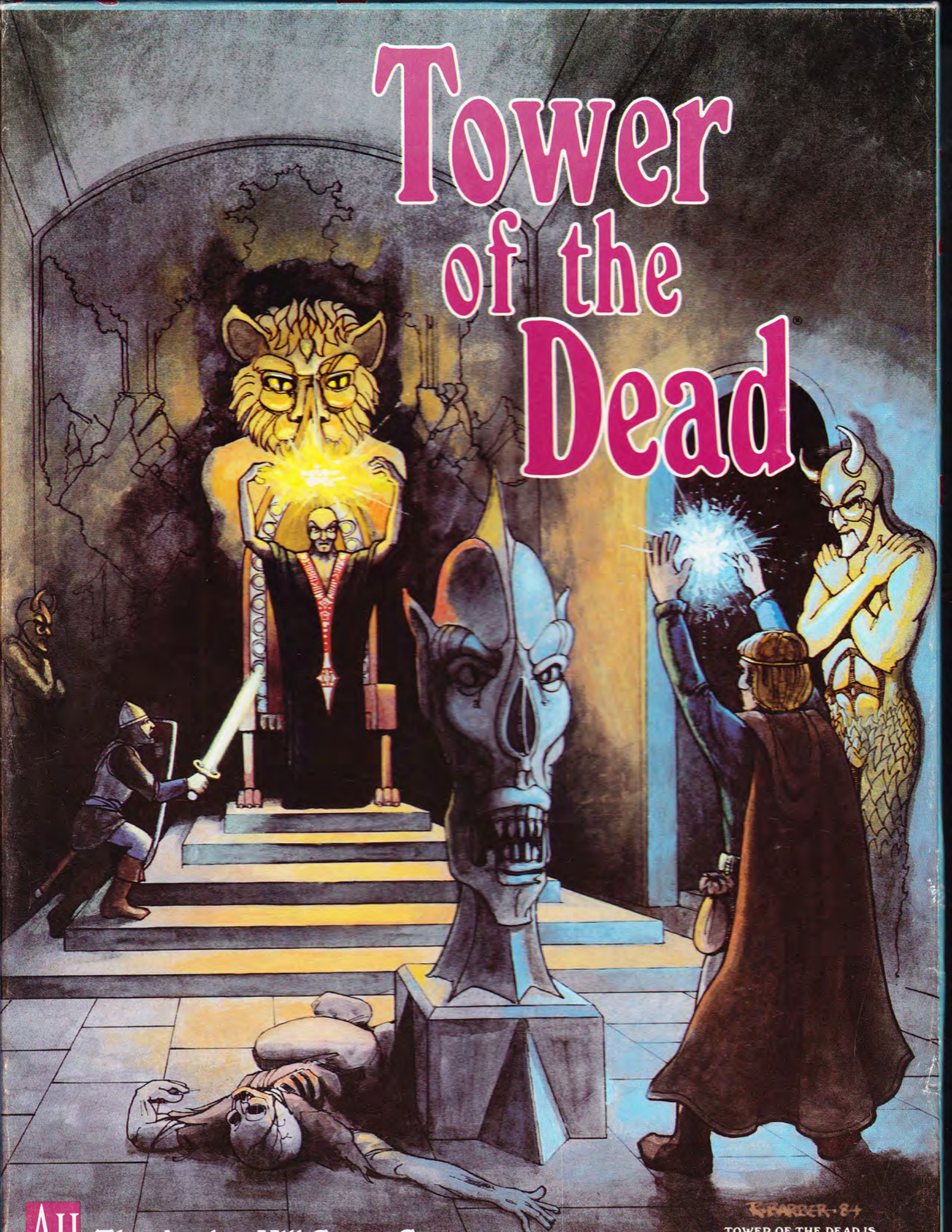
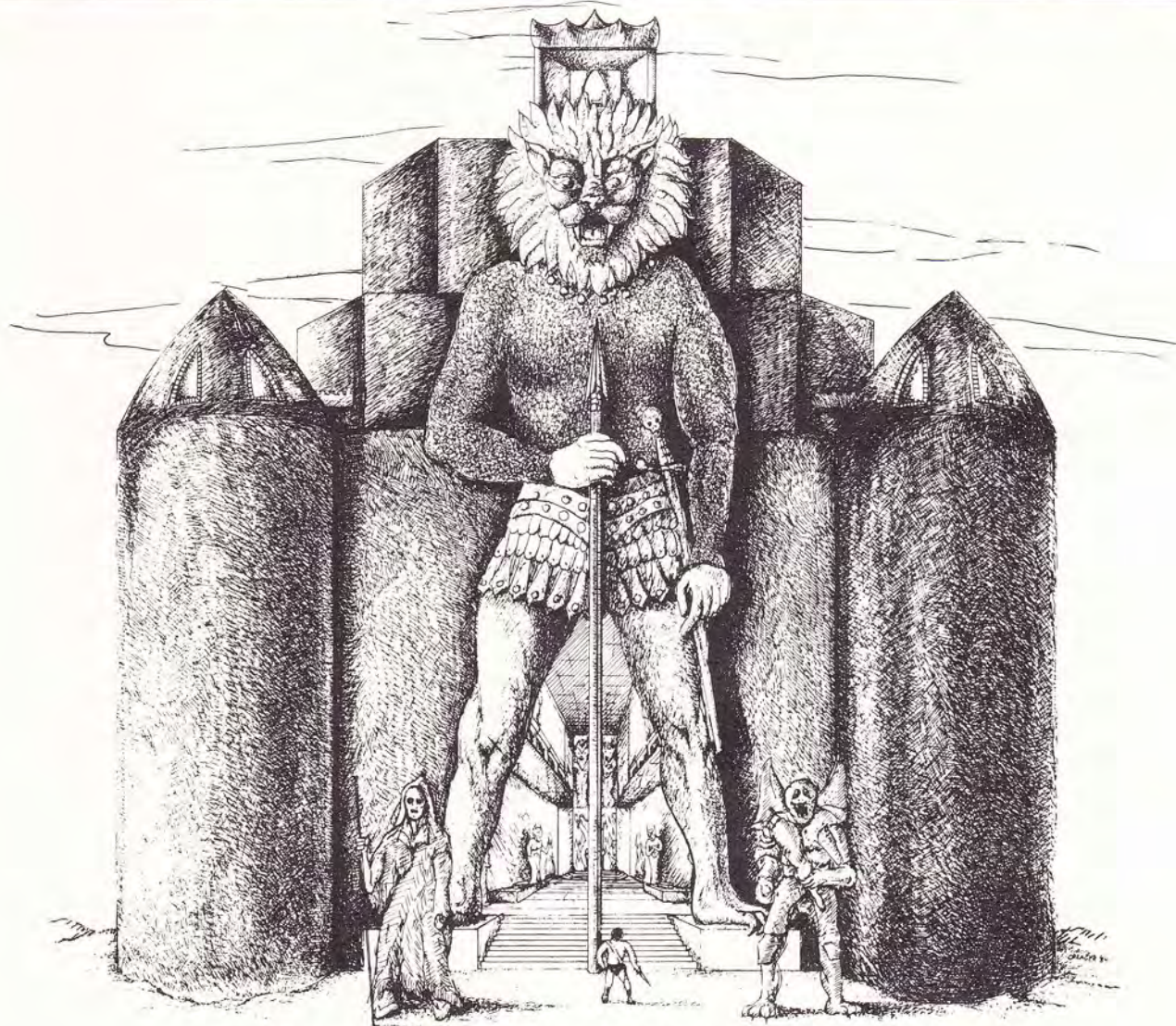


Tower of the Dead



Powers & Perils®

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY ROLE PLAYING GAME



TOWER OF THE DEAD

Tower of the Dead is the first in a continuing line of Site Supplements for Powers and Perils. In this supplement, the party must use their imagination and cunning to combat the forces of Nilgeranthrib and destroy him.

Tower of the Dead should only be used by groups that are experienced with the Powers and Perils system. The party that becomes involved in it must face powers that are beyond the ability of a novice to defeat. Knowledge of the Powers and Perils game system is required in using this supplement.

This book details all of the adventure-specific information that the Referee will need to run the adventure. The map that is located on the back of the box details the strategic area that the adventure occurs in. It will be used to plot the party's strategic movement during the adventure. The other item in this box is the Referee Control Screen. The Referee Control Screen contains important tables from this book, notes that will help the

Referee use this book and general tables that the Referee will use during the adventure.

As a final caution, the enemies that are faced in this adventure are powerful. The Referee must use discretion as they come into play. Any encounter with one of the dominant magic-users should be explicitly detailed to provide the party with all of their options. In this way, they will have an opportunity to make choices which could allow them to avoid fatal confrontations and/or succeed in destroying the Lich. Unless you, as Referee, make this effort, the party is doomed. An entire party of six or seven adventurers, against the power of Nilgeranthrib alone, is outclassed. Unless they have some other aid, or the detailed situation gives them an opportunity to decide their own fate, they are likely to die.

Players should not read this book, except for specific sections that the Referee allows them to read.

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BACKGROUND

The sections that follow provide general information that details the history of Nilgeranthrib, the forces that rule the areas that the party will be operating in and specific non-player characters that the party can be called on to interact with. Before beginning the adventure, the Referee should have a solid grasp of the information that is included in this section.

THE HISTORY OF NILGERANTHRIB

Nilgeranthrib was born on the island of Chora in the year 442. His parents were slaves in that island's Temple of Choronzon (The Cat of Slime, the Fire of Hatred, etc). Both of them were sacrificed to this god before his seventh birthday. Without the intercession of a High Priest, who noticed his intelligence and potential, Nilgeranthrib would have met the same fate.

With the aid of the High Priest, Nilgeranthrib became an acolyte in the temple. On his 20th birthday, after 12 years of study, he was ordained as a Magician-Priest of Choronzon. Soon after, he dedicated himself to Abaddon (the Destroyer, Lord of Death) and went to serve in the great temple in the capital of A'Korchu (the owners of Chora). By the age of 28, Nilgeranthrib was Master of Ritual in this temple.

In the year 471 Nilgeranthrib came to the attention of the Emperor of A'Korchu. He was dispatched to Dirlla (the capital of Dirllar) as a spy. On arrival, he played the part of defector and won a post on Dirllar's Wizard's Council (by slaying a junior member of that group). For the next seven years, Nilgeranthrib continued to advance on the council and made regular reports to his emperor. Nothing transpired in the nation without Nilgeranthrib, or his spies, being aware of it.

At the age of 35 (478) Nilgeranthrib severed his ties to A'Korchu and betrayed the identity of his imperial contacts to the council. This earned him a position as a senior member on the council and the respect of all of his fellow members. During the next 10 years, he rose further, until he was the third-ranking member of the 39 member council. In the year 488, two months after his 46th birthday, Nilgeranthrib launched a coup against the council. In the space of two hours, he, and his agents, killed every other council member. In the bloody days that followed, possible opponents and enemies were bloodily purged from the city. Four days after the coup, (a day that Dirlla's history refers to as the "Day of Blood") Nilgeranthrib was declared the Supreme Dictator and Autocrat of Dirllar.

Over the next nineteen years Nilgeranthrib's reign fostered evil and terror in the nation. His subjects despised him and the nation of Fomoria stood as his enemy. In the year 504, a three year civil war began (aided by the might of Fomoria) which resulted in his total defeat.

At this point in his life, Nilgeranthrib moved to the east (rather than try to regain his throne against the opposition of his subjects and the armed might of Fomoria). He was a 68 year old servant of Death who had no desire to meet his master. He resolved to cheat death by seeking the fabled Tower of Nergal in the Elder Mountains. After a nine month search, he found this tower and began to unlock the secrets within it. After five years of study, in the year 516, he performed the Rite of Lichcraft and became an immortal.

For the next 72 years Nilgeranthrib searched the world for rites to enhance his power, ways to serve Nergal (the God of the Dead) and Murmur (the God of Necromancy), and (of greatest importance to him) an opportunity to gain power over mankind. In the year 588 he met Morbus, Duke of Alzira and saw his chance. Morbus was a depraved, wanton and stupid man who was easily convinced that Nilgeranthrib, as his court magician, would freely provide him with power, pleasure and wealth. Within a year of becoming court magician, Nilgeranthrib

took over and the Ducal family became his will-less zombies. In the 13 months that followed, aided by forces of the dead and an army of hired cutthroats, Nilgeranthrib dedicated the city, and all of its inhabitants, to Nergal. In the center of Alzira, he built a replica of the Tower of Nergal and surrounded it with a moat of magical slime. From this Citadel of Evil, he ravaged and tortured the people of his new realm until they became his thralls and lost the courage to oppose him.

After consolidating his reign in Alzira, Nilgeranthrib looked to the forest. Over the years that followed he launched an all-out assault on the forest cities and conquered them all. At its height, the assault reached the gates of Thalib, capital of Thaliba and Citadel of Light. Here, after a six day battle, he met defeat. In the last battle, he was driven from the walls and slain by the Marshal of the Thaliban Host, a Zarusese mercenary wielding Life Sword. Behind him, the cities of the mountain conquered his forest realm and the armies of Zarun destroyed and levelled Alzira.

For nine years, the Lich struggled to regain human form. As a black mouse he found a wounded rat and killed it. Becoming a black rat, he sneaked into a house and killed a new-born kitten while its mother was elsewhere. He lived as a black cat for three years. Finally, in Porta, he found a half-blind, diseased street cur and killed it. During the next five years, in the form of a black hound, he searched the world for a leopard. In the city of Sivas he found one that was chained in a cage. He snuck in while it slept and managed to kill it. Finally, a few hours later, he found a man passed out in a nearby alley and disposed of him. From that moment, he was reborn in all of his might.

After his rebirth, Nilgeranthrib returned to Alzira. He re-dedicated himself as a lich and rebuilt his tower. In the years that followed, he sought vengeance on those who had aided in his defeat. Through his dead forces, mercenaries and political maneuvers he destroyed the civilizations of the Thaliban Forest and mountains, and nearly destroyed the nation of Zarun.

In his effort to conquer Zara, Nilgeranthrib encountered Priam Zendar, wielding Life Sword. He immediately fled. During the next six months, a mobile war was fought throughout Zarun until a raiding force reached Nilgeranthrib in his tower and Priam killed him with Life Sword. In this instance, Priam Zendar captured Nilgeranthrib's mouse form and arrogantly kept it alive as a prisoner in his court. For six months, Nilgeranthrib swung in a small cage over the throne of Priam. He was the butt of jokes and sadistic pranks (such as the time that Priam locked 40 cats into the room for an entire night, leaving Nilgeranthrib hanging just out of reach). Finally, the Lich was rescued by a visiting magician, who, having heard of his fate, resolved to save him as a means to gain great power.

The magician stole the cage and escaped to Iravoy. Over the next three weeks, he fed Nilgeranthrib the creatures that were necessary to restore his power. When Nilgeranthrib was again a man, the magician demanded that he serve him in exchange for the life that had been returned to him. Nilgeranthrib slew him for daring to make demands of his betters. To this day, the soul of the magician roasts in hell, the gift of Nilgeranthrib to his master.

Following his second defeat, Nilgeranthrib again rebuilt his tower. For years he meditated on his defeats and pondered the future. He came to the conclusion that conquest through direct military action was impossible. Since reaching this decision, he has built a small, efficient network of greedy men and power-hungry magicians to serve his ends in a more subtle way. Unless he is stopped, the machinations of his cabal could throw the western world into an age of darkness that is unparalleled in recorded history. Without a doubt, it will result in the downfall of Zarun, the extermination of Thaliba and the conquest of Iravoy.

THE BLACK RING

The Black Ring is a mystical society that was founded by Nilgeranthrib. Their main base is the Tower of the Dead in Alzira (where 20 of the members, including Nilgeranthrib, are located). Other members of the cult are located in various nations within 400 miles of the tower serving as the agents of their master, fomenting insurrection and attempting to gain power. Members that can be encountered before the tower is reached are Je'ain Zendar and Baris the Black.

ORGANIZATION OF THE RING

The Black Ring has 39 members, plus Nilgeranthrib. It is organized in a strict hierarchy of five tiers. The members of the first-tier are young apprentices. Second-tier members are senior apprentices who have achieved some mastery over the dark arts. Third-tier members are fully-trained initiates who are adept in the magical arts. Fourth-tier members are extremely powerful wizards who have performed the Rite of Lichcraft on themselves and become Liches. Nilgeranthrib is the only member of the fifth tier. He is the Supreme Master of the Black Ring and the Voice of Nergal (two of his titles in the hierarchy of the ring).

NOTE—At the current time, the Black Ring has the following members:

TIER NUMBER	MEMBERS AT THE TOWER OF THE DEAD	MEMBERS ELSEWHERE
5	Nilgeranthrib	None
4	(1) Maubar	(1)
3	(2) Lisan and Katan	(6) Baris and five others
2	(4) Ghavavoralan, Rabinda, Siret and Yuret	(13) Je'ain Zendar and twelve others.
1	(12)	None

MAGICAL POWERS OF EACH TIER

THE FIRST-TIER

All first-tier members are chaos-oriented wizards. Other than their general skills, they know (1-3) Darkness Powers or (4-10) Hell Powers (roll 1D10). The MEL and EL for the apprentice that the party encounters is determined by rolling on the table below. Both rolls below are taken with 1D10.

ROLL	MEL	ROLL	EL
1-4	0	1-7	0
5-7	1	8+9	1
8+9	2	10	2
10	3		

NOTE—The Casting Ability for these apprentices equal MEL x 10 or 5, whichever is higher. All other factors that the Referee wishes to determine may be determined using the rules in Book Four of Powers and Perils.

SECOND-TIER MEMBERS

The powers of the second-tier members are listed in the character description of the magician Ghavavoralan. See this listing.

THIRD-TIER MEMBERS

See Lisan or Baris the Black for the powers of a third-tier member of the Black Ring.

FOURTH-TIER MEMBERS

Maubar is the only fourth-tier member at the tower. See his listing.

THE FIFTH-TIER

See Nilgeranthrib.

THE FORCES OF NILGERANTHRIB

Nilgeranthrib's servants are the members of the Black Ring, an army of the dead, zombies, mercenaries and a corp of thralls that he has bred to serve him. Except for the Black Ring, these groups are discussed in the sections that follow.

THE DEAD

This force is composed of animated skeletons and cadavers with the basic value specified for the Dead in Book Three of Powers and Perils. They are armed with a sword or a spear and are unarmored.

