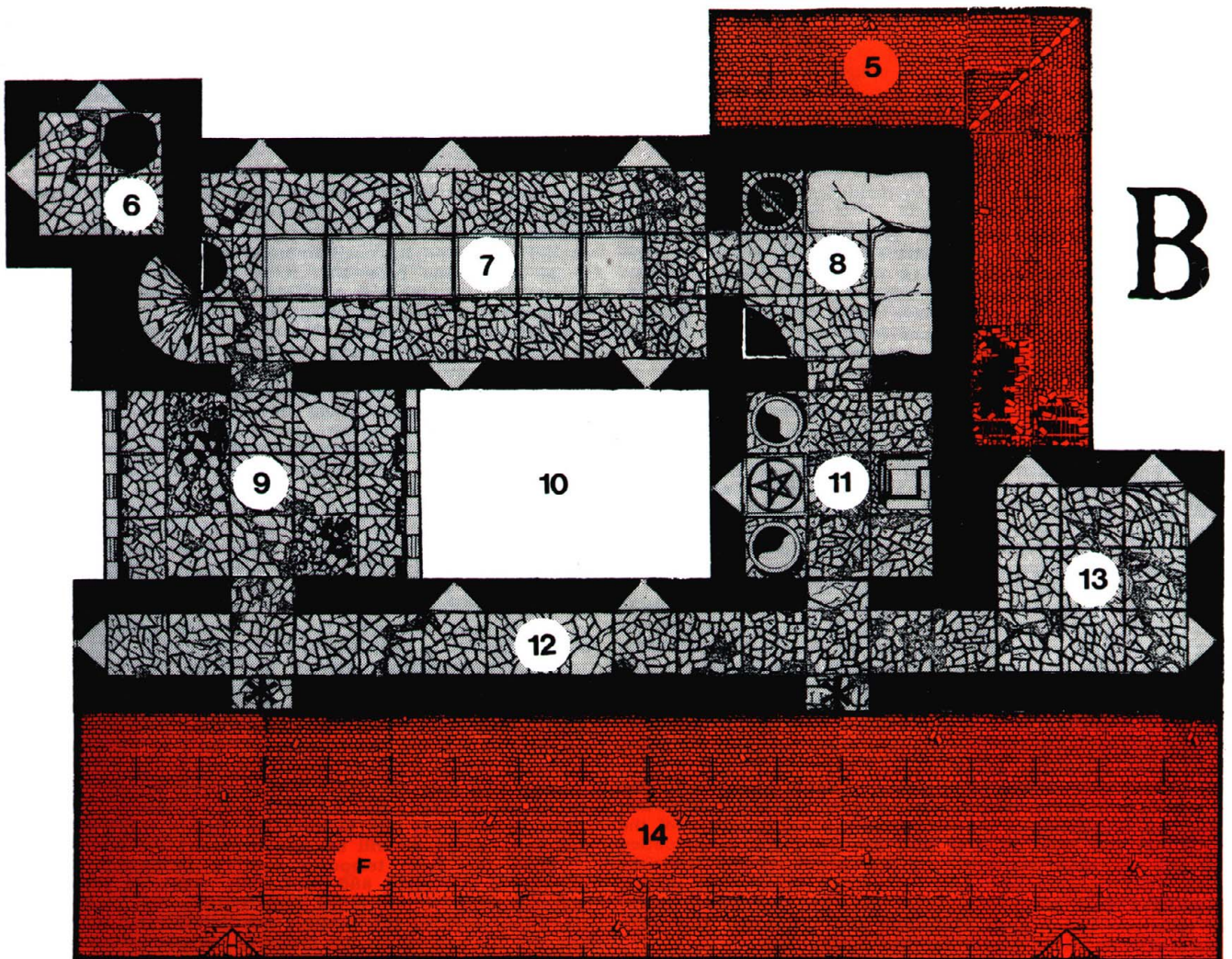
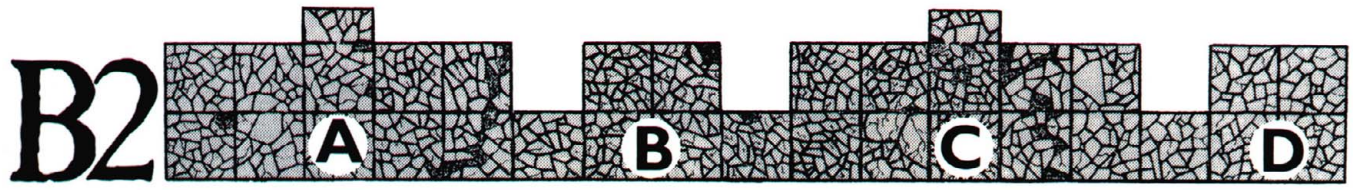
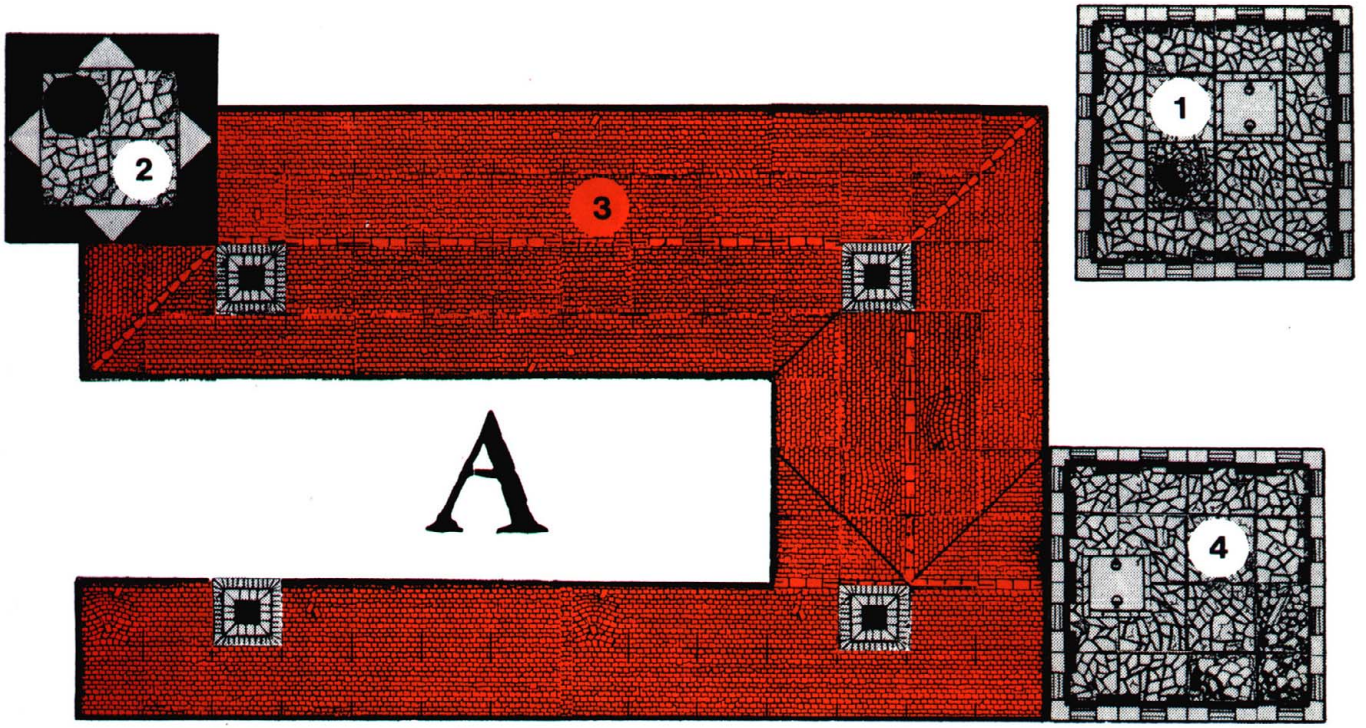
GAME: The Mystic Timepiece is a large bronze watch. You should determine its position before the game, and tell the Thief if he enters the room that it is in. He must then activate it using the key (takes 1 complete move), transporting him back to his sponsor and ending the game.

AD&D/BASIC: The mystic Timepiece is in fact the sundial in room 24. It is extremely heavy and cannot be removed, but the entire room (ie a 20' x 20' area, including the arrow slits and stone door) is a teleportation closet of great range and accuracy. The pointer of the sundial must be moved to the direction in which the user wishes to travel, and an indicator on the south face of the pedestal must be set to the appropriate range (it can be set from zero to 1000 miles to an accuracy of 10'). The room always arrives at ground level; it will remain in its new location for 24 hours, and then teleport back to its present position (only a wizard can alter the setting for the 'home base' to which the device returns). Note that a similar panel on the north face will give movement to much greater distances but is less accurate, a panel on the east face gives movement to other planes, while one on the west face permits astral and ethereal travel. Optionally you may have the west face giving time travel, but woe betide anyone travelling back and meeting Al himself!

Once the sundial pointer has been set to the appropriate direction daylight must be shone on it to effect the teleportation. The Thief must therefore remove the shutter from the north or east arrow slit. If he does this before setting suitable coordinates the DM should teleport him 1 to 100 miles in a random direction (which could of course be out to sea...).

Note that only the south face is usable without extensive study by an MU or sage, but it should not be beyond the talents of the Thief to work out how to move the room a short distance from the building, where he will be safe to report the find to his sponsor.

When the room teleports away a permanent illusion of the outside of its north and east walls takes its place, so that its disappearance is not noted from outside the building. However the stone work of the E tower has deteriorated since its last use, and the DM may cause the tower to collapse on its activation.



INSTRUCTIONS:

It is essential to play this scenario on floorplans, either those commercially available or a set drawn for the purpose. The floorplans shown are based on **Dungeon Floorplans 1, 2 and 3**, produced by **Games Workshop Ltd** who have kindly given us permission to reproduce them here. Note that this scenario is designed to use only one box-load of each of the sets of floorplans to construct the whole map. However there will be insufficient arrow slits; the DM should therefore either keep these pieces separate and place them onto the maps as they are being used, or improvise some of his own. The map **must** be prepared in advance, and needs to be split into room sized pieces, so that the Thief player can see only his immediate environs (new areas being placed on the table as he enters them, and old areas being removed from play). If space permits, the easiest method of play is for the DM to have a complete map laid out in secret, so that he can easily keep track of the THING's current positioning, and transfer sections onto the gaming table as required.

The Thief player should be represented on the floorplan by a suitable figure or marker. You should keep track of the entire length of each of the THING's limbs by laying out a trail of markers as they extend, removing the markers as they retract.

Each move both players move their character on the floorplan, the Thief moving first. If at the end of the move the two are touching combat may occur (see COMBAT).

Note that the Thief will be trying to avoid such combat, and should concentrate on exploring the building in his search for the Timepiece. The THING however should actively pursue the Thief, as his object is to thwart him in his burglary attempt. The scenario ends with either the death of the Thief, or the successful activation of the Timepiece; in the latter case the Thief player scores 10 points -1 for each point of damage he has taken. The players' roles can then be reversed and the scores compared.

AD&D/BASIC: The scenario as written serves as an excellent competition event. You may wish to elaborate on the scoring system, and could add minor bonuses for finding other items (eg a magic scroll in room 22, or some special item in the temple).

DM's wishing to use this as a standard (ie non-competitive) scenario will find it necessary to 'flesh out' details of the furnishings of the rooms, and could add a few ideas of their own.

The letters on the map have been added to make play easier, and represent points where the appropriate Thief ability (see page 6) may be utilized if the Thief specifies that he is doing so. An asterisk represents a point of special interest (you should consult the appropriate key section when required.)

The DM should familiarize himself with the entire map and key before attempting to play the scenario, and should note on the map any rooms in which consultation of the key will be required during play (which should otherwise be kept to a minimum).

For convenience during actual play the key to the roof levels (A & B, depicted on page 4) is given below, while that to the floor levels (C & D, depicted on page 9) is given on page 8. The pages in between (6 and 7) contain the additional information that will be required by the DM and Thief during the game.

MAP KEY:

LEVEL A: This is the highest level of the building, with the battlements of the NW tower extending further above the roofs.

1. This is the battlement level to the northwest tower, and is thus situated directly above area 2 on the main map of level A. Note that the battlements overhang the walls by 2½' all round, and thus make climbing onto the tower roof from the walls extremely hazardous. To do this the Thief must make two extra falling rolls, a failure of either roll results in a plummet.

The trapdoor can be slid aside by the thief if he **GAME:** rolls a 3 to a 6 on a six sided die, **AD&D/BASIC:** rolls his STR or under on 3d8. Each attempt takes a complete move, and if successful will reveal a hole leading to level A room 2. The pile of rubble (and the rubble on the other battlements) was left by Al to provide ammunition during his more violent moods.

2. This is the highest room of the NW tower. The hole in the floor leads to level B, room 6; a hole in the ceiling leads to level A room 1. In order to use the latter exit the Thief must have previously slid aside the trapdoor in area 1; it cannot be removed from underneath. If the trapdoor has been removed the Thief must still jump up to grab hold of the edge of the hole, and then pull himself up into the room above. To do this he must **GAME:** roll a 5 or a 6 on a six sided die, **AD&D/BASIC:** roll his DEX or under on 3d6, and then roll his STR or under on 2d8. Failure of any of these rolls means that the thief drops back to the lower level, and cannot try again until next move.

3. This is the roof area above level B rooms 7, 8, 11 and 12.

4. This set of battlements above the east tower do not overhang (as those above the NW do) and can easily be negotiated by the THIEF if he is climbing the tower wall. See 1 above for details of the trapdoor leading to LEVEL B room 11.

LEVEL B: This level is the highest of the general room levels, and contains continuations of the roofs from level A.

This level also houses the ceremonial dining hall for which the building was once famous, and a special room in which Al summoned strange beings to do his bidding on this plane.

5. This is the roof above level C area 14. If the thief moves onto the squares marked as holes, eg as a continuation of a fall from the level A roof, he will fall through and onto the balcony.

6. This level of the tower has only 2 arrow slits. A hole in the ceiling leads to LEVEL A room 2, while one in the floor leads to LEVEL C room 18.

7. This large hall is dimly lit via the arrow slits on the N and S walls. It was previously the ceremonial dining room, and contains a huge stone table in keeping with Al's sombre tastes.

8. Previously a kitchen, this room contains a stone slab work surface and a well (complete with bucket and winch mechanism). If the Thief climbs down the well he will emerge in level C room 21. Jumping, falling or holding the bucket and releasing the winch will result in a rapid fall to room 32 (1-6 points of damage for a jump or if holding onto the bucket, 2-12 for a fall).

9. This is a battlemented walkway between the higher parts of the building to the N and S. The DM should consult level A room 1 for problems posed by the overhanging battlement.

10. This space descends all the way to an interior courtyard at ground level. However if the Thief falls while climbing these interior walls, or slides into this area from the roofs, he will land on the balcony at level D area 36.

11. This room was used by the wizard to summon beings from alternative planes. Two urns contain charcoal and incense ashes, and a stone slab on the floor is engraved with a magical pentagram; there is also a large stone throne against the E wall.

AD&D/BASIC: The throne has a number of protection spells cast on it, and anybody sitting in it will not be affected by magically enchanted or summoned beings. The THING will also not extend his appendages into this square. The Thief is therefore safe for as long as he remains on the throne.

Note also that Al left the throne in the middle of a summoning spell, and if the Thief sits on the throne this will complete the spell and a small, deformed winged creature will appear in the pentagram and cackle dementedly. It will not be able to leave the square until the Thief leaves the throne, at which point it rushes to attack. Treat it as **AD&D:** an homonculus (12hp, **MM** 53), **BASIC:** a giant bat (8hp, **DM Rulebook** 25, abilities listed under normal bat) but without the sleep/paralysis inducing ability. Note that it moves at only 4 squares a move inside the building, but with no restrictions (ie it may pass through arrow slits and chimneys and is not slowed by furniture). Outside however it may fly at 8 squares a move. Once released from the pentagram it will pursue the Thief relentlessly, cackling all the time.

NB: Once the creature has appeared any tentacle that enters the room will attack the creature instead of waiting for the Thief to leave the throne on a roll of 4-6 (d6). Both the creature and the tentacle(s) concerned will thus be occupied and not attack the Thief should he leave the throne. The DM should roll a d6 each round, adding 1 for each additional tentacle. A roll of 6 or greater indicates that the creature has been despatched, and the tentacle(s) will be free to once again pursue the Thief. If the Thief leaves the throne before a tentacle has started to attack the creature he will be pursued by both the creature and the Thing!

12. **GAME:** This long passageway is dimly lit via the arrow slits. You should treat areas on the map marked * as solid wall.

BASIC/AD&D: The passageway appears as above, however if you wish you may have doors in the places marked *, leading to a roof storage area (included on the map as level B2). This will be 10' high to the north, but slopes down to only 5' high to the south. The contents of this area are left to the DM to determine. Areas A and C could be filled with assorted junk while area B might be the lair of a **AD&D:** huge spider (6hp, **MM** 40) **BASIC:** crab spider, 5hp, **DM Notebook** 38) with the husks of its various victims stored in area D.

13. This is the major room in the East tower. A hole in the ceiling leads to level A area 4, but will be impassable unless the stone slab in area 4 has been moved from above. See level A room 2 for clambering up if the slab has already been removed.

14. This is the roof above level C areas 23-32. The two raised portions marked along the S edge are above windows high in the walls of areas 25A and 29. If the Thief passes over the F marked area (without successful use of his Find Traps ability) he will fall through a damaged part of the roof, and land in the south-east corner of room 25 (taking 1-6 points for the fall). Note that this is not a 'Trap' as such, and cannot be removed.

You are a Thief, down on your luck and, having had little professional success recently, totally out of cash. You are currently visiting the seaside resort of Bogsmeed, in the hope of lightening the pockets of some of the richer holiday makers. Unfortunately crime in this town seems to be dominated by the Thieves' Guild, an organization run from a highly mysterious architectural monstrosity near the waterfront. The building is ostensibly a tavern, named the "Jolly Boatman", but it is widely known in the town that it really houses the Guild Headquarters, though no-one questions its hidden activities.

Attempts to ingratiate yourself with Guild members have failed dismally, and you are using up your last copper piece on the weak and less than nourishing ale served at the "Boatman" before starting the long walk home.

Suddenly you are aware that the figure sitting next to you, a tall southerner in the hooded garb favoured by magic-users, is talking to you from the corner of his mouth.

"In order to burgle a Thieves' Guild, one would require the services of a Thief not widely known in that town," he muses rhetorically.

You nod absent-mindedly in agreement to his observation, but having no interest in such a dangerous idea return your attention to your beverage.

"To a person such as yourself, a fee of one thousand gold pieces should provide more than sufficient incentive for the task," he concludes the conversation.

When you have recovered from the choking fit induced by his mentioning of such an astronomical sum of money, you find that the stranger has disappeared, but a ragged piece of folded parchment lies on the table in front of you. Pocketing it swiftly and stealthily, you leave the tavern and find a quiet corner of the street in which to read it.

Wrapped up inside the parchment is a small object looking like a watch key, and on the parchment are some notes written in a spidery and barely legible hand:

Your assignment is to recover the "Mystic Timepiece", a powerful artifact that I believe to be somewhere in the upper storeys of the Thieves' Guild. The following notes are the results of my research, and may prove of assistance.

1. "Jolly Boatman" originally a wharfside warehouse, later taken over for use as residence by insane Wizard - Al Kazam-Kazelza.
2. Al added appreciably (in quantity not quality) to building, additional levels, battlements and balconies, the latter used as a platform from which to pelt populace with fruit of exotic nature.
3. Al was great friend of thieves, beggars and other riff-raff, invited Thieves' Guild to use lower levels of building.
4. Thieves use bottom two floors plus cellars, Al used rest. Use of upper floors believed to be as follows:
3rd - Guardrooms for mercenaries employed by Al.
4th - Living quarters for servants (rear), Al (front).
5th - Upper ceremonial dining room, Wizards arrived for banquets using flying carpets (parked on battlements).
6th - Rooftops and battlements.
5. Building lit by arrow slits and windows, no torches required.
6. Building contains temple to demi-god (powers unknown).
7. Local citizens are afraid of a bell tolling, reason unknown.
8. Al was last known possessor of the Mystic Timepiece.
9. Al vanished six years ago, believed to have undertaken sudden journey using abilities of MT, never seen again.
10. MT previously thought destroyed, however have recovered enclosed key (essential to its function), and believe it still exists in the building (possibly in the Temple or Wizard's Tower).
11. Correct use of MT should permit escape from building.
12. You are now committed to the venture, and will be magically transported to the battlement in 15 seconds time.
13. One final warning. I believe only one attempt to steal the device has been previously made. Attempt made by Alphonse, Master Thief of the Bogsmeer Thieves' Guild, the attempt failed, and Alphonse is now THE THING IN THE ATTIC.

INSTRUCTIONS FOR THE THIEF PLAYER:

GAME: You are an intrepid THIEF intent on pulling off this difficult burglary. You are wearing leather armour and carry your trusty shortsword and the tools of your trade (lock picks etc). You also have a variety of different skills which will assist you in your task (see the abilities below). You will be able to withstand 9 wound points during the course of the adventure but a tenth would kill you and you must keep a note of your current total (most of the wounds you receive will entail only 1 wound point, but some may be more severe).

BASIC: You are a Robber (3rd level thief). You wear leather armour (AC 7) and carry your shortsword (d6 damage) and your Thieves' Tools. You start the adventure with 10hp, and have the normal abilities for a thief of your level.

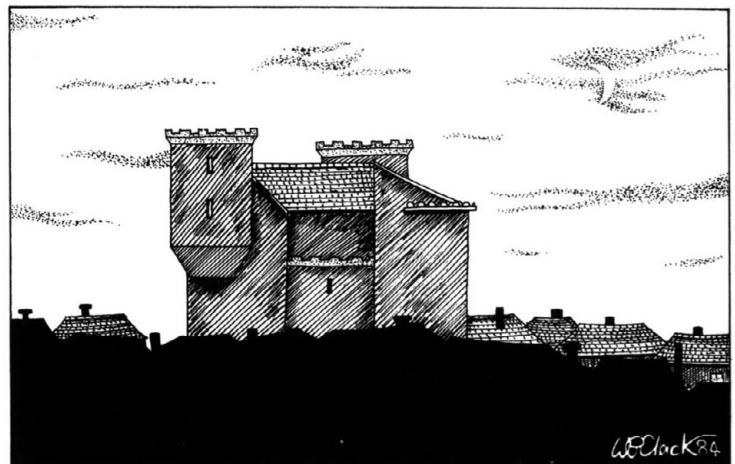
AD&D: You are a Cutpurse (3rd level thief). You wear leather armour (AC 8) and carry your shortsword (d6/d8 damage) and Thieves' Tools. You start the adventure with 10hp, and have the normal abilities for a thief of your level.

NB: A pre-existing BASIC/AD&D 3rd level thief character may be used, but should carry no items other than those listed above.

Unless using your abilities you may move 6 squares per move; note that half squares count as complete squares for movement. It will take 2 movement squares to open an unlocked door (ie you move 2 squares less for each door you open). In order to close a door behind you, you must expend a further 2 squares' worth of movement, and thus cannot shut a door to prevent pursuit unless you are 3 or more squares ahead. To attempt to unlock a door or remove a trap you must start your move in the relevant square and spend all the move in the attempt. You must move around squares containing large items of furniture (tables, work surfaces, beds etc), but may move through squares containing small items (chairs, chests etc); each such square counts as 2 for movement purposes. The fireplaces, shelves and bookcases do not hinder movement in their square.

You may freely jump over balconies or windows, or clamber in through windows to which you have climbed. You will not however fit through the arrow slits or the chimneys. Each square of stairs counts as 2 squares of movement (whether going up or down). Where a square or half square butts onto 2 others you may move onto either square (and vice-versa).

The roofs slope at a shallow angle (1 in 2) and may thus be easily traversed. Each square of roof counts as 2 squares for movement purposes. Alternatively you can try to run across the roofs - in which case each square counts as only 1 square, but at the end of the movement you must roll as if climbing. If a fall is indicated roll a six-sided die. The result is the square of your movement on which you start to fall (eg a 3 means that you fall on the third square). Note that if a fall is indicated on a square that you are 'safe' on (eg if only the first 3 squares of movement are on the roof and you rolls a 4) you do not fall. If you are moving less than 6 squares roll again if the result was more than the number of squares moved.



Your special abilities are briefly described below. Note that each time an ability is used the DM will secretly roll a die to see if your use of the ability has been successful.

OPEN LOCKS (O): Some doors are locked and cannot be passed through until this ability has been successfully used.

FIND TRAPS (F): You move at -2 squares while using this ability but find any traps moved through on a successful roll. You may also use this ability to check items (eg doors) for traps.

REMOVE TRAPS (R): You can only attempt this on traps already located using the above ability. Success indicates that the trap is removed and you can freely pass through this location in future. Failure indicates that you have fallen victim to its effects as if you had crossed or triggered an undetected trap!

MOVE SILENTLY (MS): May be attempted at any time, but halves the number of squares you can move (after deductions for other abilities). If a success roll is made you will be inaudible.

CLIMB WALLS (CW): You may use this at any time to climb up or down exterior walls, move from window to window and so on. Movement rate is two squares horizontally or one level vertically and it may not be combined with other abilities. If a fail roll is indicated you will have fallen (this may be fatal!).

HIDE IN SHADOWS (HS): This ability can be used at any time that you are in an area containing shadows (ie the grey floored areas). In other areas (the light brown coloured floors, wooden balconies, windows and on roofs or battlements) the ability always fails. Success indicates that you will remain effectively invisible until you move. Note that this ability always fails if you are actually in sight of someone (or something) when you attempt it.

HEAR NOISE (HN): This may be attempted at any time, deducting 2 squares of movement for each attempt, but nothing will be heard unless a successful roll is made.

INSTRUCTIONS FOR THE "THING" PLAYER:

GAME: For those not familiar with role-playing games the part that the THING player must play will seem very strange. Not only is he responsible for his own movement and combat, but he must also make all rule-interpretation decisions, and make many of the die-rolls for actions that the Thief is attempting. This is the normal procedure in such games; one player "runs" the scenario, playing the part of all the monsters and interpreting the rules where they are insufficiently clear, the other players take part in "adventures" set within the scenario. For this reason there are normally no "winners" or "losers" in such games, although in some scenarios, such as this one, you may reverse rolls after one game and then compare the scores that you achieve.

ALL VERSIONS: The DM should be fully conversant with the rules for Thief movement and abilities (appearing on page 6), and will need to roll a die **GAME:** a six sided die, **AD&D/BASIC** d% unless otherwise noted, whenever such an ability is used, consulting the table below to determine success or failure (a score equal to or less than the appropriate figure indicating success). Note that in many cases you should not tell the Thief if a failure is rolled, for example if the Thief fails a Find Traps roll just tell him that he found nothing (although there may of course still be a trap there). In the case of Move Silently and Hide in Shadows you should never tell him if he was successful or not.

	O	F	R	CW	MS	HS	HN
GAME:	4	3	3	5	4	3	3
AD&D:	33	30	30	87	27	20	15
BASIC:	25	20	20	89	30	20	3(d6)

THE THING:

The DM will also of course have to play the part of the THING. The THING's abilities should be unknown to the Thief at the start of the scenario, and should only become apparent as the game progresses. The THING has a hideous bloated body, kept permanently caged in room 30. However his limbs (all 8 of them!) are variable in length, 'growing' longer rapidly to move into and explore new areas. Four of his limbs were made from his original arms and legs. They now take the form of powerful tentacles ending in sharp rending claws. Two of his limbs were formed from his eyes. They are now on long thin stalks which can wander through the attics looking for prey. The remaining pair of limbs are formed from his ears. They are now on stalks like the eyes, and lurk in dark corners listening for prey.

The eye and ear stalks are capable of near-infinite extension (for game purposes they can reach to any part of the building); they can extend or retract by up to 12 squares per move. The tentacles are slower, growing by up to 4 squares or retracting by up to 8 per move. They can reach up to a maximum length of 30 squares each, and the total extension of the four tentacles cannot exceed 80 squares. All his appendages move at the same speed regardless of what is in the squares (ie furniture, stair, and roof squares all cost one square of movement). The tentacles can fit through windows and arrow slits, but will not enter the chimneys. They can move along or up and down walls with equal ease, each level they ascend/descend costs 2 squares of movement (unless by stairs). Note that only one of his tentacles can fit down a 2½' wide passage or through an arrow slit, however any number of the eye stalks can fit through such a gap, even if a tentacle is present. Similarly a maximum of 2 tentacles can fit through a 5' wide passage or doorway, although eye/ear stalks may also be present. Note that none of the THING's limbs can pass through or open a closed door; the DM should therefore keep a careful note of which doors have been left open during play. (The THING's limbs may of course enter an otherwise inaccessible room through a window or arrow slit).

Note that being formed from a Master Thief, the THING has several abilities of a similar nature to that of the Thief. His new form prevents the THING from performing any delicate operations, so he does not have the **Open Locks**, **Find Traps** or **Remove Traps** abilities (though he is aware of the positioning of all the traps and may avoid them). His limbs may freely climb sheer surfaces without rolling, other abilities are as below:

Move Silently: The eye and ear stalks **always** move silently (no roll required) and will thus not be heard by the Thief. The tentacles move only 2 squares when attempting to move silently (roll on the table below, success indicates that the Thief will not hear them regardless of distance).

Hide in Shadows: The eye and ear stalks can hide in shadows (ie the same areas as per the Thief abilities) if they make a successful roll. They will then be effectively invisible until they move again. The tentacles do not have this ability.

Hear Noise: This ability is obviously restricted to the ear stalks, which must be stationary to use it. The chance for success is indicated below; see LISTENING for further details.

	MS	HS	HN
GAME:	5	5	4
AD&D:	78	63	30
BASIC:	75	65	4(d6)

COMBAT:

If at the end of a move one or more of the THING's tentacles have their end in a square next to the square currently occupied by the Thief, combat will occur. The Thief will also be able to attack with his sword **unless** the tentacle is in the square directly behind the Thief. When combat occurs proceed as follows:

GAME: The Thief tries to hit first, to do so he needs to roll a 4 or higher on a 6 sided die. If he hits he has wounded the tentacle (see below), which will not attack back this move. If the Thief misses the tentacle will attack, it needs to roll a 3 or higher, and will do one point of damage to the Thief if it hits.

AD&D/BASIC: The Thief attacks first, the tentacle is AC 7, if hit it will not attack back. The tentacle attacks as a 4+ HD monster, and will do the Thief 1 hp of damage if it hits.

Note that in order to strike at the Thief, the THING's tentacles will need one of his sensory organs to guide them. If there is an eye stalk in the room use the procedure above, if there is only an ear stalk subtract **GAME: 2, AD&D/BASIC: 6** from his roll to hit, if neither is present he may not attack.

If the Thief hits a tentacle roll a six sided die to see how much damage has been caused, then consult the following list:

1 or 2: The tentacle will not attack back this move, but rapidly regenerates the damage; it will move/attack as normal next move.
3 or 4: The tentacle will retract next move to regenerate the damage, but will pursue the Thief again on the following move.
5 or 6: The tentacle has been badly wounded, it will retract back next move and continue retracting until it has reached the THING's body. It will then spend a move regenerating, after which it is free to pursue the Thief again.

Note that if the Thief is next to part of the length of a tentacle (ie not the end) at the end of a move, he may attack the tentacle which will not be able to attack back. The Thief should attack as above, but add two to his roll to hit and one to the damage he causes (7 damage will completely sever the tentacle which will then be useless for the rest of the scenario). The eye and ear stalks will always do their best to keep away from the Thief, but if he is next to part of their length he may attack them, rolling as above but adding 4 to the damage he causes.

LISTENING:

At any time the Thief or THING may listen for each other using their Hear Noise ability. They will not hear anything if the other player has successfully used a Move Silently ability, or is not moving at all this move, otherwise the effects depend on the range (in rooms) between them. In the case of the THING, the range is obviously taken from the end of his ear stalk!!

SAME ROOM: Both players will always hear the other in the same room without having to roll, unless they have used Move Silently.

1 or 2 **ROOMS:** The Thief will be able to hear the sound of moving tentacles, but the slithering sounds will reverberate around and he will not be able to judge the direction or distance. The THING however, when listening for the Thief, will be able to judge both of these as he is used to the acoustics.

3 or more **ROOMS:** Neither party will hear the other unless extra noise is being made (eg falling, ringing a bell, combat etc).

FALLING:

If the Thief falls from an exterior wall he will be killed on impact unless he lands on a roof (ie by falling from the side of a tower), in which case he takes 1-6 (ie one roll of a six-sided die) points of damage, and then counts as if falling from the roof.

