A New World

Each change of many-coloured life he drew.
Exhausted worlds, and then imagined new:

Dr Samuel Johnson

We can't quite claim the intellectual credibility of Samuel Johnson in creating new worlds or exhausting old ones, but having published 16 issues of IMAGINE magazine, the time is ripe to develop — with your help — the modules and what have you into something more.

Welcome to Pelinore

Pelinore is a new world for brave adventurers — or craven swine if you play that way — to use as a campaign background. It includes most of the AD&D® and D&D® modules so far published in IMAGINE magazine, and it will provide forward links into some of the modules, brief encounters and other game articles that are yet to come.

Month-by-month we are going to publish new material that will build up a picture of a complete milieu — a fantasy setting in which your characters will find princes and peasants, wizards and warriors, in locations varying from inhospitable desert to gleaming cities. As you collect each part, your knowledge of this world will grow.

This does not mean that everything we publish from now on will only be for Pelinore — far from it. All the material that carries a Pelinore 'tag' will still stand alone, or be adaptable to suit a DM's existing campaign. But sufficient information will be provided to ensure that DMs can fit the new material into this new world.

Most game worlds, no matter how big, seem to suffer from one major problem: they are so well defined that they leave no room for development. As a result, all those DMs who want to use them as the basis of their campaigns are stuck with what the designers have already produced. Rather than following that course, we want to retain complete flexibility in Pelinore. Consequently, the world will be explored as contributors write new material for the magazine, but the whole will never be as 'complete' as Greyhawk; there will always be somewhere to insert a new idea.

At present, the map of Pelinore is largely uncharted. It's a whole world; to be created, defined, mapped, explored and used by DMs as it stands or as a source of useful material for their own campaigns.

The world of Pelinore is also infinitely expandable — Pelinoreans believe the world to be flat and, although there may be an edge somewhere to fall off, nobody has yet found it — or returned to tell anybody about finding it.

Pelinore is ready for what you want to make of it. Mini-modules, Brief Encounters, single buildings within a city/town/village, and articles on running a wizard's guild, court etiquette, castle building, histories of the world, (to name but a few!) — can all have an overall context to make life much easier for the overworked DM, with better games for all as a result. If the particular place you need for your module or whatever doesn't exist on the world as currently mapped, send it in anyway — the framework of the world is going to be as flexible as possible. Pelinore is going to grow and develop over the years — and achieve much more 'solidity' as a result.

PELINORE

The IMAGINE magazine Campaign World

PELINORE

The IMAGINE magazine Campaign World

The world of Pelinore is flat — everyone knows that — and its centre is at Worldheart. Now, you'll hear plenty of different opinions among sages about just what Worldheart is, but as no one has travelled to the edges of the world and returned, so has nobody penetrated the mysteries of what lies at Worldheart. Rumour has it that a plain of grey land stretches from the edge of the world as far as the eye can see, that ships have sailed off the edge into nothingness, even that the world is round...

The civilised lands of Pelinore include the Theocratic Principalities, ruled with a rod of iron by the Council of Truth, the islands of the Splintered Lands with their myriad cultures, not all of which are 'human' by any means and the Tradecities of Xir, eternally squabbling with each other. Many places you will know of already; like Borth, that little port with the beacon (from IMAGINE #1), or once-proud Varit, destroyed in the war between two noble houses (#3). But these are just the beginning...

Pelinore —

A Reader's Guide

All of these places — and many more — will be explored in the years to come, creating solid background campaign material for DMs to draw upon.

So how will Pelinore 'work'? We want it to do at least two jobs, and possibly a lot more as it develops. The first of these is the simplest — a section at the start of many modules will give the DM the location on Pelinore where the module is set, or in the case of Brief Encounters a suitable range of locations. It could also include some more general material related to Pelinore as a whole. Gradually this information will build up into a world setting. This will be advisory only, a DM will still be able to use any of the modules in his or her campaign (as happens now!), but the overall result will be a campaign background for DMs to use as they wish, with as many of the magazine scenarios included as suits each group's needs.

As far as rules systems are concerned, the world of Pelinore will be based solidly on the AD&D and D&D games. The two games share many concepts and ideas — so Pelinore is, for the most part, an AD&D/D&D game 'generic' world, at least when rules become involved. These two games also represent the standard system with which most players and DMs are familiar.

This doesn't mean that we are ruling out any other systems — such as RuneQuest or the DRAGONQUEST® game. To aid the process of creating a world that will fit as many RPG systems as possible, IMAGINE magazine will be publishing a short series of articles on translating characters from one system to another. Look for the first part of this in issue 18.

And what of Pelinore itself, its customs, cities and peoples? Here are a few ideas to start things moving....
Secondly, Pelinore gives us the opportunity to publish useful material that we haven't been able to use before, pieces at are too short, for example. We have always managed to avoid the trap of publishing endless lists of new monsters, magic items and spells without any form of context. We still won't produce lists, but with Pelinore to set things in there are all kinds of possibilities.

Take a city or town for instance. Sooner or later, the players want to come up out of the dungeon, or in from the wilderness and have their characters wander around a city of some sort. Yet DMs often have neither the time nor inclination to create a city — after all, it's a lot of work. But all is not lost. One of the first Pelinorean 'DM aids' is going to detail a city building or two, the no-player characters who live there and occasionally a brief plot outline for an adventure that could involve a party. DMs will get, in the space of three or four issues, the basis of a thriving town/city for adventurers to explore when they are not down a dungeon.

All the buildings will relate to one overall city plan, but the city is going to be big — very big. Without straining the bounds of credibility, we want there to be enough room to allow lots of variety in the city, its inhabitants and, above all, culture — an 'Arab' quarter, or a merchants' quarter or as many others as you can think up.

The buildings in the first article (to appear next issue) are based around a small market square just inside the city's western gate. We have tried to provide all the facilities that a weary, battle-scarred group of hardy adventurers would need for rest and recuperation after a hard day's adventuring. Included are an inn, an armurer's, an apothecary, a tavern, a small shrine or temple, a drinking house and a weaponsmith's. That starts things off nicely, but in time we hope to add much more: houses, villas, hovels, markets, pubs, taverns, bowyers, fletchers, theatres, slavers, boatmen, horse-traders, moneychangers, moneylenders, butchers, bakers, candlestickmakers, wheelwrights, builders, sages, shipwrights, all kinds of craftsmen, map-makers, scribes, libraries, a city watch station (or two), prisons, a thieves' guildhouse, a gambling den, a wizard's (very traditional) tower or ten, halls, courts, temples, shrines, amphitheatres, racetracks....

You'll find more information about the city — in broad terms — in the section overleaf called 'The City League'.

On the larger scale Pelinore is at a similar stage of development. A good part of the map that exists (in very rough form) still has signs reading 'Here Be Dragons!' all over it. Beyond the edges of that map little else exists in solid, mapped form. Some places, people and happenings have been 'placed' — the City League, the seaport of Borth and the Beacon at Enon Tor, the Order of the Black Rose (#11), Rosebury (#6). These exist on Pelinore as it now stands, but beyond them....

The first major definitions of parts of Pelinore are going to appear over the next few issues of IMAGINE magazine and in an IMAGINE magazine special edition (due to be published sometime before Christmas). This will collect some of the earlier modules together, and present even more of the background of Pelinore, including a map of the immediate region beyond the City League. But although large parts of the world of Pelinore are not fully defined, some guidance can already be offered about what could be 'beyond the horizon', through the offices of a Pelinorean institution which is the source of much wisdom — and occasional falsehood — about the world. This is the institution that holds the knowledge of Pelinore in its keeping: the Order of Heralds. Overleaf, you will find your first glimpse of this ancient and mysterious profession.

Pelinore — a Writer's Guide

One thing quickly becomes clear when you start designing a world: there's a lot of work! That's where you, the IMAGINE magazine reader, come in. If you feel you could add something to this project, then send it in — as you already do with ordinary submissions — and we'll look it over. We're sure many of you will have plenty of ideas of your own, but for now, try thinking along the following lines.

1. Pelinore — a land of adventure. We are always on the lookout for good scenarios, and with Pelinore around we will need even more! Those adventurers who have already triumphed in Borth or Rosebury or Braeme (#11, need more adventures to go on — adventures which link together to extend the world of Pelinore. Your adventure could take place in one of the places we have already described, or just over the horizon, extending the scope of the original module. For example, what has driven the creatures out of the wilderness to the south of Braeme in Black Roses?

2. The City League — virtually a world within a world. All of that, of course, means detailed descriptions for DMs to help them run the city in their campaigns. If you don't want to write a complete module, then how about a single building? The list given on this page shows you some of the possibilities, but we can only scratch the surface. The more writers who contribute, the more 'alive' the City League will be.

3. The Guilds — Pelinore's major institutions need properly defining. All sorts of Guilds, for anybody from Wizards and Thieves to Butchers, Bakers and Candlestickmakers, could provide employment for brave adventurers — or powerful opposition to such freebooters. It's up to you!
The Order of Heralds is an organisation whose origins are obscure —
and as the chief archivists of 'civilised' Pelinore, the Heralds have had plenty of
opportunity to 'lose' any documentary
evidence as to their origins and true status.
One thing is clear — the Heralds are now
vital to the running of Pelinore, whether in
times of peace or war.

The Heralds own histories claim that they
were founded in the 'Halls of Worldheart',
and that they spread from there at the
decree of a great ruler named Prias.
Originally, they dealt with such matters as
the organisation of tournaments, private
wars and lineage of noble families. They
still deal with the record keeping aspects of
warfare — listing casualties and arranging
the ransom for captured nobles (some
sources claim they take a 25% commission
for this service). Over the years since their
foundations, the Order has gradually
acquired a number of additional tasks and
duties, although who — if anyone — ever
gave them the authority to do so has never
been determined. The Heralds themselves
never allow the question to be debated....

The Order of Heralds is now the most
widespread organisation on all of Pelinore.
There are few cities, towns, dukedoms or
any other governing bodies that do not have a
Herald somewhere in attendance. They
oversee business transactions, writing the
formalised contracts between merchants,
and occasionally providing letters of credit.
They count heads, windows, sheep or
whatever needs taxing for governments.
They draw up the charters for guilds —
when instructed to do so. They write
treaties of unbreakable friendship between
nations — and count the dead when war
breaks out. The passionate (and irritable)
commission then to compose missives of
undying love. They collect, collate and sell
documents, maps, romances, news, truths
and half-truths from the far corners of
Pelinore.

Despite — or because of — all these duties
the Heralds have always maintained a
careful neutrality in all political affairs.
They are universally respected as absolutely
neutral arbiters, and protected by the force
of law in all civilised areas — where, after
all, they drafted the laws in the first place.

From Worldheart to the Splintered Lands,
the Theocratic Principalities and the
Tradecities of Xir, Heralds are about their
business... and other people's business.

It is the Order of Heralds that will act as the
'glue' that holds Pelinore together. From
their extensive libraries of historical
documents will come the maps and details
of Pelinore, the detailed background to
many of the adventures that will appear in
IMAGINE magazine over the coming
years.

The City League

The cloud-capped towers, the gorgeous palaces,
The solemn temples, the great globe itself,
Yea, all which it inherit, shall dissolve
And, like this insubstantial pageant faded,
Leaves not a rack behind.
The Tempest (Act IV, scene 1)

When a major trading route crosses
another, merchants soon gather. When
one of those routes is a river then villages
and eventually towns swiftly grow. Such a
town grew here. From early times the
merchants formed guilds and sects and
appointed a Clerk-at-Arms to organise their
well being and protection. The
Clerk, and after him his son and then his
son's son, performed his duties excellently
and caused the town to prosper and grow
into a city.

Time passed.

The city thrived in amazing fashion.
Subsidiary towns were formed on the
city's borders; villages appeared near
those towns. Trade and industry flourished,
turning what was once just one city
into a group of cities cooperating and
trading under the eye of the Clerk and his
increasing bureaucracy. This vast edifice
is now a full league and more across. And
as the city grew so the post of Clerk grew
with it. The Clerk became the hereditary
ruler of this League of Cities, named after
both its nature and its size. He also
acquired a new name — unable to cope
with his (by now) lengthy title, the people
referred to him simply as 'The Katari'. The
Katari accumulated fantastic wealth and built
themselves 'The Puncillo' — a stupendous
palace in which courtliness and etiquette
became the norm.

Outside, the League also grew. Its byzantine
bureaucracy was unable to prevent trade
from flourishing in relative calm and security,
so attracting merchants of all races and
beliefs. Today the League of Cities is a unique
pot-pourri of cultures and styles. Cities and
suburbs jostle cheek-by-jowl with each
other; the whole being lorded over by the
grandly titled Knight Pucullant, Clerk-at-
Arms, First Servant of the City League, his
viceroy and his court. Order is kept by the
ubiquitous Knights Ocular, who watch and
report and punish on behalf of the bureaucraty
— a bureaucracy where anything can
happen, given time.

What of names? No single name could
stand the strain of being stretched over the
imaginable site of the place. Within the
League lie Puncillo, the courtly centre; The
Hill, a community that grew around
Puncillo; the Capitol, seat of the largest
library in this part of the world; the
Temple of Ten Thousand Ravens, where
the Redemptors administer city justice;
Docklands, a bustling riverside commun-
ity; The Borough, thick with streets of
clothing; and the New City, new centuries
old, with wide avenues choked with the
detriment of periodic riot; and the streets of the
Communities, the southern reaches
peopled from far and wide.

Names? The inhabitants call it 'League'.
Felix Pursuivant,
First Assistant to the Junior Herald

Next Issue:
Just within one of the great city gates lies the Square of Westminster; a welcome haven
for the returning adventurer, a source of rumours, a place to recover from injury and
to get rid of those burdensome coins;
Full details on buildings, NPCs and links to forthcoming parts of the city, ready for
you to cut out and store in a ring-binder for instant recall, with stats for both the D&D
and AD&D games, and a quick reference system for that happy time in the future
when we've published so much of the city that even we've got lost....
PELINOPE

THE CITY LEAGUE

This month, we would like to begin introducing you to the vast hive of humanity — and more than humanity — who live in the City League, home base for the IMAGINE magazine campaign world. While not every DM will wish to use the City League as the base for his campaign, we hope that this feature will still be useful to everyone, since if you aren’t interested in ‘TLeague’, then you can always just introduce the characters and buildings you will find on these pages and in succeeding months into your own campaign.

With your help and bit-by-bit we will build up a picture of this teeming city and the characters within. But to start with, we had better introduce some of the concepts and ideas that will hold it all together.

MAJOR NPCs

Whenever NPCs are introduced, they will be described in a standard format. While all the stats will be for the D&D® and AD&D® games, the general information about each character will allow referees of other systems to quickly extrapolate whatever they need. The characters will be presented as follows:

Wherever alternative stats for a particular category are shown with a slash (eg. hp 8/11), the D&D stats are shown before AD&D stats.

Line 1: Identifying Number; Name; Class & Level; Alignment; hp;
Line 2: Weapon
Line 3: Race (immediately below number)
Lines 4-10: Ability Stats in the form ‘S 18’, etc.
Lines 10-1: Inventory from the stats — details of character

 soirée
appearance
occupation
characteristics
contacts

Additional information about characters will also be found in the general description of their ‘haunt’.

MINOR NPCs

Less important NPCs will be described merely with their name and a few descriptive sentences. All are NM/F0 hp4 unless otherwise defined. It is of course possible that an otherwise unimportant NPC gains undue attention in a game, in which case the DM should adjust whatever stats are required.

ABBREVIATIONS

The following abbreviations will be used in the NPC stats, in addition to the normal:

For the AD&D game: Assassin, Acrobat, Barbarian, Bard, Cleric, Cavalier, Druid, Fighter, Freeman, Illusionist, Monk, Magic User, Paladin, Ranger, Thief.

For the D&D game (where different): Avenger, Dwarf, Elf, Iqling, Knight, Normal Man.

Races (where not covered by the above): ¼ Elf, Gnome, Human, ½ Orc.

SPELLBOOKS

Spellbooks show level, followed in brackets by the spell as numbered in the rule book, with an asterisk if it is currently memorised, eg 1(2,3)* means that the MU has the first level spells numbered 2 and 3, in her spellbook and that number 3 is currently memorised. Full spell memory will not normally be allocated, to allow the DM flexibility.

The FREEMAN or FREEWOMAN

A new NPC character class for use in towns and cities

Cities are not just populated by a mixture of exotic adventurers and thousands of zero level fighters (NM/F0). There will be many representatives of the adventurous classes, and there will also be the social also-rans, the low-lifes, but a great many of the people will be Freeman and Freewomen, representing merchants, business people, functionaries, clerks, bankers and many other mundane trades. In order to allow these people a little more depth in this campaign, we suggest that DMs make use of the Freeman character class hereafter detailed. Note that this is not intended to be a class available to player-characters, and after a quick look, very few of your players will be that keen anyway!

Character abilities

The abilities are as normal and are rolled as normal. There is no reason why these people should be any less or any more able than the average adventurer. In certain circumstances, the DM should reduce some ability scores to allow for the less-than-strenuous training that non-adventurers may have had.

Bonuses due to character abilities

- Strength: No attack/damage bonus, others normal
- Intelligence: Normal/low language bonuses
- Wisdom: Normal/Saving Throw bonuses
- Dexterity: No missile bonuses, others normal
- Constitution: Ordinary (non-fighter) hit point bonuses
- Charisma: Normal

Character class details

- Hit die type: d6
- Max no hit dice: 9 (1hp for each level above 9)
- Spell ability: nil
- Level limit: none
- Armour: any, but rarely worn
- Shield: possible
- Weapons: any, but only over proficient in one (5 non-profiency penalty)
- Combat table: use magic-users combat results table
- Oil: yes
- Poison: yes
- Racial restrictions: none

The level of a Freeman or Freewoman is not determined by experience points but by a combination of their wealth, age and influence. At 10th level Freeman and Freewomen become members of the nobility. Thus a simple bureaucratic flunky would be Fr1, a wealthy trader Fr5, a courtier Fr8 and so on. They may use any magical item that can be used by a fighter or a thief. Freeman and Freewomen save as fighters of the same level.

New Weapons for use by Freeman and Freewoman

Or, who needs to carry a lump of steel around all day?

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Weight</th>
<th>Damage</th>
<th>Length</th>
<th>Speed</th>
<th>Adjustments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sword-stick</td>
<td>20</td>
<td>1-3/1-6</td>
<td>3’</td>
<td>3</td>
<td>as dagger</td>
</tr>
<tr>
<td>Staff-mace</td>
<td>60</td>
<td>2-7/2-8</td>
<td>6’</td>
<td>8</td>
<td>as mace (foot)</td>
</tr>
<tr>
<td>Knobbed stick</td>
<td>30</td>
<td>1-6/1-3</td>
<td>3’</td>
<td>4</td>
<td>as club</td>
</tr>
</tbody>
</table>

Note: In the D&D game the staff-mace does 1-5 damage

A sword-stick is a walking stick that holds a thin, rapier-like weapon. A staff-mace is like a quarter-staff with a heavy, ornate head that is both decorative for public appearances and dangerous.

A knobbed stick is like a short staff-mace — a walking stick whose handle is strengthened and weighted to act like a club when required.
WESTMEET SQUARE

1a. Androgenes Metz, T7/T7; N/CN, hp 22/28; AC 5/5; Dagger and Sling

H/5/D
S 12  ☐ Filthy, smelly leathers, unnecessary eye-patch
I 12  ☐ Sells matches/tobaccos/gewgaws at street corners seeking victims
W 7   ☐ Dishonest! Shifty, answers to nickname ‘Phew’
D 17  ☐ Knows members of the local thieves' guild and probably an assassin or two
Ch 6

1b. Nila 'Flossy' Jostle: T2/A2; C/CE, hp 5/8; AC 4/4; Poisoned hatpin (1 point of damage plus poison)

H/5/E
S 7   ☐ Cheap silks over leather shirt
I 6   ☐ Floozy, waits for customer in Square
W 8   ☐ Trivial, dangerous, greedy, keen on blackmail
D 18  ☐ Knows Phew (1a), and six or seven minor officials.
C 13
Ch 15

1c. The Pedlars are one of the many itinerant groups of traders who travel from square to square setting up their stalls. This particular group is typically nomadic, and although they will blow hot and cold during the cut-throat bargaining they love, they are all true neutrals. Interestingly, these four humanes are all former brothers. From their stalls, adventurers may be able to buy normal, everyday items (like food, clothing and oil). The shops around the square must be approached for their specifics, however, since there is an unwritten City League law that forbids street sellers peddling the same wares as a shop within sight of it. Rumour has it that most pedlars are controlled by the Uncle — a mysterious figure whom no one has heard of, but no one admits having met. Such control would be worth a fortune to any who had it, and it is probable that it is the cause of periodic fierce, secret wars.

2. The APOTHECARY

Mylitis Ep-Stine is an old gnome who has run this apothecary for longer than most locals remember. In it can be bought the usual chemicals (including incense), as well as most of the components magic users need to cast their spells. Unfortunately Mylitis does tend to overcharge for things, but then, he's got to make a living, doesn't he? Depending on the kind of campaign being run he may also prepare and sell potions. As he supplies the local MI school (if) with many of their needs they oblige him by making sure his bodyguard, Grimmix, is kept charmed to his service. Mylitis is assisted by two unexceptional apprentices.

2a. Mylitis Ep-Stine, Fr3/Fr3; N/N, hp 8/11; AC 9/10; No weapon (bodyguard)

G/G
S 6   ☐ Grey and brown robe, black and silver skull cap
I 16  ☐ Apothecary
W 12  ☐ Avaricious, cunning, suave, old gnome
D 4   ☐ Knows local traders and very friendly with inhabitants of the local MI school
C 9
Ch 12

2b. Grimmix, F6/F6; C/CE; hp 40/50; AC 5/5; Club

½G1/½G1
S 17  ☐ Animal skins
I 3   ☐ Bodyguard charmed into service of Mylitis Ep-Stine (2a)
W 5   ☐ Stupid, brave, shy
D 10  ☐ Don't know muffin nor nobody and nobody loves him...
C 12
Ch 4

2c & 2d. Lance and Beaubritches are 2 apprentices to Mylitis — male human youths who know the local serving classes
3 The TRAVELLERS’ SHRINE
The City League is nothing if not an opportunity to make some cash and so the clerics of the town have agreed to establish this multi-denominational shrine just inside the gates. Visitors may enter the shrine, pray in one of the private booths and receive holy water or a Cure Light Wounds spell from the resident cleric, assuming he or she is in. Three fighters act as attendants, collect the money and show visitors to vacant booths (and clear up afterwards) or to the screen from where beneficence is dispensed. If any visitor behaves badly or aggressively one of the attendants simply rings the bell, and as the garrison is right next door...

Suggested costs are: Entry and private praying booth 5gp/turn
Cure Light Wounds 125 gp per spell
Holy Water 30 gp per vial
No other clerical items are available.

3a Amandia Lamancha. C5/C5; N/N; hp 20/28; AC 7/7;
Mace in room
H/
S 14 0 Rich maroon linen robes, boots, ring of protection +3
I 9 0 Representative cleric at traveller’s shrine
W 14 0 Kindly but uncommunicative, distant
D 8 0 Knows the whereabouts of most temples in Docklands and
C 14 0 Borough, does not know any bureaucrats or merchants
Ch 12

3b Link Pinthrip. Fr3/Fr3; N/NE; hp 10/12; AC 8/8;
Short Sword
H/
S 14 0 Leather uniform and seal of office on a thumb ring
I 13 0 Official money collector for clerical group
W 9 0 Official, solemn, overcharges
D 8 0 Is familiar with local byelaws, knows several other petty
C 13 0 functionaries
Ch 9

3c, 3d & 3e Portia, Bold Mary and Invidia are the three acolyte-guard’s. Each is F2/F2 with hp 10/14. They say they know no-one locally, keeping their own company and occasionally visiting their families living somewhere in Docklands. They wear severe short, black tunics with small, jet adornments and thonged sandals. Invidia is the Scards’ daughter (see Black Pig, 4) but she ignores them. Bold Mary is the daughter of the nearby miller (10).

4 The BLACK PIG PUBLIC HOUSE
An old scruffy local. The place has a well deserved reputation for good beer and good food served at sensible prices (unlike, some say, the Ford Inn, S) and is therefore usually packed. Run efficiently by the landlord, despite his, now famous, imaginary tales of valour. There is very limited sleeping space on the floor after everyone has gone home. At the rear is a general purpose building that can be used at the DM’s discretion. Recommended prices: everything just below the norm.

4a Hurmakar Scard. Fr2/Fr2; N/LN; hp 6/9; AC 3/3;
No weapon
H/
S 18 0 Gleaming breastplate over olive green tunic, brown
I 10 0 trousers tied at the knee
W 11 0 Brewer, publican and professional coward
D 11 0 Cockeyed, plausible, charming, craven braggart,
C 15 0 Knows everyone local, but no-one well, resents Race (5a)
Ch 16

4b Dinah Scard. F3/F3; N/LN; hp 16/20; AC 9/10;
Long sword in kitchen
H/
S 15 0 Yellow dress, brown cloak with crimson embroidery
I 15 0 Brewer and publican
W 8 0 Quiet, industrious, supportive, pines for her daughter
D 8 0 Invidia who works at the Shrine (5)
C 11 0 Knows the kitchen staff of the Ford Inn, confidante of
Ch 6 0 Gofameadow (5b)

4c & 4d Bedurn and Beruth are the Scards’ two disappointing sons. They help, listlessly, in the pub, being constantly urged to go adventuring like their father. But both Dinah and Hurmakar know it was Dinah’s adventures that earned the money to buy the pub. Beruth knows more than he tells of Angovidintrix Blister (5i)
5 The FORD INN
A building reeking of antiquity; the present structure stands on the site of the original way-station. It has been improved and extended over the centuries and now comprises a fine inn, a farrier’s shop, a stable (with horses for sale or hire) and a tackle shop with a dwarf who repairs leatherwork. Recommended prices: all 50% above the norm. The inn is run by Race and his beautiful elven wife. Goldmeadow, both retired adventurers. This loving couple have been going through unhappy times over the last few years, brought about by the decision of their only son, Rathe, to undergo the rigorous and lengthy training at the Magic Users’ School (9), where he is now a Conjuror. Rathe took orders under the Master of the school, Fornrast, despite the fondest hope of his father that he too would be an adventurer. Goldmeadow, however, understood her son’s desire, and so this caused discord between her and her husband. It has been three years since Rathe last visited his parents, and both miss him terribly. The subject is best avoided within eardash of Race, and most magic users who know the story stay clear of the Ford Inn.

5a Race: F8/F8; L/LG; hp 60/60; AC 7/8;
Long sword in chambers, dagger on person
H/H
S 17 □ Waistcoat over bright shirt, breeches, long coloured stockings, shoes with bright buckles, long clay pipe
I 15 □ Landlord and nobody’s fool
W 15 □ Dignified, respected, careful
D 10 □ One of the most famous people in the League, knows many important people, but no particular friends, studiously ignores Hurakan Scard (44)
Ch 11

5b Goldmeadow: E6/F6-MUG; LG; hp 30/35 AC 8/10;
Long bow in chambers, dagger on person
E/E
S 16 □ Cheerful skirted tunic over trousers tied at ankles, no shoes, usually has flowers in hair
I 17 □ Landlord
W 11 □ Grave, lonely, polite, smiles wonderful
D 10 □ Although very famous, her only friend is Dinah (4b), avoids

5c Berenord: F5/F5; L/LG; hp 25/30; AC 9/10;
Battle axe in his room
H/H
S 15 □ Black and brown shirt and trousers, brown boots, red neckerchief
I 12
W 9 □ Follower of Race, new general factotum at the Inn
D 9 □ Silent, troubled, nebulous, hairy
C 9 □ Knows some druids from the Communities, but locally only
Ch 10 □ Workers at the inn
Berenord is a wyrnbeak (see DM’s Rulebook/Monster Manual). He is in full control of himself and periodically has to ride into the forests to room in his animal form.

5d Burbury Flataxe: Dw3/F3; L/LG; hp 18/18; AC 4/6;
Battle axe in forge
Dw/Dw
S 16 □ Leather apron over chain mail shirt and grubby green trousers
I 7
W 12 □ Farrier, long-time associate of Race (5a)
D 13 □ Unusually talkative and friendly, opinionated, pig-ignorant
C 10 □ Many acquaintances, few friends, secretly adores Goldmeadow (5b). Digger (5e) is his son
Ch 13

5e Digger Flataxe, Dw1/F1; hp 6/7 is Burbury’s son. He is the leather repairer and when his dad is not around behaves very much like him. Rather overfond of the odd tipple.

5f & 5g Flaxen Billy and Jos are the two, boring, uninformative stable boys.

5h & 5i Potboy One and Potboy Two (real names Vox and Vox Bigant) are twins who serve, brew and clean. They think and talk alike and are totally indistinguishable except that, when asked questions not concerned with the business of the Inn, One always lies and Two always tells the truth!

5j, 5k & 5l Beryl Blister and her daughters, Wilbertina and Angovidintrix do the cooking. Angovidintrix is having a sweet romance with Beruth (4d).
6 The ARMOURERS

There is no love lost between the dwarven armourer, Gert, and her near neighbours, the even weaponsmiths (7). The resident armourer had never been over- fond of the weaponsmith, but since Gert took up residence the lack of warmth soon became hatred; she despises them. Good sense and a restraining partner mean that she restricts her violent assaults to the verbal kind, much to the amusement of the other occupants of the square. Nevertheless, she is one of the finest armourers in Docklands, and with Thokrin the jeweller produces articles of enviable quality (and price). Whilst Gert and Thokrin lavish their skill and passion on the sumptuous items, their apprentices get on with the business of providing reliable armour for adventurers. A mundane activity which, if the truth were known, actually provides the real income of the business.

6a Gert Rusty; Dw6/F6; N/NG; hp 36/40; AC 1/1;
Battleaxe

Dw/Dw
S 17 □ Immaculate, breastplate +2 over leather shirt and tights
D 9 □ Armourer
W 12 □ Hot-blooded, honest, single-minded
D 11 □ Knows and known by local dwarves, loves Burgher Flaxaxe
C 13 □ (6d) — and makes no secret of it — and therefore hates elves (all the more).
Ch 10

6b Thokrin Silver-Eye; Dw7/F7; N/NG; hp 40/46; AC 6/8;
No weapon

Dw/Dw
S 14 □ Shining, intricately adorned, leathers over scarlet shirt, silver eye shield hides empty socket
I 15 □ Jeweller
W 15 □ Fussy, easily upset, fidgets
D 13 □ Knows and known by local dwarves, also knows one or two minor bureaucrats
C 12 □
Ch 15

6c Kon Underock is the Dw5/F5 hp 20/20 shopkeeper who deals with ordinary customers. He also acts as cook and housekeeper. A friendly, stupid chap.

6d, 6e, 6f, 6g & 6h Gert has 5 apprentices — 3 dwarves (Tolly Kobold-Killer, Baggy Blumose and Biffer) and 2 gnomes (Kiri the Hungry and Paternoster Abstentangrae)

6i, 6j & 6k Thokrin has 3 apprentices — 2 dwarves (Wampateak Imp and Mok Incr) and 1 gnome (Pinter Abstentangrae)

It is by sheer coincidence that two of the gnomes are called Abstentangrae as they are entirely unrelated. These youngsters work hard and get their fun chucking bricks through the windows of the local merchants.

7 The WEAPON DESIGNERS’ WORKSHOP

Over the generations (and for an elf, a generation is a long time!) this group of weapon-makers have become renowned for their standardized weapon design. Almost completely lacking in flair, they produce straightforward, reliable weapons at a sensible price; just don’t ask for extras, that’s all. The group is entirely male, and has been so since records were first kept. Periodically, as if answering some unheard call, a young male elf will arrive at the shop to work his apprenticeship, and an older elf will move on to new adventures. Currently five elves live and work in the workshop.

7b Blencathra: E2/F2-MU2; L/LG; hp b/8; AC 7/7;
Longbow

E/E
S 9 □ Green robes
I 13 □ Bowyer
W 8 □ Aloof, chats endlessly about bows if pressed
D 17 □ Knows no-one other than his colleagues
C 12
Ch 9

7c Skiddaw; E2/F2-MU2; L/LG; hp 9/9; AC 8/9;
Longbow

E/E
S 14 □ Yellow robes
I 12 □ Fletcher
W 14 □ Initially aloof, friendly, humorous, cheeky
D 18 □ Knows no-one other than his colleagues
C 8
Ch 8

7d & 7e Lingmell and Grasmoor are the two apprentices, the first performing basic blacksmithing and the second leather-work and carving. They, too, know no-one other than their colleagues.
9 The MAGIC USERS' SCHOOL

This Magic Users' school is the ironic result of the ambition of four men, brought to fruition by the bitter disappointment of one. Malachite Burwight (9a), Fiorrantanis (9b), Dispor the True (9c) and Porsena Mays (9d) were friends at a huge magical academy within the City who wanted to set up on their own. Tragedy struck when Malachite lost his right arm in an accident, ending his career. The tragedy was alleviated when he inherited a sizeable piece of land behind his family's Mill (10) on which he built a tower for his friends to use. The local people look on the school with much awe and pride. Since it brings much wealth into the district, anyone harming the place would bring the whole neighbourhood down around their ears. When dealing with MUs and Illusionists who want to learn new spells, the occupants always prefer to be paid in magical items and spells, they do not have rather than money. No matter what system is used the price will be high. For example, spells will only be exchanged for higher level spells.

AD&D game: all cantrips, first and second level spells for MUs and Illusionists can be found here. Third to fifth level spells are restricted to those concerned with Alteration and Illusion/Phantasm due to the interests of the researchers. There are no spells above fifth level. These spells are not in spellbooks but are kept in scrolls, tomes and codices.

D&D game: all first to fifth level spells are available; they are kept in the many works of reference in the building.

9a Malachite Burwight, Frb/Fr8; N/NG; hp 25/34; AC 7/8; Staff

H/H
S 11
I 18
W 14 □ Steward of the MU school
D 11 □ At peace with himself after a long struggle, mild but firm
C 15 □ Brother of Jasper Burwight (10a), brother-in-law of Fond Celine (11a), friendly with Mylites Ep-stune (2a), well known amongst local trades people

9b Fiorrantanis; MU10/MU11; L/LN, hp 30/32; AC4/0; No weapon

H/H
S 19
I 18
D 12 □ White silk shirt, crimson leggings strapped with leather ring of protection +3, (in AD&D game only - bracers of defence AC5 in the form of a silver head band)
C 16 □ Wizard
C 9 □ vain, haughty and distant, but wishes he wasn't
Ch 8 □ Knows Jasper Burwight (10a), Fond Celine (11a), has twin brother, Deorantannis (50a), is a Redeemer at the Court of the Ten Thousand Ravens; his familiar, Wart (10j), is strategically placed in the nearby Mill (10)
Spells memorised:

AD&D 1 (2,6,7,9)
2 (6,12,13)
3 (4,5,7)
4 (12)
5 (10)

9c Dispor the True; MU10/MU10; N/NG; hp 27/27; AC 1/1; Dagger

H/H
S 10
I 18
W 13 □ Wizard/Illusionist
D 17 □ Rational, intellectual, doesn't suffer fools at all
C 10 □ Knows Jasper Burwight (10a), Fond Celine (11a), many local beggars who she secretly meets and supports
Ch 11
Spells memorised:

D&D (MU1) 1 (5,6,9,12)
2 (5,9,10)
3 (3,7,8)
4 (8)
5 (9)

AD&D (l) 1 (1,2,3,11,12)
2 (2,7,12)
3 (5,6,11)
4 (5)
5 (3)
**9d** Porsena Mays; MU10/MU11; N/N; hp 23/24; AC 5/3; No weapon

H/H
S 7 □ Brown jerkin and trews, red slippers, long clay pipe, ring of protection +3. (in AD&D game only - bracers of defence)
W 15 □ ACG in the form of leather wristlets
D 14 □ Wizard
Ch 16 □ The image of a kindly uncle, but can be surprisingly nasty

Spells memorised:
- D&D 1 (9)
- AD&D 1 (22)
- 2 (1)
- 2 (1)
- 3 (1)
- 3 (1)
- 4 (1)
- 4 (1)
- 4 (17)
- 5 (1)

**9e** Safrine; MU4/MU4; L/LE; hp 16/12; AC 8/10; Dagger

H/H
S 10 □ Long, flowing, feminine gown
I 18 □ Assistant to Florrantanis (9h)
W 9 □ Flirtatious, pleasant, helpful, keeps her alignment secret
D 14 □ Daughter of Jasper (10a), considers her family beneath her, secretly writes to a member of an assassins guild
Ch 12

Spells memorised:
- D&D 1 (1,9)
- AD&D 1 (3,18,22)
- 2 (4,12)
- 2 (8,24)

**9f** Droga Orcsdottir; MU3/I3; L/LN; hp 8/8; AC 7/7; Dagger

H/H
S 11 □ Delicately embroidered dresses in many lovely colours
I 18 □ Assistant to Dispier the True (9c)
W 12 □ Heroine worships Dispier, inferiority complex, cleanliness fetish, brilliant
D 17 □ Taken in and reared by Ograffe the Mapmaker (20a), as her real parents (his neighbours) beat her, she keeps to herself spending her whole time at the school or at her adopted parent’s house. She is convinced of her arachnophobia and keeps her body free of dust and dirt. Her arachnophobia is rather unshakable.
Ch 11

Spells memorised:
- D&D (MU1) 1 (9)
- AD&D I 1 (2)
- 2 (1)
- 2 (1)

**9g** Rathe; MU3/MU3; L/LG; hp 13/13; AC 5/6; Dagger

H/E
S 16 □ Long maroon cloak over colourful blouse and hose, ring of protection +2
I 18 □ Assistant to Porsena Mays (9d)
W 13 □ SHy, determined, dedicated, hard-working, trustworthy
D 16 □ Son to Race and Goldmeadow (5a&b) but rarely sees them, no other contacts
Ch 14

Spells memorised:
- D&D 1 (9)
- AD&D 1 (22)
- 2 (1)
- 2 (1)

**9h** Samuel Evening (Fr2/Fr2; hp 7/10; no weapon; H/H) is the establishment’s cook. He failed to become an MU at the school but stayed on as cook. In an AD&D game Samuel would use cantrips to aid his culinary skills. He met Jannit (9i) at the school and they married. He’s very friendly with Manuel and Basill (11d&e).

**9i** Jannit Evening (Fr2/Fr2; hp 6/8; no weapon; E/E) is the stockwoman who looks after all the livestock at the school. She met Samuel (9h) at the school and they married.

The general chores are performed by the 30 youngsters who attend the school, under the watchful eyes of Malachite (9a), Samuel (9h) and Jannit (9i). Note that one of these is Thadric Burwright (11b). There are no dwarves at the school.
10 THE MILL

Once this Mill must have had a sylvan setting; even today some trees are visible in the grounds behind it. Yet now it is just another building along the main thoroughfare from Westmeet to the Docks. Apparently a mill like any other, a closer look will reveal that this is a building of some antiquity, and though oft repaired and rebuilt the new blends nearly perfectly with the old. As with the building so with the family who have owned and managed it for all these generations: the Burwrights. The present miller is Jasper Burwright, named, like his two brothers, after a magical gem in the hopes that he might 'improve himself' and become a magic-user. Stubbornly, he has stayed at the mill determined to pass on his time-honoured skills and the family name onto his sons. Alas for Jasper that he has had seven daughters. He lives there now with his daughters, his wife, his mother and his wife's grandmother. No-one knows whether or not it is for the want of sons that the miller spends many hours in the local ale-house. Be that as it may, the daughters care not; they mill the finest flour this side of the Broadway and are busy making their fortunes.