ZOMBIES

The zombies are the remains of character-class enemies who were defeated by Nilgeranthrib or Maubar. Their arms and armor varies as the Referee desires. Their basic values, unless the Referee wishes to generate specific statistics for each zombie are:

HPV 33	OCV 6	DCV 0	CEL NA	
S 66(+3)	St 66(+3)	D 7	A 7	C NA
I 0	W 0	E 0	Em 0	Ap Varies*
MR 9	NAV 0	MDV 0**	EnL 0	CDF 4

*Appearance varies with the amount of corruption, unhealed damage, etc, that the particular zombie has.

**In calculating the gain from successful magic use, an MDV of 1 is used.

NOTE—Each Zombie will have $(1D6 - 1) \times 10\%$ of his HPV in unhealed damage. In all cases, round up for the number of hits that are lost from the HPV in this way. (The standard zombies that the party can encounter take 16-33 hit points.)

IMPORTANT—Subdual damage has no effect on zombies. They are not affected by any form of Death, Sleep, Paralysis, Disease, Poison or by any power that operates by reducing the Energy Level.

Only things that inflict physical damage, or items that this book grants a specific power to (Life Sword and the Crown of Release), can affect a zombie.

OPTIONAL

No mental power can affect a zombie. As an option, any Telepathic or Illusion Power may be cast on a zombie. If the spell succeeds, the caster may use the zombie as a conduit and affect its master with the spell that he cast (working against the controller's MDV). Only the powers specified above may be used in this way. If the attack is made, the master may counterattack through the conduit that is used to attack him if he is affected in any way by the attack, is not deluded in some way by the spell that affected him or if the spell fails.

MERCENARIES

Three companies of mercenaries serve Nilgeranthrib. They are paid about 3SC a week. The total strength of these units is:

Company	Strength	Roll	Armament
Zingair's Reavers	120	01-40	Scalemail, Buckler, Sword
The Morana Company	100	41-73	Leather Armor, Banded Shield, Spear
Reivoaltan's Peasant Corp	80	74-100	Leather Armor, Spear

NOTE—Common guards who are encountered on the second floor or lower are mercenaries. Roll randomly to determine which company they belong to unless the rules specify a particular unit. (These mercenaries are motivated by greed and a desire to survive. They fear the Black Ring. They will not consider betraying them for any offer less than 1GC per man. They will never do so if a member of the Black Ring is present. The only betrayal that they will consider is to allow the party to pass without raising an alarm or fighting.)

THE THRALLS

Nilgeranthrib has been conducting breeding experiments with captured humans for the last 200 years. The result has been humans of lower intellect and greater strength. His goal is to forge an army of his own people and repopulate Alzira. When they are encountered, they will have the following attributes:

MALES

HPV 18	OCV +2**	DCV +2**	CEL 1D3	
S 28(+1)	St 20(+1)	D 24(+1)	A 24(+1)	C 24(+1)
I 6	W 5	E 9	Em 10	Ap 40
MR 11	NAV 0	MDV 3	EnL 29	CDF 2
Height 78"	Weight 220lbs*			

FEMALE

HPV 14	OCV +1**	DCV +2**	CEL 1D2-1	
S 15	St 24(+1)	D 28(+1)	A 28(+1)	C 15
I 6	W 3	E 12	Em 12	Ap 50
MR 11	NAV 0	MDV 3	EnL 18	CDF 2
Height 68"	Weight 120lbs*			

*Average values.

**For males, roll 1d6 once and add the value determined for both OCV and DCV.

For females, roll 1d2 - 1 once.

NOTE—Males are used as guards, soldiers and servants. Females are used as servants. Both sexes are in the Lich's experiments. At the current time, there are 40 males and 15 females in the tower area. They are encountered as specified in the room descriptions of the tower. At his discretion, the Referee can create larger thralls or thralls with high levels of experience to serve as leaders of their kind.

LIFE SWORD

Life Sword is a named broadsword (**MEL16/EL8**) that is modified for both hit chance and damage plus. It is dedicated to the destruction of Liches. Against these enemies, it has double the normal value of an **EL8** weapon. In addition, the sword has the following powers:

- A) The sword grants the bearer **EL3** immunity to Chaos magic.
- B) It can cast **MEL16/EL8** Revivification, Regeneration and Resurrection on any person that it touches (up to a total of 3 times per day).
- C) With a successful roll, it will negate the Black Curse or Animate Dead spells, from Necromantic Powers, for any dead or zombie within two hexes of the wielder. To use this power, the wielder may do nothing else during the phase that it is used. If he is attacked the modifiers for surprise will always apply.
- D) The bearer will never be attacked by a law-aligned creature.
- E) It can track the creator of any animate dead that it uses power (C) against. (Tracking **MEL16/EL8**).
- F) The sword has intellect and is capable of telepathically communicating with its master when it is out of its scabbard. Its communication will only be in areas that pertain to its powers and are relative to improving its chance to slay or free its enemies (Liches, Dead and Zombies).

LIMITATIONS—The bearer of this sword must dedicate himself to good action, especially the destruction of Liches. He may not use or carry any other weapon while he bears Life Sword. He may not use the sword to seek personal wealth and may not amass a fortune (no more than 2D10GC in property is allowed) while he is its master. If any of the terms above are violated, the sword will warn the bearer to desist. If he does not do so, the sword will go inert and will be useless for that bearer forever after. It has no truck with base or greedy men.

NOTE—Life Sword is currently located in the burned-out ruins that are located on Zendar Farm. It is in the basement of the ruin.

TOWER OF THE DEAD CHARACTERS

The following characters can be encountered in the caverns of Alzira and the Tower of the Dead. They are listed in the sections that follow in alphabetical order.

GHAVAVORALAN, Master of the First-Tier, Leader of the Second-Tier.

HPV 28	OCV 10	DCV 8	CEL 6	
S 36(+2)	St 33(+2)	D 20(+1)	A 18(+1)	C 40(+2)
I 44	W 92*	E 15	Em 15	Ap 15
MR 11	NAV 0	MDV 20	EnL 132	CDF 6
MEL 6	EL 3	Casting Ability 80		
Height 75"	Weight 225 lbs		Age 27	

*Ghavavoralan has supernatural will with all of the special powers that are gained for a rating of 30 in that attribute, i.e. the Evil Eye.

EXPERTISE

Trained wizard, **EL2** in General Skills, **EL3** in Darkness Powers, Hell Powers, Chaining, Quarrels, Slime, Compulsion and Insanity, **EL6** Mountain Survival, **EL6** Underground I Survival, **EL80** Kameri, **EL30** Donaran and Zarunese, **EL15** Tongue of Young Chaos, **EL7** Broadsword, **EL5** Great Sword, **EL4** Plains Survival, **EL4** Hill Survival, **EL5** Forest Survival, **EL3** Bastard Sword, **EL2** Shield, **EL15** Sign Language, **EL60** Jeweler, **EL4** Climbing, **EL20** Miner.



EQUIPMENT

Skullcap, Robes, Black iron ring, Broadsword.

Ghavavoralan was born in the Kameran, far to the north of the tower. Among the Kameri, women control access to magical power. He desired to learn magic but was forced, due to his sex, to master weapons instead. At the age of 17, his yearning compelled him to violate the sanctity of the women's lodge and he was forced to flee. In the years that followed, he heard tales of great magics to be learned in the south. He travelled to the Tower of the Dead and vowed his service in exchange for knowledge.

Ghavavoralan is a straight-forward and stoic man. Honor is of great importance to him. He will not break his word for any reason. (Were this not the case he would long ago have left the tower.) Of all the magic-users in the tower, he is the only one who is likely to deal with the party with any degree of kindness. He will not allow them to pass but he will give them a chance to surrender before he tries to kill them.



KARANSIK, ERIOLD, Marshal of the Thrall Corp
HPV 27 OCV 10 DCV 6 CEL 7
S 24(+1) St 36(+2) D 4(-1) A 12 C 48(+2)
I 20 W 12 E 40 Em 33 Ap 27
MR 10 NAV 0 MDV 7 EnL 60 CDF 3
Height 64" Weight 190lbs Age 43

EXPERTISE

EL80 Zarunese, **EL60** La'Ced, **EL6** City Survival, **EL2** Mountain Survival, **EL0** Underground I Survival, **EL2** Horsemanship, **EL4** Sword, **EL1** Shield, **EL2** Rhetoric, **EL25** Read and Write.

EQUIPMENT

Sword, helmet, platemail, metal shield, fighting dagger, cloak.

In his prime, Eriold was a great leader of men. He has lost his talent and all personal discipline. He spends his time in a fog of alcohol, which he uses to lessen his fear of the monster that he serves. He is an innocuous man, a mere shadow of the leader that he once was. (It is likely that he will be killed and replaced by Zingair Moizan in the near future. The Black Ring has no time for timid fools.)



KATAN, member of the Third-Tier.
HPV 17 OCV 4 DCV 2 CEL 2
S 16(+1) St 27(+1) D 12 A 15 C 24(+1)
I 56 W 40 E 32 Em 24 Ap 76
MR 10 NAV 0 MDV 15 EnL 64 CDF 5
MEL 7 EL 3 Casting Ability 80
Height 71" Weight 142lbs Age 34

EXPERTISE

Spell Knowledge*, **EL80** Portan, **EL60** Tongue of Young Chaos, **EL40** Tongue of the Dead, **EL40** Jeweler, **EL2** Fighting Dagger, **EL1** Sword, **EL2** Horsemanship.

*As for Lisan.

EQUIPMENT

Sword, Fine robes, Fighting dagger, fur-trimmed cloak, black ring, gold necklace.

Katan was born in the Red Dagger district of Porta (prior to the rise of the Red Daggers). Her early life was a battle for survival in the festering alleys of Porta. At the age of 13, her family left Porta with the profit from an unexpected windfall. On the Thaliban road, the tariff collectors took more than 90% of this wealth. By the time that the family reached Zara, they were bankrupt. As a result, Katan was forced to work in the lowest taverns in Zara to help support the family. At the age of 16 she encountered a member of the Black Ring who, for a major consideration on her part, offered to take her to the tower and teach her the truth of power. She accepted.

Katan is a bitter, emotional and greedy individual. She has mastered the rites of the third-tier and has every intention of advancing to the fourth-tier as soon as possible. She is driven by a need to gain wealth and achieve dominance over her fellow men. It is likely that she will become the first female member of the fourth-tier.



LISAN, Master of the Second-Tier, Leader of the Third-Tier
HPV 14 OCV 3 DCV 6 CEL 3
S 14 St 12 D 32(+2) A 24(+1) C 30(+1)
I 64 W 60 E 40 Em 16 Ap 51
MR 11 NAV 0 MDV 18 EnL 90 CDF 6
MEL 8 EL 3 Casting Ability 92
Height 64" Weight 154lbs Age 39

EXPERTISE

Trained wizard, **EL3** in General Skills, Illusion Powers, Earth Powers, Terror, Paralysis, Death Powers, Necromantic Powers, Silent Terror, Travel Powers, Chaining, Quarrels, Slime, Compulsion, Insanity, Darkness Powers and Hell Powers, **EL20** Forestry, **EL8** Forest Survival, **EL2** Mountain Survival, **EL1** Rhetoric, **EL2** Axe, **EL4** Longbow, **EL80** Zarunese, **EL40** Tongue of Young Chaos.

EQUIPMENT

Robes, Black Ring, Cape.

Lisan was born in eastern Zarun, just south of the Tower of the Dead. From his early youth he was attracted by the legends of the power to be had at the tower. At the age of 12, after a hideous incident which he caused (the drowning of two young girls), he fled into the mountains. He was captured by Nilgeranthrib's forces and was taken to the tower in chains. Eventually, by toadying to those who had power, he earned a chance to enter the Black Ring. In his 25 years as an active member, he has shown some talent but has not learned quickly.

Lisan is a weasel. He will do or say anything to preserve his life or advance his personal ambitions. He has a deathly fear of the liches and will do nothing to earn their wrath. Under no circumstances will he ever seek to join their number. He is much too cowardly and timid to risk his life for ultimate power.

MAUBAR, Leader of the Fourth-Tier, Chamberlain of Nilgeranthrib, Marshal of the Dead, Seneschal of the Tower, Master of the Third-Tier, Lich.

HPV 22 OCV 7 DCV 7 CEL 6
S 10 St 18(+1) D 24(+1) A 12 C 60(+3)
I 80 W 64 E 20 Em 24 Ap 4
MR 10 NAV 0 MDV 24 EnL 124 CDF 10
MEL 14 EL 7 Casting Ability 180
Height 65" Weight 114lbs Age 173***

*He has the withered features of a middle aged man. He was 37 years old when he became a lich, the first man to seek Nilgeranthrib after his second rebirth.

**Not counting the removed viscera.

EXPERTISE

Trained Wizard, **EL7** in all general skills and Chaos Powers, **EL8** in Lichcraft and Necromantic Powers, **EL80** La'Ced, **EL60** Marentian, Donaran, Zarunese, Climan, Tongue of Young Chaos and Tongue of the Dead, **EL80** Jeweler, **EL2** Rhetoric, **EL2** City Survival, **EL10** Plains Survival, **EL11** Mountain Survival, **EL8** Underground I Survival, **EL4** Forest Survival, **EL0** Sword, **EL2** Short Sword.



EQUIPMENT

Scalemail (fashioned of hardened human bone), Short sword, cape, pouch, black ring, amulet.*

*THE AMULET OF DARKNESS

- 1) Allows the wearer to see in any darkness.
- 2) The wearer can always communicate with any creature of darkness or the abyss, including the Kuggi.

Maubar was born in P'iam in the year 927. His family was low-level, landless nobility. Because of their poverty, he learned the importance of power and the immense value of property and wealth. At the age of 17 (944) he left his family to seek his fortune. His journey led him to the Tower, where he was captured and taken before Nilgeranthrib. He convinced the Lich of his earnest desire to serve and, at the age of 20, became the first Black Ring apprentice.

Maubar respects, fears and, to a degree, idolizes Nilgeranthrib. Except when he can better his condition with treachery, he is an extremely loyal and competent second-in-command. He is a brilliant, conniving and ambitious man who operates with "convenient loyalty" towards his master. Maubar is an amoral sociopath who is totally without humor. He demands total obedience from his underlings and will accept no excuse for their failure.

NOTE—There is a chance that Maubar will aid the party in destroying Nilgeranthrib. If so, his aid will be covert and hidden. He will not help them attack the Great Lich but he may help them get into position to do so, without their realizing that he is doing so. In all cases, after the party kills Nilgeranthrib, Maubar will have two priorities (in order of importance) 1) He will search for the mouse that is Nilgeranthrib to slay it and 2) He will try to kill the party by marshalling the forces of the tower against them. If the party does not flee the tower soon after their success, they will never leave it alive.

MOIZAN, ZINGAIR, Captain of Zingair's Reavers

HPV 21	OCV 8	DCV 8	CEL 5	
S 34(+2)	St 30(+1)	D 24(+1)	A 36(+2)	C 20(+1)
I 20	W 30	E 36	Em 10	Ap 60
MR 12	NAV 0	MDV 6	EnL 50	CDF 3
Height 68"	Weight 163lbs	Age 26		

EXPERTISE

EL80 Iravoy, EL60 Zarunese and La'Ced, EL50 Marentian, EL30 Sign Language, EL3 Hill, Plains and Forest Survival, EL2 Mountain Survival, EL8 Horsemanship, EL4 Mounted Lance, EL7 Broadsword, EL5 Flail, EL6 Shield.

EQUIPMENT

Scalemail, Broadsword, Cloak, fine boots.

Zingair is a violent man. He was banished from his family for a violent attack on one of his cousins. Since this disgrace he has earned a reputation as a blood-thirsty mercenary leader. When he entered the Lich's service, he sold his company to him for 60GC without informing his men. By the terms of the deal, Zingair may leave when he wishes. His men are the property of Nilgeranthrib.

Zingair is a domineering and sadistic man who cares little for his fellow man. He operates pragmatically to insure his personal survival. Whatever attitude best serves his continued survival, or is most likely to gain him wealth, is his attitude.

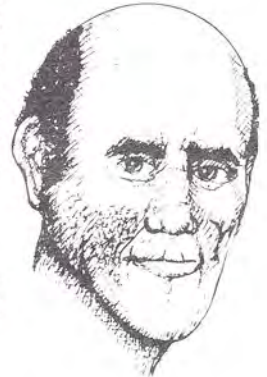


MORANA, BARZ, ex-Baron of Moranara, Leader of the Morana Company, ex-Major in the Donaran Royal Army.

HPV 20	OCV 3	DCV 7	CEL 3	
S 10	St 15	D 33(+2)	A 39(+2)	C 54(+3)
I 40	W 15	E 20	Em 20	Ap 16
MR 12	NAV 0	MDV 8	EnL 69	CDF 2
Height 60"	Weight 132lbs	Age 41		

EXPERTISE

EL80 Donaran, EL60 La'Ced, EL50 Zarunese, EL30 Marentian, EL6 Plains Survival, EL4 Mountain and Forest Survival, EL3 City Survival, EL5 Sword, EL7 with all Bows, EL4 with all Crossbows, EL4 Horsemanship, EL5 Shield, EL2 Rhetoric, EL40 Jeweler, EL60 Read and Write.



EQUIPMENT

Platemail, sword, jeweled ring, silver-studded sword belt, fur-trimmed cape.

In the last Donaran-Caldan war, Morana was falsely accused of cowardice. As a result, he lost his titles and was disowned by his family. He has dedicated his life to proving the error of this decision and gaining revenge on those who convicted him. He is one of the most vicious, dedicated and competent mercenary leaders in the western world. He serves Nilgeranthrib because he was promised many chances to prove his valor and an opportunity to lead a host against the nation of Donara, to show them his courage first hand. He refused to sell his company but was taken into Nilgeranthrib's service anyway, because of his reputation for brilliance as a leader.

NILGERANTHRIB, the Great Lich, the Voice of Nergal, Lord of the Black Ring, Master of the Dead.

HPV 23	OCV 10	DCV 9	CEL 7	
S 32(+2)	St 20(+1)	D 20(+1)	A 16(+1)	C 40(+2)
I 88	W 76	E 33	Em 48	Ap 0
MR 11	NAV 0	MDV 36	EnL 116	CDF 17
MEL 29	EL 10	Casting Ability 405		
Height 72"	Weight 144lbs**	Age 658*		

*Nilgeranthrib has the appearance of a very corpse-like, 74-year old man.