When the Thief falls while on a roof he will move down the roof in a straight line, and then off the edge indicated. If the square he fell on contains a diagonal hip (roof ridge) he will have an equal chance of falling each way. If he slides into one of the valleys (black lines) he will stop his fall on this square. When the Thief goes over the edge, treat the remainder of the fall as if he fell from that part (eg a fall from the central 2 squares of the south roof (no. 14) will result in death, but the squares either side will deposit him on the balcony for 1-6 points of damage).

If the Thief falls from one of the interior walls (ie the four walls surrounding the central courtyard), he will land on the balcony on level D, the damage taken being one six-sided die roll per level fallen (eg if he fell from the battlement on level B he would take 2-12 points of damage). If the Thief falls while climbing from one level to another, the damage taken is as if he fell from the higher level. The Thief can also deliberately jump downwards in which case he takes one die less of damage. Jumps of 1 level or less do no damage. The Thief **cannot** try to jump once he is already falling!

STARTING POSITIONS:

The Thief starts the scenario on the W battlement (area 9).

The THING always has his body in room 30; his limbs must all start on LEVEL D but are otherwise positioned at the DM's option. **GAME:** The DM must position the Mystic Timepiece, it may not be in any of the following areas: 3, 5, 6, 10, LEVEL B2, 14, 18, 24, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40a.

LEVEL C: This level formed the main living quarters for Al and his servants, and houses the upper level of the temple area.

15 and 16. These are balconies at the front of the building. The W door of 16 is a trapped false door; opening it without finding and removing a sprung blade causes 2 points of damage.

17. This is a wooden balcony at the rear of the building. It originally contained numerous cages in which livestock were kept prior to their use in the kitchen. The area marked F contains rotten beams and a six sided die must be rolled every time the Thief treads on one of these squares, they will collapse if a 5 or 6 is rolled. If they do the Thief will fall to his death. Note that they will always collapse if the Thief falls onto these squares (eg by falling through the holes in the roof above). Note that while these weak beams will be noticed by the Thief using a successful Find Traps, they are not a trap as such and cannot be removed.

18. This is the lowest level of the NE tower. The steps to the east are very steep (they take 3 squares worth of movement to climb) and emerge through the hole in LEVEL B room 6.

19. This room was originally used by Al when he was dining alone. It still contains his favourite table and chair.

20. Formerly the servants' quarters; contains four beds (in bunks), a table and five chairs, but little else of interest.

21. This was the main kitchen area, and contains a well and stone slab work surfaces. The well leads to LEVEL D room 32, above it a hole in the ceiling leads to LEVEL B room 8.

22. This is the north half of Al's main living room/bedroom, and was used as a study and library. There is a huge desk against the east wall, with a chair behind it, and bookcases line the other walls. To the south a bead curtain hinders vision (but not movement) into room 25.

23. This was the main storeroom for kitchen supplies etc. The two barrels against the east wall are now empty, as are the shelves to the west. Empty grain sacks litter the floor. The E window was bricked up when the E tower was added.

24. This is the secret room in which the Mystic Timepiece was kept. The room also contains three arrow slits, two of these are shuttered, but the W gives a view into room 23 via a peep hole.

25. This is the south half of Al's main living room, used exclusively as a bedroom and containing only his enormous four poster bed. The room is lit by a continual light spell which switches on and off on command (currently on). 25a is a lavatory; a window high on the south wall permits nocturnal astral contemplation, but must be climbed to for use as an exit.

26. Al's dressing and clothes storage area. The three wardrobes against the south wall are empty (but the Thief may hide in them as if hiding in shadows), as are the hooks in the NE corner, but his large silver mirror is still against the N wall.

27. Formerly a workshop for arcane experimentation, this room has been entirely cleared of its contents. It is completely dark, but the Thief may follow a wall round to the other door.

28. This passageway leads to the upper level of the temple area (see room 29) and entering it will alert the guardians.

29. This is the upper temple area (see LEVEL D area 40). Entering this area (or area 28) will alert the guardians who will climb the stairs from the lower level to investigate the intrusion. The Thief may jump down the central hole to delay their attentions (they will descend via the stairs only). There is a window high in the S wall (it may be climbed to), and a locked door to the E leads to the E balcony. The N door is also locked, and seems to have a solid stone slab behind it. **GAME:** The door is false and leads to the outside wall, area 24 does not exist for game purposes. **AD&D/BASIC:** The key given to the Thief by his sponsor fits a lock in the slab, which gives access to area 24.

LEVEL D: This level contains the entrances to the upper floors of the building, and previously housed the mercenary guards. It also contains the main Temple level.

30. This room was previously a guardroom, giving access to the NW tower. It now contains the cage used to house the THING. The cage is raised from the ground by a winch, though releasing the rope will not offer any advantage to the Thief. There are also several empty barrels in the room.

31. This was the sleeping quarters for the off-duty guards, it contains bunk beds for four men, and also contains the winch mechanisms to raise the portcullises in the passages from area 35. It takes a complete move to raise each pair of portcullises.

32. This was a kitchen for use by the guards, and contains a stone working surface. There was previously a well in the NW corner, but this has been sealed with a heavy stone slab. The Thief may climb the hole above the well into LEVEL C room 21.

33. A narrow passage leading from area 30 to area 37. 33a is a lavatory, emptying via a chute to the street outside.

34. This is the main entrance to the upper storeys from the level below. If the Thief descends these stairs he will find a heavy door, barred and padlocked from the other side (he cannot open it and a Hear Noise roll will reveal that the Thieves Guild is currently holding a meeting in a room on the other side!!).

35. This balcony is half under cover (the part outside of the dotted lines), while part of it overhangs the central courtyard.

The two north exits contain trip wires which will be activated unless a Find Traps ability is used (the wires are easy to see so the ability will always work, ie do not bother rolling for success). A pair of portcullises will drop over the ends of the passage, trapping the Thief in between and alerting the THING as to his location. **GAME:** The thief may attempt to pull up the bars to escape, but needs to roll a 5 or a 6 on a six sided die to do so (each attempt takes 1 move); the secret 2½' wide passage does not exist for game purposes. **AD&D/BASIC:** The thief cannot raise the bars. However searching for secret doors will reveal a secret panel giving access to the passage. If the Thief emerges from the passage into the other trapped area without using his FT ability, he will activate that pair of portcullises as well and be permanently trapped. Once found the wires are easy to avoid, and the Thief may freely pass through.

The SW passage contains a well concealed trip wire which will be activated unless the Thief makes a successful FT roll. Once found the wire may be easily avoided. Tripping the wire causes a hidden blade to slice out from the wall. **GAME:** roll a six sided die and subtract 3, the result will be the number of points of damage the Thief takes (he dodges the blade on a roll of 1-3). **NB:** the trap can be triggered only once, and is then harmless.

The SE passage contains a small mantrap with an invisibility spell cast on it. The Thief will not be able to use his Find Traps ability to locate this trap, and will step in and trigger it on a roll of 3-6 (six sided die, the DM should roll whenever the Thief passes this square). The trap does only 1 point of damage, but is then attached to the foot of the Thief. He may make one attempt to remove it (as Remove Traps) but if this fails he is stuck with it for the remainder of the game. The trap slows the Thief to 5 squares of movement and stops him from using his Move Silently or Climb Sheer Surfaces abilities.

36. This was the servants' entrance, and contains hooks on which to hang cloaks. 36a is a rather primitive lavatory with a large bucket and a chain. Pulling the chain causes the bottom of the bucket to open (it is in the base of the tower) and a bell to ring (warning passers-by of the imminent arrival of its contents).

37. Formerly a guardroom, with a trestle table, two benches and a chest full of mouldering clothes. The Thief will be trapped if pursued into the passage leading to the pair of arrow slits.

38. This was the quarters for the guard captain. There is a bed in the SW corner, a chest against the south wall, a table and chair in the NE corner and bookcases against the E wall.

39. A trapped passage leading from 35 to 40. (See area 35).

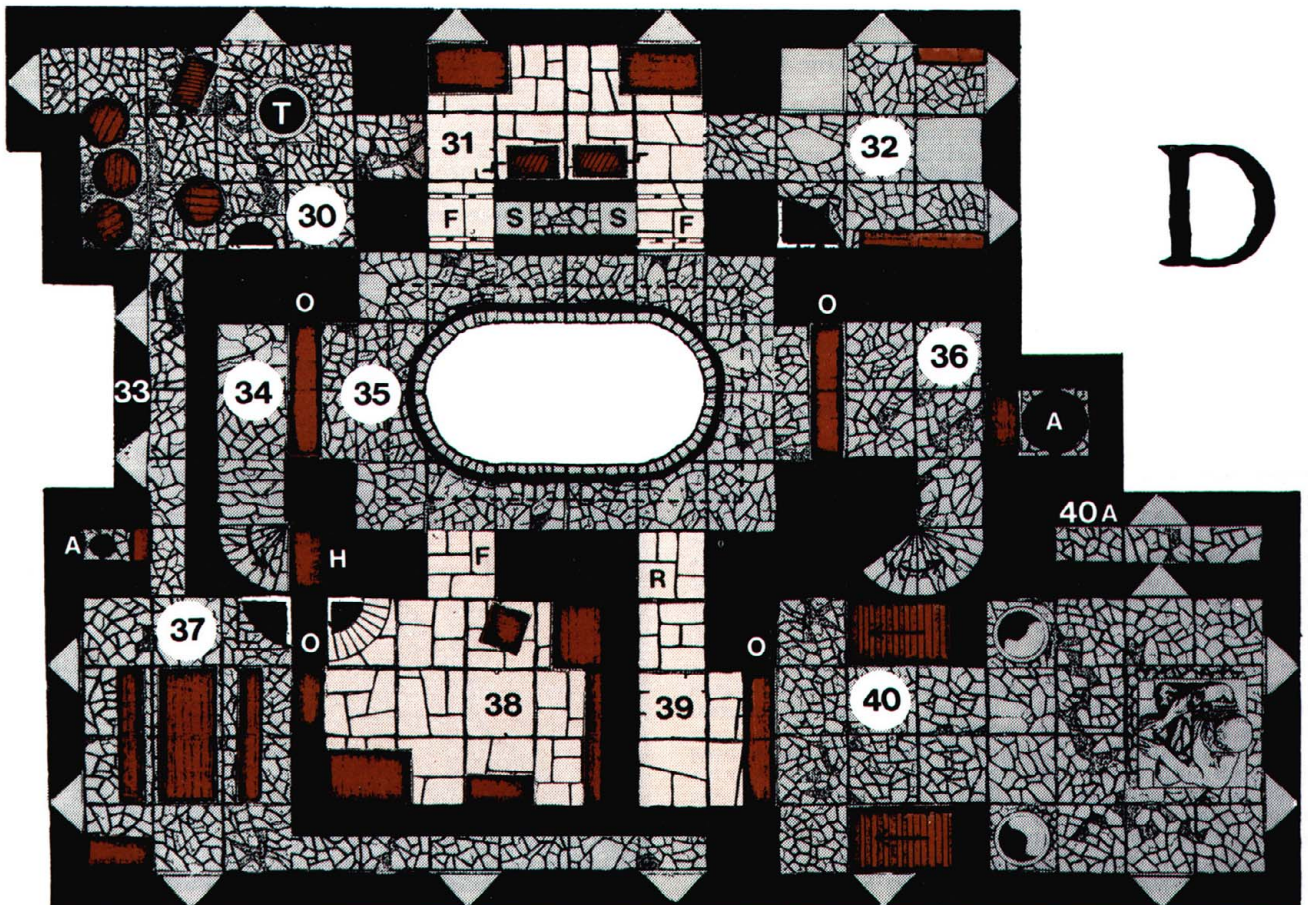
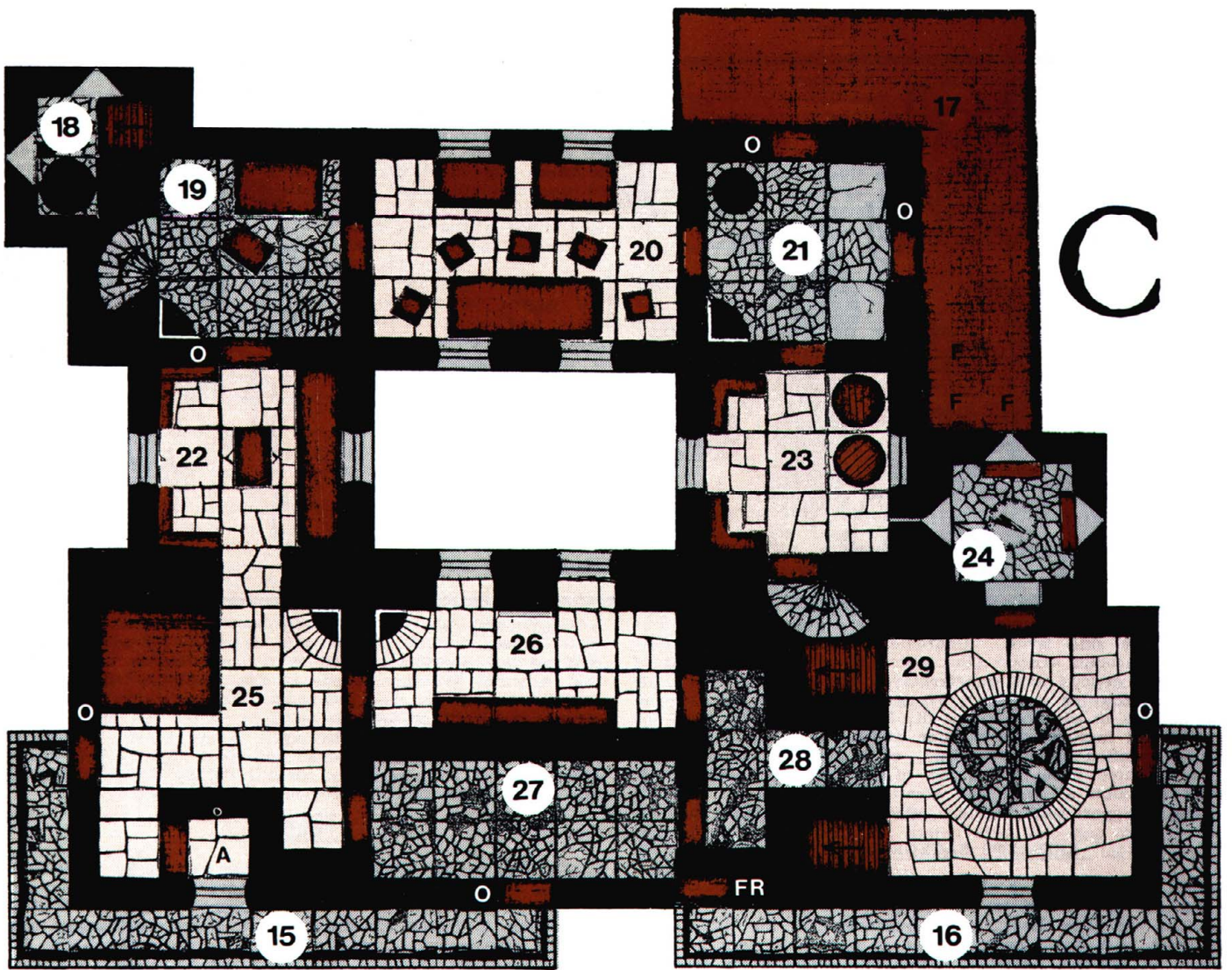
40. This is the lower temple area. Either side of the doors at the foot of each pair of stairs is a skeleton. They move to attack the Thief whenever he is in areas 28, 29 or 40 but will not pursue him outside these areas (in all game versions they move 6 squares a move and will do 2 points of damage if they hit).

GAME: The skeletons need to roll a 5-6 on a six sided die to hit the Thief, if the Thief hits a skeleton it will crumble to dust. **BASIC:** The skeletons have 3 hp, for details see **DM Rulebook 37**. **AD&D:** The skeletons have 2 hp, for further details see **MM 87**; (remember to half any damage the Thief does against them).

The temple also contains a stone statue of Gollush-Glumdrum (a demi-god of dubious powers), two urns and four arrow slits.

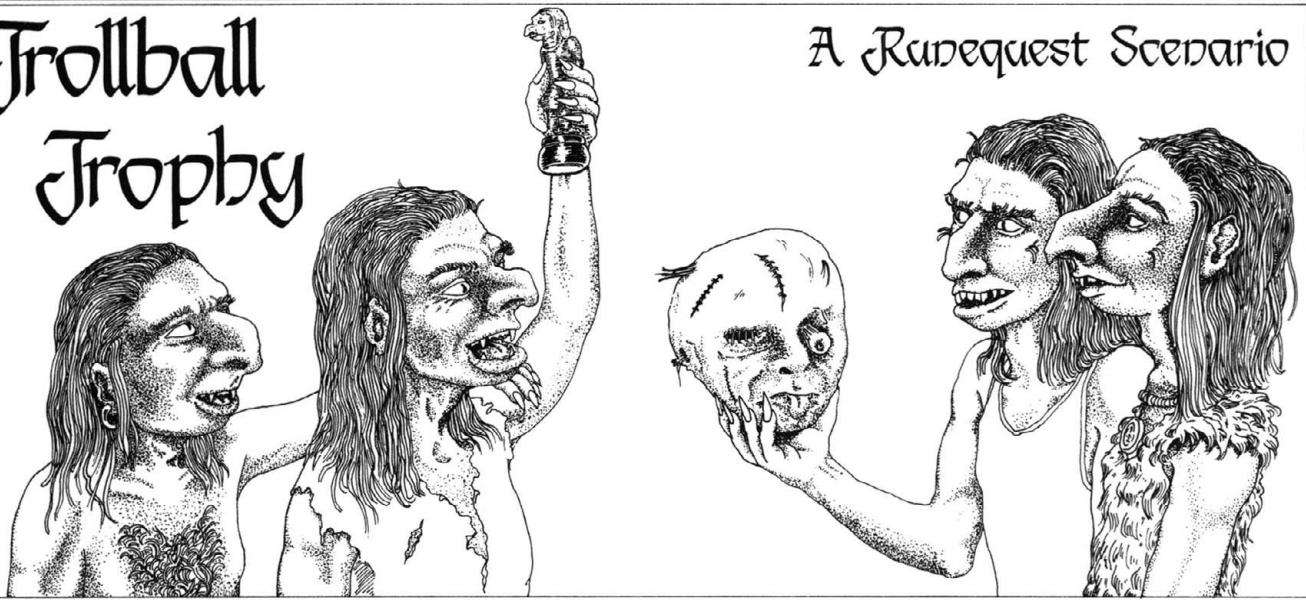
GAME: All the arrow slits are normal, area 40a does not exist. **AD&D/BASIC:** The north arrow slit is actually a carefully programmed continuous illusion. If the Thief looks through the arrow slit he will apparently be looking out over the town (the illusion is designed such that the light and weather follow the same pattern as the real arrow slits). However the DM should secretly roll 3d8, if the result is equal to or less than the Thief's INT he will realise that some of the buildings he can see no longer exist, while other, newer, buildings are missing from the illusion. If and only if the Thief realises this will he be able to step through the illusionary arrow slit and into room 40a.

Room 40a was Al's treasure room. The arrow slit facing N is the real one visible from outside the building. The contents of the room are at the DM's discretion, but should be quite minor, Al having taken his most powerful magic items with him.



The Trollball Trophy

A Runequest Scenario



This is a short **Runequest** scenario for a group of 4 to 8 PCs of around 50% skill level. Characters will typically use only leather or cuirboilli armour (the merchant patron will provide 2 point leather armour and quarterstaves for any characters not possessing armour or weapons). It is intended that there should be 6-9 bandits in addition to Jon-di, Ba-ret and Adalan, but the referee should increase the number of bandits if there are more than the specified number of PCs, or if the PCs are stronger than is indicated here. The aim of the players should be to discover as much as they can about the break-in at Gelidor's house and to report back to their patron with the information.

REFEREE'S BACKGROUND

Gelidor Brighthand, a Rune priest of the cult of Orlanth Adventurous, has retired to the village of his birth. One of the possessions he has kept as a reminder of his life spent adventuring is a small leaden statue of a trollkin that he stole from a troll he had defeated. Gelidor doesn't know that the statue is a Trollball trophy, whose loss is felt bitterly by the trolls; to him it is a souvenir of battles fought and won. One night, the quiet of the normally peaceful town of Worridge is disturbed as bandits from the hills break into Gelidor's cottage, and steal the trophy. Gelidor himself is clubbed from behind as he tries to defend his property.....

AT THE INN

The PCs have taken employment as porters for a merchant travelling from Far Hadden (in the north) to the southern plains. They have stopped for the night at an inn in the outskirts of the small town of Worridge, about two days into their journey.

After dinner, and a few drinks, the party retire for the night; the PCs share a simple room at the front of the inn while their patron has a better room at the back. In the early hours of the morning the PCs are awakened by a disturbance outside - looking through the window they can see three men running from one of the cottages opposite, which is on fire.

By the time the PCs get down into the street the three men will have escaped; there is no chance of pursuit without horses - and the horses of the merchant's train are shut in the stables. Neighbours start to put out the fire (a small fire just inside the front window) with buckets of water, and find a badly burned man at the centre of the blaze who is dressed like those seen running off. The man is on the point of death, but babbles hysterically for a few moments before dying (PCs may recognize some words of Darktongue in his raving). His burns are less severe about his head and chest, and PCs who examine him may guess that he has been attempting to use healing spells.

By now someone will have noticed another body; this belongs to an old man - whom neighbours will recognize as the owner of the house - apparently killed by a heavy blow from behind with a club. There is a lot of blood and mess, but the observant (spot hidden) will notice a small medallion bearing the mark of a priest of Orlanth on a fine gold chain around his neck.

There is no indication as to how the fire might have been started; the small lamp carried by the old man is on the floor by his feet and is now only warm. There is a dead cat in the hallway beyond the old man's body - the cause of the cat's death cannot be determined (but a detect spirit spell would reveal a spirit of INT 14 and POW 22 nearby, which was bound as a familiar in the cat's body until the old man's death).

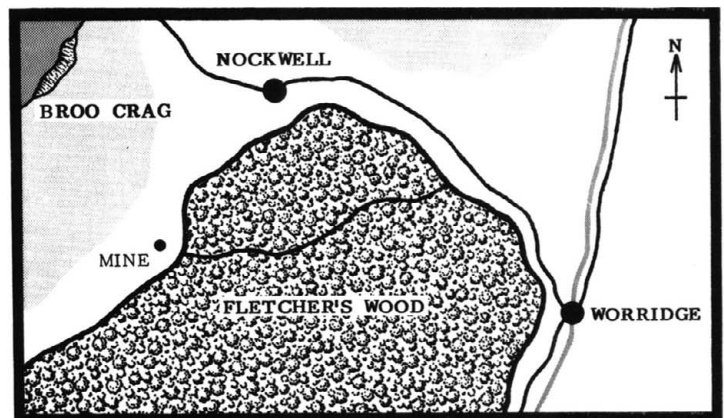
Questioning the old man's neighbours will reveal that his name was Gelidor, that he had lived in the town for about two years, that he had previously lived in a large city in the south, and that he used to work at one of the temples. He was a quiet neighbour, friendly but not very talkative, and his cat had a strange habit of staring at people - "almost as though it could understand what you were saying." They also say that he had a strange ornament in his house - a lead figure of a trollkin - which is now nowhere to be found. They know nothing about this figure other than that Gelidor valued it highly.

PURSUIT

The tracks left by the escaping men can easily be followed to a small copse just outside town; there are fresh horse-tracks heading north-west from the copse across the fields. If the PCs don't want to follow the tracks, their patron will insist that the temples will want to know the full story, and will tell the PCs to take a few days to follow the tracks and try to find out who the men were, and where they went.

The three bandits rode north-west along the road towards Nockwell, and then cut across west through Fletcher's Wood to the mine. A successful tracking roll will be needed to spot this departure from the road. The path taken by the bandits through Fletcher's Wood is not hard to follow, but there will be encounters with small groups of runners in the wood, who will tend to throw sticks and stones at the PCs and then run away. The runners will, however, give directions if the PCs approach peacefully and promise not to damage the trees or stay too long in the wood. Several species of game bird are common in the wood, as are some rare birds whose feathers are much favoured by arrow makers.

If the PCs miss the short-cut through the forest they will reach Nockwell, where they should be able to pick up enough information to put them back on the right track. The gossip they will hear in Nockwell should tell them that some men have recently come to start working the old mines in the hills, but that the men are not often seen in the village. Further questioning (and a few small bribes) will reveal that the mines were originally dug by the dwarves, who no longer live in large numbers in this region, but have more recently been worked by men. The mines are in a dangerous region of the hills where wild wolves and other animals live, and the mine workings were abandoned several



years ago when the metals produced at the mine were imported more cheaply from the plains. The men working at the mines are a rowdy bunch who used to visit the village quite frequently for supplies, and would stay at the inn, drink too much and start fights. Their visits have become less frequent, and nobody in the village knows whether they have actually found any seams of metal. The men fit the description of those the PCs saw in Worrledge. Some people are cross because a merchant who travels regularly between Nockwell and Overhill is late with a wagon-load of salted meats and spiced wines (some say he has taken his goods to the mine in the hope of a higher price).

If bribed heavily the villagers will start to invent more information, and in any case the referee should add a few irrelevant rumours to the story for interest.

If the PCs travel through the forest it should take them about one full day to reach the far edge; if they stay on the road it will take about a day to reach Nockwell and find information, and another day to reach the area where the mine is.

The approach to the mine is along a badly-kept gravel track which skirts the edge of the forest; the path through the forest meets the track within sight of the entrance of the lower mine working, so there is no doubt as to the correct direction to follow. There is a broader (and better made) path leading straight to the entrance of the lower mine, and the track continues over a small crest to the shanty-town used by the miners. The path continues up the slope to the upper mine, which is not visible from the shanty-town.

The PCs will probably arrive in the area of the mine in the evening, and if they make a camp which can be seen from the mine, or light obvious camp fires in the forest, they will be noticed by the bandits. The bandits will attack the camp at night, by surprise, if the opportunity arises, and will leave any PCs they capture tied up in the wood, with no weapons. They will not attack openly if sentries are posted, but may try to guide wild animals (bears, boars, etc) towards the PCs' camp. There is, in any case, a 10% chance per hour of darkness of some wild animal encounter in the forest.

THE MINES

The Lower Mine:

There will be one bandit watching the path from the entrance of the lower mine. He will challenge anyone who approaches and tell them to go away; if attacked he will run to warn the other bandits in the shanty-town.

The Shanty-Town:

There are nine huts, each made from wood on a stone foundation with a stone hearth and chimney at one end.

A, B and C: these three huts have been patched up fairly recently. Each contains three pairs of bunks and a table with six chairs or stools. All furniture is makeshift but useable. At night there will be 4-7 bandits sleeping in these huts; by day there will be two bandits asleep (from the night watch).

D: has no roof. Three walls are still intact, but the end wall nearest hut H has fallen (or been broken) in. There is a small cart in the hut.

E: is just a shell, containing nothing of interest.

F: has no walls remaining, just the stone chimney and fireplace. The rubble houses two sword snakes.

G: still has a roof, but is very unsteady. Any sudden violent blow to the walls of this hut is 30% likely to cause it to collapse - anyone inside (or falling against it) when this happens may suffer damage from falling debris (treat this as 1d6 attacks with 30% chance of a hit doing 1d6 damage to a random location).

H: is a large hut, recently patched up, which is used as a meeting-place by the bandits. During the day all the bandits (except the guard and the sleeping night watch) will be in this hut eating, resting, gaming or planning their next raid. There is a good supply of food here (including salted meat and spiced wine) and a large fireplace for cooking.

I: is another large hut. It has been patched up recently but still has holes in the roof. The door has been widened and the hut is being used as a stable. There are horses here (three more horses than there are bandits - two look as though they are used for pulling waggons rather than for riding).

J: was once half stable and half lock-up shed, but it has largely collapsed. A little to the south of this building is a recent shallow grave containing the body of a dead human merchant of about forty years' age. The body bears many arrow wounds and bruises.

JON-DI - Bandit leader

STR 13, CON 12, SIZ 13, INT 16, POW 14, DEX 14, CHA 14. Move 9; Hit Points 13; Defence 15%; Armour: limbs 2 pts, chest and abdomen 3 pts, head 1 pt.

Broadsword	6	45%	1d8+1d4+1	40%	20
Shortsword	7	35%	1d6+1d4+1	40%	12
Light Crossbow	1/2r	65%	2d4+2		
Small Shield				50%	6

SKILLS: Hide in Cover 55%; Listen 50%; Spot Hidden 45%; Ambush 65%; Climbing 30%; Riding 60%; Pick Pockets 25%; Lock Picking 35%; Oratory 40%.

BATTLE MAGIC: Bladesharp III, Healing II, Demoralize, Multimissile, Ironhand, Detect Siver.

TREASURE: none to speak of - carries 3 Lunars and 5 Clacks.

LANGUAGES: Tradespeak 45%; Read & Write Tradespeak 20%.

BA-RET - Bandit

STR 16, CON 13, SIZ 14, INT 11, POW 9, DEX 11, CHA 10. Move 9, Hit Points 15, Defence 0%, Armour: 2 pts, head 3 pts.

Heavy Mace	8	45%	1d8+1d4+2	30%	20
Shortsword	8	40%	1d6+1d4	35%	12
Small Shield				35%	6

SKILLS: Hide in Cover 35%; Listen 30%; Spot Hidden 30%; Tracking 45%; Ambush 30%; Riding 55%; Swimming 45%.

BATTLE MAGIC: Healing I, Binding, Bludgeon, Light.

TREASURE: carries 7 Clacks.

ADALAN - Bandit

STR 12, CON 12, SIZ 9, INT 13, POW 11, DEX 13, CHA 11. Move 9, Hit Points 13, Defence 10%, Armour: limbs 2 pts, chest and abdomen 3 pts, head 1 pt.

Shortsword	7	55%	1d6+1	50%	12
Composite Bow	4	50%	1d8+1		10
Small Shield				35%	6

SKILLS: Hide in Cover 65%; Move Quietly 40%; Listen 45%; Spot Hidden 55%; Tracking; Ambush 50%; Climbing 40%; Riding 45%; Pick Pockets 70%; Evaluate Treasure 45%.

BATTLE MAGIC: Bladesharp I, Healing II, Disruption, Detect Gold, Detect Siver.

MAGIC: has a ring containing a matrix of Mobility (the other bandits do not know that the ring is magical).

TREASURE: carries 2 Lunars and 4 Clacks.

LANGUAGES: Tradespeak 55%; Read & Write Tradespeak 40%; Lunar 30%; Darktongue 20%.

A typical bandit

STR 11, CON 12, SIZ 11, INT 10, POW 9, DEX 11, CHA 10. Move 9, Hit Points 12, Defence 10%, Armour: 1 pt.

Shortsword	8	40%	1d6+1	30%	12
OR					
Light Mace	8	40%	1d6+2	30%	15
Small Shield				25%	6

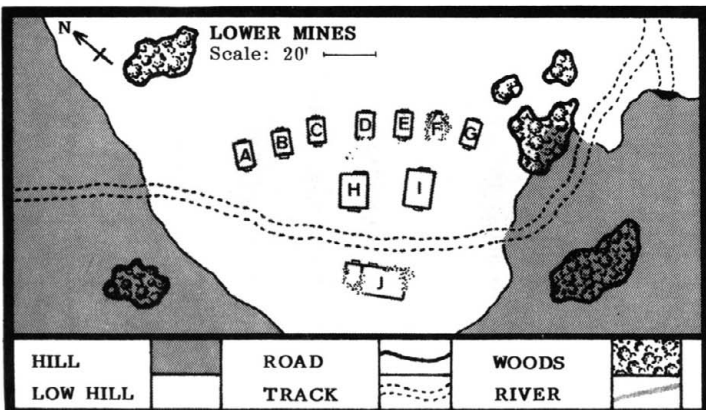
SKILLS: Hide in Cover 35%; Move Quietly 15%; Listen 35%; Spot Hidden 25%; Tracking 30%; Ambush 25%; Climbing 20%; Riding 35%; Pick Pockets 20%.