10a Jasper Burwright; Fr5/Fr5; L/LG; hp 14/22; AC 9/10; Knobbed Stick
H/H S 12 □ Big, heavy; wears grey shirt and trousers, tight fitting red cap
I 13 □ Miller (when Olivine (10c) lets him)
W 10 □ Disillusioned, usually drunk and smelly
D 8 □ Knows most of the local traders, is brother of Malachite (9a) and brother-in-law of Celine (11a), husband of Millipy (10b), father of Olivine (10c)
C 8 □ Knobbed Stick
Ch 12

10b Millipy Burwright; Fr2/Fr2; L/LG; hp 6/8; AC 9/10; No weapon
H/H S 9 □ Big heavy; wears grey shirt and trousers, tight fitting red cap
I 13 □ Seamstress
W 9 □ Pragmatic, practical, tolerant
D 11 □ Friendly with Celine (11a) and knows local traders, wife of Jasper (10a), estranged cousin of Framo (14) - a thief
C 8 □ Friendly with Celine (11a) and knows local traders, wife of Jasper (10a), estranged cousin of Framo (14) - a thief
Ch 7

10c Olivine Burwright; Fr3/Fr3; L/LG; hp 10/16; AC 9/10; Fists
H/H S 17 □ Huge (6’ 4’’), beady; wears grey smock over blue trousers, clogs, towel around waist
I 13 □ Miller and proud of it
W 10 □ Gouty, crotchety, slow and well respected
D 10 □ Quiet, spoken, occasionally violent and well respected
C 10 □ Daughter to Millipy (10b) and Jasper (10a), a well known figure who works hard but socialises little, drinks at the Black Bird (11), where she is genuinely liked; she knows a surprising amount about the next door magic-user school because of her friendship with Porisma Meys (9d).
Ch 11

10d-g Olivine's sisters, in descending order, are called Saffrine (9e), Maratta Emanuel, Bold Mary (3d), Jasmina and Last Hope. All are Fr1/Fr1, hp 4/6 except Saffrine who is studying next door at the MU school (9), and Bold Mary who works at Travellers' Shrine (3). Last Hope is not a nice name for a little girl, but Jasper had got desperate. In fact, she is the brightest of the bunch.

10h Pirea Burwright is Jasper's mother, she is still nagging him to become a magic user. Jasper's pretty fed-up of it.

10i Mara Goodfellow is Millipy's grandmother, a bright-eyed sharp-eared old woman who has a pretty shrewd knowledge of most things that are happening locally — the richest source of gossip for miles around. The DM might have her meet the party in many places, from the Ford Inn (5) to the Black Bird (11) to the Docks to the local street markets. Universally known as 'Jolly'.

10j Wart Burwright would not normally be considered here were it not for the fact that he is a very considerable cat. Named after the white spot on his nose (the rest of him being jet black) he is a well-known local personality, making free with the Mill and all the surrounding yards, lanes and buildings. Although the Burwrights would never breathe a word of it he is also Florrattanis (9b) familiar.
11 THE BLACK BIRD aka FOND CELINE'S

An unremarkable ale-house, the Black Bird has strong connections with both the Mill (10) and the MU school (9). Peridot Burwright was the owner until she was murdered by a wandering adventurer; some say it was a thief, others a paladin but it was hard to judge from the little that was left by his brothers — Malachite (9a) and Jasper (10a). The ale-house now belongs to Peridot's widow — Celine Burwright. She's often referred to as Fond Celine as she never recovered from the shock and sometimes appears simple. Still, no-one in their right mind would risk causing trouble in her popular ale shop as, even if her two helpers didn't see the miscreants off, the mass of her customers would. The surest way to become the most hated person in Decklands is to upset Fond Celine. Recommended prices, as normal for your campaign.

11a Celine Burwright, Fl4/Fl4, N/NG; hp 12/18, AC 9/10, No weapon

H/V/E S 8 □ Very pretty, wears colourful skirts and blouses, faced I 9 sandals, shawl W 10 □ Owner of the Black Bird D 12 □ Gay, child-like, guileful, then suddenly morose C 10 □ Knows Malachite (9a) and Jasper Burwright (10a), her brothers-in-law, friendly with Milliply (10b), unstably friendly towards the sisters Burwright (3d, 9e, 10e-gj

11b Thadric Burwright is Celine's son and he studies at the MU school where he is a day boy. He helps out in the Black Bird in the evenings; not the least part of that is the fact that he knows how to improve the taste of the beer, thereby ensuring the pub's popularity (in the A&D game this will be by means of a flavour cantrip).

11c B D Aye is a crow and is the familiar of Porsena Mays (9d). Known to the regulars as 'BD' he hops around the tap-room amusing the customers with his squawking and cocking his head on one side. Customers have been heard to remark, "You know, if I didn't know better, I'd swear he was actually listening..."

11d&e Manuel and Basil are the devoted helpers. Both are Fl4/Fl4 hp 30/37 and have swords and clubs in the kitchen. They were drinking in the ale-house when Peridot — friend to both — lost his life. They took an oath on the spot to stay and protect his defenceless widow. Both of them are well-liked locally and they are particularly friendly with Samuel Evening (9h) the cook at the MU school.

11f 'Lord' Morvan deGlay is actually NM/F0 although he purports to be Fl8/Fl8. He is a regular at the Black Bird and can be relied upon for tales from far and wide (always coloured to glorify himself). He actually has visited the Court of the Ten Thousand Ravens and entered the Punctilio, though what he really did there is anyone's guess. A useful source of information, even if some of it is unreliable.

11g Stike Nobro Tchip is a halfling (1/3-Th3 hp 18/12) who makes the astonishing claim that he has "been to the other side of the world". He says he got there "through some very deep caves" (wink-wink). Naturally, no-one believes this ludicrous story as it is common knowledge that if anyone did go to another side of the world they would fall off. Stike can be relied upon for endless rumours and hair-raising tales.

11h Onne Parsito is an old woman who can be found in the Black Bird (11) most evenings. She is known locally as a fortune-teller, they call her 'Mother' to her face and 'Old Mother Fear' behind her back. Although she appears unkempt and ragged, she is Fl0/Fl0 hp 26/36 and her real name (which she keeps absolutely secret, along with her past) is Lady Miriex Fantome Hepelough Gaunt, Duchess of Faler, Avenger Errant of Ordinfl, Bearer of the Pink Globe and Honour Par
Sight-of-All. She has fallen far from grace and lives impoverished and forgotten in a mean cottage off the Wynd. Her fortune-telling powers are mostly imagined, but she has a sharp eye which allows her to make astonishingly accurate observations about those she speaks to. The DM can use her to frighten or warn the party, always taking care to enhance her air of mystery.

11i A very occasional visitor (2% of the time) is Feyr Johannus, a journeying cleric (C2/C2, hp 9/9) who spends the rest of his life journeying the County of Cernwy, beyond the gates of the City. He is the best source of information locally about affairs beyond the City Walls.
Sporo or later in the life of every campaign there comes a time when even the most lawfuy of lawful good characters has a brush with the authorities. If your characters have chosen to live in the City League, you might as well resign yourself to the fact that it is more likely to be sooner. If you’re a thief, or someone who enjoys a quiet night’s mayhem in the local tavern, then it is likely to have happened already.

This article is for those DMs who, when the inevitable does finally happen, throw up their hands in horror. It is intended to provide a reference point from which the legal system of the League can be viewed. Whether you are introducing Pelinore as your campaign background or not, various individual components of the table can be ignored if the DM wishes to use another system; one could decide that the arrest of a suspect happened in an entirely different way, and then pick up the table from the trial onwards.

But before we get too involved in the mechanics, we had best take a hard look at the people and institutions responsible for the law in the City League.

Just like every other government function in the sprawling mass that is the City League, the administration of justice, law and order is governed by a bureaucracy of enormous size and complexity. It overlaps, confuses lines of authority, and provides endless anomalies and complexities to frustrate the ordinary citizen. Those who become embroiled in its mesh usually come to regret it.

Government in the City League is in the hands of the functionaries of the Katar, the hereditary Clerk-at-Arms, and ruler of the City. These operate from the environs of the Punctilio. The Katar has the constitutional power to codify laws through the process known as Enactments. These edicts serve to illustrate the essential policies of the Punctilio with regard to all matters: economics, foreign affairs... and the law. Once an Enactment is passed, tradition decrees that it cannot be revoked, not even by another Enactment from a succeeding Katar. Instead, Enactments are referred to and detailed by the By-Laws passed by the various lower tiers of government. In the course of the centuries that have passed since first the Katar’s power was attained, literally hundreds of Enactments and many tens of thousands of By-laws have been passed. Each is administered by one of the Administration Departments at the Punctilio, which means the civil service in the City League has grown to enormous size, with some departments operating staffs of many dozens, whilst others have a single Overseer.

The administration of this hopelessly unwieldy system is entrusted to a number of enforcement agencies of varying competence and legality. These patrol the City night and day, answering emergency calls, providing a degree of security, and causing the average citizen endless torment, since the old adage is quite true: "If a day passes when you didn’t break a law in the League, then you must have been buried the day before."

**Policing the League**

The various agencies can be reduced to six definable groups, with different powers and responsibilities.

1. The District Militia: Most of the policing is done by the hard-pressed men-at-arms of the District Militia. Each administrative area of the League has its own judiciary, and runs a militia under the watch of the Inspectorium. The militia are funded in each locality by the imposition of a sales tax; but since tax evasion at this level is rife, the pay is poor, and the militia are corrupt. The quality of each District’s force varies depending on the general lawfulness of the community, and the level of wealth. Their morale is low, and they are known to have taken the law into their own hands on many occasions.

2. The Private Condottas: Each of these bodies was raised originally under the authority of an ancient City By-Law that allows tax bills in excess of 5000gp to be paid for by providing an additional police patrol. Now they are virtually private armies, employed by the wealthiest eighty or ninety private citizens as bodyguards and extensions of their strength, since the Punctilio’s bureaucratic department in charge of By-Law 1780f-1783 Administration has no time to conduct inspections. The courts have little time for them, and it is well known that they have a fierce hatred for the men of the Punctilio.

3. The Knights Ocular: This mysterious and powerful Order has existed for almost as long as the City, and is inexplicably bound up in its affairs. It is an incredible organisation — its members are made up of an exotic mixture of classes, answerable to a Master who is said to be of semi-divine origin. Further, despite their power and seemingly evil outlook — as far as can be gathered from the few texts in the public domain concerning them — they are tied to the Punctilio and the person of the Katar is inexplicable way. When last a coup was attempted in the City, all nine MU conspirators in the Plot of the Jade Serpent — Wizards of 10th-15th level all — were dead within two hours.

No-one understands the motives of the Knights Ocular, but it is widely believed that the secret of their power must be worth a fortune of unbelievable size.

They operate in an unusual way. Most of the members patrol the City, looking for all the world like ordinary citizens, observing and reporting. They never ignore any crime, preferring to report the miscreant to the Punctilio, and they have instant access to the Court of Ten Thousand Ravens. The party that finds itself involved with the Order of the Knights Ocular will be very sorry indeed.

4. The Punctillian: This is the direct arm of the Katar and the Punctilio, but one kept restricted after two past attempts at seizing power. Undoubtedly, they would have been abolished altogether if the Katar had been able to dispense with their services. Instead they are now led by a high-ranking cavalier who has sworn an irrevocable fealty to the Katar, and are watched over by the Committee of Administration, the inner government cabinet. Such is the wealth of the City, that the Punctillians are more lavishly equipped than the armies of some Kingdoms.

5. Guild Militia: Numerous guilds within the City operate militia for entirely selfish reasons. Some, like the Mercantile Guild, have guards at major sites of commerce. Others, like the militia of the Guild of Thieves, ensure that all activities that fall within its ‘jurisdiction’ are controlled by the Guild. Some are vast — the Guild of Banks and Moneychangers Major employ over 1000 men and women — but most have smaller establishments. Everyone knows the Guild Militia to be bully boys, uninterested in the good of ordinary citizens. Very often, the patrol will handle...
the situation themselves, without recourse to the niceties of trials. On other occasions they will make use of ad-hoc kangeroo courts at the Guild headquarters. Hence, the verdict is always guilty, and the defendant always gives his worldly goods away to the court officials.

6. Religious Orders: Five religious orders are large enough and have enough influence to operate independent judiciaries and police. Under the provisions of Enactment IV, these are empowered to prosecute cases of blasphemy. No By-Laws have ever managed to tie down exactly what constitutes blasphemous behaviour, so the orders tend to do as they wish, arresting whomever they fancy, and charging them with blasphemy no matter what the offence actually was. Religious wars and pogroms tend to be fought out in this way, with mass trials and bloody reprisals, until such time as the Katar or the Knights Ocular step in...

The Courts
Excluding the ad-hoc courts of the various guilds, and other disciplinary bodies within organisations, there are three main judicial bodies within the City League:

1. Mayoral District Courts: Each administrative district of the City controls several courthouses, set up in buildings known collectively as the Athis. Namely separate, the Mayoral Courts are also served by a judiciary appointed by the Master of Justice on the Katar's Committee of Administration. At the outset, the sinister Redemptor Committee of the Court of Ten Thousand Ravens. They are grossly overworked, poorly supervised, and consequently corrupt. Judges can be bribed to alter the verdict or the sentence; clerks can be bribed to bring forward — or delay! — the hearing of cases, even the Prosecutor-General’s office, the court arm of the Punctill, is open to bribery. In the meantime, the defendant usually languishes in a district gaolhouse. The Mayoral courts have the authority to try any case, but usually hand cases of a capital nature over to the Court of Ten Thousand Ravens. The preliminary hearing normally takes place, then the accused is found guilty of innocence, passing sentence over to the superior court. This leads to a duplicative trial, as the judges there much prefer to conduct the whole case.

2. The Court of Ten Thousand Ravens: Below the Punctillio, there stands a vast marble building, three storeys high, covered in the most gaudy of a vast host of huge black ravens, which circle the towers and central dome. In times past, this building was the central temple of the Church of Xnath-pi-Xnath. This barbaric religion and its chief deity, a dark birdgod, vanished over three centuries ago, at which time the Temple was taken over by the Katar. From that point on, the Temple of Ten Thousand Ravens was the seat of the supreme judiciary in the City League, and the building became known as the Court of Ten Thousand Ravens — the two names are virtually interchangeable (the further away you travel from the City League, the more likely it is that the number of ravens will have changed as well). The Temple is the only civil court with the power to administer death sentences, and a fair few of these have been handed out over the years. It is popularly believed that the eponymous ten thousand ravens of the Temple contain the souls of all the depilated criminals. Cynics have been heard to observe that the bloated birds must have about two or three hundred souls each.

3. The Religious Order Judiciaries:
The only other legally constituted courts in the City are the five run by the largest religious groupings within the locality. As previously observed, these are only entitled to try cases of blasphemy. The most infamous of these, the Temple Without Doors, goes through about 200 cases a week on the strength of this, seizing those who have been caught stealing, engaged in violence — anything that can be shown to be against the teaching of the relevant deity, and thereby blasphemous. Sentences are harsh and carried out instantly. At the Temple Without Doors, victims are lead up a spiral staircase within the central crystal shaft, to be thrown off an open platform into a closed courtyard...

The Crimes
Long ago, a Katar by the name of Morgannis IV Lawgiver took it upon himself to codify the legal system of the City League. Through his famous Enactment CCCII, Morgannis, who was by preference a fisherman, and quite a good one at that, invented a system that was ludicrously simple. Over the intervening years, lawyers, judges, politicians and other Katars added to the system by a seemingly endless promulgation of By-Laws and other statutes, but the Enactment remains intact in essence. Basically, there are only ten crimes on the statute book, listed on the table on page 12 in order of seriousness. All defendants are brought to trial facing one of these charges, usually with a codicil describing which of the thirty thousand By-laws have been particularly violated. Thus, there are no crimes labelled embezzlement, fraud, tax evasion or blackmail; these are all covered by one of the three ‘robbery’ categories. Also, there are no ‘attempted’ crimes, or conspiracy charges: the Enactment says that in the absence of a guilty party, if you were going to do it — you did it!

Most of the crimes are self-explanatory. Historically, Treasure has only ever been brought against those who have been directly sought to subvert the power of the Katar, as in the celebrated attempts by the Punctill to replace him with a military dictatorship. The three ‘robbery’ categories are differentiated solely by the amount of money involved. Affray is a catch-all for all the minor charges — drunkenness, fighting, creating a disturbance, traffic offences — that go up to 50% of all legal cases. The unique category is the quite serious crime of Failing to Observe a Festival. According to the old, and recently superseded, League Calendar, 50 of the 350 days in the Old Year were designated Festival Days, on which it was forbidden to trade or to engage in any activity involving the passing of coin or promissory notes; or to hold assemblies of more than 30 people. The calendar may have changed, but the festivals remain, imposed at a few days notice by the arbitrary and hopelessly inefficient Enactment XXVII Administration Department. The number of cases brought against this charge has dropped considerably over the last few years, as the Court of Ten Thousand Ravens ruled that the process adopted by the Department is illegal under the Restriction of Trade By-laws 3779-85. The whole matter is fascinating to lawyers, but utterly frustrating to those individuals hauled up by the Punctill or the Religious Orders, who can find themselves involved in legal proceedings for anything between 2 and 40 years!

The Law
Overleaf you will find a chart that traces the legal process through from getting caught to hearing the sentence. It is easy to follow, and allows the DM to get through cases fairly quickly where this is desired. Otherwise, the result can be ‘predicted’ using this method, and the DM can then alter the proceedings as the characters get involved.
**Getting Busted**

If a patrol is called, roll percentile dice to determine which kind:

- Motorcycle: 10%
- Unmarked Car: 20%
- Unmarked Van: 30%
- Unmarked Truck: 50%

Roll a 12-sided die to determine the type of crime:

- 1-4: Burglary
- 5-8: Robbery
- 9-12: Assault

DM should alter the composition of patrols at times of crisis in urban areas, with high crime rates, etc. Reimbursements should be enforced so that the DM should allow the patrol to send for them to enough to handle the situation until six arrives at 1/000 times.

Notes:
- Certain laws — Thieves for example — will only affect other classes.
- In the advanced game these should be Champions or Assassins.
- Morale of all criminals from other groups is higher than for smaller areas.
- The DM should make allowances for both chance and time to allow for the evidence the perpetrator may have in his possession. Notice: The police of the Town of Millville will not track down anyone who has not committed an offense directly against their interests.
- As time goes on, the chances to be caught should be increased.
- Guild Misfits will not answer general distress calls; encounter should be respooled.

**Police Brutality**

Roll percentile dice to discover the patrol’s reactions:

- 1-10: Justiced
- 11-25: Ruffian
- 26-35: Hands
- 36-45: Open to Bribe
- 46-59: Bribe
- 60-69: Arrest
- 70-100: Change

**Society’s To Blame**

Compare the Penalty Modifier to the Possible Sentences:

**Going Down**


**Sentences**

- 1. A tener: 10-20 days
- Average: 20-40 days
- Extraordinary: 40-60 days
- Additional costs: 10-20% of Fine

- 1. A tener: 3-5 years
- Average: 5-7 years
- Extraordinary: 7-9 years
- Additional costs: 10-20% of Fine

- 1. A tener: 5-7 years
- Average: 7-9 years
- Extraordinary: 9-11 years
- Additional costs: 10-20% of Fine

- 1. A tener: 7-9 years
- Average: 9-11 years
- Extraordinary: 11-13 years
- Additional costs: 10-20% of Fine

DM should make the Patrol modifier and compare it to the ranges of each sentence listed below. If the modifier falls within the range, the DM should make a roll, consulting a table containing 1-6 possible sentences. The actual sentence may then be selected randomly, or chosen by the DM.

- Penalty Modifier: Punishment
- Less than 10%: Warning
- 10-20%: Fine 1/3 defender’s level
- 20-30%: Fine 1/2 defender’s level
- 30-40%: Fine 25% defender’s level
- More than 40%: Death
- More than 50%: Jilt 2/3 defender’s level
- More than 60%: Jilt defender’s level
- More than 70%: Jilt 1 defender’s level
- More than 80%: Jilt 2 defender’s level
- More than 90%: Jilt 3 defender’s level
- More than 100%: Jilt 4 defender’s level

Notes:
- Although the defendant gives false, the conviction is kept on record.
- If the defendant can’t or will not pay, add 10 to the Penalty Modifier and compile a fine 10% of Fine results.
- The defendant can’t or will not pay, add 10 to the Penalty Modifier and compile a fine 10% of Fine results.
- If the defendant can’t or will not pay, add 10 to the Penalty Modifier and compile a fine 10% of Fine results.
- If the defendant can’t or will not pay, add 10 to the Penalty Modifier and compile a fine 10% of Fine results.
15 N DOCKLANDS (No 7) COURT

In a sunny spot on a popular promenade alongside the docks stands a typical district courthouse. This once grand building has seen better days for it is slipping slowly into disrepair and decay and now it’s walls bear the graffiti of countless generations. One wing has been sold off to private entrepreneurs and now houses a short row of shops (including 16 and 17). The trade of the courthouse goes on undisturbed; its inner courtyard periodically thronged with people who willingly pay to watch whippings, executions, dismemberments and worse; its officers and guards getting rapidly fat on the regular (and expected) bribes.

Prisoners are thrown into their underground cells through grilles in the pavement. These grilles allow locals to abuse the inmates, or shower them with filth. They also give rise to the possibility of hair-raising escapes....

The Organising Magistrate (15a) selects local notables to sit with him in judgement. The officers and guards of the court are normal men and women, neither more nor less greedy than usual, although, inevitably, there is one rotten apple in the barrel — Petronna Goldenhair (15b).
15a  Gilas Widgery; M; Fr7; L/LN; hp 22/29; AC 9/10; No weapon
   H   S 13  □ Grey haired, tall, grey and black robes, red hood
   I   12  □ Organising Magistrate
   W 10  □ Dignified, concerned, not very wise, complete snob
   D 11  □ On nodding terms with many local dignitaries, but no friends; scrupulous in his application of the court rules, but not averse to amassing a little wealth.
   C 8  
   Ch 15

15b  Maifrai Frith-Lorendar; F; Fr3; L/LN; hp 13/15; AC 7/8; Dagger of Concealment +2
   H   S 13  □ Elegant, wears blue and silver suit and gold ring which is a Dagger of Concealment +2 (a ring which acts as a ring of protection +2 and can be turned into a dagger +2, used and turned back again in one round – see module X8)
   I   16 
   W 16 
   D 12  □ Clerk
   C 10  □ Clever, ambitious, social climber, career civil servant
   Ch 12  □ Of modest background, Maifrai scorned adventuring for a life of anticipated wealth as a civil servant. She knows you have to start at the bottom, what she doesn’t know is that she’s probably stuck here for life; she got the Dagger of Concealment from an adventurer she met one evening

15c  ‘Old’ Daliel; M; Fr3; L/LG; hp 12/14; AC 9/10; No weapon
   G   S 9  □ Ancient, scruffy, brown jerkin and filthy yellow hose
   I 15  □ Assistant clerk
   W 14  □ Intelligent, hard working, kindly, far too honest for his own good.
   C 9  □ A lover
   Ch 5

15d  Krad Earthdeler; M; Dw6/F6; N/NG; hp 40/46; AC 5; Battle axe, short sword or mace
   Dw 17  □ Shiny chain shirt, steel helmet, padded leggings with leather cross-garters
   I 9 
   W 12  □ Head jofar
   D 11  □ Bluff, gruff, shrewd, businesslike
   C 12  □ Knows Burbury Flaxate (5d) and doesn’t much like him
   Ch 10

15e  Petronna Goldenhair; F; F6; C/CE; hp 40/52; AC 7/8; Dagger, whip, blackjack, torture instruments
   H   S 16  □ Black leather jerkin and leggings, hideous black leather skull cap and mask
   I 11 
   W 13  □ Assistant jofar and torturer
   D 12  □ Calm, polite, well-spoken and very, very nasty
   C 17  □ An adventurer, not a Lady’s native
   Ch 16

15f  Tibilin ana-Ristorin; M; Th6; N/NE; hp 24/27; AC 3/3; Concealed dagger, staff +3
   H/I   S 12  □ Ragged grey and brown robes, leather headband (in AD&D game – bracers of defence AC4), ring of protection +3
   I 15  □ Stick sergeant (sharper/kitchen)
   W 12  □ Feigns stupid, benign oaf; actually ruthless and intelligent
   D 18  □ Member of the local thief’s guild, he wonders around in the vicinity of the court selling sharp sticks to passers-by so they can prod the prisoners through the grilles; this is a cover for his true trade – pick-pocket and mugger.
   Ch 14

15g  The Chastiser. No details are given about this creature of mystery. The Chastiser appears hooded when called, to perform such corporal punishments as are demanded by the court.

Also working in the Courthouse are 6 minor clerks and 12 guards. The clerks will be met drifting about, apparently trying to kill time. The guards are all F2, hp 12/15 and they will be found chatting with one another around the courtyard. The guards are well trained, despite their appearance, and will act efficiently and quickly when called upon by either Krandle or Petronna. At night the guards take turns to patrol in pairs. Petronna has the disinfecting habit of roaming abroad at night, looking for ‘fun’.

THE MAGISTRATES

In order to enlive proceedings at the court the DM may choose to have one or more of the following worthies sit for the trial of the PCs involved; it won’t be long before their names are feared (or loved) throughout your campaign!

15h  Estorillian; M; Fr7; L/LN; hp 18/24; AC 9/10; Staff-mace
   E   S 12  □ Tall, equine, elegant, navy blue robes trimmed with hoar-fax
   I 11  □ Silver-smith
   W 13  □ Arrogant, supercilious, coward
   D 8  □ Well-known and hated local boy-made-good, now lives out of the area but likes to return periodically to snare and hand down vicious sentences; he always allows elves a +5 Mitigation Modifier; loves to be ‘lenient’ by reducing ‘sentences to dismemberment.
   C 9  
   Ch 10

15i  Maker Redbeam; M; Fr3; N/NG; hp 11/14; AC 7/8; Knobbed stick
   G   S 8 
   I 15  
   W 14  □ Cooper (and local guild officer)
   D 9  □ Fire-brand, unbrailable, hates authority, inferiority complex, swears he isn’t a gnome
   C 7  □ Very well known locally and largely liked despite his eccentric habits; when sitting at the bench he ‘has his town of undesirables’ by banishing or selling into slavery anyone he finds guilty of anything; he completely ignores all level or charisma modifiers when coming to his decision and won’t listen to any arguments that appear before him
   Ch 10

15j  Mareta the Wise; F; C4; L/LG; hp 14/22; AC 3; Huge, strengthened, religious staff-mace
   H   S 18 
   I 10  □ Squat, powerful, wears breastplate over rough green habit
   W 14  □ Vicar/curate of a L/LG church
   D 9  □ Honest, disciplinarian, loud, kindly
   C 10  □ Runs a tight little church nearby (one of the few never to have been raided by the local thieves guild); applies the laws fairly and squarely but considers those who make generous payments to her church or, even better, convert on the spot, to have redeemed themselves
   Ch 7

15k  Lirau the Red; F; F6; L/NG; hp 36/48; AC4; Longsword +3 and dagger
   H   S 17  □ Medium build, head held high, red hair, wears velvets dress
   I 11  □ which conceals chain mail shirt.
   W 10  □ Retired adventurer now living off his finds
   D 15  □ Shrewd, rough-and-ready, but soft on plausible rogues
   C 12  □ Lil returned from her adventures to this, the place of her birth, some years ago with a strong reputation for valor. She knows practically everyone locally, but has kept particular acquaintance with many adventurers, so that her house sees the comings and goings of strange people at all hours of the day and night. She is known as the ‘adventurers’ friend’ when sitting in justice, as she usually gives them the benefit of the doubt.
   Ch 15

16 GEMCUTTER

In part of the wing now let out as shops. Shoril the Gemcutter (16a) now plys his trade. He is Dw4/F4 hp 20/25 and a dwarf. His brother, Dalin (14f) is a member of staff in the Dock o’ tin’ Walk tavern (14). Adventurers can have rough gems improved in value here. Shoril’s payment will be 20% of the improvement.

17 COBLER

Next to Shoril’s is this homely cobbler run by Goldy and Haffo Brushfoot (17a & b) who are the parents of Bando Brushfoot (14h)—a thief who works around Gibbet Lane and The Walk (14).
When Constabulary Duty’s Be Done...

A patrol’s lot is not an ‘appel one: but nothing like as un-happy as that of the miscreant. Listed below are some patrols to help the DM persecute innocents parties. Naturally if the DM feels the characteristics ascribed to the leader one of the patrols would fit another, they can be changed round. Each patrol is suitable for a campaign of modest level, as always in the City League the DM should increase the level, hit points and numbers if required by the campaign.

District Militia Leader

18a ‘Corporal’ Thriel; M; F2; N/LN; hp 14/18; AC 6/7; Flail
H S 15 □ Short and tubby, ring-studded leathers, red bandana
I 9 □ Leading militia man, warrior
W 9 □ Basically honest, fearful of higher authority, cocky, bully
D 10 □ Well-known locally and mostly ignored, can often be found in inn bragging loudly about his onerous duties
C 12
Ch 8

The group Thriel leads is made up of 6 first level fighters (hp 6/7) who feer and laugh loudly at Thriel’s comments; as a group they can’t wait for someone to ‘resist arrest’, and their victims seem to have the unfortunate habit of continually ‘falling down the cell steps, m’lord’.

Knights Ocular

This group will be tall and shrouded, revealing little of sex or race, and will speak little and act as if each knows what all are thinking. It will be made up of fighters, cavaliers, assassins and other assassins as necessary and in apparent construction of what might be expected. Often the initial encounter will be with a solitary individual, who will only be visible to the party if in an open, well-lit area, or if specifically and carefully searched out. Nine times out of ten, the party will never know that they were being observed by a member of the Knights. But if they see adventurers commit an offence, or if the Knights have some reason to wish ill on an individual or group, they will almost always muster enough firepower (both magical and non-magical) to overcome any party of mere adventurers, no matter what level their party — it’s as if they have some uncanny way of knowing exactly what to expect in advance. Their behaviour is utterly ruthless, though rigidly lawful.

Private Condotto Leader

18b Bogrim Orceater, M; F3; N/NE; hp 18/21; AC 2; Longsword and dagger
H S 15 □ Big, burly, wears breastplate over leather jerkin
I 11 □ Leader of his condotta, swordmaster/swardsman
W 8 □ Vicious, nasty, effective, coward
D 15 □ Sucks up to anyone more powerful than he is, universally despised
C 12
Ch 9

His band is made up from 3 level fighters (hp 9/11) and 4 first level fighters (hp 4/6) and it is their mood and courage that Bogrim draws upon. They are volatile and prone to handing out beatings whenever they feel they can get away with it. Bogrim on his own is not quite so tough — if an orc said ‘boof’ to him he’d probably faint.

Punctician Leader

18c Amir Szechuan XIV; M; F3; L/LN; hp 18/21; AC 3; Spear and scimitar
H/H S 14 □ Neatly attired in chain mail, dark with neat beard
I 9 □ Amir (leader) of his squad, swordmaster/swardsman
W 14 □ Career officer, fair but rough when needed, cool, efficient
D 16 □ Unknown locally, popular with his fellow officers
C 12
Ch 16

His squad of 6 second level fighters (hp 14/17) is well trained and obedient, although they will discipline the truculent or unruly. When Szechuan says ‘come quietly and you won’t get hurt’, he means it.

Guild Militia Leader

18d Rontollo, (most guilds) M; F4; C/CN; hp 30/37; AC 6/7; (thieves’ guild) M; T4; C/CN; hp 16/24; AC 7/8; Long sword and dagger
H S 13 □ Ordinary looking, with large scar on forehead, studded leather or leather armour
I 8
W 9 □ Guild militiaman
D 10 □ Serious, fanatically loyal to the guild, uncompromising
C 11 □ Stranger from across the seas but popular with his men
Ch 12

The guild militiamen are mostly loyal mercenaries who are ready (and often encouraged) to take the law into their own hands whenever necessary. Justice to them is maintaining the honour of the guild.

Religious Order’s Leader

18e Impir Rokko; M; C3; C/CN; hp 16/21; AC 3; Mace
H S 12 □ Tall, skinny, clerical robes over breast-plate
I 12 □ Priest
W 16 □ Arrogant, raving, despotic fanatic
D 9 □ Who’d admit to knowing him?
C 8
Ch 7

His band of 6 first level clerics (hp 5/7) is scarcely less chaotic than he is and are most enthusiastic in their duties. His only goal is religious purity — and a party’s best means of escape is to grovel.

Plotlines

1 One of the chief weaknesses of all mighty bureaucracies is the absolute belief that ‘if it’s in the files then it must be true’. Imagine what havoc, what carriages, or miscarriages, of justice could be perpetrated by someone bold enough to break into a repository of such files and leave a suitably forged document. There is such a repository in this Courthouse; a Courthouse where friends of daring adventurers might face trial...

2 There come occasions in the lives of most mortals when a complete answer to life’s problems can be found in the granting of the wish ‘I only could disappear’. It is not given to everyone to have the wealth to get into such trouble and then get out of it. But what better way for a hunted young noble to escape than to persuade a band of trusty adventurers to help him organise a trial, and a fake execution. The problems would be many — who is the executioner and how is he to be bought, who can be trusted to ‘bear’ the body away, how to keep Petronna Goldenhair from delivering a messy coup-de-grace — but the rewards would be great.

3 It is not always the innocent who suffer miscarriages of justice. What if a guilty man is acquired? Is it not possible that the outraged neighbours and friends of the bereaved would demand retribution, and failing to get the man retried would buy the services of outlanders to arrange false evidence of a new crime so damning that real justice could not fail to be done in the end...

Hear Ye! Hear Ye!

ERRATUM
By the powers invested in me by the Honourable Guild of Discerning Guards, I hereby give warning that Chief Tapestry-salter of Middle Street committed to undersigned (of the City League) before his death, hence to a power, that the error for the value for FREEMEN and FREEMEN/MAGAZINE magazine #17, page 12 should be 6 in the Basic game and 6 in Advanced. Take heed and adjust your Heroic Games accordingly.

ADDITION
By the powers invested in me by the Honourable Guild of Discerning Guards I hereby give warning that the confusion of genders shall hereby cease whereby all alphabetical characters of this, our League of Cities, shall have their gender indicated in their title immediately after their name, and that furthermore there shall cease to be repetition of the end states where the figures for Basic and Advanced are the same.

COMMUNICATION
By the powers invested in me by the Honourable Guild of Discerning Guards I hereby give warning that our dear Chronicle of Events (prematurely) appears on you, shows that somehow this city shall be demoralized under its Law 16 of 17th moment XXVII following the publication of such encyclopedic information on that place in one of our noble Heroic Gamesentar magazines MAGAZINE magazine Special Edition. Due out later this month!

Felix Pursuant
First Assistant to the Junior Herald

IMAGINE Magazine, October 1984
19 PABLO FANQUAY'S FAIR

Pablo Fanquay's Fair has been a welcome sight around the labyrinthine streets of the League for many years. Although the individual performers come and go, Pablo manages to maintain high standards and so his Fair is hailed as the best. It's not an easy reputation to maintain; there are other Fairs, not all run by honest law-abiding citizens like Pablo. Bribing acts to move from one Fair to another is common practice, and star performers mysteriously disappear. But as few questions are asked of the past in the Guild of Thespians, star performers can mysteriously appear as well. The Guild of Thespians is a strange body; a performer is not expected to join immediately but only after proving his or her talent. It's interesting to note that there has never been a popular street performer that was not a member of the Guild. Pablo is a member as are all of his troupe. They live in brightly coloured wagons, moving from one site to another, never staying more than five nights in one location, and constantly harrassed by petty officialdom over this By-law or that.... But even on Festival Days, with the restriction on the gathering of crowds, the show must go on!

19a Pablo Fanquay: M; Fr10; C/CG; Whip; AC 5/6; hp 40/60

G S 12  □ Normally in brown leathers, but at show-time dons a scarlet robe with yellow trim and a tall green hat with a huge bright feather
I 17
W 14  □ Showman (Thespian)
D 16  □ Loud, charming, shrewd, devious and unscrupulous
C 15  □ Claims acquaintance with practically everyone of note, all know of him but few know him - an enigma
Ch 18

19b The Rubberman (aka Longelf): M; Fr6; N/LN; No weapon; AC 6; hp 20/30

E S 9  □ Dull cloth smock and trews during the day, red trunks during performances
I 13
W 12  □ Tumbler and Contortionist (Thespian)
D 18  □ Selfish, introverted, mean, trustworthy, paradoxical
C 12  □ No known friends, confidant of Pablo (19a) and is his deputy
Ch 17

19c The Man (aka i'Nimma): F; Fr3; L/LG; No weapon; AC 9/10; hp 9/12

H S 10  □ Various costumes depending on the performance, always plays a man
I 17
W 14  □ Mummer (Thespian)
D 13  □ Warm, generous, caring, shy, stubborn, will of iron
C 9  □ Twin sister of The Woman (19d), niece of Fiorrantanis (9b) and Deorrantanis (50a)
Ch 18

19d The Woman (aka i'Nemma): F; Fr3; L/LG; No weapon; AC 9/10; hp 9/12

H S 10  □ Various costumes depending on the performance, always plays a woman
I 17
W 14  □ Mummer (Thespian)
D 13  □ Warm, generous, caring, cocky, stubborn, will of iron
C 9  □ Twin sister of The Man (19c), niece of Fiorrantanis (9b) and Deorrantanis (50a)
Ch 18

IMAGINE magazine: November 1984
19e Borin Animalmaster; M, F8/R8, L/NG; Trident and whip; AC 5; hp 55/60

H S 17 D Huge, dark and bearded, wears chain mail over leathers  
I 13 D Retired adventurer now an Animal Trainer (Thespian)  
W 14 D Jolly, loud, cheerful, secretly deeply sad  
D 11 D A loner — Borin has a way with animals, he considers them friends; his current collection includes a boggle, a daskon and two owl-bears  
Ch 13 D

19f Zimmerman; M; Th7; C/LE; Dagger; AC 7/8; hp 20/35

H S 8 D Handsome (for a human), tall, blonde, dresses in colourful silks  
I 9 D  
W 7 D Full-time thief, singer (Thespian); Zim sings beautifully but still makes more money as an expert pick-pocket  
D 18 D  
C 12 D Charming, mesmeric, sneaky  
Ch 18 D Brother of Flossy Jostle (18)  

19g Accompanying the Fair are six boys and girls who clean and cook for the troupe and twelve men-at-arms who double as porters. The men-at-arms are all F2, hp 9 and are armed with spears and broad-swords.

STORYLINES

1. It has been a worry to Pablo for some time that a crafty team of pickpockets seems to be dogging the footsteps of his Fair. Although not a gnome to begrudge anyone a living, Pablo doesn’t want to acquire a reputation that might prejudice his earnings. Thus he is quite likely to hire a few sophisticated adventurers to find out what is going on. In fact it is Zim who is picking pockets whilst he walks amongst the crowd singing. His singing is so beautiful, his normal chance of being able to escape detection is doubled (to 42% in AD&D games).