**Not counting his viscera, which are in his device.

EXPERTISE

Trained Wizard, EL10 in General Skills and all Chaos powers, EL11 Lichcraft and Necromantic Powers, EL80 Korchi, EL60 Kazi, Dirllaran, Thaliban, Zarunese, Aratad, La'Ced, Donaran, Climant, Tongue of the Abyss, Tongue of the Dead, Tongue of Young Chaos and Tongue of Fiery Chaos, EL80 Read and Write all languages known, EL10 Forest Survival, EL4 Plains Survival, EL6 Axe, EL2 Throwing Dagger, EL80 Husbandry (Humans), EL80 Armorer, EL50 Herbalist, EL9 Executioner, EL8 City Survival, EL4 Upper World Survival, EL5 Badlands Survival, EL14 Mountain Survival, EL14 Animal Survival*.



*Survival usable when he is forced into animal form.

EQUIPMENT

A) EL10 Magic Throwing Axe modified for hit chance and damage plus, with modifiers reversed when striking chaos-aligned or oriented targets.

B) The Rod of Nergal (MEL20/EL10), a Special Item with the following attributes:

- 1) The user can raise and command any dead creature within 10 hexes of the rod. It remains animate until it has obeyed a single command that the caster gives it.
- 2) The bearer has **EL10** immunity to Fire and Storm Powers.
- 3) The bearer can cast Dark Knowledge at **MEL20/EL10** with no chance that the summoned spirit will not come.
- 4) The rod provides the mana to keep any number of dead animate for as long as the bearer desires.

LIMITATIONS

The rod can only be used by a Lich. If his **MEL** is not higher than that of the rod, the rod drains **1D6** energy points from him each time that it is used. If his **EnL** reaches zero, he becomes the rod's zombie and must do as it wills.

EL8 Magic Leather Armor with **EL8** immunity to Law Powers. One throwing dagger, fine robes, fine cloak and a black ring.

Nilgeranthrib is power incarnate. Since he became a Lich, no single enemy has beaten him in a contest of magical power. He is extremely confident in his invincibility, arrogant and "devil-may-care" in dealing with enemies who are foolish enough to confront him.

Nilgeranthrib is also a bit sadistic. He enjoys killing his enemies with his axe. Unless his device is threatened, or magic is used against him, he will fight a normal melee against enemies who try to kill him. When his device is threatened he will use the power that he feels is necessary to stop them. When a "mortal" dares to cast magic against him, he answers with his full power to teach him the error of his ways.

The Great Lich is a megalomaniac. He considers himself to be only slightly less than a god. He deals with men as a god deals with his followers. The faithful are rewarded, those who combat him, disobey or interfere in his plans are punished grievously.

Finally, Nilgeranthrib is a dedicated, if somewhat perverse, scholar. He has been conducting breeding experiments on humans for over one hundred years. Persons who come against him who have exceptional characteristics (any characteristic with a current ability over 40 or a maximum ability over 60 will be captured, if possible, for his experiments.)

IMPORTANT—This rule does not apply to magic-users. Those that attack him are destroyed or made into zombies. Others may be allowed to serve him if they are chaos-oriented and they convince him of their sincere desire to join the Black Ring. If they refuse, or they are not chaos-oriented, they are killed.

NOTE—When he is in control of a situation, Nilgeranthrib has a dry, sadistic sense of humor. When his enemies pose no threat, he plays with them interminably (like a cat with a mouse). As the amount of their threat to his existence increases, so will the amount of power that he will bring to bear against them. The Referee should take pains to portray Nilgeranthrib in this way. His personality and attitude are the only real limits on his power.

RABINDA, Master of the Great Hall, Member of the Second Tier.

HPV 14	OCV 3	DCV 4	CEL 2	
S 16(+1)	St 10	D 12	A 33(+2)	C 27(+1)
I 48	W 40	E 20	Em 10	Ap 36
MR 12	NAV 0	MDV 12	EnL 67	CDF 5
MEL 5	EL 2	Casting Ability 42		
Height 63"	Weight 152lbs		Age 25	

EXPERTISE

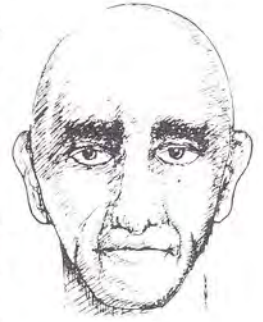
Spell Knowledge*, **EL80** Rogizini, **EL40** Zarunese, **EL30** Tongue of Young Chaos, **EL50** Read and Write, **EL30** Armorer, **EL6** City Survival.

*As specified for Ghavavoralan.

EQUIPMENT

Robes, black ring, hand axe.

Rabinda is an arrogant, obnoxious and foolhardy gambler. He survived his second tier testing out of sheer luck. He is self-seeking and over-confident and is likely to die before he rises much further in the ring. (His goal is to replace Nilgeranthrib as the ruler of the ring. He gives himself a decade or two to accomplish this task.)



REIVOALTAN THE SHEARER, Captain of Reivoaltan's Peasant Corp

HPV 33	OCV 8	DCV 4	CEL 3	
S 60(+3)	St 42(+2)	D 16(+1)	A 13	C 30(+1)
I 12	W 36	E 28	Em 15	Ap 30
MR 9	NAV 0	MDV 7	EnL 66	CDF 4
Height 81"	Weight 260lbs		Age 24	

EXPERTISE

EL80 Zarunese, **EL3** Plains Survival, **EL1** City, Forest and Hill Survival, **EL0** Mountain Survival, **EL8** Bastard Sword, **EL6** Great Sword, **EL2** Shield, **EL3** Axe, **EL10** Battle Axe.

EQUIPMENT

Banded shield, leather armor, Bastard Sword, Great Sword or Battle Axe (one of the weapons listed only), ruby ring.

Reivoaltan is a peasant from western Zarus. At a young age he tired of shearing sheep and became a bandit. From his profits, he turned "legitimate" and formed a mercenary company made up of the worst cutthroats in Zarus. He is an evil man who revels in combat. When he is not in battle, he is a boorish, sadistic and violent drunkard who enjoys breaking heads. His men follow him for the money and out of fear.



SIRET, Commander of the Guard, Rober of Nilgeranthrib, member of the second tier.

HPV 23	OCV 2	DCV 3	CEL 0	
S 9	St 36(+2)	D 39(+2)	A 24(+1)	C 44(+2)
I 52	W 30	E 30	Em 21	Ap 80
MR 11	NAV 0	MDV 13	EnL 74	CDF 5
MEL 4	EL 2	Casting Ability 36		
Height 66"	Weight 119lbs		Age 24	

EXPERTISE

Spell Knowledge*, **EL50** Tongue of Young Chaos, **EL80** Donaran, **EL8** City Survival, **EL6** Underground I Survival, **EL6** Throwing Dagger, **EL3** Fighting dagger, **EL50** Deftness, **EL4** Dancing, **EL3** Rhetoric.

*As specified for Ghavavoralan.

EQUIPMENT

Robes, fighting dagger, two throwing daggers, jeweled necklace.

Siret was born in the slums of Donara. Her early life was spent as a tavern girl and a thief. At the age of 16 she tried to rob Duke Salin of Pelara and was caught by his guards. To avoid his dungeon, she agreed to go to the tower



(as a present for its master). On her arrival, she was befriended by Ghavavoralan, who helped her convince Nilgeranthrib that her magical talents should be developed (much to the chagrin of the man who sent her to her doom).

Siret is an extroverted, emotional and sensuous women. She enjoyed her old life and only continues in the Black Ring to stay alive. She wants to escape and will aid any party that tries to do so if they will take her with them and if she thinks that they have a chance of success. She will never aid in attacking either Nilgeranthrib or Mauber, (she fears them more than any men that she has ever met).

YURET, Rober of the Fourth Tier, Lord of the Caverns, member of the First Tier.

HPV 18	OCV 3	DCV 2	CEL 1	
S 21(+1)	St 18(+1)	D 10	A 16(+1)	C 32(+2)
I 60	W 15	E 8	Em 27	Ap 15
MR 11	NAV 0	MDV 12	EnL 47	CDF 4
MEL 3	EL 2	Casting Ability 25		
Height 72"	Weight 188lbs	Age 28		

EXPERTISE

Spell Knowledge*, **EL80** Climan, **EL50** Zarunese, **EL30** Tongue of Young Chaos, **EL80** Read and Write, **EL4** City Survival, **EL9** Underground I Survival, **EL6** Mountain Survival, **EL25** Jeweler, **EL20** Seaman, **EL1** Fighting Dagger, **EL1** Rhetoric.

*As specified for Ghavavoralan.

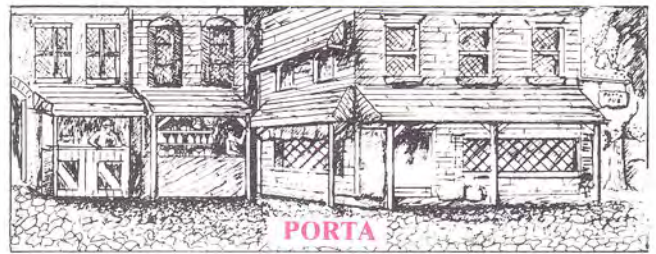
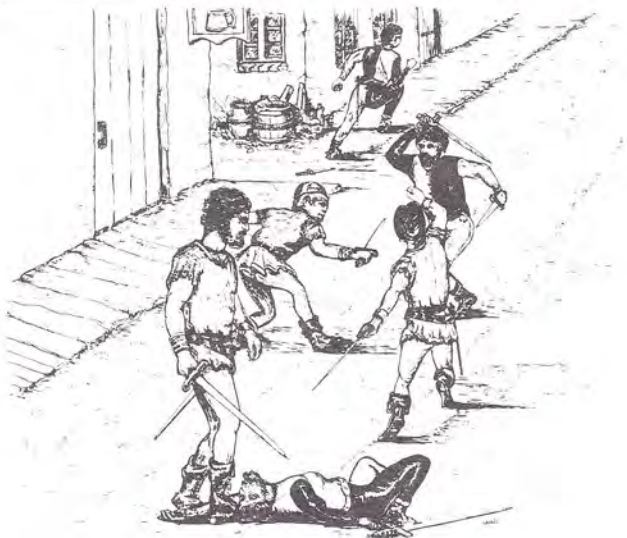


EQUIPMENT

Robes, black ring, fighting dagger.

Yuret was impressed into the Climan Fleet at the age of 12. After 8 years at sea, he jumped ship and made his way to Zara. There he became the apprentice of a minor magic-user. During the years that he served this man, he learned little. When he heard of the Tower of the Dead, his thirst for knowledge and his ambition drove him north. He has been a student in the tower ever since.

Yuret's life goals are to be a wealthy powerful and immortal wizard. He is a dedicated magician who will do almost anything for the right price. The more dangerous the action, the more he will demand. He will never sell his services for an attack on an initiated member of the Black Ring. He has no doubt that they would slaughter him. (In all cases where his services are bought, payment must be immediate and in advance.)



The city of Porta was founded as a place to put foreigners who chose to live in Thaliba. It is a free port that is loosely governed by the gang bosses who control its streets. There is no normal legal authority, the gangs rule all.

Portans tend to be amoral and untrustworthy. They are concerned with personal survival and profit above all else. They will do what they must to secure both. In speaking of Portans, the Duke Actin of Pelara described them as "the dregs of the western world poured into an odorous and filthy bottle." This, perhaps, is an over-generalization. However, it is not totally incorrect.

PORTAN POLITICS

Ten gangs rule Porta. Each controls a section of the city. In that section, the word of the reigning gang boss is law. His influence, and the character of the area, varies with his temperament, the strength of the gang and the resistance that he encounters. The descriptions that follow detail the gang areas and give insights into the character of each gang. The Referee should use these rules as guidelines in running the adventure while the party is in Porta.

THE FIREHALL GANG

This gang controls the wharfs, 20% of the city's markets and a sizable poor district in the southern part of the city. They are led by Qun Firemane and are the largest gang in the city.

Soldiers of the Firehall Gang wear crimson tunics. They carry a sap and a fighting dagger. Most of them are confident, loyal to their leader and, for their ilk, honest. They try to enforce Qun's will and are willing to use force when they must.

IMPORTANT—A sap is a leather sack, filled with lead balls, that is sewn on to a short handle. It is used with a +1WSB, as a club, for subdual damage only.

NOTE—A large number of pirates live in this part of the city. They are not personally loyal to Firemane but will sometimes obey him because he allows them to live freely in his territory. Most of them live in the southern part of the wharf district. This is the most wide-open and dangerous part of the city.

QUN'S LAW

The features of Firemane's reign are:

- A) Minimal interference in the daily lives of his people.
- B) He demands 10% of any major profit that is made in his territory and asks shopkeepers and businesses to pay him 10% of their gross profit in protection.

NOTE—If he doesn't get his cut of a big score, he will try to hunt the person down and punish him with his gang. Businesses who pay protection are protected by the gang from thieves and other losses. Those that don't are fair game. The protection payment is voluntary for them.

- C) Firemane does not allow paid prostitution, slavery or other like activities in his area. Persons who engage in these trades are banished and/or beaten by the gang.

THE MARKET STREET GANG

This gang controls 70% of the shops and businesses of the city. The territory is tightly administered by Baris the Black.

Members of the gang are uniformed in green and black motley. Each carries a throwing dagger, a sling and a pouch full of stones. Most of the gang members are cruel, overbearing and sadistic bullies who like nothing better than finding someone alone and stoning him senseless. They are restrained by their

fear of Baris the Black and their lack of trust in their fellow gang members. (Baris pays informers well and goes to great lengths to break anyone who could challenge his authority.)

BARIS'S LAW

The law is strictly and viciously enforced in this area. Its basic parameters are:

- A) All businesses and households are required to pay 25% of their income to the gang. If the payment is not made, it is collected (with extreme prejudice).
- B) Law is enforced without regard to privacy or the normal rights that a person would expect. The gang does what they want as they wish to do it.
- C) The gang's presence is felt in every phase of daily life.
- D) Citizens of the area fear Baris, distrust all strangers and are exceptionally secretive. This is due to the gang's network of informers and spies and to Baris's standing as a chaotic magic-user. (The rites that he practices in his palace are enough to shock the citizens of Porta, a thing that is not easily done.)

THE PURPLE GANG

The gang controls a small territory, the residence of the wealthy and entertainment areas that cater to the elite. The gang is run by Karos Ro'sal. Its operations are subtle and low key at all times.

Members of the gang wear fine purple clothing and fur-trimmed capes. They are armed with a short sword and a fighting dagger. They tend to have a detached, professional attitude. They prefer to operate with subtle threats and intimidation but are quite capable of killing when the situation demands it.

KAROS'S LAW

Karos is ambitious and greedy. His goal is to become the boss of the city. The features of his law are:

- A) All citizens are liable for a tax. The rate varies from 5 to 15%. The more money a person has, the lower the percentage. Those that do not pay are subject to vandalism and theft by the gang and others.
- B) Outside of the tax, Karos interferes little in the daily life of his territory. Other than suggesting that the wealthy frequent clubs and theaters that he controls, he lets people live as they wish.
- C) No theft is allowed in this area without the prior permission of the gang boss. He must be consulted first, must give his permission and must be given 40% of the profit or the gang will hunt the thieves that are responsible.

NOTE—Theft without any one of these requirements being taken care of is punishable by death. If the thief pays 60% of the take, one of the requirements can be ignored. Nothing stops his vengeance if two of them are ignored.

- D) Karos considers murder to be his prerogative. Unless there is a good reason for the killing, murderers are executed.

THE LIGHT STREET GANG

This area is composed of 10% of the city's businesses, warehouses and the homes of dock workers, craftsmen and other people of these classes. It is a relatively free area that is run by Marius Mamon.

Members of the gang wear green surcoats embroidered with a yellow sun on both front and back. Most of them are armed with two fighting daggers though some choose to remain unarmed. In general, they are fair and pragmatic individuals who like to stay behind the scenes.

MARIUS'S LAW

The guiding philosophy in this area is that anyone can do whatever he wants as long as he doesn't get in someone else's (especially the gang's) way. The features of the law are:

- A) There is no tax. The gang profits from businesses that it runs, including gang-controlled money lenders and clubs.
- B) Citizens may hire the gang to recover lost property to gain vengeance on an enemy. The fee for the service required

is negotiated on a case-by-case basis.

- C) The gang does not force its will on the citizens of the area but will tolerate no interference in their activities. People who become a severe annoyance are usually found beaten in an alley or floating face down in a sewer.

NOTE—Marius is a fair boss. Unless interference with his gang causes a major loss or problem, felons are warned by being beaten to a pulp. Those that cause him a major loss are killed.

THE RED DAGGER GANG

The daggers control the worst slum in Porta, a pesthole that is only marginally survivable for those who live there. The wealthiest people in the area are the members of the gang. They are led by Marcos Vasa and each of them has a great deal of individual authority.

Gang clothing varies with the individual tastes of the gang member. Every member wears a fighting dagger with a red-blade and red-hilt. This marks them as a member.

MARCOS'S LAW

This area is wide-open. Each member is a boss in his own area. Marcos Vasa (known as the Judge by local citizens) is the big boss. The features of his law are:

- A) Each gang member controls one or more blocks of the city. They are his to rule and tax as he wishes. All are required to pay 20% of their take to Marcos Vasa. For this, he supports them if they run into trouble and allows them to keep their streets.

- B) The area is an anarchy. Marcos Vasa does not care what happens in the area as long as he is paid and the area is relatively quiet. When problems force him to act, he will kill the person who is responsible. (Even if the cause is the tax that his soldier has levied in the area, i.e. he kills the soldier for losing control and replaces him with someone from the streets.)

- C) Nothing is illegal in this area. Where an action interferes with the gang, reaction is slow in escalating but exceptionally vicious when it comes.

NOTE—The members of this gang are the meanest killers in the city. Marcos and his ten personal guards are well-trained, cunning and exceptionally deadly.

THE BLUE DEVIL GANG

This gang's area is a poor one that is primarily residential. The gang rules it through terror. They are led by Bal Half-arm, a vicious and evil man.