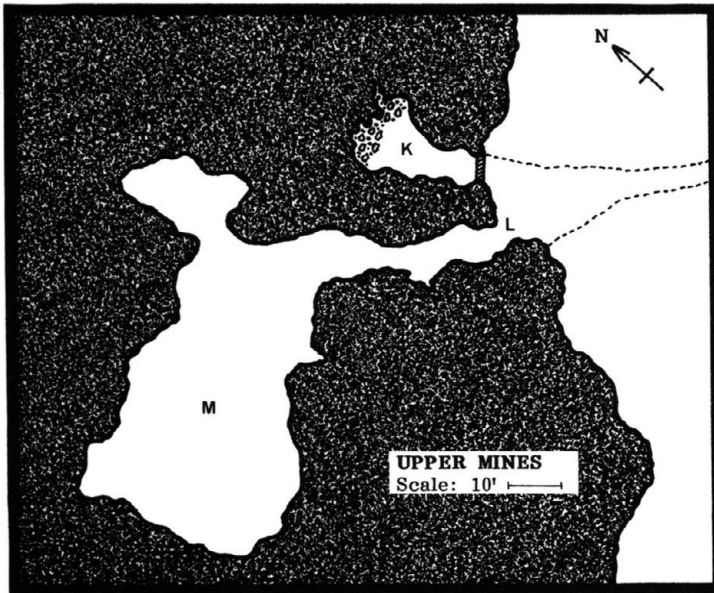
BATTLE MAGIC: Healing I, Detect Silver, Bladesharp I OR Bludgeon I.

The Upper Mine:

The upper mine working is about 100 yards further up the slope from the shanty-town. There are two entrances.

K: this mine entrance is covered by a crude board made from wooden planks, nailed together. Inside the mine tunnel is blocked after about 25 feet by a rock fall. There are two wild dogs in the resulting cave, which the bandits are attempting to train as fighting dogs by starving them. If the board is removed by anyone other than Jon-di the dogs are 70% likely to attack, but they may be distracted with food.





WILD DOG 1

STR 9, CON 9, SIZ 8, POW 8, DEX 15.
Move 10; Hit Points 8; Defence 05%; Armour: 1 pt.

Bite 9 30% 1d6

SKILLS: Hide in Cover 20%; Move Quietly 10%; Listen 35%; Spot Hidden 05%; Tracking by Scent 80%; Climbing 15%; Jumping 45%; Swimming 50%.

WILD DOG 2

STR 11, CON 14, SIZ 10, POW 6, DEX 13.
Move 10; Hit Points 13; Defence 0%; Armour: 0 pts.

Bite 9 30% 1d6

SKILLS: Hide in Cover 15%; Move Quietly 10%; Listen 45%; Spot Hidden 05%; Tracking by Scent 75%; Climbing 10%; Jumping 45%; Swimming 55%.

L: this is the opening to the most recent mine-working, and it is open. The tunnel follows an old seam of copper and zinc ores (used for making bronze) which is now almost completely exhausted, until it reaches the cavern M.

M: this cavern was dug out where the seam of metal ores widened; the seam is still workable but barely economical. It is being used, for now, as a camping place by Hurod Hardfist and his three trollkin companions. Given time they will be able to throw up a barricade of old mine equipment to prevent entry.

HUROD HARDFIST

Dark Troll, initiate of Kyger Litor.

STR 15, CON 12, SIZ 17, INT 14, POW 16, DEX 14, CHA 11.
Move 8; Hit Points 14; Defence 15%; Armour: limbs 4 pts, chest and abdomen 5 pts, head 6 pts.

Heavy Mace	6	65%	1d8+1d4+2	45%	20
Short Spear	5	35%	1d8+1d4+1	40%	15
Composite Bow	4	45%	1d6		10
Medium Shield				50%	12

SKILLS: Darksense 65%; Hide in Cover 40%; Move Quietly 55%; Listen 65%; Tracking 30%; Ambush 40%; Sense Ambush 35%.

BATTLE MAGIC: Bludgeon, Healing II, Fanaticism, Extinguish, Speedart II, Countermagic II.

RUNE MAGIC: Blinding (1 use).

TREASURE: carries 7 Lunars and 12 Bolgs. Has a 300 Lunar ransom, but will avoid capture at all costs to preserve secrecy.

LANGUAGES: Darktongue 85%; Read & Write Darktongue 65%; Tradespeak 40%.

The bandits moved to the mine several months ago as a cover for their looting and raiding - mostly of the farms around Overhill in the next valley. The mine itself was known to be still workable and they hoped to find silver seams in the harder rock below the copper and zinc ores. They were approached by Hurod Hardfist, who claimed to be a Runelord and leader of a great clan of trolls, and told to steal and bring the 'strange ornament' from Gelidor's house. Hurod explained that he could not steal this

himself without causing conflict between his people and the townspeople of Worrridge who have, he said, lived peacefully for many years without even suspecting the existence of a troll clan nearby. In fact, Hurod is a descendant of the troll from whom Gelidor stole the Trollball trophy; he has travelled many miles from troll lands to regain the trophy and wished to do so as discreetly as possible. The loss of the trophy is nearly forgotten, and Hurod will gain great honour in his family if he can bring the trophy home without stirring up a man-troll feud. The trophy itself has no value other than that of sentiment.

Hurod relied on bluff to force the bandits to do his bidding, and if confronted by PCs he will do the same. He will fight (and kill) PCs if he must - but he is more concerned to escape alive. He will not surrender and be ransomed unless it is the only way to escape death. The PCs need not fight Hurod and will have succeeded if they discover the troll and ascertain that the miners are bandits. The object of the scenario is to report the information to the merchant employing them, not necessarily to recover the trophy and revenge Gelidor's death, although such a course of action is obviously possible.

The bandits will pretend to be no more than simple miners, but the players should realise that this is untrue; the weapons and armour used by the bandits should be clue enough. The bandits will not attack PCs who approach openly, unless it is made obvious that the PCs suspect that they are bandits, not miners. The bandits should have the upper hand in a fair fight, so some careful play will be needed by the PCs.

AFTERWARDS

The town authorities in Nockwell and in Overhill will pay a reward for the information that the 'miners' are really bandits, and the widow of the murdered merchant will offer payment to anyone who will bring back her husband's body. The PCs' patron will want to press onwards to the plains, but will release PCs from his service if they wish to go and retrieve the body. Those who travel to the plains and bring news of Gelidor's death to a temple of Orlanth Adventurous will receive Orlanth's blessing, and may be given a discount on training in one skill or spell taught by Orlanth - especially if they also bring Gelidor's medallion.

If the temple hears of the involvement of a troll in Gelidor's death they will send out a party to investigate the presence of a troll so far from trollish homelands; and will offer the PCs well-paid temporary employment as guides.



ZHALINDOR

DM's notes for use with the Zhalindor Campaign

These notes are designed to introduce DMs to the Zhalindor Campaign, modules for which appear on the coloured paper in the central section of **Tortured Souls!** They are not intended to allow an exact replication of the original Campaign, but should give DMs a feel for the style into which all the modules fit; they will link the modules by a breadth of consistent background material. Although the Campaign is written for use with the AD&D games system, some changes have to be made to allow the particular character of these modules to show through. These are detailed below and should ALL be applied; using none or only some of these effects will unbalance the modules as published. If the DM is NOT going to use these variations (eg if he wishes to include the modules into an existing campaign) he should read through the modules with particular care in order to establish which, if any, of the features need to be changed to maintain game balance. It must be noted that these rule alterations are NOT intended to be generally applied to the AD&D game, but are specifically to capture the atmosphere of this Campaign.

The Campaign is intended to present a challenge to experienced gamers and it should not be made too easy, either in the course of adventures based on the modules or in general wilderness and city play. It is NOT assumed that the completion of a single adventure should raise PCs a level; such an advance should need nearer a season of adventuring (assuming that most adventuring ceases over the fierce winter period). There is little treasure (by AD&D standards) and less magic in the modules and the DM should maintain this scarcity in all Campaign play.

DMs are encouraged to award experience as they feel it has been earned. Using the normal totals for killing opponents and obtaining treasure as the maximum possible, the DM should decide upon a percentage of this depending upon the excellence of play. PCs who employ their abilities imaginatively and usefully should receive more than those who blunder through by sheer luck (luck may get them a reward but it will not educate them). Planning, communication and subtlety should score over hack-and-bash playing - however, remember that there ARE times when caution should be thrown to the wind and opportunity grasped. Although the naturally advantaged character should not be unnecessarily penalized, a good player should advance faster than the player who happened to be lucky on throwing his character's requisites.

CLASS

Although there are restrictions on character classes in the Campaign, the authors realize that many players will wish to use classes other than those originally allowed. The modules are written with these restrictions in mind, and the greatest challenge, and hence hopefully the greatest enjoyment, will be gained by remaining within the boundaries given. If the DM does permit different classes, he may have to alter aspects of the modules to maintain game balance, which may otherwise be upset by dubious abilities for which no allowance was made. The permissible classes are: cleric, fighter, magic-user and thief.

Clerics: these are subject to certain spell effects (see "Spells" below) and are affected by the god or gods that they worship; for an explanation see "Religion" below.

Fighters: as normal.

Magic-Users: as with clerics, these are subject to certain spell effects (see "Spells" below). With reference to the distribution of this class, see "Magic" below.

Thieves: as normal, but it is suggested that the disguise ability normally granted to assassins be given to thieves of DEX 15 or higher. Thieves' Guilds are often far more loosely structured than usual - in some places, indeed, they may take the form of competing crime syndicates, having enormous financial resources, varied legal fronts and considerable political power; elsewhere the 'Guild' might consist of various thieves occasionally visiting the local fence, there being no command structure nor, in fact, any connection at all between the individual thieves.

The following notes explain how the sub-classes are replaced or otherwise treated in the Campaign:

Druids: some NPCs may have powers similar to certain druidical abilities, but these will be particular, exceptional characters presented in specific scenarios. Additionally, some clerics may

gain limited druidical abilities if they worship one of the nature-related deities, but these will be attainable only on an individual basis.

Paladins: some characters upon continued and exemplary behaviour within a specific faith may be granted special abilities from the deity concerned. Such deities will not necessarily be good, and the abilities may not be permanent or of the same nature as those of a paladin; such favours are not limited to a fighter alone. If the DM decides to grant these abilities to a PC, the service that this character has performed must be exceptional and the abilities should be limited; the chance of a PC receiving such an ability should be very small indeed.

Rangers: the tracking abilities of a ranger, as with any other professional ability (eg hunter, fisher, potter, candle-maker, accountant) may be learnt by application, hard work and the discovery of a suitable tutor (who will, of course, charge for his services). The DM should determine advancement as applicable, based on time spent learning, outlay and practical experience.

Illusionists: as merely a specializing magic-user this class is ignored; the spells, if allowed, may be incorporated into the normal magic-user lists at a reasonable level (generally at least one higher than that presently given).

Assassins: any class may perform an assassination (NOT, of course, using the "Assassins' Table for Assassinations", table I.D.2; D.M.G. 75). Certain of the magic-user spells may be particularly useful, although a specialist thief (specializing by the way he is played, rather than by class) is more normal.

Monks: this class is dropped entirely and there is no equivalent.

CHARACTER ORIGINS:

It is assumed that all PCs will be Imperial citizens who are from backgrounds neither particularly poor nor particularly rich. No social status tables are given, but the DM is at liberty to include these if he deems it necessary or desirable (in the original Campaign, players were allowed to decide upon their characters' backgrounds, within, of course, limits laid down by the DM; occasionally exceptional or complicated backgrounds were allowed to very experienced and particularly competent players, but a multitude of restrictions imposed themselves on such characters' actions - some interesting situations for role-playing occurred, but these characters needed to be handled with extreme care).

If characters are allowed from outside the Empire, the DM should consider their backgrounds carefully and make any alterations that seem applicable; such characters will be regarded as dangerous foreigners in the Empire and will encounter many difficulties outside the realm of straightforward adventuring. Strange sub-classes should NOT be used for such characters (eg barbarian characters will NOT belong to a 'barbarian' class).

ALIGNMENT

The usual nine-pointed alignment system is not used in the Campaign. NPCs are given no alignment, but details are given of likely actions and idiosyncracies; from these the DM should be able to play the NPC in the manner intended. PCs need not confine themselves to a restrictive alignment type, and there is no penalty for changing alignment. The limits to character action should be determined by the player rather than by any arbitrary alignment divisions; players should be able to restrict their own character's actions without the threat of the loss of abilities. Clerics' actions may be restricted by the tenets of their faith.

There are obviously, therefore, no alignment languages and people of similar moral tendencies will have to chat in common along with everyone else. There are also no alignment-based damages inflicted by swords and other magic items; magic swords, etc, will not be listed with alignments if found, although certain very exceptional examples may have individual characters.

For certain spells, such as **protection from evil**, the good/evil attribute of monsters may have to be taken into account. The operation of these spells against enchanted and conjured creatures will be as normal; they will not normally work against merely good or evil creatures, but at the DM's option may be permitted with reference to specifically evil creatures like the undead, rather than the merely malevolent, such as goblins (and similarly for good creatures; the DM would have to decide which creatures fall into which categories).

SPELLS

The forces that magic-users draw upon to cast their spells vary in intensity in the area of the Zhalindor Campaign. In some places the power as a whole is less accessible or generally weaker; in others one type of spell may be penalized while a different type receives bonuses. It is strongly recommended that even if the modules are not used in the context of the Zhalindor Campaign these alterations be used as the modules are balanced accordingly. If they are used, ALL must be used, otherwise play will become drastically uneven; DO NOT only partially apply the effects. Remember that if the effects are not used some elements of the modules may need slight alterations; the DM should make these as he sees necessary.

The spell effects should NOT be told in advance to players, but should be discovered by them during the course of play; this reflects the acquisition of similar knowledge by their characters.

Additionally, do NOT reveal bonuses or penalties to the caster unless it is unavoidable; a 16% bonus on duration would often go unnoticed, and more or less damage will not be obvious (the difference will be taken into account on the victim's hit point score, but will not be apparent to the caster). Although this might confuse players at first and provoke anguished cries of alarm, it will demand a more skilful approach to spell-casting, and the eventual mastery of the system will give them an edge over less experienced characters (either PCs or NPCs). Characters that indulge in occasional communication rather than wholesale slaughter may pick up hints as to the odd effects in general, but are unlikely to receive more specific information.

There are seven general categories of spells, plus a selection of spells that need individual comment. Spells from the two sub-classes, druid and illusionist, are included even though these classes are absent from the Campaign; this is because these spells may be allocated to other classes.

TYPE A:	TYPE B:	TYPE D:
Aerial Servant Cloudkill Control Winds Gust Of Wind Invisible Stalker Stinking Cloud Wind Walk	Affect Normal Fires Burning Hands Chariot Of Sustarre Delayed Blast Fireball Faerie Fire Fireball Fire Charm Fire Seeds Fire Storm Fire Trap Flame Arrow Flame Strike Incendiary Cloud Meteor Swarm Produce Fire Produce Flame Protection From Fire Pyrotechnics Resist Fire Wall Of Fire	Create Water Fog Cloud Lower Water Obscurement Part Water Wall Of Fog
TYPE C		TYPE E:
Animate Rock Dig Earthquake Move Earth Statue Stone Shape Stone Tell Stone To Flesh Transmute Rock To Mud Wall Of Iron Wall Of Stone		Cone Of Cold Ice Storm Otiluke's Freezing Sphere Resist Cold Wall Of Ice
		TYPE F:
		Anti-Plant Shell Charm Plants Entangle Hold Plant Plant Growth Speak With Plant Weather Summoning

TYPE G: all spells not in the first six types (see notes below).

The various effects upon these spells change depending on the distance from the centre of the Empire (conveniently taken as Lhormar), and on the direction that is travelled. There are five categories of effects, three penalize the spell and two give bonuses. The extent of the effect is determined by the zone of effect (roughly equatable with distance in miles from Lhormar), as follows:

Zone:	Distance from Lhormar:	Effects:			Bonuses:	
		P1	P2	P3	B1	B2
1	up to 1500	-	-	-	-	-
2	1500-2000	-1	-	-	-	-
3	2000-2500	-2	-1	-	+1	-
4	2500-3000	-3	-2	-1	+2	+1
5	3000-3500	-4	-3	-2	+3	+2
6	3500-4000	-5	-4	-3	+4	+3
7	4000-4500	NA	-5	-4	+5	+4
8	4500-5000	NA	NA	-5	+5	+5
9	5000 plus	NA	NA	NA	+5	+5

These effects-categories apply to the spells in terms of the damage inflicted; the penalty or bonus is per die of damage caused. If damage is caused in points per level, the penalty reductions per level are - $\frac{1}{2}$, - $\frac{1}{3}$, -1, -1 $\frac{1}{2}$, -1 $\frac{2}{3}$, NA respectively (ie from -1 to NA; round up to the nearest point - NA means that the spell has no effect); the bonuses, per level, are + $\frac{1}{2}$, +1,

+1 $\frac{1}{2}$, +2 $\frac{1}{2}$, +3 respectively (ie from +1 to +5; round down to the nearest point). Despite the listed penalties, damage will not fall below 1 point per die (level). If damage is given in dice and per level ONLY the higher of the penalties or bonuses is awarded.

If the spell does not cause damage, the effect will be upon range and duration (where applicable). Penalties will be at 16% (1/6th) for each -1 (eg -5 will be -84%) and bonuses at 10% for each +1 (eg +5 will be +50%). Range and duration will NOT be affected if there is a damage penalty or bonus.

The relevant category depends on the type of the spell and the direction away from the neutral ground that is travelled. Cross-referencing this with the zone in which the spell is cast gives the actual effect as detailed above:

Spell-type:	Direction from Lhormar:							
	N	NE	E	SE	S	SW	W	NW
A	B1	B2	P2	P2	P1	P2	P2	B2
B	P2	B2	B1	B2	P2	P2	P1	P2
C	P1	P2	P2	B2	B1	B2	P2	P2
D	P2	P2	P1	P2	P2	B2	B1	B2
E	B2	P2	P2	P1	P2	P2	B2	B1
F	P2	P2	P2	P2	P2	P2	P2	P2
G	P3	P3	P3	P3	P3	P3	P3	P3

For example, a type B spell, say **fireball**, cast north-east of the centre would receive a B2 bonus; if cast in the fourth zone the damage caused would be increased by 1 point per die. If the same spell was cast due west of the centre there would be a P1 penalty; if again cast in the fourth zone the damage caused would be decreased by 3 points per die (to a minimum of 1 per die).

Additionally, certain spells need notes to clarify either unusual effects or the way that they are treated in the Campaign.

TYPE H: this category includes all those spells dependent on deities - **atonement**, **augury**, **commune**, **divination** and **gate**. The chance of their success depends upon the provenance of the deity concerned; if the deity has a particular connection with fire (eg Filhean) then the spell is treated as type B, if illusion (eg Slove) then type I, etc. The DM should determine which group of spells comes closest to the god's sphere and then treat the type H spell as of that type: for gods with no particular allegiance the spells should be treated as type F. If a percentage reduction in range, etc, is not applicable use that percentage as the chance of the spell failing completely.

TYPE I: this category includes illusions and related spells:

Demi-Shadow Magic Dispel Illusion Hallucinatory Forest Hallucinatory Terrain Improved Phantasmal Force Permanent Illusion	Phantasmal Force Programmed Illusion Shadow Magic Spectral Force True Seeing Veil
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All these spells are affected as those of type F. However, the DM should carefully adjudicate their chance of success dependent upon the form that the spell takes and the situation concerned. Using the normal chance of a saving throw as that for a reasonably well-executed illusion of a believable nature, the actual score necessary should be changed as conditions dictate. From the caster's side, a thorough knowledge of whatever the spell is representing will make success more likely; similarly, causing an illusion of something that could reasonably be expected will be more successful than one of something patently ridiculous. From the victim's side, the requisite familiarity and knowledge will make a saving throw simpler, as any flaws in the illusion will be easily spotted. Additionally, the necessary save should be radically adjusted with regard to the actions of the disbeliever: merely saying that an attempt at disbelief is being made, while taking evasive action will NOT be very likely to succeed (assuming no specific reason for disbelief allow a save on, say, a 20 only); a character denying the existence of a type VI demon by laying down all weapons and baring his chest should have success almost guaranteed (maybe fail on a 1 only; however, woe betide him if he was wrong!). This should both remove the temptation to disbelieve on the off-chance, and should make the casting of successful illusions far more dependent on skill.

TYPE J: conjure elemental. The category into which this spell falls depends upon the type of elemental summoned: for air elementals type A, for fire type B, for earth type C and for water type D. If the effect is a bonus, the creature will always be of 16 HD and will have the normal damage bonus added to each hit die of BOTH its hit points and the damage that it inflicts. If the effect is a penalty, the creature will be of 12, 10 or 8 HD for P3, P2 and P1 respectively, and will deduct normal penalty from each die of BOTH its hit points and the damage inflicted (to a minimum of 1 point per die). The chance of losing control of an elemental is increased by 5% per +1 on its dice, and reduced by 1% per -1 (ie a penalized elemental is easier to control).

TYPE K: know alignment: this spell is obviously useless within the Zhalindor Campaign as there are no definable alignments.

TYPE L: alter reality, limited wish and wish. The DM should determine if the desired effect is similar to one of the other listed spells, and if so the penalties or bonuses applicable to such a spell-type will be applicable to the type L. If there is no such resemblance, treat the spell as of type F.

TYPE M: detect magic, dispel magic, exorcise and identify. If the magic to be detected, dispelled, etc, receives a penalty in the area concerned the type M spell has a 10% GREATER chance of succeeding per -1 penalty given to the dispelled magic-type. If the magic receives a bonus, the type M spell is 10% LESS likely to work, per normal +1.

TYPE N: glyph of warding, guards and wards, nystul's magic aura and permanency. If the effect attempted is related to another spell-type then the applicable penalties or bonuses are applied, otherwise treat the spells as type G. For example, a permanency spell cast on a wall of fire in an area where type B spells are at +2 will have a bonus of 20%. A glyph of warding, however, that was causing cold damage in a region where type E spells are at -3 will have a penalty of -1 point per level.

TYPE O: misdirection and non-detection: there are no effects whatsoever on these spells.

TYPE P: protection from evil and protection from evil 10' radius: the general effects of such spells should be treated as type F. However, if used against creatures specifically related to one of the spell types (eg elementals) where such a creature is gaining a bonus, the creature MAY attack the caster if it makes a saving throw versus spells as a creature of half its dice, rounded up, +1 per bonus point (eg a wind walker, HD 6+3, in a zone where type A spells are at +2 would save as if a creature of 6 dice, and if it succeeded could attack the caster).

TYPE Q: find traps and detect snares and pits: these spells were rejected in the original Campaign, but if they are included their use should be observed with care. The actual mechanism of a trap should not be visible, and only the existence of some form of trap within the 1" path that is faced should be revealed. Traps not specifically set by humans, demi-humans, humanoids or similar conscious agencies will NOT be detected (eg a rock naturally loosened does not constitute a trap, whereas one placed by a goblin to catch supper would be a trap). Otherwise treat the spells as of type F.

TYPE R: fire shield: there are two versions of this spell: hot (A) and cold (B) flames. The hot flames are considered as of spell-type B, the cold flames as of type E.

TYPE S: predict weather: in the first and second zones this spell is treated as type G; in the third and fourth zones it suffers the penalties of a P1 spell (regardless of direction). From the fifth zone out the spell doubles in duration and area for each zone thereafter (starting with the fifth; ie double at zone 5, quadruple at zone 6, etc).

TYPE T: control weather: if this spell is used to maintain the weather in any area in its normal state (assuming that such a state is defined), or to return it to that state from an unusual condition it receives a B1 bonus. On the other hand, to change it away from (or further away from) its normal state receives a P1 penalty. If no normal state is defined, treat the spell as of type F.

SCROLLS AND OTHER ITEMS:

The above spell effects WILL be operative on spells cast from scrolls; they will NOT be operative on spell-like effects from other magic items. However, if an item empowers a character with the ability to cast a spell (as opposed to the effect coming directly from the item), this spell WILL be affected as normal.

SAVING THROWS:

A saving throw against a spell in a bonus area will be penalized by -1 for each +1 bonus that the spell receives; similarly a save versus a penalized spell will be easier by +1 for each -1 that the spell receives. Even though magic items are not affected like spells, saving throws versus such items WILL receive a penalty or bonus; the DM should determine if the item effect is related to one of the listed spells and, for saving throw purposes ONLY, treat the item as of that spell type.

PSIONICS

In the original Zhalindor Campaign psionics for player characters were banned and it is recommended that no characters be allowed to roll for psionic abilities, and that the only way to acquire related powers is if a module specifically states that such powers are gained. Some monsters possess abilities that have similar effects: these creatures are very rare in the Campaign, and are specifically placed in modules. The disciplines of these creatures will have their usual effects, but most of the attack/defence modes will be useless - if the DM so desires, the psionic abilities may be treated as related spell effects and receive the penalties or bonuses due to the relevant spell type.

MAGIC ITEMS

Neither the Empire nor the surrounding lands are rich in magic, and items, even of somewhat limited power, will give their possessor a considerable advantage. The DM should not, therefore, arm NPCs with a multiplicity of magical weapons, wands, scrolls, potions, etc, nor should such items be found in abundance in the lairs of monsters. By far the majority of magic items will be weak and of single use only (eg potions, low-level scrolls, etc); permanently enchanted items are relatively infrequent and highly valued. Many items will be found in a non-standard form, and players should not be able to immediately identify an object by running through the lists given in the D.M.G. The powerful items will not appear more than once.

NB: if the DM wishes to alter any of the magic items in the modules, or the treasure given, he is most strongly urged NEVER to increase the values above those indicated.

MONSTERS

The distribution of monsters demands too extensive a treatment to be fully detailed here. In further issues of *Tortured Souls!* there will be tables given for the varying regions of the Campaign - such details will be included in the relevant supplement (also detailing the politics, economics, etc, of the region concerned). Until such notes are published, the DM should determine which monsters are likely to be encountered, bearing in mind any information included in these notes or in the modules. On the whole, the tables included in the rule books (see D.M.G. 182-194; F.F. 111-119; and M.M.II 135-155) will be adequate for the different areas provided that the exceptions below are noted. Modules may give tables for their environs, but these are generally meant for the immediate surroundings; the DM may observe these to give an idea of the bias of a table for that area in general.

Some monsters will not be found in certain areas for reasons related to the spell effects. If a creature is closely related to one of the spell-types (eg a wind walker is type A, a water wierd type D, etc) it is not likely to occur if the type has a penalty of -1 and will not occur if the penalty is -2 or greater. For examples of how to apply this system see the modules (eg see "Defence of the Tower" in *The Rising Tower* from TS11 or "Environns" in *Raid on Erivaan* from TS12 etc).

It should be noted that the monster-types are not found in the civilized regions. At the boundaries of the Empire some creatures will be found, and there will be raids from the more organized types (eg the humanoids), but these will meet with resistance from the local militia forces and, if persistent, from the Imperial Army. Encounters of a hostile nature in civilized regions will be with bandits, thieves, taxmen, vigilantes, etc, rather than with orcs, goblins and dragons. Adventures conducted in the central Imperial area will be of a more social nature and the problems will tend not to be of the merely damaging type.

NB: the new creatures that may appear in some of the modules are usually intended to be unique to that module; many are enchanted or animated creatures that are effectively variations on a theme. Only a few will be of general distribution (eg the skittlers in the *Tomb of Qadir* from TS11).



RACE

The vast majority of Imperial Citizens are human, and the other races tend to live in distinct colonies, usually in the outer areas. Almost without exception members of these races hold no official positions of power, although outstanding individuals may have a high advisory capacity. In their own districts they are left to self-government, but should their interests conflict with those of the Empire they have little recourse.

As a rule, the humans regard the demi-humans with cautious suspicion at best and genocidal loathing at worst. The beating, robbing and killing of elves, dwarves and halflings is fairly common, especially in more civilized regions, although organized and widespread racial disharmony is rare. In the outlying lands, especially where adventurers are common, there is less racial discontent, and there is a higher proportion of demi-humans.

Playing one of the demi-human races in the Campaign should involve more than a consideration of how the best bonuses can be obtained. The dislike of these races will make it difficult to conduct town adventures. Equipment for such odd-sized and shaped PCs will be hard to come by and will be expensive; the DM should determine such penalties as applicable. Demi-humans are overcharged and under-supplied, told misleading half-truths or downright lies and are generally encouraged to move on. The benefits in playing a demi-human should be gained from a fascinating character not from easy experience points.

The gnome and half-orc are not mentioned below. These were excluded from the original Campaign as PCs (gnomes being entirely excluded); should a DM insist on using them, he should integrate them as seems reasonable - gnomes will be regarded as rather ridiculous dwarves and half-orcs as slightly less pleasant than a bag of maggots and a lot less reliable.

DWARVES:

As would be expected, dwarves congregate in any major mining region, but generally speaking they live in the southernmost areas of the Empire (specifically southern Tumarja) and in well-defended colonies in the Tsorv and Yagha-Tsorv mountains.

Dwarves tend to be somewhat parochial and have little interest outside their own or their clan's concerns. Although individually they are wily bargainers, they are not renowned for their grasp of wider economic or political situations, and rarely take note of the affairs of the Empire, other than as they relate to ore values or major construction contracts. They regard humans as a slightly stupid folk, too concerned with ephemera and fanciful ideas, though they may have a grudging respect for the more stubbornly heroic types. The habits and activities of elves are completely beyond their understanding and they treat them with the contempt they deserve. Halflings are regarded as of little or no consequence, despite the fact that they often keep a good larder; they form the butt of many tasteless dwarven witticisms.

Dwarves speak only their own language and common (known by the majority); they cannot automatically speak the various giant tongues (rarely knowing an orc long enough to learn all but a few crude insults) but they may learn languages as humans, depending on intelligence. They live for about 250 years. They may advance to the levels stipulated in the **Players Handbook** (p. 14) as normal; to advance to the next level they will need twice the stated number of experience points, then three times, four times, etc, for each additional level. This allows dwarves to gain higher levels than are usually permissible, but this is balanced by the proportional increase in difficulty.

ELVES:

This race occurs in small numbers throughout the Empire, many being attracted to the ancient cities of the east, but are more likely to be found in the south-west - especially southern Tanarsa, eastern Nerria, western Hemen and the non-Imperial lands between Hemen and the great swamp of Fess.

Although they apparently hold themselves aloof from human affairs, elves are deeply interested in all that passes in the Empire. They view the processes of history in an almost aesthetic manner, priding themselves on their ability to comment on events incisively and disinterestedly, being largely free of selfishness and personal ambition; the other races regard elves as unbearably haughty and meddlesome. Elves see the human way of life as one of narrow-minded futility, and few reach their high standards of mental attitude. Dwarves are moody, uncouth introverts and are best left in their gloomy pits that most closely reflect their minds and characters. Halflings, essentially as futile as humans, at least have the advantage of rarely taking themselves too seriously. Despite their unfavourable attitudes towards other races, elves always treat them with scrupulous politeness, a habit usually found infuriating.

As with dwarves, elves speak only their own language and common, and learn languages as humans based on intelligence. They live between 500 and 650 years, depending on their type (wood, grey, etc), but may often attempt to protract their lifespan by magical means. Again as with dwarves, they may advance past the racial maximums normally set (see **P.H.** 14), but in this case at four times, six times, eight times, etc, the stated necessary experience points.

HALF-ELVES:

These cross-bred types are of great rarity, but may be found anywhere in the Empire. They will usually attempt to pass themselves off as humans; the latter, with dwarves, regard half-elves as shifty and little better than elves, and their opinion drops even lower if they discover one who has been deceiving them into thinking him a human. Elves regard them as unfortunate, but on the whole human; those who prove otherwise are accepted with reservations and will generally tend to live in an elven colony. Halflings like them as they are human enough to be approachable, while elven enough to be mystically worshipful. Half-elven opinion of the other races varies between the elven and the human. They speak common and may know elven; they learn languages as humans. They live to 120, and may advance in levels above normal in the same way as dwarves.

HALFLINGS:

These creatures tend to stay in the lush, safe lands around the Tanarsa-Hamarsin border, and in Hemen. They live in small towns and villages apart from humans, but have a surprising amount of contact for a demi-human race, being tolerated by most communities. Their interests are restricted to their home town, and more often to their front parlour - a halfling has never yet held an official position at any higher than provincial level. Humans are regarded as rather clumsy but otherwise much like halflings, although they are given to violent and distasteful behaviour. Dwarves are quiet fellows but can be trusted in times of trouble. Elves are so far above the halfling ken that they are almost deified, greatly feared and respected at the same time. Despite this friendliness, or at least tolerance, halflings are often despised and ridiculed, and are rarely regarded as more than light relief from the real world.

Halflings have no tongue of their own and speak the language of the nation in which they reside; they learn languages as humans. They live to be about 130, and where their classes are restricted they advance at the same additional rate as elves. Halflings suffer a problem with weapons due to their size, in addition to that of difficulty of purchase: damage is reduced to that of the next smaller similar weapon. For example, double-handed swords (if specially constructed for a halfling) are treated as broad swords, long and broad swords as short swords, short swords as daggers, etc. Such weapons, however, being awkward to make, will cost at very least as much as normal (similarly clothes, armour, etc, cost at least normal, and being stout fellows their food intake is not substantially reduced).