2. In the troupe are twins who are brilliant mummers. They enact the roles of ordinary folk with great perception, touching the hearts of all who watch with their carefully drawn portraits of everyday life. The DM can use them for several purposes; one of which is to introduce adventures to the players. In these days of great superstition, a mummer’s show might attract great attention and it would not be hard for PCs to hear of it. They could then watch the show and review what, to them, seem like clear instructions. If questioned, the twins will always say that their performances appear to them in dreams and will offer no further information. For example, if a DM wants players to embark on module S1 (being a sadist) the mummers could tell of a wolf-hunter and her husband out on a hunt during which they found the entrance to the Tomb of Horrors. The mummers describe how to get there and even introduce some extra clues about the dungeon.

WORK OR PLAY? Making a living on the Streets of the City League

Not everyone in the world makes their living from seeking out nasty holes in the ground and persuading innocent cockatiels and shambling mounds to give up their hard earned cash. Some people actually work for a living. Not least among this peerless group are those who work within the brotherly embrace of the Guild of Thespians. Nowhere is the distinction between the haves and the have-nots more clearly defined: a Thespian with talent can be assured of fame, food, and a fortune; one without could have fame of a kind, inedible food thrown at him or her, and be fortunate to escape alive. Even in the City League there are those who care genuinely about public opinion.

Counted among the Thespians you will find:

- actors, either singly or in bands, who with memorised word and studied movement recreate heroic deeds or moments of love unrequited;
- narrators and jokers repeating sagas of epic proportions and merry jests;
- prestidigitators astonishing the crowds with their sleight of hand (or, who knows, genuine magic);
- jugglers apparently defying gravity and appearing to have four hands (those jugglers that already have four hands would be expelled by the discerning crowd to appear to have at least six);
- acrobats performing death-defying stunts and fine feats of balance;
- ventriloquists causing consternation by casting their cries about the courtyards;
- animal trainers and their performing xorns, hoar foxes and gelatinous cubes;
- dancers enchanting all with their grace;
- mummers causing laughter and tears and never uttering a word;
- singers giving voice to the feelings of the ordinary people and keeping a wary eye open for any wandering bards (you might seek to emphasise their monopoly in that field);

all these and more you will find — each one vying with the next for the praise and reward of the crowd.

What then of a PC who needs to make enough for a hot supper and a night’s shelter? As can be seen there are many professions to lure him, all of which fall under the aegis of the Guild of Thespians. Naturally, a player will be well advised only to attempt those things at which the character would have a reasonable chance of being competent. Remember, though, that no PC would ever be as good as a trained Thespian — they simply would not have the time to acquire the expertise and polish. A magic-user or illusionist should have no fears of prestidigitation or ventriloquism, or of providing entertaining light shows to enhance the performance of actors or mummers. Thieves and thief-acrobats could reasonably expect to be successful as jugglers, dancers or acrobats — though the thief-acrobats should remember that the skills required in the class are not designed to be appreciated by a critical and ignorant public.

The most important ability needed by the PC is charisma. How much can be earned will depend upon charisma, the mood of the crowd and the local conditions.

In order to calculate how much is earned the DM should use the following procedure:

1. Establish how many people come to watch by rolling 1d12 and adding the result to the character’s charisma.

2. Apply the modifiers shown below to calculate the final number of people watching at the end of the performance. If you are not sure which option applies, roll 1d6 to determine the modifier in each case. The modifiers are cumulative. A fortunate soul with a high charisma could have as many as 240 people watching by the end of the performance.

Modification    DOUBLE    SAME    HALF

Area of City League  
(1) Wealthy  (2-4) Normal  (5-6) Poor
(1-2) Holiday  (3-5) Normal  (6) Day of Gloom
(1-3) Near Event  (4-6) Near others
Weather  
(1-4) Fair  (4-6) Rain

Notes:
1 — A holiday would be a day of public celebration like a Feast Day or the day of a hanging, note to be confused with Festival Days, during which assemblies of more than 30 people are supposedly banned
2 — A day of gloom would be one on which new taxes had been declared
3 — An event would be something like the Circus or a public flogging
4 — If the performance takes place near Thespians remember they are likely to take a very dim view of the competition and may well get a bit rough.

3. Each watcher will then throw 1d4 copper coins as reward for the performance.

A successful performance may bring its own problems as if more than 150 gather to watch the District Militia will arrive in 1d4 turns to ask them to move along. In the meantime, the performers may find that they have upset a few travellers and traders by blocking the streets. Similarly if more than 200 copper coins are thrown then the local beggars and thieves will ‘help’ the PC remove them at the rate of 1d20 coins per melee round until the remainder are removed.

PC Breakdancing: A more entertaining way of achieving similar results is to get the player to describe the performance the character is going to give (make sure it’s something possible), and then to act it out in front of you and the other players. You can then score the performance on a scale from 1 to 20 and multiply that score by the character’s charisma to get the number of copper pieces thrown.

Imagine, November 1984
The Cock o’ Th’ Walk Tavern is an establishment jointly owned by two brothers, Arbal and Asakrin Stouthart. The tavern has been the family business for generations, providing satisfactory meals and beverages at reasonable prices year after year and, consequently, bringing in enough wealth to keep the occupiers comfortable. However, when the brothers took over the management after their father’s death, they introduced a new source of entertainment, legal yet dangerous, which has made the tavern unique and one of the most enjoyable drinking houses in the League.

For five years now the tavern has had a champion, the ‘Cock o’ Th’ Walk’. Shortly after dusk, each evening without fail, the ‘Cock o’ Th’ Walk’ enters the arena within the tavern and takes on an individual in hand-to-hand combat. Whilst the preliminaries are observed, hundreds of gold pieces change hands in beta, side-bets and side-side-bets. The victor is awarded the Golden Cockscomb as a trophy and bears the title ‘The Cock o’ Th’ Walk’, but must return the following evening to defend the title against further opposition. The victor also gains the fight money paid by both contestants and on first becoming the champion may drink at will in the inn. The current champion, undefeated for an unprecedented seven weeks, is Ungol the ‘Orrible (14f).

AD&D game: contestants may use the pummeling, grappling or overbearing tables (DMG p72-3); the normal combat tables, counting Ohp as unconscious rather than dead; the rules from the Companion Set; or the new rules in DRAGON #83.

D&D game: contestants should use the unarmed combat rules from the Companion Set; the wrestling rules from module X2 or the normal combat rules, counting Ohp as unconscious rather than dead—he first doing 1d4 points of damage (plus strength bonuses), unconscious contestants recovering in 1d6 turns.

The tavern sells most types of food and drink, even if the quality is not what it might be. Although usually busy, from dusk until midnight the place is totally packed out. Brawls are quite likely to break out due to all the hustling and bustling that takes place. Also, undesirables like Bando and his friends (14g-i) and Hishael (14j) frequent the premises. There is a 25% chance on each visit to the tavern that someone tries to pick a character’s pocket. Security in the tavern is maintained by the staff (14c-e) and the owners (14a&b). They will deal with miscreants vigourously and will insist that weapons (except daggers) and shields are left with the staff.
Workers at the Inn

14a Arbal Stoutheart; M; F4; L/LN;
Shortsword; AC 7/8; hp 20/28
H/S 16 □ Red silk shirt, brown trousers, red sash round waist
I 12 □ Joint owner of Cock & Th' Walk Tavern (14)
W 10 □ Jolly, talkative and hard-working
D 16 □ Brother of Asakrin (14b)
C 9
Ch 11

14b Asakrin Stoutheart; M; F2; L/LG;
Dagger; AC 8/10; hp 12/17
H/S 15 □ White shirt, pale grey waistcoat, grey trousers
I 12 □ Joint owner of Cock & Th' Walk Tavern (14)
W 14 □ Small and stocky, red faced, kindly but firm
D 14 □ Brother of Arbal (14a)
C 15
Ch 10

14c Isabel; F; F3; L/LN;
Mace and dagger; AC 6/7; hp 12/16
H/S 12 □ Padded leather jerkin and leggings
I 13 □ Bardwoman/bard
W 8 □ Generously unhelpful and only interested in welcome and money!
D 15 □ Conceals map of Highhwa (14j) whom she dislikes, knows Ungol (14f), believes Surreal (14h) stole back a ring she bought from them and wishes to betray him to the District Militia
C 14
Ch 14

14d Calvorn Chaospreacher; M; F4; C/CE;
Mace and dagger; AC 5/6; hp 18/23
H/S 15 □ Leather trousers and jerkin hidden beneath a green cloak
I 10 □ Bardman/bard
W 11 □ Believes only in freedom and individuality, hates law and makes sure everyone knows it
D 16 □ Friendly with Ungol (14f)
C 12
Ch 12

14e Dalin 'the Dour'; M; D65/F5; N/N;
Mace and dagger; AC 8; hp 30/43
H/S 17 □ Grey shirt, leather waistcoat, gloves and leggings
I 9 □ Bardwarp/bard
W 10 □ Quiet, sombre, dismally and completely, staggeringly boring!
D 8 □ Brother of Shoril Grcmcutcher (16a); has known Bando (14g) since he was little though they are hardly friends
C 17
Ch 8

Regular visitors to the Inn

14f Ungol the 'Orrible; M; F6; C/CE;
No weapon; AC 6; hp 40/56
H/S 10, 8 □ Grey loin cloth (outside the arena: plate mail +2 over grey shirt and trousers - ACO, broad sword +2)
I 9 □ The Cock & Th' Walk (normally Myrmidon)
W 7 □ Taff, ruthless, utterly depraved, capricious, fearless - all-in-aff a splendid chap
D 17 □ Independent, few and no family; Ungol is a magnificient brawler, in the AD&D game he gains 10% on the base score to hit and 15% on the damage done (or 2 if normal combat rules are used); in the D&D game +2 to hit and damage
C 17
Ch 4

14g Bando Bushfoot; M; T6; N/N;
Shortsword +2; AC 7; hp 14/27
H/S 11 □ Brown cloak and trousers, white shirt
I 15 □ Sharper/Fletcher
W 8 □ Jovial, bright-eyed and intelligent, but gamblers without using his brains - and always loses
D 17 □ Son of Goldy and Haffa Bushfoot (17a&b); the cobblers (17), member of the local thieves' guild, knows Dalin (14a) and Shoril (16a) who is his parents' neighbour
C 16
Ch 10

14h Surreal; M; T4; C/CF;
Longsword, dagger; AC 6; hp 11/16
H/E S 16 □ Tall, slight, handsome, wears green cloak, grey shirt with white sash, green trousers, green cap
I 12 □ Burglar/Robber, also a fletcher
W 8 □ A real heart-breaker
D 18 □ Member of the local thieves' guild
C 12
Ch 15

14i Eskis Coldbone; M; T3; C/CE;
Longsword, AC 5/6; hp 16/20
H S 17 □ Evil-looking; wears leather trousers, grey fur jacket, fur cap, brown shirt
I 8 □ Robber/Cutpurse, also a hunter and furrier, bounty hunter
W 5 □ Stupid, vulgar and smelly
D 16 □ Independent operator, infamous amongst rangers due to his hunting activities, knows many hunters and bounty hunters
C 9
Ch 9

14j Hishael; F; M6; N/NE;
Dagger -1; AC 6/2; hp 27
H S 14 □ Stuningly good looking; wears silk faced skirt in white and gold, gold headband, dagger -1,
I 17 □ AD&D game: 'beetle of defence AC6, wand of fire (12 charges), scroll bearing 1-23, 2-43, 3-18'
W 12 □ D&D game: 'wand of fire-balls, scroll bearing 1-12, 2-10, 11'
D 18 □ Witch/Magician
C 16 □ Crafty, malignant and very, very dangerous
Ch 16 □ Sister of Isabell (14c) whom she dislikes, knows Safrine (9e)

Spell Book:
AD&D game: 1-12, 6, 8, 9, 11, 12
D&D game: 1-23, 2-43, 3-18
D&D game: 1-2, 3-16, 9, 10, 11
AD&D game: 1-2, 3-16, 9, 10, 11
D&D game: 1-2, 3-16, 9, 10, 11

14k Anatol; M; F6; R6; N/NG;
Longsword -2; AC 3; hp 40/51
H/E S 17 □ Tall and wiry, green-stained travel cloak concealing chainmail -2, helm, scroll of protection from lycanthropes, boots of speed
W 15 □ Myrmidon/Gate/Guide bounty hunter
D 12 □ Stewed, warmly-wise, very neutral (good), hopelessly enamoured of Hishael (14j)
C 14 □ Knows Hishael (14j)

PLOTLINES

1. Why does an attractive, talented and powerful woman like Hishael spend her time in a dive like this; why does Anatol follow her; what have the mysterious Knights Ocular to do with it all? Someone, somewhere will be looking for answers — and someone to find them! The truth is that Hishael is luring attractive men (Ch15) to her rooms (using spells if necessary) where she kills them, loots the bodies and uses the remains to concoct potions and poisons. She is being watched by Anatol who oftenthwart her plans (the chance of her approaching an appropriate man is 75%; the chance of Anatol subsequently felling her is 60%). Anatol has been hired by the Knights Ocular through a mysterious go-between; in fact he is supposed to have eliminated Hishael on behalf of the Knights, but because of his feelings for her is failing in his duty. He is very lightened that the Knights might come looking for them both.

2. If Dalin could be persuaded to talk, what secrets could he tell of the cellars beneath his brother's shop? Once those cellars housed prisoners; men and women with maps to hide, evidence to lose, treasure to bury for later recovery. Shoril isn't going to want to find strangers in his cellars, and with the courthouse right next door he won't be slow to call for help.

3. Sooner or later, Isabel is going to overcome her reserve, and challenge Surreal about that necklace. Will she be looking for an ally to do the dirty work for her? And just what will the other occupants of the Tavern do when a loud brawl breaks out....
Deep in the heart of Pelinore lies the City League, a mighty fortress of humanity, offering everything an adventurer could desire. Each month PELINORE magazine presents a few buildings from within the city, describing their inhabitants in detail. The city provides endless campaign ideas for the GM who can select the articles and readily build them up into a complex campaign setting. Copy them, or cut them out and store them in a ring file — and you need never be short of an idea for a City encounter again.

THE CITY LEAGUE

21 THE ARENA
by Chris Felton

THE UNDERWORKS

SECTION

PLAN SHOWING CUT-AWAY LEVELS

FRONT VIEW ONTO BROADWAY

+ THE CITY LEAGUE
Situated at the north-western end of the Broadway so that its great plinth faces the Capitol down the Broadway's length, the Arena is the center of the city's entertainment life. It is one of the few places in the League where the law against gatherings on festival days does not apply, and its Games are consequently hugely attended. Attendance has dropped, however, since the calendar change reduced the number of festivals, and professionals small arenas have scattered elsewhere in the City League (and in some towns in Cerwyn). Each dish has been known by its district name (Borough Arena, New City Arena, etc.), but throughout Pelinore this place is known as the Arena. Since running it is an expensive business, it is quietly subsidised by the Katar—a populace satiated on vicarious thrills in the Games is less likely to be troublesome!

Games include man-to-man and man-to-monster combat; chariot, horse, monster and foot races; and execution by monster. Only Religious Orders now condemn the spectacles, but they do so in a quiet and quieter manner. The convicted prisoner is thrown naked into the Pit with a hungry beast. Traditionally, if the prisoner single-handedly defeats the three toughest monsters available, then he or she is set free (the chief prosecutor in the trial is then thrown to the beasts in exchange). These combat games are called the Three Trials. Currently the Third Trial is an eight-headed hydra and as a consequence no-one has survived the Trials for some time.

Within the Arena’s confines are several enterprises that provide for the needs of the crowds, including two taverns, Zalu’s (22) and Quarl’s (23). On big days the place swarms with amateur and professional bookmakers (punters must seek their own redress against cheats as, technically, gambling isn’t allowed). Beneath the buildings are housed the gladiators and monsters. The gladiators are a mixture of professionals and small arenas. All receiving regal treatment before a contest. Also in these Undergrounds are an armory and a forge. Beneath the Underworks is the home of a Chapter of a Secret Cult (24), and beneath that are further chambers, long forgotten. The map (drawn by Ograft the Mapmaker) shows only those areas that are known, although it is rumoured that other, more extensive, maps do exist.

Entrance to the Arena is by a series of doors that can be shut firmly when the Arena is closed or full. At one end is a special area reserved for the Katar, and beside it are prestige booths let out at Marrick’s discretion. In theory, it costs 250g a day but in practice this sum can be multiplied as rivals vie to hire them. Other seats vary in price from 1sp to 100gp depending on how near to the action and the Katar they are. There is no better way of impressing business partners or country cousins than treating them to good seats at the games.

Of the following characters 21a & 21b live with their servants on the unmapped top floor of the Arena, the others unless otherwise specified live in varying degrees of luxury and squalor in the Underworks.

21a
Marrick Calazar; M; C5; N/LE; Staff; AC 9/10; hp 20/25

H S 11 □ Middle-aged, dark haired, blue tunic, white trousers
I 15 □ Arena manager and secret curate
W 13 □ Obsequious perfectionist, always seems worried by something
D 9 □ Has met the Katar and is on terms with most of the nobility due to favours he can grant with seats; knows the Secret Chapter (24) of which he is a senior member; keeps his religious background concealed and consequently would only learn spells in extremis or specifically for a function

21b
Aethelron Verthill; M; F5; N/LN; No weapon; AC 9/10; hp 15/21

H S 10 □ Young, blond, muscular; wears tight trousers and silk shirts open to the waist
I 14 □ Arena manager’s assistant
W 15 □ Arena manager’s assistant
D 10 □ Vain, self-important, boring
C 10 □ Known by much of the nobility; very friendly with Erriados (21d); member of the Secret Chapter

21c
Tarraneg; M; F7; N/LN; Unarmored; AC 9/10; hp 17/24

H S 18 □ Massively built, eunuch usually decked out in bright silks and heavy-duty boots
I 17 □ Manager of the Underworks
W 12 □ Manager of the Underworks
D 11 □ Impartial, cold, cruel, loves kittens
C 10 □ Known by much of the nobility; very friendly with Erriados (21d); member of the Secret Chapter

There are many other gladiators that fight in the arena, the ones listed above are simply the most able and famous. Most are captives of low level who fight to free themselves, but some are professionals who seek their fortunes in this desperate game. There is little petty jealousy amongst these stalwarts; their business is grim and they shun any form of camaraderie.

To assist Tarraneg (21c) there are nearly a dozen animal handlers who are specially trained to get the beasts safely into the arena and to put up the wounded ones afterwards. They are all fighters of levels 3-5 with low intelligence and average hit points.

Around the arena are 50 men-at-arms divided into 10 squads. Each squad is led by a “Captain” (F4, hp 30/35). The men are levels 1-3 with average hit points. All are armed with longswords, nets and spears. They are ruthless and are quick to call for outside assistance if they get into trouble. Due to the special esteem with which the Arena is held, serious troublemakers will be dealt with by the Knights Ocular (IMAGINE magazine #19 pp10-15).

To complete the staff of the Arena, over a hundred assorted slaves and servants are controlled by Cossea Orkii under Tarraneg’s watchful eye. They do most of the everyday work, and when the Arena is open, serve food to nobler viewers (a particular favourite being boar’s tripe fried in auurcho’s dripping).

When the Arena is open, the opportunities for enterprising players are virtually endless. The public areas will be filled to overflowing with people of all races and professions. In particular, thieves will find the environment perfect for earning a little dishonest money, while clairs from all the major religions will be found trying to persuade honest gamblers, haydons and cutpurse to lend their ways.

IMAGINE magazine, December 1984
by Brian Garrod

Gibbet Street is in one of the oldest and most squalid areas of the city. The inhabitants are very poor and most of them suffer from illness or inability. The most common means of turning a penny are peddling, begging, trickery and straightforward theft. The main feature of the street is the gibbet — still used for unofficial hangings. This gibbet, its frequent occupants and the standards of behaviour of the residents mean that this is an area usually avoided. It was not always so, as the street has seen better times, though they were long ago. Now the paving is cracked and mud and dirt lie everywhere. Beggars Alley leads off from Gibbet Street and curves round to meet the Walk (14). Once it merely provided a rear entrance to some of the houses on Gibbet Street now it is one of the most dangerous thoroughfares in the League. If the beggars, drunks, pimps, thieves and assassins don't get you then you'll probably contract a deadly disease from the piles of uncleaned sewage. There are two rules and two rules only observed by all the inhabitants of this area. The first is that no-one shall fall a victim of the gibbet and the second is that no-one shall touch or desecrate the death-masks hung on poles by the gibbet. Woe betide any stranger who breaks these rules as the only punishment in these parts is death by hanging!

25. The Gibbet and the Mask-Poles

At the end of the street stands a gibbet. Stark and bare, its very shape is a brooding menace. Because of it the whole street seems to be in permanent shadow. It is dominated far beyond its size. Alongside it are five mask-poles upon which hang the death-masks of recent victims. These are horrible enough in principle, but their manufacturer — Daxol (26a) — is so skilled they take on an unholy menace of their own. Their presence casts a pall of gloom on an already unhappy scene.

26. Mask Workshop

A great tradition of the City League is the death-mask. Even convicted criminals are accorded the honour and this mask shop prepares masks for those hung on the gibbet. Making a mask is a highly skilled job and — carefully applied with make-up — it is almost indistinguishable from life. The process involves pouring hot wax over the face to be copied, so only dead faces can be done. Copies of masks can be bought for 20gp but the knowledge of how to apply the make-up correctly can only be bought for a minimum of 250gp — assuming Daxol Nabrish likes you.

26a Daxol Nabrish; M; T7; N; Dagger; AC7; hp 21/32

26b Arandul Nabrish; M; T4; N/NC; Shortsword; AC7; hp 16/20

IMAGINE magazine, January 1985
27. Mandren the Lunatic

Mandren’s hovel would appear unoccupied were it not for the foul smell and unholy noises that come from within. Mandren spends most of her life eking out a pathetic existence selling water. Periodically she has fits that cause her to rant and scream and assault anyone within reach. During these fits the locals often call in guards from the nearby madhouse for her. This is not a popular job as Mandren trained as a magic user and on a scrap of paper hidden in her hovel she has the spell Stinking Cloud and periodically her lunacy takes the form of learning this spell and casting it up and down the alley. Those who save against the spell and stagger out of the cloud (taking a round to recover) will get mugged as they emerge.

Basic - Stinking Cloud - New Spell (second level): casting the spell causes a cloud of foul fumes to appear of area 20‘x20‘x20‘ that lasts six rounds per level of MU. Anyone in the cloud must save vs Poison or fumble, retching for 1d+1 rounds. Those who save run out of the cloud but must spend one round helpless recovering from the fumes.

Range: 30‘
Duration: 6 rounds/level

27a Mandren the Lunatic; F; MU3, C/ CN; Bite (D1-4); Ac 9/10; hp 12
H 9 □ Dressed in loose, filthy, torn rags; wild eyes and hair; would be beautiful if cleaned up and tamed
I 14 (16) □ Water Seller, Conjurer, Lunatic
W 3 (5) □ Water Seller, Conjurer, Lunatic
D 11 □ Stunned and silent but coherent and reasonable between attacks
C 14 □ No-one admits to knowing her but rumours abound that she is the sister of a high-born lady

27b&c If the alley has sent any guards to look after Mandren they will be Gragan Axhow (F4 hp18/26 AC5 Broadsword) and Holden Beltow (F3 hp16/18 AC5 Longsword). These are basically honest types who are well known locally and somewhat respected as they do not interfere unnecessarily in local activities. Visitors looking to them for aid are likely to see them whistling casually and examining carefully the eaves of a nearby building. Both love money, however, and (tragically) Gragan loves Mandren.

28. Weapsonssmiths

Once a thriving business, this weapsonssmith’s shop is now boarded up with ‘For Sale’ signs on it. The two weapsonssmiths (Dokas and Milly) were murdered by their scheming daughter (Negalim) who later disappeared in mysterious circumstances. No-one locally dares enter the premises as they are rumored to be haunted. As a consequence most of the stock remains, stacked neatly in the store, including 2 longwords+1, 4 daggers+1, 1 scimitar+2 and 4 darts+2. Unfortunately the building really is haunted as Dokas and Milly have been heard whistling and Negalim has become a spectre. For those who are interested the title deeds can be bought from Daxol Naborish (26a) for 7500 gp. If players reopen the shop they will discover that Negalim was not much of a business woman as she died owing over 2000 gp in various debts to local traders.

29. The Friendly Neighbours

Wadren is a teenager whose parents have recently died leaving him the house they lived in but little else. He is struggling to make a living breeding pigs — not without success. His next-door-neighbour, Holman, covers these pigs and Wadren’s house. Holman sometimes resorts to stealing Wadren’s piglets, killing them and selling them. Wadren manages to rescue them. It is quite likely a party walking along Gibbet Street will observe this ritual being acted out. Holman charming Wadren (who is clutching a piglet under his arm) down the street and shouting, “Stop, pig-napper! Stop that boy!” Wadren will swear his innocence and is bright enough to call on the Butchers Guild Militia (who know him) to come to his aid if a party should side against him.

29a Holman; M; F3, C/CE; Longsword; Ac 7/8; hp 14/17
H 16 □ Portly, ugly; mawke smock and brown breeches
I 10 □ Layabout and slop, Swordmaster/Swordsman
W 11 □ Convincing liar, ingratiating, smarmy, covetous, quick tempered and rude
D 9 □ Not the sort to have many friends
C 9 □

29b Wadren; M; Fr1, L/NG;
No weapon; Ac 9/10; hp 3/4
H 12 □ Slight, scruffy, yellow smock
I 14 □ Pig-breeder
W 11 □ Pleasant, wavy, determined, ambitious
D 13 □ Well known locally
C 9

30. Citizens of Beggars Alley

Up and down the alley many unsavoury (and some dangerous) people ply their trade. Most of them are NM/F0, Ac 9/10, 2hp, while the rest are a mixture of low-level thieves and first level freemen. They will be found leaning up against doorposts, squabbling over heaps of rubbish or lurking in shadows waiting for unwary travellers.

30a Budlock; M; F1, N;
Dagger; Ac 9/10; hp 7/10
H 11 □ Dishvelled brown bangs, crutch; filthy hair tied in pony tail with string
I 14 □
W 9 □ Beggar
D 11 □ Convincing actor, greedy, amoral
C 15 □ Well known character down the alley; feigns pathetic lameness to beg alms and runs off cackling if any are given

30b Ishbone; M; E3/F-MU3, N/NE;
Longsword; Ac 6/7; hp 10/12
E 17 □ Tall, lean; wears green leathers
I 16 □ “Toll?” Keeper, Swordmaster Conjurer/Swordsman-Conjurer
W 6 □
D 15 □ Cocky, short-tempered, brave and aggressive
C 11 □ Self-appointed leader of the local ruffians; Fit (30d) allows him this deciet; husband of Radar (30c); ruthlessly exacts tolls from anyone who wander down the alley - the amount of toll varies according to the amount Ishbone thinks he can exact

Spell Book
D&D 1 (1*, 2, 4, 5, 6, 9, 12*)
2 (3, 4, 6, 7*)

30c Radar; F; E3/F-MU3; N/NE;
Longsword; Ac 9/10; hp 10/12
E 12 □ Drab grey dress brightened by many coloured scarves
I 12 □ Swordmaster Conjurer/Swordswoman-Conjurer
W 13 □ Fickle, wayward, opportunist
D 13 □ Very well known locally; admired by all; wife of Ishbone (30d)
C 9

Spell Book
D&D 1 (5*, 7, 9, 10, 11*, 12)
2 (2, 3, 4*, 8, 10)

30d Fit; M; F6/A6, C/LE;
Poisoned dagger; Ac -1/-2; hp 42/34
H 12 □ Short and skinny; chain mail under grubby rags; eye patch and white stick
I 13 □
W 10 □ Myrmidon/Killer
D 16 □ Shrewd, cunning, sophisticated, efficient
C 16 □ Known as a not-very-successful beggar; has connections with the Knights Oculai; in AD&D: leader of local assassins cell

30e Lara; F; T4, C/CE;
Longsword and garrot; Ac 9/10; hp 11/13
G 14 □ Squat, ugly and unpleasant; filthy rags; always wears dull red scarf to cover angry scar around neck from attempted lynching
I 17 □
W 12 □ Burglar/Jobber
D 12 □
C 13 □ Mean, uncompromising, vindictive

Ch 7 □ Idealised locally as a vicious back-stabber; leads a small gang of gnomish thieves in smash and grab raids against shops in neighbouring districts

IMAGINE Magazine January 1985
GUILDS IN
THE CITY LEAGUE

Over the millennia the City League, like all societies, has developed a system whereby tradesmen and women have formed groups to protect their own interests. These groups are known as Guilds. A Guild is formed to perform three important functions. Firstly, and most widely advertised, to maintain standards of production and quality — this is not a spurious reason as the reputation of a guild is very valuable. Secondly, to provide an environment in which young people can be trained in the arts and sciences of the trade. And thirdly to keep secret some of the more important skills so that the sanctity of the Guild is preserved. Most trades and professions are represented by a guild and it is a mark of the antiquity and stability of a society how extensive and effective its system of guilds is. It hardly needs saying that trying to find a non-guilded tradesman in the League is like looking for hair on a beholder — there aren’t any!

The guilds are of various shapes and sizes. Some, such as the Seamen, have thousands of members and lax discipline and short apprenticeships. Others, such as the Perfumers, have few members with tightly guarded trade secrets and apprenticeships of such length only gnomes or dwarves can spare the time. Likewise, the political influence of the Guilds varies; in the past the Courteans, Cartographers and Thespians, have been so powerful as to attract the hostility of the Katar.

Listing and recording the huge number of guilds, much less categorising them, is a vast task. Felix Pursuant of the Guild of Herals did at least attempt it. The following are some extracts from that list.

GUILDS OF THE CITY LEAGUE

AMAGAMATED GUILD OF APOTHECARIES AND ALCHEMISTS

Their title is the guild members’ idea of a joke. Even so this is a large and very important guild. So important that it has split into many factions and is sponsored by many nobles and merchants. Once every five years local guild fathers and mothers meet to discuss developments in their field. These meetings are simply an excuse for a grand slanging match — the regular recipients of information is by the regular movement of apprentices from master to mistress and back again through bribery and deals. Any magic user worth his or her salt has a hold over some member of this guild.

ASSASSINS

Run on classic lines this guild is in truth a series of cells linked in some mysterious, unknown way. The Assassins are much weaker in the City League than in other comparable urban locations, however, since so many professional killers end up as members of the Knights Occlar.

BREWERS

Although mostly concerned with normal brewing, the Guild also gets involved in the concoction of various arcane alcoholic potions used for diverse means by, for example, the Courteans (qv).

CARTOGRAPHERS

A very small, discrete group who prepare maps and charts. Maps are usually available only on commission. The Cartographers have dozens of secret drawings and tomes that they use for their researches, padlocked away in a site known only to a few, very special, members of the guild. They have close ties with the Courteans (qv) and the Heralds (qv). Because of the powerful information they conceal the Cartographers are closely guarded and monitored by the Knights Occlar.

COURTEANS

This large and powerful guild is steeped in antiquity and lore and is governed by rigid rules of conduct and discretion. It is said that no secret is unknown to the guild leaders. Because of this they work with two other guilds that control information — the Cartographers (qv) and the Heralds (qv). These three guilds are known within the League as the Triple Alliance and they wield huge amounts of power. The Courteans also control several other, lesser, guilds such as the streetwalkers and the couriers. They are extremely wealthy, and, at the top, benefit from the patronage of the Katar’s court.

HERALDS

Heralds are, technically, a subsidiary guild within the huge continent-spanning Guild of Merchants and Couriers. The Heralds maintain this fiction as it suits their purposes though they are actually an Honourable and Secret Order that pre-dates the City League and most recorded history. This is mostly due to the fact that the Heralds are responsible for recording history. They have vast stores in which can be found maps, charts, linealogies, dynasties and many, many forgotten contracts. They work closely with the Cartographers (qv) and the Courteans (qv). See IMAGINE #16 for more details.

LINKBOYS

Linkboys are the men and women who hire themselves out at night to light travellers and revellers home after dark. Although in appearance they are lowly and in behaviour humble in actuality they are an important link in the information gathering processes that permeate the League. Consequently they have connections with Assassins (qv), Thieves (qv), Courteans (qv) and Heralds (qv) — though not the Cartographers (qv), who find them a little rough.

LOCKSMAITHS

Having split away from the ranks of the Farriers and Armourers, in a struggle that was something close to civil war, the Locksmiths have become the League’s tightest-knit and most ruthless guild. By bitter experience, they have discovered that no-one will buy locks or other devices if there is any suspicion that another party knows the secret of that lock, or owns a duplicate key. As a consequence, the Guild exercises two polices. First, it runs a savage campaign of brutality and political corruption aimed at the Thieves’ Guild. Second, there is an unbreakable Guild law that nothing is ever committed to paper, and many Locksmiths have even learned the discipline of forgetting the details of a lock as soon as it is made. The Guild Militia of the Locksmiths is a barbaric organisation, notorious for the way it deals with members who flout this rule. Even so, there are individuals who will sell the right kind of information for the right price — if you know where to look.

LORISTS AND SAGES

This is probably the most loosely organised of all the guilds as its members tend to be very independently minded people. Lorists and Sages tend to deal with non-political information (unlike the Heralds, Courteans and Cartographers who deal with little else).

SCRIBE AND LEXICOGRAPHERS

This guild controls all translations and writings. Their power has not been changed by the invention of maniacal contraptions that transfer written mechanically as they have taken care to include the building and operation of all such machines within their control.

TESPIANS (INCLUDING HARPERS, MINSTRELS AND JESTERS)

This is another huge guild with branches sprawling hither and thither. It is not well organised or rigidly controlled and yet its leaders (and the leaders of the subsidiary Guilds) keep a close watch on how it behaves through a complex and efficient spy network. Much useful political information can be gathered by the Guild and so the Katar and the Knights Occlar (as well as the Thieves’ and Assassins’ Guilds) have their own spies planted within it.

Tradition of the City is that any adventurer who wants to ensure temporary notoriety should pay a Harper to write and perform songs that extol the buyer’s bravery and virtue (irrespective of the facts). For as little as a few gold pieces, an ‘off-the-peg’ ditty can be amended to include the character’s name in a tavern for an evening, but for a mere 1000gp that same adventurer could have a ‘made-to-measure’ story sung throughout the inns and taverns of a whole district. It’s a great way to ‘advertise’ that your services are for hire, and is in many ways the only way to get a commission from the Punctilio. Equally, for a similar sum, a rather less complimentary song could be sung about a rival in all the same places. It should be borne in mind that such songs could inadvertently draw the attention of undesirable elements to adventurers at awkward moments. Never have your story told when you need a few weeks of rest!
Thieves

The City is full of Thieves' Guilds, separated by area and alignment, divided by petty jealousies and bitter enmity, and hemmed in by the militias of rival guilds and the forces of the Katar. No two guilds have quite the same organization, though most seem to be dominated by a single powerful character. One thing they all have in common is a system of safe houses unique to that guild. A safe house is any place that will hide a fugitive thief who can provide the right password. They may be any normal trader's shop, or a private dwelling, and are normally identified by a symbol or mark visible from the street that can be recognized by a member of the guild. These properties don't have 'out' doors, or secret tunnels. During periods of cooperation guilds may temporarily exchange information about marks or passwords — each changing their codes once the cooperation is ended — but woe betide thieves who try to take refuge in a house that does not recognise them!

Other guilds within the City League include:
Bakers, Butchers, Candlemakers, Chandlers, Charcoalers, Clogmakers, Clothiers (a direct subsidiary of the Cervyn Clothiers Guild), Cobblers, Embalmers (cremation is widely practised in most parts of the City these days, and this Guild is declining rapidly), Gladiators (not technically a Guild, but a Brotherhood of participating fighters), Glassworkers, Hilcakers, Innkeepers, Jewellers (the League's reputation for jewellery is legend), Linters, Litigants and Lawyers (a vast guild serving the hideously complicated legal system — see #18), Longshoremen, Masons, Mercantileys, Metalsmiths, Millers, Moneylenders (dominated by a three level hierarchy, Osters, Bathers, and Pickers), Physicians, Pilots, Potters, Saddlers, Saloonmen, Smokers and Pickers, Seamen (a powerful Guild, utterly loyal to the Katar), Shipwrights and Ropemakers, Spinners, Tentmakers, Thatchers, Timberwrights, Turners, Weaponsmiths, Weavers, Wheelwrights.

MONSTER MONEY

A new adventure format for the Pelinore campaign

In the last issue of IMAGINE magazine, details of the Arena were published, explaining how this, and smaller stadiums around the City League, were used for execution and gladiatorial contests. A particular favourite of the massive population of the City is to see lightly armoured gladiators in combat with various nasty beasts. Several players characters might find the life of the Arena something they can't resist, and will plunge into a career which will either vault them into fame and wealth as a favourite of the crowd, or will see them crippled or killed upon the sand.

It's a dangerous business. Sooner or later, the most successful gladiator is going to find the crowd beginning to tire of constant victories; tougher and tougher monsters will have to be fought, at ever increasing odds. And eventually there will come a time when a fighter's wealthy patron will fix up a match that is a little too much, and will bet on the opposition; and what price your fame and glory then?

No, for the smart adventurer, there is really only one choice. If you can't make money out of the Arena by fighting in it, perhaps you can find yourself filling another of its pressing needs.

Running an Arena isn't easy. Apart from controlling the staff and maintaining the buildings, there is the perennial problem of acquiring enough interesting monsters to please the masses — and eat the gladiators. Not only does this pose a problem to the Arena management, it also gives the DM a wonderful new opportunity, let the player characters try to capture the monsters they meet instead of killing them, so that they can sell them to the Arena.

Using this format, those boring hack-and-slay sessions will be gone forever, as the players will be struggling to keep the monster not only alive, but in good working order so as to get the best possible price for it. Capturing a really tough, combat worthy monster could be worth more than the party than the treasure it was guarding. You could even get the characters going on monster hunts, as they develop clever techniques for capturing particular beasts. As with all nice things, however, beware of letting things get out of hand - adopt these restrictions.

The Arena doesn't want boring monsters — who is going to pay to watch a bucket of green slime? The Arena doesn't want super-powerful monsters — who is going to pay to get turned to stone by a basilisk? The Arena doesn't want unflattered aerial monsters — who is going to pay to see the coup de grace given to a land shark on 1hp.

The Arena's rate of payment was strictly laid down by Enactment XXXIV, and is monitored by the court officials. The same rate covers all the Arenas in the City League, although it is common practice for the smaller, district arenas to cheat on the rate, offering as little as one third of the rate below. The DM should calculate payment with regard to the xp values of the monsters captured and the frequency with which the monster can be expected to be found in the locality. In the Advanced game, this can refer to whether the monster is common, uncommon, rare or very rare (unique monsters should never be captured, and DMs who allow it happen should end up in the Arena having to face them). In the Basic game, the DM will have to judge how rare a monster is before applying the modifiers.

The payment received is:
Common monsters: ½ x xp value
Uncommon monsters: 1 x xp value
Rare monsters: 5 x xp value
Very rare monsters: 10 x xp value

These payments should be modified by the amount of damage done to the time it is presented at the Arena. Calculate the percentage damage done to the monster and pay only that percentage of the maximum price.