Blue Devils wear a grey doublet with a vicious-looking devil's head embroidered on the back. They are armed with two fighting daggers. The members of the gang are violent and cruel people. The more so, the higher their status in the gang. (Bal is the epitome of these traits, he is a sadistic monster.)

BAL'S LAW

The effect of the law is changeable and varies considerably, depending on the gang's attitude towards the person that they are terrorizing at the time. Its features are:

- A) When Bal is personally involved, he demands instant obedience. If he does not get it, he will maim or kill.

- B) Protection payments are demanded at the whim of Bal or the underboss of the area. Most families pay 30 to 50% of their income during a given year.

- C) People who provide valued services to the gang are often allowed to live free. Except for the intermittent sprees of gang terror, the area is wide-open.

- D) Resistance to the gang is punished by maiming or killing the person responsible. If the person is maimed, he is left helpless and is tossed into the street (a favorite maiming is to hamstring and blind a person).

THE SWORD GANG

The sword district contains temples, parks and fine houses. Farad Choman is the boss. The area is the most beautiful part of a very ugly city.

Each member of the gang has an ornate sword tattooed on his left biceps. They carry two swords at all times. The gang members spend their time protecting the area. They do not interfere in the lives of its citizens.

FARAD'S LAW

This is a well-administered area. The features of the law are:

- A) No taxes are levied in this area.
- B) All citizens are free to do as they wish as long as they do not violate the rights of another or the sanctity of the temples. Those who do are hunted by the gang and turned over to the temples for trial.
- C) Citizens who repeatedly cause trouble, perform heinous actions against the territory, the sanctity of the church or public decency or who interfere in the day-to-day life of others in an exceptional way are subject to death when the gang finds them. Farad will accept nothing less in these cases.
- D) The gang is supported by the voluntary contributions of the temples and indigent citizens.

THE GUTTER GOLEM GANG

This gang controls the northeastern slums. They operate through fraud, theft and manipulation of the people in the area. They are not a physically imposing group. Their leader is Slit-nose Hali.

The golems wear a yellow surcoat with diagonal tan stripes that meet in the center. Most of them carry 1D3 throwing daggers that are concealed on their persons.

HALI'S LAW

The features of Hali's rule are:

- A) Hali has connections to many highly-trained killers. Those who cross her, or refuse to obey her, will die. (The unlucky are taken alive to await her pleasure in her dungeon.)
- B) Hali receives 30% of what her gang members take in. They take whatever they can get through fraud, theft and most other immoral practices.
- C) The golems will only accept a direct physical confrontation when they have no choice. At all other times, they will avoid and remember their enemy. When he least expects it, a group of them will ambush him and try to bring him down. They much prefer fighting as a pack from ambush.

THE NORTH HARBOR GANG

This gang controls the minor wharves on the northern side of the bay. Their leader is Schika (the lover of Qun Firemane). All of the gang members are ex-Firehall soldiers that serve her because Qun told them to.

The basic uniform of this group is identical to the Firehall gang. In addition, they wear a reddish brown surcoat. They carry a club and a fighting dagger.

SCHIKA'S LAW

The law of this area is a more tightly administered version of Qun's law. It is the most quiet and efficiently-run area of the city. Its citizens are happy and industrious, even the pirates. All citizens are liable to pay 5% of their income in taxes. Those that cheat, or refuse, are pummelled. If they continue to refuse, after repeated attacks, they are killed. Beyond these "collection duties", the soldiers serve as an effective police and defense force.

THE TAVERN GANG

The gang in this area serves a coalition of tavern owners as guards, bouncers and enforcers. The gang is led by Mavan the Whore. She is the leader of the coalition because, in Porta, the services that she provides are a necessity that cannot be dispensed with.

The members of the gang are dressed in white silk and wear an ornate, jeweled dagger. They seem to be fops but are skilled fighters, especially in hand to hand combat.

MAVAN'S LAW

Tavern territory is neutral ground in Porta. The territories contain 90% of the city's taverns. It is ruled by a council that is chaired by Mavan. Its law's main features are:

- A) No meaningless, destructive violence is tolerated in the taverns. Gang members only resort to force when reason will not prevail. If they must resort to force, they strike to kill.
- B) The gang gets 10% of the take from every tavern and club in their area. (The fee for their protection.)
- C) No gang can gather in strength in these territories. They are recognized as neutral ground by all.

POLITICAL FACTIONS

Two, mutually-hostile, loose alliances divide the gangs into a camp that is led by Qun Firemane and a camp led by Baris the Black.

The gangs in the Firemane faction are the Firehall Gang, the Light Street Gang, the Red Dagger Gang, the Sword Gang and the North Harbor Gang. The supporters of Baris the Black are the Market Street Gang, the Purple Gang, the Blue Devil Gang and the Gutter Golem Gang.

The Tavern Gang is neutral. Excluding pirates and mercenaries, the total strength of the gangs in each faction is about 1000 soldiers each.

AVERAGE GANG MEMBERS

The table below contains average statistics that can be used for the various members of the gangs. These include an optional Creature Variation multiplier for the average soldier, CEL, weapon EL, and the weapons that are most commonly used.

THE GANGS				
Gang	Creature Variation	CEL	EL	Standard Equipment
Firehall	1.2	3	3	Fighting dagger, sap.
Market Street	1	2	3	Sling, throwing dagger.
Purple Gang	1	4	4	Short sword, fighting dagger.
Light Street	1	3	3	Two fighting daggers.
Red dagger	1.4	3	2	Fighting dagger.
Blue Devil	1	3	3	Two fighting daggers.
Sword	1	3	4	Two swords.
Gutter Golem	.8	2	3	1D3 throwing daggers.
North Harbor	1.2	3	3	Club, fighting dagger.
Tavern	1	3	5	Fighting dagger, hand-to-hand.
Pirates	1.2	4	4	Broadsword or mace, fighting dagger.

NOTE—These statistics should be used to effect **AHP**, **S** and **St** only. All other factors remain the same. Movement for all is 10.

OPTIONAL—Two-weapon fighting

Fighting with two weapons, or light weapons, is a unique style that can be used. The requirements to do so are:

A) A two-weapon user must be trained in both weapons if they are different.

B) A two-weapon user must complete a 10 expertise point course specifically in using this technique. (Maximum $EL = (St + D + A) / 15$, Cost to advance is $NEL \times 7$). After completing the course, he will raise his two-weapon EL separately from his skill in the weapons that he uses (he gains expertise in the weapon(s) used and in two-weapon skill, when they are used combat).

C) A two-weapon user must have two, functional weapons, that fit within the size limits required to use this skill, in order to use the technique once it is learned.

EXAMPLE—If he is carrying a sword and a dagger, he can use the technique. If he is carrying a sword and a broadsword, he may not.

The basic methods of using this technique are:

1) He may use his EL offensively and attack twice in the same phase. When he does, his EL is divided as he desires between the two attacks. In addition, his first attack will strike one position higher on the attack priority table.

IMPORTANT—When the two-weapon user uses this option, people who attack him during that phase, in normal melee combat only, will subtract FIVE from their roll to hit, i.e. a 41 becomes a 36.

2) He may make one attack during the phase and use his other weapon to block incoming attacks, as for a shield. In this case, he will divide his EL between offense and defense as he desires. His defense will apply as a shield using the FV of the weapon as its shielding AV .

3) He may fight defensively, without attacking. In this case, his full EL applies defensively and the **HIGHEST FV** of the two weapons + 2 is used as the shielding AV , i.e. if he has two swords, the shielding AV is $9 + 2$, 11.

SPECIAL RULES

A) The shielding effect in 2 and 3 above does not apply against magic. It is negated, against attacking creatures and weapon-users if the $SB + (NWI \times (-1))$ or $SB + WSB$ is greater than or equal to the shielding AV .

IMPORTANT—Do not include the EL in calculating this factor. Do include it in determining whether the blow will break the weapon. (Only the portion of the EL that is applied defensively will ever be applied in any way in resisting breakage.)

B) Damage and breakage rules are as specified for shields in Book Two of Powers and Perils. If two weapons are used defensively, both take damage if damage is scored. If the blow is sufficient to break the weapon, when two are used, one is broken and the other takes 1 damage point.

IMPORTANT—In all cases when breakage occurs, and two weapons are blocking, the weapon with the lowest FV is the one that breaks.

C) Only weapons with a base WSB of ZERO or less, excluding magic enhancement and special benefits gained through specific uses, AND a weight of TWO pounds or less, that are not solely missile weapons, may be used for this technique.

EXCEPTION—Unless the Referee specifically allows it, only swords and sword form weapons can be used for this technique. Axes may not be. (They are light enough but do not have the physical dimensions necessary to be used effectively.)

PORTAN CHARACTERS

(An alphabetical listing of the Characters who could play a role in the adventures that occur in Porta.)

BARIS THE BLACK, Leader of the Market Street Gang

HPV 19 OCV 5 DCV 7 CEL 4
S 10 St 16(+1) D 32(+2) A 28(+1) C 48(+2)
I 64 W 48 E 32 Em 30 Ap 51
MR 11 NAV 0 MDV 18 EnL 96 CDF 5
MEL 7 EL 3 Casting Ability 110*
Height 64" Weight 154lbs Age 32

*Baris is a third-tier member of the Black Ring. He is Nilgeranthrib's agent in Porta.

EXPERTISE

Trained wizard, $EL3$ in Darkness Powers, Hell Powers, Chaining, Quarrels, Slime, Compulsion, Insanity, Illusion Powers, Earth Powers, Terror, Paralysis, Death Powers, Necromantic Powers, Silent Terror and Travel Powers, $EL80$ Zarunese, $EL60$ Portan and Tongue of Young Chaos, $EL80$ Read and Write, $EL50$ Jeweler, $EL30$ Deftness, $EL40$ Trailing, $EL3$ Sword and $EL4$ Throwing Dagger.

EQUIPMENT

Amulet ($EL2$ immunity from Fire Powers), Calling Crystal (usable to contact a similar crystal in the Tower of the Dead, used to report to Nilgeranthrib and receive orders), Sword, two throwing daggers, sapphire ring (medium jewel, black band), black robes, sandals.

Baris arrived in Porta ten years ago. Little is known of his life before this. Within a year of his arrival, he took over the Market Street Gang with a successful coup. He is known as a black-hearted, sadistic and bloodthirsty rogue with no ability to forgive.



As a high-ranking initiate of the Black Ring, Baris is dedicated to Chaos and his master's wishes. His activities in Porta are part of a master plan to encircle and destroy the city of Thalib.

NOTE—Baris will be the party's first contact with the power of Nilgeranthrib. He will try to recruit them as agents in his plan.

GANG SIZE

The Market Street Gang has 115 Soldiers and another 230 men who can be hired as needed.

BEN SHAIR, HAIYANA, Seneschal of the Market Street Gang

HPV 18 OCV 10 DCV 13 CEL 8
S 24(+1) St 27(+1) D 48(+2) A 60(+3) C 20(+1)
I 40 W 33 E 30 Em 20 Ap 45
MR 13 NAV 0 MDV 10 EnL 53 CDF 2
Height 74" Weight 193lbs Age 31

EXPERTISE

$EL80$ Rogizini, $EL60$ Portan, $EL40$ Climan, $EL6$ City and Desert Survival, $EL70$ Thief, $EL60$ Trailing and Deftness, $EL50$ Locksmith, $EL6$ Swimming, $EL45$ Moneylender, $EL60$ Read and Write, $EL40$ Seaman, $EL11$ Throwing dagger, $EL7$ Sword, $EL3$ Two-weapon, $EL7$ Scimitar, $EL5$ Shield, $EL10$ Horsemanship, $EL10$ Climbing.

EQUIPMENT

Fine clothing, cloak, scimitar, two throwing daggers, boots, lock-picking tool.

Haiyana was born in the Great Desert among the Mahomet. When he was five his family moved to Maoun with his father, a mercenary. Four years later, his father was crippled in battle and the family was forced into the slums. Here he learned to sur-



vive, through theft and murder. By the age of 16, he was hunted by both the city garrison and the thieves guild of Maoun. He decided to go to sea.

Haiyana served as a seaman aboard a merchant ship for five years. This ended when pirates captured the ship. He convinced them that he would be a good addition to the crew. For the next three years, he was a pirate. At the age of 24, his ship landed in Porta and, taken with the opportunities of this city, he jumped ship and joined the Market Street Gang. Since beginning his gang career he has advanced from a common thug to the third most powerful member of the gang, after Baris and Carmen the Red.

Haiyana ben Shair is cunning, eloquent and amoral. He is talented in planning complex, long-term strategies for gaining an advantage over his enemies. His goal is to become the leader of the Market Street Gang. He has no known weaknesses or exploitable vices and is quite capable of killing when he must.

CARMEN THE RED, Marshal of the Market Street Gang

HPV 29 OCV 10 DCV 5 CEL 5
S 52(+3) St 45(+2) D 9 A 13 C 18(+1)
I 10 W 24 E 20 Em 6 Ap 10
MR 9 NAV 0 MDV 4 EnL 42 CDF 3
Height 77" Weight 253lbs Age 42

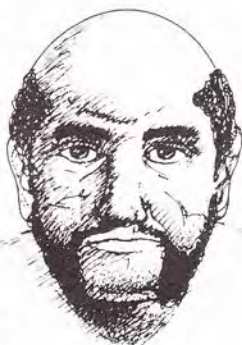
EXPERTISE

EL80 Portan, EL10 Read and Write, EL2 City Survival, EL30 Jeweler, EL10 Battle Axe, EL8 Broadsword, EL3 Fighting Dagger, EL6 Shield.

EQUIPMENT

Chainmail, Battle Axe, Helmet, Fighting dagger, boots.

Carmen is a native of Market Street. He has been in the gang for 27 years. He became the Marshal after helping Baris kill the former leaders and take over. His goal is to supplant Baris as the leader of the gang. If he gets a safe chance, he will try to kill both Baris and Haiyana ben Shair. He is a greedy and ambitious man who will not be satisfied until he rules Porta.



CHOMAN, FARAD, the Duke, Leader of the Sword Gang

HPV 32 OCV 9 DCV 10 CEL 6
S 10 St 56(+3) D 24(+1) A 60(+3) C 60(+3)
I 28 W 51 E 20 Em 24 Ap 9
MR 13 NAV 0 MDV 11 EnL 111 CDF 4
Height 69" Weight 166lbs Age 53

EXPERTISE

EL80 Portan, EL40 Read and Write, EL4 Musician, EL3 Singer, EL20 Locksmith, EL6 Assassin, EL56 Trailing, EL6 City Survival, EL2 Swimming, EL3 Climbing, EL4 Rhetoric, EL8 Hand-to-hand, EL12 Sword, EL10 two-weapon.

EQUIPMENT

Fine clothes, cloak, boots, two swords (MEL6/EL2 magic modified for hit chance and fatigue value).

Farad is a native of Porta. He is called the Duke and the Old Master by friends and enemies. He has been the leader of the Sword Gang for more than 25 years, longer than many of the current gang leaders have been in the city. He is a wise, crafty and deadly man who is feared or respected by almost everyone.



NOTE—His aid and support were responsible for the rise of both Qun Firemane and Marius Mamon. He is strongly supported by these men. While he lives, the territory of the Sword Gang is inviolate (as any attack would cause a full-scale, city-wide gang war).

GANG SIZE

The Sword Gang has 45, two-weapon trained, soldiers and 90 part-time levies. It is a small, powerful force.

FIREMANE, QUN, Leader of the Firehall Gang

HPV 32 OCV 15 DCV 12 CEL 10
S 60(+3) St 31(+2) D 20(+1) A 24(+1) C 36(+2)
I 33 W 40 E 12 Em 10 Ap 20
MR 11 NAV 0 MDV 0 EnL 76 CDF 6
MEL* 4 EL 2 Casting Ability EnL*
Height 77" Weight 231lbs Age 30

*Qun has the innate power to cast Fire Darts. He has EL2 immunity to all Fire Powers.

EXPERTISE

EL80 Zen'dali, EL60 Portan, EL5 Plains and City Survival, EL2 Forest Survival, EL10 Great Sword, EL5 other Heavy Swords, EL4 Hand-to-Hand, EL5 Composite Bow, EL4 Horsemanship, EL3 Horse Archery, EL3 Fighting Dagger, EL2 Shield.

EQUIPMENT

Scalemail, great sword, fighting dagger, boots.



Qun came to Porta six years ago.

His home is with the A'giat clan of the Zen'dali. Since taking over his territory, he has formed close ties with Schika, Mavan and others. He is an enemy of Baris the Black.

Qun is a calm and stoic man with good intelligence and a strong will. He tends to be fair and can be quite deadly. He is the most feared leader in Porta.

GANG SIZE

The Firehall Gang has 130 full-time soldiers and another 260 men on call. He is also served by 20 barbarians from his tribe and can call on the pirates to aid him when the need is desperate. In total, he can levy more men than any three of the other bosses put together.

NOTE—Qun has heard rumors of the fate of those who have taken the whole city as their own (all died within a fortnight). He is comfortable in his current position, and has no wish to die, so he restricts further expansion by his forces.

HALF-ARM, BAL, Leader of the Blue Devil Gang

HPV 21 OCV 8 DCV 9 CEL 5
S 30(+1) St 39(+2) D 33(+2) A 36(+2) C 15
I 15 W 20 E 36 Em 30 Ap 40
MR 12 NAV 0 MDV 7 EnL 35 CDF 3
Height 69" Weight 180lbs Age 34

EXPERTISE

EL80 Portan, EL5 City Survival, EL7 Executioner, EL50 Locksmith, EL40 Trailing, EL6 Hand-to-hand, EL5 Throwing dagger, EL7 Mace.

EQUIPMENT

Clothing, throwing dagger, mace, metal helmet, boots.

Bal was born in Porta. He took control of the Blue Devils ten years ago, as part of a break-away from the Sword Gang. He lost his arm to Farad Choman in this effort. Since that day, he has worked to gain revenge.



Bal is a morose and cruel man with a great deal of cunning. He enjoys using people, making them feel that they are his friends, until their usefulness ends. At this point, he demotes them, rewards them or kills them. He is an amoral serpent who does nothing that is not in his own best interest.

GANG SIZE

The Blue Devil gang has 45 soldiers and 90 part-time thugs. All are vicious killers.

KERAK THE MERCHANT, Thaliban secret agent, member of the Thaliban Society of Light.