HUMANS:

Humans need little comment, other than as regards their attitudes to the demi-humans. Dwarves are seen as hard-working, but dull and ignorant. Elves are effeminate, insincere, arrogant and interfering and delight in equivocating and confusing companions with irrelevant minutiae. Half-elves, if anything, are even more pretentious and less trustworthy than elves. Halflings are short and stupid; they are given to wanton copulation and debauchery and conceal this behind an infuriating smugness and oppressive innocence. If found alone (especially if in the more deprived quarters of a settlement), demi-humans are often assaulted. Dwarves are the safest due to their stubborn taciturnity under adversity; elves and half-elves are beaten as supercilious queers; halflings are tortured due to the amusing noises and wheedling excuses they make. Such assaults are often discounted as merely racial and go uninvestigated.

LANGUAGE

The Imperial kingdoms all use different languages. Those of Tanarsa and Hamarsin (related to the more ancient language of Eldenvaan) are very similar, the former being looser and more colloquial. Nerria has no single language, those of the islands often being dialectal versions of a single common tongue, but including several only vaguely related groups; there is a composite trade language used among the island people for simple day-to-day matters. The Tumarian languages, although basically the same, have so many dialectal forms that those in the south have trouble talking to those in the north.

There is a basic international tongue (ie common) that is closest to Tanarsan of the major languages, and that is known by the majority of people that come into contact with foreigners (traders, soldiers, diplomats, adventurers, etc), but is generally all but unknown to the common people.

The racial languages also have dialect forms, but are generally far closer to a common source than those of humans; they usually sound more accented than dialectal.

The non-Imperial and non-human (or demi-human) languages are too diverse for comment here.

Player characters will begin with the language of their country of origin, and a good grounding in the common trade language. Demi-humans will also know their racial tongue, but will have a limited use of the national language (if they come from a settlement within one of the kingdoms; those outside will have no national language).

GALIZHARD



An introductory module to the Zhalindor Campaign.

This module is designed for use primarily within the Zhalindor Campaign and, although it may be used outside of this, some of the details given herein will be of interest only if the Campaign is being played. Described are those figures and locations of the town that are most likely to concern adventurers, and many of the inhabitants are therefore never mentioned. Should PCs desire to enter places or visit people not listed, the DM should add to the town as he sees fit, bearing in mind the details given below. For example, should the PCs need a milliner the DM should locate one, possibly as a sideline in a normal tailor's; should they demand a wizard, they will be directed to Fengle (he is not a wizard in terms of level-titles, and such a use of 'wizard' would, of course, be meaningless in the Campaign, as would asking "Is he an 11th level magic-user?" - the only indication of level is the spells used by an MU). Even though an introductory scenario is included in this module, it is intended that Galizhard should then be used as a home-base for adventurers, and it is placed in a convenient position for adventuring both inside and outside the Empire. Related scenarios may be published in future issues of **TS!**

ENVIRONS

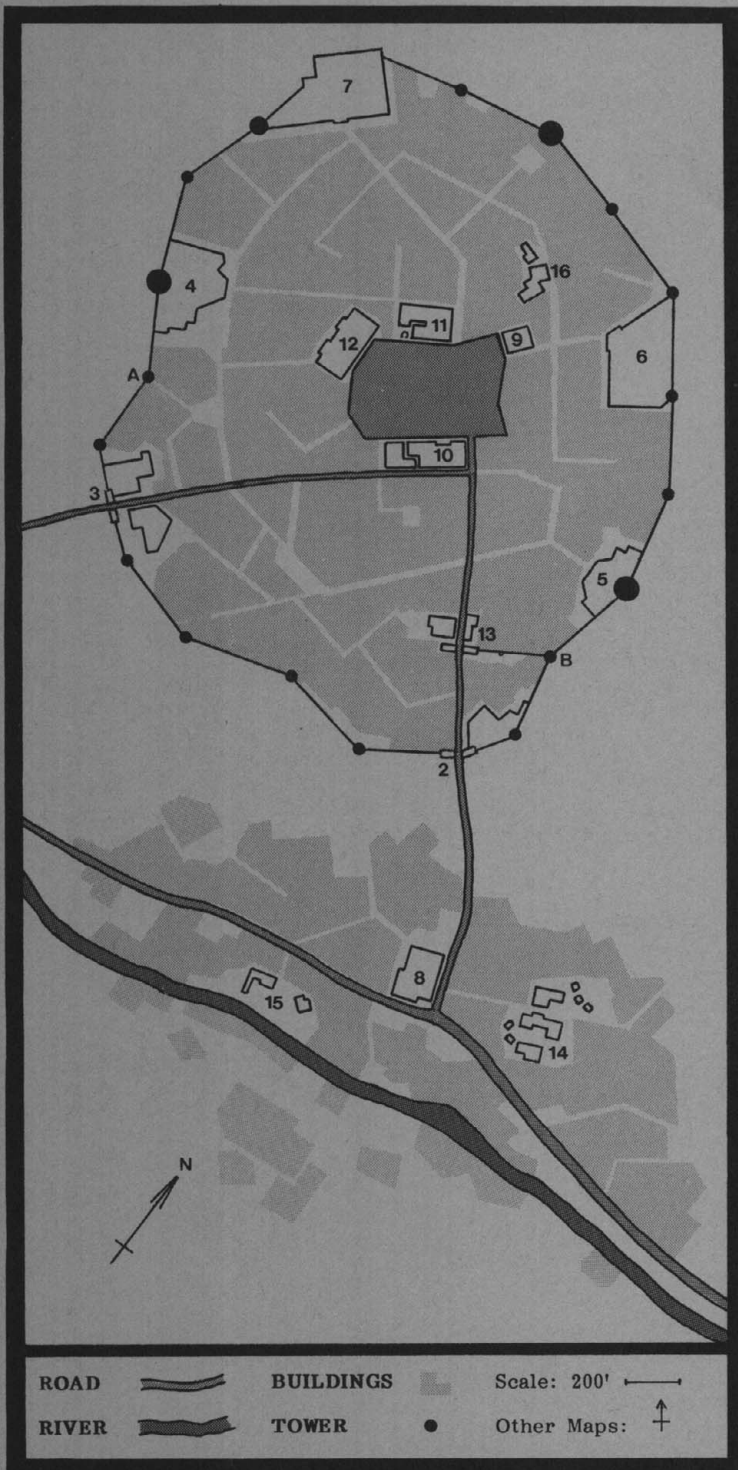
Galizhard is a large walled town in the southern Tumarian province of Habn (hex S28 on the Campaign map). It is situated in the north of the province, where there is a reasonable amount of contact with other, more civilized areas (to the south the towns are more isolated and lawless). The main part of the town (the area inside the walls) stands on a low hill to the north of the Hasra river, which flows north-west to join the Shaal on its journey to the coast. Rising to the south of the river and to the north of the town are steeper, higher hill-ridges that form part of the downs which climb steadily to the Tsvorv mountains. The hills are covered with various grasses, shorter and tougher than those on the plains to the north, and frequent outcrops of low bushes and scrubs, mainly gorse. The hills are grazed by the local sheep and cattle, with a number of goats and a few horses.

In the valley (and the surrounding smaller valleys, cut by streams and rivers tributary to the Hasra) the natural vegetation is lush and the soil richer. Much of this area is cultivated, largely with cereals, although the livestock may be brought down to winter here. There are many small farmsteads dotted about the valleys, and some cottages on the hill-slopes (usually belonging to farm-labourers or herdsmen). Most of these have kitchen-gardens placed immediately around them, followed by barns, sheds and other outhouses, and then the fields.

To the south-west of the main town, at the base of the hillock, is another smaller settlement, known as the Village. This is unwalled and more open, and the majority of the inhabitants are labourers and peasants, with a few fishermen earning a meagre living from the river. There is a packed-earth road, fenced and kept reasonably clear of the encroaching vegetation, running downstream on the north side of the river, and a similar, though unfenced and less well-maintained, road running upstream to Habn's southern towns.

BACKGROUND

The first construction on this site, other than a few peasants' hovels, was the Temple of Filhean, built on the north side of the hill. Within several years a small settlement grew up around it, local farmers depending on its protection in times of danger, and there was a palisaded village roughly on the site of the present Market Square. The Temple, for a short while, gained some repute in the kingdom, and the settlement grew in size, becoming the trading centre for a small area of the downs. Even as the Temple waned, the place became important as a market and the town grew up around the original village. A couple of hundred years ago the town was walled, and a hundred years after that the wall had to be extended on the south side. The population has remained roughly stable over recent years, the slight increase being accommodated in Galizhard Village at the foot of the hill, and the town has maintained, though not expanded, its position as a local market.



Detailed areas of the map are located on the following pages and the DM should develop the remaining areas in keeping with these. The position of any shops with which the PCs are likely to trade regularly should be noted in advance, but the DM should locate other shops, dwellings, etc as the need arises.

POLITICS

Town administration is by means of an elected council headed by a governor. The Town Council is elected from and by anyone paying the Wall Tax (those paying this tax are permitted to enter the town walls and remain there in periods of emergency - it is distinct from the Gate Toll levied on visitors, as although this allows entry it does not guarantee the safety of the walls, and the payer can be expelled at the Council's recommendation). The majority of the Councillors are drawn from the richer merchants and farmers, being those who can afford the bribes necessary to secure a seat. The Council makes all the decisions concerning finance (taxes, tolls, tithes, etc) and general policy (maintenance and construction, defence, etc). Additionally it is the local law court and deals with all cases that do not fall under Imperial jurisdiction (with the exception of a few minor cases dealt with by the temples).

The Governor is a member of the Council appointed to the post by the Provincial Governor. His theoretical influence over the

Council is small, depending on the matter in discussion, but in practice he has great sway, generally being by far the most powerful citizen outside of the Administration (such power rarely manifests itself in other than economic terms). With the post goes the Governor's Mansion which, in addition to its expansive domestic quarters, houses the offices of the full-time town administrative staff. The Governor is appointed each year, but the job usually falls to the same person for many years running, a replacement being made only if power changes hands (Councillors are elected for life, but may resign or be removed by the Provincial Governor on application from the Council).

The Imperial representation in Galizhard is fairly minor, and the job is traditionally held by the Aide to the Governor (the full-time chief of administration). There is an office for Imperial taxes, permits, etc, and a small area for handling official trade. A few members of the Army are stationed at Galizhard, acting mainly in a training and advisory capacity to the militia.

It has been a general policy over recent years to firmly establish the town as a central market serving a considerable area, and to bring traders from outside this area to visit the town. To this end the North Road has been improved and is well-maintained, and the Market Square has been enlarged with an auction house built adjoining it. It has also been a policy, though a less popular one, to encourage adventurers to use the town, and the laws relating to drunkenness, disturbance and minor violence are often not enforced to their full. The general intention is to part the adventurers with as much of their money as possible in a short stay as possible. The Council has been known to indulge in actions of debatable legality, in exceptional cases, to confiscate the entire property of a character through the means of at least partially trumped-up legal charges (eg a killing in self-defence tried as pre-meditated murder). The non-human races, although treated with some suspicion, are not particularly discriminated against (although some individuals hold extremely bigoted opinions, a few because of a personal or family grudge, verging on a vendetta). Despite the usually permissive view of adventurers, they are by no means encouraged to settle, and even on short stays they mostly stay outside of the walls.

ECONOMICS

The majority of the local inhabitants are farm-labourers, herdsmen, etc. These, however, tend to live near their place of employment, if not on the farm concerned, and there is a low proportion of such people in the actual town, especially within the walled section. In Galizhard itself, employment is mainly in minor industrial concerns (smiths, potters, tailors, etc) or in some form of service (particularly entertainments), although there is quite a large number of merchants and land-owners who hire people to manage their businesses while enjoying the profits in the comfort of the town.

Agricultural produce is sold in the Market Square, there usually being one market day each week (depending on the season), though there are stalls vending some form of produce every day. Except during festivals or fairs, at other times the Square is used by local traders who do not have any form of shop, and by the travelling merchants. On any one day there is a wide range of goods available, although the nature of the goods may vary dramatically (from exotic eastern slaves to earthenware chamber pots, or from a prize breeding stallion to plain leather overshoes). At the south-west end of the Market Square is the recently built auction house. This is available for hire to sell goods from the stage facing the Square (usually livestock, slaves, etc) and also contains smaller salesrooms inside for private auctions with specifically invited customers. Rarer and more expensive items are likely to be found here, but it is well-guarded and particularly disreputable-looking types may be denied entrance.

The town sees a fairly constant traffic of merchants, coming mostly from the north, deeper inside the Empire. Trade from the south is in the form of a few luxury items, often brought by northern traders passing through while returning from the border towns, or slaves taken from outside the Empire. Although a number of merchants specializing in particular items travel south to Galizhard, the majority of such traders deal in a range of goods, gathering their supplies from the larger markets in the north-Tumarian cities and then making a circuit of the towns nearer the frontier. The more local merchants will not tend to be of such a general nature, often being concerned with fulfilling specific demands rather than hoping to find a market on arrival.

The goods produced within the town, or in the neighbourhood, are of a sufficiently wide range to cover everyday needs (clothes, furniture, crockery, building or repair, etc) including the general needs of adventurers (arms and armour, horses, rope, torches, etc). Anything of a particularly obscure nature is unlikely to be available (there is, for example, no connoisseurs' shop dealing in Fifth Dynasty silver religious statuettes). Similarly the services offered are fairly standard (stables, carpenters, money-lenders, inns and taverns, guides, trackers, etc) but do not run to the more exotic delights obtainable in the cellar-clubs of Khantri.

GALIZHARD

Many of the houses of the town are constructed from greyish-brown bricks built around a wooden frame. The smaller houses are sometimes of wood with only the lower part of the walls built from stone, or even stone-faced. The larger, older buildings (including many official buildings, the wall, etc) may be built from slabs of a darker grey rock, some of which are then faced with lighter rock, or given a light-coloured wash. A number of shops and taverns present painted fronts, sometimes of a very garish nature. The roofs are mostly gabled and tiled (often with slate), although quite a large proportion, especially amongst the newer buildings, have slightly domed brick roofs, usually plastered over.

Most houses are two-storey, though older buildings may be less, and tend to have any business concerns on the lower floor. Many houses have cellars, few of which are particularly large. Windows are generally small and high up the walls; glass panes are rare and they are usually closed with shutters. Doors tend to be about 6', with ceilings at 8' - floors are mostly wooden and may be carpeted or tiled. Contents (furniture, etc) are entirely dependent upon the occupier (occupation, wealth, age, etc). The majority of the inhabitants inside the town wall are reasonably well-off. Those in the Village tend to be poorer and will often have little more than the necessities of life, furnishings often being reconstructed from scavenged cast-offs.

1. TOWN WALL:

The battlemented wall is 15' high and 10' wide, thinning slightly towards the top. It is hollow to the north of towers A and B, with spaces 4'-6' high and 2'-3' wide running down the centre. At regular intervals along the walls are small towers. These are solid, with their floor level at 18', and only have battlements on the outside (allowing no cover from the town). Access is by an angled wooden ladder from the town (which may be removed from above or below) or through stout doors opening onto the walls (with a short flight of steps from wall to tower). The towers are not roofed, but most have a wooden canopy to keep the rain off. During the day watches there are 2 guards in each tower, 1 armed with a light crossbow; at night there are 4 guards, 2 with light crossbows, at least 1 of whom is supposed to patrol the relevant wall-section.

2 & 3. TOWN GATES:

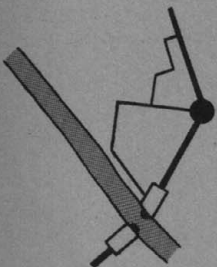
The gates are 15' wide and 20' high, and are made from wood bound with iron. The gate-houses are two-storey buildings, with the lower floor solid, and the roof battlemented on 3 sides (not on the town side). They are entered by an angled wooden ladder at the back, through a door in the second storey (which has arrow slits on all the outer facing sides), and the roof is reached by means of a ladder through a trapdoor. There is another ladder from roof to wall. There are usually 3 men on the roof during the day, 1 with a light crossbow, and 4 at night, 2 with crossbows (they retreat to the room below in bad weather). There are 5 men and a sergeant at gate level.

Gate Tolls:

There is no toll levied on local tax-payers. Otherwise tolls are 1 sp per leg (for humans, horses, etc) and 1% of goods carried - normally equipped adventurers are usually charged a standard 1 gp unless they have ostentatiously expensive items (jewelry, plate mail, etc). If PCs cause trouble the guards may be instructed to detain and carefully search them (taking their time, of course) and make an exact charge. Trading goods are tolled at 2% of value (usually roughly estimated if no list available) plus 5 sp per wheel if in carts or wagons. Personal tolls are only collected on the way in, while those for trading goods are collected both ways. Evasion of tolls is liable to confiscation of goods (despite this, bribery of gate-sergeants is common). Trading permits are quite costly but there is then no need to pay a toll (providing the limits of the permit are maintained).

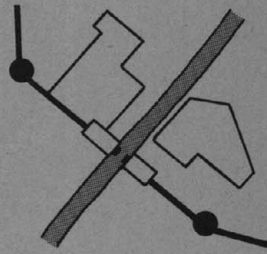
It may also be conveniently noted here that no missile weapons and no pole-arms will be allowed into the town (including lances and spears). They must either be left outside (in the house or inn of the owner) or deposited in the barracks. The guard will NOT allow such through even if bribed as detection is too easy.

2. EAST GATE:



The main town gate, through which most trade passes. The gates are usually left standing open, although suspicious people may be questioned and turned back after dark. To the north-east of the gate is a large single-storey building used as a militia barracks. The militia's arms are stored here and the patrols begin their duty-stints from here. To the north of the barracks, by the wall, is a blacksmith that specializes in arms and armour, doing much of the militia work.

3. WEST GATE:



These gates are closed between 9pm and 5am. To the north-west is a single-storey building that houses the permanent militia staff and any temporary staff that live too far away to come in each day for duty.

To the north-east is a two-storey stables used both by the militia and by visitors (merchants, PCs, etc). The area to the south-west is rented by the stable-owner for carts and wagons. The West Gate is generally used by the lower classes and slaves.

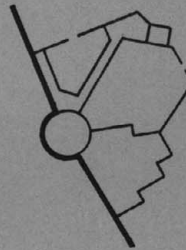
Militia:

Militia-duty is legally required of all able-bodied men who are either tax-payers or dependents of tax-payers. Exemption is gained by a donation to the town coffers. The NCOs are usually taken from the ranks, the officers from second sons of local gentry. There are few permanent staff (most of whom are NCOs and officers).

The militia are armed with studded leather, short swords and spears; NCOs and officers have the option of chain mail and may carry long or bastard swords (in practice they have a varied selection of personal preferences). Missile weapons are not issued to patrols due to the high incidence of unfortunate accidents involving innocent by-standers (though shields and missile weapons may be issued in times of emergency or for specific duties). At any time there are 6 patrols each of 12 men, 2 NCOs and 1 officer, on duty at any time, though not all will be on the streets. Anyone arrested is taken to one of the cells in the barracks but may be transferred to the West Tower gaol, where short-term offenders are kept. Those who receive long sentences will usually be sold into slavery or sent north.

The captain of the militia is Lenxor (S 15, I 13, W 10, D 12, C 11, Ch 14, CL F, LVL 5, hp 23, AC 4, bastard sword), a taciturn man who takes his job far too seriously for the liking of his subordinates. His lieutenant is the militia's only MU, Rogras (S 9, I 16, W 12, D 11, C 10, Ch 11, CL MU, LVL 4, hp 9, AC 10, dagger - usual spells: **charm person**, **comprehend languages**, **magic missile**, **detect invisible** and **web**). Rogras is not satisfied with his lowly status and seeks to win glory enough to raise himself to the Council (although he has little or no hope of succeeding in this).

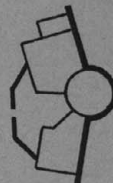
4. WEST TOWER:



The tower is 4 storeys high and battlemented on top - entrance is from the courtyard at the base and there is no exit to the wall (a trapdoor leads to the roof). It contains a few court offices and is open on the middle two floors on the town side (these openings are usually covered by large wooden shutters). The open platforms are used to address the public in the courtyard (who are not allowed to enter the Council House), auction government slaves, hang people and demonstrate similarly visual punishments, and so on. The courtyard is cobbled and the wall is 8' high. The official town gaol is beneath the tower (it is actually underneath the courtyard in many places).

The building to the south-east is the Council House. It is 2 storeys high (only 1 in several places) and has extensive cellars. It contains the Council Chamber itself and various offices related to town and local administration. The north building is a group of sheds and workshops containing items for town maintenance (for roads, walls, buildings, etc). The north-east, 2-storey building is the office dealing with tax and tithe collection.

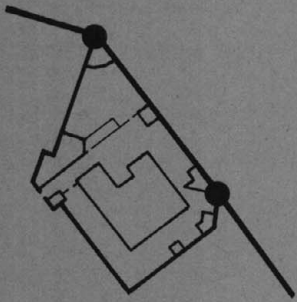
5. EAST TOWER:



The tower is 4 storeys high (like the West Tower), adjacent buildings are 2 storeys high and the northern most building is only 1 storey; the wall round the yard is 12' high and spiked along the top. The tower is the home of the Imperial representative and his assistants, with slaves quartered in the cellars. The adjacent building to

the north is a stable and warehouse/salesroom, the south the barracks for the small garrison of Imperial troops and their officers. The northernmost building is the public office dealing with Imperial matters (trade permits, etc). Anyone detained at the Empire's pleasure will be kept in the dungeons below the tower (again actually under the courtyard); longer-term prisoners are again sent north or sold into slavery.

6. GOVERNOR'S MANSION:

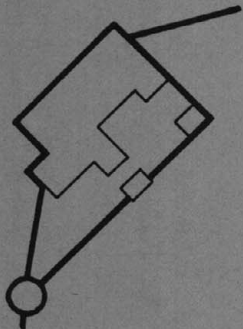


The large mansion is impressively decorated with carvings and reliefs, and is mostly 3 storeys high (otherwise 2). The wall is 12' high and spiked - the towers in the town wall are manned by four of the Governor's household guard (armed with heavy crossbows). The outhouses are single-storey, except the northern gatehouse which is 2 storeys high. These outhouses contain garden equipment, etc. The north gatehouse contains the stables and the barracks for the guards. The north section of the grounds is an ornamental garden (the central section is grass and gravel, the south gravel) with waterfalls, flower beds, etc. The building at the foot of the north tower is a colonnaded summerhouse.

The Governor's family and household servants live in the main house, with the guard officers. Any visitors are put up in one of the many guest rooms, or in one of the local houses or farms that the Governor owns. The extensive cellar areas contain the slaves' quarters, stores and town historical documents. Also in the mansion are several office areas and during the day various clerks and bureaucrats come in to conduct the town business.

The Governor's guard are armed with chain mail, shield, spear and longsword (and heavy crossbows are available if necessary). The grounds are carefully patrolled (4 patrols each of 3 men), especially at night when each patrol has a guard dog (treat as war dog; M.M. 29). The captain of the Governor's guard is Edrunos (S 18, I 10, W 9, D 10, C 12, Ch 11, CL F, LVL 4, hp 15, AC 3, long sword) a violent and sadistic man, though efficient at his assigned duties. Intruders are dealt with violently and have been known to have nasty accidents (sometimes fatal) during interrogation - if they come to trial they will receive heavy penalties (the Governor being the judge).

7. TEMPLE OF FILHEAN:

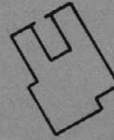


The walls around the courtyard are 25' high, the main building is 3 stories, the outer buildings 2 stories and the tower 3 stories. The outer facing walls of the temple form part of the town walls, although they predate them and are higher; they are not, however, battlemented. The hill on the north-west side of the town slopes down fairly steeply, thus making approach from that direction, particularly in any effective force, almost impossible (individuals sneaking in will fare somewhat better). There are no windows on the lower floors of the temple on

the north-west side, and only small, usually shuttered, windows on the top floor. The tower has arrow slits in all directions, but those on the ground floor have been bricked up, and those on the upper floors are usually shuttered; the roof is battlemented and has a trapdoor leading to it, always well-bolted from the inside. The eastern building is a guest-house used for visitors who do not share the faith. The gatehouse (south-east) is used as a barrack for the guards. These are armed with chain and bastard sword and are always worshippers of the Fire Lord. There are usually about a dozen guards on duty at any time.

The Temple is extremely rich and owns a large amount of the land around Galizhard. Many of its slaves are descendants of a long line of Temple slaves and they are often trusted with the management of the Temple's trading concerns. Filhean is the most popular god in the area of Galizhard, and the Temple receives many gifts, occasionally very generous, from the locals. Attendance at services is, however, quite rare, excepting, of course, during the Festivals. Despite this the Temple is no longer a major religious institution and its clerical staff is small considering its size and wealth - the levels of the resident clerics are 7th, 4th, 3rd, 2 x 2nd and 5 x 1st. The High Priest, Edras (S 7, I 14, W 18, D 6, C 9, Ch 15, CL C-Filhean, LVL 7, hp 21, AC10, long sword - usual spells: **bless, burning hands, command, hold person, pyrotechnics, resist fire, continual light, produce fire and flame strike**), lives in partial recluse in the tower, leaving control of the Temple to his subordinate, the Priest Madinar (S 12, I 12, W 16, D 11, C 10, Ch 14, CL C-Filhean, LVL 5, hp 19, AC 7, bastard sword - usual spells: **affect normal fires, cure light wounds, light, fire trap, pyrotechnics, resist fire and dispel magic**). Both of these are highly committed men, although the younger Madinar has less interest in theological and academic matters than his superior. They are shrewd in their dealings with the town and other outsiders, and occasionally employ characters on obscure missions, usually without the latter realizing the nature of the job undertaken.

8. LOWER TEMPLE:



A single-storey building with a second storey added on the south side. There are no windows on the first floor, most of which is occupied by the chapels. The upper floor houses the 3 clerics that maintain the building and conduct the worship. The temple is dedicated to no god in particular and serves as a place of worship for those not following the way of the Fire Lord. These are mainly outsiders, as the locals will have household shrines to their god (or gods). On 3 sides around the central gravelled court are chapels to each of the important gods of the Empire. Donations to these are handed on to representatives of the relevant faith, a percentage being taken by the Temple. The two minor clerics (1st level) are unaffiliated themselves, but the Priestess Aryli (S 10, I 12, W 15, D 13, C 12, Ch 11, CL C-Alimandros, LVL 3, hp 12, AC 7, short sword - usual spells: **command, sanctuary and hold person**) is a follower of Alimandros and will especially favour any worshippers of that god. She disapproves of the strength of Filhean in Galizhard and is always campaigning for the supremacy of her own faith.

9. TOWN SHRINE:

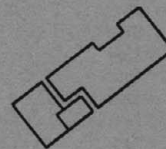


This small, single-storey building set on the east side of the Market Square is the shrine to the town god, Galizhard. This nebulous being has never manifested itself, nor granted any favours directly attributable to it alone, and its function seems to be on the whole symbolic. The building has cellars containing a few old town records and the remains of several town dignitaries. Its upkeep is provided for by tithes, and several men are employed as cleaners and custodians (these are NOT clerics). Other than the god-statue itself, paraded on Festival days, the building contains no valuable items - all offerings (of which there are a surprising number considering the god's reticence) go to the town.

Shrines:

Around the town are several small shrines to specific gods, or to particular manifestations of these gods. People will pray at these when undertaking some activity that falls within the god's provenance. Sacrifices or offerings are rare and usually not valuable; in theory they go to the relevant body via the Lower Temple but are generally stolen before they can be collected. Although it is the town's duty to maintain these shrines, it is often a faithful individual that performs the requisite tasks, or pays for the cleaning of the shrine as a form of offering.

10. THE GERUDAN HOSTEL:



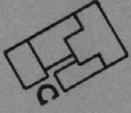
By the junction of the North and South Roads and the Market Square is the town's largest hostel, the Gerudan, named after an earlier Emperor. This is a three-storey building with extensive cellars used both as storage (with a very good selection of fine wines) and as a private club for residents, with many varied entertainments. The Gerudan caters mainly for the rich merchants that travel through Galizhard, and is by no means cheap. The building houses the manager and staff (mostly slaves), as well as the clientele - the owner, Jarsis, lives on a fortified manor outside the town.



The large building to the south-west is the stables belonging to the Gerudan. The smaller building is a shop selling both local and imported wines and spirits. Both are 2-storey and although they appear well-kept are a little structurally unsound; they are also owned by Jarsis.

11. THE MARKET TAVERN:

On the junction of North Road and Market Square, this is a two-storey building painted in fading pastel colours that serves only the richer merchants and tradesmen who are visiting the market. Many deals are clinched in the noisy, smoky atmosphere of the bar, and not all would meet with the approval of the Imperial courts.



The building to the south-east is the office of the stall tithe-collector, who deals with market permits and the payments for stall space. On the south corner is a shrine for salesmen and travellers, dedicated to Kemer-Lexi supported by Ganil and Vobar. The west building is a 2-storey boarding-house offering single rooms and meals at a modest fee (the accommodation is low quality). Between the boarding-house and tavern is a cobbler's.

12. CHANNO'S BAR:

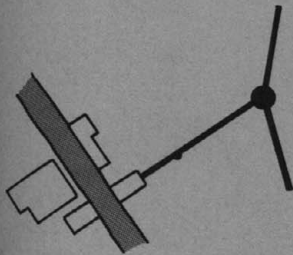
A large single-storey building with extensive courtyard areas (the walls are 6' high), this is the foremost entertainment venue in Galizhard. Although it is not cheap it has a comprehensive wine and spirits tariff and offers a wide variety of live acts. The outside bar areas are left open in summer but may be covered by large coloured canvasses in bad weather. There are three stages, often showing different acts



at the same time, 1 in the extensive indoors bar, the other 2 outside. The Bar is a favourite hang out for adventurers, down-at-heels merchants and similar dubious characters. Channo lives under the Bar, with some staff and slaves, in the huge cellar area that also contains the stores. There are a variety of well-armed and well-muscled heavies that guard the Bar and its more innocent customers from rowdies, and many of these reside in the Bar (they are usually short-term employees, sleeping on the floor or outside). Channo (S 12, I 15, W 9, D 15, C 11, Ch 16, CL T, LVL 3, hp 11, AC 7, short sword) has his slippery finger in many a Galizhard pot, and can be trusted both to know what's happening in the town and not to divulge it to the wrong people - unless for a very considerable bribe.

13. EASTGATE TAVERN:

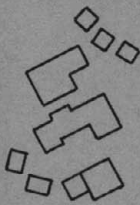
The old Town Gate, now replaced by the East Gate, is still partially standing. The gatehouses are as the present ones but are empty and boarded-up and the old wall is relatively intact, although some blocks have been removed from the centre section, and the gate itself has been removed. On the south face of the wall, north-east of the gate, is a small shrine to Vobar in his role as the god of travellers. North of the gate is a long, single-storied building, once the



toll and tithe house, now the Eastgate Tavern. This place is notorious for the villains that can stand its noxious brews, and the militia is often called to quell fights and brawls. Those seeking to employ men with few moral scruples, and who are more interested in economy than finesse, will visit this tavern before looking further afield. Opposite the tavern is a dilapidated stables, now used by travelling troupes of entertainers to stage performances (often without paying the minor fee levied by the owner) or by locals for wrestling, cock-fighting, etc.

14. THE VILLAGE HOSTEL:

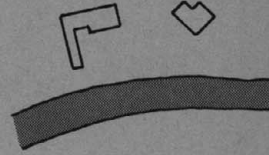
More commonly known as Stivel's Inn, after its owner, this is the principal boarding establishment for short-term visitors to Galizhard who decide to remain outside the town - it thus has a high proportion of adventurers using it. The large north-west building (two-storey) contains most of the rentable rooms, although the three single-storey houses to the east of it are used by longer-term guests desiring greater privacy. The large south building (mainly two-storey) is the bar



(ground floor) and dining area (first floor). It also contains the kitchens, Stivel's apartments and slave-quarters. To the south are several cottages for staff and the stable for guests' mounts. Because of the nature of his customers, Stivel ensures security and peace through several very large slaves acting as bouncers.

15. THE TWO FISHERS:

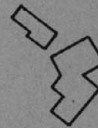
The Two Fishers was once a restful riverside inn but has recently come under new management and is now the hang out for all those who are too rowdy to be permitted entrance to the town. The two single storey buildings are the general bar (west building) and the more exclusive dining room (east building), the latter providing expensive but exotic dishes. The clientele to the well-guarded dining room are on the



whole no less rowdy than the other customers, but are rich enough to afford a little peace before venturing out into the melee. The owner of the Two Fishers, Roulka, puts on some form of entertainment for the mob (in addition to the private entertainments of the dining room, which are often of debatable taste) occasionally presenting a marine extravaganza, a popular event which without fail will end in both cast and audience very wet (several people have drowned in drunken stupours over the last year, but they were of little consequence and are hardly missed, by either friends or the authorities).