Example: A nec-ogyth dragon:

- xp value = 1500 + 150 = 1650
- monetary value = xp value x rarity value = 2310 x 5 = 11550 gp
- damage % = (actual damage / total hps) x 100 = (32/54) x 100 = 62.26%
- cash received = monetary value x damage % = 11550 x 0.6226 = 7014 gp

This would probably be rounded off to 6800gp. The calculation process is exactly the same for the Basic game, except that the DM must estimate the rarity of the monster. Don't make them all very rare just to avoid displeasing the players.

The xp values for monsters can be found with the other stats in the FIEND FOLIO® Tome and Monster Manual II, on pages 196-215 of the Dungeon Masters Guide or calculated using the table on page 85 of the Basic game. Basic game values are normally given with the monster stats, or can be worked out from the relevant table in the rulebook. None of the money received in this way counts towards xp (unless you are using a 'buying' system similar to the one outlined in What To Do With A Dragon's Treasure in IMAGINE magazine #17). The party should, however, get the same experience for capturing the monster as they would have had they killed it.

One last point. There isn't an unlimited demand for monsters in the Arenas. At one point the party pays their debt, the DM should make a roll to decide whether the monster is interested in the offer: perhaps allowing a 25% chance of the monster being rejected. The adventurers will then have to sell elsewhere (and the smaller District Arenas will always check on the price), or make a sensible effort of disposing of the beast. And should the animals start making too much money from the enterprise, then the following gentleman and his numerous hirelings will doubtlessly take a very close interest.

31a Gross an Creer; M; F8; N; Battleaxe +3; AC: -2; -1; hp 64/72
Dv
S 17 □ Massive brute, wears blue tunic and breeches, furs and
I 18 chain mail -3, carries shield +2
W 19 □ Animal Procure
D 8 □ Selfish, thug-like, loathsome, but very shrewd
C 18 □ Knows the buyers at all the Arenas and has the ear
Ch 5 of several guild chiefs. Nearly everyone in the City will at least know his name

31b&c Gross: two lieutenants will probably be the first to call, playing dirty tricks on the adventurers — loosing their captured creatures, wakening their rooms while they are out. Nathis and Ryar of Ksore are T4, AC 6, hp 10/12, and use poisoned daggers if cornered.

Tom Kirby

IMAGINE magazine, January 1985
INTRODUCTION

Thus far, IMAGINE magazine has mapped but a small part of that vast entity known as Pelinore. If you bought IMAGINE Magazine Special Edition 1, you will have two maps that show the County of Cervyn, an area immediately beyond the City League, and the additional states within 100 miles of the City. Some details of these areas' social, geographic and political natures have been sketched out already, and your characters may already be out there, marching beyond Bereduth or the Cammarus Sea. Even if they haven't, sooner or later someone will ask a question about the nature of Pelinore that is so general that it defies our plan to grow out from the City League. This article, then, and the one to follow, on the Deities of Pelinore will work to give you, the DM, answers to the very basic questions about the world of Pelinore.

RUNNING A CAMPAIGN

There are two important points to be recognised here. First, these notes contain information which ordinary characters would not! normally get to know. If you feel it is necessary to pass some of this information on to your players do so slowly and carefully. Second, where we give you information about the world which can be given to your players, you should remember that this is knowledge free of local perspective. Remember that truth is relative! If the characters ask questions you should make the answers consistent with their background and the place where they are currently staying. The world as seen from High Lygol is a very different place from that seen from the high steeple.

The way that a DM presents information about a campaign world is one of the most important elements in the success of that campaign; it is one of the key skills in being a good DM. Pelinore is being presented in such a way that could almost mirror the development of a character's own knowledge, moving out from the original base of operations. The DM should consider all his knowledge about the campaign world to fall into one of three categories. The first is that of common knowledge — for example, a character in the City League is going to know about the slums of Cervyn, and the way the law is administered in the League, the languages spoken commonly around him, even if this information hasn't been revealed to that player yet. Therefore, if a player requests that the DM should know that or her character can reasonably be expected to know already, tell that player there and then. This will include a wide spread of information of a basic kind — prices of common items, locations of important buildings in the City where the characters live, what services can be found and so on. Bear in mind what you, the DM, and the player have agreed about the character; if the character is the son of a merchant, he is very likely to know something about foreign lands, while the daughter of a lawyer will know how to go about hiring a lawyer for a trial.

The second category is that of unobtainable information. Here you must be guided by the likely top-level of the characters' experience levels. If your players are running a 37th level mega-MUs, tramping about the multiverse, then this category isn't going to include very much (what on Earth are you doing mucking around the City League anyway?) However, at 'saner' levels, the DM can consider all sorts of knowledge beyond the realms of any character in Pelinore. Thus, you can safely ignore all knowledge of celestial mechanics, nuclear fusion theory and the Creation. Because of the unique character of Pelinore, we are going to be ignoring the so-called laws of physics, and what have you. This is fantasy — forget what you know about the ways planets and stars move. So, for example, you can present the information that Pelinore is a flat world merely by stating that that is somebody's opinion, or is a commonly-held 'truth'. Whether it is or not doesn't matter — as far as the playing of the game is concerned, the world is (currently) flat.

That last statement contains information belonging to the third category: that is to say information which is not common knowledge, but is obtainable somehow. A low-level character might never have heard that the world is flat, but it is possible that such information will be gained one day. Likewise, characters learn about greater magic, foreign lands, new inn or new creatures. This information will come from personal experience, or from interaction with NPCs. The more obscure it is, the harder it should be for player-characters to discover it. If a character in a new town asks where the nearest tavern is, that needn't take long to discover, unless there are strange circumstances. If that same character wants to know where Worldheart is, the DM should start a lengthy chain of enquiry, with sketches of information from dozens of sources, at horrendous cost, and lots of false trails — assuming the DM wants the players to go looking for Worldheart in the first place. In dealing with information of this kind, don't be frightened to change the 'truth' according to the source of the information. If a character asks a L/LG priest what the meaning of life is, the answer will be very different from that given by a C/CE thief.

There is one additional complication to all this. Because we hope that you will use Pelinore as a base for your own ideas, as well as for all the material we publish, we have a policy of leaving certain areas 'blank', that is open for you to map and populate as you will. Thus far, we have designated the 'safe' areas, that is those areas at three different levels of play, where we guarantee never to publish detail. There's nothing to stop you ignoring anything that we publish, of course, if it contradicts something that you have personally designed; but if you want to play safe, then drop your idea into one of the following: a) In the City League, all that area known as The Communities; b) In Cervyn, the towns of Amfleat and Arncastle and the surrounding areas; c) Beyond Cervyn, the area SE of the Sarpath mountains.

To these three we are now adding a fourth — the continent of Aurriane. This continent is marked on the sketch-map of Pelinore; it is yours to do with as you will — we will never produce material for that area.

Think hard about what you tell players when you DM. All the information you possess is like a gigantic library, and someone ought to be able to get at it if they know where to look. This is one of the main pleasures and chief penalties of running a campaign — deciding what categories of information there are and how to leak it in a manner likely to pique the curiosity of your players. If you do a good job, the players will think that they are determining the course of their adventures and you will have a first-class campaign. If you are using the City League you do have a large advantage, as there are many libraries that, as DM, you could have the players visit if there is something in particular you think they need to know. Their existence means that information about the world, its history, geography, politics, and population can be presented to the players at a reasonably early stage if you want.

THE NATURE OF THE WORLD

Unlike any other gaming environment, Pelinore is much, much more than just a world. It is a symbol of the central struggle of Opposites, Law and Chaos, Good and Evil, Beauty and Ugliness, Happiness and Misery; more than just a battleground, it is often the very battle itself. Throughout Pelinore, struggles for supremacy between these Opposites are taking place. Sometimes the struggles are major events sweeping across continents, sometimes they are private battles in mountain fastnesses. Characters could live out their lives unaware of any of this or be involved as prime movers.

Philosophers and Sages who have studied these matters know that Harmony is the route to peace. In order to achieve Harmony the
Opposites must reside side by side in tolerant mutual acceptance. This is not the way of many, not least the gods! Each group of gods has a vital interest in the maintenance of their own extreme - be it law, chaos, good, evil or whatever — and only those who are truly neutral recognise the need for Harmony.

As can be seen from the map Pelinore is a big place. As DM you will need to be aware not only of the relative positions of named sites but also of how to discuss them with your players. It spoils the fun if you simply present them with a map, the best way to do it is, after you have excised your own designs where you want them, to 'leak' geographical information to the players based on what they can actually see or gather from local NPCs. The map on the opposite page is far too big ever to be used as a playing map, it can only serve as reference, and we will be filling in the 'blank' areas concentrating on those parts of the world within easy travelling distance of the City League at first. Keep it clearly in mind when thinking about the World of Pelinore. And don't forget that the continent of Aurion, just a hop, skip and a teleport away from the League, is yours to develop.

WORLDHEART

Over the years tales of a place called Worldheart have reached the ears of the wise. Rumoured to be precisely at the centre of Pelinore, Worldheart is said to be Harmony itself. These rumours are given credibility because they seem to be borne out by the facts. As the centre of Pelinore, none have become more Harmonised than those who seek it out (whether adventuring). As the ring is approached so Harmony disappears, giving way to outbreaks of absolutes — areas of total chaos or order, good or evil, or strange mixtures of extremes. This is adventureland, and the parts of Pelinore we will be exploring are to be found here.

Some insist that Worldheart actually exists whilst others maintain it is merely a metaphysical place — to be dreamed of but never reached. Inevitably many have set off in search of this fabled spot, but if any find it is not known, much less have returned to tell their tale. Indeed, it is not certain that a normal adventurer would recognise it. For such a normal adventurer would find this place completely incomprehensible having been brought up in a world where there is so little Harmony in anything. It is possible that only adventurers approaching true personal Harmony (some ascetic Druids, perhaps) would recognise, and thus seek, Worldheart. One can even imagine a robust mixed group of players walking straight through the place and never knowing!

As some kind of abstract goal Worldheart is meaningful, but no adventurer could seriously expect to find it; so we, as designers, have no intention of defining it. It is there to provide background and reason to the strange alignments and ambitions of the inhabitants of Pelinore. By all means let your players and NPCs discuss it and seek it, but remember that those that approach the kind of mental attitude needed to see it would gradually stop wanting to — for all the usual reasons of greed and mayhem, anyway.

Around Worldheart grew up the Perfect Kingdoms, realms where it is said only the exalted may walk, though they walk with the Seven Great Kings. Further from the centre are other lands, from massive Empires to small Principalities, and beyond them still more lands, and seas, and yet more lands. And at each remove from the centre, from where Harmony is, other forces gain temporal dominance, and life is more precarious. One such place is the area of those states known as the Theocratic Principalities, where everyone follows a Lawful/Lawful Good alignment. Eventually, it is said, there is the Rim, where absolutes reign, allowing new forms to venture into existence. It is adventure incarnate, a frontier beyond which even the gods cannot remain unfettered.

GEOGRAPHY OF PELINORE

Pelinore is designed to accept the ideas of thousands of gamers, therefore it has to be large. Just how large though... well, what mortal is ever going to be able to map it all? The commonly accepted wisdom of the greatest (and most expensive) sages in the City League is that the world is like a plate with a ragged edge. From Worldheart to the closest point on the Rim is impossible to measure — is it constant anyway? — but, at the very least, the distance must be many thousands of leagues. Likewise, no-one has ever managed to find out how deep the world is, but there must be a reasonable amount of substance under the surface, or a few more monsters would have disappeared... (incidentally, many Dwarves believe in a God of Mines who waits on the other side with a net).

Quickly through a few basics. Yes, there is gravity (but not always — and not always to the same extent or in the same direction); yes, there is an atmosphere, several miles high; yes, there are volcanoes, tapping a huge well of magma beneath the surface of Worldheart itself, and channelled through ducts to the outer lands; yes, there are stars, and one of these acts as a polar star for the measurement of direction (although for some churches prefer to use maps that adopt only Worldheart as a fixed point, no matter how distant). Climate works very differently, with centres of energy around which pressure centres are formed. Weather conditions tend to be very localised, particularly close to the Rim. The climate is stable and boring at Worldheart, growing progressively wilder and more interesting further out. The area around the City League is fairly temperate, with a high pressure centre to the south-east in the Steppes country, and a low pressure centre off to the west over the sea. Because these centres ‘pulsate’, there are ‘seasonal’ variations of a sort. In ‘winter’, the wind is, which apologies very cold, in the ‘summer’ sees week after week of a monotonous hot wind known as the Sarpathic, after the range of mountains it passes over.

The City League lies between Worldheart and the Rim though as no-one your players is likely to meet will know exactly where, it will be easy for you to be indefinite. The geography of the area immediately around the City League and the County of Cerwyn is shown on the map in the IMAGINE Magazine Special Edition #1. It is reasonable to assume that most of this area will be vaguely known by most player-characters, although the birthplace is likely to fall within its bounds.

TIME

Time runs naturally throughout Pelinore — even close to the Rim, clocks run quite smoothly. The units of time are very similar to those we are used to, although the rationale is very different. The year is measured by watching the Pole Star, which sets and rises very slowly in the ‘summer’. Careful measurement of this change has led scholars to work out their ‘year’ as 360 days. These are quite arbitrarily divided into ten ‘months’, which most people view much like the League name after the initials of key events of that time of year (see the table below). The ‘week’ is another arbitrary division, which varies in many countries. In the City League and neighbouring states there are five ‘weeks’ of seven days in each month, with the thirty-sixth day being designated the Month-day, a holiday.

Scholars differ as to how day and night occur. Some maintain a existence of a War of Light being waged by the gods though they are hard pressed to explain the regularity of the alternate periods. Others say that the Celestial Dragon is eternally circling Pelinore breathing great flame to provide light (and incidentally causing clouds and meteorological anomalies on the way). Yet others say the light comes through a tiny hole in the sky which at night is closed. Whatever the truth Pelinore is subjected to nights and days and sunsets and sunrises in none have normal way (the best course is not to worry too much about it but to keep reading IMAGINE in case a major discovery is made).
32. BASILISKS
by Venetia Lee

The Basilisks, so-called because 'They move so fast everyone else is turned to stone', are a street gang of the City League. They come in a variety of sizes - aged between 6 and 14 (apart from their leaders, who are slightly older) and work the streets as thieves and fighters. There are two main types of Basilisk - the fresh-faced and innocent, who can cry their way out of trouble if all else fails, and the precociously shrewd, who try not to get into trouble. One thing is true of all - they are born survivors. The harsh initiation of the gang is not for the fainthearted. On the first night of the campaign, two Basilisk apprentices are chosen to join the gang. They are taught that Basilisks never carry any baggage and that they must be able to fight their way out of any situation.

For most of the time, they are indistinguishable from any other band of scruffy kids. Their clothing is made up of a cunning mixture of rags and concealed leathers which are equivalent to AC7/8. However, a group of Basilisks in full regalia would be an intimidating sight for the average citizen should they ever see them. The Basilisk leader is decorated with a red leather armour and cloaks, which reverse to black. Around their left wrists are wrapped chains (used as a weapon these inflict 1-6 points of damage) and they carry an array of other weapons, chiefly daggers and slings. It is, of course, necessary to maintain a tough image to warn off rival gangs - besides, it suits their egotism. They make themselves very useful to various of the upper echelons of local thieves' guilds and are therefore under some measure of protection. To ensure that this continues, the leader makes sure all contracts undertaken are carried out. Their base is a semi-derelict mansion set between the Walk and the Arena, whose absentee landlord has forgotten its existence.

The Basilisk leader for the past three years has been Fionn Messenger. He was brought up, after the death of his parents, by his sister, Styll (33a). She is a frail and rather accomplished con-woman (the Messengers have been a bad lot for generations), and the little brother and sister's conflicts mean that the Basilisks lack discipline. However, Fionn believes they should stay out of other people's squabbles. They prefer to fight only for themselves. They usually work as koutas, distractors and spies. Their success at this depends largely on their youth - as spies they frequently go unnoticed and few suspect them of being ill-doing rather than childish mischief. Under Fionn's leadership the Basilisks are better fed, clothed and have more pocket money than they would working for an adult fence - hence they attract the best recruits. Of course, Fionn is still succumbing a substantial cut for himself as he now needs a foothold in some business on the right side of the law to extend further his operations.

Fionn's lieutenants are Kneft Mor (32b) and Griming Ashnut (32c), the 'Iron Halfling'. Kneft, a young fighter, is strong and slow thinking - but not as stupid as he looks. He insists Fionn explain all his plans and on several occasions his slow examination of some hastily cooked scheme has saved them all from disaster. Griming (Grim) is nasty and dangerous. Fionn believes he has Grim under control - that it is just a question of pointing him in the right direction. If Grim ever loses confidence in his leader, he could run completely amuck.

32b Kneft Mor; M, F3, N/NE,
Bastard sword, chain; AC 7/8; hp 38/34
H S 18 □ Very big, wears what looks like a rubbish bag
I 8 □ Fionn's (32a) most faithful follower and bodyguard
W 13 □ Less stupid than he looks, obeys orders
D 12 □ As Fionn, but is in love with Zoreen (22b), and ensures the Basilsks leave her alone.
C 15
Ch 9

32c Griming Ashnut; M, F3/T4, C/CE,
Shortsword, sling, chain; AC 4, hp 20/24
V/4 S 14 □ Basilisk regalia well hidden under rags, cherubic looks
I 14 □ Lieutenant of Basilisks
W 9 □ Killer, sometimes insane, dangerous when frightened
D 12 □ As Fionn, but is in love with Zoreen (22b), and ensures the Basilsks leave her alone.
C 15 □ Fionn's father's failure to avenge it through fear, Grim has rejected the Halfling way of life for a 'tougher one'; he spends most of his time frightened and hiding it - it is when he can't hide it any longer that he's dangerous; those who know him deny it and avoid him.

32d Margaret, aged 13, but looking a very innocent 10, is the leader of the little ones (under 10s). She was rescued by Fionn from slave to a slave (her parents were very poor). She is an excellent spy. Once when caught in the act of pickpocketing, she counter-accused her victim of assaulting her and embarrassed him into letting her escape.

32e Lucy is 12 and is the exception to the rule that Basilisks are survivors - she frequently has to be rescued from trouble of her own making. However she has one talent which makes it all worth it - a perfect memory. Being accident prone she is a trial on any expedition - she will open every door and fails over things frequently and loudly.

32f Giraldo would dearly like to take Fionn's place. He is aged 14, T2, ambitious and afraid of Griming. He is also not nearly as good a thief as he thinks he is. Fionn has taken to sending him on risky missions - Giraldo thinks he is being honoured - and one day he may not come back.

32g-v The majority of the rest of the Basilisks are the children of the poor; the very young ones, Tirri, Jast, Poppy, Liarrisa, Renn and Bandsa, are 'O' level thieves or fighters; Farda Khan, Brunno, Lutt, Markham, Starbrow and Jiv are 1st level, Zim, Farda Tuvant and Norden are 2nd and Grease 3rd. They all use chains as their main weapon and daggers or slings for missiles.

Plotlines
1. The Basilisks are very useful to people planning robberies or attempting to solve mysteries. However unless the characters who approach them are very obviously tough, they may demand that they prove themselves worthy of being taken seriously by performing an initiation test.
2. The person who killed Griming's mother may belatedly find out that he was recognised. He might arrange to frame Grim for some crime - perhaps the murder of a player character.
3. The Basilisks acquire a lot of stray scraps of information which they will try to sell; this is a very useful way of involving players in adventures.
4. The initiation test of a new recruit is the acquisition of an item belonging to a party member.
5. The party need to take Lucy with them to carry out a mission and she can get them into a lot of trouble.
PELINORE
THE CITY LEAGUE

Deep in the heart of Pelinore lies the City League, a mighty hive of humanity — and more than humanity — offering everything that an adventurer could desire. Each month IMAGINE magazine presents a few buildings or institutions from within the City, describing the inhabitants and offers one or two ideas for adventures. This provides an ideal campaign base for the GM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out, and store them in a ring file — and you need never be short of an idea for a city encounter again.

KEY

trapdoor in floor/in ceiling

types of locks
unlocked locked

lock accessible from both sides

lock accessible from one side only

bar or bell

difficulty in opening locks rated from 1 to 9

information about doors

plain door

trapdoor or hole

direction door opens

reinforced door (bell: locked)

door with secret side

door with concealed side

IMAGINE magazine, March 1985
34 The OLD BASTION (aka the SCORPION’S NEST)
A Thieves’ Safe House

by Paul Emsley

Throughout the City League, local thieves’ guilds have set up Safe Houses. These are places where a thief on the run can hole up for a few days or evade imminent capture. The Safe Houses can be identified by the thieves who use them by some identifying mark or symbol. This mark is usually known only to local guild members. Some Safe Houses are simply shops with secret rear entrances, others are elaborate hide-outs with permanent staff. One such is the Old Bastion, so called because it occupies one of the ancient keeps of the old city wall which is now largely in ruins. To passers-by it looks like a rough ale-house, which it — superficially. Regulars know it as the Scorpion’s Nest; a reflection more of themselves than its secrut.

The Safe House is beneath the inn and has only one entrance — from the inn’s cellar through a secret door — which is constantly watched through a peep-hole. Although there is only one entrance there are several emergency exits. These range from the private one used by the Safe House Master, to the trap doors up into the stables to the last resort route up through the midden. There are only five regulars who run the Safe House. The Master, Fra-lan (34a), the Store Keeper, Orf Noglinsdottir (34f), and two guard/helpers. When thieves are hiding in the house they largely look after themselves and take turns on look-out and guard duty, when no-one is staying there the guard work is done by Padhraig (34g) and Saidh (34h).

Sited right in the middle of the inn’s main room is a long wooden table. Places at it are reserved for the most infamous of the regulars at the inn. Such a reserved place is regarded as a great status symbol and much blood is spilt over the right to sit there and the position taken — those sitting nearest the chairman being the most admired. The chairman holds his (and currently, her) position by main droit and occasionally leads the 21 members of the Table on lunatic adventures (raids on guard posts and the like). None of the members of the table know of the function of the inn as a Safe House.

WORKERS IN THE INN

34a Squivy Patch; M; T1(F3)/T1(F4); C/CE; Dagger; AC 6/7; hp 15/37

H 15 □ Scruffy, pesty, one-eyed; filthy leather apron over grubby jerkin and trests
I 8
W 5 □ Innkeeper, look-out
D 17 □ Suspicious, quiet, jump, mean, wretched
C 10 □ Knows all the thieves and regulars well but is almost unknown outside the inn, which is the way he likes it;
resists to wear a patch over the unpleasant wrack of his eye which he swears was lost in a battle with a Unicorn;
began life as a freeman/lighter but has switched to thie

34b-d Patch’s staff are three stupid scufflions: Beizchkwang (M; F2; AC 9/10; hp 14/16); Idimin (F; F2; AC 8/9; hp 13/15) and Brown Mm (F; F1; AC 8; hp 6/7). Beizchkwang lasts after the gorgeous Angodvintx Blister (Bl) and consequently hates Berath (4d); it’s difficult to get these three to remember your order; never mind getting them to pass on any useful information about anything

SAFE HOUSE STAFF

34e Fra-lan; M; T9/T10; C/CE; longsword +3 (detect traps and invisible; know alignment) AC -1/2; hp 35/49

H 15 □ Short, pleasant face; beautifully decorated leather armour +2 over fine silks, bracers of defence AC6 (worn as a head-band), ring of protection +2
D 18 □ Master Thief, Safe House Master, retired Guild Master, owner of the Old Bastion (34)
C 15 □ Superficially gentlemanly, devious, sharp, unscrupulous, very worldly-wise
Ch 16 □ Known and revered amongst the brotherhood of thieves, his name has even been heard in polite society

34f Orf Noglinsdottir; F; T5; N/N.E.; dagger +2 (4 vs giants), poison dagger; AC 9/8; hp 16/26

H 8 □ Ill-fitting clothes over corset band
I 15 □ Safe House storekeeper and cook, Cutpurse/Burglar
W 13 □ Jealous, witty, poorly organised, spiteful
D 16 □ Would be recognised in the local markets, regular at the Cock (14)
C 9
Ch 8

34g Padhraig the Dip; M; T3; N/CN; shortsword and sling; AC 7/8; hp 10/14

S 12 □ Very tall and stooping, sharp dresser
I 9 □ Safe House guard
W 12 □ Arrogant, shy, gruel to superiors
D 16 □ Well known in local dives
C 9
Ch 7

34h Said’h’rm’ra; F; T3; N/CN; longsword, club; AC 4; hp 11/15

H 14 □ Swarthy; hooded robes; leather armour; scarf over mouth
I 17 □ Safe House guard
W 9 □ Clever, quiet, remorseless
D 18 □ Newcomer from Sarpathian Mountains, Said works here as her incomprehensible accent makes it impossible to work elsewhere; brilliant young thief; has earned the envy and hatred of the Dip (34g) — knows this and won’t leave before giving him reason to remember her

33i-n The Safe House typically has 6-8 fugitives at any one time, each fugitive staying a couple of nights at most. At busy times up to 30 thieves can be accommodated. Currently, the occupants are the Viges brothers: Argen, Morr, Cap, ‘Legs’, Thorp and Kensal; AC 7, hp 10, armed with longswords. They do their own cooking and cleaning and act as guards and look-outs during their stay.

REGULARS AT THE INN

34o Anbury; M; F1/A1; C/CE; jester’s trick with hidden, poisoned, blade; AC 5; hp 6/4

H 13 □ Bland, easily forgotten face; leather armour dressed up to look like a jester’s costume
D 12 □ Veteran/Brave; double agent for the Knights Ocular
W 8 □ Acts mute, foolish and amusing; observant, careful
C 11
Ch 16 □ Known by few outside the inn; sleeps rough and seems to spend all day here; in Advance: member of the assassins guild; in both systems he gets information to the KO through an impenetrable system of contacts and drops

34p Cluzoh; M; F3/P2; L/LG; two-handed sword and dagger; AC 2/3; hp 20/16

H 12 □ Dishevelled, unkempt, hungover; filthy plate mail
I 9 □ Swordmaster/Keeper
W 13 □ Depressed, alcoholic, desperate
D 7 □ In this state Cluzoh wouldn’t recognise his mother; came to clean up this ‘den of vice’, but they ‘got him to stay first’ — through the bottle
C 12
Ch 17

34q Tolijn Swallow; F; F6; C/CE; longsword +3, dagger, mace, longbow; AC 8/9; hp 40/50

½dGry

H 15 □ Ugly; dark jacket and bright red (stained) hose
I 8 □ Myrmidon, Chairman of the Long Table, Mercenary
W 9 □ Loud, violent, sadistic
D 15 □ Friend of Patch (34a) — which makes the fact that she knows nothing of the Safe House even more amusing; known by Long Table members and feared locally
C 17
Ch 6

There are 20 other members of the Table; they are a mixture of classes of levels 2-4 and are ruthless, ignorant bullies to the last

IMAGINE magazine, March 1985
by Tom Kirby

In IMAGINE magazine, #22, many of the guilds that control trade within the City League and its environs were listed or discussed. One category was that of the thieves’ guilds. As was suggested there are dozens within T’League. All these guilds, and most thieves’ guilds throughout Pelinore, fall into one of two types: basically lawful (L/LN) or basically chaotic (C/CN). Thieves can be of any alignment otherwise in use in the campaign, and each would join the most suitable guild, although it is possible that in smaller towns only one of the two types would exist. In such cases, the thief character might feel quite uncomfortable having to join an unsuitable group.

LAWFUL-TYPE GUILDS

Lawful guilds are hierarchical organisations that own their headquarters. The officers of the guild have fixed duties and responsibilities; they seek authority for matters outside their control from their superiors and they delegate authority to their juniors. These officers decide which jobs should be done when, and control their guildsmen’s activity to ensure no ‘over-fishing’ in the locality; they also deal with handing out punishments to transgressors. Successors to these posts are selected in advance and trained up appropriately. Everything is done in a business-like manner. Being thieves, however, means that methods of advancement differ slightly from those accepted in the traditional business world. Thieves are expected to watch their own backs and if they fail in that duty then they fail as thieves and deserve their fate. It is quite usual that an ambitious young thief will find his route to the top aided by a series of unfortunate accidents to his superiors; similarly, ambitious young thieves often don’t come back from tricky jobs. No one in the guild will do anything about these accidents unless the perpetrators make themselves obvious — the worst sin that can be committed by a thief is being obvious.

Example:

35 The Thieves Guild around the Walk

The thieves guild that operates in the environs of the Walk (see IMAGINE magazine issues 20, 22 & 23) is a lawful guild. It has 25 members, and about two score associated freelance thieves. By unfortunate circumstances (an inter-Guild war), the Walk Thieves Guild finds itself with only three Pips, an unusually small complement.

35a Sheer Dreeve; M; T9; T10; L/LN; AC -2; hp 42/63
GUILD MASTERS: H; quiet & undemonstrative but efficient and thorough

35b Bij-bij the Knife; F; T7; N/LN; AC 0; hp 34/44
LIEUTENANT; H; aggressive, reliable and faithful

35c Greenslime the Wise; F; T7; N; AC 4; hp 26/33
STAFF; G; smelly and unpleasant but brilliant record keeper most of which she memorises

35d Sharp-y; M; T5; L/NG; AC 3; hp 20/25
FIRST PIP; H; ambitious and sneaky, in charge of the streets

35e Khan Ai; M; T5; L/LE; AC 2; hp 19/24
SECOND PIP; 1/2 E; in charge of burglary and break-outs at which he is brilliant, after Sharp-y’s job and trying to kill him

35f Guellia; F; T4; N/LN; AC 5; hp 15/18; THIRD PIP; H; brilliantly inventive, will go far if someone doesn’t stop her, in charge of scams and protection

35g "Ripper" Occry; M; T5; L/LE; AC 6; hp 22/27
THE LANDLORD; H; named after his hook (left arm) which prevents active thieving, desperate to get back into the mainstream and will remove obstacles ruthlessly

35h Anah Dzohana; F; T5; N/NG; AC 9; hp 19/24
RECORDS; H; quiet, mousey, dull, known as "Inky" in the guild

35i Llarilarna of Castrellis; F; T3; L/LE; AC 8; hp 8/12
NAG #1; E; vicious, vindictive, spiteful nature hidden behind fluttering eyelids and blushes, very pretentious

35j Pierro; M; T3; N; AC 7; hp 10/13
NAG #2; F; placid, unambitious, brilliant with numbers, fine athlete

There are 15 T1-2 and apprentices working within the guild, each can be considered as AC 7; hp 6

CHAOTIC-TYPE GUILDS

The organisation of chaotic guilds is fairly unpredictable. Most are small groups of thieves ruled by the might of the leader or a faction within the guild. The membership is mutually suspicious and changes frequently; each constantly looking for the opportunity to overthrow the leader and take control. In large towns such small groups would soon be swamped by the efficiency of lawful-type guilds, so there soon arise confederations of chaotic-type guilds, wherein local guild-leaders agree to cooperate over sharing safe houses, passwords and areas of operations. Periodically, a charismatic leader will emerge from one of the guilds and exert authority over all of them, giving rise to a temporary period of success and wealth. Inevitably, the leader will wane and the cooperative will either be led by another charismatic leader or will dissolve. These cooperatives are marked by occasional bloodbaths as certain groups try to seize control.

Chaotic guilds do not hold property for meeting places or safe-houses but arrange such matters on an ad hoc basis as need arises.
by Venetia Lee

In a quiet, residential street of the League is a discreet town house — the Cornucopia. Fashionable, spiced with intrigue, it is patronised by thieves, young sprigs and the scions of merchant families. Serious gamblers and corrupt officials provide leavening. Admission is solely for members (by invitation only) and guests. The Cornucopia is the place to go for deals of the expensive kind; here you can buy without taxes and sell without questions. For adventurers, to be invited here indicates a considerable rise up the social scale. It may be their first (and last) chance to mix with the nobility or with the aristocracy of crime. Prices for refreshments are ten times normal (and quality twice as good). The minimum stake for a game is 100gp, but no-one ever stoops so low. The place is rigged with magical devices to warn the staff should anyone use magic to enhance their chances of winning.

Anyone who makes a study of the Cornucopia will turn up secrets like a nest of worms. To start with, they may find out that Rugbucket (33a) is only the manager; further investigation will point to Harben Mouserstic (33d) as the real owner. He is, in turn, fronting for Tom Cottonwood (33e), although this will be difficult to ascertain, as Tom appears to be working as an informant for Harben. And behind Tom is his wife, Imelda (33f). Tom was, in his youth, a low class thief, who made a good marriage to a respectable woman but could not quite give up his shady connections. His wife, Imelda, made good as a textile merchant and is welcome in polite society. Her friends find a lot to pity her for; her husband, they feel, always lets her down with his gambling debts and his dreadful friends. They know it was once rumoured that he was mixed up in something criminal, but she forgave him and pulled strings to get him off the hook.

IMAGINE magazine, April 1980
Imelda doesn't mind the condescension, because she hopes to have the last laugh. She is not only a thief, but a very important one; the mastermind behind the Cornucopia — to say nothing of any number of daring burglaries and a lot of profitable smuggling. Tom and Harben do the groundwork, while she plans and carrries out the crimes. In this way it is difficult ever to pin anything concrete on any one of them.

MAJOR MEMBERS OF STAFF

33a Gerchin Rugbucket; M; F6; N/NE; Longsword, dagger, knobknelisters; AC 9/10; hp 35/45;
H S 14  □ Garish shirt and breeches, once muscled, now fat.
I 12  □ Ostensibly proprietor, actually manager of Cornucopia
W 10  □ Vulgar, greedy, shrewd — makes people feel superior
D 11  □ Knows gambling fraternity and some thieves; was F6 until he ran to seed; ex-bankrupt
C 15  □
Ch 11

33b Greta Calkinnagrat; F; F5/6; N/CN; Shortbow, shortsword, mace, sling, hp 23/29; AC 5/6;
G S 15  □ Bright tunic over leather trousers and jerkin
I 14  □ Major-domo of Cornucopia, cutpurse, does not mix the two
W 9  □ Ambitious but patient, sharp tongued and suffers no nonsense; tough as old boots; scornful of all other rats
D 16  □
C 10  □ Knows gambling fraternity and is member of secret association of game thieves
Ch 14

33c Sally Messenger; F; T8; C/NE; Longsword, darts, hp 30/40; AC 8/10;
H S 14  □ Pretty; wears flashy, revealing dresses or shabby cloak over leather armor
I 14  □ Head courier, girl about town and conwoman
W 11  □ Selfish, cold, heartless, vamp
D 14  □ Frequent Cornucopia, Madame Zulu's (22a), and other fashionable places — often with very wealthy escort; sister of Fionn (33a).
C 13  □
Ch 17

33d Harben Mousecraft; M; T9; C/CN; Longsword -2 (+4 vs Lawful), sling; hp31/32, AC 5/8
H S 14  □ Black leathers or shirt and breeches, short, black cloak, fanciful black hat; ring of invisibility; in Basic: amulet of protection from crystal balls and ESP; in Advanced: amulet of proof against detection and location.
I 13  □ Master Thief, Thieves
W 11  □ Fashionable scoundrel and raconteur, self-seeking, satirist, has difficulty resisting women
D 14  □ Knows most rats about town, tries to know everything about everybody, uses Basilius' (32) as an information service; habitue of Cornucopia, father of Elmy (33j).
C 13  □
Ch 14

33e Tom Cottonwood; M; T10; N/CN; Longsword +2, dagger +1; hp 45/57; AC 3/0
H S 15  □ Expense, fashionable clothes; in Basic: ring of protection +3, medallion of ESP 30'; in Advanced: bracers of defence AC4, ring of protection from normal missiles, medallion of ESP 30';
I 12  □ Apparently 'imelda's no-good husband', gentleman about town, actually owns Cornucopia and has city wide criminal connections, Master Thief
W 11  □ Good natured as far as it is practical, patient, vindictive
D 15  □ Knows most upper class gamblers and therefore which of the nobility and merchants are corruptible.
C 16  □
Ch 14

33f Imelda Cottonwood; F; T11; C/CE; Shortsword +3 (finds traps, sees invisible), dagger of venom, swordstick +1; hp 40/52; AC 2
H S 10  □ Very expensive dresses in subdued colours; ring of protection +4, cloak of invisibility, scrolls with invisible stencil, lightning bolt and fireball
I 12  □ Textile merchant, smuggler, Master Thief
W 16  □ Practical first, then sentimental (about Tom, her children and Harben), ambitious, loves secrets and stealing
D 18  □ Knows merchants, much nobility and enough judges; four children (33g-j) of varying alignments
Ch 15

(Others a dagger of venom acts as a dagger +1 that, on a roll of a natural 20, injects poison into the victim; it holds 6 doses of poison and can be refilled)

OTHER STAFF

The staff, waiters, lesser croupiers, and entertainers wear blue livery. 20% are T 1-3, 50% are F 1-4. and the rest are F 2-4. There are, in addition, 8 F6 guards (hp 64/80, AC1) armed with broadswords +1.

IMELDA'S FAMILY

33g-j Rodern is the eldest. He is in the Punctillliain, where his parents hoped he would be helpful to them. Alas, he is taking his duties seriously and they dare not even confide in him. Karel, the second, is their long term investment. He has been enrolled in the Magic Users School (10). A fine lad, he spends most of his generous allowance around the Arena (21). Floriann is the youngest. Imelda wants her to be educated as a lady and make a good marriage (she fancies a titled gentleman). Elmy, the third, was always a tomboy and is now a promising cutpurse. She, too, hangs around the Arena (21) and accompanies her father (Harben (33d)) to the Cornucopia (to her mother's private dismay). Elmy's plans would surprise Imelda. She hopes to beat Floriann to it and catch a noble of her own, but, if all else fails, an up-and-coming adventurer would do. Although Harben tries to conceal it, Elmy has guessed their relationship and has no compunction about using it to her own ends.

VISITORS

33k One-eyed Sadford; M; F8; C/NE; Cutlass; hp 32/36; AC 9/10
H S 14  □ Expensive but stained clothes, eyepatch
I 13  □ Merchant Captain, owner of Happy Mary and lesser ships.
W 17  □ Smuggler, regular gambler
D 13  □ Brutal, greedy, efficient, unopportunistic
C 16  □ Carries cargoes for Imelda Cottowood (33f), knows Tom (33a) and Harben (33d) as well as many who appreciate fine wines, spirits and tobacco, bribes a number of officials. Sadford is attended by two bodyguards, F7 (hp 56/70 AC 2), who obey him in all things.
Ch 8

33l Vani 'Trust me' Vaniski; M; F7; C/CN; Sword-stick +4, hp 20/23; AC 8/10
G S 7  □ Bloused and trews, beautifully made; fresh-faced and honest-looking
I 16  □ Fence
W 15  □ Calculating, careful, suspicious, convincing
C 9  □ Seen and known as a social parasite around the flesh-pots of the League and Cervyn; known as a trader in lands beyond (Kir, the Theocratic Principalties and even Koor), works as a fence whose proud boast is that he can obtain anything — at a price; he can't actually, of course, but players are likely to be surprised by what he can come up with even though they're very unlikely ever to be able to afford it, expert with disguises — can make himself unrecognized even to his 'friends'.
Ch 16

Almost any fairly important member of society might be seen here. Some come regularly, others only once. If you allow the party to frequent this site, be careful not to allow the players to ransom just for fun because then you will have lost a valuable means of introducing the characters to interesting personalities at your discretion. Indeed adventurers who wantonly destroy this, or any other prime site, are likely to draw themselves to the attention of the Knights Ocular, as the Knights prefer things as they are under control. The attention of the mysterious Knights is unlikely to improve their health.