HPV 17 OCV 8 DCV 14 CEL 7
 S 15 St 21(+1) D 80(+4) A 68(+3) C 30(+1)
 I 60 W 72 E 30 Em 18 Ap 48
 MR 13 NAV 0 MDV 17 EnL 102 CDF 6
 MEL 8 EL 4 Casting Ability 92
 Height 70" Weight 182lbs Age 97*

*Kerak appears to be about 32 years old.

EXPERTISE

Trained wizard, EL4 in Fire Powers, Might, Music, Storm Powers, Sustenance, Tracking, Water from Stone, Invisibility**, Light Powers, Open Prison, Painlessness and Liberate Spirit, EL80 Thaliban, EL60 Donaran, Portan, Tongue of Light, Zarunese and Marentian, EL50 Tongue of Fire, EL80 Read and write, EL70 Trailing, EL5 Swimming, EL8 Climbing, EL8 Rhetoric, EL8 City, Forest and Plains Survival, EL4 Mountain Survival, EL9 Assassin, EL15 Throwing Dagger, EL11 Hand-to-hand, EL10 Sword, EL8 Fighting dagger, EL7 Two-weapon, EL10 Short sword, EL7 Arbalest and EL6 Pole arms.



EQUIPMENT

Cowled robe, short sword, fighting dagger, throwing dagger, sandals, small diamond ring.

Kerak is a young man, by Thaliban standards, who has served his emperor well. He was posted to Porta as punishment for an error in judgement at an imperial ball (something to do with a

grand-niece of the Emperor). He is not happy in exile, but he is a thorough and efficient man who goes out of his way to do his job perfectly. His goal is to earn a reprieve from shameful existence among the barbarians or to die trying.

Kerak is personable, charming and witty. He comes across as an experienced and garrulous man with better than average intelligence. Behind this veneer of the friendly merchant, he is a calculating genius with a pronounced ability to succeed in most intellectual endeavors. He is a master of charm and one of the most deadly individuals that anyone could ever meet.

NOTE—Kerak runs a booth in the Beggar's Market. He deals in herbs, medicinal drugs, cheeses and wine. He employs a herbalist and two laborers to help him with his business. He spends little time at the booth himself.

MAMON, MARIUS, Leader of the Light Street Gang

HPV 20 OCV 7 DCV 5 CEL 5
 S 20(+1) St 18(+1) D 12 A 15 C 42(+2)
 I 40 W 32 E 48 Em 30 Ap 9*
 MR 10 NAV 0 MDV 11 EnL 74 CDF 2
 Height 71" Weight 171lbs Age 39

*Marius's enemies call him "Rat-face".

EXPERTISE

EL80 Portan, EL35 Marentian, EL30 Zarunese, EL33 Thief, EL5 Climbing, EL7 City Survival, EL42 Trailing, EL44 Deftness, EL44 Locksmith, EL70 Read and Write, EL30 Jeweler, EL25 Armorer, EL3 Fighting dagger, EL2 Throwing dagger, EL4 Mace.



EQUIPMENT

Clothing, surcoat, boot, small ruby ring, fighting dagger.

Marius was born in Porta. At the age of 8 he joined the Light Street Gang. Over the years, his talent for organization, fairness and ability led him to the leadership of his gang. While his territory is loosely governed, his gang is one of the most disciplined and efficient organizations in the city. Marius is the close ally of Qun Firemane.

**OPTIONAL—Invisibility Sphere

(The Thalibans have developed a modified form of invisibility. If the Referee wishes to use it, the rules that apply are detailed below.)

An invisibility sphere is a spherical area, which has no effect on the earth or inanimate structures. All persons who are within the sphere, or who enter it, are invisible to people outside of it AND visible to anyone inside of it.

The spell may be cast, by the caster, on others without including himself in its effect. It is cast to effect a specific number of beings and is negated when any of those beings leave the sphere, or when the duration ends.

DURATION—(EL + 1) x 5 turns (If the spell is cast at three times the normal cost, the duration can be doubled.)

NUMBER OF INCLUSIONS—EL + 1

RANGE—EL x 1/2" (A diameter)

NOTE—If the spell is cast at increased power, it will only effect entities that are specifically included in it regardless of who may enter the diameter at a later date.

IMPORTANT—The Base Mana Cost for this form of invisibility is 4 instead of 2.

SPECIAL NOTE

THALIBAN SOCIETY

Thaliba is a mystery to the world. No one has been known to enter Thaliban lands, except on the road, and return alive for

over 500 years. They have isolated themselves from the mortal world and suffer no foreigner to walk their lands. The fate of those who have entered the land in defiance of the bans is unknown.

NOTE—They are enslaved for life. As a law-oriented society, the Thalibans cannot see their way clear to kill trespassers. They restrain them forever instead.

Thaliba operates under a caste system. The elite castes, and the few slaves that they have, dwell in Thalib, the capital. The highest caste, after the Imperial family, is the Society of Light. The society is a militant brotherhood of noble magicians who serve the Emperor fanatically. Its members are selected from the noble castes at birth, trained for fifty years and tested for admission into the light.

Noble Thalibans have extreme longevity, due to the magic and power that the culture has gained over the millenia. The average lifespan of a noble is 150 years. The current ruler is an ancient man, 287 years old, who was young when the Don Host besieged the city on their way west.

Thalibans prize their isolation and exclusivity. They will not leave their land or have anything to do with the barbarians who dwell outside of it. Only members of the Society of Light and the Golden Guard have regular dealings with foreigners. Others, without the training and stability of this elite, would commit suicide rather than accept an order to live among the barbarians. Their pride could not bear the shame of it.

GANG SIZE

The Light Street Gang has 95 soldiers and 190 levies that are raised for major attacks or in defense. Marius has a personal guard of 15 soldiers. His territory is divided into four sub-territories with 20 soldiers each that are run by his under-bosses. (All of the under-bosses are picked for their ability to kill and their loyalty to Marius.)

MAVAN THE WHORE, Leader of the Tavern Gang, "Queen of the Taverns"

HPV 15	OCV 0	DCV 3	CEL 0	
S 14	St 15	D 28(+1)	A 39(+2)	C 30(+1)
I 24	W 39	E 42	Em 40	Ap 64
MR 12	NAV 0	MDV 11	EnL 69	CDF 2
Height 62"	Weight 131lbs	Age 37		

EXPERTISE

EL80 Donaran, EL60 Portan, EL40 Climan, Marentian and Zen'dali, EL7 Actress, EL7 Dancer, EL46 Disguise Artist, EL8 Rhetoric, EL50 Money-lender, EL7 Throwing dagger, EL2 Fighting dagger.

EQUIPMENT

Fine clothing, cloak, five small jeweled rings, throwing dagger, sandals, hat.

Mavan was born in the slums of Pelara. Her early life was spent learning to survive in the taverns and dives



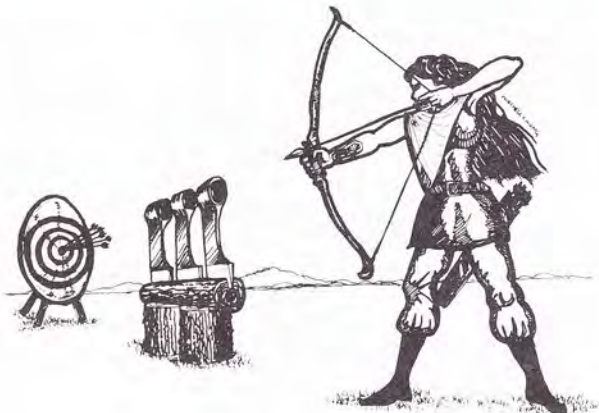
of this area. At the age of 14 she became connected with the Pelaran Thieves Guild as a performer and fence. Over the next 15 years, she built an empire.

With the fall of the former guild-master, her lover, she fled the city by sea. She arrived in Porta and purchased two taverns. Over the next year, in various ways, she formed the Tavern Gang, got support for Tavern neutrality from the other bosses and began to rebuild her power. Her only goal is to accumulate wealth. She has no ambitions for power or vengeance. (Lately she has re-established her ties with the Pelarans and does a great deal of business as a fence for goods that are smuggled to her.)

NOTE—Mavan is a loan shark during her spare time. She will loan almost anyone money, at rates of interest that are two to three times the average for the class of the borrower. She employs special thugs from Pelara to take care of this part of her business.)

GANG SIZE

Mavan's gang has 15 soldiers and 30 part-time thugs. She also can call on the bouncers at the taverns, the 20 thugs who work in her moneylending business and 20-30 mercenaries who will work for the right price (some of whom are assassins).



RO'SAL, KAROS, Leader of the Purple Gang

HPV 22	OCV 9	DCV 10	CEL 6	
S 33(+2)	St 30(+1)	D 30(+1)	A 51(+3)	C 24(+1)
I 16	W 24	E 20	Em 8	Ap 76
MR 13	NAV 0	MDV 5	EnL 48	CDF 3
Height 72"	Weight 188lbs	Age 28		

EXPERTISE

EL80 La'Ced, EL60 Portan, EL60 Climan, EL31 Artist, EL2 Assassin, EL55 Seaman, EL28 Navigator, EL10 Swimmer, EL9 Sword, EL6 two-weapon, EL6 Broadsword, EL8 Fighting dagger, EL4 throwing dagger.

EQUIPMENT

Sword, Fighting dagger, fine clothing, cape, boots, large jet ring.

Karos came to Porta after fleeing the Empire of the Ced, where he is wanted for Treason, Felonious Murder and Assault while serving as an agent for the Climans. When he reached Porta, he got a high position in the Purple Gang when he married the boss's daughter. Later, with the aid of Baris, he had his father-in-law assassinated and took over the gang.

Karos is devoted to personal pleasure and mastered by his own greed. He will do anything, betray anyone or serve any cause if the price is right. He backs Baris because no one has made a better offer and because Baris's Seneschal has evidence of Karos's guilt in the murder of his father-in-law. (Were it released, it would split the gang in two and, possibly, mean the death of Karos.)



GANG SIZE

The Purple gang has 100 soldiers and can levy 200 thugs when necessary. Most are quite loyal because Karos pays well.

SCHIKA, Leader of the North Harbor Gang

HPV 17	OCV 2	DCV 8	CEL 2	
S 12	St 15	D 48(+2)	A 80(+4)	C 39(+2)
I 36	W 20	E 20	Em 27	Ap 80
MR 14	NAV 0	MDV 9	EnL 59	CDF 2
Height 60"	Weight 108lbs	Age 25		

EXPERTISE

EL80 Zarunese, EL60 Zen'dali, EL50 Portan, EL60 Read and Write, EL60 Artist, EL80 Deftness, EL13 Dancer, EL5 Singer, EL80 Locksmith, EL50 Sign Language, EL7 Plains Survival, EL5 City Survival, EL2 Forest Survival, EL13 Bow, EL8 Longbow, EL8 Hand-to-Hand, EL5 Fighting dagger.

EQUIPMENT

Fine clothing, sandals, fighting dagger.

Schika comes to Porta from Zen'dali people who settled the plains of Zarun. She left the plains to escape a rabid suitor, of some power, who would not take no for an answer. He followed her to Porta and, while accosting her, ran afoul of Qun Firemane. Firemane killed him. In the months that followed, Schika and Firemane became lovers. Recently he gave her control of the North Harbor to give her something to do and to separate themselves somewhat.

Schika is intent on marrying Firemane. She is a generous and kind person who detests violence. She also has an inner core of strength which allows her to do what must be done, even when it is distasteful. She is an intelligent, pragmatic and stubborn woman who, given time, usually gets what she wants. (She is also known to be the finest dancer, archer and locksmith in Porta.)



GANG SIZE

Schika controls 20 soldiers, former members of the Firehall Gang who were assigned to her by Qun. Another 40 men in the area will fight if their assistance is needed.

SLITNOSE HALI, Leader of the Gutter Golem Gang

HPV 21 OCV 6 DCV 5 CEL 4
 S 21(+1) St 30(+1) D 24(+1) A 10 C 30(+1)
 I 6 W 24 E 36 Em 42 Ap 12
 MR 10 NAV 0 MDV 8 EnL 54 CDF 3
 Height 59" Weight 107lbs Age 32

EXPERTISE

EL80 Gomeese, EL60 Portan, EL48 Deftness, EL48 Herbalist, EL4 Rhetoric, EL6 Executioner, EL5 City Survival, EL3 Throwing dagger, EL6 Fighting dagger.

EQUIPMENT

Dagger, clothing, sandals, fine cloak.

Hali came to Porta, from Gom, as a slave. Eventually, she earned her freedom and rose from a wench in the lowest dives in her district to her current position as leader of a gang. She earned the name Slitnose when she was a "friend" of Qun Firemane. He found her with an associate of his, in a compromising position. He killed his associate, slit her nose with a knife and left her forever. She wants him dead.

Hali is an amoral, cruel and licentious woman who will do anything to get what she wants. She enjoys torturing her enemies and destroying all that they hold dear.

GANG SIZE

Hali controls 35 thugs and can demand service from 70 others when it is needed. Her soldiers have free rein to do as they wish. Despite the laxity, she is feared and respected by those who serve her. (Everyone is aware of Hali's connections to the Assassins and the fate of those who cross her, i.e. torture and/or death).



VASA, MARCOS, Leader of the Red Dagger Gang

HPV 42 OCV 13 DCV 7 CEL 8
 S 88(+4) St 24(+1) D 3(-1) A 8 C 56(+3)
 I 12 W 30 E 3 Em 20 Ap 28
 MR 10 NAV 0 MDV 7 EnL 86 CDF 5
 Height 74" Weight 230lbs Age 30

EXPERTISE

EL80 Marentian, EL40 Portan, EL60 Climan, EL60 Seaman, EL55 Carrying, EL3 Musician, EL12 Broadsword, EL9 Bastard Sword, EL4 Great Sword, EL3 Fighting Dagger, EL10 Hammer, EL7 Flail, EL6 Polearms, EL3 Shield, EL2 Throwing Dagger, EL4 City Survival, EL3 Plains Survival.

EQUIPMENT

Chainmail, Broadsword, fighting dagger, boots, cape.



Marcos Vasa served in the Marentian army from the age of 14 until he was captured, while serving as a soldier in a naval engagement, by the Climans (at the age of 22). He spent four years as a Climan galley slave before he managed to break his chains and escape to Porta.

Once in Porta, Marcos hid in the worst slum he could find. Finding an opportunity in this place, he formed the Red Daggers and took over the slum, exterminating its former rulers.

Marcos is a friendly man who is slow to anger and slower to forget. He is happy in his territory and willing to leave others alone in theirs. In angered, disturbed or infringed on, he is a violent man who fights until his enemy is destroyed.

NOTE—Marcos can be viewed as a bear who is sitting under a tree full of honey. He is happy to let people take honey from other trees, but they better not mess with his.

GANG SIZE

There are 50 soldiers in the Red Dagger gang, raised and trained from the meanest fighters in the slums. Another 100 men will fight alongside the daggers whenever the call goes out.

NOTE—The Red Daggers are furious fighters. Since Marcos formed them, they have not been beaten in a fight. They are trained to fight well together when it is necessary that they do so.

GANG FORCES

Gang	Soldiers	Levies	Colors
Firehall Gang	130	260*	Crimson
Market Street Gang	115	230	Green and Black
Purple Gang	100	200	Purple
Light Street Gang	95	190	Green, yellow sun
Red Dagger Gang	50	100	Red-hilted dagger
Blue Devil Gang	45	90	Grey, blue devil
Sword Gang	45	90	Sword tattoo, left arm
Gutter Golem Gang	35	70**	Yellow, tan stripes
North Harbor Gang	20	40	Crimson, reddish-brown surcoat
Tavern Gang	15	30†	White, ornate dagger

*The Firehall Gang can also levy 2D10 x 10 pirates when the situation demands it. Qun rarely calls on these allies.

**Slitnose Hali has strong connections with local assassins. She has done favors for various Assassin's Guilds in the past (specifically those in Pelara, Aratad and Maren).

†Mavan has another 25 thugs who work in her money-lending business that she can use if she must. She has strong ties to the Pelaran Thieves Guild (the strongest in the west) and other foreign criminals.

ZARUN

Zarun is the only true democracy in the world. Its eastern sections are heavily patrolled by the Zarunese army. This force is suspicious of strangers and, unless the party convinces them that they are friendly, will attack anyone that they encounter who is not on the road. Use the statistics specified for the Market Street Gang for these soldiers. All have sword, dagger, bow and scalemail. Unless they are encountered in a blockhouse (one every ten to twenty miles along the road) they should be mounted.

ADVENTURE SECTION ONE

INTRODUCTION

The Tower of the Dead adventure is divided into four distinct adventure sections. The first section takes care of the preliminary set-up and immerses the party in the Portan environment. The second section details the adventures that climax the Portan adventure and lead to the party's move north. The third section takes care of the move from Porta to the Tower of the Dead. Its highlight is Zendar Farm and the possible gaining of Life Sword by the party. The final section of the adventure is the Tower of the Dead itself. This details the city, caverns and tower where the final struggle takes place.

NOTE—With all parts of the scenario being used, each section takes about one night (4-6 hours) to finish.

BEGINNING

The adventure begins in the city of Porta. The Referee can either start the party in that city or create a justification for their travelling there from their current location in his world.

NOTE—A suggested justification is for the party to be paid to deliver a message to Porta by a powerful merchant in the place where they are. They will receive 5SC up front and 20SC when they deliver the message, from the person that they deliver it to. You may also allow them to make the trip as part of a road caravan that is travelling towards, past or to Porta.

STRUCTURE NOTE A

THE SLIPPERY BEAR INN

A cheap inn, noted for its fine food and wine, that is located in the largest section of the tavern district. It is owned by Mavan and managed by one of her current paramours.

A night's lodging, per person, costs 3BB plus an additional 2BB for an evening meal. (This is for space on the Common Room floor.) If the party takes a room, the charge is 2CC per night, per room. This charge includes the evening meal.

The following sections detail the floors and rooms of the inn.

FIRST FLOOR

1) THE COMMON ROOM

The common room is the inn's main activity area. On the south wall is a large hearth. The southeast corner has staircases going up and down. North of the staircases is a long bar with stools, a shelf filled with wine and crockery and, in the northeast corner, three barrels (2 are filled with beer, the other contains ale). Between the west wall and the bar, the room is filled with round tables with wooden chairs.