16. FENGLE'S HOUSE:

Fengle, at 8th level, is Galizhard's most powerful resident magic-user. He lives in a simple 2-storey house with his apprentice Lart (2nd level) and a variety of pets. Although once an adventurer, he is reticent, to say the least, about his past. He may do some work (cast spells, etc) for PCs if they pay him very well, but such occasions are

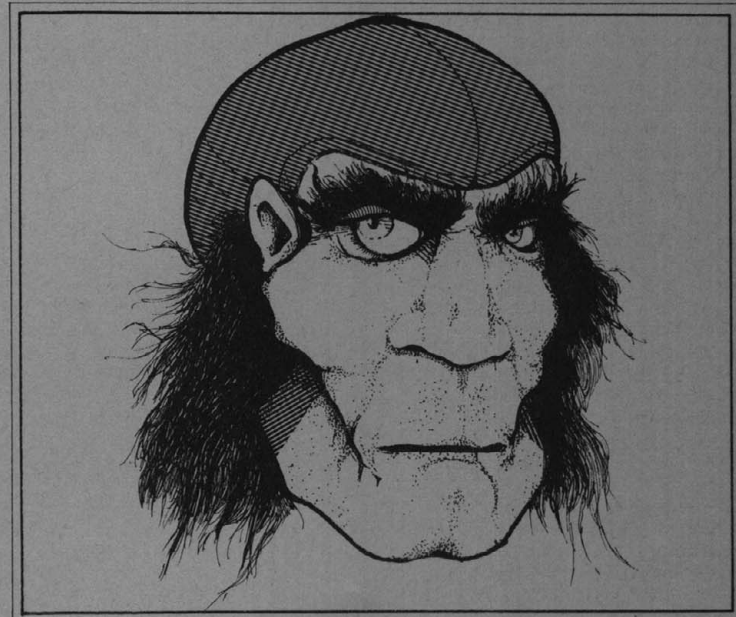


infrequent and depend upon his whim of the moment and the amount of money that he owes. Other than to teach Lart, which he only does to pay his food bill, he generally steers clear of magic and is, in fact, usually to be found indulging in some high-staked private gambling.

Fengle: S 12, I 17, W 8, D 9, C 13, Ch 11, CL MU, LVL 8, hp 28, AC 10, dagger - usual spells: **charm person, message, shield, unseen servant, invisibility, ray of enfeeblement, scare, lightning bolt, phantasmal force, suggestion, dimension door and polymorph self.** Fengle has an old carved staff that allows him to add 5 levels to any spell once per week, and a small silver cat (10 gp) that grants him a **speak with animals** for 5d6 rounds every day. He also wears a battered iron ring that confers the power of silent movement on him if he has cast **invisibility**, but at the expense of 1 hp per round of silence.

Lart: S 13, I 15, W 11, D 8, C 12, Ch 9, CL MU, LVL 2, hp 5, AC 10 - usual spells: **comprehend languages and read magic.**

To the east is a 2-storey building that houses the business of a cabinet-maker, who specializes in delicate and subtle containers with many hidden and trick compartments (sold mostly to the rich for their amusement). To the east are a pair of old, single-storey buildings, each inhabited by several poor labourers.



INTRODUCTORY SCENARIO

This scenario is for 5-8 characters of 1st level and it is intended to introduce PCs to Galizhard and to allow them to get to know some of the major locations and inhabitants. If they are successful they will have established themselves and developed a few friends and acquaintances who may be of future use. They will also probably make some enemies or at least bring themselves to the attention of more hostile persons. The DM should bear such factors in mind during further play in the town, if not actually using them as the basis of new scenarios.

Additionally, the scenario should introduce players to the Zhalindor Campaign, and the DM must read the Campaign notes in this issue before playing the module. Various elements of the Campaign might be mentioned, perhaps obliquely, in preparation for development in later play, but there are many areas (especially the spell effects) that should presently remain unknown to the PCs.

The scenario has been designed for PCs of 1st level, particularly those with no previous experience. It is possible to use characters with experience or even those of a higher level, although in the latter case the DM may see fit to make some minor modifications. The experience points and treasure to be gained from the scenario are not great, and it is not intended that PCs should leap up levels in town play. Their techniques of play will have to be different from those in the standard dungeon or wilderness situation, and caution and subtlety are needed - an excessive reliance on weapons and even spells (especially of an offensive nature) rather than on communication will tend to get the PCs arrested or killed.

Unlike the normal Campaign scenarios, which may be approached in many different ways, there is a specific point of entrance to this scenario (see "Players' Introduction"). This is determined by the nature of the scenario, both in terms of the plot and its role as an introduction. If the PCs have already been played, the DM may wish to alter their approach to the scenario to maintain continuity with previous actions and situations but the general outlines below should serve as a basis for such alterations.

PLAYERS' INTRODUCTION

The players have received a letter from an old friend, Yarred, whom they have known from the early days of their apprenticeships in the more civilized north of Tumaría. The letter mentioned a mutually beneficial and lucrative deal that particularly suits them as would-be adventurers. The PCs therefore journey south to Galizhard, encountering nothing more hostile than an argumentative toll-collector, and find the inn (Stivel's) to which Yarred had directed them. Arriving late they decide to have a few drinks then turn in, leaving the meeting with Yarred to the next morning. It is, however, after midday before they reach the house in which their friend is boarding, and when they get there they find the place in some commotion. Yarred did not return the night before, and this morning several men from the militia arrived and demanded to search his room, revealing that he had been arrested on three charges of murder.

The PCs, having ascertained that neither the landlady nor her chambermaid know anything of importance, decide to visit the gaol and proceed to the West Tower, gaining admittance only after a long wrangle with the gaolers. Yarred, although shocked, seems unharmed and fervently maintains his innocence in the matter. He declares that late last night he was merely walking home to his lodgings in the Village, when, on passing the old Town Gate, he heard a disturbance to his right. Being an adventurer himself, and having an indefatigable curiosity, he followed the noises and came upon a man stooping over a body. He shouted and ran towards the man who sprinted a short distance northwards and, coming across the old wall, made several strange passes in the air and disappeared. Yarred bent to investigate the fallen man and discovered that he was dead, a curved dagger protruding from his back. As he rose with the intention of reporting the murder, he heard movement behind him and turned to see a patrol of the militia. Now, despite his protestations for the last twelve hours, he is still under arrest, and probably due to face trial the next day when the Governor returns. And to add to his problems, he has been charged with two other murders that occurred within the last thirty-six hours. Three murders in so short a time is extremely rare and therefore the authorities presume them connected. The other killings were of a master mason and a money-lender, both of which he claims to know nothing about. He pleads with the party to aid him, promising to reward them and hinting that they would stand to gain a large amount from the deal he had mentioned.

The above is an outline of the way in which the party should be lead to approach the scenario. Some details may be changed to fit in with the previous actions of characters who are not being played for the first time in this scenario, but certain things that are only briefly alluded to must be left in (these should become apparent).

It is up to the DM to determine at what point play is actually begun, from the receipt of the letter to the meeting with Yarred, and this will depend upon the time available for playing and the experience of the players. It is suggested that arrival at Yarred's lodgings is probably the best place to start the game. Whatever method is used do not forget to charge the PCs for lodgings (if not for the journey down), for the Gate Toll and maybe for a bribe to the gaolers at the West Tower.

By now it should be obvious that this scenario is basically a murder mystery. Although there may be room for the more usual style of adventuring play and resolution by combat, the scenario is most concerned with information, or the lack of it. To solve the mystery the PCs must not only gain the relevant information but must make the correct deductions. They may stumble across parts of the answer by sheer luck, and the DM may feel that he has to give them extra clues, but the problem is fundamentally one of sifting the facts of the case out of the information and misinformation that they may collect.

There are other possible courses of action that differ from the scenario as intended and the DM should bear these in mind, acting according to the extent to which he wishes to guide the course of events. The PCs may decide to ignore Yarred's plea for help and set about finding another means of employment. This would effectively end the scenario and play should continue using the earlier part of the module as a normal town. Alternatively, the party might decide to break Yarred out of gaol and flee the area. The DM should accurately design the West Tower and the gaol/cellar area beneath it, and run the scenario from there. The endings could vary from the PCs having to escape (with or without Yarred) from the province as hunted outlaws, to them all being tried and executed or sold into slavery (allowing further possible scenarios to develop). It will, however, be assumed below that the PCs treat the scenario as a whodunnit and proceed accordingly.

THE PLOT

As it is possible to detail neither the whole town nor the result of every course of action open to the PCs, the following section will give the DM information relevant to the murders and he must adjudicate the party's attempts to solve the mystery accordingly. It is vital that he does not reveal too much too early or freely give the party information that they have not gained through play. He must also give misinformation equal emphasis, and not overly bias the PCs' judgements by the manner in which he presents information. Some facts should be merely alluded to or slipped in as if irrelevant and some false clues should seem to be of great importance.

THE WALL:

When the old town wall was built a couple of hundred years ago, several corrupt officials embezzled some of the funds allocated to construction. Having built half the wall (from the now missing south section to the North Tower), they realized that there was not enough money left for completion and began to panic in case their theft was discovered. They bribed the mason-architect in charge of construction to bluff his way through the occasional inspections and to build the wall with a hollow area at the base, only just making up the lost money with the amount saved on rock and transportation. Although most people could see that the wall was hollow it was assumed that this was necessary and this was the story put about by the mason (awkward enquirers were hushed-up with bribes) - the irregularity was ignored and soon forgotten. Most of the references made to it in the town records were removed, and when the extension was built nothing unusual was discovered as the new wall was merely added to the south sides of towers A and B.

It was not until a few months ago that the hollow area in the wall was found again, and then only by accident. The Governor's Aide, Piran (also the Imperial representative) was supervising some renovation work on the juncture of the old and new walls, and had to study some of the old documents as preparation. By chance he came across a vague reference to the original wall construction that hinted at something odd in the methods involved. He took the mason in charge of the work, and one of the labourers, and made a few exploratory excavations under the cover of the official work. They fairly quickly broke through to the hollow passage in the old wall, which they found to run from the now unused Town Gate to the first tower east (ie tower B). Further work on the north side of the tower revealed that the passage continued up to the East Tower.

Piran realized that he could make use of this passage, and bribed the other two to remain quiet. Although the mason, Gradall, was suspicious, he accepted the bribe and asked no further questions. The excavations were filled in and the two men went back to their normal work strengthening the join between old and new walls. Piran, meanwhile, bought 3 slaves from the market, choosing those that were experienced in construction work, and quartered them under the East Tower. Claiming to the other residents that his reading on the wall juncture had shown that the connection between the Tower and

the wall might also be weakened, he employed the new slaves to break through into passage on the south side and to investigate in a similar position on the north side. The slaves' secrecy was ensured by offering them their freedom on completion of the task, and they worked quickly and efficiently. The solid wall of the Tower was replaced on both sides by an archway connecting to the passage and closed with a secret door. The slaves then moved on to the smaller wall-towers to the north and south, digging their way partially through and partially under them, the noise of the construction covered by minor repair works that Piran arranged on the outside of the towers. To the south the passage ends at the eastern of the old gatehouses, and to the north at the southern tower of the wall by the Governor's mansion (it was discovered that the next piece of wall was solid).

As such the passage was of little use to Piran - he now needed to make an exit of some form at either end. Although this proved more difficult than joining the lengths of the passage he eventually managed to engineer a series of minor building jobs to disguise the construction of the exits. Contacting his previous accomplices, he persuaded them to carry out the job aided by the inducement of a very large bribe for their silence. They successfully completed the work without discovery and again placed secret doors over the exits. Piran had achieved the first part of his plan with an exit not only via the old town wall but, far more importantly, into the garden of the Governor's Mansion.

THE MURDERS:

To ensure complete secrecy, Piran determined on permanently removing all those who could reveal the existence of the tunnel. He first destroyed the references to the hollow wall he had found in the town records, knowing that the chance of anyone noticing them missing was very small and the chance of anyone doing anything about it even smaller.

Arranging the deaths of the slaves was hardly more difficult than destroying the records, if somewhat messier. Piran told them that he was not satisfied with the state of the passage to the north, and that he was worried about its safety. He therefore instructed them to shore up the roof along several of the most dangerous sections, telling them at the same time that

this was the last job that he would require of them before he released them. With that thought in their minds they went to work happily and with a renewed gusto, and did not think twice about consuming the food that Piran had left them for their lunch. A small quantity of a nearly tasteless but none-the-less powerful poison had been included in this meal, and the three slaves died before they were able to break their way out. Their bodies now lie in shallow graves under the floor of the passage, but even so the stench of decay in the north section of the passage is nearly overwhelming. Piran covered the disappearance of these slaves by smashing and emptying various bottles in the wine cellar, and then leaving the exits from there to the courtyard open. The search was short and fruitless, and nobody was particularly surprised that Piran showed little concern over the loss of three unimportant and cheap slaves.

The first of the witnesses were thus simply removed, but the murder of the freemen would be a much harder task. It was essential that Piran was not implicated in these murders, and to that end he decided to hire an assassin to complete the job for him. He was aware that he would be including another person in the secret, but the disappearance of an unknown stranger would hardly be missed in comparison with those of the other men.

Piran contacted his man at the Two Fishers where he was known as an occasional guest, and his appearance caused no concern or suspicion. The man he had picked, Varn, had been suggested by Channo who had known him some years ago, and had noticed him about the town in the last few days. Piran had no qualms on consulting Channo as the latter would merely assume that the job was Imperial and ask no further questions, whatever his hunches might suggest. Varn was only one of many men that Piran spoke to that night, but the deal was quickly made. The assassin left the town the next day, settling his accounts and claiming that he had urgent business in the north. By night he returned to the town, entering over the wall, and found his way to the secret passage according to the orders he had been given.

Varn's first victim was Gradall, the mason. The latter was working in the north-west part of town, preparing to demolish an old house and rebuild a new, taller one on the site. While he was inspecting the derelict structure, a section of one of the floors collapsed and crushed the unfortunate mason. When the few labourers who were outside eating their lunch rushed in and cleared away the rubble they only recovered the crushed corpse of their employer. As they lifted him to carry him out they noticed a dagger-hilt on the floor, and found a long curved blade embedded into the bloody mess that had been his back. At this they called the militia and witnesses were questioned, but no-one had seen Varn creep in and out of the building.

That night, Varn sought Bedis, the labourer that had accompanied Gradall and Piran on the excavation into the wall. He knew that on most evenings Bedis was to be found in the Red Horn Tavern, a small establishment used by manual labourers and similar underpaid inhabitants of the Village. On arrival he realized that Bedis was settled for the night amongst a group of serious gamblers, and returned to the main town, climbing the wall and sneaking to the secret entrance. He was in the midst of opening the secret door when he heard someone behind him, moving rapidly away. He turned and chased the figure (Calos, a minor merchant), catching him some way to the west, and killed him after a brief struggle. As he rose from the corpse, Yarred ran up shouting. Varn decided to escape rather than fight Yarred as well, and fled back to the door, opening it and disappearing from view. Yarred's subsequent misfortune has been detailed above. Calos was due to travel to the north the next day with a couple of wagons and some hired men (these are locals and will assemble by the West Gate at dawn, only to hear of their employer's death). He went to pray at the shrine on the old town wall before making his journey and merely happened to stumble across Varn entering the secret door.

The third murder that night was not committed by Varn, and is in fact entirely unconnected with Piran's plans. The money-lender, Angur, had a house in the Village, with his dwelling on the first floor and his business conducted from the ground floor. Telin, a small-time burglar and pick-pocket, had been drinking quite heavily that night and decided to rob Angur. Although the burglary was unplanned, Telin was lucky in picking an easy window to force, and he gained entry to the back office of Angur's house. In his drunkenness he merely attempted to break the strong box open and, even though he was successful, he roused Angur. The latter came down armed with a short sword and burst into the back office. Unfortunately for him, Telin had heard the footsteps approaching and hid behind the door - he made short work of throttling the money-lender and fled carrying the contents of the strong box with him. He dumped the books and papers after a few minutes, and returned to his hovel with the coins and a couple of gems. As Angur had recently made some large loans the haul was only worth a few dozen gps.

Assuming that the PCs have not solved the mystery by their second night in Galizhard (which they are hardly likely to have done), Varn will make a second attempt at Bedis. He will again venture out into the Village and hang around the Red Horn Tavern. Bedis will leave just after midnight and proceed home,



splitting from his companions before he reaches his cottage. He will not know anything about the assassination, and his body will be found a couple of hours later, the throat cut and a curved dagger in the stomach. The militia will realize that there is a connection with the previous three murders (still assuming that Yarred is guilty) but will be at a loss to identify this connection.

When Varn returns to the secret passage, Piran will be waiting for him with his pay and a celebratory drink. The latter is, of course, poisoned and Varn will die, not without a struggle, Piran needing to use his sword to finish the assassin off. His body will be left on the floor for several days before being disposed of in small pieces amongst the tower refuse.

The culmination of Piran's activities will be the murder of the Governor of Galizhard, Belarch. The latter will be absent until the day after Varn's death, being on a trade visit to several of the nearby towns, arranging contacts for Galizhard's merchants (himself not the least of these). On his return he is throwing a party for the richer merchants and Councillors, mixing business and pleasure. Piran will be invited but will come late, feigning Imperial business for the first part of the evening - he will actually visit the Mansion via the secret passage to murder Belarch, and then come to the party later, apparently unaware of the crime. Piran knows that Belarch is in the habit of retiring alone to his study for a short while after official dinners, and intends to murder his superior at this time. As Piran has arranged for the additional guards at the Mansion, and allocated their duties, there is little chance of him being seen and none of him being apprehended.

Piran wants to murder Belarch in order to gain power for himself. He has found out that the Governor is thinking of replacing him as Aide (with a cousin) and the decision would be announced (and almost certainly ratified) in the Council meeting the morning after Belarch's return. Additionally a fair hearing for Yarred might jeopardize Piran's future career, not to mention health. With the Governor dead, temporary power would devolve to Piran and the trial could be rushed through with little attempt even to put up the usual facade of justice.

COMPLICATIONS

The plot written above is given on the assumption that there is no interference from the PCs - it is up to the DM to encourage such interference and to reassess the situation dependent upon the actions of the PCs. In this scenario the DM cannot take a complacent role, merely reading descriptions and implementing detailed effects, but must bear in mind many factors (time, place, knowledge of NPCs of the PCs, each other, the murder plot, etc) and rapidly adjudicate the party's possibly unexpected acts. It is imperative that the DM should know his way around the town and be able to ad lib in character for both minor and major NPCs. The flow of play should be maintained and the party should be put under stress in terms of the time remaining before Yarred may stand trial. To aid the flagging DM various hints and suggestions are included below respecting some of the more likely actions. Remember that the scenario revolves around gaining the correct information, and misleading aspects may quite validly be thrown upon the facts.

The chances are that the PCs will solve the mystery through the discovery of the secret passage, following it back to the East Tower and thus to Piran. The information necessary to find the secret door should implicate Piran rather than any of his cohabitants in the tower, especially if the three slaves in the north passage are found. The PCs should not be able to find the door immediately from the description given by Yarred. Their limited knowledge of the town, and the vagueness of Yarred's directions will only indicate an area of the wall about 100' long. As it will be fairly closely watched (especially during the day) by the militia, searching the wall will attract attention and may lead to arrest. The longer they leave such a search the less attention will be paid, and searching at night is less liable to discovery (although finding the door will be proportionally harder).

Once the passage has been located, the various corpses in it should give enough clues to lead quickly to the villain. Varn will still have some of his favourite curved daggers, and will fairly obviously be linked to the murders of Gradall, Calos and Bedis. The three slaves are still (just) identifiable as Piran's and a little questioning will reveal that he had connections with Gradall (and hence Bedis). No great genius is needed to discern that the northern passage indicates an interest in the Mansion that is probably unhealthy for its occupants (Piran's ambition, although not blatantly displayed, is well known).

This assumes that the Governor has not yet been murdered. Upon Belarch's death, Piran would bring into force emergency powers as the Imperial representative and would place the town under strict regulations approaching martial law. These temporary powers would enable him to manoeuvre a number of the Councillors into positions of relative weakness and, even if he was not appointed Governor by the Provincial Governor (which he probably wouldn't be), much of the effective control of the town would be his - access to both local and Imperial affairs would give him an edge over the other Councillors.

As far as the PCs are concerned, Piran's new-found powers would carry several unpleasant consequences. As known accomplices of the murderer Yarred, they would be first suspects as the killers of Belarch and might unfortunately fall foul of a lynching mob (Belarch was reasonably well-liked in Galizhard, and when it comes to matters of principal and local honour...). The best they could hope to escape with would be fleeing the province as fugitives, having bribed the various gaolers and officials concerned (a surprisingly large number in such cases).

Even before he can murder the Governor, Piran will be able to hinder the PCs as he has much say in the allocation of duties to the militia policing Galizhard. If they show too much interest in anything that may lead them to solve the mystery (and if Piran hears of this), they will find themselves dogged by the militia, possibly excluded from the town, and arrested if they step even slightly out of line. Piran cannot go too far and act in outright defiance of the laws he is meant to stand for, but will bias the suspicions of those watching the PCs as far as he can (attempting to avoid any implication whenever possible).

The course that the PCs take to lead them to search for the secret passage (or search with greater conviction if they have already made one such attempt) will depend greatly upon who they question and what line of enquiry they adopt. It is unlikely that anyone will connect Gradall to the wall construction or Bedis in particular, as he was involved in a huge number of such jobs around Galizhard. Upon the murder of Bedis, however, the association will come with little prompting. Quite a large number of people, especially among Bedis' friends, know that there is some connection between the three, though none know of the true nature of the connection. This should point out the necessary course of action to the PCs, and the problem will now become one of entering the town (they are fairly likely to have been denied entrance by now) and stopping Piran before he kills the Governor (although the chances are the PCs will know nothing of this time limit).

The red herrings that have been placed in the scenario should receive equal emphasis as far as the PCs are concerned. Relentless following-up of these clues will lead the PCs further into blind alleys, even though they may seem to be getting somewhere. Brief details of these misleading hints will be given for the DM to expand upon as he sees fit. It should be noted that as PCs decide more firmly upon a given course of action, less obvious 'facts' will become clear to them. To further this effect the DM should fabricate more convincing clues with obscure links to the enquiry pursued and at best tenuous links with the factual events.

Yarred actually owed money to Angur the usurer, and although this was not a large amount it might seem so to the (presumably) poverty-stricken adventurers. If they ask at the barracks (assuming that they are not yet out of favour) they may be shown Angur's accounting books - a bribe would facilitate this. The books show the Yarred's debt as falling due in a couple of days. Further questioning will reveal that the books were found along the road from Angur's house to Yarred's lodging place. The books will also show that Calos had borrowed a reasonably large sum of money from Angur that day, but no sign of it has yet been found. Investigation may reveal that it was paid to a friend in settlement of a gambling debt (the friend is, in fact, one of the circle of gamblers that Fenge frequents).

Questioning the residents in the area of the old town wall concerning the shrine will bring forth all manner of specious rumours. Most popular will be those intimating that strange beings occasionally visit the shrine, or come forth from it at night, and many of these will find some link with Aryli (a few with the temple of Filhean). More truthful versions will accuse the local beggars and militia patrols of thieving from the shrine, removing the donations before they can be collected. If suitably bribed and prompted these people will admit that Calos often visited the shrine, sometimes with a demonic companion. Larger bribes will create even more ridiculous stories.

The statistics for the NPCs involved in the plot are as follows:

Piran: S 10, I 15, W 12, D 13, C 11, Ch 18, CL F, LVL 2, hp 11, AC 8, long sword. Piran is a tall and athletic man who dresses stylishly though not ostentatiously. He appears keen and competent, but these mask his personal ambition and desire to outwit all those who employ him. He was trained as a fighter as an officer in the Imperial Army.

Belarch: S 9, I 14, W 13, D 10, C 11, Ch 16, CL -, hp 6, AC 10, dagger. A portly and extroverted man, Belarch has the ability to appear genuinely concerned with any matter brought to his attention while actually considering how to best turn it to his own advantage and profit.

Varn: S 9, I 13, W 8, D 17, C 13, Ch 12, CL T, LVL 3, hp 10, AC 5, short sword or long curved dagger. Varn is a small man with a hunted look, his eyes darting constantly back and forth in his lean pock-marked face.

Bedis: S 16, I 9, W 9, D 13, C 15, Ch 8, CL -, hp 8, AC ??, dagger. A down-to-earth man interested in good food and wine, and easy money, Bedis maintains a surprising integrity considering the disreputable company he keeps (within limits - he accepted Piran's bribes).

IMPERIAL ORGANIZATION: POLITICS

Theoretically, ultimate power in Zhalindor resides in the Emperor - he may act in any manner with impunity, and there is no redress through law, for he is the law. In practice, the Emperor's power is much restricted and the rule of both the Empire and the individual kingdoms falls to lesser mortals. There is a hierarchy of control below the Emperor that reaches down to the least officials in the smallest towns and that is awesome in its complexity. Many legal scholars spend lifetimes in the dusty vaults of Xhantri attempting to prove the importance of the most subtle nuances of bureaucratic courtesy, or to define the exact nature and scope of authority of one department over another.

As the intricacies of officialdom are unlikely to concern PCs the power structure defined below is that of practice not theory.

THE IMPERIAL FAMILY:

"The Grand Emperor, Heresul, Lord of the Citadel, Master of the Seven Kingdoms and Favoured of the Gods". Such is the shortest of the multitude of official titles of Heresul, Emperor of Zhalindor, absolute ruler and head of the powerful and apathetic Imperial Family. The majority of this family do not concern themselves in the slightest with the affairs of state, apart from attendance at the most necessary of state functions (especially the larger banquets), leading a debauched and perverted existence within the Citadel of Xhantri. Heresul follows his advisors blindly when dealing with Imperial matters, but usually makes judgement himself in his role as the highest court in the Empire - such judgements are made on personal whim and often end in blatant injustice to all concerned. The Emperor rarely originates an action, unless the matter directly interferes with his pleasure.

The other important members of the Imperial Family are Allathon, the Emperor's only son and the Imperial heir, the Empress Leisys and her eldest daughter Alyneth (the other five daughters are too young to have any official power). Allathon, King of Eldenvaan, is a dissipated fool with a pretentious belief in his ability as a ruler. For short and irregular periods he attempts to assume his full official duties and it is all his advisors can do to prevent him wreaking irreparable mischief and guide him away from the more delicate areas of Imperial affairs.

Leisys is renowned for her disgusting proclivities, and the depths of her depravity astonishes (and, in many cases, impresses) even those accustomed to the Citadel. She has a widespread network of informers and contacts that she has carefully indebted to herself over many years; she will sometimes act, usually indirectly, to promote some concern of obscure interest to the Family. Her daughter, Alyneth, has inherited her political acumen and interest; she is ambitious and desires the Imperial seat herself, but knows that she will only descend in rank upon her father's death. Consequently she ensures that she will be indispensable to her brother when he assumes the throne, and she is highly respected, if often hated, by other statesmen.

THE PRIVY COUNCIL:

The Privy Council is theoretically the advisory body to the Emperor; in practice it forms the basis of Imperial rule and makes all the policy decisions. It comprises the seven kings, three major religious leaders and the Emperor's chosen speaker (who is the chairman - Heresul's chosen speaker changes frequently as he bores of favourites). Decisions made by this Council can be gainsaid only by the Emperor himself (such a disagreement in Heresul's rule is a rare and memorable occasion).

THE COUNCIL:

The Council has no legal political power, but in fact its recommendations are of great force due to its composition: the Privy Councillors, the major Provincial Governors, the major religious leaders, the Imperial Generals, and about forty elected members. There are generally one hundred Members of Council. The legal power of the Council is restricted to its role as the third Imperial Court (below the Emperor and the Privy Council). It is in Council that the kingdoms argue out their policies, each attempting to satisfy their own requirements (limited by Imperial pressure) - these discussions are often futile, but they tend to avoid direct conflict and at least delay fulfilment of the threats flung at opposing provinces or kingdoms.

Below the Council there are the structures of the individual kingdoms. These differ by nation, but from the Imperial point of view, power descends through the kings to the provincial governors and thence to the local representatives (for specific towns, trades, races, etc). In many cases these officials fulfil double roles in both local positions, and in the employ of the Empire - the only major exception to this is in the military forces where the national and Imperial armies are entirely separate.

POLICY:

The Empire is at a quiet period of its development, with the conquest of the principal kingdoms having been accomplished long enough ago for their inhabitants to accept the Imperial rule; the continual skirmishes in the outlying provinces are treated more as tactical exercises than as a serious threat. There is presently

little call to further the boundaries of the Empire as no faction can envisage any large advantage to be gained by conquering either the nomadic tribes or the barbarian peoples, and movement further south would repay little for the effort required.

The general Imperial policy at the moment is to consolidate the present holdings in economic terms, interweaving mercantile concerns with those of the Empire, so that there is little incentive to rebellion in any form. The newer and more independent traders of the West are being stealthily encouraged to toe the established line; their threat to the classical economic structure is being undermined from within. Due in part to this new concentration on the West, and to the related turning away from the ancient splendour of Xhantri by many factions, the effective Imperial rule is coming from Hamarsin to a far greater extent.

Because of the fairly unbroken peace in recent years those of adventuring spirit are either being assimilated into the ranks of the Imperial power-structure, their spirit carefully channelled to constructive ends, or are being pushed to the outer limits of the Empire. Unless they concern themselves particularly with politics, or move into trade, the national and international squabbling within the Empire is unlikely to affect most PCs (such interest may often develop at higher levels). Only the general trend of disfavour for these character types is likely to be of any immediate effect; the sort of swaggering bravado that many PCs adopt (usually with little or no reason) will find only polite hostility at best, and at worst the characters are likely to end up as scapegoats for crimes they did not commit. Acceptance of the adventuring way of life as normal can only be found on the edges of the Empire, especially in southern Tumaria and in Nerria.

LAW

There are two principal types of law: Imperial Law and the local laws. Additionally there are types that only affect specific professions, particularly the military and the religious bodies.

Imperial Law deals with all offences that in some major aspect are connected with the Empire; offences involving an Imperial representative, or Imperial property are the usual grounds for Imperial action, but the Empire may require that any offence is tried in one of its courts. Equally, any citizen may demand the right to Imperial justice. The advantages of such justice are that it is thorough, less corrupt than local justice and less influenced by petty bias; the disadvantages are that a trial may drag on for a long time, and that the sentences are far harsher.

Local law (from towns to nations) deals with all other offences and is that which characters are most likely to encounter. That of the younger kingdoms (Tanarsa, Tumaria, Nerria) is usually swift and the punishments are often physical: whipping, branding, dismemberment, execution, etc. The older and more sedate kingdoms tend to employ imprisonment and financial punishments to a greater extent.

At the lower levels, local law is often a somewhat arbitrary affair. The judge will rarely know anything of the law, leaving such niceties to a professional lawyer; in smaller communities the personal connections of the court with the victims or offenders are likely to interfere with the course of such abstracts as justice, but are likely to greatly influence the more concrete aspects of punishment. PCs (who are usually outsiders) that commit a crime against a well-loved and respected local will receive harsh sentence, and may often be condemned even if they had no part in the crime on the flimsy grounds that as outsiders they are most suspect and probably deserve punishing anyway. Despite such powerful feelings against them, bribery tends to be a most effective palliative in many cases.

SLAVERY:

The ownership of slaves is legal throughout the Empire, although the extent of the owners' power varies from kingdom to kingdom. In Tanarsa, for example, a slave may not be killed or unduly harmed and has legal redress if his rights are infringed; slavery may be for a limited period only, with the suspension of normal rights - the government holds the slaves property until re-assumption of rights, using it to fill its own coffers in the meantime (often, however, the property will have been disbursed as part of a legal case and will not be regained). In Eldenvaan, on the other hand, the slave loses all rights and property and has the same legal standing as a cat or a dog (a slave may be killed with impunity by its master, but damage from anyone else is treated in the same way as damage to any other property); slavehood is permanent (ie there is no automatic reversion of rights), unless freedom is granted or bought (assuming the slave is waged, or allowed to keep any money). In the Imperial eye all slaves are non-citizens and do not exist except as tradeable goods; even in Tanarsa, there is no recourse to Imperial Law.