Plotlines

1 It's possible to overhear Sadford arranging to take another party up-river to a 'lost-site-of-protected-treasure' and your party might want to go along for the ride. Sadford never questions adventurers about their 'sites', but he knows when they are on a fools' errand.
2 A male member of your party is propositioned by Elmy — he may quite like it but you can rest assured that neither Tom, Harben nor Imelda will like it one little bit.
3 During a visit to the Cornucopia trouble erupts, and in the ensuing confusion something is thrust into the hand of a PC. The something is likely to be unidentifiable, but interesting, and the following days should be quite exciting as the owner, the authorities, seek some stolen goods and your party seek the answer to the riddle.
GAZETTER of the COUNTY OF CERWYN

Those of you with long memories will remember how, when Pelinore was born, we promised you details of the land and people of the City League. This issue contains the first instalment in the full-scale information that you were to receive. On this page you will find the official gazetteer of the County of Cerwyn. The gazetteer lists the important details that a DM will need to incorporate a particular place into the campaign, including all the towns and villages larger than the small hamlet of Llyc. Following the gazetteer is an analysis of the town of Darkmor, showing the important sites and listing the important NPCs. Now that you know the format we intend using for all these villages and towns, why not let us see your ideas of what some of the other places are like? Don't forget — Amleth and Arcann are 'no-go' areas, since they are to be left as areas where each and every individual DM can design as suits their version of the campaign; in other words, we will not publish details about these places even if they are submitted by readers.

As usual, we have adopted a numbering code to describe places in Darkmor, the code is made up of Cerwyn, Darkmor and a number. All-number codes, therefore, must be references to the City League.

Name: From varied sources, the suffix -halter comes from a Dwarrow word for an armed camp. Both are synonymous with hilltops. Preven known for wines, many Cerwyn citizens use their place of origin as their name, with the prefix dh- or just plain from....

- Hamlets not listed — one every couple of miles or so. V = village (is.guilds). T = town (basic trading guilds). LT = large town (+ relevant specialist guilds). C = city (any guild possible. Guild of Heralds has representative in every community larger than a Hamlet.

- Defences: Number describes type of wall, letter type of ditch: 1 = none, 2 = pikel (5'), 3 = pallisade (10'), 4 = stone wall (10'), 5 = stone wall + towers (20'). A = none, B = ditch, C = moat.

- Rulers: Clan = ruler selected from dominant clan or family; Marshal = ruler nominated by suzerain, leading by charisma or force or by respect of populace for suzerain; Elders = senior member(s) of community followed by consensus; Guild = ruled by council of leading guildsmen; or dominated by one guild. Mayor = leader of a council elected by suффrage; Burghermeister = elected by suффrage; Marshal = steward acting on behalf of suzerain, ruling with suzerain's authority.

- Some communities may have an exceptional, charismatic leader, eg the MU in Mamelok.

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Suszein: C = Countess, CM = County Marshal, MH = Master of Horse, MM = Master of Magicks, HS = High Steward; brackets indicate rule in name only.

- Race mix: all human except as noted; N = mixed non-human races. C indicates dangerous for that race.

- Class max: highest level for each of the common classes shown; occupation mark indicates variable (normally low) level; a zero indicates that no overt members of that class would normally be tolerated.

- Wealth: 1-5 = poor-wealthy; relative to the size of the community.

- Garrison: number before slash = approx number of fighters loyal to crown; number after = number of County Guilds involved there.

- Constable: number of civilian law enforcers.

- Religions: number of different religions with temples etc.; *= sites of special religious significance (undefined); *= sites of very important religious significance.

- Notes: C = cosmopolitan, news travels fast, sophisticated population, efficient law-enforcement if required, mixed alignments (average N). A = average, mixed alignments (average N). I = isolated, news moves slowly, superstitious population, little come-back on PC behaviour, extreme alignment domination possible, unpredictable law-enforcement.
Darkmoor is one of the closest towns to the City League, and one much passed through by adventurers on their way east. It has a population of approximately 2700, scratching a living from passing trade, fishing and some animal farming. Even so, PCs might be attracted to stay awhile, since the forests and hills just a few hours east contain many tribes of goblins, hobgoblins and gnolls — not to mention the brigands operating from the steppes beyond. DMs could locale all kinds of encounters and adventures within a day or so of the town....

The Town

Darkmoor is not a rich place. The dwarves and humans who live there ruled by the County Marshal (on behalf of the Countess Flavia) through his representative, the Marshal Gasres (CD 9). However, the garrison of County troops supposed to exist here has fallen to just 30, and the town has had to defend itself from the raids of humanoids. (three attacks in the last twenty years) through its own resources. The town ryes 10,000gp a year to Riorj Andre Luis (CD 2a), who maintains and trains a part-time militia of 250. There are few static defences, save a ring of houses with fortified outer walls, arrow-slits and a cleared area beyond, and two 20' towers. In an emergency, most of the citizens would fight, but forewarned of a big attack from the east, 80% of the population would flee to the City League.

The City is the major trading outlet for Darkmoor produce. The town was built when the bay was full of tasty Whirring fish, a local delicacy. These are long gone, and Darkmoor fishermen compete badly with those of Borth. Goat cheese, meat and horses form the majority of trade goods.

Darkmoor is built about a central open area — normally jammed with fishermen haggling with League buyers — and the through route League-Abercorn. Much of its life revolves around the Fish Market the weekly Horse Market, the two fresh water wells, the Temple of Rissina and the Courthouse. Most of the built up areas consist of slum dwellings, small shops, etc (this is equally true of the hamlets of Thiet and Andlerfjell beyond the 'walls'), criss-crossed by narrow alleys.

Its sole peculiar feature is the Nobridge. Thirty-five years ago, a gnoll warband broke up when the bridge it was crossing vanished — turned invisible by a transient mage-adventurer. Perhaps he was a bit unstable, because he then made the illusion permanent. The bridge is crossed many times a day, but the DM might want to enforce an intelligence check before PCs cross it for the first time.

People

The population are fairly shrewd, and will try to overcharge strangers for most items on first acquaintance. They are largely neutral in alignment, with few thieves beyond petty cutpurses, and no permanent magic users. It will not be possible to hire them as extra sword-arms for adventures, but servants and retainers will come cheap. Rumours abound about all the treasure that has been brought down from the mountains by adventurers in the past — and of others who never came back. A counter-rumour of impending goblin attack will cause a riot, and the PC's will find themselves on the wrong side of the authorities once the 'joke' is revealed.

CD1 Three Wagons Inn: Probably the first port of call for newcomers. A travellers’ resting place. Rooms for 1gp/night. Cheap food, grim ale and no wine. Few locals come here, but hard-up adventurers might be offered escort work by merchants.

CD2 Militia Houses: The two watchtowers act as training centres and barracks for the militia. The western one also serves as HQ for the Fighters Guild — which is also under the control of Luis. The militia are all F1, ACS, HP4 with spears and shortswords. They do not function beyond Luis' explicit orders, and maintain order in the town in a casual and arbitrary manner.

CD2a Riorj Andre Luis: Militia Leader; M, F7, N, AC 0, hp 38/45, S 15, D 18, Ch 16; uses longbow +3, longsword, ring of charm person (18 charges)

Luis is making a good living from this place (he is secretly buying a huge house in the City League by instalments), and will react immediately if anyone tries to take over. He will use his charisma (or his ring, which is a very rare item given to him by a previous employer) to keep the Town Council on his side, and if ousted, will arrange for information about merchants' shipments to reach some bandits he knows of. His successors will thus start off with a string of failures on their records.
Thieves and 1-10 Fighters can normally be found here, and they will sign on for adventures. Delveraf also boasts that you can anything in your room here, and it won’t be stolen.

CD7a Raf Durae; the publican.

M, T7, CG, AC-1; hp 25, S16, W8, D 16, Ch 16, dagger +2, leather armour +3, ring of protection +2, ring of invisibility, access to 6 magical items ‘borrowed’ from guests.

Delveraf is not short of money (cash, gems, etc. worth 10,000gp) or caught in five secret compartments in his quarters, and rarely steals things. He does keep a handy ready-market for miscellaneous magical items however, and there is a 25% day chance that he will succumb to the temptation to ‘lift’ the belongings of a PC. Normally very friendly, and can sell ‘hot’ items for 50% value. Brother of Raf Oredespe.

CD8 Armourers: The most important ‘trade’ guild in town, producing only leather armour, mostly aprons and gloves for various working folk in Darkmoor. They are pretty good at their job, and can manufacture goods of great quality for normal prices. A specialty of theirs is to make very supple leather gloves which can be worn “while even the most dextrous work is performed” and which are 50% likely to resist being pierced by a needle in the meantime. Just 250gp the pair, cash up front, six week wait.

CD9 Manor House / County Garrison: This fortified stone manor house, with its keep, food stores and signal beacon is supposed to be the visible form of the County Marshal’s authority in these parts. Alas, his representative is the Marshal Gasres. Kanwas Gasres, on the last stop of a long climb towards noble status, has fallen victim to old age and indolence. Thus, the difficult part of the County is now not only geographically distant from the centre, but politically as well. The garrison (30 F1-2; AC 3; pikes and longswords) has dwindled through desertion and neglect, and morale is poor. The precept that the Marshal is supposed to serve on the border of the community to raise money for County administration has not been observed for three years and the garrison has been paid out of the Marshal’s funds; he is now merely destitute.

CD9a Kanwas Gasres; Marshal of the County.

M, F9, LN, AC-3; hp 80, S13, W7, C6, longsword +3 (Int 14, Ego 20, LN, detect chaos, detect undead, +5 vs undead), plate mail +1, shield protection from normal missiles +3, medalion of ESP Kanwas is 78, and increasingly senile. For long periods he will be under the control of his sword Lifesheart, which has only one aim, that being to be transferred to someone better able to wield it against undead. It is also manipulating Kanwas to find a suitable mate for his grandson or granddaughter, who can be given the sword as a wedding gift. Thus, it is known that the Marshal is looking to marry his grandchildren off, and there will be 1-3 suitors at the marriage any time, each LC and level 5-8. None, however, has yet met Kanwas’s own stipulation — that the prospective spouse give him 20,000gp to pay off the garrison, and to return to High Lygo to see out his days. Should a PC suitor come forward with the money, the marriage will be rushed through. Alas, all are being maneuvered by the Marshal, who is to say if the old man has decided that it will go to whichever of his grandchildren marries second; thus the PC will end up with Lifesheart, a graceless spouse, and will remain far as away from being one of the County nobility as before.

CD9b Krisnetta Gasres; no profession; F, Fr7; LE; AC 9/10; hp 21/28; cosmetics of a magical nature appear to make her Ch 18 — they take five hours to apply correctly. Krisnetta hates Darkmoor, and intends to leave at the first opportunity, be it marriage, the death of her granddaughter, or whatever. She is selfish, noisy and otherwise thoroughly unremarkable.

CD9c Bregan Gasres; no profession; M, F1-Fr7; LN, AC 5; hp 27/35; l7; longbow +1

Bregan is dense, irritable and useless. If he ends up in charge there is the distinct possibility that things could get even worse.

CD10 Temple of Cstenhes; Cstenhenes is a Neutral deity whose province is marvyl. Its physiognomy is fatalistic, morbid and soportable. About 28% of the population of Darkmoor have turned to this cheerless deity; served by 20 spiritless acolytes in a grey temple, offering purified food from rubbish tips to the poor. Cstenhenes worshipers will be found mostly among the most uninteresting members of the community, and the acolytes are all AC 2, hp 2, armed with nothing beyond their ability to make all human endeavour seem utterly futile.

C10a Dedderrek; Acolyte. M, C1; N, AC 7, hp 4

Dedderrek tells adventurers he has something important to pass on. He has. Anyone spending more than a few seconds in his company has a 15% chance of catching a miserable disease; save vs poison or be helplessly sick for d4 days, check every d4 weeks. Many poor people in Darkmoor have it too....
The Gods of Pelinore

Introduction
The gods of Pelinore are numerous; some famous, some obscure. They live in their own plane and cannot leave it, but are able to project a tangible 'form' onto the prime material plane which might appear as a person, a creature or even an artifact. In this way the gods may interfere with day-to-day life. What is more, this is the only way the gods may interact one with another. The material form can be hurt or killed, but this has no effect whatsoever on the god, who can create another at will.

Different gods have different attitudes to clerics and followers. Some roundly ignore both, others interfere quite often. No god can control followers — those who choose to worship cannot be stopped, but the gods can force clerics to adopt certain standards, both in the shires and outside them. For example, a god may insist that clerics and all worshippers must be neutral and will refuse to give the clerics their full quota of spells if non-neutral worshippers are admitted to holy places.

<table>
<thead>
<tr>
<th>Name</th>
<th>Interest</th>
<th>Gods' Align</th>
<th>Clerics' Align</th>
<th>Changes to Clerics' Abilities</th>
<th>Clerics' Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abex/Sritina</td>
<td>Charisma + Dominance</td>
<td>LE</td>
<td>Any E</td>
<td>For each point of Ch over 14, victim's saving throw vs quest or command is reduced by 1. Control undead at 1 level better than normal. Gain hold person as MUs as a power at 5th level. Cannot use bless, chant, resist cold, resist fire, prayer or feign death. Min Ch 15</td>
<td>May use whip</td>
</tr>
<tr>
<td>Csthenkes</td>
<td>Despair</td>
<td>N</td>
<td>Any</td>
<td>Only level 1 clerics</td>
<td></td>
</tr>
<tr>
<td>Dayleeh</td>
<td>Vigour</td>
<td>LN</td>
<td>Any L</td>
<td>Gain 1 point of constitution at 3/5/7/9 levels. Spend 4 hours every day in worship/training to gain spells (in addition to normal requirements)</td>
<td>Leather armour only, no shields</td>
</tr>
<tr>
<td>Fealans</td>
<td>Pretty Things</td>
<td>N</td>
<td>Any</td>
<td>Must have been at least T3 before converting to cleric. Gain all detect spells one level earlier than usual</td>
<td></td>
</tr>
<tr>
<td>Grea</td>
<td>Dissimbling</td>
<td>CG</td>
<td>Any C</td>
<td>Immune to detect lie. Gain change self at 3rd, misdirection at 5th, nondetection at 7th level. Learn these as normal. May not use augury, commune, divination, true seeing or know alignment</td>
<td></td>
</tr>
<tr>
<td>Green Man</td>
<td>Growth + Abundance</td>
<td>N</td>
<td>Any N</td>
<td>Must become moderately intoxicated before acquiring spells</td>
<td></td>
</tr>
<tr>
<td>Grunnundergron</td>
<td>Dwarfen God of Mining</td>
<td>C</td>
<td>Any</td>
<td>Dwarves only — no special abilities</td>
<td>May use pick</td>
</tr>
<tr>
<td>Hrea</td>
<td>Dissimbling</td>
<td>CN</td>
<td>Any E</td>
<td>See Grea</td>
<td></td>
</tr>
<tr>
<td>Mielsen</td>
<td>Romance</td>
<td>CG</td>
<td>Any non-E</td>
<td>No cure spells, gain detect/dispel spells 1 level earlier. Non-combative. If forced, fight at -5, lose all spells until forgiven</td>
<td></td>
</tr>
<tr>
<td>Onjura</td>
<td>Mourning</td>
<td>N</td>
<td>Any N</td>
<td>No cures, resurrection or light (darkness is available).</td>
<td>May use edged weapons</td>
</tr>
<tr>
<td>Pharastus</td>
<td>Death</td>
<td>CE</td>
<td>CE</td>
<td>Turn paladins 2 levels better than normal. No cures or resurrection. When fighting at 4hp or lower, enter 'death frenzy' and fight on for 1-4 rounds at 2 attacks per round</td>
<td></td>
</tr>
<tr>
<td>Rissinis</td>
<td>Fishing</td>
<td>N</td>
<td>Any</td>
<td>Cannot locate object through earth or rock. No stone tell or earthquake</td>
<td>May use trident</td>
</tr>
<tr>
<td>Saith</td>
<td>Vengeance</td>
<td>LG</td>
<td>LG</td>
<td>No raise dead, resurrection, regenerate or atonement. Cure disease as paladins upon reaching C3. Get quest as 3rd level spell</td>
<td></td>
</tr>
<tr>
<td>Tarmanel</td>
<td>Sky, air + weather</td>
<td>NG</td>
<td>Any non-E</td>
<td>No stone tell or earthquake. No locate object through earth/rock. Only 1st &amp; 2nd level spells when out of sight of sky. Gain powers once per day as spells: feather fall at 3rd, fly at 6th, control weather at 11th level. No dwavres or gnomes</td>
<td></td>
</tr>
<tr>
<td>Trea</td>
<td>Dissimbling</td>
<td>CE</td>
<td>Any C</td>
<td>See Grea</td>
<td></td>
</tr>
<tr>
<td>Urrumaa</td>
<td>Memory</td>
<td>N</td>
<td>Any</td>
<td>When 5th level may repeat any 1st or 2nd level spell already cast</td>
<td>Use swords only; non-intelligent</td>
</tr>
<tr>
<td>Valbury</td>
<td>Swords</td>
<td>N</td>
<td>Any L or N</td>
<td>Minimum D 15. No spiritual hammer, all other spells gained 1 level later</td>
<td></td>
</tr>
</tbody>
</table>

Alignments Note: All alignments are in Advanced terms. Basic players should assign appropriate alignments to the table above.

Abex/Sritina — god/goddess of charisma and dominance
Formerly a deity worshipped by sahuagin; now 'borrowed' by certain men. Followers can be of any alignment but are normally fighters. This god values worship through deeds; the more others fear the clerics (all LE, Ch 15+), the higher they are in the god's esteem. Abex/Sritina never interferes directly, but can offer advice on the best route to power. This must be obeyed or the god will slay the follower without a second thought. Always appears in male form (Abex) to females and in female form (Sritina) to males.

Csthenkes — god of despair
Only those without hope turn to this god of pessimism and defeat. The clerics who serve him give up all hope of worldly wealth, achievement or progression and so remain forever at first level. Csthenkes never interferes in the prime material plane and when those whose final hour has some turn to him, he will accept their homage but do nothing. These clerics are known as Csthenkes, after their god, and thus avoid the dangers of the human chaotic alignment.

Dayleeh — god of vigour
Dayleeh is worshipped in the civilized fleshpots of the Domains. Clerics value physical prowess and achievement as much as spirituality. Throughout the Domains, many Circuses and Arenas are dedicated to Dayleeh and those who compete there make ritual obeisance. Despite neutral alignment, Dayleeh ruthlessly demands that all clerics adhere rigidly to their regimen of physical activity. Even when adventuring, clerics of this god must put aside the required time to earn their daily spells.

Fealans — god of pretty things
By implication, also a god of thieves. Fealans is a great meddler in the affairs of Pelinore at a trivial level, appearing as a child or magpie. Followers are normally neutral in some respect — Fealans is not an extremist. They can be detected through their habit of carrying a painted tile along with a likeness of a gem or some similarly valuable item.
Temples are normally small. Although a target for other thieves and the authorities due to reputation for great wealth, they usually hold little of value as donations are spirited away to some secret location. This gives them a facade of huge hidden treasures.

Clerics must once have been thieves. They disdain all armour and most other forms of clothing. Believers eschew all weapons except—in extremis—daggers (of the best possible quality).

**Grea, Hrea and Trea— the dissemblers**

Grea is the White Lie. She lies for fear that truth will hurt the hearer; she is invoked by lovers and others in matters of the heart. She is the patron, however temporary, of those who lie to help their fellow.

Hrea is the Grey Lie. She tells untruths and spins a web of deceit and illusion for no reason. She is capable of facing her lies with a smile and a dash of truth to give them substance. Hrea is far from malicious; she is simply indifferent to the fate of her fictions. Hrea is the sister invoked by magicians, poets or playwrights. She is also, as mistress of illusions, increasing her power in suitable company for illusionists and diplomats, indeed all those who lie by not revealing the whole truth.

Trea is the Black Lie. She lies to cause pain and deceive for ill purposes. She is involved in war spies, diplomats, lawyers, the guilty and the cruel. Those who lie out of habit are thralls of Trea. Because of her slender body, few know their captor.

The sisters are unable to distinguish truth from falsehood even where it stings them in the face. The sisters have a unified clergy, who profess to follow all three equally, though each wears the colours of their chosen Mistress of Untruth. Naturally, the Temples emphasize the worship of Grea and Hrea, but their sisters have other places—places at the heart of the Temple of the Lie and all lies.

Their temples thrive in a modest way as almost everyone tells lies— and feels the need to make donations so these are never discovered.

**The Green Man—god of growth and abundance**

The Green Man concerns himself with the plants and creatures of the natural, mundane world. He is interested in the produce of nature, especially that used in the making of beers, ales and wines. He is reflected by his symphony of the finest ale. He projects many guises (gardeners, brewers, peasants, etc.) for his dealings with mortals amongst whom he favours the simple folk of the countryside. Known by many regional names (the Green Man, Barleycorn and Mother Nature’s Son are but three), he is called upon by passing and small visitors, dependent on the whims of nature to increase their crops and to help them celebrate harvests in the manner that only he can.

His love of living creatures is broadcast by his songs. Many and beautiful are they! These songs are his peculiar magic and he uses them to influence the growth of crops and produce. Even more, the Green Man is never found without a song on his lips and never without one in his heart.

The Green Man has few permanent worshippers. Some, however, choose him as his patron deity, although he takes little interest in them and only influence the sphere of natural abundance. His clerics must become moderate drinkers before sleeping to retain their spells. Many druids respect him.

**Grunnulderon—dwarvish god of mining**

Grunnulderon is the god of dwarves who look for safety in the mines. Although he has never been given much responsibility for all mining activities by his followers, his origins were much more specific. He was originally the deity of gold, who taught dwarves to mine gold and fell through the underside of the earth.

**Mielson—god/goddess of romance**

Mielson has temples in every major town or city and occasionally in unexpected locations. These temples are the temples of open gardens festooned with flowers and shady walkways, often with a complicated maze leading to the shrine. Worshippers are expected to bring something of beauty as a lover’s token: a painting, fine fabrics or jewels are most usual. Clerics perform marriages, birth ceremonies and record oaths. They also brew love philtres, but only to administer to two willing parties.

**Onjura— the Weeper, goddess of mourning (and departures)**

Onjura is not a goddess of death, nor is she connected with the afterlife. It is her function to watch over the journey of the soul from the world to its final destination, wherever that may be. Onjura is also the goddess of mourning. Although she gives no comfort, save the knowledge that the dead will be cared for in the afterlife.

Onjura’s clerics officiate at funerals (usually in addition to clerics of whatever god the deceased worshipped) and gather temple funds in payment for their services at this ceremony. Servants of Onjura dig graves and maintain graveyards and extract a toll from relatives for doing so. They also act as "professional mourners" when required, weeping and wailing over the corpse. It is unusual for walls to include a small sum set aside for this and it is believed that for truly massive donations Onjura’s clerics will provide surrogate wives, husbands and concubines to be thrown onto funeral pyres, if this is required.

Onjura is often invoked before taking leave on journeys. Small statuettes of the goddess may be placed at the mouths of harbours, next to outside gates or doors, or on headlands (where she can watch the departing ship for the longest period).

**Pharastus—god of death**

As god of death and all things evil associated with death, Pharastus is not worshipped publicly at all. Indeed, were it not for his aeons old hatred of Tarnemel, his influence might never have arisen above the low murmurings of his evil associates. As it is, the persecution of Tarnemel’s priests, Pharastus is not only well known as the god of killing, murder, mutilation and mayhem, but his name has become synonymous with all of these things.

He does not mind proselytizing this god and no cleric will ever confess to following him. However, secret evil shrines exist throughout Pelinore and it is safe to assume that any town of any size will have some vile reminder of this deity.

**Rissinis—god of fishing**

Worshipped widely throughout the Domains, Rissinis intervenes most regularly to save the lives of worshippers threatened by bad weather or other misfortune while fishing at sea. Clerics are drawn from the ranks of the saved, and operate a simple religion based on the observance of obscure rituals rather than spell-casting.

**Saith the Protector—vengeance-giver of law**

Saith is a violent god at times, but compassionate. In his aspect as a war god, he is favoured by paladins, who make up the bulk of his followers. In his peace aspect, he is a healer, especially of plague and pestilence: a bringer of plenty after famine; the end of pain and strife... The common populace often turn to Saith for deliverance in times of siege or plague.

Their clerics who follow Saith are men and women of scrupulously lawful and good nature. They are the ones who serve the god in his peaceful aspects, bringing succour to those who suffer—and collecting tithe for doing so. The warlike aspects of Saith are served by paladins, for whom his vengeance taking on the forces of evil are seen as the perfect, albeit law-abiding, model for paladin-like behaviour. Nevertheless, such actions must always be just and needful, not simply gratuitous and wanton destruction.

**Tarmenel-god of the sky**

Tarmenel, who holds sway over the sky and thereby the quality of air that is breathed and the weather that controls so much of life, is a god known throughout Pelinore. In the days long before history, there was a tacit agreement between the gods not to interfere with the prime material plane, but Tarmenel could not resist aiding a particular idyllic group of sheep-herders to a position of authority and power. Albeit this power was benign, the other gods did not approve. Only Pharastus dared intervene and he made it his business to wreak havoc wherever Tarmenel’s influence stood. Eventually Tarmenel withdrew from daily involvement, but his message has thrived and lived on. Many look to Tarmenel for aid, not least those who depend upon the weather (adventurers and sailors, in particular), for success.

**Urrumaa—god of memory**

Urrumaa, although famed throughout the Domains and beyond, is still with many followers but almost no clerics, shrines or temples. As a god of memory he is frequently called upon, but rarely worshipped.

Some say he is the father of the gods but others deny this, fervently maintaining that ‘She’ is their mother. Whatever the truth, Urrumaa is considered ancient, even amongst those to whom age is almost meaningless.

Urrumaa has never interfered on the prime material plane.

**Valburge—god of swords**

Valburge is the god of swordsmiths and sword users, although rarely worshipped to the exclusion of other gods by his followers. He is, however, invoked by many of those involved in the manufacture of weaponry and armour, whether to lend his strength to what is being made (in the case of swords) or to withhold his vengeance from those who dare to create an evil weapon. Together, most sword users invoke Valburge, and are both swordsmiths and sword users, and thus invoke the god to protect them, to set up private shrines where they worship and dedicate swords to him. Usually, they periodically alter weapons of some type. These shrines also provide protection for their residences in the form of skilled and armed swordsmen, and training for all those wishing to worship and donate riches. The clerics are well respected by most secular authorities for they do not proselytize, but do provide a solid military cadre and weaponsmiths.

Valburge’s clerics hold meetings to be especially holy and will pay good prices for meteorites, as the iron in them is often of the finest quality and the ‘skymetal’ is believed to have fallen from Valburge’s own anvil.
Tellhalter

Of all the towns and villages in Cerwyn, Tellhalter is the most removed. In fact, it is dubious if it is in Cerwyn, since it is a self-governing Free Town beyond the recognised boundary of the Countess' authority.

But for adventurers, Tellhalter acts like a magnet. Barely two leagues away is the road that leads from Wibold to the Cerbell Pass and thence to the Steppes — as clear a route to fame and fortune as one could ever find. Somewhere in the mountains above the pass is the fabulous City of the Mages — so one might say. There are no maps, nor records to show what might be found in the forested peaks, not a morning’s ride away...

Tellhalter is an adventurer’s town where danger lurks in every street and no-one is to be trusted. So few of the inhabitants have any regular form of income, that from the moment newcomers set foot within the walls, every possession must be guarded.

The Village

Tellhalter is a fortress, built in the time of the Empire of Almete, and its black walls are centuries old. It perches on the saddle of a narrow pass, on an ill-kept path. One gate breaches the wall, and a further bastion guards the bridge across the moat. Once, 20,000 men — or others — were quartered here, but there are only 300 inhabitants now, mostly humans. All of the buildings are made of the same black stone as the walls, dragged from who knows where. The dominant feature is a huge block building, with a slender tower rising into the sky, whilst no other building rises higher than two storeys. The rest of the fortress is occupied by the places of domestic buildings the current citizens inhabit. The orderly plan is marred only in the Gate Quarter, where extensive damage has been shoddily repaired. In this area are a few inns and businesses. Other areas are claimed by individuals or adventurer parties, squabbling over precedence. The atmosphere is sullen and foreboding.

People

Although the population is nominally 350, since at least 200 of these are of the adventuring persuasion, as many as 100 can be out of town at any time. The DM should record the comings and goings of those adventurers the PCs have dealings with, but should make it very difficult for the PCs to discover that information. Tellhalter is a very secretive place and one with no police or militia.

Money changes hands grudgingly in the fortress, and there is little outward show of wealth. The traders charge extortionate amounts for every necessity (five times the listed amounts), but the shops and stalls see customers rarely. Freshly returned adventurers may have a large cache of money, but it will be difficult to spot.

Among the leading lights of Tellhalter are a number of NPC parties. The DM should encourage the players to believe that their characters will be in competition with these for what commissioned work there might be — and that there might be times when they will be hired by opposing sides in a dispute. Life comes cheaply in a place such as this.

CT1 The Temple of Mordrenn: Everyone in Tellhalter visits this place eventually; it is the only public temple in the fortress. The huge Hall behind the main doors is three storeys high, and from galleries at the top there are access stairways to the tower, where only the priests of Mordrenn may tread. There are 19 priests (C9, C7, 2x C6, C5, 3x C3, 10x C1; all C6; plate and shortswords; spells as standard — emphasis on defensive, reversed curative and those that allow them to move unnoticed and take prisoners) besides Sairin. Only the 9th-, 7th- and 1st-level clerics are active adventurers, out 30% of the time. The 9th-level clerics officiate at the Ceremony of Servitude on each Avan-day, and all the clerics perform the necessary devotional duties.

Mordrenn is an ancient deity from the time of the Almete Empire, wherein he was a God of Love — known romantically as the Heart God. The cult died out, but Sairin has revived it, twisting it to her own purposes. When she discovered the temple, she believed Mordrenn required the sacrifice of young men and women, to obtain their hearts. This has diverted Mordrenn himself, without followers he knows he could no longer manifest himself in physical form. He scoursthe streets of Tellhalter in the guise of an old man (CT8b) looking for a cleric who might restore the true nature of his religion; he promises very little in return, hoping to find someone who will help him in the name of love.

For now, Sairin’s is the only openly-opining religion in Tellhalter. She maintains that she is Priestess for a deity worshipped in Kosre whose province is reincarnation. There are few who doubt her. Most of the victims she requires are brought in secretly by her acolytes who prey on the hamlets of eastern Cerwyn; but when short, she has been known to pluck victims from the very streets of the fortress...
CT1a Sairin Vertrille; High Priestess of the God Mordrann
F, C16; CE; AC -1; hp 68/64; S 15, W 15, D 15, C 14; uses matched shortswords +3; plate mail +4; helm of teleportation; ring of invisibility; Hand of Mordrann.

When he last saw her, no-one knows. In fact, she is 45 years old—though she was born at the very death of the Almate Empire! She was magically suspected by the clerics of a Religion of Warriors and Death and was only restored by the intervention of another cleric. Corvet of the Glaive, some twenty summers ago. He is now dead, and the secret died with him. He left Sairin behind, dwelling in the tower above the disused temple, where she discovered manuscripts relating to Mordrann that allowed her to commence her evil religion. Now, all she lives for is the opportunity to extend her dominion. Any attempt by a cleric to find another religion, or to restore Mordrann to his true faith, will be met with all the resources at her command.

Sairin uses her two matched, magical shortswords with great skill, although she is not genuinely two-handed. The Hand of Mordrann is an amulet and she compiled the god to fashioning. It is a glove of silting steel that stores a staggering amount of electrical power. If she lays hands upon another being, they will take 8d8 points of electrical damage; the glove may also be 'fired' as a wand of lightning three times a day, or at will on Avann-day. Only Sairin may wear it. Any other use of the glove does not take a shandwr of the entire power of the glove—180d8. After such an occurrence the glove will be powerless until the next Avann-day; only Mordrann may alter its power.

CT2 Cord's Home: A part of one simple plaza houses one of the more famous sons of Corwyn, Cord of Dahn. An adventurer for 40 years, he was the leader of the famous Red Gauntlets, a band that roamed the Domains. His home is poorly furnished and offers barely 130gp in treasure, although there are ten locked, trapped chests around the building, testimony to former grandeur. All are now empty.

CT2a Cord of Dahn: Adventurer
M, F16/R16; LG; AC -1; hp 60/74; C 16 (6), Ch 17; uses longsword +5/Holy Avenger longsword, a crosbow +2 and a shield +3 (Adventurers only; spells memorised usually curative, defensive and animal-related).

Cord is virtually impoverished. Having accumulated wealth estimated at over a million gold pieces in a long career, he retired, passing most of his magical goods to trusted lieutenants. Then, a terribleness nearby slew him, and only a sense of curiosity has held the till. Herein, Cord left weakened, so that for every hour spent adventuring he will lose one point of constitution, down to a minimum of 6. He has come to Tellhalter to reform the Red Gauntlets, and will recruit any willing lawful PCs. However, he aims high, and already one group of seventeen-level adventurers has fallen to this side. He will extract an oath of loyalty from all who join him; who knows to what adventure it will lead them.

CT3 The Corin: A network of allies near the Gate Quarter. An independent Thieves' Guild, brought together, is hidden here, among the semi-destroyed buildings. The blocks are riddled by tunnels, secret doors and underground passages that only Jarda knows completely. Trying to track down an individual could be next to impossible. About 30 Thieves live here, in near poverty, drawn by the lure of easy pickings on the frontier. Each will be T1-4, AC 4, equipped with throwing daggers and shortswords.

CT3a Jarda Whitehand; Thieves' Guildmaster; M, T16; CN; 110, AC 4; hp 64/62; D16; uses shortbow and poisoned dagger
Jarda is using Tellhalter and the thieves who dwell there as part of his design to become a great Guildmaster in the City League. Whilst maintaining an air of incompetence and poverty, he has located a vault, hidden in a maze of tunnels below the Inn of White Bills, and known to him alone. There he stores the loot he has accumulated—a staggering haul of gold, jewels, magical weapons and magic poisons, platinum and gems, and a number of art treasures which might double that sum. The vault is so well hidden and defended that no-one has ever managed to penetrate it, Jarda trusts nobody. One additional quirk in his nature is that he also has a weakness in magic, and will never employ magical items against even his worst enemies.

CT3b Shmetting; Jarda's lieutenant
M, T10/A10; NE; AC 1; hp 40/40; S 17, D 17, Ch 17; uses black-bladed blade of wondrous +1, wears leather armour +4
Shmetting is a frightening individual, utterly immoral. He is Jarda's assassin, and kills without compunction. He has no motive in staying in Tellhalter—he is not enjoying any of Jarda's wealth—but since he gets so many opportunities to practice his art, he has never thought of leaving. Any threat the PCs pose to Jarda, and Shmetting will begin his work.

CT3c Croan; Fence
M, F3/R3; N; AC 9; hp 12; wears helm of teleportation
Croan appears to be independent of Jarda's Guild, but is utterly under his control; this half-forgotten life is being held by a confidant of Jarda's in the League. It is through Croan that Jarda accumulates his wealth. The fence is a skilled manipulator of men, and pits individual party members against each other. Thus he will offer one 1000gp for an item worth three times as much, but with the bonus that he will tell the rest of the party that the item is next to worthless. He then takes the items and sells them in the League, and brings the money back to Jarda. This journey occurs every month, and is made in the greatest of secrecy.

CT4 Cartennsen's Plaza: Even by Tellhalter standards, the goings-on in this part of the fortress are shrouded in secrecy. Those watching the building at night have noted strange smells upon the air and lights in the sky. Most people avoid the place.

CT4a Cartennsen; Wizard
F, MU16/L; LN; AC 2, hp 46,18; wears bracers of defence AC 2, uses wand of fireballs/wand of fire (8 charges), medallion of ESP 30
Cartennsen gave up active adventuring five years ago, to take up experimentation in enchantment. One particular experiment has gone dreadfully wrong, and a ferocious demon is now contained within a chamber, held only by Cartennsen's magicks. While she has little difficulty in keeping the demon contained under normal circumstances, on approximately one night in ten it tries to break free, and she has to fight it. If anything happens to break her concentration on such a night...

CT5 The Plaza of the Medusa Legionnaires: This house one of the NPC adventurer parties inhabiting Tellhalter. T Legionnaires are a noisy, quarrelsome group of chaos, not particularly malicious, who use the fortress as a base. They will only be in residence 20% of the time, and will be a variety of wounds and ailments when at home. They rarely have any money, even after adventures; their first port of call is always Alnedius' (CT7). When first encountered, the party consists of F6, C5, M5, F-MU4, F4, T4, C4 and F3 — there is a 50% chance of 1-3 of them failing to return from one of their forays.

CT6 The Patricians: A tiresome bunch of neutrals, much deplored by over-ambition. They are in residence just 10% of the time, and have another home in the City League. They are more inclined to be evil than the Legionnaires, but are more successful in holding onto their money. They might have d100 x 100gp in their block at any one time, although their enormous appetite for fine wines usually evaporates whatever money they do find. The party currently consists of T8, F7, F7, C6/D6, but they could easily just fail to return to one of their forays.

CT7 Alnedius' Club: A squalid gambling den, inn and bordello, where the rowdy adventurers of Tellhalter generate the only truly regular income. Alnedius' Prices are 5x normal, and the quality is lousy; but it's the only game in town.

CT7a Alnedius: Club-owner
M; T6; N; AC 5; hp 18/24; D 17; uses poisoned daggers, poisoned swords or just poisons the wine...

Alnedius doesn't intend to stay in Tellhalter long. With the money he raises, he can buy a club in High Lygol or even the League, and be respectable. For now, he just sits back and rakes it in. The club has been robbed every week or so for the last ten years, but he doesn't mind... his three savage guard dogs have killed two men for every gold piece that has ever been taken.

CT8 The Gate Quarter: Food, drink and most perishables can be bought from the stalls in the market, but at 5x times normal prices. All other goods can be imported at double the cost again. These factors combined with the reduced number of the traders of Tellhalter unless the Bayards are desperately eager, and why lastency is the cause of more money circulating than trade. There will be 1-6 traders, 2-12 T1-2s and 5-8 beggars here at any time.

CT8a The Old Man/Malsen; drayl
M, Fr; AC 10; hp 1; S 4; Ch 4; no visible weapons or means of defence
The only way Malsen can manifest himself upon this plane is in the guise of a pathetically weak, diseased old man. He waits in the Gate Quarter for newcomers, and will beg clerics for aid, along with three or four other beggars, he doesn't want money though. Instead he will beg them to restore the true religion of Malsen. He will, if anyone will listen, relate the story of the malicious twist the worship of Malsen has taken; everything, in fact, but his true nature. Should anyone mistreat him, he will appear again the first time that person is alone, and lay a curse. The person then will be left with an effective charisma of 3, surely to be reviled by everyone and everything until the inevitable end.
History

1283 years ago: The valley was colonised by dwarves. Defensive walls were built and the dwarves began diggings in the hard gristones.

137 years ago: The dwarves sold Burghalter to a human merchant after a phryic victory in the Sarpas Mountains depleted their numbers. The merchant sealed up the caverns and built an inn. The property changed hands five occasions in the next forty years.

96 years ago: The Burghalter Inn was destroyed by giants, acting as mercenaries for a third party, who also cut off all traffic along the Ainsdale-Varpath road. One year later the giants' contract was completed and they moved on, and at some stage in the next three or four years, Burghalter was taken over by a dark and evil Rakshasa cult. They re-opened the caverns with humanoid slave labour and extended them into a major complex over the next decade, finding traces of ancient workings below the surface of the valley.