NOTE—The staff of the inn is 1 bartender, the manager, a cook, a bouncer and 3 barmaids. When the party has an encounter in the common room, 3D6 customers will be present. Twenty percent of these customers, rounded up, are gang members. Roll randomly (2D6) to determine the gang that they belong to on the table below:

Roll	Gang	Roll	Gang
2	The Gutter Golem Gang	8	The Market Street Gang
3	The Blue Devil Gang	9	The Red Dagger Gang
4	The Sword Gang	10	The Purple Gang
5 + 6	The Tavern Gang	11	The Light Street Gang
7	The Firehall Gang	12	The North Harbor Gang

NOTE—Roll once for each gang member that is present.

EXAMPLE—Seven customers are in the inn. Two will be gang soldiers. If the rolls above are a 6 and a 9, one is from the Tavern Gang and the other is from the Red Dagger Gang.

2) THE OFFICE

Next to the kitchen door is a well-padded chair. West of this chair is another chair. In the southwest corner of the room is a cabinet full of wine bottles and goblets. North of the cabinet is the manager's desk and padded chair. The desk contains writing implements, miscellaneous personal property, paper and a ledger. In the bottom right drawer is a leather bag that contains 4SC, 19CC and 31BB.

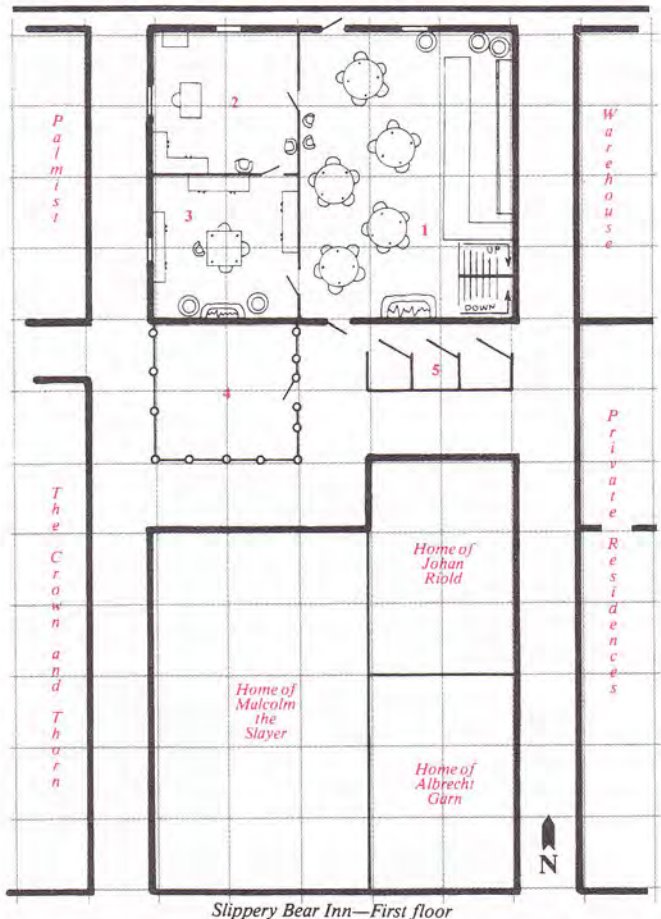
ARRIVAL IN PORTA

The first goal that the Referee must accomplish is to get the party "settled in" Porta. An initial phase of the adventure, in which the party arrives and takes a room in the Slippery Bear Inn (in the Tavern district), is provided for this purpose. The Referee should allow the party to operate in the neutral area, and learn about Porta's environment from people that they encounter there, for at least two or three days before the actual adventure begins.

NOTE—In the neutral area, the party cannot be involved in gang battles though all normal encounters still apply. Local citizens and gang members can be encountered in this area, allowing the party to gain information if they ask questions or make an effort to.

As long as the party remains in the tavern district, the Referee should make it relatively easy for them to learn the basics of gang politics, known antagonisms and other factors that may help in the coming adventure. Always, the ease and quality of an answer will depend on the quality of the questions that the Players ask. Also remember that the people who are being questioned have biases that will color their answers on certain subjects.

EXAMPLE—A player asks a member of the Market Street Gang about Qun Firemane. He will be told that Qun is a "fire-born monster who eats roasted babies." The opinion of a member of the Firehall Gang about Baris the Black will be "less flattering".



In the northwest corner of the room is a metal bound chest that contains 10SC worth of the manager's personal property, invoices and inn records and a smaller chest which contains 13SC and 49CC. It is locked with an EL10 lock that will jam if someone fails his roll in trying to open it.

3) THE KITCHEN

There is a table with four chairs in the center of the room. On the south wall is a hearth. On either side of it is a barrel of water. On the other three walls are cabinets that contain food, kitchen utensils, pots and other items that are normally used in a large kitchen.

4) CORRAL

A fenced-in area that is used to stable horses that belong to the inn's patrons. It will contain **1D3** horses and a scattering of hay.

NOTE—Horses are rare in Porta. Triple the standard cost for all horses. The resulting GC cost is the percentage chance, per day, that someone will try to steal it if it is not watched carefully. (The cost to hire someone to care for your horse is **3CC** x the mount's rating, per day, i.e. if the rating is **IV**, the cost is **12CC** per day.)

5) outhouse

A sanitary facility for anyone's use.



Slippery Bear Inn—Second floor

THE SECOND FLOOR

This floor contains guest rooms. The rooms on the north and east walls have two beds each. Those that are on the east wall also have two cabinets and a small table (between the beds). Those on the north wall will only have the cabinets with the beds. None of these rooms have locks.

The floor's other rooms have one bed each. They cost **4CC** per night to rent. Each contains the bed, a padded chair and a cabinet. All of these rooms have **EL15** locks.

In the west-to-east hallway are three tables. Each table has a ceramic pot of water and two piles of towels on it. They are provided for the use of the guests.

THE BASEMENT

The basement is used for storing non-perishable food, other goods and operating supplies. The rooms that are in the basement are:

1) STAFF BARRACKS

This room is used by the manager and his wife. The desks and cabinets contain their personal property. The room is used for sleeping.

FIRST CONTACT

Within **FOUR DAYS** of the party's arrival in Porta, the adventure will begin in earnest.

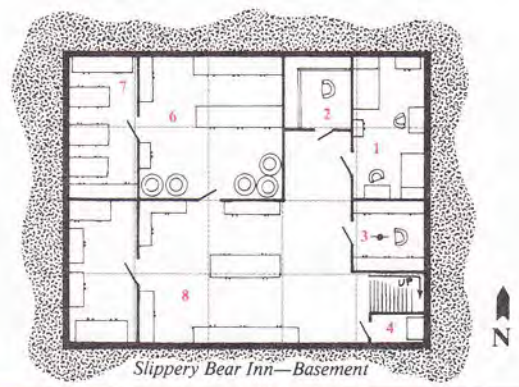
The party is approached by a man wearing the colors of the Market Street Gang. He will ask if he can join the group and, if invited to do so, will order the finest Goideli wine for all present. After initial introductions, he will engage the party in conversation aimed at learning as much as possible while telling little or nothing. After about an hour of conversation, wining and dining, the stranger will have the information that he wants.

He will stand up, invite the party to be his guests at the Copper Penny Inn at dusk of the next day and he will leave.



Haiyana ben Shair

NOTE—The stranger is Haiyana ben Shair, Seneschal of the Market Street Gang. The Referee can show the party his picture but should not reveal Haiyana's identity when he does so.



Slippery Bear Inn—Basement

NOTE—The manager is often away for the night, in conference with Mavan. His wife, the inn's cook, despises this, him and Mavan.

2) MANAGER'S LIBRARY

The room contains bookshelves and a chair. Hidden behind one of the bookshelves, referee's choice, is a small chest that contains presents that Mavan has given the manager (a jeweled necklace, a ring, **10GC** and a silver chain).

3) SPINNING ROOM

The room contains a spinning wheel, a chair and cabinets full of woven goods and raw fiber. The manager's wife works here when she is not busy in the kitchen.

4) PRIVATE STORAGE ROOM

This small room contains the manager's personal possessions. (Various household goods and other items of little value.)

5) MEAT STORAGE

The room is used for storing meat. It also contains well-made cabinets. An effort is made to minimize the presence of vermin in this room.

6) WINE, BEER AND ALE STORAGE

The 20-quart kegs on the south wall contain beer and ale. The cabinets in the room contain smaller kegs filled with beer, wine and ale.

7) FINE WINE STORAGE

Fine wines are stored in locked cabinets in this room. The inn is noted for its fine selection of rare and valuable beverages. Only the manager has the key to any of these cabinets.

8) FOOD STORAGE

The large area that is entered directly from the staircase. The cabinets contain the items specified in the basement introduction.

SPECIAL NOTE

At this stage of the adventure, the party has two choices. If they accept the invitation, see the section that follows. (Invitation Accepted). If they do not choose to accept, see the Invitation Refused section, bypassing all areas between this note and that section.

INVITATION ACCEPTED

The Copper Penny is a fine inn located in Market Street territory. It is owned by the gang. When the party arrives a barmaid will approach them and ask them to follow her. They are taken upstairs to the Manager's Room and asked to wait. Twenty minutes later, their "friend" will arrive with another man. He will introduce his friend (Sansa Kelbin) and invite the party to join him at the Elite Swordsman, a gentleman's club that is less than a block away.

NOTE—Sansa is Haiyana's agent and bodyguard. He is an **EL40** Thief and an **EL4** Assassin. His basic attributes are:

HPV 18	OCV 6	DCV 8	CEL 5	
S 20(+1)	St 12	D 33(+2)	A 18(+1)	C 40(+2)
I 9	W 20	E 20	Em 15	Ap 30
MR 11	NAV 0	MDV 5	EnL 60	CDF 2

(Sansa will have **EL3** in any weapon that the Referee allows him to use.)

REACHING THE SWORDSMAN

When passing through the alleys, travelling to the Elite Swordsman, party members will notice a large number of Market Street soldiers loitering around the building next to the club. If they ask why, they will be told that the building is Baris Palace, the headquarters of the Market Street Gang. (In total, there are 12 outside guards including two that are armed with Arbalests and stationed on the roof.)

THE OFFER

When the party reaches the Swordsman, they are taken to one of the private dining rooms. On their way, they will notice the plush appointments of the club, a play that is in progress in the theater and the fact that more than 30% of the patrons who are present are wearing Market Street colors.

After a dinner of stuffed squab and other delicacies, washed down with the finest wine, the party is offered a job. Haiyana ben Shair will reveal his true identity at this point. He wishes to hire the party to perform a minor service for the gang. If they ac-

STRUCTURE NOTE B

THE COPPER PENNY INN

FIRST FLOOR

1) THE COMMON ROOM

The northeast corner of the room has an up staircase. Along the western wall is a long cabinet full of bottles, glassware and mugs. Next to the south wall, and north of the west wall cabinet, are kegs of beer and ale. Some ten feet east of the west wall is a long bar with stools. The remainder of the room contains round tables with chairs.

2) THE HALLWAY

The hallway leads to the back door and the kitchen. Near the west wall are two tables that contain plates, mugs and crockery that are used in serving meals.

3) THE MANAGER'S OFFICE

The room contains the manager's desk, a couch, a small metal chest and a bookshelf. The desk contains writing supplies, records and some of the manager's personal property. The bookshelf holds the detailed records of the inn and some literature. The chest has the inn's treasury (3GC, 14SC, 31CC and 42BB). It is made of iron and has an **EL30** lock with a trap. If the trap is activated, the lock is jammed so that it cannot be opened without breaking it. (A hammer and chisel will be required to break the lock.)

4) THE KITCHEN

The cabinets in the room contain crockery and food. In the northeast corner is a hearth that is flanked by barrels of water. The east center of the room has a table with four chairs. In the northwest corner is a staircase that leads down to the basement.

When the party enters this room, **1D3 + 1** people will be in it (unless they arrange to spend the night in the inn and enter it between 2AM and 5AM at night). There is a **Number of People** present x **20%** chance that one of those that is present is a member of the Market Street Gang. If so, he will report anyone who tries to enter the basement, if he is unable to stop him from doing so.

NOTE—The staff of the inn is **1D3 + 1** Market Street soldiers, **1D3** cooks and kitchen aides, 1 bartender, 1 manager and 4 barmaids. When an encounter occurs, **2D10 + 5** customers will be in the inn. Twenty percent of the customers (round down) are members of the Market Street Gang. **1D6 x 10%** of the customers are in the rooms upstairs, round down. The remainder are in the Common Room.

SECOND FLOOR

1) SINGLE ROOMS

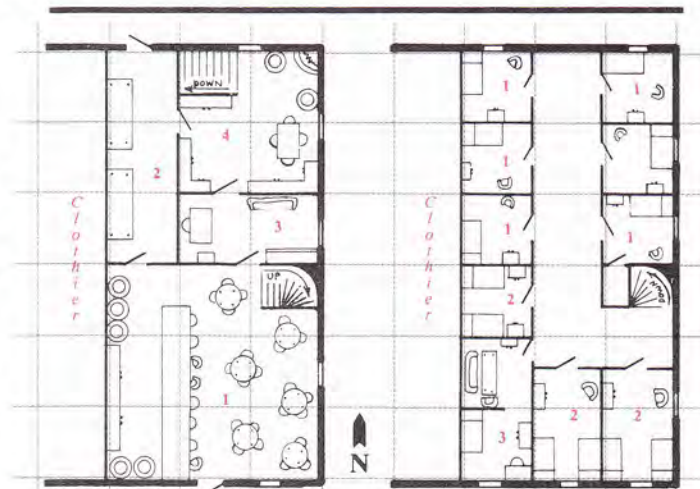
Six rooms that contain a bed, chair and a cabinet. They are rented for 1SC per night, including an evening meal. The room that is just north of the stairs has a closet as well as the items described above.

cept, they are to go into Red Dagger territory, find four Red Daggers that Haiyana will give them descriptions of and thrash them. The party will be offered 15SC plus whatever they take from the daggers.

If Haiyana is asked why he wants the daggers beaten, he will tell the party that they raided Market Street. If he is asked why the gang doesn't get their own revenge, he will be told that they can't afford to risk a war at this time but that they cannot allow the raid to go unpunished. Thus, they need outsiders.

If the party accepts the offer, they are allowed to spend the night at the Swordsman at no charge. The next morning they will be given the information that they need by Sansa Kelbin.

If they refuse the job, the reaction will be friendly. Haiyana will say that he understands and will ask Sansa to show them out. After they leave, they will be trailed. Sometime before they leave Market Street territory, they will be ambushed by **3D6** members of the Market Street Gang, led by Sansa Kelbin. If the ambushers win, the party will be beaten senseless and robbed of all of their valuable possessions.



Copper Penny Inn—First and Second floors

2) DOUBLE ROOMS

These three rooms are designed to accommodate more than one person. The charge is 5SC per person per night. Each room contains two beds. The room to the west has two cabinets as well. The others have an extra cabinet and a padded chair.

3) THE MANAGER'S ROOM

The quarters of the manager are often used by the Market Street Gang for secret meetings. He is not a member of the gang but has no choice in the matter. The room is divided into two sections by a short partition wall. The northern section contains a couch, a chair, a table and a cabinet. The cabinet contains fine glassware and bottles of wine. The southern section of the room contains a bed, a desk with a chair and a clothes cabinet. The desk contains writing supplies. The cabinet contains fine clothing and **1D6** items of cheap personal jewelry. There is a small metal chest under the bed that contains 2 small gems, 20SC and 32CC. This is the manager's secret savings. (For this chest to be found the party must search the room AND someone must specify that he is searching under the bed.)

BASEMENT

The staircase empties into a long hall. Along its western and southern walls are barrels of water, beer and ale. On the eastern wall are the doors to the basement's rooms.

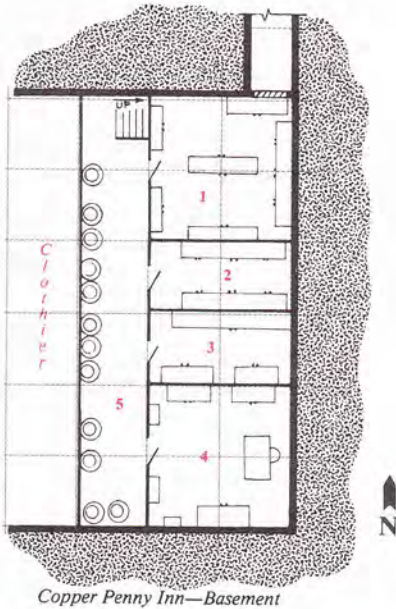
1) FOOD STORAGE ROOM

The room contains food and operating supplies. In the northeast corner of the room is a cabinet that can be moved on a hidden set of rollers. Behind it is a locked, three foot high, door with an **EL40** lock. The door opens on to a short tunnel that leads to Baris Palace. (The existence of this passage is only known to the upper echelon of the Market Street Gang. Any

other person who is discovered using it is killed to preserve the secret.)

2) MEAT LOCKER

The room is used for storing cheese and haunches of meat.



Copper Penny Inn—Basement

3) WINE STORAGE

The locked cabinets in this room contain various types of wine.

4) GANG OFFICE

The business office of the Seneschal of the Market Street Gang. It contains records that detail the profit of the various businesses and rackets that the gang controls. If the Seneschal is present (20% chance) he is alone. If not, **1D3 + 1** soldiers are stationed outside the door with orders to prevent anyone except the Seneschal from entering. (These men are in addition to the staff of the inn.)

The desk on the east wall contains writing implements, a fine throwing dagger and two jewelry items. There are bookcases on the north wall. North of the door, near the west wall, is a chest that contains business records. The other chest contains records that detail the activities of other enterprises.

The south wall has a large wooden chest and a locked cabinet. The chest contains operating capital for the gang (12GC, 30SC, 45CC and 120BB). The cabinet contains 6 swords, 13 daggers and 2 throwing axes that are used as the need arises. It has an **EL30** lock that will stick the finger of any opener that activates the trap. Its needle is coated with **BL8** Slow Death poison.

5) THE CORRIDOR

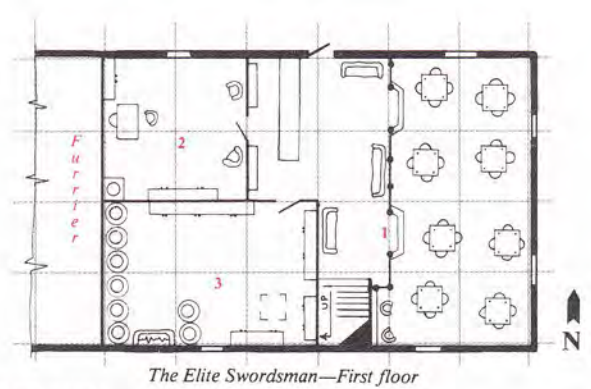
As described in the Basement introduction.