Slavery is often used as a sentence by the courts. This is more lucrative than execution as the court may be able to appropriate the slave's goods, and can then sell the slave. It is not unknown for judges to agree to commute a death sentence, on receipt of a large personal bribe, only to denude the briber of all rights and property and sell him into conditions which make mere execution positively desirable.

ECONOMICS

A high proportion of the labour force works on the land; the type of agriculture varies with location, but it is the major source of employment throughout the Empire. It is the most dominant in the north and east, especially in Magrax, where the emphasis is on small-holdings, compared to the huge ancestral estates of Eldenvaan and, to a certain extent, Hamarsin.

Industry is a relatively local affair, with the transport problems making it uneconomical to import most goods. This is dependent upon other factors such as the availability of raw materials and the value of goods, but generally speaking, most things can be acquired from within a few dozen miles. The items that are traded over great distances are usually non-essential luxuries, often either rare or particularly finely crafted items. There is a far greater trade inwards, towards the rich, central areas of the Empire, than there is to the outlying regions.

CURRENCY:

This is of particular relevance to PCs. The different kingdoms, and often the regions, have their own currencies; these are based on precious or semi-precious metals. Because these currencies are used in an undebased form the transfer from one to another is fairly simple, being by weight of metal. Similarly the older coins that PCs may retrieve from hoards can be used and exchanged. The coins used by PCs will reveal various things - the use of foreign coins may provoke local prejudice and will inform the receiver that the spender is a foreigner or new arrival; old coins will alert the biased citizens of the interior to the somewhat dubious nature of the PCs' employment. If the DM so wishes certain periods may be taken as using a partially debased coinage; general traders in adventuring areas and experts elsewhere will know of these currencies and alter prices accordingly - of course, the PCs may get cheated.

Some places (such as Khantri) insist that all foreign coins are changed before the city, etc, is entered, usually at a usurious rate of exchange (often fluctuating with the most recent taxes, increase in protection charges, etc).

TAXATION:

The forms and means of taxation vary through the Empire, but the principal types of taxation are those on buildings and similar countable items (sheep, cows, slaves, etc). These will often depend upon location, with taxes being higher in towns and cities than in the open country. Such taxes will affect PCs only when and if they decide to settle; there are some taxes that are more likely to affect them in the usual course of play. Taxes on money exchange will be high, but will already be subsumed in the exchange rate. Some places have a tax on weapons and armour, especially on the purchase or production of these. Movement through town or city gates may be taxed on a rough estimate of goods carried, and a similar tax will often be levied at toll gates on the major roads. The acquisition of local and Imperial trade permits will lessen such taxation; the permits, however, are expensive and there is little point in any but merchants buying these (they also take a long time to arrive from the moment of application, unless suitable bribes are received).

COMMUNICATION:

The major trade routes radiate out from the capitals of Eldenvaan, Hamarsin and Tanarsa, to the other capitals and principal cities. These Imperial high roads are of good quality, and there are toll gates that charge for passage in order to maintain them. There are lesser roads, also often with toll gates, that are built by the local authorities, or the individual owners of the land concerned; below these are the tracks and cross-country routes used by the locals and those unable to afford the tolls.

The users of the major roads are generally merchants and the rich. The other important user is the Army, which has right of way on any road, and all others must move out of the way.

The communication of messages, etc, greatly depends on their importance and the resources of the sender. There is a limited Imperial postal service for official use that can be employed by individuals at a price (it is safe and reasonably fast), and there are various private services, usually more local. More important Imperial business is communicated magically, through the use of teleport-type spells, or through telepathy; such a system may be used by individuals if they can afford it - larger mercantile concerns, etc, often employ magic-users in the capitals for communication (these employees are often very poor, or somehow indebted to the merchants, not suffering such indignities lightly).

THE ARMY

The Imperial Army is the only permanent military force, but each kingdom has an extensive militia. There are various companies of personal guards allowed to high dignitaries, and some individuals may keep armed units - the number of such is small and permission is hard to gain (the units discussed here are in terms of an effective military force, not minor groups of bodyguards or similar heavies, etc).

There is a military presence in most large towns in the interior, but this is usually low-key, often acting as the official Imperial representative, although sometimes the Army is used for police-work in such areas. In the outer regions there is a much higher proportion of soldiers patrolling the borders of the Empire; these respond to attacks from the nomads, barbarians and monster-types or may initiate retributive strikes at principal strongholds of such opponents. Some areas only suffer from occasional skirmishes, but in others there are frequent battles.

MAGIC

It is assumed that adventurer magic-users form a high proportion of this class, and that their appearance throughout the Empire is limited. PCs, because of their occupations, are likely to come into contact with an unrepresentatively high number of magic-users. Of those that do not pursue adventuring, the majority are engaged either in obscure and arcane research that produces little of practical value, or study specific types of magic for particular jobs (eg communication, construction, repair, etc).

The paranoid ruling classes tend to employ magic-users in defence, protecting themselves from sudden attack or assassination. In ancient or long-standing fortresses such as the Citadel at Khantri there is layer upon layer of magical defence, built up over the centuries to prevent intrusion or spying; the effort needed to effectively breach the defences would far outweigh the gains (a physical infiltration would achieve more) and would need a lifetime's work to ensure any sort of success.

RELIGION

There is not enough space in these notes to study the Imperial religions, but some brief comments will allow the DM to establish the basis of the religious structures. PC clerics are unlikely to have much interest in organized religion and so this section merely outlines the major gods and their sphere of influence.

There are many minor, local gods and various animist beliefs throughout the Empire, but these have little effect on either PCs or the larger religious groups. The Empire officially subscribes to a pantheon of gods, although both priests and individuals usually choose a particular god to worship. Despite the fact that the most important religious officials have to appear together at various ceremonies, there is often great animosity and rivalry between the followers of different gods.

Details of the workings of clericalism will be published in the next issue; at present, DMs must determine the finer points of worship and the individual tenets of the gods as they see fit, bearing in mind the notes below. It is strongly recommended that the spells available to clerics are altered with a view to the concern of the applicable god; clerics should be considered to only affiliate themselves to a single god.

GREATER GODS:

There are four greater gods in the pantheon; of these Alimandros and Filhean are the most important.

Alimandros: this god has no particular sphere of interest, other than the general one of gaining power (both through the number of worshippers and through political control). Alimandros is distinct among the gods in that he/she is a hermaphrodite, and equally values male and female clerics. Clerics of Alimandros are often viewed with fear and suspicion by non-worshippers as there are no moral restrictions imposed on their actions in order to gain power (either personal or for the cause in general).

Filhean, the Fire Lord: Filhean is the great warrior-god and his flaming symbol is incorporated into the standards of many units of the Army. The rivalry between Alimandros and Filhean is strong, the factions representing them each vying for power in the Empire, often with wide-reaching effects.

Kemer-Lexi: this god is often termed the God of Balance and is seen as the divine arbitrator. He is concerned with justice and similar abstract concepts, and is widely worshipped amongst the more conservative circles of the establishment.

Roazite: a female deity (though with a largely male priesthood), Roazite is the goddess related to love, charms, attraction and beguilement, sex and propagation. She is especially turned to during pregnancy (gaining a steady supply of fervid, though often short-lived, converts). There are, however, relatively few adventuring clerics affiliated to Roazite.

LESSER GODS:

These are listed with only brief notes (as are the most important demi-gods); some examples are given concerning their treatment and the DM should use these as guides for the others.

When dealing with these gods, the DM should decide upon the appropriate forms of worship and the size of the clerical body, adventuring and otherwise. For example, the diabolical trinity of Aqualumaba, Maubagon and Thostror have very little organized following and, because of their nature, such as there is tends to be secretive; due to the unlimited realms of action there may be

adventuring clerics, but these will often be shunned by the more discerning and subtle characters. Similarly, the God of Luck has little organized worship, but this time due to the rather arbitrary nature of his favours; clerics have a random chance of gaining spells, often not the one requested, and Ohlbrich is renowned for his idiosyncratic sense of humour (remember, there is bad luck as well as good luck!).

On the other hand, worship of Boondarg is highly organized and reasonably widespread, especially during the planting and harvesting seasons. There are, however, relatively few adventuring clerics of Boondarg as he is a basically rural god with emphasis on agricultural fertility and the intricacies of farm management, not a god of the wilder aspects of nature. DMs may wish to allow some druidical spells to clerics of Boondarg.

LESSER GODS:

Boondarg: Nature
Esseni: Air (goddess)
Ganil: Darkness
Gulbyne, the Hermit: Silence
 (very small priesthood)
Jethna: (violent) Death
Khian: Water
Mandar, the Wanderer: Knowledge
 (favoured by MUs)
Maug: Earth
Ohlbrich: Luck
Rondo, the Fat: Underworld
Yllian: Hate (goddess)

DEMI-GODS:

Aqualumaba: Chaos
Ghaza: Evil
Kharkhen: Death (decay)
Mab, the Fool: the Insane
 and Entertainers
Maubagon: Chaos/Destruction
Mylin: Light (goddess)
Saltrax: Waste
Shny: (inflicting) Sickness
Slove: Deceit
Tak, the Beggar: Thieves
Thostror: Chaos/Destruction
Vobar: Storms

Of the character classes, fighters tend to prefer Filhean, Ganil and Jethna, magic-users Mandar, and thieves Tak the Beggar and Ohlbrich. The demi-humans have a few minor deities of their own; of those above, elves favour Boondarg, Esseni, Khian, Mylin, dwarves Maug and Filhean and halflings Boondarg again. The non-human clerics (tribal shamans, etc) have a particular love for Rondo, with his skull symbol and emphasis on depraved death rites; they have a few specifically non-human gods but these are relatively weak, favoured by only the most traditional.

THE IMPERIAL KINGDOMS

The notes given below are generalizations. Attitudes asserted as belonging to a country are obviously only those of a majority, perhaps vaguely held, and especially those of the rulers. The outlines are intended to convey the atmosphere of each country so that the DM can flesh out the specific details.

ELDENVAAN:

Eldenvaan is the oldest of the kingdoms and is officially the centre of Imperial power. The land is dominated by the ancient families that have maintained their positions of strength over centuries, reaping the benefits of their extensive lands from the comfort of huge fortresses or palaces in the cities.

The capital of Eldenvaan is Khantri, the vast walled city with its foundations resting on earlier constructions that disappear gloomily to far beneath the surface. Some quarters have become almost ruins, and are inhabited only by the most desperate of men. Others are home to incomprehensible displays of wealth and gaudy splendour that verge on the grotesque. Awesome even by the standards of Khantri is the Imperial Citadel, the palace-castle of the Emperor; the Citadel is synonymous with debauchery and intrigue and only the most hardened and thick-skinned can remain here for long and leave unchanged.

Khantri in particular, and Eldenvaan in general, is a place of near mindless bureaucracy and blind adherence to tradition; there is a dusty feel to the kingdom with the ever-present hint of decay, the brilliant veneer covering a slowly putrefying corpse.

HAMARSIN:

The effective centre of the Empire, both in terms of position and power; although policy may often be determined in Khantri, the actual running of the Empire is conducted from Lhormar, the capital of Hamarsin. The organization here is less feudal than that of Eldenvaan, and tends to be controlled by the established trade groups (the large mercantile concerns, the guilds, etc).

Compared to the august solidity of the cities of Eldenvaan, the cities and towns of Hamarsin are active and purposeful. They are a more sprawling affair, spilling out past the city walls and forming smaller townships. Lhormar itself has grown up in two parts (the Old and New Cities), split by the great river Dhortha, spanned by the magnificent bridges for which it is justly famed.

The King of Hamarsin (presently Beodas, a skilful and cunning statesman) is drawn from the hereditary Royal Family, although the actual member of the Family to assume the throne is elected on the King's death (candidates are often married into the Family for election). While remaining loyal to the Emperor, the rulers of Hamarsin, and Beodas in particular, have designs on the Imperial throne, and are beginning to prepare for a movement of official power to Lhormar; they are opposed in this bid both by the inmates of the Citadel, and by the religious leaders of Resserlin.

TANARSA:

If Eldenvaan has one foot in the grave, and Hamarsin is in its maturity, Tanarsa is in its youth as the third major kingdom of the Empire. It is the home of individualism and free enterprise and has little regard for the more introverted politics of the East. It is a new kingdom with few deep-rooted traditions; control resides far more greatly in those who have earned their position (usually in mercantile terms) and the so-called King is an annually elected representative, the title being a mere courtesy.

The capital of Tanarsa, Alyrien, is a bustling and growing city, based around a sea-port; there are many markets and bazaars, and the city is colourful and exotic. A self-seeking desire for profit is regarded as the norm, and very often morality and legality (in Imperial terms) are virtually ignored.

The oblique threat that these attitudes pose to the established Imperial forms are treated very seriously in the East, and much effort is being spent on attempts to undermine the new system. The individuality of the Tanarsan people is employed against them by making power and riches through affiliation to the Empire more attractive than those available through their own actions. The Empire is attempting to bring their vigour into its own ranks and to quietly pull the country into line with Imperial attitudes.

HEMEN:

This is a peaceful, civilized and generally enervating kingdom - the home of halflings and farmers. The Hemeni are renowned as the most inoffensive of people, and PCs born here rarely admit their nationality. They are organized in a basically democratic manner, with land-owners and those who pay high taxes being allowed to vote; the King is elected by the regional governors from their ranks, but the role is for life.

Aqatar, the capital, is, as the cities go, quiet and sleepy. The political in-fighting of the other kingdoms is generally absent from the governmental chambers, with the concern being centred around attempts to repulse the disruptive innovations from the West. The present King, Atrill, is a quiet man, a leather merchant by profession, and a great believer in the political expediency of ignoring something and hoping it goes away.



TUMARIA:

This is termed a kingdom more by tradition than by any intrinsic political unity. The thirty-seven provinces of Tumaria are run by governors who are theoretically appointed by the Empire; in practice the head of the strongest family in the province becomes the governor, and until there is a significant movement of power the governorship is hereditary (such changes of supremacy are not infrequent). As there is no central government (despite the claims made by a small priestly lobby in the historical capital of Tialo Moldre), the 'King' is chosen from the governors whenever such a representative is needed (sometimes the strongest governor will assume the title for occasions such as meetings of the Privy Council, etc; if, however, it is for some boring official pageant, the weakest often has the title thrust upon him to remove him from the Kingdom for a while - many governors lose their power in this manner as the other powerful families in their area attempt a coup in their absence).

The historical capital, no longer recognized as such by most inhabitants, is the crumbling city of Tialo Moldre. Much of the city stands in ruins or great decay and it has become a collection of individual and often fortified townships joined by the rubble of earlier buildings. It is one of the few cities that can rival Khantri in terms of introverted blind archaism.

Tumaria is the centre for the adventuring types; both the general tenor of the land, and its proximity to the monster-ridden mountains of Tsorv, make it ideal for the home-base of a large number of adventurers. Such people are accepted to a greater extent, especially in the southern provinces, and the adventuring spirit carries itself over to the towns; there is much lawlessness here, and a high incidence of murder and robbery, etc - the crime, in the eyes of the Tumarians, is to be caught.

MAGRAX:

This is the most backward and primitive of the kingdoms, resisting the changes that, even in Eldenvaan, are slowly taking hold. It is the religious centre of the Empire and Resserlin, the Holy City, is dominated by the High Temples of all the major deities. The country is effectively ruled by the priestly classes, although there is a hereditary King or Queen (the present Queen is Eveny, a weak-willed and reclusive figure who is easily swayed by the powerful religious leaders).

The priests are often at odds with Imperial policy (although they may officially present themselves as loyal subjects) as they consider themselves the most important and best-advised leaders. As they are usually equally at odds with each other, they have a problem in moving the effective power-base to Resserlin. Despite the public image that they maintain of sensitive and compassionate guides of the people, they are in reality as concerned with power and personal advance as the average Imperial politician. The sordid intrigue and perversion behind the facade at Resserlin may often rival that of the Citadel, and the air of torpid decay that permeates Khantri is apparent in the cities of Magrax.

NERRIA:

Nerria is the most recent addition to the Empire and, although not particularly rebellious towards Imperial rule, it still has the somewhat lawless atmosphere of a frontier. The country is rife with pirates, smugglers, brigands, tax-collectors (retired) and the most desperate (and least refined) adventurers. The western half of the kingdom stretches over many of the islands, and there are a lot of unscrupulous merchants in the capital, Kalabay, exploiting the less civilized of the islanders.

Kalabay itself is built on the cliff-sides overlooking the estuary of the Lysan river, and has developed from the multitude of distinct fortresses that preceded it. Between these forts, homes of the powerful merchants and sea-traders (ie pirates), are the houses of the sailors and shipbuilders who form the majority of the city's population. Kalabay, filled with people of many nationalities and races, and alive with the continual bartering of the street-traders, is a dangerous city and only those who know the place well venture out alone after dark (and then rarely).

Rule in Nerria is by force alone, and political disputes are often bloodthirsty affairs. The theoretical King is appointed by the Emperor and is the Imperial Governor to Kalabay - the part is not a favoured one and frequently changes hands. The effective rulers of Kalabay have no respect for this King, and only show enough obedience to avoid the intrusion of the Army. The Empire still tolerates the Nerrian attitudes, although there is some disquiet growing and the penalties on individual transgressors who are especially flagrant in their disrespect are most severe (and usually profitable for the Empire).

OUTSIDE THE EMPIRE

Outside of the seven Imperial kingdoms there are several large groups of peoples, and a large number of smaller groups. The latter are too numerous to warrant mention here, but outlines of the significant groups will be given. Generally speaking, the lands outside the Empire are the wilderness areas and can be treated as if they were uninhabited, with many of the so-called inhabited areas being those populated by nomads or by distinct disorganized groups. It is outside the Empire, also, that the monster-types will be found, and the beginning of an appreciable incidence of such creatures can be roughly defined at the Imperial boundaries.

SHASTA:

Shasta is not, in fact, a place, but is the deity of the nomadic desert tribes to the east of Eldenvaan. Shasta is the desert; he is also the wind and the heat and the thirst and all the many facets of tribal life. The Shastan peoples are formed into tribes, each of which belongs to a larger family of tribes; there are several of these tribal families and, although different in many ways, the similarities are such that they may be dealt with as a group. Although the tribes may fight each other, they do in fact regard themselves as a single people.

The tribes are dominated by the mystical warrior-priests who are the guides and advisors of the people, the politicians, the judges and the leaders of religious life. The society is very structured and outsiders are treated with great caution at best, although those few that suitably impress the nomads are accepted as brothers. Shastan society is very male-dominated, and the women are treated as slaves and valued lower than camels. Deeper in the desert, the tribes are even more xenophobic, and they usually deal harshly with all strangers (these tribes consider the deep desert as holy to Shasta).

Some of the tribes raid into Eldenvaan, and even occasionally Magrax and the easternmost part of the Cayan steppes, but on the whole the relationship with the Empire is peaceful if often distrustful. Many of the tribes trade with Imperial merchants, but the contact is rarely originated by the latter; the nomads always prefer to come to the foreigners rather than to accept them into their own tents.

CAYAN:

The high grasslands and steppes of the Cayan region are home to another sort of nomadic people. The steppes nomads are based around clans and extended families rather than tribes, but they preserve the same independence as their desert counterparts. These are a fierce, warlike people, and the clans often fight amongst themselves; some groups are still conducting feuds that began centuries ago and nightly they rehearse their grievances in songs and tales under their temporary roofs.

The steppes nomads refuse to be daunted by Imperial threats and, although they rarely raid in more than small bands, they consider themselves at war. Imperial officials or employees are usually murdered if captured, and service on the northern frontiers is used as a punishment in the Imperial Army. PCs and similar unaffiliated individuals, if they can prove themselves, will often be accepted; equally, the nomads may trade with merchants that are not officially attached to the Empire in any manner, if they can show themselves worthy of such an honour.

Despite this antagonism to the Empire, there is little that it can do; the organization of the nomads is so loose and their mobility is so great (they are primarily a mounted nation, and their fine horses are one of the reasons that merchants will take so many risks to trade with them) and the bands are so self-contained, that Imperial tactics are useless in terms of a large-scale conquest, and the Army makes little impact. In the Empire's eyes there is not a great deal to make the effort of conquering the region worth their while; the half-hearted assaults that are made are done partly as defence, partly on principal, and partly as exercises for the units involved.

DEMLICH:

The Demlich mountains are the home of many primitive and barbarian peoples. The area is split into many petty kingdoms, but is generally distinguished by the uncivilized nature of the inhabitants. They have a limited technology, limited magic-use and a great suspicion of anything strange or unnatural. These peoples are rarely encountered outside of the homelands, although occasionally groups set out on a trek as far as the northern Imperial borders to raid and plunder, especially for slaves and arms. There is little official contact with the Empire, and they are on mutually respectful terms with the steppes nomads - if neither ventures into the other's territory they remain friendly, otherwise they fight viciously to maintain their lands.

TSORV:

The Tsorv mountains, and the eastern range of Yagha-Tsorv, are inhabited partially by dwarves and various small human kingdoms. The majority of the residents in these regions, however, are the monster-types, both the individual creatures and those organized into bands or tribes (eg the humanoids). There are a large number of humanoid kingdoms, frequently changing hands and constantly at war with each other and with the dwarves, etc. The human areas are usually on friendly terms with the Empire, although they rarely receive any form of aid; the dwarves maintain their distance but are not hostile. The humanoid areas are constantly raiding into the Empire, whenever they can spare the number from the local squabbles, but are (like the nomads, etc) difficult to combat due to their disorganization; the Empire can repulse raids but it is near impossible to effectively follow them up. This is basically prime adventuring territory.

THE ISLANDS:

To the west of Nerria there are a huge number of islands, many little more than large rocks jutting out of the sea. Some of these are occupied (not necessarily by humans); most are too small to contain more than one group, tribe, kingdom, etc; some contain different, often warring, factions. In a few cases there are mini-empires stretching over several neighbouring islands. Their relations to the Empire vary dramatically from fanatical hostility to a short-sighted innocent welcome of any and all civilized men (such places are rapidly exploited and educated).



BROHAR'S BANE

PART II

INSTRUCTIONS FOR PLAYING "BROHAR'S BANE"

INTRODUCTION

Brohar's Bane is an AD&D solo adventure in two parts, the first is a wilderness search and the second a dungeon quest. Each part is complete in itself and may be played independently.

If you have not yet played the first part, and wish to do so, stop reading now and return here only when you have completed the wilderness search (see *Tortured Souls!* issue 2).

If you don't have a copy of issue 2 and wish to start straight away on this part go immediately to option 338 on page 32.

If you played the last part but failed in your quest, you may assume that aided by your efforts Isindred was able to recover the sword by his own arcane powers, and has now appointed a new party with the task of putting it to good use. You will therefore have to create a new party to continue the adventure.

If you played the last part and returned successfully with the sword, go immediately to option 343 on page 32.

CREATING A PARTY

Note that these instructions are only a brief summary of those appearing in issue 2 of *Tortured Souls!*. If you have access to that issue you should use the instructions there (even if you did not play the first part).

You should use three 2nd and three 3rd level characters, who can be human, elf or dwarf (although a preponderance of human types is advised). Permitted character classes are F, M, C and T, with a total of no more than 3 spell users. Note that it is quite permissible for several people to play this solo together by splitting the party between them, with each player deciding the actions of the character(s) in his control (the party may not, however, split up at any time).

Each fighter will have a set of banded armour, a shield, 2 small weapons and 2 other weapons, one being a +1 magical weapon. Clerics will have a set of chainmail, a shield, 1 small weapon and 1 non-magical clerical weapon. Thieves will have their tools, a set of leather armour, 1 small weapon and 1 other non-magical weapon. Magic-users will have all necessary spell ingredients, 2 daggers and 1 non-magical staff.

Small weapons are those costing 1 gp or less, and include a quiver + 24 arrows or a sling + 20 bullets. No PC may possess a crossbow, polearm or weapon valued at more than 15gp (8gp for thieves). In addition all PCs may have 5gp worth (Magic-Users 10gp) of items chosen from the Miscellaneous Items table. The party will also have 1 potion of extra-healing at its disposal, and one of the fighters will carry Brohar's Bane in place of his +1 weapon. **No items other than those listed above may be taken on the adventure.** Do not forget to make out a character sheet for each PC, and record the owner and positioning of every item.

WANDERING MONSTERS

You need not check on the turn that you first enter any room, passage or stairway, or a cavern that includes a listed encounter. Otherwise check whenever you move to a new location (or return to an old one), or spend more than a turn in your present location (eg through spending time during combat, climbing, searching etc). The chance of an encounter is 1 in 20; if one occurs go immediately to 795.

IMPORTANT

- 1) Some of the caverns will be listed as having black walls or being hewn from black rock. In such areas all spells, including cures, will have **no effect** unless you are specifically told otherwise (though magic items, eg potions/scrolls/weapons, will function as normal). In addition you need not check for wandering monsters while in these locations.
- 2) Except as mentioned above, or if you are told otherwise in the key, all your spells will function normally, but may **not** be relearned during the adventure.
- 3) When your party is prepared go to 348. **GOOD LUCK!**

"...And so Isindred kept secret the knowledge he had found, thinking that the populace would be moved to dire panic if they knew of the Demon's re-awakening. Having recovered 'Brohar's Bane', he reasoned that a small party, armed with that fearsome artifact, could strike at the Demon while he lay complacent in his lair.

Accordingly Isindred sought out his champion, for he knew that only the bravest and strongest of mortals could hope to resist the power of the Demon. The need for speed was vital, for even as the party began their preparations news reached Isindred that the Demon was beginning to stir..."

The Chronicler Jellic.

SOLO PLAY INSTRUCTIONS

The key to the solo is divided into two sections, the first (Building Key) contains descriptions of the various rooms inside any buildings you may enter, the second (Cavern Key) contains a similar listing for the caverns, plus any overground encounters you may have. Unless you are told otherwise whenever you are sent to a new option it will be in the same section as the last one (general options are usually included in the building key).

You should play the building rooms as follows: When you enter a room, first locate the relevant drawing on the map page. Draw this with the entrance you have used joined to the correct exit of the previous room. If the room is on a new level (ie was reached by a stairway or similar construction) it is advisable to draw it on a new sheet of paper. **Double check room numbers** and write the number on your map for future reference. Once you have drawn the room look up the room number in the key (again check the number) and read the first, and only the first, section of that room (ie as far as the line space). This section will give you some information on which to act, varying in complexity from room to room. Decide **EXACTLY** what each and every one of your PCs is going to do (a brief written note may help), and then consult the next section. This explains what your actions have achieved (if anything), and may give further information. Actions not listed have either no effect, or the obvious effect (eg if you pour some water on a torch on an altar, and this is not listed as having any special effect, then all that happens is that the torch goes out). The number of sections depends on the complexity of the room, but the last one will end with 'EXITS'. This indicates that the next (final) section gives the reference number of the rooms that can now be entered, depending upon the exit chosen. You should now decide which exit you wish to take **BEFORE** looking at the final section. Then find the room that you are now entering, locate it on the map page and draw it on to your map, ensuring that you join the entrance you have been given to the exit you have taken.

Remember you **MUST** stop reading and make your next set of decisions whenever you reach a line space (it is helpful to cover the text with a sheet of paper and move it down as you read to avoid accidentally starting on the next section). The options given in the next section are **NOT** a 'menu' to choose from (as in other solo systems), you have already made your choice, and only the effects listed as occurring due to actions you chose will be applicable to you. You should treat the information in much the same manner as a DM moderated game. In order to prevent you gaining information from actions you did not perform many room descriptions (and some exits) contain choices that direct you to other reference numbers. You should look up the number and read the appropriate section **IF** and **ONLY** if you have made the relevant choice. These sections should be treated in the same way as the room method described above as they may also be split into several sections. Note that you will normally return to the room description that gave you this option when you have completed it, but **you will not be told which room to return to.** It is therefore very important to keep track of your current position (it is a good idea to jot down on scrap paper all option numbers as you read them). Note also that these options will not include maps as they refer to areas already mapped.

The caverns are played in exactly the same manner as the rooms, though they are normally less complex. The sections referring to your overground actions are also treated in the same way, although there are no exits as such, movement to new areas being described using options.

You should play using your normal rules, ie either straight AD&D, or using any 'house' variants that you always employ. Also use common sense, eg if you said that all your PCs took a swig from a basin of liquid you have found, you may assume that the others would decide not to if the first fell dead at their feet!

Unless otherwise stated, all monsters will attack the party, employing their best possible offensive tactics, and will fight until killed/destroyed. You may wish to have a neutral third party to hand to play the part of the monsters you meet, but he should always do his best to defeat you. Monsters will not parley unless recorded as doing so in the key.

BUILDING MAPS

(Unless otherwise noted all rooms are faced stone, 10' high).

100: Isindred utters a curious melodic phrase and your skin tingles. Suddenly you are standing on the black rock of a barren landscape. Your quest has begun! Whenever any of the things listed below occurs you should go to the option indicated. You should remember the list, but may refer back here at any time to check the option number when such an event occurs. Any PC enters lava for any reason (178). First time you encounter night devils (378). First time you use Brohar's Bane in combat (198). PC holding Brohar's Bane is subject to fire based attack (275). PC touches Brohar's Bane while the wielder is still alive (258). PC touches Brohar's Bane after the death of the wielder (288). Now go to 500 (Cavern Key).

136: This room is rather dusty, it contains a table and two chairs against the north wall, four coathooks on the west wall (two with ragged black cloaks on) and a small bookcase against the east wall with a smashed mirror above it.

The shelves of the bookcase are empty, though not as dusty as other surfaces in the room. If you investigated the cloaks go to 295. A brief look at the other items revealed nothing of interest.

If you investigated the table further you find a sheet of parchment pinned to its undersurface, if you read it go to 278. If you pulled the bookcase out from the wall go to 385. EXITS.

A: 289A, B: 196A, C: 366A.

138: The incense smells disgusting, there are no other effects.

143: This door is locked and barred from the other side. To open it you must make an open doors roll at -1. If you open it go to 189B, if not each time you fail go to 243 (after the first time you may either return to 289 or continue your attempts).

146: This small room, only 4½' high at the north end sloping to 7' at the south end, contains a large bucket topped by a plank of wood with a 12" diameter hole cut in it. An open door leads to a small cupboard containing a large amount of broken glass and spill powders of various colours mixed together on the shelves.

If anyone looked through the arrow slit go to 153. If anyone swallowed any of the powder they will take an immediate d4 damage from its caustic properties, and a further 1hp of damage every other turn for the next 2-12 turns from the combined effects of powder and glass. If anyone examined the bucket go to 173, otherwise return to 256C.

148: There is a loud clang as your weapon strikes the demon, who seems to be as solid as a statue. Now go to 243, but take double damage as you are standing right in front of him.

153: The arrow slit affords a view of room 289.

155: The sheet is part of a set of accounts dealing with the acquisition of food and wines, and of little interest. You may read another sheet (ie roll again but ignore the same number).

156: This room contains five skeletons (hp: 5,4,4,6,4; MM 87), wearing black vestments with circles of fire embroidered on the chest. They rush to attack anyone not wearing a similar item. When you have defeated them go to the section below.

The room is empty but for the skeletal remnants. The north and west walls curve in slightly towards the ceiling. The door at B is heavily barred and has a large bronze skull on it. EXITS.

A: 179A, B: 279A, C: 166B.

158: This item will completely negate any form of fire resistance your PC may possess, including that of Brohar's Bane itself.

163: A green slime (see M.M. 49) drops onto the first PC. If you act very quickly, other PCs can burn the slime off (doing equal damage to the slime and the PC) or scrape it off with an edged weapon (no damage to the slime, but for each hit point of damage done to the PC there is a 10% chance of removing the slime). Both methods do 2-5 damage per attempt - you must specify how many PCs will make such attempts each round, and evaluate ALL attempts; you have only 1-4 rounds before the PC concerned turns to slime. There is a smaller slime in the bucket (only 1 hit die); the room is otherwise of no interest.

165: The door to 176 bursts open (you may read the description of that room) and the zombies attack you. If you defeat them and continue your assault on the stairs go to 365 when you have inflicted 20 or more hit points of damage.