8 years ago: Jelima Ganz, a good priestess of Amaras in the County of Bereduth, was kidnapped, transported to Burghalter and sacrificed.

7 years ago: Jelima's husband, Varlin, and his adventuring colleagues destroyed the Cult in a mission of vengeance. The Cult Temple was razed and the caverns cleared. Varlin decided to set up permanent residence here and re-named the village Jelima.

6 years ago: Varlin and a cleric named Soulm consecrated the former Great Hall of the Dwarves as a temple. The community expanded as halfling farmers arrived, and a new inn was opened on the original site to replace the one which was destroyed. The old quarry was screened from the rest of the valley by trees.

3 years ago: A silvery mallorn sapling was found in the northern half of the valley. 30 Elves, to whom the mallorn is sacred, leased the land from Varlin and his adventurous colleagues.

6 months ago: Varlin and Soulm commenced work on a new temple.

DM's Notes: The new name of the village, Jelima, has not stuck among the population of Cerwyn as a whole; the DM should only describe the village thus when the PCs are actually present there. Note also that the details of the Rakshasa Cult should not be made known to the players, who should instead be informed of the popular belief that the giants were defeated by Varlin. There is ample opportunity for the players to discover the remnants of this cult if they choose to explore the caverns.
The Valley

The valley lies among the foothills of the Saraph Mountains, between the Vassarpath-Arnniel road and the Black Lygol river gorges. The sides of the valley are steep but by no means unclimbable by unarmoured characters.

The woodland is mostly oak and ash, and the soil is well drained by a network of rivulets and the drainage schemes of the halfling farmers. The roads are log roads, 8-9 feet wide, except for the road from the entrance to the Rear Fort, which is 12 feet wide.

CB1 The Woods: These cover the valley on the western side. Here live 30 adult elves, tending the mallorn at the centre of the site.

CB1a Lagonituire; Elven Priest; M: G7; N: CG; hp 27/34; Ch 16

Lagonituire is the only elf regularly seen by the rest of the community of Burghalter, as he buys their food and arranges whatever else they need. No one outside of the elves knows the set-up in the woods; in fact Lagonituire and his fellows receive a regular secret donation of silver from an outside source to maintain the mallorn and to be ready to take over the valley should the humans ever choose to leave. It would be a matter of great concern to the elves if human habitation were greatly extended in the valley.

CB2 Farmland: The halflings have cleared the woodland and now have good, fertile soil producing abundant goods under their care.

CB3 The Lake: A dwarf-built dam pens the many streams through the valley and the resulting lake has been stocked with fish.

CB4 Sealed Tunnel Entrance: Leads to the underground complex, but has been sealed by a solid stone wall.

CB5 Northern Tunnel Entrance: The trees cut from the southern end of the valley are stored here, cut to mature for the roof of the new temple. Beyond, the tunnels are sealed with stone walls.

CB6 Southern Tunnel Entrance: Many of the areas behind this entrance were in use as dwelling places while houses were being constructed. Two people still live here. Immediately behind the entrance is the former Dwarven Great Hall, now a temple to Tarmaniel (see IMAGINE magazine, +26).

CB6a Reeni Tayar; Priestess; F: CS; N: CG; hp 21/27

Reeni looks after the underground temple and handles routine services while Soliem sees to the building of the new temple. She is popular and well-known throughout Burghalter, and is married to the quarry foreman, Latel.

CB6b Latel Tayar; Quarry Foreman; M: F2; N: NG; hp 8

Latel is a Bereduthan, and deeply suspicious of those citizens of Burghalter who hail from other lands.

The Village

CB7 Gatehouse: Ten F1-2 mercenaries on long-time contracts watch the main entrance to the valley. They wear chain, and carry shields, shortbows and broadswords.

CB8 Quarry Barracks: Five F1-2 mercenaries watch over the quarry. They can be alerted from the Rear Fort in time of danger. They are armed as above (CB7).

CB9 Rear Fort: Five F1-2 mercenaries watch the Black Lygol gorge from here. The narrow gate guards a flimsy drawbridge. The stream from the valley flows through an iron grille.

CB10 Burghalter Inn: The Inn has high-quality rooms for merchants and other passers-by at 3gp per night, and common rooms for guards, teamsters, etc at 5gp a night.

CB10a Megart Joniker; Inn Manager; M: Fr 3; N: hp 9

Megart is the third son of a noble who was implicated in a plot against the Katar of the City League by the Knights Ocular, but who was lynched by a mob before his trial. Megart and his brothers were strapped of titles and wealth and exiled. He came to Burghalter by chance, and agreed to work for Varlin — purely because, as a Bereduthan, Varlin was unlikely to care a fig for the justice of the City League. He hopes to raise some money to clear his father's name — and is fiddling the books. His birthright makes him rather aloof.

CB10b Falli; Chambermaid; F: Fo/NM; hp 3;

Falli is attractive but very withdrawn. She alone knows all about Megart, including his thefts, but she is in love with him and says nothing. As one of only two unattached women in the valley (the other is one of the mercenary guards), Falli attracts plenty of attention from the guards and others, although she rejects them all.

CB11 Temple under construction: The vaults and foundations have been excavated and work is in progress on the walls. This temple will be dedicated to Tarmaniel. It is impressive enough already to hint at great wealth.

CB12 Stables: There is room for up to 40 horses, although only two berths will be occupied. The standard charge is 4gp per night, but Yarred can spot adventurers a mile off and hikes the price up to 2sp.

CB12a ‘No-nose’ Yarred; Teamster, Stable Manager; M: Fr 1; N: hp 4

Yarred is a half orc who lost the tip of his nose to a warhorse. He claims to have been raised by pegasi, though most people scoff; however, he is very capable of raising and training pegasi, and would do so at the right price.

CB13 Workers’ Houses: The large house in each group is a communal dwelling for unmarried men. Varlin and the others have failed to recruit many married workers; consequently, after being paid the men often go off to Arnniel, where they are becoming known as a rowdy nuisance.

CB14 Soliem’s House: Endor and Castilfo Soliem’s home is set back amongst the trees. Endor is a central figure in Burghalter, and his wife Castilfo is a qualified engineer who is supervising his grandiose plans for the temple. She is, however, house-bound after an accident that has left her crippled, and is very unlikely to be encountered by PCs, even if they call at the Soliem household.

CB14a Endor Soliem; Cleric adventurer (part-retired); M: C10; N: CG; hp 51/61; W 17, C 16

Wears harshly-cut, old grey suit — a unique magical item which becomes plate mail +2 when a command word is spoken. Also has (Basic): ring of protection +1; Advanced: cloak of protection +1. Uses fiarl +3 if expecting trouble, staff +1 otherwise. Also owns (Basic): wand of cold (20 charges), flying carpet, and cloak of soothing. Also of magic missives (24 charges, 8 pots of Nolzor’s Marvellous Pigments), various scrolls and potions of his own making, and a special salve that inbites a person’s scent for 2-8 hours. Usually curative, defensive and at least one high level offensive spell memorised.

Endor Soliem is aloof to strangers, allowing only his true friends to see his sensitive real self. Still enjoys battle-practice, but his burning ambition is to see the temple completed — it has cost him nearly every gp he ever had.

CB15 Ganz’ House: An effusive house, open and cheerful suit the owner. Varlin still has some adventuring wealth about the place, although he spends it quickly. One secret panel contains his dead wife’s jewels (10 pieces, total value 30,000gp), another contains a bag of diamond dust (value 1500gp) and Bereduthan coin to the value of 14,000gp. The panels are trapped with (Basic): an explosive trap doing 1-8 damage, Advanced: glyphs of warding. Wages for the temple construction workers are kept in a locked chest, and consist of 1200gp in silver and gold coin. A book in the chest shows that there should be 3220gp present, but 3000gp was stolen from this chest recently, and Varlin has been able to replace just 1000gp from his own resources.

CB15a Varlin Ganz; Cleric adventurer; M: C9; N: CG; hp 37/44; W 16

Wears clerical robes or plate mail +1. Uses hismmer’s mace or club +1. Also owns boots of levitation, rod of cancellation, potion of speed, scroll of remove curse, raise dead. (Basic): purify food and water, curewound; Advanced: purify food and drink, heal.

Varlin is normally curative and offensive spells memorised. Although a spendthrift and a happy-go-lucky type, Varlin’s nature is clouded by the Obsession he has with turning Burghalter into a monument for his lost wife. He still goes out adventuring, and might join a suitable party of PCs if approached. However, he has something of a hidden deathwish, and might prove to be as much of a liability as a help. Something which some people might find odd is that Varlin — and not Endor Soliem — runs Burghalter, despite the fact that Soliem is of a higher rank in the church of Tarmaniel. This is because Endor considers ‘civil’ work beneath him and has ‘delegated’ the responsibility.
CB16 Halfling Homes: These dwellings are built into the hillsides, and provide homes for the young halfling community who farm the southern half of the valley.

CB16a Cholorodyen; Farmer (thief); M: T4; N/CN: 117; hp 10
Cholorodyen (pronounced ‘Chorodyen’ around the village) is a member of a Thieves’ Guild based in the few City of Cervyn. He has arrived here to report on events around the valley, particularly on the arrival of religious relics for the new temple. He has one spectacular theft to his credit — he recently removed 3000gp from Varlin’s home which the adventurer has never announced as stolen…. The money is buried behind his home.

CB17 Byloff’s House; a plain building with a slender tower. Tobek and Lana’s 6 children can normally be seen playing outside.

CB17a Tobek Byloff; Fighter adventurer; M: F8; N/C:G; S: 15; hp 32/40
Wears lots of frits, face and bright colours — or grim plate mail +2. Carries shield +1. Normally armed with bastard sword +3, also owns longbow +2. Has (Basic; ring of X-ray vision, boots of travelling and leaping, Advanced; ring of ultravision, boots of striding and leaping) and a rare magical item fashioned from a unicorn’s horn that causes poisoned liquids to foam.
Tobek is an optimistic dandy and wine connoisseur, who tends to run roughshod over other people when involved in an adventure or when they are dealing with his wife. He and Lana are virtually estranged.

CB17b Lana Byloff; Magician adventurer; M: U8; N/NG: S: 6, I16, D: 7; hp 24
Wears lots of frits, face and bright colours — or grim plate mail +2. Carries cloak. Advanced; cloak of protection +2 fastened with silver spiderbrooch with watery opal eyes (Basic; talisman of elemental travel, Advanced; periapt of wound closure). Carries dagger +1. Also owns wand of fear, wand of illusion, bracers of defence ACS, (Basic; ring of water walking, Advanced; ring of water breathing, rod of cancellation, potion of dimunition, and several scrolls of her own devising. Unless prepared, normally has few spells memorised except those necessary for her researches.
Lana has been working on various aspects of magical research, which has estranged her from her family. On the last adventure she undertook with Varlin and the others, she was very nearly killed when charmed by a vampire. Quite weak herself, she has been trying to enchant some gems so that they would make the bearer impervious to all charm attempts, but has failed so far.

CB18 Toreau’s House; A small house compared to the other adventurers’, since Ardiske and Ildros don’t care much for visitors.

CB18a Ardiske ‘Red Hand’ Toreau; Fighter adventurer; F: F10; N/C:G; hp 53/64
Scruffy clothes or plate mail +1 and shield +2. Uses battleaxe +1 or longsword +2. Also owns rings of (Basic; safety, quickness, Advanced; feather fall, warmth). djinni summoning and fire resistance (the first two) as dwarf ring cloak (Basic; displacer cloak). He has a noted historian in Xir, he now acts as Burghalter’s record keeper. In his small office in the Inn, there is a huge map of all the surrounding wilderness, right up to the edge of the Steppe country. He will make accurate, smaller copies for 80gp each.

CB18b Ildros Toreau, aka Thorn of Xir; Historian; M: Fr 5; N/CN: 118; hp 17
Ildros is the son of the magic-user under whom Lana served her apprenticeship. He is a noted historian in Xir, he now acts as Burghalter’s record keeper. In his small office in the Inn, there is a huge map of all the surrounding wilderness, right up to the edge of the Steppe country. He will make accurate, smaller copies for 80gp each.

The Politics
Nominally, Burghalter owes allegiance to the High Steward of the County of Cervyn, Jeorge Fardwarm. However, the village is beyond the recognized boundaries of the County, and as such is merely a trading partner covered by certain guarantees of military assistance. In return, Varlin and Solem have paid a large sum of money to Fardwarm for the right to establish their temple here. Varlin is also secretly negotiating to have Burghalter officially recognised as a part of Cervyn and for at least half the garrison of Arncastle to be moved here, offering his services as a mercenary to extend Cervyn influence further south and east.
In view of this, any enlargement would be available to adventurers willing to journey into the wilderness, although Varlin would not reveal the full extent of his plans to just anyone.
Varlin’s imaginative and expansionist plans will inevitably cause problems as both the inhabitants of Burghalter and nearby towns and communities realise the full implications of what he has in mind. He is quite aware that the merchants who use Burghalter will support his plans, as they would look forward to the increase in revenues that a garrison would bring.
On the other hand, Varlin knows that the dwarves of Vasparth will be concerned that the garrison be seen as approaching their independent town. Although he has had little contact with the barbarian tribes of the Steppe (and those cultures no-one knows of, which lie beyond), they are hardly likely to be pleased if they perceive even a small authority like Cervyn extending its borders in their direction. Further, Varlin suspects, quite rightly, that the citizens of Arncastle will also be upset if they lose all or part of the revenues that the garrison has brought, along with the protection it has afforded them and their prestigious position as an honoured outpost of the County. He is completely unaware of the fact that some of the bitterest rivals to his plans will be his fellow adventurers, who have helped establish his position of authority within the town, and who use it as a base for their explorations into the mountains and steppe. They value the fact that Burghalter owes allegiance to no-one, and are keen to make sure that no outside power comes to assert its grip on their ‘little town’.
Lastly, the elves have their own secret ambitions for the valley where the Mallorn grows, hoping that one day it will be a shrine held by them alone; Varlin’s plans can hardly be said to lie in with this hope.

Plotlines
Apart from becoming involved in the high politics of Burghalter, PCs can find plenty of other ways of interfering in the daily lives of these interesting people:

1. Sooner or later, Megart (CB10a) is bound either to make a mistake, or to decide that he has enough money to return to the League, and Varlin will discover that the Inn’s books have been cooked. Perhaps Falle will feel rejected once again and want to give him away. But what will Varlin do, given that he has also been robbed at home. Just to save face, the cleric might be looking for someone who could track Megart down, and exact some sort of punishment, without anyone else knowing.

2. A stranger arrives, and three days later Megart is either dead, or begging the PCs for help. Who is the stranger, and how does he threaten the Inn Manager? Megart’s brothers or the Knights Ocular might be the source of more trouble than anyone suspects…

3. Varlin finds cash running low, and is desperate to find the money that was stolen before. Who can he turn to but a party of outsiders?

4. Tobek and Lana part company. No one need get involved in their domestic quarrel, of course, but a charismatic figure might suddenly find himself the centre of her attentions. And Lana has something to offer the right man — the gems of charm protection that have been the centre of her researches for the last year. All Lana wants is protection, but it is not unlikely that she might become infatuated with a male PC who paid her the right kind of compliments. Whatever the truth of the matter, Tobek is going to fight back, and then Ardiske is going to seize his chance to get her revenge for that amazing defeat over the ring. Varlin and Endor Solem will try to stop Ardiske from getting involved, as well as dropping heavy hints to the effect (or totally innocent) that it is time to move on… but Ardiske has a terrible anger and the mercenaries on her side. Burghalter might erupt in civil war — with the PCs in the middle.

And if that little lot doesn’t convince you that Burghalter should become a tourist resort for your weary party, then turn overleaf, and find out what is happening under the surface.
Rakshasa Cult

For many years, Burghalter and its environs were dominated by the evil minions of a cult that worshipped the dreadled (and, some say, mythical) Rakshasa. These horrid beasts are rumoured to be able to appear in any form in order to cause victims to relax for the fateful second which seals their doom — and guarantees the Rakshasa a tasty meal. It is unclear why anyone should choose to house or accompany such creatures, although such acolytes can be of use to the Rakshasa, the monster recognizes allegiance to no-one and these same acolytes could one day follow the same path as the other unfortunate victims of the cult.

It was an enormous relief, therefore, to a village who have suffered so much. The cult of the Rakshasa was vanquished and driven from the district.

Since the coming of Varlin and his adventuring colleagues, life has returned to what passes for normal in this part of the world — so much so that even the occasional disappearance of a member of a passing caravan or group of villagers seems not to be noticed.

These disappearances are signs that the time of the Rakshasa has not entirely passed. The remnants of the cult — which was crushingly defeated by Varlin — fled deep underground into passages and caves beneath the village that even the dwarves would have found difficult. They may be wasting their strength in their underground lairs, but the village folk are no longer terrorized by their memory of the cult.

DM's Notes

There are no maps of the Rakshasa cult’s lair, as it is made up of a tortuous network of cracks, tunnels, caves and underground rivers, far beneath the surface. Access to this network can be gained by the backs of the caves in the Burghalter valley (assuming the obstruction can be cleared without the interruption of investigating Burghalter cultists and their allies). The PCs will likely find that your PCs have already cleared the way down through the ancient temple to Tarmelorn. A fourth entry point, the new temple, is built in the middle of the village.

The senior engineer, Castello Solem, and the two clerics, Endor Solis, and Varlin Ganz, know that the temple is too high in the air to be used by those who live in the heart of the village. The temple is a shrine to the Rakshasa cult and it is a place where the Rakshasa can be put to rest.

And in this new centre of evil, they will find another shrine, built to honour something even more foul and horrific than the Rakshasa! Just what this thing is, the GM will have to think of — preferably in daylight.

As for the only mildly terrorizing members of the cult, there are listed below. Morale: -2 when surrounded. The cultists are the remnants of the cult.

These are men and women of advancing years, long-staved of daylight. If desired, the GM could arrange for the party to meet one of the Rakshasa themselves, in which case those playing in a D&D campaign should treat this monster as the equivalent of an 18th level fighter with polymorph abilities. Their only weapons are magical spells (levels 1-3), and can cast illusions at will, is immune to all spells of less than 7th level, and takes no damage from any but the most magical of weapons.

CB19a The Besotted One; Chief Acolyte

This poor creature has long since forgotten his name, his past, why he came to be here or indeed anything that is outside his total adoration of the Rakshasa. Words like ‘depraved’ or ‘evil’ are almost meaningless when considering the complete control the monsters have over his mind and actions. Suffice it to say that he is too proud of the beasts, and will stop at nothing to lead the unwary or the weak to be eaten by them. If that is not possible, he will sacrifice his life to try and stray intruders — and it would be preferable to be slain rather than be taken alive.

CB19b Reena; Acolyte/Servant

Reena has embraced the cult wholeheartedly since being captured. She was once a second-attractive woman, but the cult has left her in the demise of a many a hot-blooded male, and thus she was most useful to the Rakshasa. In her later years, this has been replaced by a ruthless spite. Although she is as much of a cipher as the Besotted One — devoting her time to capturing innocents for her masters — she is more likely to flee if cornered. She is mus of a cult members though, she will be a formidable fighter.

CB20a The Red Finger

Hidden on the cliffs above the village is an outcrop of strangely-coloured rock that juts into mid-air at an impossible angle, where it catches the rays of the rising and setting sun. These morning and evening rays enhance the rock’s rich red colour, so that it almost seems to glow.

This geological accident has stirred religious thoughts in many and various ways, and it has become a site of some religious significance for groups of gnomes and dwarves, who have seen it as a representation of the powers that control the earth. Similarly, many monsters have seen some significance in it that might not be immediately clear to men. In any case, the Red Finger is a site of no little ironic, for it is the Red Finger which marks the furthest boundary of the raiding grounds of the barbarians from the Steeples. If it were not for this marker, the wild horsemen from beyond the Sarpah Mountains would have brought fire and ruin to the County of Cervyn even more often.

Pirates come from strange, far off places to enjoy the Red Finger, and the people of Burghalter will often direct strangers to it, assuming that it is the cause of their visit, even though they pay it very little heed themselves.

DM’s Notes

The truth of the matter is that the rock is made of solid iron, and as such will have a very powerful effect on any use of materials nearby that might be influenced by such a large source of ferrous metal. Of course, it is possible that this monument to evil has been used as an artifact, in which case you should feel free to replace the material with whatever might have an effect on — say — spellcasters...

It is naturally quite likely that rumors of this strange landmark will circulate from Burghalter, and that it might be possible to use the Red Finger as a means for getting the players to this part of Cervyn in the first place.

CB20a Far Sighted Gaspar; Harmit, Iuratic

May use any illusion type spell in Basic

This rock is guarded by an old gnome illusionist called Gaspar. He is highly intelligent and completely insane, although in a perfectly harmless manner. He lives a peaceful way of life. His only companion is an enchanted stick of clay pipe. He has a tradition of solitude and a strong dislike of intruders.

CB20b Crothone Bear; Tribesman

These bears are masters of camouflage, and it is possible that the PCs will notice them while they are at the rock. However, if they do anything that causes the rock’s glow to fail — blowing it to atoms might have the effect — the PCs will hear the howling war-cry of the Bears, and Crothone and his fellows will be off to test their powers on the good men. Alternatively, if the PCs were wandering around the mountains about the Red Finger, the Bears might attack them or spring a few traps, just to waylaid another away day.

Crothone is accompanied by 30 Bear tribesmen and women (F1-4/ B1-4, AC 2-4, hp 7/21-110; bow, ax, dagger) who will follow his orders without fail unless they would offend the honour of the clan.
One Fine Day in the Middle of the Night

by Paul Emsley

This module is suitable for use with either the DUNGEONS & DRAGONS® or ADVANCED DUNGEONS & DRAGONS® games. Set in the City League, part of IMAGINE magazine’s campaign world of Pelinore, it can instead be placed in any city setting of the Dungeon Master’s own devising.

STATISTICS

The format given below for statistics is the standard one used for all the major City League non-player characters (NPCs) who have appeared in IMAGINE magazine. Permission is granted to reproduce this information for personal use for those players who wish to store the campaign material.

Major Non-Player Characters

Whenever important NPCs are described in the text they will be given in a standard format. While all the statistics are for the D&D and AD&D games, the general information about each character will allow referees using other systems to quickly extrapolate the information required. Details of the characters will be presented as follows:

- Line 1: Identifying Number; Name; Gender; Class & Level; Alignment
- Line 2: Weapon; Armour class; HP
- Line 3: Race (immediately below ID number)
- Lines 4-10: Ability statistics in the form ‘S 17’, etc
- Lines 4-10: Indented from the statistics — details of character
  - appearance
  - occupation
  - characterizations
  - contacts

Wherever alternatives are given for a particular piece of information (eg hp 8/11) the D&D game statistics are shown before the slash and those for the AD&D game after.

Minor Non-Player Characters

Less important NPCs will be described merely by name and a few descriptive sentences. All such characters are NM/F0, hp 4 unless otherwise defined. It is possible that an otherwise unimportant NPC might become the centre of undue attention during the game, in which case the DM should add whatever statistics are required.

Abbreviations

In addition to the usual abbreviations used in NPC and creature statistics, the following will also be used:

For the AD&D game: Assassin; Acrobat; Barbarian; Bard; Cleric; Cavalier; Druid; Fighter; Freeman; Illusionist; Monk; Magic User; Paladin; Ranger; Thief.

For the D&D game (where these are different): Avenger; Dwarf; Elf; Vagabond; Knight; Normal Man.

Races (where not covered by the above): V2Elf; Gnome; Human; V2Orc.

Spellbooks

Magic-using NPCs’ spellbooks show level, followed in brackets by the spells as numbered in the relevant rule books. The spell will be marked with an asterisk if it is currently memorised; eg 1 (2, 3*) means that the MU has the first level spells numbered 2 and 3 in her spell book and that number 3 is currently memorised. Full spell memory may not be allocated to allow the DM some flexibility in this regard.
The Freeman or Freewoman

In the Pelinore campaign, a non-player character class has been created for use in towns and cities. Rather than have these populated by just a mixture of exotic adventurers and thousands of zero-level fighters (NM/FD), this class allows for the development of a great many people—merchants, functionaries, clerks, bankers, guildmen, and others. Note that this is not intended to be a class available to player-characters and, after a quick look, very few players would be that keen to join its ranks anyway.

Character Abilities

Abilities are rolled up as usual; these people are no more or less able than the average adventurer. In certain circumstances, the DM should reduce some ability scores to allow for the less-than-trainable nature of non-adventurous Freemen or Freewomen may have had.

Bonuses due to character abilities

Strength: No attack/damage bonuses, others normal Intelligence: Normal language bonuses Wisdom: Normal Saving Throw bonuses Dexterity: No missile bonuses, others normal Constitution: Ordinary (non-fighter) hit point bonuses Charisma: Normal

Character class details

Hit die type: d6 Max no of hit dice: 9 (1+1dp for each level above 9) Spell ability: nil Level limit: none Armour: any, but rarely worn Shield possible Weapons: any, but only ever proficient in one (5 non-proficiency penalty) Combat table: attack as magic users of equivalent level Oil? yes Poison? yes Racial restrictions: none

The level of a Freeman or Freewoman is not determined by experience points but by a combination of their wealth, age and influence. At 10th level Freemen and Freewomen become members of the nobility. Thus a simple bureaucrat who has been a journeman for a good while might find that he is suddenly a 10th level character. The same applies to Freewomen when they reach the same level. Freewomen and Freemen may eventually become the equals of their social station.

On the following table, some of those Freemen and women who have been detailed so far in the magazine are shown, with their profession and code number, to give an idea of how many various levels work:

Fr1: Maratar, Emanila, Jasmina and Last Hope Burwright (10d-g) Millers’ daughters; Countess Flavia of Corwin (aged 15)
Fr2: Hurnaker Scard (4a) Brewer; Samuel Evening (9b) Cook; Jan’nit Evening (9a) Stockwoman; Millippy Burwright (10b) Seamstress; Melom (23b) Peasant
Fr3: Mytilis Ep-Stein (2a) Apothecary, Link Pinthep (3b) Money collector for Travellers’ Shrine; Olvine Burwright (10c) Miller; Mailai Frith-Lorden (15b) Clerk; Dalief (15c) Assistant Clerk; Redbeam (15b) Cooper, I Namma, I Nennia (19c-d) Mumpers
Fr4: Celfie Burwright (11a) Ale house owner
Fr5: Jasper Burwright (10a) Miller; Aethelnon Verthill (21b) Asst. Arena manager; Matrexes de Regines (20c) Landowner
Fr6: Logolfe (19b) Tumbler
Fr7: Gilias Woldgry (15a) Magistrate; Estrellian (15h) Silversmith, Sir George Farrow, High Steward of Corwyn
Fr8: Maschie Burwright (9a) MU School Steward, One-eyed Sadfod (33k) Merchant Captain
Fr10: Ohme Parstle aka Lady Mireaux, Duchess of Falter (11h), Pablo Fangmeye (19a) Showman

DM’s INTRODUCTION

Access to copies of the relevant rule books is required and access to IMAGINE magazines #9 (p10, Law and Order) and #26 (p13 The Gods of Pelinore) will prove useful, but not essential to running the adventure. Note also that some PCs might have knowledge of the general background to this story before Isidus and Tarmenel, if they played in the module The Necklace of Littih (IMAGINE magazine, #20), or, alternatively that One Fine Day... might make an interesting introduction to that adventure.

Unlike many adventures, characters in One Fine Day... will succeed or fail almost regardless of their level or numbers. It is quite possible that a party of one, two or three, intelligently run, mid-level characters will have far greater success than a large group of all-powerful high level types. The Dungeon Master (DM) should read through the module before running it to decide whether it is suitable for the characters and players in his or her campaign.

Background

'Know thou, O Prince, that in ages past the priests of Pharastus (may their very shadows write in torment) hunted across the lands, slaying and reaping the clerics of Tarmenel, and others of purity and goodness. Pharastus (who should not be named in jest) exulted in the deeds of his faithful followers, foul, unnatural and criminal and they were.

'An old friend, O Mighty Prince, that, at the last, men turned their hands and swords against the accursed ones. The hidden temples of Pharastus were cast down into the dirt, their disgusting congregations transported into mean slavery and the unclean priests slain. And henceforward the lands of men knew peace and prosperity. The lights shone on the countries of your forefathers...'

'But also know, O Wise and Puissant Visitor, that still the foul worship of Pharanthus continues, hidden in darkness from the eyes of the just and noble...'

Thus spoke Iacub, 239th Guildmaster of Luminaries, and his words were recorded in the stupendously voluminous Words To A Visiting Prince (a first-edition copy of which exists in the Capitol library). The exact station of Iacub’s listener — and even his very existence — has become a subject of debate for scholars and speculations ever since the book came to light, some seven centuries ago. Iacub’s words are often quoted by ecclesiastical and secular authorities in suppressing the secret worship of Pharastus which continues to this day in many parts of Pelinore, including the City League.

Rendoulf Breeks, the owner of Djon Radreasan’s Apothecary in Piper’s Corner is, by appearances, a normal shopkeeper. Like most of his fellow traders in the Borough district of the City League, he seems worried about the fluctuations of trade, rising costs and lazy staff. However, unknown to anyone save his wife, Mosaissia, he is actually Angstear, Beloved of Pharastus, a cleric of the murderous cult.

Rendoulf/Angstear and Mosaissia carefully maintain a façade of respectability, despite the fact that customers are occasionally aided in obtaining the arms of the Judges by means to which Iacub himself might object. This is sometimes necessary, since the book came to light, some seven centuries ago. Iacub’s words are often quoted by ecclesiastical and secular authorities in suppressing the secret worship of Pharastus which continues to the present day in many parts of Pelinore, including the City League.

Rendoulf/Angstear has begun taking a variety of herb and drug preparations during ceremonies in honour of Pharastus. During the switching trances induced by these drugs Rendoulf/Angstear has been granted visions which have led him to new foundliness in the service of his god. At the urging of his hallucinations, he has hatched a scheme to corrupt a good man to the service of Pharastus, feeding the unfortunate victim with a mind-altering preparation that induces violent amnesiac fits. The potion was brewed, and a victim sought...

Sir Rubin Hewd was unfortunately enough to come to the attention of Rendoulf at the opportune moment. Sir Rubin, a fighting soldier, suffers from headaches when required to think about ideas beyond those normal to a soldier. Growing popular in the service of Nortus d’Erba, the Count of Bereduth, Sir Rubin has become a potential threat to some influential members of the family. Hence his presence in the City League (with his clerk, Gramor Melesa), overseeing negotiations with the Guilds of Butchers, Millers and Stulators, fixing the prices for Bereduth produce. Sir Rubin developed a persistent pain behind his left eye during the next negotiations, and, as he happened to be lodging at the Blue Phoenix Inn nearby, Rendoulf saw his chance and added a few extra ingredients to Sir Rubin’s tonic.

Three days later Sir Rubin was in the grip of a fever. Meraes sent for Rendoulf — as an old soldier he had seen physicians and surgeons in action. Rendoulf diagnosed Sir Rubin as choleric and a trifle melancholic, and stipulated complete rest, a diet of beans and garlic and regular doses of a potion of his own devising to cool the blood. The first
two parts of the treatment could be dealt with by the staff at the Blue Piper. Rendouff agreed to send Illuscasim, his apprentice, with the potion, each day at dusk. After giving Sir Rubin a dose of the potion and charging him 200gp, Rendouff left.

That very evening the hideously disfigured corpse of a young man was found in the alley by Piper's Theatre. At first it was thought that only a wild beast could have killed him in so savage a fashion, and Brendes Feergarl, the Bear-tamer, came under immediate suspicion or at least his bear did. Such suspicions were quickly allayed when Brendes and his bear were found similarly slain in the stables of Piper's Theatre two nights later. Over the next fortnight nine more corpses turned up in the immediate vicinity of Piper's Corner, all brutally murdered.

Sir Rubin, confined to his sick bed, heard of the murders and the lack of progress that the Borough District Militia and Guild Militias were making from his friend Merels. Aware that in his present weakened state he could not extend his protection to the terrorised community, he ordered Merels to sell his armour and offer the money, some 2000gp, as a reward for the capture of the murderer.

The murderer is closer than Sir Rubin realises, as it is he who is committing the crimes under the influence of Rendouff's potion. Rendouff has started reducing the concentration of the potion he is giving to Sir Rubin without reduction in its effects. Every other night after being dosed with Rendouff's 'cure', Sir Rubin rises from his sick bed, descends to the streets and stalks in search of lone victims. After battering the unfortunate person to death Sir Rubin returns to his bed and sleeps peacefully until morning. When he wakes he is utterly unaware of what he has done.

Time Scale of Events

4 years ago: Rendouff/Angstear purchases an equal share in the business of Dion Radrasen & Son, Apothecary, from Luchas Radrasen.
18 months ago: Luchas Radrasen dies after mistaking blackcurrants and deadly nightshade berries. A verdict of death by misadventure is returned by the District Court six months later.
5 months ago: Rumours that this is due to subsidence cause a drop in property values in the surrounding blocks. Rendouff/Angstear secretly constructs a small temple to Pharastus in his cellar.
4 years ago: Sir Rubin Hewd and Grame Merels take up lodgings in the Blue Piper while they conduct negotiations with various Guilds.
3 weeks ago: Sir Rubin taken ill. The murders begin. The killings continue at semi-random intervals as doses of Rendouff/Angstear's foul potion are administered to Sir Rubin.
5 days ago: A double killing. One is another in the series of savage attacks, the other is caused by a dagger wound in the back of the neck.

Involving the Player Characters

Exactly how the player characters become involved in One Fine Day... is a matter for the DM to decide. It is quite possible that the reward of 2000gp offered by Merels on behalf of Sir Rubin could bring the matter to their attention. But there are a number of other methods for getting players involved in (solving) the murders:

1. The PCs are walking back to their lodgings one foggy evening when they are unsuccessfully attacked by the murderer (Sir Rubin). In the confusion and the fog, Sir Rubin escapes.
2. Another murder is committed. The body is discovered and in the subsequent hue and cry for the Militia, suspicion falls on the only outsiders present: the player characters.
3. A previous contact, or a relative of a player character falls victim to the murderer, and his or her heirs ask the player characters for aid.
4. If the PCs are lodging at the Ford Inn in Westmeat Square, their first knowledge of the murder will be a visit by the Borough District Militia checking on the first victim, Hurer Gardille. This course allows the murders to be introduced and assume greater importance over a period of weeks as Hurer's killer is not brought to book.

The Victims

The victims are a somewhat mixed bag, slaughtered by Sir Rubin because they happened to be in the neighbourhood of Piper's Corner when he was under the influence of the potion. As such, they do not have anything in common to link them as a group, although appearances are deceptive...

Naturally, if the player characters decide to investigate any possible common factors among the victims in an attempt to trace the murderer, the DM should let them do so, and perhaps even throw in a few 'red herrings'. They will receive no information at all from the District Militia.

The exact timescale of the killings is left to the DM, to fit in with the general flow of the campaign, but they occurred in the following order:

1. Hurer Gardille, the son of a minor official in Borth, was a random killing. He was on his way back to his lodgings at the Ford Inn (5) from the Theatre (74) when Sir Rubin struck. Nobody at the Ford knows much about him, except that he was a 'nice young man'.
2. Brendes Feergail and his bear were in the employ of Augusteene Hammadrius, the actor-manager of Piper's Theatre. Their job was to entertain audiences before and after plays. They were both living in the stables of the theatre and Brendes kept himself to himself.
3. Juara Feergail (no relation) was the Master of Music at Piper's Theatre. He lived at the Blue Piper and liked his drink — local opinion had it that he was due to drown unless he fell from the minstrel's gallery of the theatre and drowned himself first. Popular character, no enemies.
4. Gurril was a random killing. A linkboy, he was waiting to light the way home for theatre-goers when he was killed. Something of an urchin, nobody in Piper's Corner knows where he lived.
5. B & Breda and Shae were two dancers from Piper's Theatre, where they were currently lodged. Killed on consecutive evenings, the bodies were not discovered for two days, so it was assumed that the girls were out with 'gentlemen friends'. None of their 'gentlemen friends' has come forward since the girls were killed.
6. Daniel Oppes was another apparently random victim. A scribe and occasional employee of Luchael Alumninor, the bookseller, he tended to spend many of his hours slumped over his cup at the Blue Piper or working in the shop, where Luchael allowed him to sleep. A drunk and wastrel with considerable (wasted) talent as a pen-man.
7. Soe, another dancer from Piper's Theatre, was killed at the stage door as she was going to fetch a jug of ale for Augusteene
When using the D&D game, treat drow as the functional equivalent of elves in most respects, save that they are as evil as most ordinary elves are good. Physically they are little different, except for their black skins and pale hair. Drow are extremely sensitive to light.

Mosaiche humiliated her clan by associating with Rendoul, a mere human, and the clan mothers exiled her. However, of the rivalry inherent in drow society, it was impossible that exposure of her indiscretion would become the strategy of another clan. The drow at the Blue Piper have come to kidnap Mosaiche, take her home and humiliate her—and by extension her clan. Any general according a public confession of her ‘degradation’.

The drow know she is married to a human who pretends to be a seller of herbs somewhere in the Borough. They do not yet know that her target is literally yards away, hampered as they are by their dislike of sunlight and difficulties of fitting into human society.

Their actions depend largely on those of the adventurers. They are sure Mosaiche will not cause trouble with less breeds, so if dealt with openly they will be co-operative, but not very informative. They know nothing of life in the League, and wish to know as little as possible about her clan. They want to know what damage they should assume they will do so for 3-4 days if the adventurers have not dealt with them by then—they will break into the Apothecary and kidnap her. The shop will then be fired and one of the males drow killed and boiled and presented to the drow society, as a sign of respect and recognition to provide the expected corpse.

The drow never use their names when outsiders are present, and always defer to the authority of Corenias.

The D&D game:

Coroiasia: AC 7, Efl 7, hp 25, MV 150’ (50’), #AT 1, D by weapon; Save as Efl +2; ML 12; AL LC, XOC 3000; The Drow will not cause trouble with less breeds, so if dealt with openly they will be co-operative, but not very informative. They know nothing of life in the League, and wish to know as little as possible about her clan. They don’t yet know that her target is literally yards away, hampered as they are by their dislike of sunlight and difficulties of fitting into human society.

Doriade, her sister: AC 5, Efl 5, hp 18; Approval: save vs poison at -4 or die in a finely wrought silver cage at her belt. Borendene, Disperen and Grene, the males: AC 5; Efl 2; hp 9, MV 12, (40’); #AT 1 or 2; D by weapon; Save as Efl +2; ML 12; AL C, XP 30, THACO 19; armed with daggers, shortswords and one-handed crossbows. Grene has the abilities of a Thief 5.

All drow can cast faerie fire (See Companion Rules), darkness, detect magic, know alignment and levitate. In addition, the females can cast clairvoyance, dispel magic and ESP.

When in bright light drow attack at -2, and suffer a -2 penalty to their saving throws against light-based spells.

The AD&D game:

Coroiasia: AC 7, MV 15’; HD 2; hp 30, #AT 1; D by weapon; SA spells (as MU 7) — affect normal fires, burning hands, feather fall, read magic, darkness 15’ radius, detect invisibility, invisibility, fireball, hold person, wall of fire, Int High; AL CE, Size M; xp 1140, THACO 13; armed with dagger and one-handed crossbow (see below).