STRUCTURE NOTE C

THE ELITE SWORDSMAN

The Swordsman is a private club that is operated by the Market Street Gang. The membership fee is 1GC per month. Members have access to the services that are available at the club at no charge. Only members of the Market Street Gang, and citizens with strong connections to that gang, are accepted as members.

Membership in this club is a necessity for reaching high rank in the gang. It greatly increases the chance of the member coming under the eye of Baris, Haiyana and Carmen who, in the main, decide who will or will not advance. Members must be voted in by 75% of the current membership and 100% of the executive committee of the club. (Baris, Carmen, Haiyana, Sensa and one other Gang leader).



The Elite Swordsman—First floor

FIRST FLOOR

1) THE MAIN DINING HALL

The eastern-most twenty feet, from the north to the south wall, is a sunken dining hall with tables and chairs. The foyer is just west of this area. It contains plush couches, an iron railing that separates it from the dining hall and a bar/reception area where wine and beer are served. Behind the bar is a chair and two cabinets. The cabinets contain bottles and chalices. On the south wall, 30 feet from the southeast corner of the room, is a staircase.

2) THE MANAGER'S OFFICE

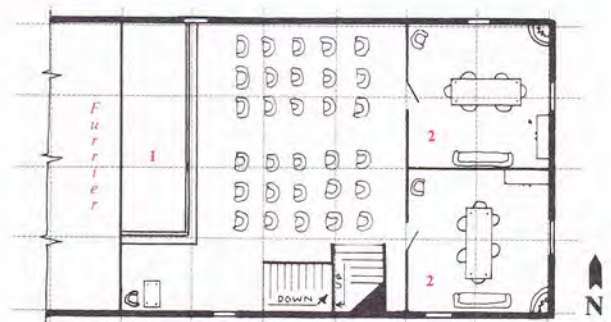
To either side of the door is a plush chair. On the south wall is a cabinet that contains books and scrolls. In the southwest corner of the room is a statue. Near the west wall is the desk with a chair. East of the desk is a small chair that is used by people who have business with the manager. The cabinet that is north of the desk contains the membership records of the current membership. It has an **EL30** lock and the manager has the only key.

The desk contains private papers, writing materials and a jeweled dagger that is not strong enough to use as a weapon. It is worth 2GC. No other items of monetary value are in this room.

NOTE—The manager of the Elite Swordsman is Haiyana ben Shair. He is always armed when he is encountered.

3) THE KITCHEN

Along the north wall is a food cabinet. On the west wall are barrels of beer, ale and water. The south wall has a hearth, two water barrels and a cabinet full of crockery. On the east wall are two cabinets that contain utensils, cooking wines, glassware and fine ceramic dishes. In the southeast corner of the room is a trapdoor that opens to reveal a ladder that leads into the basement.



The Elite Swordsman—Second floor

SECOND FLOOR

1) THE THEATRE

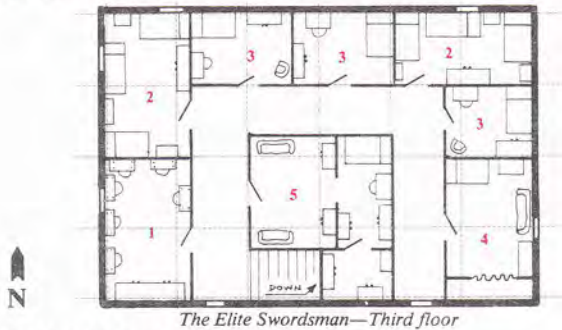
In the southwest corner of the room is a guard station with **1D2** guards and a table with a chair. The guards only allow employees, members and guests to enter the theatre.

On the south wall is a set of staircases that go to the first and third floors. The west wall has a stage that is used for giving plays and other entertainments. The remainder of the room is occupied by plush chairs that are lined up in rows.

2) PRIVATE DINING HALLS

The two rooms in the eastern part of the floor are private dining halls. They are only usable by members of the executive committee and their guests. Each room contains a table with six

chairs, a couch, a chair, a hearth and a cabinet full of fine wine, liquors and goblets. The rooms are used for special meetings, celebrations and planning sessions.



The Elite Swordsman—Third floor

THIRD FLOOR

1) DRESSING ROOM

The room contains dressing tables, six chairs and a clothes cabinet. The cabinet contains costumes and props that will be used in the next performance.

2) ACTORS' BARRACKS

These two rooms are the residences of the acting company that performs in the Elite Swordsman. The western room houses three actors. The other room is used by three actresses. Each room has three beds, three wooden chests (used to store the personal possessions of its owner) and a clothes cabinet.

3) MEMBERS' ROOMS

Three rooms that contain a desk with a chair, a bed and a clothes cabinet. Two of them contain an additional chair. These rooms are used by members who choose to spend the night, when space is available.

4) V.I.P. ROOM

This room has a bed, a couch, a clothes cabinet, a cabinet that contains fine wine and goblets, and a large closet. The cabinet in the southeast corner of the room is the clothes cabinet. The room is available to any member of the Executive Committee who chooses to use it. It is usually occupied by Sensa Kelbin.

5) THE MANAGER'S ROOM

This room is divided into two sections by a partition wall. The western section is a living area with two couches and two cabinets in it. (The cabinets contain wine and goblets.) The eastern section is the bedroom. It contains a bed, a desk with a chair, a chair and two clothes cabinets.

In the south wall is a door that leads to a small room. This room contains ledgers, dues records and documents that are important in running the club. It also contains, in a locked chest, information about various citizens of Porta that is being, or can be, used to blackmail them into doing what the gang wants.

NOTE—Haiyana ben Shair is in charge of the Market Street Gang's covert operations, i.e. blackmail, spying, assassination, etc. His power, and influence with Baris, are greatly feared by many members of the gang.

BASEMENT

1) STAFF ROOMS

Three rooms that are used by the permanent staff of the club. Each contains a bed, a desk with a chair and a clothes cabinet. The staff members who use them are the fencing master, the wine steward and the cook.

2) THE SWORD ROOM

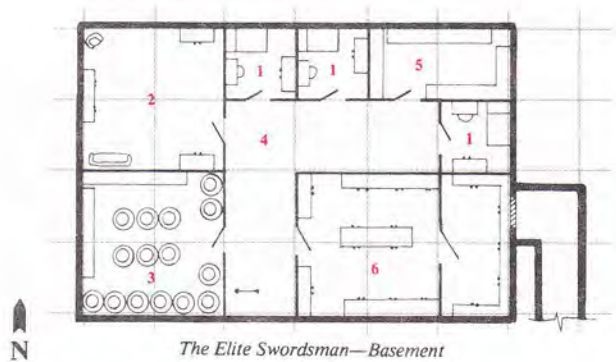
The three cabinets in the room contain practice swords. The room also has a couch and a chair. It is used for fencing practice.

3) WINE AND BEER STORAGE

The cabinets in the room contain bottles of wine. The kegs are full of beer and ale.

THE CORRIDOR

The southern end of the corridor has a ladder and a rope hoist that is used for lifting kegs into the kitchen. Otherwise, it is empty.



The Elite Swordsman—Basement

5) SPECIAL FOOD STORAGE

The cabinets in the room contain gourmet spices, herbs and other condiments. The cabinet on the west wall has a secret compartment (in its lowest shelf) that contains **BL4** Slow Death Poison, **BL8** Paralytic Poison and **BL2** Immediate Death poison (2D10 + 5 doses of each). The compartment is hidden under sacks of salt and pepper.

6) FOOD STORAGE ROOM

The cabinets in this room contain various kinds of food. In the east wall is a locked door (**EL40** lock) that leads into another room. This room contains exotic delicacies and special stores that are only available to members of the executive committee. The cabinets on the east wall of this room also conceal a secret passage which opens onto a tunnel that leads to Baris Palace.

NOTE—The presence of this tunnel is known to every member of the Elite Swordsman who is also a member of the Market Street Gang. In rare instances when the palace is attacked, it is used as something of a sally port.

THUMPING THE DAGGERS

After their night in the club, at 10AM, the party is called into the Manager's office. Sensa Kelbin meets them in this room and informs them that the daggers that they seek will be going to the Silken Retreat (a low-class gentleman's club in Red Dagger territory) at 10PM this very night. This is the party's chance to do their deed.

Sensa suggests that the party arrive 10-15 minutes early and lay an ambush for the daggers in Dead Man's Alley, the route that these daggers always take when they go to the club. He warns them to be quiet and careful because a great number of the daggers, including Marcos Vasa, will be at the party tonight. They should jump the four daggers, pound them into unconsciousness, take what they can and run like hell.

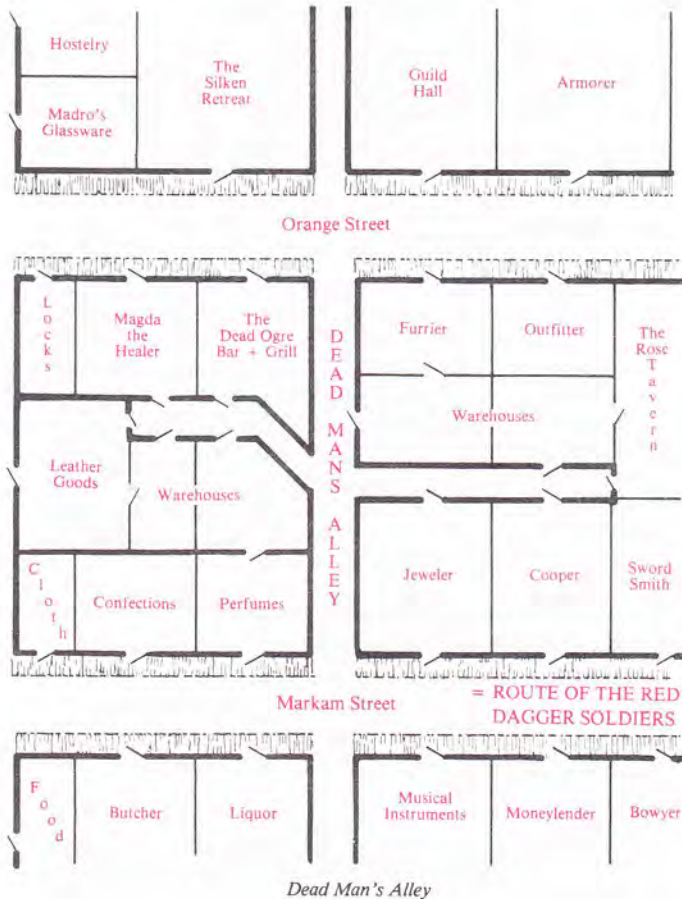
NOTE—Only Marcos Vasa's armorers make red-handled daggers. Anyone who carries one, who is not a known member of the Red Dagger gang, is marked by that gang. He will be killed.



STRUCTURE NOTE D

DEAD MAN'S ALLEY

The diagram below shows the section of the alley that should be used to ambush the Red Daggers. All connecting streets and alleys are indicated on this map. The buildings in the vicinity are named, but they are not precisely diagrammed. It is up to the party to decide how to stage their ambush and which part of the alley they will use in the attack. The Referee should modify the party's chance of success by the quality of their plan and the way that they deploy their forces.



A CONTRACT

Parties who prove their merit by beating the Daggers are paid off and, after a night of wining and dining, are offered a chance at another job by Haiyana ben Shair.

NOTE—He will not give any details. If the party agrees to take the job, he takes them to Baris Palace to meet Baris. If not, he rings for dessert. All of the desserts, including his, have a **BL2** Immediate Death poison in them. (Haiyana has the antidote secreted on his person and will take it immediately.) After people begin to be affected, **2D6 + 5** soldiers will enter the room and kill the party. If the party escapes, they will be hunted by the Market Street Gang as specified in Failure above.

THE TARGET

If the party agrees, they are taken to Baris. he will be in his audience chamber with Carmen the Red and **1D6** other members of the gang. Outside the door are two guards. On call are another eight.

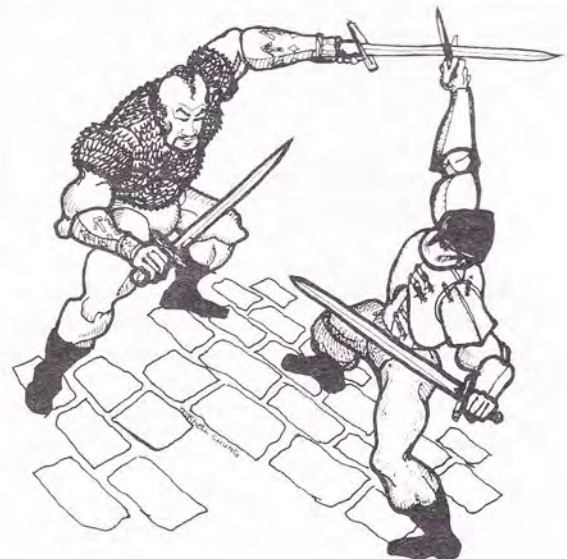
Baris will congratulate the party for their victory. In a commanding voice, he will inform them that they must now kill a man who has caused him some trouble, making an excessive nuisance of himself. For their effort, the party will be paid 25GC and they will be allowed to join the Market Street Gang. Their task is to assassinate Farad Choman, leader of the Sword Gang.

If the party backs out at this juncture, they will be attacked by everyone in the room (with Baris being shielded by a wall of his men while he casts magic). The other guards in the house will join the battle as soon as possible. It is quite likely that the party will die if they openly refuse at this juncture.

If the party affirms their willingness to serve Baris, they will be given over to Haiyana. Haiyana will give them the location of Choman Hall, a basic description of the layout of that building and knowledge of a secret passage that opens into the kitchen on the first floor. He will also give them a dagger that is coated with **BL10** Immediate Death poison (good for one blow where actual damage is scored on the target) to be used on Farad. Finally, the party will be told the following:

- A) The hall is lightly guarded.
- B) Farad Choman is one of the most deadly swordsmen in Porta.
- C) Farad will be home from 8PM to 6AM tomorrow night. He should be attacked at this time.
- D) All members of the Sword Gang are trained in two-weapon combat.

When the party has assimilated this information, and asked any questions that they desire, they are escorted out of the palace and let loose. They have 48 hours to accomplish the execution or the Market Street Gang will be out looking for them.



SUCCESS

If the party succeeds, see A Contract.

FAILURE

If the party fails in their attempt on the daggers, they should not return to Market Street. It is up to them to decide that this is the case. If they return after failing, they will be killed. (The gang will know because Sensa Kelbin followed them without their knowledge.) If the attack occurs, it will be an ambush led by Sensa Kelbin and Carmen the Red. **1D2** of Baris's apprentices will be present. The rest of the ambushing force will be **3D6 + 2** members of the Market Street Gang. In this ambush, the object will be to kill the party.

If the party does not return to Market Street territory, they will be hunted by both the Market Street Gang and the Red Dagger Gang (separately). If either catches him, they will try to kill them.

NOTE—At this point, the party is in trouble. The Referee should have them encounter Kerak if they act intelligently and manage to survive for two to three days. (Go to the Invitation Refused section.)

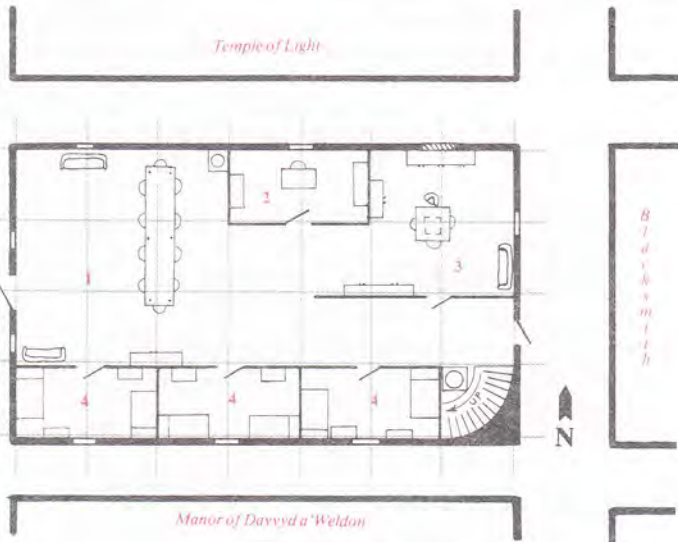
IMPORTANT—While the party is being hunted, the Referee will subtract ten from all encounter rolls. If the result is zero or less, the encounter is with one of the gangs that is hunting the party. If the net result is odd, it is **1D6** Red Daggers. If it is even, **2D6** Market Streeters are encountered.

STRUCTURE NOTE E

CHOMAN HALL

Choman Hall is the residence of Farad Choman and the base of the Sword Gang. It is always guarded. Two guards are stationed at each exterior door and another guard walks around the building on a regular patrol. In addition, twelve gang members, in addition to Choman, live in the hall in rooms on the first and second floor. Four others are stationed in the basement guarding the gang's supplies, treasure and armory. Success in this assassination attempt requires that the party be quick, quiet and deadly. If not, the forces of the hall will mobilize against them and they will have a very hard time killing Farad Choman.

The floors and rooms of the hall are described below:



Choman Hall—First floor

FIRST FLOOR

1) THE LIVING ROOM

This area has a table with ten chairs, two couches, a statue of a standing bear and a cabinet in it. The cabinet contains a 5 quart keg of beer, 4 bottles of wine and 8 earthenware mugs. When the party enters the hall, **1D3-1** members of the gang will be in this room.

2) FARAD'S OFFICE

If the party enters the hall between 8PM and 10PM Farad will be in his office. It contains a desk with a chair and two cabinets. The cabinet on the north wall contains nine swords. The one on the south wall contains the records of the Sword Gang, including details on businesses that they own, the current membership roster and reports on the activities of the other gangs.

The desk contains writing supplies, a scatter of coins (2SC, 4CC and 11BB), a jeweled dagger (2GC) and a small pouch that contains 13 small gems.