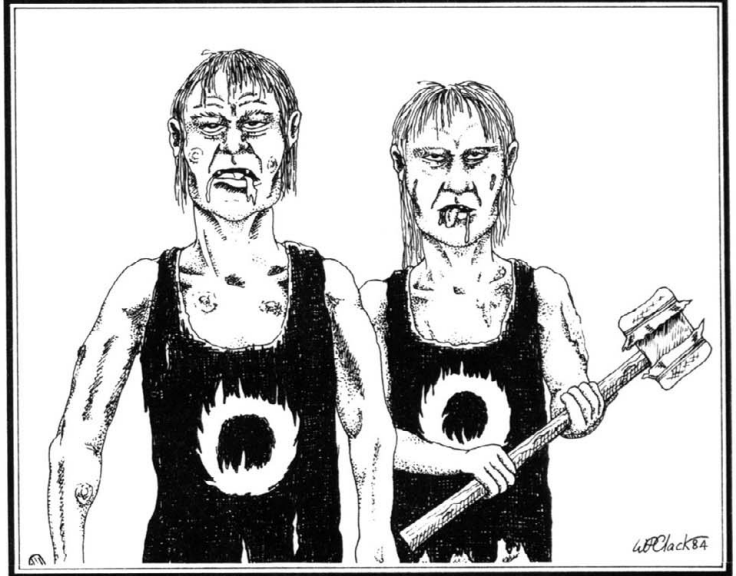
166: On a roll of 4 (d4) go to 248. EXITS: A: 349A, B: 156C.

168: Go to 243.

173: The bucket is empty but for a thin layer of congealed muck at the bottom. If you really insist on delving further go to 458.

175: A secret panel (the 5' of the south wall just west of the alcove) swings open. If you wish to use this exit go to 376A.

176: This room contains two zombies (hp: 12,13; M.M. 103) carrying large hammers and wearing black vestments embroidered with circles of fire.



If you spoke the command phrase EVVONN-COLLIN go to 293, otherwise the zombies attack you. Note however that their hammers, although large, are heavily padded and do only 1-3 damage. When you have defeated the zombies return to 236A.

178: You die horribly as the molten lava flows over you.

179: This is the balcony above room 289, you may re-read the first section of that room. The balcony is constructed of stone, has no railing, and contains seating along most of its length. Above the balcony the east, south and west walls curve in slightly towards the ceiling.

If you **ran** for an exit go to 156A if exit A and 246 if exit B, otherwise go to the next section below.

With a loud roar flame shoots from the demon's mouth. However while it fills the bottom part of the room you are safe on the balcony. A voice then taunts you as before, but you notice that the mouth of the demon does not move with the words. In fact the demon shows no signs of animation at all.

The balcony itself contains nothing of interest. If you lowered yourself down via a rope go to 243. Also go to 243 if you descended using levitation or thief climbing abilities, **unless** you specified that you kept to the north wall. In this latter case go to 263 if you wished to look through the arrow slits, or 355 if you descended to the floor. For exits see section 2 above.

183: The wooden stairs slowly rise up to reveal a secret passage; go to 269.

185: Passing through the flames is quite harmless, go to 886 (Cavern Key).

188: If you use Brohar's Bane go to 148, otherwise go to 453.

189: The south door in this room is locked (the key is in the lock) and barred on this side (if you entered by this door part of the frame will be split). The north door carries an inscription in an archaic clerical script; any cleric has a 30% chance of understanding the phrase (in which case go to 445). There are stone basins against the north and south walls, and six coathooks on each of the east and west walls.

The north basin contains only a series of green bands running horizontally around the interior and some green and brown stains on the bottom. The southern basin (if searched) yields 87 silver pieces. If you pulled down the coathook second from the south on the eastern wall go to 448, otherwise go to exits below.

A: 246A, B: 289C

193: The chest contains an assortment of religious paraphernalia: candles (mostly only stubs), tapers, broken incense sticks, a bag of chalk dust (split) and a battered bronze censor. There is also a bundle of a dozen or so sheets of parchment.

If you investigated the parchments go to 298. If you put some incense in the censor, lit it, and swung it to and fro, go to 138. If you searched the chest further go to the next section.

There is a secret panel in the bottom of the chest which lifts out to reveal a velvet-lined cavity, shaped to hold a humanoid-shaped statue some 3' high, but apparently stuffed with black cloth (go to 435 if you wish to investigate this cloth further).

196: This room appears to be used as a cellar, though all the remains are worthless (broken boxes, scattered grain sacks etc).

3 Giant Rats (MM 81, hp 3,3,4) emerge from under a loose floor slab. They are starving and will fight to the death. EXITS.

A: 136B, B: 189 (emerges through secret panel in southern 5' of west wall), C: 466A.

198: Brohar's Bane suddenly lights as if commanded (it will always do this when there are night devils near). Go to 463.

233: If you ignored the room and chose an exit go to 245, but roll a d4 instead of a d6 as instructed. Any non-offensive spells cast seem to have their normal effects. Other actions produce no effects. If you now still have characters in the room go to 243.

235: The 'scroll' is actually a painting, in crude style, depicting satyrs and wood nymphs engaged in grossly debauched activities.

236: This room contains a wooden staircase leading up to a bolted trapdoor in the ceiling. A rope is attached to either side of the bottom stair, and these ropes pass up and into the ceiling. A rope from a well-type winch in the south west corner leads into the south wall. The room is otherwise empty.

If you attacked the stairs (weapons, spells or fire) go to 165. If you turned the winch go to 183. Otherwise go to EXITS below.

A: 176A, B: 376B, TRAPDOOR: 438 (emerges through secret 5' square panel in north-west corner).

238: Bad luck, the supply of copper pieces has run out!

243: There is a sudden roar as flame sprays out of the demon's mouth. Everyone in the room will take 2-5 damage (saving roll vs. breath weapons halves). Through the dense acrid smoke you can hear the demon taunting you, "You'll have to do better than that to better Brohar!" He will take no further actions this round. Now return to 289 and pick a new option for next round.

245: If you chose exit B go to 848 (Cavern Key), if A or C roll a d6. On a 1-3 go to 243, then return here. On a 4-6 (or on your return from 243) go to 136A (from exit A) or 143 (exit C).

246: Empty staircase. EXITS. A: 189A, B: 179B.

248: You detect a slight unpleasant smell further up the stairs.

253: Go to 288.

255: The desk is of the fold-down type, the locked compartment contains the remains of quills, dried-up ink bottles, ashes, and some partially burnt papers. There has apparently been an unsuccessful arson attempt, for 6 sheets of paper are still legible. If you wish to read one roll a d6. On a 1 go to 468, on a 2-5 go to 155, on a 6 go to 368.

256: The western part of this L-shaped corridor seems a little cooler than surrounding areas, and contains an extensive set of wineracks. The southern part contains an open chest and an arrow slit. The north-east corner is raised about 2' and contains a semicircular dais, some 3' high.

If you looked out of the arrow-slit go to 153. The chest is empty, its lock appears to have been broken. There are 12 bottles of a passable wine in the racks. If you examined the dais go to the next section, otherwise go to EXITS.

The dais appears to have been used as a small altar or shrine. Scratch marks near the back suggest that a heavy object was kept there. Nearer the front are two patches of wax drippings, each with a clear circle about 3" across in their centre. EXITS.

A: 386 (emerges through secret panel in northern 5' of eastern wall), B: 359A, C: 146A.

258: Go to 795 (Cavern Key), they grab the PC concerned.

263: The western pair of arrow slits permit a glimpse into room 286, the easternmost into room 146 (you may look at the map and read the first section of the description only).

265: The northernmost 5' section of the east wall hinges slightly inwards. If you wish to use this exit go to 256A.

268: The jewel appears to be worth only 10 gp. If you attempt to prise it out go to 393.

269: This secret passage leads via an open archway to a staircase. If you wish to exit via the stairway go to option 373.

273: You find 2-5 copper pieces under some rubbish. The third time you are sent here go to 238 instead.

275: This item imparts some form of fire resistance (no damage if saving throw made, half if failed).

278: The parchment appears to be a hastily scrawled note in common. It reads as follows: "Flee as quickly as possible, He has betrayed us, Zharak is dead. We have taken the statue and will conceal it in the place Known to All, yet Seldom Revered."

279: The ceiling curves inwards on the north and south walls to form a vaulted passageway leading to a semicircular alcove about 3' from the ground at the eastern end, where something can be seen glinting. The walls are covered in a carved frieze depicting various powerful undead creatures bowing in obeisance towards the east. This passage is noticeably colder than previous rooms.

If you exit you may return to 156B unhindered, if you entered further go to the next section.

The friezes become increasingly gruesome towards the east and seem to feature mostly skulls, either hovering in the air or atop vague wraith-like forms. The alcove itself contains a skull on a velvet cushion, surrounded by a ring of dust or ashes. There is an axe imbedded in the skull, and a jewel set in the forehead seems to reflect some light source.

If you touched the skull or axe go immediately to 358. If you investigated the jewel go to 268. If you attacked the skull (either physically or magically) go to 388. If you attempted to examine it more closely without touching it go to 383. If you left go to 156B, other actions have no effects.

283: If you levitated it will take 1 round to reach an arrow slit or the balcony, but first go to 243 (then go to 179 for the balcony, 263 for the arrow slits, if you survive!). Climbing to the arrow slits takes 2 rounds, to the balcony 3, (do not forget to check for falling each round) also go to 243 each round and then if you survive, go to 179 (balcony) or 263 (arrow slits).

285: Part of the stairs about 5'-8' from the north end give way and your heaviest character (ie best AC) falls through. Go to 396 (your character is in the centre of this room) and take 0-3 (ie d4-1) damage. Other PCs may safely lower themselves down.

288: There is no adverse effect; it may be given to a new PC.

289: This room is noticeably hotter than outside the tower. It is 30' high, a balcony can be seen 20' from the floor running around the east, south and west walls. On ground level there are two doors in the north wall, the western being slightly ajar, and an open portal to the south. Torches burn in brackets on the east and west walls. Four arrow slits are visible 15' up the north wall, 2½' and 7½' from the east and west walls. Against the north wall a 15' high heavily-muscled humanoid figure stands expectantly with wicked fangs agape and dense smoke drifting from his flared nostrils. A pair of curved horns sprout from his head, his skin glistens with a bronze sheen and folded wings can be seen behind his massive shoulders.

If you attacked the demon with missile weapons go to 443, if with hand held weapons go to 188, if with a spell attack go to 398. If you attempted to parley with him go to 168. If you ran for an exit go to 245. If you attempted to levitate or climb the walls go to 283, for any other action go to 233.

293: The zombies walk past you without interfering. They then ascend the wooden staircase in room 236 and open the trapdoor. You can see sky through the opening. Now go to 353.

295: The cloaks have a design featuring a Z inside a circle of fire. One has an inner pocket containing 4 smooth pebbles.

298: There are 14 sheets of parchment. If the PC was a cleric of a good alignment he will take 2-5 damage. The sheets contain a series of 5 verses. If a PC reads one aloud go to 433.

335: Go to 795 (Cavern Key).

338: Your party is currently visiting the kingdom of Ferulian. The ruler, Alspren, is an elusive personality, greatly feared though seldom seen, and has maintained his reign of terror for longer than any man can remember. You are therefore somewhat apprehensive when summoned to a secret meeting with the mage Isindred, one of his close advisers. Isindred tells you that his calculations have revealed that a terrible demon is due to arrive from another plane and lay waste the kingdom. Alspren merely scoffs at his warnings, so Isindred secretly sent a party to the Devils Island to retrieve Brohar's Bane, a sword of great power, thought to be the only weapon capable of destroying the demon. The party managed to find the sword, but perished in the attempt to retrieve it, though Isindred was able to teleport it back to his tower. Time is now running short and Isindred wants you to take the sword and face the demon before he can complete his plans. If you wish to accept the quest return to page 29 for details of how to create your party.

343: Isindred congratulates you on your success, but warns that the hardest part is yet to come. He puts you into a magical sleep which refreshes and invigorates you, and also cures all your wounds, giving him time to study the sword.

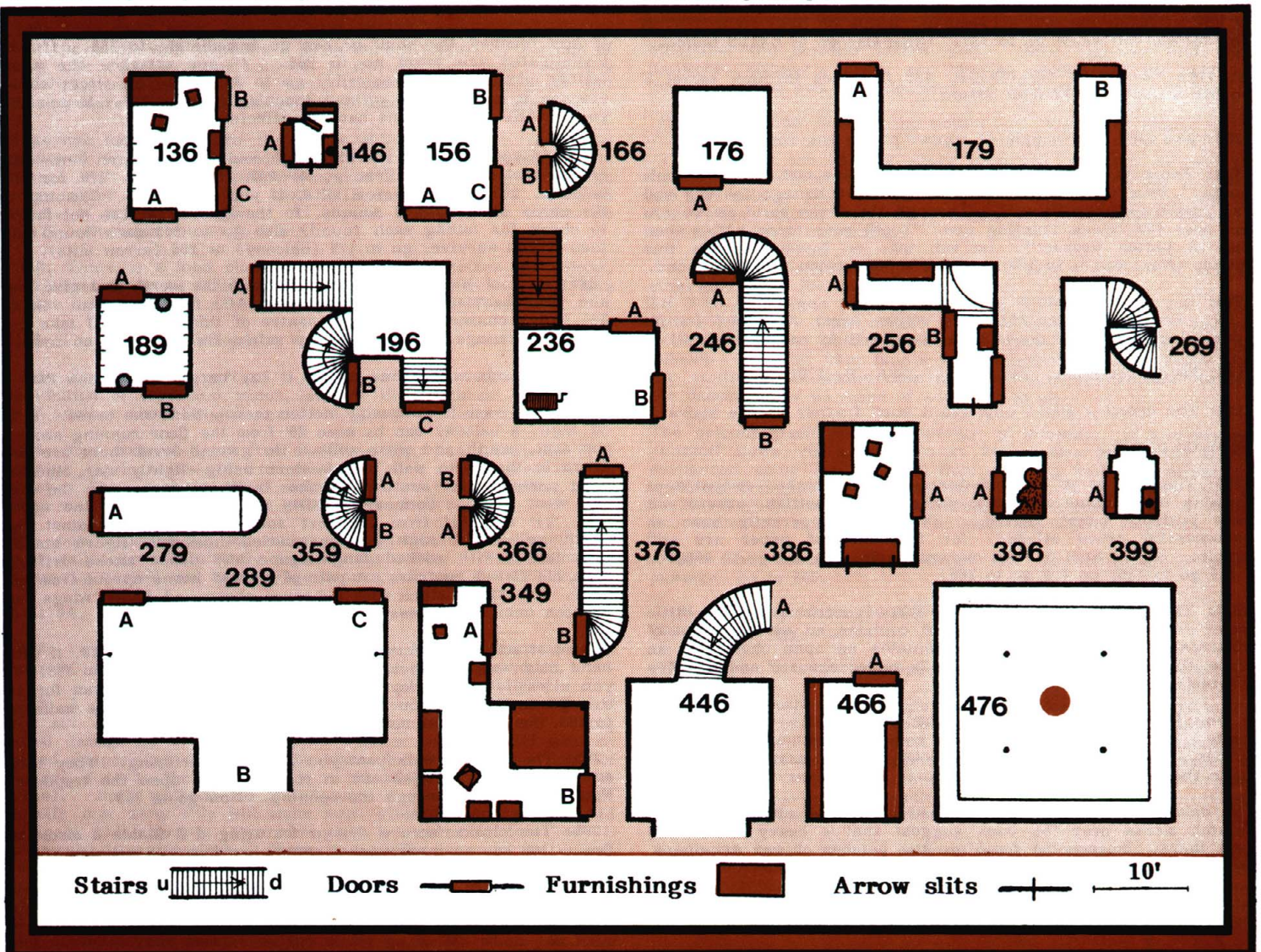
You should continue the quest with your surviving characters. If some of your characters were killed Isindred will instruct one 3rd level and up to five 2nd level members of his personal guard to accompany you to make your party back up to its former numbers (ie the number of PCs that you started with). They are all human fighters carrying shortsword, dagger, chainmail and shield, and will be unswervingly loyal in the aid of your quest. Isindred will also replace any magic weapons or items you lost or used on your first expedition (you may give some of your magic weapons to the fighters if you wish). Return to page 29, but ignore the section on creating a party.

345: Isindred will lend you one of his personal guards, Melark, on condition that he alone carries Brohar's Bane and will be the champion to face the demon. Melark is a 2nd level human fighter (14 hp), wears chain and shield, and will be fanatically loyal in the cause of your quest. Now go to 100.

348: When your party has finished its preparations Isindred informs you of the outcome of his researches into the sword.

"Brohar's Bane is clearly a potent weapon," he begins, "though I have been unable to determine its exact properties. It will produce a magical flame if you so will it, thus greatly increasing its effectiveness, but I suspect that this may be dangerous and advise you to use the ability with caution. It will also impart some degree of fire and heat resistance to its user. I suspect it has some properties with regard to illusions, but have been unable to discover what these may be. Perhaps it will indeed be able to destroy the demon himself, for one thing that I have discovered is that this sword is essential in order to gain entry to his lair." Here Isindred quotes from one of his mouldering tomes: "For whenever the fiend makes an appearance, he first secretes himself in a tower with a mighty stone portal. Only a brave fighter of pure human stock will be able to sunder this portal, and in order to do so he must wear the Crown of Fire and deal the stone a mighty blow with the hilt of the Demon Cursed sword." Isindred looks up a little sheepishly, "I forgot to mention, some early writers erroneously supposed the sword to be afflicted with a terrible curse. No matter, the path is clear, you must first retrieve the Crown of Fire and then force entrance to the tower. The tower is situated on Devil's Island, not far from where the sword was located, and I believe the Crown has been hidden in a nearby monastery. At any rate my powers have revealed that it is somewhere in the vicinity. I know little of the powers of the Crown, other than its obvious connection with fire, but have reason to believe that once it has been put on it would cause the certain death of the wearer if it were removed. The sword too is rumoured to form a bond with its user, so I beseech you to only give it to a new champion if its bearer should perish on your quest. Note too that the one who faces the demon **must** be of human stock. I therefore advise you to give one of your human fighters Brohar's Bane, and to protect him from harm for as long as possible. Remember, harsh though it may sound, the rest of your party are expendable, your champion **must** get through to face the demon. Good Luck!"

If you have no human fighters in your party go to option 345, otherwise go to option 100.



349: This large room appears to have once been sumptuously furnished, but the contents are now all old and tattered. There is a slight but unpleasant smell in the room. In the north-west corner is a small writing desk with chair. Next to the door on the east wall is an old battered chest, apparently untrapped and unlocked. There are two empty bookcases on the west wall, with an easy chair in front. Against the south wall two metal-bound chests stand with lids open; the chests are extremely blackened and appear to contain only ashes and charred rubbish. There is also a large four-poster bed in the room, its fine silk coverings are moth-eaten and torn.

As you investigate the room further you notice a distinct sickening smell, apparently coming from beyond the door at B. The bookcases are indeed empty, though less dusty than other surfaces. The chairs and the bed appear to be of no interest, though a braided rope hangs by the side of the bed. The contents of the two open chests look like ashes mixed with charred cloth and fragments of parchment. If you opened the other chest go to 193, the writing desk is locked.

If you looked under the bed go to 473. If you sifted through the ashes go to 363. If you pulled the rope go to 353. If you smashed open the writing desk go to 255. Other actions produce no effects. EXITS.

A: 166A, B: 399A.

353: You hear a bell toll. Go to 795 (Cavern Key).

355: Go to 243. Sorry!

358: If you touched the axe go to 478, if the skull 393.

359: Empty staircase. EXITS. A: 256B, B: 396A.

363: Somebody appears to have burnt a lot of books and some clothes in these chests. The only remains are odd scraps of paper, ashes, small pieces of black cloth and some curious pieces of blackened brass, similar to small hinges and name-plates.

365: You make a hole large enough for a person to get through. If you lower yourself down go to 269.

366: Empty staircase. EXITS. A: 136C, B: 386A.

368: This sheet appears to be the last page of a letter. All it says is:

"...laugh? I could have wet myself!! However, I still think that EVONN-COLLIN is a stupid command phrase for a zombie. See you soon - Zharak."

You may now read another sheet; reroll but ignore a 6.

373: The stairs descend for 1½ revolutions, then go to 446a.

376: Roll a d4 each time you pass, on a 4 go to 285. EXITS.

A: 279 (through secret panel in 5' of southern wall just west of alcove, you may read the first 3 sections of 279), B: 236B.

378: The sword gives +2 on to hit and damage rolls. If you want to try to make it flame go to 463.

383: Peering into one of the eye sockets of the skull you notice that a metal rod is attached to the blade of the axe, which is hinged inside the skull, and passes via a hole in the cushion into the floor of the alcove. Decide your actions then go to 478.

385: Behind the bookcase are a set of 3 scrolls, bound with fine silk thread. If at any time you wish to open and read one go to 235, you may carry them with you until you wish to do so.

386: This room contains a pair of bunkbeds against the south wall, which also contains a pair of arrow slits, and a table and three chairs in the north-west corner. The floor is covered with old clothes and other rubbish. The stub of a burnt-out torch remains in a bracket on the north wall.

If you looked through an arrow slit go to 153. If you pulled the torch bracket go to 265. The room otherwise contains little of interest. The rubbish on the floor together with an open chest on its side under the bunkbeds and a similar item under the table suggest that the room was either abandoned in a hurry or has been hastily searched. The exit leads to 366B.

388: Treat the skull as AC 10. If any single attack does 3 or more hit points of damage go to the next section.

The skull shatters and is sent flying in pieces around the alcove. The axe is left in place - you can now see that it is a form of lever, attached to a rod leading via a hole in the cushion into the floor of the alcove. Decide your actions then go to 478.

393: Nothing untoward happens, but while examining it you notice something odd (go to 383).

396: This small room, some 5' x 7' is only 2½' high at the north end, sloping to 8' high at the south end. It contains nothing but a pile of mouldering furs and several empty wine bottles.

If you searched through the furs you find an apparently worthless bamboo flute. The only exit goes to 359B.

398: The demon stands his ground and does not seem to notice your puny efforts; he is clearly immune to any spells that you may possess. Now go to 243.

399: This small room, 5' x 7½', is only 4' high at the north end, sloping to 8' high at the south end. An appalling stench rises from the gruesome spectacle in front of you - an almost completely decomposed corpse is sitting on a plank of wood lying atop a large bucket. The plank has a 12" diameter hole cut in, and parts of the skeleton have slipped into the hole. There is a cupboard in the north wall of the room, but the door and shelves of the cupboard are missing. If anyone wishes to investigate the room further go to 163, otherwise return to 349B.

433: The PC vanishes on completing the second verse. Unless you are later told otherwise this PC will never be seen again.

435: The cloth is in fact three surplises, black but with a design on them featuring a fiery circle.

438: You are now on the tower roof, having emerged through a trapdoor in the north-west 5' square. Go to 476.

443: The demon stands impassively as the missile glances off him; such attacks clearly do not harm him. Now go to 243.

445: The inscription reads "Have you washed your hands?"

446: You are in a 15' high room. The entire southern wall is carved into the hideous shape of an immense demon's face. A 10' wide by 8' high section forms a mouth opening and is filled with flickering flames of various hues. You can just make out a rough passage on the other side of the flames. You may attempt to pass through the flames (go to option 185), or return via the stairs to 269.

448: The southern 5' of the west wall opens to reveal a set of steps leading down. If you wish to take this exit go to 196B.

453: Go to 148 but note that there is a 30% chance of any metal weapon shattering on impact.

455: The elf tells you that Brohar has a terrible fear of mice, and that you may be able to use this weakness against him, he then produces a pornographic etching from under his cloak. If you wish to study the etching go to 195.

458: UUURK!!

463: The sword flames and gives +4 on to hit and damage rolls. Roll a d20 each round it is flaming, on a 20 go to 335.

466: This room is 15' high, and shelved on the east and west sides. It appears to have once been a storeroom, but used more recently as a rubbish tip. It contains all manner of assorted junk: rotten wineskins, broken bottles, mouldering carpets and so on. You can either return to 196C or spend some time exploring further, in which case roll a d4 each turn. On a 1-3 you find nothing of interest, on a 4 go to 273.

468: The character reading the sheet disappears, and unless you are later told otherwise will never be seen again.

473: You find 5 empty oil flasks.

476: You are on the roof of the tower. It is 20' square and surrounded by a low balcony. Four wooden pillars rise from the corners of the central 10' square and support a small canopy 15' above, from which the bell is suspended. A rope passes from the bell, over a pulley, and then down through the roof via a small hole midway between the two southern pillars.

If you pulled the rope or otherwise rang the bell go to 353. The roof is otherwise devoid of interest (although it does allow a view of the surrounding area) and appears to have no entrances to the tower. You may safely descend to the ground (788, Cavern Key) via levitation or a rope tied to a pillar, or may descend using thief skills (check 4 times for falling).

478: If you pulled the axe handle downwards (or upwards followed by downwards) go to 175. Otherwise return to 279 section 4 and choose another option.

CAVERN MAPS (INCLUDING OUTDOOR OPTIONS)

(Unless otherwise indicated all caves are gray rock and 25' high).

500: (See OVERGROUND MAP). You are currently standing in the vicinity of the tower beneath which you hope to find the demon (if you have played the 1st part of Brohar's Bane you will recognize the area as wilderness hex 996). There is clearly some volcanic activity on the island, as a dull red glow can be seen through the dense smoke that fills the huge crater behind you. On the western side of the crater a 10' wide set of stone steps (A) descends into the smoke. At the north a ledge can be seen about 80' below the lip of the crater (B). To the south the outline of a similar ledge (C) can just be made out 100' below the rim. Also in the area are a tower (D), the ruins of a monastery (E) and a graveyard (F).

If you investigated the tower go to 788; the monastery 668; the graveyard 655; the steps 648; If you attempted to descend into the crater (eg to reach a ledge) go to 785. If you wished to leave the area go to 798. Other actions produce no effects, but you may freely return here to choose another option.

533: Go to 688 but make your saving throw at +4 and take only half damage if you fail, none if you make it.

535: The flames are intensely hot and thicker than you thought. You take 2-5 damage (if this reduces you to 1hp or less go immediately to 698). You realise that you are making no headway as the flames seem to be physically pushing you back. If you wish to jump back go to 843 otherwise go to 783.

536: You are on an empty ledge 40' above the surface of the lava. The surrounding rock is dull black in colour. EXITS.

A: 686A, Climbing/Levitating out of crater: 785.

538: The stairs emerge through an archway onto a ledge 40' above the eastern part of cavern 936 (see map). The cavern is currently unpopulated, but the lava level has risen from that shown on the map to cover the entire floor of the cavern, and is rapidly rising upwards towards your ledge. Behind you lava flows up the stairs; there appears to be no escape. Go to 695.

543: If you performed any of these three actions during the first part of the adventure go to 738, if not go to 775: Killing the hermit (hex 966), abandoning a PC shut in the clam (hex 786) or abandoning a PC charmed by the siren (hex 569).

546: The stairs continue upwards ending in a small cave. Steam, spurts from a 5' fissure in the floor of the cave. Beyond this fissure the floor level is slightly higher and the rock colour changes to light grey, and you can see a long smooth passage heading south. Behind you the lava rapidly rises up the stairs and approaches the floor level of the cave.

Anyone who attempted to jump across the fissure should go to 853. Anyone staying in the cave or attempting to descend the stairs should go 695.

548: The PC concerned must roll his DEX or under on 3d6, or fall from the bridge (in which case go to 178, Building Key).

553: After you have negotiated about half of the length of the passage you notice that the spikes are slowly growing inwards towards the centre of the passage. Looking back you see that behind you they have already cut off retreat! (if you were being pursued by night devils they will now be unable to follow you). The spikes begin to move faster, you now have to squeeze between them, and it looks as if you may get skewered before you can reach the end of the passage. Roll a d6, if the result is less than the number of surviving party members (eg a 1 or 2 if you have 3 PCs left alive) go to 653, if equal or more go to 593.

555: The demon points his finger and the magic user(s) bursts into flame and is rapidly reduced to the status of a greasy smear on the floor. "I hope you will excuse me," the demon smiles politely, "but I distrust magic users and would find conversation difficult in their presence." The nauseous smell of charred flesh will linger on during any further conversation you may have with the demon. If you have a cleric with you go to 893, if not go to 755 if you still have other companions, otherwise decide your actions and go to the second section of 866.

558: A wall of fire suddenly springs up in front of you, its intense heat forcing you back. From behind you the demon taunts "Did you think I would make all these preparations only to have you flee from my very grasp?" If you try to run through the fire go to 535 otherwise go to the next section of 866.

563: The sound of the blow echoes around (make a wandering monster check), but the portal shows no signs of opening.

566: This 10' high roughly V shaped passage is hewn from a black rock. At A is a 10' wide shaft in the ceiling, its smooth glassy sides look impossible to climb. At B and C a glowing red 1' wide line crosses the floor of the passage. Past B the passage curves gently to the north, while past C it turns sharply northwards. Wisps of smoke occasionally come in through the opening at D, from which a dull red glow can be seen.

The shaft IS impossible to climb. The red lines are extremely hot, anyone touching them without the benefit of fire resistance will take 1 hp damage; they may easily be jumped over. EXITS.

A: Impassable, B: 876B, C: 936A, D: Go to option 778.

568: Your hand moves through the air but makes no contact, the portal has vanished! You get a fleeting glimpse of a huge demonic figure some 20' away, and then searing flame swirls all around you. You and all the characters with you (unless you specified that they had hidden either side of the portal) take 2d4 points of fire damage (save vs. breath attacks halves damage, check for each character). Through the billowing acrid smoke you hear a terrible voice loudly proclaim "Forward, mortal, and face the wrath of Brohar; your time of death has arrived!"



If you entered go to 635, if you ran away go to 848, if you immediately dived to one side of the portal go to 533. If you performed any other action go to 688.

573: A wall of fire suddenly springs up in front of you, its intense heat forcing you back. "That was very foolish," the demon admonishes you, "I haven't finished talking to you yet!" If you try to run through the fire go to 535, otherwise go to the next section of 866.

575: After you have travelled about 20' along the bridge the lava underneath you seems to stir slightly.

Anyone who **ran** back should go to 548. If everyone walked back nothing untoward happens. Go to EXITS but you must leave the cavern by your original entrance. If anyone continued onwards, or if you later return to try again, go to the next section.

Suddenly a number of small creatures leap from the lava towards you. They look like small brightly glowing red flying fish. 2d4 will leap towards each PC per round, roll to see if they hit as if being attacked by a monster of 1-1 hit dice. They are red hot and any PC without some form of fire resistance will take 1 damage for each one that hits; any PC taking 3 or more damage in a round should go to 548. You will suffer 2 rounds of attack if you walk to the end of the bridge, only 1 if you run (but all PCs running must go to 548). EXITS.

A: 839B, B: 746B.

578: Nothing untoward happens.

583: He eyes your party suspiciously before adding "One at a time please gents!". Since there is not space to do otherwise, and there appears to be no alternative to fighting him, decide who will face the champion and then go to 598.

585: The PC must add to his STR half his DEX (round down), his AC and a roll of d6. If the total is 30 or more he lands safely (go to 599A), if less he falls (go to 178, Building Key).

588: Any blow with this weapon will instantly kill the creature.

593: Your surviving PCs manage to scramble out of the end of the passage just before the last spikes close together. You are now in 779 (you emerged from exit A, which is now impassable).

595: You are reduced to the very point of death (ie 0hp), but are being kept alive by some nearby magical force. "You have been warned enough times!" the demon shouts. "Your next mistake will be your last!" (Note that if you are later sent to this option go to 885 instead). Go to the next section of 866.

598: If your chosen PC was a HUMAN FIGHTER using Brohar's Bane go to 735, otherwise go to 645.

599: You are standing on an empty ledge 20' above the lava surface. A set of stone steps in the north ascends at a rate of 1 in 1 out of sight into the smoke. EXITS.

A: 638, B: 759A, Climbing/Levitating out of crater: 785.

633: "But wait!" says the demon, "there is one thing more I must tell you." He claps his hands. All party members that you had previously been told will never be seen again, plus any clerics trapped in balls of flame, suddenly appear between you and the demon. They are contained within a pentangle of fire and are not able to escape. "I am afraid that if you choose to give me the sword, as part of the deal your companions will be destroyed; the powers that I grant are for you alone. You have one minute, choose wisely!" You have one minute to decide your actions (in multi-player games the owners of the trapped characters may use this time to attempt to sway your decision!), then go to the next section of 866.

635: The flames lick all around you as before but there is NO saving throw. Through the thick smoke you hear a low rasp "Now it is time to DIE!" You can either run back outside (go to 848) or wait for the smoke to clear (go to 289, Building Key).

636: This cave is empty but for the pile of rubbish marked on the map. Dim light can be seen from the alcove at B.

Drawing nearer you see that the pile of rubbish is mainly well gnawed bones, but with the occasional relatively complete human limb. However as soon as the party moved to investigate either this pile or the alcove at B a ghoul (hp 6, MM 43) attacks. He has been hiding and will attack (by surprise) the third member of the party to enter (or the last if less than 3 members). If you turn the ghoul he cowers in the western part of the cave; if you now wish to attack him go to 743.

When you have defeated the ghoul any PCs paralyzed quickly recover. If you now investigated the alcove at B go to 855, otherwise exit via A to 766B, as there is little else of interest.