Doriade, her sister: AC 5; MV 15’; HD 5; hp 25, #AT 1; D by weapon; SA Spells (as C5) — curse, cause light wounds, darkness, hold person, obscure alignment, silence 15’ radius, cause blindness, Int High; AL CE, Size M, xp 1450, THACO 15; armed with shortsword, shortswords and one-handed crossbows. Borendene, Disperen and Grene, the males: AC 5; MV 12; HD 2; hp 17 each, #AT 1 or 2; D by weapon; Int High; AL CE; Size M; xp 89 each; THACO 16; armed with daggers, shortswords and one-handed crossbows. Grene has the abilities of a Thief 5.

All drow can cast dancing lights, faerie fire, darkness, detect magic, know alignment and levitate. In addition the females can cast clairvoyance, suggest dispel magic, detect lie.
Drow crossbows have a range of 6' and fire bolts (D1-3) coated with a substance that causes those affected to fall unconscious. The weapons and equipment belonging to these drow have been away from the radiations of their caverns for too long and has lost its special properties. For the purposes of this adventure drow magic resistance is also assumed to be 'lost'. Finally, when in bright light drow attack at -2, and suffer a -2 penalty to their saving throws against light-based spells.

61 PIPER’S CORNER

All the identification numbers in the module are part of the City League numbering system, and references to people and places not detailed in this adventure can be found in previous issues of IMAGINE magazine. They are included so that the Piper’s Corner area may be used by DMs as a standard part of the City League before, during and after the murderous events of One Fine Day,... have run their course.

Piper’s Corner, so named because (according to the locals) several ogres (the number varies depending upon the teller) were charmed to sleep by the Piper, thus saving the area from a terrible fate. The status of the Piper and the Corner’s well form the social centres of the area, where neighbours meet to chew the fat (occasionally) row with each other and enjoy the irregular (but frequent) public holidays.

Piper’s Corner is a tightly knit community in the middle of the Boroughs. It is pleasantly sleepy for some of the day, but has a thriving afternoon and evening trade thanks to Piper’s Theatre. The houses are all spotless and well-maintained, with a general air of self-satisfied prosperity. Naturally, since the murders began the area has become somewhat quieter after dark, with few people venturing out unless they absolutely have to do so.

Normally, apart from people going to performances at Piper’s Theatre, the most noticeable presence on the streets is that of Kulig (61a) and his Borough (District) Militia, who are there to discourage pickpockets and other street criminals taking too close an interest in the audiences at Piper’s Theatre (74), and — of course — to try and halt the run of killings.

61a Boroughward Kulig: M, F4; L/LN shortsword, knobbed stick, AC 7, hp 18/22
H S 15 □ Short, very smart in Borough livery
I 14 □ Investigator and patrol leader
W 12 □ Honest, jovial, shrewd, ‘street cop’, very observant,
D 10 □ methodical investigator
C 13 □ Well known locally, but particularly friendly with Pip
Ch 16 □ Aleknight (63a) and Flinn (61b), having an affair with Xinthia (63c)

Kulig’s patrol is made up of 6 first level fighters (hp 7/9), who normally wear everyday clothes rather than District Militia livery.

61b Flinn: F, T2, N/NG two daggers, AC 5/6; hp 6/8
H S 12 □ ‘Tomboy’, scruffy jerkin over black leathers
I 14 □ Pickpocket and Militia informant
W 10 □ Streetwise teenage punk, but with a heart of gold
D 17 □ Friendly rivalry/co-operation with Kulig (61a) who never
C 12 □ punishes her when he catches her in other people’s
Ch 15 □ pockets; in return she passes on bits of little-little that she has
□ heard; knows everyone in the area (by sight), and
□ friendly with Joober (74b) and Notta (74d); hates Sivuanus
□ (74c) because of his treatment of Nette

62 Djon Radrasen’s Apothecary

Rendoulf Breeks stocks a wide range of herbs, spices, preserves, simples, medicinal preparations, comfits, tonics and coloured waters in this pleasant building. The Apothecary also stocks small quantities of the commoner herbs needed as spell components by wizards, as well as a discrete selection of so-called ‘recreational’ preparations.
Unknown to any in Piper's Corner, the cellar of the shop is no longer a storeroom, but a temple to Pharatus, where Rendouff/Angestra performs acts of illicit worship, with the connivance of Mosochie.

A thorough search will reveal a blue potion (the mind-altering drug). Rendouff will claim it is a tonic for reducing the heat of blood, although other apothecaries or herbalists are asked, they will not have heard of such a preparation. Anyone who drinks the potion will first collapse, then become violent for a period of 1-6 hours, then fall into a deep sleep. Afterwards — most worrying of all — the imbecile will remember nothing of what occurred while under the influence of the drug.

Rendouff/Angestra is willing to lay down his life, or anyone else's, for Pharatus. If anyone gets close to the truth about the murders, he will do whatever is necessary to silence them or make his escape.

62a Rendouff Breeks (Angestra); M; C9, G/CE

no weapon; AC 9/10; hp 28/38

Drow
H 10 Wears normal working clothes, leather apron, green hose
S 16 Owner of Djon Rodreisen's Apothecary, secret and fanatical cleric of Pharatus
W 18 Appears kind and slow witted, shy, cautious, and ruthless
C 12 Known by all inhabitants of Piper's Corner
Ch 11

62b Mosochie; F; E8/MUB-F4; G/CE

AC 3/10; hp 28/28

Drow
S 17 Only appears in public wearing a black yashmak; deep red tights
W 9 Wife of Angestra, former noblewoman
D 12 Foolish, headstrong, very violent
C 14 None in League, knows only Rendouff Angestra and
Ch 17 Ellumasia

Spells memorized:

D&D: 1 (1*, 2*, 6*, 9*, 11*)
AD&D: 1 (1, 3, 6, 12, 16*, 22, 30)
2 (1*, 5, 9, 10*, 11*)
3 (2*, 3, 6, 11*)
4 (1, 6*, 8*, 9*, 10*)

62c Ellumasia is Rendouff's apprentice and is infatuated with the mysterious Mosochie, to the point of killing Isben over a chance remark made about her. Mosochie and Rendouff know of the murder, but their devotion to Pharatus is such that they will say nothing about it.

63 The Blue Piper Inn

The Blue Piper is a homely and comfortable place, catering to theatre audiences and the locals alike. Because of its popularity with the slightly-better-off, prices for drinks, food and lodgings are between 150-200% of normal, with noticeable price rises coming into effect as Piper's Theatre (74) empties and the Inn takes over the custom.

63a 'Pip' Pere Aleknight; M; F3; L/LN

knobbled stick; AC 9/10; hp 11

V/E
S 12 Very smart, spotless apron over blue and yellow chequered I 15 Jerkin and hose
W 11 Innkeeper
D 13 Causiously bluff and hearty, seems much, says little
C 14 Well known among League landlords for his upwardly mobile personality
Ch 14 For a price, can provide information (MOSCHIE, 62b) in Piper's Corner; very friendly with Kulig (61a) and Angkuesten Hammardius (74a); dislikes Rendouff Breeks (62a) because the man is a quack.

63b-f Maerie, Xinthea and Dorn are the serving girls, professionally friendly, but vain creatures. Xinthea is very much in love with Kulig (61a) and jealous of his friendship with Flinn (61b). Perrin and Norbet are the cellarman and ostler respectively. Norbet was fond of Soe, Sir Rubin's victim, and he has taken to drinking too much since she was killed.

63g Sir Rubin Hewd; M; P9, L/LG

longsword +2; AC 3/9; hp 45/56

H 13 Tail and distinguished, but weary, fevered and bedridden
S 9 Liegeman to Count Norton d’Erbia of Bereuth
I 13 Loyal, honest and noble, terribly worried about the murders
W 14 Honest, good-looking, very different from his usual characteristics
D 13
C 18 Friendly with all at Blue Piper, particularly Grame Merels (63h); friendly with Rendouff (62a) and Ellumasia (62c) in the mistaken belief that they are helping him

The fact that Sir Rubin is ill is a clue that something is seriously wrong. Detect Lie and similar truth-finding spells will yield misleading results because Sir Rubin does not know that he is the killer (and it would be a harsh judge who condemned the man if all the facts were known).

If the adventurers have no luck in establishing that Sir Rubin is the murderer within two or three days, the DM should assume that he is given another dose of the potion and goes out hunting again. This time one of the NPCs sees a tall figure fleeing from the scene back towards the Blue Piper.

The DM should note that the drow described in The Plot Thickens occupy two adjacent rooms on the top floor of the Blue Piper Inn.

63h Grame Merels is F2, hp 6 and a half elf. Although giving the impression of an absent minded (somewhat untidy) school master, Grame is very sharp indeed. His only fault is that he tends to see the best in people rather than the truth.

64 The Stockbrokers

64a-c Yond Karryson and his son Witsul are both F4, hp 10 and dwarves. They make a handsome living out of trading in shares in various business ventures, specializing in high risk, high gain maritime projects. Customers buy shares in the various projects, speculating on the potential return from their investments while the Karrysons take a tithe as commission. James Panderry is F2, hp 7, their bookkeeper and junior partner, and he looks after the simple business of betting on horse and chariot races, the Arena, Guild elections, the outcome of court cases, who the Piper’s Corner murderer might be, etc. In fact, he is willing to offer odds on absolutely anything.

65 Provisioners

65a-b Dustine Scrammel sells every sort of fresh and preserved foodstuff that can be imagined during the morning. During the afternoon and evening she and her apprentice Malcom sell cooling drinks (mulled ale and wine in winter) and snacks to those visiting Piper's Theatre. They also have what they regard as an amusing sideline in that they supply old fruit and vegetables to theatre critics.

66 The Ink Shop

66a-b This rather small and less than imposing building is the home and shop of Corvelias of Xir and Greer, his dwarven colour-grinder, (both are F2, hp 6). Corvelias of Xir is very particular about whom he sells to, but his wares are the finest inks for all purposes, including many rare and exotic ones highly prized by magic users for their uses on scrolls and spell books. Greer is an expert on all such substances, and he and Corvelias will pay good prices for components of interesting magical inks.

The DM should note that Corvelias and Greer will be willing to talk about inks and their compounds and they will name drop shamelessly about the clients they have had (Brendoress the Puisant, Cerwyn, Master of Magics, for example) including, oddly enough, Rendouff Breeks (62a), who bought some very expensive ink used in spell books. Neither of the two has any idea why an apothecary like Rendouff should want such an exotic substance.

67 Bakery

67a-d Joseh Crimp and Ophue are, by their own admission, possibly the finest bakers and pemakats in the Bourgeois. Helped by their teenage twin sons Pyclet and Moupin, the couple have built up a thriving trade in midnight snacks for homeward-bound theatre-goers. Their most famous must-pie, the 'Crimp's Special', is uniquely regarded as unassailable in taste, although none has been able to extract the exact recipe — or even details of what meat is used.

Joseh and Ophue are especially friendly with Ales (73a) and Haran (73b); the couples often dine together at the bakery.

68 Blacksmith

68a-c Iron Tardy is a broad, handsome middle aged man with strong hands and a good eye for metal work. In addition to hoses, making tools and implements, and fine wrought iron work, he also turns out the occasional swordblade, just to keep his skill in trim — nothing fancy, but good, honest steel. Bregan Retvis does not want to be a blacksmith, but has little choice but to work out his indentured apprenticeship. Bregan would like to be an actor, but will settle for...
Crenafier keeps himself to himself, emerging from the shop only to buy herbal preparations and drugs from Rendouff Breys and food from Ducente Scrammel (65a). The source of his money (in fact, his life savings) is a subject of speculation amongst the other inhabitants of Piper’s Corner, as is his habit of spending most nights playing his lute while under the influence of the drugs from the Apothecary.

71 Silversmiths

71a-c Mardic, Cardine and Porecis are members of the Guild of Silversmiths, despite producing silver work only on commission and of a rather indifferent quality. The true skill of the three brothers (all are F4, hp 6) lies in the production of silver payment tokens (not true coins) for use by the journeymen and apprentices of various Guilds through the City. Most traders and merchants will only accept tokens from their own Guilds, which means that paying junior Guild members in this fashion keeps them permanently out-of-pocket and loyal to their Guild.

72 Booksellers

72a-b Although the building is outwardly unprepossessing, Luchael Allminor and his journeymen assistant Micraer run a well-organised and somewhat eclectic bookshop. Theatrical scripts (especially works by Augustksteen Hammersdrius) and sheet music form the main stock of the shop, but the two also have an interest in historical works and a collection of Illuminated抄本, some of which is contained in the store. Despite the fact that they are supposed to be running a shop, the two are inveterate collectors and will pay good prices for interesting works.

73 Barbers and Wigmakers

73a-c Alee and Hanar run a small hairdressers and wigmakers. Alee is a gipsy to those who are under his scissors (he will know 3-6 of the murder rubbish given above), but is a rather sinister figure at first sight with a long scar running down his face. This is a legacy of his younger days as a horse scavenger (F4, hp 16/20). Hanar and Nitil, the apprentice, make wigs from the good quality hair from the shop, and have a good sideline supplying costume wigs to theatricals such as Augustksteen Hammersdrius’ company and, more discreetly, to those who need a disguise—thieves, assassins, spics and spick, and so it is quietly rumoured, the Knights Occular.

Hanar often receives bundles of food from her farmer cousin from Hrump. She is in the habit of walking down to the bakery for Ouphe (67b) to cook, so there is some local speculation as to whether he is also in the sacks. The DM should feel free to encourage the adventurers in assuming that Alee, Hanar and the Crimps (67a-d) might be engaged in a Sweeney Todd-like enterprise, turning visitors to the barber’s shop into a variety of tasty pies...

74 Theatre

Piper’s Theatre is nowhere near the biggest or most imposing in the City League, but the quality of the dramatic productions put on under the auspices of Augustksteen Hammersdrius is of the highest. Low and high comedies and tragedies, concerts, farces and even extravaganzas such as masques have all been presented at one time or another, and Augustksteen Hammersdrius’ own Night of the Jewels, a comedy of errors set in a Thieves’ Guild, is still occasionally mentioned as one of the funniest plays in years.

Piper’s Theatre is small and intimate, with seating only for the selected few in the upper gallery and at the back. The main pit in front of the stage is an open area, where the most fashionable clearees go to see the latest productions (and well-loved favourites) and be seen. At the moment, performances are taking place to audiences of just a few dozen, the braves and the foolhardy — and the ghoulish who hope to see something more true to life enacted in the Theatre. The District Militiamen will be the most conspicuous members of the crowd.
These two are the only remaining actors in Piper’s Theatre, which is causing problems of an artistic nature to add to those of the more physical side. Augkeusthen has quickly written a play with just two characters about a dancer and the two men who pursue her. Only Augusteen and Jooble actually speak — Netta is merely seen dancing in the background. The irony of this performance is that the Thespian Guild is considering giving the play an award.

474c Sivanus the Magnificent: F; E1/ MU1; N/NE
dagger +1; AC 8/9; hp 4
E 10
I 16
W 12
D 15
C 14
Ch 16

- Fall, sinister, dresses in blacks and greys
- Echantress in charge of magical and theatrical effects
- Sultry, silent, uncertainty polite, hatred everyone, never uses a kind word when a cruel one will do; secretly approves of and even admires the murderer
- Knows Fiornirion (9b) and Dosper the True (3c) as they taught him magic, superficially friendly with the staff of Piper’s Theatre, currently lives with Netta (74d) at the theatre, but bears her cruelly, fascinated by Mosaique (62b) but even he doesn’t know why...

Spells memorized:
D&D: 1 (B, 9, 12*), AOD&D: 1 (1, 5, 22, 29*) plus cantrips (see IMAGINE magazines #8 & 9)

474d Netta: F; F1; N/NG
no weapon, AC 9/10; hp 2
H 12
I 9
W 9
D 17
C 9
Ch 15

- Very tall and very slender, wears gauzy dresses and silk scarfs
- Dancer
- A superb dancer, but a scared and nervous woman in the light of the fate of her four companions. Infatuated with Silvanus (74c), believes he will protect her from the murderers, and he will take her from this miserable place to dance for the Katz.
- Her parents live in High Lygole, and she has no close kin in the League, lives with Silvanus, occasionally ships away to the Cornucopia to watch people arriving.

Ending the Adventure

The exact end of the adventure is left largely to the discretion of the DM. Should Sir Rubin, Rendouli or Effluvix be uncovered as killers the DM can use the trial procedure described in Law and Order in IMAGINE magazine #19. Needless to say, a case of this complexity, and involving a foreign national, will be heard at the Court of Ten Thousand Ravens. It is also likely to be an epic, since the City League legal system is unlikely to be able to find Sir Rubin innocent of murder, nor Rendouli guilty of anything much beyond assault. Several of the City’s religious orders will probably be queuing up to try Rendouli for blasphemy however, and since there is a chance he could face a murder charge on the strength of his conspiracy (being a servant of Phantasus could make him technically guilty), the whole thing will end up in a hopeless legal spiral, like so many other cases, while Rendouli and Sir Rubin languish in jail. This offers a number of possibilities for the PCs — releasing Sir Rubin as a sign of their good nature, or because of a healthy bribe from Bereduth, or releasing Rendouli into the hands of the church of Tarmonel.

Whatever the outcome of his trial (should he be caught), Sir Rubin, noble and true to the last, will instruct Grame Merels to pay the reward to his captors. Rendouli / Aningmar will be the closest considerably less charitable about the whole affair, swearing eternal vengeance upon everyone involved. Whether this external vengeance has any tangible form is for the DM to decide...

As for Effluvix, the poor devil will probably confess and end up facing banishment, slavery, imprisonment or perhaps death in the Arena. His last gesture as a free man might be to offer his life savings — at best 30-40gp — to anyone who will look after Mosaique, or recover her from the hands of her enemies amongst the drow.

CREDITS

Design: Paul Emsley
Development: Mike Brunton
Cartography: Keith Cooper
Art: Tim Sell

IMAGINE magazine, June 1505
The Nature of the Gods

The articles in #23 on The Big Wide World and #26, The Gods of Pelinore showed something of the nature of the world, its gods and religions. DMs running high-level campaigns, or campaigns with a strong religious flavour might want more detail, and this section completes our coverage of the subject... for now.

Pelinore as a physical place exists in a near-void. Beyond the Rim, existence has no meaning. Individual DMs should interpret this in any way they choose, for some high-level campaigns might wish to make it void the source of extra dimensional or temporal adventures. But whatever is beyond the edge of the world, that is where the Immortals came from, attracted to Pelinore because of its physical reality. The Gods are immortals, because nothing can ever happen to their 'true selves', those Gods who suffer 'death' while meditating in Pelinore merely return to the void and continue as before.

The Gods were initially quite powerless to act in this new world, except to use it as a place for their own encounters of love and hate, but it proved possible for them to do much more once intelligent beings began to believe in them. At this point, they became deities as we think of them, able to alter physical reality, either directly, or through their servants. Each took an aspect; the sky, war, love, weather — many aspects proving popular, and being duplicated. The Gods worshipped in the Domains are merely the strongest in that part of Pelinore, where they are worshipped by believers and clerics. Elsewhere, there might be another sky-God than Tamranel, and should the worship of a God wane, that God will become steadily less powerful to do anything about it (as in the case of Malsenn, #26, Teilhalter).

It is through the influence of Gods that Pelinore has become the way it is. Individual Gods find it difficult to hold large numbers of followers over vast tracts of land. Thus Gods, and therefore religions, temples and clerics, tend to be concentrated in specific places. Where a particular God, or group of Gods, are particularly influential, such a place can take on the 'character' of the deity concerned; thus the Theocratic principalities, ruled by deities of Lawful/Lawful Good alignment, are an area where acts of Chaos just do not occur. There are many other areas of an 'extreme' nature, and, of course, there is constant struggle between the Gods for supremacy. As already been seen, in the Domains, and even beyond Beruedeth, the greatest of these struggles is between Tarmanel and Pharastus, but there are many others.

All this poses one question for player character clerics: how do they get their spells? Spells can still be treated as power granted to the most loyal servants of a deity to further that deity's objectives. That power will still be available, even when clerics are far from home, unless they are in a place completely dominated by a differing alignment. Otherwise, the only difference is that it will be virtually impossible to find a temple or clerics of your religion. Other clerics, worshipping a God of the same aspect and alignment as yours, might help, or they might think your God was trying to make a take-over bid!

The Story of the Gods

In the early days of Time, the God Urrumaa moved Hubwards from the Rim. Coming as far Hubwards as he dared — the powers of Gods are lessened close to Worldheart — he found the area now known as the Domains sparsely populated by Gods. Only the ancient deity who appeared as the Green Man and Gnome-God Maggirummar were in the area, but many Humans were moving in at the same time. Urrumaa, probably with a mate, produced two children: a daughter Ledieli, whom he placed in charge of the laws of humans, and a son, Catenhens, whom he made responsible for their freedoms. Since the humans seemed to need something to follow, this, he believed, would provide it for them.

But this wasn't enough for the humans. They needed more than just laws and freedom, so from the Gods of Ontaladur and the Splintered Lands Urrumaa found a God of Love, Mordrenn, to marry Ledieli, and a Goddess of War, Keisha, to marry Catenhens, and represent the other concerns of mortal life. Mordrenn and Ledieli had two children, again one boy and one girl. Eldest was the girl, Ferrana, who learned both the parents' skills and by tempering Law with Love became the Goddess of Judgement. Their son Valburc was apprenticed to Maggirummar to bring the Humans and Gnomes closer together, and from this apprenticeship Valburc became a great swordsmith.

Keisha and Catenhens had three sons. The eldest, Tarmelien, became the God of the Sky and married the beautiful Ferrana. Together, they had one son, Rissin, who took over the responsibility for the weather over the sea from his father. The middle son, Sath, studied his mother's arts of war but rejected his father's belief in the importance of freedom, choosing instead the path of discipline. Their third son, Pharastus, was annoyed at the popularity of his brothers and lack of any clear area of responsibility for him to take on, and he grew up bitter and vengeful. He began associating with non-humans and their Gods the Orcs and Giants. Seeing that Pharastus was unhappy, his parents went back to Keisha's skin for a suitable bride, a beautiful Sea Goddess called Onjura. For a while, Pharastus was happy, and the world was a rich and peaceful place, and during this time Pharastus and Onjura produced one child, who was later to become the Forgotten God.

Onjura's arrival was ultimately to change both the Gods and World. The seas around the Domains were the province of a sahuagin God now known to humans as Axer/Sritianna. The sea-elf worshippers who followed Onjura to the Domains found themselves in a bad position — although the sahuagins were not unfriendly, they would not allow the sea-elves to move into their territory. Incident followed incident, and gradually relationships deteriorated, until the sahuagins and sea-elves were at war, killing each other whenever they got the chance — a war which is still going on. Onjura appealed for help for her worshippers from the other Gods, but only Pharastus made any real effort to help her, and he had few worshippers. The other Gods pointed out that their followers were helpless beneath the water, so Onjura's elves died. The former bright, happy sea-Goddess became a grim, unhappy deity mourning her losses.

Enraged by what he saw as their callous abandonment of the elves, Pharastus decided to revenge himself on the other Gods by calling upon the worshippers of his friends to attack the human lands. Many and great were the battles of that era, and they were not all in the World! Hardest hit were Ledieli (who had said 'They are in the wrong, they are invading the sahuagin lands') and Maggirummar (whose followers occupied the lands most desired by the Orcs and Giants), both of whom were so weakened by the rush of sneak attacks on their worshippers that the combined might of Pharastus and the Orc and Giant gods was enough to vanquish them. The defeat of these two caused the rest of the Gods to unite to crush the rebelling, although not all of them joined in wholeheartedly: Keisha assisted both sides by spreading rumours, both true and false, and advice on battle-tactics; Catenhens, seeing civil war between his sons, was unsure of what to do, and stood by and dithered; and, of course, no-one knows which side the Forgotten God was on.
Gradually, painfully, the Gods crushed their foes, reversing themselves on the Orc and Giant gods and doing their best to devise some way of killing Phaerun. The Gods are not only no threat to the Gods of the Orcs and Giants have re-emerged, probably through the persistence of their followers; but they now confine their affairs to those of the non-human deities who have their own petty squabbles. It is a measure of the frustration and anger of the alliance they even attempted the impossible — the killing of a God. Keishia argued for banishment instead, and so it was that Pharastus was sent to Shadowland, the lands of the Dead. Frustrated at his survival, the other gods turned on Keishia and, as appropriate punishment, tore her into three parts, so that in future the confusion and consternation in the heavens would not disgruntle (although the effect of this on her powers meant that it wouldn’t really matter which side she was on). The three resulting entities, Grea, Hrea, and Trea, were each impregnated to prevent them re-fusing.

Mordrann, severely weakened by the loss of most of his clerics (who shared the temples of Ledeli) was confused in mortal minds with the image of Ledeli, whose strict regimentation and desire for human sacrifices did not merge well with a god of Love, so lovers sacrificed to the kinder Fianna, and ultimately to Mielen, but the remnants of Mordrann’s cult lasted until the fall of the Aiteme Empire a mere 1400 years ago. Cethkenhas, now confused and weary, had been deserted by most of his worshippers, who had turned to the other Gods to find some more positive leadership than “Do as you feel is right”. He decided that nothing was worth the effort it took, nothing can be achieved without discipline, but the sole purpose of discipline is to gain freedom, which is the antithesis of discipline... He became the deity of despair.

Ledeli’s position as spiritual leader of the disciplined, uncaring humans was taken by Abez the sahugin god, although diverting his attention to do so allowed the last remnants of Onjura’s Sea-Elves to entrain and hold out long enough to get the population back up to a viable level.

Valbure was possibly the least affected of the Gods, coming through the Godswar without damage. As one of the Gods who beat Keisha, he fathered Fealans on Grea. Similarly, although more hurt by the fight against his brother, Tarmenel was not seriously damaged and fathered Mielen on Trea.

Fianna’s losses through the Godswar were mostly made up for by extra support she gained from mortal lovers after the War, and was able to support her husband’s recovery through this extra strength.

Saith, leader of the Gods’ forces (he had to prove himself — like Pharastus he had no area of responsibility, he was “just another warrior-god”) found himself the deity responsible for Vengeance, his few remaining worshippers all good, powerful warriors and clerics. So he decreed that his followers should be as highly trained as possible, and the setting up of Schools of the Warrior Acts for all his worshippers endemic. He also placed himself above the gods and worshippers. His son by Beth Dayleth, was inspired by his example and has followed in setting up rigid regimes for his worshippers to follow.

Onjura, without banishment but able to reach Shadowland because of her psychic links with Pharastus, now acts as her embittered husband’s contact with the Gods and mortals, and on her travels to visit him she accompanies the souls of the Dead through the perils of the Planes Between. As such, she is worshipped by all those who have lost a loved one, despite her connections with the god of Death.

Knowledge of the non-humans and their deities has never been sure and their origins are obscure. Some scholars tell the following tale: the races of Gnomes, Orcs, and Giants, left without Gods watching over them for a time and starting from small, scattered populatations, diverged widely. The Gnomes in the mountains became taller, stronger and more fierce, and developed into the race known as dwarves, those in the lowlands became smaller and more peaceful, becoming the halflings we know so well, and the Gnomes in the hills, in contact with both other races and strange, wild races, they have become the halflings as they were to this day. Similarly, the Orcs diverged into the now familiar humanoid races, goblins, ogres, and so on — but not kobolds, who are descended from some of Abez’s sahugin cut off from the order by Way of Nature. Giants deviated more than the Giant races know today. These new races have developed new gods that stand alongside the old. Most of these cannot stand comparison with the real Gods, of course, with the exception, perhaps, of the dwarf-God Grunnundergon who was the Net-God before the Godswar and was chosen by the new deities of the mountains. Of course, the idea of the races being linked in this way is the purest obsession to any member of the races concerned, so it’s not advisable to repeat this theory in public!

The History of the Godswar allows us to understand many of the attitudes of the cults in the Domains. As an example, we will take the Lady Fianna, since she will be unfamiliar to many of you, who have spent your lives in the Country of Cerwyn. As we have seen, she is the daughter of Ledeli and Mordrann, taking some of the attributes of each in her position as Goddess of Judgement, tempering a strict interpretation of the Law with the mitigating circumstances of Love. She takes after her father more than her mother, being generous and good. Indeed, until she trained Mielen to take over the position she succeeded her father as Goddess of Love for a while. Her training of Mielen to take over the role was her own idea: she felt that a God of Love should not have militarised followers, but as Goddess of Judgement she needed the power to back up her judgement. She also instilled in him an abhorrence of conflict, for he was destined to forever be the enforcer violent — she had seen the effect on Mordrann of his followers going into battle and wanted to spare Mielen that pain. The temples and priests of Mielen rely on the warriors of the cults she has been able to persuade to support her. Saith’s paladins, Tarmenel’s warriors, and of course her own.

These are the deities with whom she is on the best terms, and her followers are under instruction to help the cults in any way they can without asking payment, the importance of solidarity between the Gods having been partially learned in the Godswar. The same injunction applies to Mielen’s cult, obviously, and her own son Rissonn’s followers. On the contrary, followers of Abez or Pharastus or the humanoid-gods are fair game. By siding with the god-killers they have, she feels, judged themselves. But followers of Onjura, who nowadays are limited to a few Chas who don’t worship the newer sea-gods, are able to be of help, for they are the victims as much as anyone, since their only fault was that their ancestors followed their deity to her new home, even though that home was someone else’s territory. This is the best example of the tempering of Law with Love she represents, as reflected in the Holy Symbol, of a set of scales, with a Book of Law exactly balancing the heart.

This idea that Law is not absolute, incidentally, is the reason that the worship of Abez has been suppressed and people are able to enforce. After all, her priests can claim help from those of her husband Tarmenel, and her other allies, and it is impossible to tell what is going on in private services in the Temples and, just to add insult, Tarmanel’s Temple Without Doors which dominates the City League’s skyline is topped by the Hand of Fianna above the Floor of Judgement.

Fianna

Chaotic Good Goddess of Judgement. Clerics may be male or female, human or half-elf, and must have a charisma of 12+. They may only reach 5th level if they have Cha 15+, in which case they gain one point of charisma at 5th level. Likewise, they must have Cha 18- to reach 9th level, when they gain another point (this can put their charisma up to 20, even 21 if a tome of leadership & influence has been used). The year’s major ceremonies are on the Equinoxes. Detect lie is a third level spell (undetectable lie is still fourth).

The Gods and Their Followers

In Pelinore, where the Gods themselves need followers if they are to exist, the choices PCs make when they are considering which to follow matter a great deal. The clerics of each deity are expected to ‘recruit’ followers at every opportunity, and PC clerics should never miss an opportunity to show the local populace just how wonderful their deity is. There are three types of worship. Believers merely accept that the God exists; typical believers in the god Fealans would make a small donation at a temple in return for the good fortune that brought them some little treasure. Naturally, it is possible for an individual to believe in any number of deities, and most ordinary NPCs will have their own pantheon of preferred Gods. Followers are more dedicated, and in dedication to one, or occasionally a larger number, of deities. Growth in dedication involves increasing the amount of time and money. A follower of Mielen would give the finest treasure to the nearest temple, and would spend time thinking up poetry, or pursuing a quest for a coveted member of the opposite sex. Lastly, of course, there are clerics, who dedicates themselves professionally.

It is possible that characters will change preferred deities (Mielen might only be followed when a new love appears), or that they will ignore them all, but remember — the deities of Pelinore act only in their own interests; clerics will receive no spells, followers can expect no heavenly intercession when things go wrong unless the deity has received proper worship — and is in the mood to help! It’s no good calling on Valbure the first time your sword breaks unless you have proven yourself worthy.

Chris Felton

IMAGINE magazine, July 1985
13 Carraway Keep and the White Order
by Graeme Drysdale

There was a time, millennia past, when the League was merely a single city. Even before that, in the days when the Clerk at Arms was becoming known as the Katar, that city was no more than a town. In such times was built Carraway Keep. Situated on the crest of the Hill, near where the wall of the Funicular now stand, the Keep provided the town with a lookout across the lands and was able to warn the inhabitants of any forth-coming attacks. As the town began to expand, however, better fortifications and watchtowers were constructed to protect the prosperous young city from neighboring provinces. As a result of this, the Keep fell into disuse, and as the years passed, it slowly crumbled away and lapsed almost beyond repair.

was at this time, just as the Keep was being scheduled for demolition, that a stranger rode into the city and immediately bought the keep for his own. Within a year, the stranger rebuilt it in its former glory and extended it to some three times its original size. Few people didn’t wonder about the stranger, yet none asked him of his motives, for his guise suggested that he might be some banished lord or usurped king from far-off lands. However, soon news spread throughout the city of the true heritage of the Keeper of the Keep, and soon also did the purpose of the rebuilt tower. The stranger, who was known as Orrian, was a duke’s son, and with wealth and skill aplenty, he proposed to establish the most powerful sorcerers’ guild that had ever yet been beheld; and he planned to do this right in the City League, within the confines of Carraway Keep.

Orrian’s scheme spread through the kingdoms like wildfire, and it was not long before young and old sorcerers alike beat a path to his door and asked to be included in his guild. Some were accepted but some were turned away, or Orrian only desired to teach the best and most ambitious magicians. And so it was that the guild of Orrian, better known as the White Order, expanded and grew, even long after the old archmage had died. And still the guild grows, ever today, some 14,000 years after its initial opening. It is said also that magic-users of the White Order are more proficient and of finer quality than any normal sorcerer, and such is this reckoning that those of the Order are now sought worldwide.

Histrionics are now wont to remark that it seems a strange coincidence that the White Order was founded at around the time that the Knights Ocular first became a force in the League. Wiser sages say that there could have been no League without the guidance of the Knights and that, anyway, for the Knights to be heard of implies that they had been in existence for many years before that. Whatever is the truth it is interesting at the very least that the Knights should have tolerated the development of so powerful an institution as the Order. Could there be some hidden connection, or is there genuine conflict?

**Joining the Order**

Player character magic-users may wish to join the White Order. Only characters who fulfill the desired requirements will be accepted. The GM should feel free to interpret these requirements as loosely as is necessary for the campaign. Since only the best and most ambitious are welcome, the GM can use the Order as a carrot to tempt the greedy MU, and to place such a character in a restrictive and demanding environment. Just what other party members might make of all this should make for some interesting gaming.

**Requirements**

Only those with the following attribute minima will be considered:

- Intelligence 16
- Wisdom 15
- Dexterity 15

Other considerations also apply according to the game system in use.

**Benefits and Restrictions for Members of the Order**

1. Upon membership, the magic-user character must pay an initial fee of (1000 x character’s level) gp.
2. First level characters joining the Order may spend an extra year training and obtain one extra spell for their spell book (Advanced: 5 instead of 4; Basic: 3 instead of 2).
3. All characters may make use of the guild’s facilities (laboratory, library, etc.). Characters are also designated their own bed chamber within the keep which is theirs for as long as they are members.
4. Any training within the guild costs 1/2 of that of the normal price. However, those merely using the guild as a cheap source of training will have their membership terminated.
5. If a rise in level results in the character achieving a higher status within the order, a ceremony will take place at which the magic-user is granted his new cloak and staff. Either, neither or both of the items may be magical, according to the level of the recipient and any outstanding feats performed on behalf of the Order. The allocation of appropriate magical items and the ceremony is left to the DM’s discretion and inventiveness.
6. All magical cloaks or staffs discovered while adventuring must be given to the Guild. All mp gained for finding the item are kept, and the donating MU’s reputation will increase within the Guild.
7. Anyone treating membership lightly, or abusing the basic principles it espouses, or being unethical to the order will be asked to leave — and will be lucky not to meet misfortune in her or his future career.
8. The White Order is a society which obeys the laws of the city. Those who willingly break some of the laws of the city will be instantly dismissed from the guild even if not proven guilty by the courts.
Members of the White Order at Carraway Keep

13a Anarion the Grey; M; MU16; L/LG; Staff and dagger +1; AC3/-3; hp45

H 10 Tall, middle aged man, grey hair and beard, grey cloak of protection +3, white shirt, grey trousers, bracers of defence AC2 (in a shape of a golden torque); beech staff, silver sheath, which is a +2 weapon and stores 3 spells (cf. ring of spell storing); AD&D game: 1(16), 3(16), 8(5); D&D game: 1(16), 3(16), 6(3)

D Master of the White Order/Wizard

D Kind, knowledgeable and persevering, feared and respected by all but the most ignorant

D Rumoured to be the Son of Oriann(), related to Sarron (13b), knows all students and staff at the Keep as well as most League dignitaries and (reputedly) the Katar himself

Spells:

AD&D: 1(2, 3*, 4, 6*, 16*, 20*, 22, 24, 26, 29)
2(2, 4, 9*, 10*, 13, 17, 23*, 24)
3(3*, 4*, 7, 9, 11, 16*, 17, 22*, 23)
4(1, 4*, 7, 11, 16*, 23, 24*)
5(7*, 8, 11, 16*, 23*)
6(1, 5*, 8, 20, 23*)
7(10, 12, 15)
8(6*, 10)

D&D: 1(1, 2*, 6*, 7*, 8, 9, 12)
2(1, 5, 6*, 8, 10, 11*, 12)
3(2*, 3, 4, 5, 9*)
4(1, 3*, 11, 12*)
5(2*, 3, 6*, 8)
6(1, 3*, 4, 5, 8*)
7(7*, 11, 12)

13b Sarron Silvertongue; F; MU10; L/LG; Staff and dagger +1; AC2/3; hp26

H 10 Tall, looking mature woman, streaked ash-blonde hair; red-brown cloak of protection +4, ring of protection +2, beech staff, copper sheath, which is a +1 weapon

C 12 Mistress of the White Order—Wizard/Necromancer

Ch 17 Bears a strong resemblance to Anarion (13a), friendly, charitable but cautious and wary

C Descendant of Oriann, knows all at the Keep, and many important people in the League

Spells:

AD&D: 1(4*, 6, 9, 16, 16*, 20, 22, 27*, 30*)
2(4*, 5, 6, 10, 12, 14, 16*, 22)
3(3*, 4*, 7*, 12, 16, 20, 24)
4(2, 7, 13*, 18, 19, 21)
5(4, 12, 14, 18, 20*, 22)

D&D: 1(2, 3*, 5, 6*, 7, 8*, 9)
2(2*, 3, 4, 6, 7, 9*)
3(1*, 2, 3*, 6, 9, 11, 12)
4(2, 6*, 8, 9, 10)
5(4, 5, 6, 7*, 8)

13c Firna; M; MU9; L/LN; Staff, AC3; hp16

H 10 Long dark blue robe, brown boots, bracers of defence AC4 in the shape of a pair of silver armlets

I 18 Wizard/Sp睡觉

W 15 Intellectual, old, pleasant, kindly, knows a great deal about his trade.