638: At the top of the stairs is a 20' gap, above which the stairs continue. If you cross the gap (see 785 for details of climbing or levitating) you may ascend the remaining stairs to 500.

643: The portal has been resealed, you will have to open it again to gain admittance to the tower. Go to 788.

645: The dark figure laughs and swings his weapon with a speed that takes you entirely by surprise. Your PC is knocked clean off the bridge and plummets to the lava below, where he rapidly sizzles to a crisp. "I warned you!" the evil champion laughs triumphantly, "I am Aard!" He repeats his former speech before adding "Next?" in a menacing tone. If your late PC was carrying Brohar's Bane your quest is sadly ended, otherwise choose another PC to fight him and then go to 598.

648: The stairs descend 40', but then end abruptly, a section seems to have broken away from the inside of the crater (they can be seen continuing downwards after a gap of 20'). Several night devils can be seen circling the inside of the crater.

Anyone ascending the stairs should go to 500. Anyone jumping the gap should go to 585. A thief may climb around the gap (check for falling, go to 178, Building Key if he falls) and secure a rope for the others to cross by. Note however that the thief must roll a d4, the others a d6, when crossing (the PC carrying Brohar's Bane need not check). Any PC rolling a 1 should go to 838. If a PC gets to the lower set of stairs go to 599A.

653: The PC currently at the rear of the party is pinned down by the spikes, and suffers a hideous death. Return to 553 and roll again using the new number of PCs left alive.

655: The only item of interest in the graveyard is a mound of freshly turned earth. If you wish to investigate this go to 833, otherwise return to 500.

658: You take 2-8 damage (no saving throw).

659: This cavern is empty except for a large pile of earth in the northern half, and a pile of wooden boards against the wall in the southern half. A smell of decaying flesh appears to be coming from the southern exit.

The pile of earth is of little interest. The pile of wood looks suspiciously like ransacked coffins. EXITS.

A: 696A, B: 766A.

663: Everyone passing through the curtain takes 1 hp of damage. You are now in room 779 (see map). Unfortunately the bridge has vanished and you watch in horror as the lava rises rapidly to the top of the pit and flows towards you. Go to 695.

665: As you remove the crown Isslancthil crumbles to dust. Congratulations, you now have the Crown of Fire (it seems to have no abilities). If at any time you remove it from a living PC go to 253, if from a dead PC go to 288. If a PC wearing the Crown is subject to a fire based attack go to 158. Make a note of these numbers now for future reference. Go to 879 EXITS.

668: The monastery is in total ruins, and nothing of any interest can be found. Go to 500.

669: This huge (60' high) lava-filled cavern has a 2' wide bridge running from end to end. If you wish to traverse the bridge go to 575, otherwise return the way you came.

673: The night devils fly to attack the nearest PC not carrying Brohar's Bane. If you have only 1 PC left they gleefully tear you to pieces, effectively ending your quest, otherwise go to 888 to evaluate their attacks.

675: There is no effect; you may freely pass.

678: The demon utters a command word, both he and the PC who previously held Brohar's Bane vanish from the cavern. The rest of the PCs must now go to 883, but will still be trapped in the pentagram of fire and will not be able to leave the cavern.

683: Your leading two PCs have fallen into a large pit, their weight drawing a net closed above them. They may not escape without assistance from other PCs (takes 2 rounds). Note that if you specified only 1 PC advancing at a time, or that you were advancing slowly and with caution, only 1 PC will be caught. Find traps abilities or spells will also work as normal if you specified that they were being employed. Once you have fallen down (and escaped from) this pit you may avoid it in future when passing through this location. If you have no other PCs to assist those trapped go to 873. Otherwise go to the next section of the room that sent you here, but note that the PCs in the net can take no other action until another PC has spent two rounds freeing them (during which time he may not fight/cast spells).

685: The demon screams as if in agony and shrieks a loud curse at you. He then suddenly vanishes, as does Brohar's Bane.

Congratulations! You have now banished him to his own plane for another 5 centuries. If any of your party are imprisoned in a pentagram of fire this will also vanish and the relevant PCs will be free to rejoin you. Now go to 883.

686: This cavern is 30' high and is walled with a dull black rock. To the west it slopes steeply upwards until it forms a near vertical shaft. Now go to 795, returning here after combat.

If you examined the shaft go to 835, if not exit to 536A via A.

688: Fire billows out as before, doing the same damage. Any spells you were casting will be wasted. The same voice now shouts "Come inside, my friend, I want to see you SHRIVEL!"

If you entered the tower go to 289 (Building Key), if you ran away go to 848, if you held your ground go to 688.

693: The sword suddenly springs from the floor and flies to the demon's right hand. At a word of command from Brohar it changes to a huge flaming sword, the colours of the flames matching those of the demon himself. "At last I am complete again" hisses the demon, "and now it is time to give YOU your just reward!" Any PC who willingly gave the demon the sword should go to 753, all other PCs should go to 678.

695: Go to 178 (Building Key).

696: Most of this passage slopes at a rate of 1 in 3, to the east it slopes more steeply until it forms a near vertical shaft.

If you examined the shaft go to 835, if not take exit A to 659A.

698: When you have been reduced to 1hp the flames vanish and you are again facing the demon. "You have precious little of your life remaining," the demon sternly informs you, "and next time I will not be as lenient." (Note that if you are later sent to this option go to 595 instead). Go to the next section of 866.

733: Everyone passing through the flame takes 2hp of damage (no saving throw), unless they were carrying Brohar's Bane or the Fyflot-engraved gemstone (TS12). Now go to 866.

735: As you swing the sword it glows briefly and passes clean through the space where Aard was standing. He has now vanished completely, apparently being some sort of illusion. You may now freely cross the bridge. When you are ready to pass through the flaming archway go to 733.

738: "I will not give you the crown," Isslancthil tells you, "you must fight me for it." He has 12 hit dice (72 hp), is AC 3, and constricts for 2d4. He will not use spells or poison. If you hit him with Brohar's Bane go to 588. If you kill him and remove the crown go to 665. If you run for it go to 879 EXITS.

743: The ghoul will fight back, and may not be turned again.

746: If this is the first time you have entered this room by this particular entrance go to 683, otherwise go to the next section.

This 30' high cavern has filth piled up everywhere, and old bones litter the floor. There is a huge pile of mangy furs to the east. To the south east a passage slopes steeply upwards, daylight can be seen from the end but the path is blocked by a huge boulder.

If you disturbed the furs you are attacked by a rather obese ogre (MM 75, hp 24) who was cowering under them. EXITS.

A: 759B, B: 669B, C (requires total strength of 24+ to remove the boulder): The Outside (500).

748: "Excellent!" says the demon, "I am glad that we could come to an amicable arrangement. Put the sword down on the floor in front of you and retreat 10 paces."

If you put the sword down and retreated 5 or more paces go to 693. If you refused or tried any other action go to 783.

749: Everyone stepping through the curtain of flame takes 1hp of damage. You are now on a set of stairs carved from black rock heading steeply upwards to the east. You climb up a few stairs as lava begins to spread over the bottom steps and rises rapidly behind you. Anyone heading up the stairs should go to 538, anyone holding their ground should go to 695.

753: You suddenly find yourself in a busy street outside your favourite tavern in your home country. You are clothed in the same manner in which you started this adventure. There is no sign of your companions. Nearby two dwarves are discussing the sudden death of a distant king, one of them thinks his name was All-spam. A fleeting voice whispers in the background "any time you require my aid, touch the ring and call my name, but be prepared to pay the price!" Looking down you find a ring of twisted gold on the middle finger of your right hand, inset with a curiously shaped red gem. A bulge in your pocket chinks reassuringly as you move (when you have time to examine it in greater privacy you will find it to contain 10 large uncut emeralds, each worth 200-700 gps).

Congratulations! You may have lost all your companions to the demon, but you will be one of the very few characters to come through this solo-adventure alive. If you wish to use this character in a DM run scenario you should ask your DM to send us an SAE, we will send him or her brief details of your new abilities and the sort of aid you can expect from the demon.

755: The demon utters a harsh syllable and your remaining companions vanish from view; unless you are later told otherwise they will never be seen again. "The profession of fighter or thief is not to be thought of as dishonourable," the demon remarks, "but it will be easier to discuss business alone." Decide your actions then go to the second section of 866.

756: This small cave contains a rock slab, on which you can see only a small bag and a gold ring with a red gem set into it. There is no other exit, and lava begins to flow in from exit A.

If you immediately tried to activate the ring to produce a teleport effect go to 938, otherwise molten lava bursts in, go to 695.

758: Both night devils suddenly vanish.

759: If this is the first time you have entered this cavern by this particular entrance go to 683, if not go to the next section.

This cavern contains a raised portion in the north-east, separated from the lower part by a sheer drop of some 20', and apparently used as the living space for the 9 kobolds looking down at you.

The kobolds (as per MM 57) are all armed with a large number of their small javelins (-1 to hit, d4 damage). They throw these down at you every time you pass through this cavern (assign targets randomly), but will have only 1 round's worth of combat if you ran for an exit (Exit A leads to 599B, B leads to 746A).

763: You ascend a steep spiral staircase. It emerges through a secret panel in a cellar of the ruined monastery. Go to 500.

765: You suddenly find yourselves unable to move, apparently the victims of a hold spell. Go to the next section of 879.

766: Slopes at a rate of 1 in 3. EXITS. A: 659B, B: 636A.

768: You are now engaged in combat with the demon. You are currently AC10, have the number of hps that you had when you entered this cavern, and carry no items except Brohar's Bane. The demon is only AC6 when being attacked by Brohar's Bane, which will do him 2d6+4 (ie 6-16) damage per hit (+ strength bonus if applicable); he has 48 hp. Brohar uses only his whip against you, automatically hitting for 2-7 damage per round (Brohar's Bane protects you completely against his various fire attacks, and the demon will not use his magic or gate abilities). Roll for initiative each round, the winner getting to strike first. If you reduce him to 12 or less hit points go immediately to 685, unless you reduce him to 0 or less, ie do him at least 13 (depending on his current total) points of damage in one final blow, in which case go to 875 instead. If at any time during the combat you offer him the sword go to 878. If he reduces you to 0 hit points you are dead (and your quest is over unless you have other characters still in the room in which case go to 693). Good luck - you'll need it!

773: As you approach the portal you gain a brief impression of some malevolent evil lurking within, expectant, yet somehow uncertain. When you are ready to strike the blow go to 568.

775: "You may take the Crown," he says, and bends forward to allow you to do so. If you take the Crown go to 665.

778: You emerge through an archway onto a narrow ledge somewhere on the northern face of the interior of the crater, 60' above lava level. If you wish to attempt to climb up or down go to 785, otherwise return through the archway to 566D.

779: The floor of this 50' high black-walled cavern falls away in the centre to a bubbling pool of lava 20' below. You are on the northern raised part, from which a 5' wide bridge arches across to a similar raised area to the south. The southern area contains a 20' x 20' archway, filled with red flames. In front of the archway stands an 8' tall black figure holding an immense axe.

If you attempted to run onto the bridge the figure will do likewise from his end and stand in your way (go straight to the next section). If you attempted any other action the figure will see you and walk slowly onto the bridge, stopping just short of the middle. You notice that he has left smoking footprints in the rock behind him. Go to the next section.

The figure wears matt black plate armour; through the slit of his great helm you can see two glowing red coals where his eyes should be. He is carrying a huge double handed axe, the blade fully 3' across. He slowly speaks in a deep grating voice "I am Aard. Brohar has appointed me as his champion. Any who would seek an audience without invitation must defeat me first. Nobody has yet done so" If you have more than 1 character remaining go to 583; otherwise there appears to be no alternative but to fight him, when you are ready to do so go to 598.

783: "You are being extremely foolish," the demon tells you, "and I am rapidly tiring of your obstinance. Perhaps you need a little time to cool down..." You suddenly find yourself in a seemingly endless plane of lava and flames. The pain is agonizing and all of your accoutrements and arms rapidly burst into flame or melt, even your armour is running down you in molten rivulets. The Crown of Fire (if you are wearing it) will burst into flame and burn to nothingness. Only Brohar's Bane appears to be unaffected and remains cool in your grasp. Some powerful magic is obviously protecting you as you take only 1hp per round. The torment continues for 2-7 rounds (if this reduces you to 1hp or less go immediately to 698). Then you are suddenly back facing the demon. "Feeling better?" - he enquires. Go to the next section of 866.

785: Anyone ascending/descending the interior of the crater, whether by rope, levitation or thief climbing ability (check for falling each round) does so at 20' per round (exception: you may slide **down** ropes more quickly, but have a 5% chance per extra 10' moved of falling). Anyone falling should go to 178 (Building Key). You may only ascend by rope if you have already positioned it at the top, and note that if you leave a rope unattended (eg to explore caverns leading off from a ledge) it will **not** be there on your return. All PCs (apart from the one carrying Brohar's Bane) must individually roll a d20 every round they spend ascending or descending. On a roll of 20 go immediately to 838. PCs ascending to the top of the crater should go to 500, PCs descending to the ledge at B should go to 536, if the ledge at C go to 599. PCs descending elsewhere will find nothing of interest (unless you want to enter the lava...).

788: You are standing outside the tower, which appears to be solidly constructed of close fitting stone blocks. It is 40' square at the base, sloping inwards to a 25' square roof area some 50' above. Stepping back a little allows you to see a huge bronze bell suspended from a wooden framework on the roof of the tower. The only visible entrance to the tower is a 10' square portal on the southern face made of a single slab of stone and engraved with cavorting demonic figures.

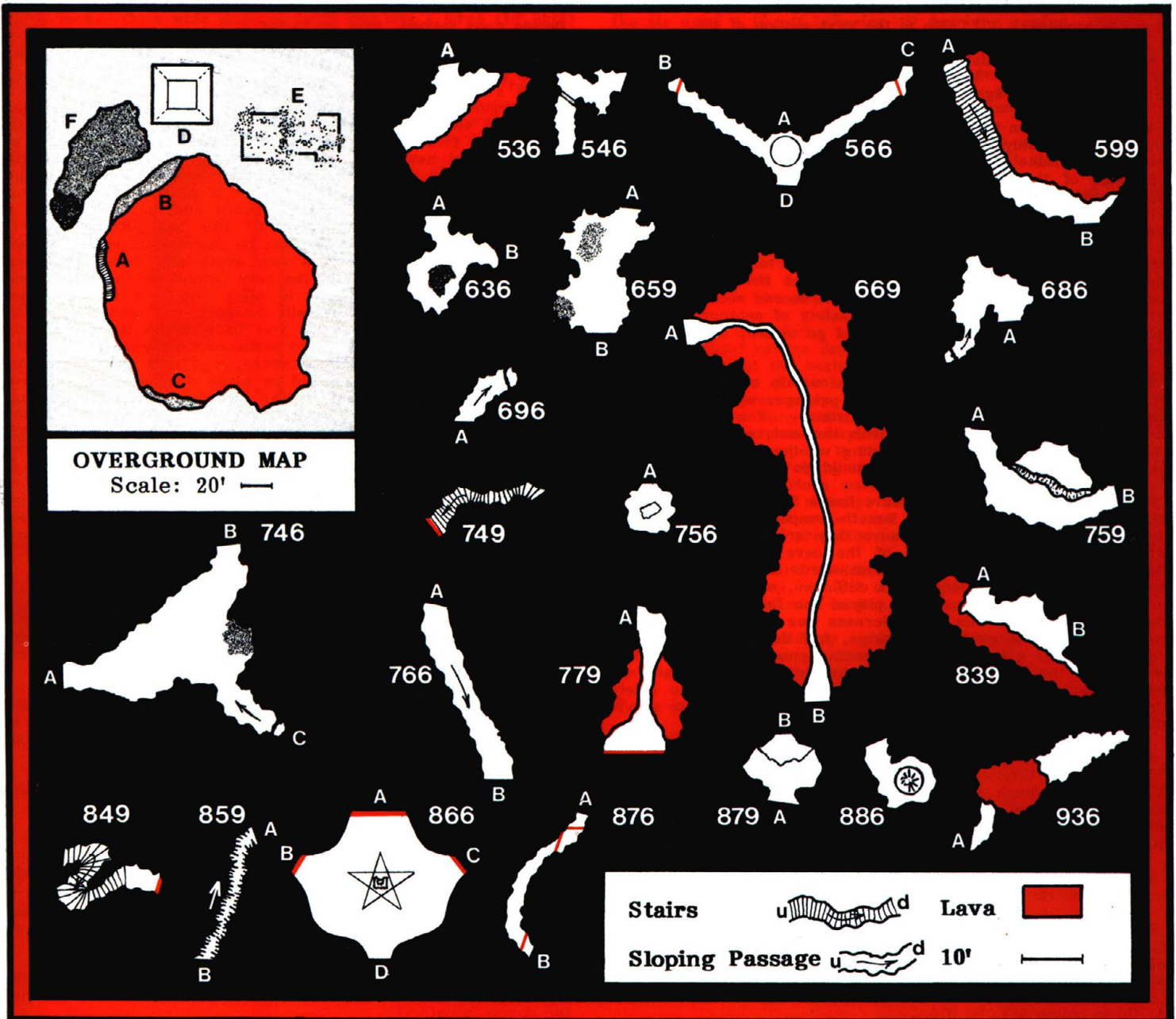
If you climbed (check 4 times for falling) or levitated to the roof go to 476. If you attempted to gain access by striking the portal with a sword hilt go to 773 if you have Brohar's Bane and the Crown of Fire, 563 if you don't have both items. Other actions produce no effects. You may return to 500 and investigate another area if you wish.

793: Night devils have the same statistics as gargoyles (MM 42) but may not be damaged by fire or fire-based attacks/spells. Do not forget that they cannot be hit by normal weaponry. Those encountered in black rock caverns, caverns containing lava, or in the central crater itself will also have a minor breath weapon. They can use this every 3rd round, it takes the form of a small cone of fire that they can breath at any single character within 5'. This does 2-5 damage (half if saving throw vs. breath attacks made), and is in addition to their regular attacks.

795: Two night devils suddenly appear (see 793 for their stats). They both attack the same PC (determine randomly, but do not include magic-users or the PC carrying Brohar's Bane), in an attempt to grab hold of him. Roll to hit once for each night devil as if to hit AC10, if they both hit in the same round go to 845, otherwise continue the combat until you have killed one of them, at which point go to 758. Note that the night devils will use their breath weapon (if applicable) against PCs other than the one they are trying to grab. They will also attack as normal if there is no suitable target for grabbing.

798: You may freely leave the area (and if you have a **TS12** you will be able to explore the wilderness), however such an action will be of no use in helping you towards your goal, so it would be sensible to return to 500.

833: Part of the earth suddenly gives way and your leading character falls 30' into a cavern. He will take only 2d4 damage from this as his fall is broken by a large pile of earth. Other PCs may throw down a rope to haul him out (return to 500), or they may secure a rope and descend to join him (go to 659).



835: The shaft is about 40' high and contains an entrance on the west side at the top and at the east side at the bottom. It is near vertical, though the bottom is about 10' further east than the top. The top half of the shaft is pale gray, the bottom half dull black, there are numerous fissures at the junction of the two rock types, and clouds of steam often gust from these fissures.

Descent is simple using a rope, levitation or thief abilities (check twice for falling). The first of these methods is not possible if ascending, though due to the slope non-thieves can try climbing with only a 40% chance of falling. PCs ascending or descending this shaft have a 60% chance of being hit by a jet of steam doing d4 damage (saving throw vs. breath weapon halves). The top of the shaft goes to 696, the bottom to 686.

838: Two night devils suddenly appear. They grab the PC (who will be defenceless) and vanish. Unless you are later told otherwise, this PC will never be seen again.

839: You are on a ledge surrounded by a black rock face in the interior of the crater, 20' above the surface of the lava. Two night devils stand by the arch at A. They spot you and one suddenly vanishes; the other adopts a wary pose.

Remember that your spells do not function in black rock areas. The remaining night devil will block the archway and fight to the death. He has 18hp (see 793 for his stats). If he is faced by Brohar's Bane go to 895. EXITS.

A: 879A, B: 669A.

843: The fire vanishes. You find yourself once again facing the demon who sighs loudly before saying "Now perhaps we can get down to business.....?" Go to the next section of 866.

845: The night devils suddenly vanish, taking with them the PC they had grabbed. Unless you are later told otherwise this PC will never be seen again.

848: As you run from the tower flames billow forth as before, but you take only half damage if you fail your saving throw, none if you make it. You are now safe to observe the tower out of range of the fire attacks. Flames periodically spurt forth, apparently randomly timed but averaging about a round between attacks. Occasionally you hear a deep voice shouting "Come back you coward, Brohar is waiting!"

If you attempted to re-enter the tower go to 635, UNLESS you specified that you waited until just after a fire attack in which case go to 289 (Building Key). See the second section of 788 for attempts to reach the roof from the safety of another tower side. If you wanted to explore another area go to 500, but if you later return to the tower go to 643.

849: Everyone stepping through the curtain of flame takes 1hp of damage. You emerge in a short passage, carved out of the black rock and leading to a set of stairs. You retreat up the first few stairs as lava flows in from the east, and begins to rise rapidly behind you. Anyone heading up the stairs should go to 546, anyone holding their ground should go to 695.

853: Everyone jumping the fissure has a 50% chance of being hit by a jet of steam (save vs. breath weapons or take 1 hp of damage). Once across the fissure they are safe from the lava, which flows across the floor of the cave but then down the fissure. The passage continues southwards for about half a mile, before emerging onto a ledge on a cliff face, underneath a wooden bridge of some sort (those who played the first part of Brohar's Bane will recognize this as wilderness hex 969). Several huge reptilian creatures circle the bridge, but do not seem to notice you. You hear a huge explosion behind you, and a ball of flame roars down the tunnel towards you, but with a sigh of relief you feel a familiar tingle as Isindred teleports you back to safety. Congratulations!! You are one of the very few parties to survive the second part of Brohar's Bane and escape to safety.

855: The alcove contains a crack (big enough for your largest PC to squeeze through) opening on to the interior of the crater. 20' below the crack you can see a set of stone stairs running down the inside of the crater. You may if you wish jump to the stairs (take 1d6 damage) or lower yourself down to them by rope, in either case go to the middle of the stairs at 599A.

858: If you have a magic user with you go to 555, if not, but if there is a cleric present go to 893. Otherwise go to 755.

859: The passage becomes rougher and slopes steeply downwards (1 in 1). There are numerous small stalactites and stalagmites, with similar protuberances from the walls, and you can use these to easily negotiate the slope. EXITS.

A: Go to option 553, B: 876A.

866: You emerge from the curtain of flame into a huge cavern, carved from a matt black rock, its domed roof rising to 60' high in the centre. To the east and west you can see other curtains of flame, similar to the one by which you entered, but only 10' x 10'. At the back of the cavern a rough 10' high archway leads to a smaller cave. There is a massive stone throne set in a pentagram in the centre of the room, on which sits a demon identical in appearance to the statue in the tower. He looks surprised at your entrance, but swiftly recovers his composure. "So you finally got here!" he booms, "You are fortunate, not many mortals are allowed to keep BROHAR waiting, I was beginning to suspect that you wouldn't make it at all." If all that remains of your party is a single human fighter decide your actions and then go to the next section, otherwise go to 858.

If you attempted to run from the room go to 558, if you attacked the demon go to 573, if you tried to talk to him go to 898. Other actions have no effect (go to the next section).

The demon pauses and looks thoughtful for a moment before speaking to you again. "I feel it only fair to warn you," he explains, "that we are presently in a sort of limbo-land, midway between our respective planes. I am afraid that you have blundered into rather much more than you had bargained for. While my powers here are not complete, they are very much stronger than they would be on your plane. Indeed I am at least partially responsible for this entire island. I invented the clues and hints that first brought you here, I provided adversaries to test your mettle, I even left the sword where I knew you would be able to find it. I am sorry to have tricked you in this way, but I was not sure that you would come willingly, and needed to test your suitability for my purpose." At this point the demon appears to pause for thought, leans back and closes his eyes. Decide your actions, then go to 868.

"Enough of this time-wasting," the demon tells you, "I will come to the point. When I was first desirous of entry to your plane I struck a bargain with one of your accursed mages. As part of that bargain a small but vital part of my life force was imprisoned within the sword currently in your possession. While I have the sword I am free to come and go as I wish in the planes of my choosing, and have many magical powers that I would otherwise lack. However, as part of the bargain every 500 years I must temporarily relinquish the sword, and it returns to your plane. In order to regain my powers the sword must be handed back to me by a fighter of human birth, OF HIS OWN FREE WILL. Of course, in such a case I would not be ungrateful, my powers are many and diverse and such a man would soon become rich and powerful on your plane. In the cave behind me there is a small extra incentive I am willing to offer you - a bag of uncut emeralds and a ring that will teleport you and up to six companions on command. All you have to do is give me the sword. I have a few scores to settle here on your plane, but I promise I will depart after 2 weeks, and only return at your invitation. 500 years ago I laid my plans much as I have done in the past few months, and it was Alspren, then a young and ambitious guardsman, that came to me with the sword. He was wise enough to give the sword back to me, I hope that YOU will do likewise. If you will not give me the sword I will be banished to my own plane and powerless for the next 5 centuries, but do not doubt me, I will utterly destroy you first. You have one minute in which to make your decision." If at any time during the adventure you have been told that characters will not be seen again unless you are told otherwise, or if you have had a cleric imprisoned in a ball of fire, go to 633. Otherwise you have a minute to decide your actions then go to the next section.

If you told the demon that you are willing to give him the sword go to 748. If you attempted any other action, or did not reply within a minute go to 783, (unless you have already been sent there in which case the demon snaps his fingers and you are engulfed in flames and begin to burn, now go to 698).

The demon lets out an enraged roar which shakes the very walls of the cavern and jumps up from his throne. "Very well!" he cries, "since you will not give me the sword, by the terms of my original contract I must take it from you by force."

If you changed your mind and offered him the sword go straight to 748. Otherwise go to 867.

867: The demon makes a quick sign and a huge whip with 9 flaming tails appears in his left hand. Simultaneously you feel a surge of energy from the sword which now burns with a cold blue light, and any hit points you have lost while you have been in this cavern only will be restored to you (your armour and other accoutrements are still missing). Suddenly flames burst out all over the demon's body and burn with an intense heat.

If you rushed to attack him go to 768, if you offered him the sword go to 878, other actions have no effect (go to 768 but give the demon initiative).

866: All actions have the same effects as they did in the second section of 866 (ie follow the instructions there).

873: After about a minute a kobold peers down the pit at you.

If you successfully cast a charm person spell the kobold will release you from the pit, and do your bidding for the remainder of the adventure. If you did not, the kobold is soon joined by several others and an obese ogre (unless you have killed him). They then proceed to kill, cook, and eat you (tastefully served with local herbs and washed down by a wine of dubious vintage).

875: With a hideous scream the demon falls to the floor. Both he and the sword split into hundreds of shards; they swiftly crumble to a grey dust which disappears on a sudden breeze. Congratulations! You have completely destroyed the demon, who will never return to this plane (or any other!). If any of your party were imprisoned in a pentagram of fire this will now vanish and the relevant PCs will be free to rejoin you. Now go to 883.

876: A curving passage roughly hewn out of black rock. At exit B is the glowing red line leading to 566B, at A there are a pair of similar lines, beyond which the passage becomes rougher and slopes downhill.

All three red lines have the same effect as those previously encountered. Exit A goes to 859B, B goes to 566B.

878: "Too late now you fool!" he shouts, "I am honour-bound to destroy you!" Go to 768 but give him initiative this round.

879: This cavern is about 15' high, and carved out of a dull black rock. On a wide ledge opposite you sits a large (20' long) snake-like creature with a human head. It is wearing an ornate crown with small tongues of flame continually flicking along its points. At the back of the ledge a narrow archway can be seen, leading to a winding stairway. The creature rises up from its coiled position and fixes you with its golden eyes. "Welcome," it says, "I am Isslanthil, the Final Guardian of the Crown of Fire."



If you attempted to leave via exit A you may freely do so (go straight to EXITS). If you cast a spell at the creature or tried to attack it go to 765, otherwise go to the next section.

"I will freely give you the Crown," Isslanthil tells you, "if I judge you worthy to receive it. Otherwise you will have to take it from me by force." He hesitates for a moment as if he is concentrating. If you played part 1 of Brohar's Bane go to 543, otherwise roll 3d6. If the result is equal to or more than the charisma of the PC holding Brohar's Bane go to 738, if less 775.

EXITS: A: 839A, B: Go to option 763.

883: There is a low rumbling sound and the floor of the cavern begins to shake. Suddenly cracks appear in the walls, floor and ceiling, and molten lava floods from these cracks into the cavern.

If you ran for exit A go to 663, if for B go to 849, if for C go to 749 if for D go to 756. If you tried any other action or were unable to leave the cavern go to 178 (Building Key).

885: The demon is true to his word. The PC carrying Brohar's Bane burns to his death. Any other PCs present go to 678.

886: This 10' high passageway is hewn out of a dull black rock. The north end is open, giving a view into room 446 (Building Key), and you can see any PCs who have not yet passed through the curtain of flame (it is transparent from this side). At the south end the passage widens out into a 15' high chamber containing a 10' spiral staircase. The steps of the staircase are all separate and have no visible means of support; they stop short of the centre and edge of the staircase and thus seem to hover in mid-air. The staircase descends for 60', its sides appear to be very smooth.

If anyone attempted to walk back into room 446 they should go to 675 if carrying Brohar's Bane or the Fylfot engraved gem (TS!2), otherwise go to 658. If the party descended the staircase go to the next section.

There is no effect until the last PC starts to descend. At this point each step vanishes behind him as he steps from it, although the steps below the party remain solid. There is now no way of retreating, go to 566A.

888: Any PC that is attacked by the night devils will be rapidly overwhelmed and captured. They will never be seen again unless you are later told otherwise. However each PC that is captured in this way gives the rest of the party a round's head start on the night devils (ie you may expend a round in some action other than movement without being overtaken). PCs running from the night devils should go to the last section of 936 for instructions. If all the PCs are captured your quest ends sadly.

893: The demon swiftly outlines a symbol in the air. A ball of flame appears and engulfs the cleric(s), before slowly rising in the air until it is left hovering 15' from the ground. Within the flames the cleric(s) can be seen screaming and writhing in agony, although no actual physical damage seems to be caused. "I don't normally enjoy torturing clerics," the demon sadly confesses, "they take it all so stoically I'm sure they really enjoy it." The shrill screams of the cleric(s) will punctuate any further conversation you may have with the demon. If you still have companions with you go to 755. If you are now alone with the demon decide your actions, then go to the next section of 866.

895: The night devil is -2 to hit and -1 damage on each attack.

898: The demon raises his hand to silence you (you now find yourself temporarily unable to speak). "It is good that you are willing to speak to me," he assures you, "but there is much to be accomplished. So, for the time being, it is better that I do the talking." Go to the next section of 866.

936: Coming around the turn in the passage from A you enter a large (50' high) cavern crossed by a steep cleft (60' deep) with a stream of lava at the bottom. The black walls of the cavern are honeycombed east of the lava with numerous openings, mainly 5' - 10' wide and presumably affording access to passages of some sort. There are many similar holes in the ceiling. The eastern part of the cavern is occupied by a large number (about 50) of night devils, who appear to be busying themselves with a variety of obscure tasks involving cooking pots, large piles of entrails, and the skins of various small furry animals. The cavern is a veritable maelstrom of activity, with night devils flying in and out via the holes in the walls, and carrying supplies of the items previously mentioned plus other grisly remnants of their victims.

If you left the cavern immediately the night devils did not notice you, and you may return unhindered to 566C via exit A. Otherwise go to the next section.

The night devils suddenly notice you and with a great cry they all fly over the lava towards you. You can see more night devils rushing from the side passages to join them.

If you immediately fled go to the next section, if not go to 673.

54 night devils are now pursuing you; they will be joined by a further 2d4 for each round that the pursuit lasts (ie until they catch you or you are told they can no longer follow). They cannot fly in the passages and hence move at only 9". Any of your PCs moving slower than this or deliberately staying behind will be overtaken and should go to 888. The rest of the party will not be attacked for as long as they keep running. If they stop for any reason go to 888.

938: You vanish from the cave and suddenly find yourself standing in a large pentagram on a seemingly endless plane of fire and lava, Brohar's home plane!! Several thousand night devils advance menacingly towards you (they will be accompanied by a much recovered and extremely vindictive Brohar if he was merely banished, otherwise their eyes burn with a homicidal desire for revenge). There appears to be no method of escape. (Though on the bright side the bag contains 10 large emeralds.) They begin to attack you.....

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