C 11 Knows all at the Keep and those from the Magic-Users’ School (9); secretly very wealthy, with many contacts in the banking fraternity and the law, knows Fiondantannis (50a); several contacts among the worshippers of Salth

Spells:

AD&D: 1(3, 4, 6, 13, 15*, 17, 22*, 30)
2(7, 16*, 20*, 21*, 24*)
3(4, 7, 10, 18*, 23)
4(6, 6, 15*, 18, 21)
5(18, 19)

D&D: 1(2*, 5*, 8, 9*, 10)
2(3, 9, 10*, 11*, 12*)
3(2, 3, 7*, 8*)
4(2, 3, 5*, 8, 10)
5(6, 7)

13d Sharlia; F; FR8; L/LN; No weapon; AC 6/7; hp 28

H 8 Long, flowing, light blue robes, soft brown boots, ring of protection +1

W 18 Sage

D 16 Charming, intellectual, kind and helpful

C 14 Knows the locels, those at the Magic-Users’ School (9) and all of the order

Ch 10 Spells: AD&D: 1(22*)
D&D: none

2(6*)
3(2*)
4(22*)

13e Amras the Blue; M; MU8; L/LN; Dagger; AC 4/5; hp 20

H/E 10 Beautiful blue embroidered robe, ring of spell turning and ring of protection +3

W 15 Retired adventurer, assistant to Anarion and Sarron, Warlock/Magician

C 10 Cheerful and frivolous, loves rings

Ch 11 Knows many throughout the town and all within the Keep

Spells:

AD&D: 1(7, 9*, 15, 16, 22*, 25, 26)
2(4, 6, 8, 15, 21, 23*)
3(16, 19, 22*)
D&D: 1(4, 5, 6*, 8, 9, 11*), 2(4, 5, 9, 10, 11*), 3(6, 9, 10*)

13f Ash; M; F7; L/LG

Longsword +2, giant slayer; AC 0; hp 47/55

H 18 Sheet mail shirt +3, brown leather leggings, black leather boots, cloak of black with gold embroideries, gauntlets of age power

D Bodyguard to Anorion – Champion

C 15 Stern and grim, extremely loyal, will die for his master; always alert and at hand

D Friendly with his master and all in the Keep

13g Fedore; M; F6; L/LG

Longsword and dagger; AC 5; hp 35/40

H 13 Sheet mail shirt, brown leather leggings, brown leather boots, crimson cloak with gold embroideries

D Bodyguard to Sarron – Myrmidon

C 12 Thin and wiry, cheerful and mischievous but careful and always alert; fights with two weapons (longsword and dagger) due to high dexterity; will protect Sarron with his life

D Friendly with his mistress and master and all in the Keep, especially Amras; hates dwarves

There are many other residents of the Order in the Keep and many who are travelling. The residents are made up of magic-users, assistants and general helpers as well as the odd visitor. The DM should design these characters as necessary bearing in mind that the NP’s listed are the most important and the restriction on numbers given above.

Scenario Ideas

1. The Night of Compulsion. When the White Order was established millennia ago, one legend has it that they came into conflict with the mysterious Knights Ocular. But what was the result? Both orders now exist, side-by-side, in the brol of the City, seemingly at peace. What is the secret?

2. The White Cloak. Oriann himself may have been the only true "White" in the history of the Order — certainly he is the centre of its mystery and power. When he was buried, it is said that his cloak was buried with him. The order will do anything to protect the secret of its whereabouts, but just what is it and what are its powers? Characters of levels 8 and above, please to the right!

3. Sharlia. Although it is not readily apparent, Sharlia is the odd-one-out at the Keep. Not a mage, but a Free woman of some standing, but with spells available just the same (Advanced). Further more, she seems to know just about everything of the history of all the Domains, and recalls it just as if she'd been there herself....
The Square

Monument Square is a paved court situated within and adjacent to the old city walls. It was built in honour of the construction of the walls and the bringing of law and order to the City League. Now it stands a mocking testimony of the area’s downfall, the stonework scored and vandalised, the flagstones cracked and mossy, the sanctuary in ruins.

36. The Water Pump and Pools

Clean, drinkable water is in short supply in this area of the league, the streams' water is dirty and the nearest fresh water a good distance away. Residents must pay for their water. The water-seller is either Mandren (27a) or Solchar (36a) who sits on the stool provided awaiting custom. Since the water pressure below has long since diminished, pumping water can be a long and arduous task. For only a few extra coppers the water-seller will provide this service, however.

36a Solchar Na-baroth; M; Fr1; N;
No weapon; AC 8; hp 2
H 17 ☐ Looks too old and weak to pump water, but in fact well
  muscled and agile; wears ragged robes and a battered
  felt hat; face covered in warts and boils
W 14 ☐ Water-seller
D 15 ☐ Alert, constantly ready to please, avaricious and cunning
  but harmless
C 14 ☐ Friendly with Mandren when she is sane; knows each
  customer by name
Ch 6

The Statue

The statue honours peace, law and order, and sits on a graffiti-ridden sandstone plinth. The figure, cast in a bronze alloy, is of a robed woman bearing a sheathed sword and a large law tome. Her right hand is raised, palm forward, in what was originally a sign of peace, two of her fingers have since been broken off, and her hand now seems to be conveying some sign or message.

The Sanctuary

The Sanctuary’s use has been all but forgotten. The locals consider it to be just another monument or perhaps a shelter for travellers or waifs. The roof was once thatched — and still is, after a fashion. Periodically (though not in the lifetime of the inhabitants), it is rethatched secretly by night. Those who look closely will see the word ‘Abazar’ in magical script on the central stone pillar. If a person of good alignment, able to read the scrawl, pronounces this word loudly, the Sanctuary is surrounded completely with a protection from evil 10' radius. The spell can be triggered but once a day, lasting for 12 hours, and if the pillar is removed the Sanctuary will no longer function.

Flanche’s Stall

Flanche sells fowl at extremely cheap prices. Unfortunately much of the 'chicken', 'turkey' and 'goose' is in fact rabbit meat, which has been moulded into fowl-shaped cuts! Still, Flanche does say it’s the fact that it’s cheap that’s important!
36b Flanche Longbourne; M; F 4; N/CN; Broadside and dagger; AC 5; hp 19/21
H
S 13 □ Wears chainmail under his white smock; bald, no eyebrows, sharp black eyes
I 14 □ Foul fowl seller, ex-adventurer
W 10 □ Self-conscious about his complete lack of hair after a nasy experience with a high-level evil cleric in his adventuring days; had tempered, mean and spiteful but silver-tongued and quick-witted.
D 10 □ Only Eblon (37a) will be his friend

Sorrow and Morritta’s Stall
Morritta sells sweetmeats and confectionery from the stall whilst Sorrow, her husband, keeps on the move with his advertising yell and tray of hot pies.

36c Sorrow Moonfist; M; Fr 3; L/LG; Shortsword; AC 3/10; hp 5/6
G
S 10 □ Dressed in white shirt and breeches, carries a tray slung around his neck and yells the nature of his business interminently; thin for a gnome, but roty cheeked
I 10 □ Confectioner and pie vendor
W 14 □ Always weary and in a hurry; appears nervous and edgy about anyone new in the locale; sometimes seems a bit over-enthusiastic, inquisitive
D 11 □ Knows something about absolutely everyone local; husband of Morritta (36d)
C 8 □ Sweet seller
Ch 12 □ Wife of Sorrow (36c) and knows everyone he knows

Sanbow’s Stall
Sanbow is a kindly old lady who cultivates pot plants in her window and sells them on the square. She will always recommend her favourite to interested customers, a fern-like pale green plant she calls ‘Elephants Thumps’—she doesn’t know why, which is a mercy since little does she know that the plant is in fact a mild narcotic.

36e Sanbow Goodhern; F; Fr 1; L/LG; No weapon; AC 10; hp 3/6
H
S 11 □ White-haired, plump, slow mover due to arthritis; wears a crocheted shawl over a green wool dress
I 7 □ Pot plant seller
W 9 □ Old-fashioned and set in her ways; would be horrified to learn the true nature of her favourite plant
D 10 □ Prefers not to associate here
C 15 □ White lady
Ch 14 □

38. The Folly Tavern
When Jarrow Downson, a rich merchant, decided to build himself a townhouse three centuries ago, he also decided, in his famed eccentric way, to include a four-storey tower! However, as the tower rose his business and wealth declined and he died a pauper. His descendants were left only the house, so they converted into a tavern and local building of interest. His descendants still run the tavern today. Tanner and his sister, Jerris, have lived here since they were born and expect their respective children to continue the family business. The tavern is in the tower itself, with its all-round view and central, spiral staircase. It would make an excellent lookout post — for those who might need one.

38a Tanner Downson; M; F 4; L/LG; Broadsword; AC 9; hp 22/29
H
S 8 □ Medium-aged but tall and broad shouldered; well muscled and well proportioned; wickedly handsome — black hair and sharp blue eyes; dresses in leaf green shirt and blue trousers
I 10 □ Stockman/chucker-out and would-be adventurer
W 14 □ Usually jovial and jumpy; humorous but sometimes moody — especially when he is arguing with the two ladies in his life, Charmail (38b) his wife and Jerris (38c) his sister, over his continual wish to go adventuring, like he did when he was young, rather than stay and run the tavern
D 11 □ Makes it his business to know every customer by name; few friends
C 16 □
Ch 13 □

38b Charmail Downson; F; Fr 2; L/LG; No weapon; AC 9/10; hp 5/12
H
S 8 □ Slender, blonde and voluptuous; dresses in a sky-blue gown and broad leather belt
I 10 □ Barlady
W 14 □ Flirtatious, enjoys being chatted up and pandered to, faithful to her husband; shares Tanner’s sense of humour, but not his view that adventuring, not basking, is the road to riches
D 11 □ Knows most regularly — especially the men; very fond of Tanner (38a) and Jerris (38c)
C 10 □
Ch 16 □

38c Jerris Downson; F; Fr3; L/LG; No weapon; AC 9/10; hp 8/11
H
S 13 □ Medium-aged, plump, masses of curly black hair; dressed in mauve and blue marque-like dress!
I 10 □ Bar lady and manageress
W 17 □ Herpes on her brother even more than this wife — but all three still get on like a house on fire, worldly-wise and understanding; heart of gold
D 14 □ Knows everyone local who come to her with their problems — a local agony aunt
C 10 □
Ch 14 □

38d Moridbar Downson; M; F 1; C/CN; Scimitar and shortsword; AC 7/8; hp 6/9
H
S 10 □ Teenage son of Tanner and Charmail, unkempt, slim and scowling
I 12 □ Supposed to help with the tavern but rarely obliges!
W 14 □ A prodigal son in so many ways; a lover and a taker rather than an earner or a sharer, prepared to entertain any proposition that sounds profitable
D 14 □ No friends
C 13 □
Ch 14 □
40. Lilith’s Home

This house shows signs that it was once partially burned and then shoddily repaired; about five years ago now, when Lilith was eighteen, her house was mysteriously set alight. Local legend has it that vigilantes believed the entire family to be witches and consequently converted the house into a pyre. Lilith escaped with terrible burns and total blindness.

40a ‘Lilywhite’ Lilith; F; Fr2; N/HL; No weapon; AC 9/10; hp 6

H S 9 □ Scars from the right side of her face to the small of her back; long black hair obscuring the worst (treat as Ch 6 on first sight); staring pale eyes, wears a grey gown
I 11
W 15 □ Because of her blindness, her other senses are acute and she thus hires herself out as a guide occasionally
D 12
C 14
Ch 15 □ Moody; brooding; intent on revenge, eccentric, calculating and deliberate
□ Ostracised; knows everyone locally by sound and smell

41. The Laundry

This building comprises of the various laundry pools, several washing lines (which some say are holding the place up) and the home of the launderers, Mallicea and Chove, and their adopted (hallifying) son, Ramal. Chove was a successful adventurer until he fell in love with Mallicea.

41a Chove; M; M3/13; L/NG; Dagger; AC 6/7; hp 7

H S 11 □ Wears white smock and green breeches; skullcap and ring of protection +1; long moustache and sideburns
I 15
W 11 □ Launderer
D 16 □ Although he badly wants to, does not adventure – “I’m a married man now”, determined, resolute and caring
C 9
Ch 14 □ Husband to Mallicea (41b), friendly with many magicians from the MU school

41b Mallicea; F; Fr2; L/HL; No weapon; AC 9/10; hp 4/6

H/½H S 8 □ Slender – almost bony, thin face with sad grey eyes; wears a pastel shaded gown and headband
I 13
W 14 □ Launderess
D 14 □ Shy and very timid, speaks softly if at all; once she is confident however; chatty, humorous and sparkly-eyed
C 9
Ch 17 □ Knows only her family

41c Ranal; M; Fr1; L/HL; Shortsword and dagger; AC 8/9; hp 2/4

½H S 13 □ Wears brown trousers and blue shirt; usually seen pulling the huge wicker delivery basket on a trolley that appears far too heavy for him
I 14
W 12
D 15 □ Delivery hallinger
C 10
Ch 11 □ Chatty, cheeky, helpful, inquisitive and cheerful; prone to enjoy rather too much wine than is good for him when his traits are usually extinguated
□ Knows his adopted parents and everyone local, especially the laundry customers helpful enough to give his basket a push when he’s going uphill; dislikes Abiündd (38a) who is the bad apple in the barrel of hallings

42 Scribes’ Workshop

Tambor and his large family live here. Tambor, the scribe, has a fair mastery of most of the human, demi-human and humanoid languages and can translate, dictate and compile or prepare legal documents. His wife, Ariana, concerns herself with the manufacture of paper and the preparation of quills and inks.

42a Tambor Inis; M; Fr6; L/HL; Swordstick; AC 9/10; hp 12/18

H S 12 □ Elderly, bearded and becoming shortsighted and deaf; wears an ancient blue tunic and breeches
I 17
W 14 □ Scribe
D 14 □ Tasty in his dilette but kind at heart; eager to see his eldest son, continue as a scribe in the family business.
C 12
Ch 14 □ Knows buyers and sellers; Sandow (36a) is an old flame

Regulars at the Inn

Arribund Cracey; M; ½/F1; N/NC; Daggers; AC 8/9; hp 4

½ S 12 □ Dresses in brown breeches, white shirt and an embroidered waistcoat; sandy hair and snub nose
I 15
W 6 □ Information gatherer and seller come storyteller
D 15 □ Sharp eared, greedy, invents stories and information snippets to please patrons and take their money!
C 11
Ch 13 □ Knows everyone locally; only friend is Tarand (38f)

Taran; M; E3/T3-M2U; N; Longsword and darts; AC 7/8; hp 12/8

E 13 □ Shaven head, green eyes; wears grey robes
I 12 □ Freelance spy and lookout
W 13 □ Preoccupied, vacant, but once his attention has been gained he’s sharp, alert, tongue-in, quick-witted and snide locally
D 9 □ Centred and greedy
C 9
Ch 9 □ Knows various guild members who provide work

Spellebook:
D&D 1:1(1, 3, 6, 7, 9) AD&D 1:3(13, 16, 20, 22, 27)
2(1, 5, 6, 9, 10) 2(2, 9, 10, 15, 19)

Legan; M; Fr3; N; Longsword and club; AC 7/8; hp 10

H S 13 □ Dusty robes, balding, weary traveller type
I 10
W 10 □ Clothing trader
D 11 □ Mild mannered; here on business from outside the City League, interested in clothing bargains but not selling; now a double-dealer; ugly tempered, clever and cunning
C 11 □ No contact – it’s set them all ablaze!

DM’S Note: Legan is a dope/engager, posing as the trader

Vardum T’Manion; M; Dw2/F3; L/HL; Battleaxe and light crossbow; AC 5, hp 15/19

Dw S 17 □ Fat, stumpy and heavily bearded; wears his chainmail open and with pride; sits in the corner quaffing beer; appears permanently drunk
I 10 □ Ex-gardener, seeking employment as a bodyguard
W 10 □ Gruff but friendly if treated with due respect.
D 16 □ Although he has little money, he is very generous with it (unusual for a dwarf) and holds few grudges except to Tarand (38f), who’s not only a damned elf but a ‘garrison warlock’ who everyone knows him, but he does not admit to knowing any of them!

Jacrond’s House

The house has a balcony and a secret cubby-hole beneath the stairs; this ‘Alles Abol, an assassin whom Jacrond is hiding. Jacrond is a recency, working for and believing in any cause which pays him well. He used to be a travelling barbarian and is familiarly low for his spectacular rooftop escapes from brushes with the law.

Jacrond Bortell; M; T7/Ac7; N/NC; Staff and daggers (inc. dagger +1, +2 vs humans); AC -1/2; hp 21/34

H S 16 □ Greying beard, hooked nose, dark eyes; wears leather jerkin and black trousers; ring of protection +2
I 13 □ Mercenary thief-acrobate
W 8 □ Cummy and quick-witted; agile and graceful; seems jump, especially if armed and armoured adventurers knock on his door! Famous for rooftop escapes
D 18 □ Occasionally hired by local Thieves’ and Assassins’ Guilds; knows a few local mobsters, eg Arribund (38b) and Tarand (38f); hiding Abol (38b) from the Law
C 13
Ch 10

Abol Noftin; M; T4/A4; C/LE; Hammer and dagger; AC 7/8; hp 15/16

H/½H S 13 □ Still dressed in his last disguise of a blacksmith; leather ere, thick blackened wool trousers, boots and dirty yellow shirt; brown snaggled hair and protruding clen
D 14 □ Ring of protection +3
C 13 □ Freelance assassin
D 14 □ Thoroughly nasty and bullying; presently especially on his guard, devious and manipulative
□ Only local contact is Jacrond; member of a distant Assassins’ Guild
Ch 6

38e

38f

38g

38h

39a

39b

H/½H S 13 □ Still dressed in his last disguise of a blacksmith; leather ere, thick blackened wool trousers, boots and dirty yellow shirt; brown snaggled hair and protruding clen
D 14 □ Ring of protection +3
C 13 □ Freelance assassin
D 14 □ Thoroughly nasty and bullying; presently especially on his guard, devious and manipulative
□ Only local contact is Jacrond; member of a distant Assassins’ Guild
Ch 6

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11
45. Mindon the Merchant's House

Mendon is a buyer and seller of metals in all forms and of all descriptions. He does not have anything to do with the actual trading, just the bargaining and the eventual deal.

45a Mindon Bord; M; Fr7; L/LN; Battleaxe and dagger; AC 4; hp 20/30

Dr 12 | Dresses in fine chainmail* +1, wears browns and greens
I 11 | Including a feathered brown cap, long white beard and steely grey eyes
W 14 | No weapon; AC 9/10; hp 10/11
D 11 | Merchant
C 17 | A bureaucracy at heart, haughty, business-like, professionally greedy, covetous, a hard bargainer and an upright, moral, stalwart citizen of The League
Ch 13 | Husband to Sorahz (45b); dislikes Eblon (37a) intensely and absolutely detests Eblon's daughter, Joff (37b); claims to have a son practising as a merchant in every major city in Pelinore

45b Sorahz Bord; F; Fr4; L/LG; No weapon; AC 9/10; hp 10/11

Dr 14 | Dresses in a mauve frack with a jewelled belt, hair in pigtails and beard neatly plaited
W 10 | Book-keeper
D 9 | Haughty and proud, standoffish and never interferes;
C 13 | Sharp-tongued especially towards persons who make fun of her splendid beard; seems sour and unhappy; dies romantically
Ch 11 | Wife to Mindon (45a) and mother of many in her time; secretly admires Vardum (38b) often wishing that her Mindon was a great warrior instead of a successful business dwarf

Plotlines

1. Player characters are most likely to end up living in the environs of Monument Square only if they fall on hard times. With the exception only of the New City, the Square is one of the cheapest places to live in the City. Otherwise, their most likely contact is likely Sebron (37a), whose junk shop is a suitable outlet through which to sell the cheaper treasures found while adventuring. Any item worth 50gp or more can be sold to Eblon for half the listed price if a successful charisma check is made; otherwise he will only offer a quarter of the value. He is an expert bargainer, and very difficult to cheat.

2. Tanner Downson (38a) is very likely to be friendly to adventurers who come to the Folly. He will want to hear of their adventures; particular the treasure they found. He might even sound them out about taking him along. This might have some advantages for the right sort of player. Tanner will offer rooms in the tower, as a secure hiding place as can be hoped for. But should anything ever happen to him, the adventurers might wish they had never heard of him. Charmail (38b) loves husband very much, and she is resourceful and wealthy enough to make life miserable for the party, bribing Law officials to arrest them, cajoling local toughs to rob them — and if all else fails, hiring Abol Nofrin (39b) to exact revenge.

3. None of the regulars of the Folly are anything to admire — except, seemingly, Leganni (38g). So when a brawl breaks out in the barroom, it's going to be quite a feast — with a little sting in the tail. The lights are red, and the damage assessed — and suddenly Leganni has disappeared! The doppleganger will have killed and disposed of the body of one of those present, and have taken his or her form. Just how this is going to work out when the District Militia arrive is anyone's guess.

4. Lithil's injuries are terrible — but a cleric of a high enough level can do much to restore her to full health. If the adventurers are in any way responsible, Lithil will tell them the fact she has kept to herself for five years — she knows the face of one of the vigilantes who killed her family and burned her home. If the adventurers help her pursue the villain, who will they find? And what will they do when they find that the vigilantes will do anything to keep their actions a secret?

5. A book is found; and suddenly everyone's attention is focused on this backwater. Property developers, City magnates, the Katar... people with power — all want to buy the Square. For the book shows how a building can be constructed over the Statue in such a way that the protection from evil extends to the whole building. What a prize! And with just a few scruffy houses and shops to get rid of, what is there to stop a ruthless purchaser from doing exactly what he likes?
THE PATIENTS

**46l** Equion: M; Fr2; N but insane; no weapon; AC 9/10; hp 4/5

**46m** Baldo the Beast: M; Dw5/F5; L/LN but insane; cursed bessering bastard sword; AC 1/0; hp 26/27

**46n** Sara Halftoe: F; Fr1/L/LG but insane; no weapon; AC 7; hp 3/5

**46o** Daraphelia (& Natasha): F; Mu4/L/LG; no weapon; AC 9/10; hp 9

**46p-y** are patients suffering from various mental diseases (NM/FR or Fr1 to 2; AC 9/10; hp 5 to 9); these rarely escape to terrorise t'League.

**46z** "Ol": M; T1; N/NE; no weapon; AC 6; hp 4

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THE ASYLUM
by Brian Garrod

The Asylum, stark and grey, looks more like a fortress than a medical institution, with its thick walls and fortified gatehouse. There are two classes of patients here: those who can pay and those who can't. The latter have to work to pay their fees, usually sewing or carving ornamental pieces in the workshop but occasionally as cook or caretaker. Sometimes the courts order certain individuals to attend the Asylum for various periods—from a few hours to several years. The Asylum employs guards to ensure the 'safety' of such unfortunate and, sometimes, to restrain raving patients. Mandren (27a) is such a case.

There are occasions a patient will escape; sometimes they get as far as the Cock 'O' Th' Walk (14) or Monument Square (36-45), but rarely further. It may, however, take the guards several hours to locate the escapee...

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**THE STAFF**

**46a** Thrandor Lox: F; C6/L/LG; in room C; AC 6; hp 25/35

**46b** Dornass Lox: M; Fr5/L/LG; swordstick: AC 6/7; hp 12/16

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**46c&d** Arar Sonant and Nomanchil Ips A're Bin Nomanchil (usually called 'Loony' Bin) by his friends) are asylum healers (C3; AC 9/10; hp 11/13; staves in rooms). Arar is capable but sometimes careless and often careless. Bin is lazy, aloof, laurel-rector.

**46e-i** Anatol. Wampateak, Portia, Lorna and Nobro are acolytes-comm-students (C1; AC 9/10; hp 4/5; staves in rooms). All seem desperate to get on in the world but unwilling to work their way there. They seem surprisingly unconcerned about the patients and overconcerned with themselves. Anatol sees himself as very important and a natural leader of men. Portia flirts unceasingly with Wadren (29b). Wampateak covets Arar's job and Nobro swears at the patients. Lorna is apparently the only caring one but her sweetness is just a facade. Pleasant bunch.

**46j&k** — see also Gragen and Lodden (27b&c) — Aman ana-Ristomin and Skullsucker are asylum guards (F3; AC 5; hp 18/19; longwords). Both are funloving spendthrifts but basically honest. They are inseparable friends.
THE DEATHCART
by Brian Garrod

The slow, steady beat of a drum heralds the approach of a deathcart—a common enough sight in rural Cervyn with its black-draped coffin, solemn-faced chaplains, escort of clerics, and, on occasion, the professional weavers of the faith of Onjura. People avoid death-carts—death means disease and disease means death. Also, if you’ve even the slightest respect for or fear of the gods, you do not interfere with the remains of their departed followers.

This deathcart seems different somehow; it can’t be the stoney-faced cleric of Onjura, nor the weeping, veiled widow, nor the weary guard nodding in his saddle—perhaps it’s the smell of gold, that distinctive, alluring aroma, that makes this particular procession seem strange.

A few months ago Tomlin and his merry bunch of adventurers were down at heel. It wasn’t that their adventures were unsuccessful or lacking in bountiful, beautiful booty; it was because bands’ looted it, to keepers’ ‘cough, or, accepted a few coppers consideration’ or thieves ‘borrowed’ it on the way home. What was needed was a disguise. Perhaps by disguising themselves as the entourage of a newly-departed citizen and by hiding the treasure in the coffin, they could avoid their distinct loss of profit margin.

Tomlin and company can often now be seen returning home to Tellhalter, sometimes a saddle is empty, sometimes there is a new face, but usually the deathcart comes and goes unhindered.

Plotlines

1. The problem with Tomlin is that he never knows when to stop lying. Bluffing his way past the guards on the gates of the City League, and avoiding the bands on the roads of Cervyn was one thing, but Tomlin has now convinced quite a few people around the City that he is genuinely a High Cleric of the Faith of Onjura. The latest dodge then is to act as the Deathcart for important people when they pass on; and to divert the better fixtures and fittings of coffin and funeral trappings into party funds. And there comes a time when he does this once too often.

This idea will work best if Tomlin and the others are introduced to the PCs through a third party like Mylites Eps-Stem (2a), and if the two parties mingle a bit. Off on and Duffas would not be above signing on for single adventures with another group, and Tomlin might help the PCs start up a similar Deathcart of their own.

When the scheme fails, talk of the ‘funeral’ of a powerful City League notable, both parties will find themselves the centre of much unwelcome attention; vengeance relatives of the many deceased Tomlin has cheated, hired assassins, the full majesty of the Law,... The greedier the PCs have been in adopting Tomlin’s ideas, the more they will be at risk, and their possessions—and their very lives—will be at risk as they flee the City until the heat dies down.

47a Tomlin (aka The Darra of Jarne, Nolik the Undertaker): M; T8; N/CN; longsword +1; AC 2/3; hp 23/30

- Weedy, pallid complexion, lank hair, face a mass of scars; wears conventional robe and skullcap of a cleric of Onjura; bracers of defence AC 6; rides next to the driver on the cart

- Adventurer and would-be undertaker

- Fast talker, shy, deceitful and thoroughly lovable; a charmer, suave, physically weakened by ogres who decided to torture and maim their captive; worshipper of Hrea, the grey lar

- Knows Sheer Dreeve (35a), but after a misunderstanding avoids Tames; knows Jerva Whitehand (CT3a) and avoids him also, for similar reasons; friendly with the leader of the Patricians (CT6); knows most Tellhalter women by sight (at least).

47b Jo-Lise Soarom: F; C6/D6; N hammer +1; AC 6/5; hp 20/27

- Dressed as the widow in a long, black, lacy gown and veil; black, hooded cape; ring of protection +3; dusky with sun-blessed hair even in winter; snub-nosed; rides on a pony beside the cart

- Priestess of Tarmenol, the sky/weather god

- Doesn’t really approve of the disguise which she sees as effeminate; plays with other’s emotions—particularly Ollard’s, who loves her but is afraid to show it too much; and Tomlin’s, who enjoys her flirtatiousness; loves birds especially

- Religious contacts in most Cervyn towns and T’League

47c Offar the Blond: M; F5/R5; L/LG; bastard sword +3, longbow +1; AC 0; hp 35/40

- Plate mail, shield +2, yellow hair tied in topknot; stern expression; pairs as the company’s bodyguard—rides quietly, head down, at the rear

- Adventurer

- Never lies and hates the dissembler gods and their people; stays with the party only to ensure Jo-Lise’s safety; antagonistic towards Tomlin, whom he believes to be stealing Jo-Lise from him; resolute, longsuffering, boring, loyal, oversensitive and romantic

- Loves Jo-Lise; few other friends

47d Imp Kornia Gemlicht: M; Dw6/F6; L/LN battleaxe +2; AC 0; hp 33/52

- Chain mail +2 under rags, shield, conical helmet, plaited 3rd beard; spurs: rides to the fore bearing his warning drum

- Adventurer and sometime gladiator

- Depraved, perfurred and disgusting at his best; deadpan, arrogant and rude to all; heart of gold and loves children of all races; extremely generous and jolly when drunk (if you ever call a dwarf generous—they all have their limits!)

- Knows the Karrysons (44a/b) and many other dwarves; rarely calls any non-dwarf a friend—if he does, it’s a lie

47e Duffas: M; M4/4; N; dagger +2; AC 5; hp 13

- Ring of protection +1 and several other cheap rings; short, thin and watery complexion; sandy hair; dresses as a cleric in brown smock and breeches

- Adventurer: cum prankster

- Practical joker, fun loving, sometimes utterly lunatic with bad taste in humour and clothes; loves gambling and cheating; prefers centaurs to any low level spell

- Knows Malachite Burwright (9a) but keeps it quiet; friendly with the Evenings (9h&c); often plays tricks on Mylites Eps-Stem (2a) whom he has disliked from a child.

Spells

1. D&D 1: (2, 5, 8, 9, 12) AD&D 0: (usually any 12)
2. (2, 3, 7, 9, 11, 12) 1: (1, 2, 4, 8, 9, 10, 11, 12)
2: (1, 3, 6, 7, 8, 10, 11, 12)

IMAGINE magazine, September 1985
The WAXWORKS
by Linda Moore

A new waxworks has opened in the League in a rather upmarket part of the Borough not far from the ruins of the old city walls. As a public entertainment the waxworks are quite popular since this craft is unusual in the area and the figures on show are remarkably like life.

In actuality, the proprietor of the place is a somewhat lazy vampire by the name of Lorys. Rather than go out and take the blood of sleeping people, he has quietly built up a private store of captured thieves and beggars (and one or two more interesting characters) who won’t be missed—or so he thinks. These are the ‘waxworks’—real people paralysed—painted with a wax paint and dressed up for display. He takes blood from one every night in a rota so the loss of blood never kills them and the paralysing fluid regularly given to them is fortified to keep them alive.

During the day the building is opened to the public who are charged 1gp each to look around. It is guarded day and night by two young chaotic-ladies called Boix and Mirja. They know nothing of Lorys’ real identity and do not ask as they are allowed to keep half of the take at the door. They are not actually as good at guarding the place as they might be and often abandon it in the evening to visit the local hostellers. They sleep in the ‘helter of the eves and are not allowed in the building during the hours of darkness.

Lorys uses the waxworks as a base—merely for bed and breakfast. During daylight he rests in the cool and damp of his coffin in the basement. At night he takes the form of a bat and roams the City—taking in the sights and sounds of the teeming metropolis, hearing and seeing things thought secret by those who have secrets to keep.

DM’s notes
The layout of the waxworks is quite straightforward. It is a two storey, detached building. There is a small lobby in which entrance money is collected—kept in leather purses around the belts of the guards leading into a large room in which are the ‘waxworks’. These waxworks are astonishingly lifelike and will raise the suspicions of intelligent characters. The guards are vigilant, however, and overt attempts to touch or pick bits off the exhibits will be resisted. This is essential as the figures are warm to the touch! Beyond is a small storeroom with stairs leading down to a cellar. The nourishing drug that keeps the victims asleep and alive is stored here in large quantities as are the various props, paints and real waxworks needed to complete the tableaux upstairs. In the floor of the cellar is a secret trapdoor which leads to an undercellar in which is just one of the vampire’s many coffins. A concealed door at one end of the cellar leads to a series of chambers, with in turn link with the sewers that run beneath the Borough.

Lorys is cunning and dangerous, and has placed traps about the Waxworks. The most diabolical of these is a mirror of life trapping beneath the soil in his coffin; beneath that are gems worth 26.800gp.

49c Mrijka; M; F6; C/CE; shortword -3; AC 2; hp 36/44
H S 16 Long, brown, hooded cape over platemail; very dark complexion
I 16
W 7 Myrmidon
D 15 Superficially grumpy hiding a really unpleasant personality; loves torture
C 15
Ch 13 Not popular, even with his drinking ‘friends’

49d Nila Scapul; F; MUB; C/CN(E)
dagger +2; AC 9/10; hp 14
H 1/4 E S 15 Unempt; unclean; very pale and prematurely grey; rarely appears by day
I 11 Enchanter, but has lost her spellbooks and forgotten all her spells; now assists Lorys with the Waxworks
W 6 Quiet, frightened, morbid; superficially pitiful, but relishes death and the dead; always tries to please Lorys
D 9 Hides from Bok (49b) and Mrijka (49c); known and is known by the Staff at the Asylum (46) as an ex-patient
C 11
Ch 12

49e Flinrette; M; MUB; N; no weapon; AC 6/7; hp 30
H S 11 Dress in normal wizard’s garb; impressive rather than handsome; ring of protection +2; wand of frost/cold
I 17 Wizard; currently waxwork in tableau entitled ‘The Conjuration of Phhaz’
W 13 Honourable to the point of stupidity; superior; snob; supercilious; fastidious; contemptuous of all lower spellmongers
D 14 Known at the Magic Users’ School (9) but regards them as amateurs and inferiors; grudgingly respects reputation of the White Order, and Firma (13c); claims to be Grand Master of the (totally fictitious) Order of Mountain Mage

Spells:
D&D 1: (1*, 2, 4, 5, 6*, 8, 9, 10, 11*)
2: (3, 4*, 5, 10*, 11*)
3: (1*, 2, 7, 9*, 11, 12)
4: (1, 2*, 4, 8*, 11)
5: (1*, 6)
AD&D 1: (2, 3*, 4, 6, 12, 15, 16**, 19, 22, 23, 25*, 30)
2: (5, 6*, 8, 9, 12, 14, 17*, 21, 23*)
3: (3*, 4, 13, 14, 16*, 18*, 19, 21, 24)
4: (1, 2*, 17, 18*, 22)
5: (3*, 10, 14)

49f Liarriah Oakleaf; F; E6; F6; MUB; N; longsword +3; longbow +2; AC 0/1; hp 23/26
E S 15
I 17
W 13
D 18
C 12
Ch 15

Blackened chainmail +2 and red-brown autumnal camouflage cloak; striking beautiful elf maiden, but hard and non-smiling.

Myrmidon-Warlock; vampire hunter (failed); waxwork in woodland elf tableau.

Superficially charming; grim; brutal; obsessed with personal crusade against vampirism and used

Knows no-one in City League except Lorys (49a)—whom she wants to kill regardless of the consequences—and his staff.

Spells:
D&D 1: (1*, 4, 5, 9, 10, 11)
2: (6, 7*, 9, 11*)
3: (4*, 6, 9*)
AD&D 1: (3*, 12, 15*, 22, 23, 24*, 25*, 29)
2: (10, 12*, 15, 19, 23*)
3: (9*, 12, 16*)

49g Lagwort; M; F4; N/NE; three daggars; AC 7/8; hp 24/30
H S 15
I 10
W 7
D 12
C 17
Ch 7

Stained black leathers and large, ill-fitting cloak; small and rat-faced.

Body snatchers; waxwork in ‘City By Night’ tableau.

Dishonest, slimy, repulsive; sees himself as a criminal mastermind, suffers from flatulence.

Partner of B/G Dunold (49h), knew Lorys as recipient of not-quite-dead bodies and Aetherlon Verthill (21b) as a supplier of corpses.
The Waxworks

49h Big Dunold; M; T6/A5; N/NE, knobbled stick; AC 9/10; hp 35/40
H S 18 □ Smart grey leathers and red cavalry boots; very big; left hand disfigured
W 3 □ Body snatchers and wanted murderer; waxwork in 'City By Night' tableau
D 4 □ Very, very stupid; violent; says little, virtually insane with fear – a child gouged his left hand with a knife and he is sure he will be in agony when he 'wakes up'
C 18 □ Lagwort (49a) is his partner; the Punctillian and several District Militia would dearly love to meet him again...
Ch 4

49b Jisse; F, T2; N, dagger; AC 7/8; hp 7/9
H S 9 □ Low-cut, tight dress; hard-looking
I 11 □ Heyden and pickpocket; waxwork in 'Stranglers' tableau
W 14 □ Streetwise: hardened professional
D 15 □ Nodding acquaintance with staff in most cheap toprooms
C 14 □ in Docklands; estranged half-sister of Flinn (61b);
Ch 12 □ member of Sisterhood of Heydons

49j Falla Nithoen; M; Fr4; L/LN; no weapon; AC 9/10; hp 10
H+1/2 S 16 □ Deep green doublet and hose; noose around neck
I 9 □ Borough (District) Militiaman; waxwork of murderer about to be hunged
W 8 □ Headstrong bungler; always knows better; overweening;
D 10 □ Proud of Militiaman status
C 13 □ Knows most of the Borough (District) Militiamen by sight
Ch 14

49k-v There are twelve others in the display: Colster, Bridgn and 'Mast-Head Torry' are beggars; Lura and Pollnia are street-girls; Caf. Melurian and 'Clipper' are the off-spring of out-of-towners who stayed off while their parents were involved in their various businesses — all are Fr1, hp 2. Thurpis (Fr2, hp 5) is a shopkeeper's son; Maerdrevir di Sartennie (Fr3, hp 8) is a scribe-assistant to the Deputy Ambassador from Dountaldor to the Court of the Katar. Bosjina (T1, hp 1) is the apprentice-trainee to a locksmith; 'Lucky' Lessandra (Fr 2, hp 5) is a tavern gambler. No-one is actively searching for these people, although the Ambassador from Dountaldor might pay 25gp as a reward for saving his compatriot.

The displays at the Waxworks change regularly as Lorys slowly drains his way through the bodies. New tableaux are set up from the victims that Lorys finds during his nocturnal expeditions. The drained bodies are taken down into a cellar and used to feed Lorys' pets — a disgusting collection of stigres, ghouls and giant bats. These creatures also range into the ancient sewer system that extends throughout the Borough.

Plotlines

1. An NPC known to the player characters comes to them, complaining bitterly about having seen a relative in one of the Waxworks tableaux — although she disappeared months ago. The poor wretch was beaten up by Lorys' henchmen when he tried to touch the figure. By the time the adventurers get there, the tableau in which the figure stood has been replaced, and Lorys' assistants will not be very forthcoming about the fate of the 'wax' figure. Making a fuss will just fetch the District Militia. The PCs' only chance is to try and slip in at night, when everyone is bound to be asleep...

2. Frinette was paralysed while saying the command words for his wand, so when re-animated he will be heard to say '...uichi' — and then the wand will go off. He will not be particularly apologetic, insisting that the Order of the Mountain Mages will protect him from retribution.

3. Releasing Lagwort and Big Dunold, along with the other victims, will be a act of the great compassion — but the PCs will live to regret it. Lagwort is bright enough to recognise adventuring characters for what they are, and he knows adventurers are always loaded. He and Big Dunold will look for ways to divert the characters' possessions into their own care. And then there will be the matter of the Law. Releasing the victims is bound to make the adventurers famous in the Borough for a few days — so when Lagwort and Big Dunold start up their normal activities again, the District Militia and the Punctillian will be after them. Charged with three murders and six robberies, with plenty of previous convictions. Lagwort knows a guilty verdict will mean the death penalty, and so he will 'shop' the PCs in the hope that they will hire a big-time lawyer to get everyone off the hook.