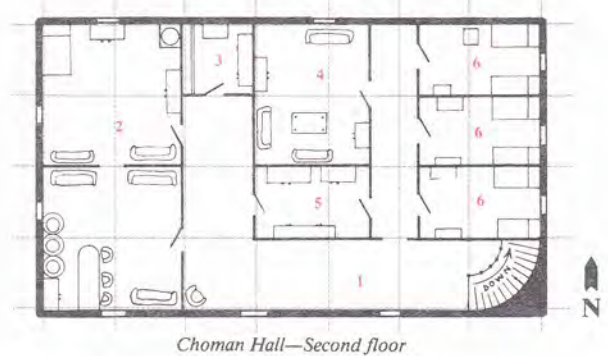
NOTE—If Farad is in the office, the door will be open and **1D2-1** gang members will be in the room with him. If he is not in this room, the door will be closed and the room will be empty.

3) THE KITCHEN

Against the south wall is a couch, a water barrel and a hearth. On the east wall is a cabinet filled with food. Behind this cabinet, which slides out, is a secret passage that opens onto the alley. The cabinet on the north wall contains cutlery, mugs and cooking utensils. The cabinet north of the door on the west wall contains linen, plates, bottles of wine and silver utensils. Under the table is a trapdoor that leads into the basement.

4) GANG QUARTERS

Three rooms, all north of the staircase in the southwest corner of the floor, that each contain two beds and two wooden chests.



Choman Hall—Second floor

SECOND FLOOR

1) THE CORRIDOR

The Corridor has a staircase in the south and a chair at its bend. There is a 40% chance that a guard is in this chair between 8PM and 2AM.

2) FARAD'S QUARTERS

The room is divided into two equal sections by a partition wall. Between the hours of 10PM and Midnight, Farad is in the western section. Between Midnight and 6AM he is in the eastern section.

The western section of the room contains a bar with three stools, a cabinet with fine wine and glassware, and three kegs of beer. Spaced around this part of the room are three couches that are used by people who do not choose to sit at the bar.

The eastern section is Farad's bedroom. Along the west wall are two couches. In the northeast corner is a bed. On the east wall is a clothes cabinet with clothing and **1D6** pieces of jewelry. In the southeast corner is a statue and on the south wall is a tall cabinet with clothing and weapons.

NOTE—When Farad is in the western section of the room, **1D6** gang members will be with him. When he is in his bedroom, he is alone and the western part of the room is empty and dark.

3) STORAGE ROOM

This room contains family papers, books and memorabilia that Farad treasures. Any items that are of monetary value are kept in a locked chest on the east wall. The Referee will decide what treasures are present, up to a total value of 20GC.

4) THE LOUNGE

This room has three couches, a small table and two cabinets. The cabinet on the north wall contains wine, glasses and mugs. The one on the south wall has a few books and scrolls of limited value.

5) FARAD'S ARMORY

The cabinets in this room contain items that Farad uses himself. The items that are present are 1 suit of Chainmail, two suits of scalemail, four helmets, five fighting daggers, one short sword and three swords. Other items that are in the room include two ounces of Naptha, fifty feet of rope, a quart of oil and three oil lanterns.

NOTE—Farad is always armored when he leaves his hall. He does not wear armor within its walls.

6) GUARD ROOMS

The three rooms on the south wall each contain two beds and two chests. The chests contain the property of the men who occupy each room.

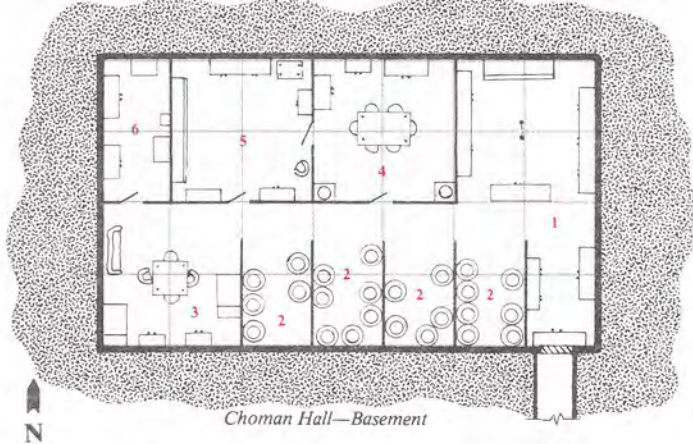
BASEMENT

1) FOOD STORAGE AREA

The ladder from the kitchen descends into this area. The cabinets contain food, meat and cheese. The cabinet on the west wall conceals a secret passage that leads into the sewers of the district. It slides out if a catch on its left side is released.

2) WATER AND BEER STORAGE

Four walled-in sections along the north wall that contain barrels of water and beer. The two northern-most sections contain water. The others have beer.



Choman Hall—Basement

3) GUARD ROOM

This section of the basement contains a table with four chairs, a couch, two beds and two cabinets. The cabinets contain the personal possessions and spare clothing of the four men that are stationed in this room.

4) PLANNING ROOM

This room has statues in the northwest and southwest corners. On the north wall is a cabinet that contains maps. Against the east wall are two cabinets. One contains spy reports about enemy gang members. The other contains information about the current membership of the Sword Gang. The small cabinet

on the south wall contains correspondence, treaties and spy reports about the members of gangs who are friends of the Sword Gang. In the center of the room is a table with six chairs.

5) THE ARMORY

The cabinets in this room contains 20 swords, 10 bows and 60 arrows. These weapons are only used when the gang is at war.

6) THE TREASURY

The chests and cabinets in this room contain the commonly-owned treasure of the Sword Gang. It is held by Farad Choman and they have the right to use it with his permission. Fifty percent of the treasure in the room fits this category. The remainder of the treasure is the personal property of Farad Choman and donations that have been made to support the gang. The total treasure that is contained in this room is 50GC, 100SC, 210CC, 500BB, 6 Medium jewels and 18 Small jewels.

NOTE—Farad Choman is the lynchpin that holds his gang together. He has no lieutenants with the personality or competence to take control if he falls. If he is killed, the Sword Gang will shatter into **1D6 + 2** fragments which will be quickly annexed by the Blue Devil and Purple Gangs that surround them. (These gangs have been advised to be ready to move by Baris. They are.)

The murder of Farad Choman will have two results:

- A) His killers will be hunted by the Firehall, Red Dagger, Light Street and North Harbor gangs.
- B) The shift in the balance of power will lead to a city-wide gang war within two weeks of his death.

THE WAGES OF SUCCESS

If the party succeeds in killing Farad Choman, they will have to return to Baris Palace to get paid. Soon after they leave with their money, sometime in the next three hours, they will discover that it has become known that they are responsible for Farad Choman's death.

NOTE—The Referee can tell the party of this situation by allowing them to overhear a conversation, encounter a harmless person who knows or have an encounter with people who are out to kill them. In any case, they should learn:

- A) That half the city is hunting for them.
- B) Qun Firemane has asked the aid of the pirates in the search and has set a reward of 10GC for each member of the party, dead or alive.

At this juncture, the party has three viable options:

- A) They can return to Baris Palace and try to get protection.
- B) They can flee the city.
- C) They can try to hole up, until the storm blows over, on their own.

IMPORTANT—While the party is being hunted, subtract 20 from all encounter rolls. Any encounter with criminals, guards or soldiers will result in an attack by **2D6** hostile gang members. Any encounter that occurs on a zero or less has the same effect.

RETURN TO THE PALACE

If the party returns to the palace they will be taken to Baris immediately. When they ask for help, he will inform them that they are too hot to protect or to allow into his gang. Every fighter in the city is looking for them (including some who shouldn't be) because of the reward on their heads. If he is asked how the information got out, he will inform them that a "traitor" sold it to Firehall spies. (If the Referee chooses to be graphic Baris could present the party with a little box at this point, saying that the traitor has earned his reward. The box will contain a human tongue.)

After the preliminaries, Baris offers them a chance to save themselves. "Purely as a favor", he offers them a chance to join forces with one of the great powers of the world by delivering an important message to a friend at Zendar Farm in Zarun. If they agree, he will sneak them out of the city. He promises that, if they do well and are loyal, they will be "exposed to wealth and power" beyond their feeble imaginations. Their choice is to accept or leave.

NOTE—If the party accepts, Baris will give them a sealed message, smuggle them out of the city and give them directions to Zendar Farm. The text of the message, if they read it (it is written in Zarunese) is:

Apprentice,

The bearers have been of service. Their usefulness is at an end. Arrange for them to reach the master, to serve him in the way that he most prefers.

Baris

The party is instructed to give the message to Primus Zendar, unopened.

Should the party refuse this service, Baris will have nothing more to do with them. They will be ejected from the palace and he will throw the weight of his faction against them. They will be hunted by every gang in the city, including the Tavern Gang should they enter that territory.

IMPORTANT—At this juncture, the party is in a hopeless situation. They will be caught and killed unless they escape from the city or the Referee allows them to encounter Kerak.

FLEE THE CITY

If the party chooses to run, they will find that all of the city gates are guarded by gang members. Regardless of the gang, if they try going through a gate, they will be attacked. If they try going out by sea, through Firehall or North Harbor territory, the situation is even worse. The only way that they will have any chance to leave the city is by scaling a wall.

Once the party manages to get outside of the city, or before if the Referee chooses, they can encounter Kerak. Until then, they are on their own.

NOTE—If the situation of the party is desperate, and it is night, the Referee can allow them to encounter Kerak within the city. In this case, he will take them to his house, make his offer and let them choose between doing what he wants or returning to the streets.

HOLE UP

If the party chooses to hole up, they must survive until the next night. They will still have a doubled encounter chance, no matter where they are. If they survive, Kerak will find them and

make his offer. If they refuse him, he will leave and 3D10 + 10 Firehall soldiers with Qun Firemane will attack within 30 minutes.

In all cases, holing up will only buy them a little time. There is no place in Porta that they can hide, given the size of the reward and the love of all Portans for safe profit. Their landlord, any servant or most any passer-by on the streets will gladly sell the information of where they are for 1% of the reward that is on one of their heads. For all of it, they would consider matricide.

ADVENTURE SECTION TWO

INVITATION REFUSED

This section can be reached in the following ways:

- A) The party refuses, or fails to keep, their appointment with Haiyana ben Shair.
- B) The party keeps the appointment, refuses his offer and survives the subsequent ambush.
- C) The party beats the daggers, does not accept the offer of another job and survives the subsequent attack.
- D) The party kills Farad Choman and refuses Baris's subsequent offer, or reads his note and decides not to go.

NOTE—The encounter with Kerak can occur in two basic settings, 1) In the city or 2) On the Portan side of the Thalib River.

In the first case, Kerak will invite the party to follow him to his house to learn the details of an important business proposition. He will not tell them in the open, they must follow. (If the party is holed up, he will want them to follow because they are not safe hiding where they are. He will say so and ask them to his house.)

In the second case, which can only be reached after the party has served Baris the Black, Kerak will not be as friendly. He is oriented towards Law, they have proved their willingness to serve Chaos. He will approach them defensively, ready to defend himself violently if he must. Also, he will make his offer but will allow no room for negotiation. They will try to kill both Baris and Nilgeranthrib or he will leave them to their fate.

THE OFFER

In either case above, once Kerak is sure of the party he will see to their comfort and make his offer. (In his house this will include the preparation of fruit, cheese and wine for their benefit.)

In way of making this offer, Kerak will provide the party with the following information:

- A) Baris is a member of the Black Ring, a servant of Nilgeranthrib.
- B) He tells them the basic history of Nilgeranthrib since he took over Alzira.
- C) By saying that "his masters have empowered him to enlist agents", he will show the party that he is more than the simple merchant that he pretends to be. If confronted with this suspicion he will neither confirm it or deny it.

NOTE—The Referee must provide the information above when he speaks for Kerak. At no time will Kerak give solid details about himself. If he is questioned about himself, he will give the impression that he is an experienced merchant from "the north", without lying or giving them the actual truth.

The essential offer that Kerak makes if for the party to:

- 1) eliminate a minor magic-user in Porta (Baris the Black) and
- 2) seek the destruction of Nilgeranthrib.

In making this offer, Kerak will stress that the future of the civilized world depends on the fall of Nilgeranthrib and that, by interfering with his activities in Porta, his attention can be diverted to make it easier to reach him. Thus, killing Baris is of importance. (Also, if Baris is killed, Nilgeranthrib will mark his killers for vengeance. It will be in their interest to seek him out

DELIVERING THE MESSAGE

If the party delivers the message, unopened, Je'ain Zendar will arrange for Primus to lead them into a forest ambush. See section three for the parameters that apply when the party delivers this message to the farm.

NOTE—Once the party is outside of the walls, on their way to deliver the message, the Referee can have them encounter Kerak. This encounter will occur if they camp to rest before crossing into Thaliba on the road. It will not occur if they move out quickly.

rather than to allow his agents to choose the time and place.)

After all of this is made clear, Kerak will ask the party which missions they are willing to undertake. The information and pay that he provides will vary with the possible alternative that the party selects. See the sections that follow for these alternatives.

A) BARIS ONLY

The party only agrees to kill Baris. Kerak will be slightly disgusted by what he considers to be a cowardly choice. He will offer each party member 5GC (including 2GC in advance) for their trouble. He will also provide them with the following information:

- 1) The location of Baris Palace.
- 2) The disposition of the guards around the palace.
- 3) An opinion that the best time to make their move is after midnight sometime within the next five days.
- 4) A detailed description of Baris including the fact that he is a Chaos-oriented magician.

NOTE—If questioned intelligently, and convinced that the party cannot succeed without further information, Kerak will tell them that there is a secret passage that goes from the Copper Penny Inn to the palace. Under no circumstances will he tell them anything more.

B) NILGERANTHRIB ONLY

The party decides to go right after Nilgeranthrib. Kerak will try to dissuade them from what he considers to be foolishness. The death of Baris is important to weaken the attention of Nilgeranthrib on his defenses and to stop his plan in Porta. If he fails to convince the party, he will offer each party member 30GC for their part in the mission. They are each paid 10GC in advance. In this case, the party receives the following information:

- A) The location of the Tower of the Dead.
- B) The basic layout of Alzira and the caverns, i.e. a general description, not specific details.
- C) A suggestion that the party should approach through the caverns, starting their attack during the day.
- D) The fact that Alzira is filled with Chaotic monsters and that the tower is surrounded by a moat of magical slime.
- E) The forces that serve the Great Lich, detailing types, not numbers.
- F) A warning that the party can only hope to succeed through quick movement, subtle actions and stealth.
- G) Finally, he will inform the party that the device is somewhere on the Fourth Floor of the Tower. They must reach the floor, find the device, destroy it and get out alive.

NOTE—Kerak will answer any specific questions that the party asks. If he is asked how Nilgeranthrib was destroyed before, he will mention that Life Sword was responsible in both cases. If he is asked about this sword, he will state that its whereabouts are unknown. Its last wielder, Priam Zendar, did not pass it on before he died. If the party presses and asks about Priam, Kerak will tell them that he divorced himself from his blade through greed and power-lust. He was killed by a band of peasants on his farm, they burned his manor down around him while he was in the basement salivating over his treasures. Kerak will answer nothing more on this subject. He does not consider Zarusese history to be of any great importance to the issue at hand.

IMPORTANT—Once the party accepts Kerak's money, they have 72 hours to leave on the adventure. If they do not, Kerak will warn them to be about their quest. If they do not seek out Nilgeranthrib after leaving, Kerak will find out and the Society of Light will hunt the party members. All will be under sentence of death.

C) BARIS AND NILGERANTHRIB

If the party chooses this alternative, Kerak will give them all of the information in the sections above plus:

- A) The location of the secret passage that goes from the Copper Penny to the Palace.
- B) He will tell them that Baris has a device that allows him to communicate with Nilgeranthrib. This device should be destroyed, preferably before Baris is attacked.
- C) When the party enters the Caverns of Alzira, they should use the lowest of the three cave mouths.
- D) Once in the caverns, the party should avoid conflict and move rapidly and silently to the fourth floor of the tower.
- E) He will warn them not to confront Nilgeranthrib directly unless they can destroy his device at the same time. To do so is likely to be fatal.

F) One of the second-tier members of the Black Ring is a spy for the Society of Light, i.e. a paid informer. Kerak will give the party a code phrase (Light masters Darkness) which must be answered by the phrase (Darkness is eternal). This spy will give them information once they reach the tower if they find him/her. He will not aid them in their attack on Nilgeranthrib and, if necessary to safeguard his position in the Ring, will fight them if he must.

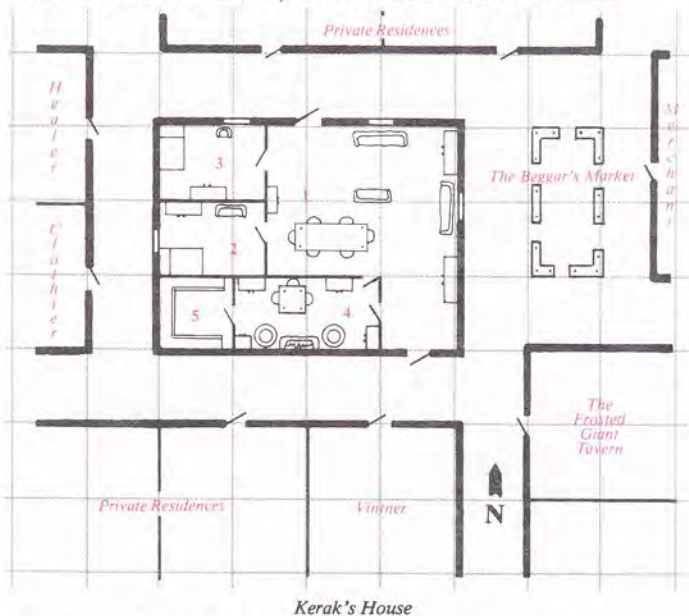
NOTE—The Referee will decide which member of the second tier, other than Je'ain, is the spy. Whoever it is will have information and will answer specific questions. He will not know where Nilgeranthrib's device is, except that it is on the fourth floor.

If the party selects this option, Kerak will pay them 20GC each in advance and promise them any reasonable boon if they return successful. (As a guideline, consider a reasonable boon to be something that is worth 50GC or less.) If the boon that they ask is deemed to be unreasonable, the player will receive nothing in punishment for his greed.

STRUCTURE NOTE F

KERAK'S HOUSE

The house is a one-story structure with no basement. It is located in Firehall territory, next to the Beggar's Market (where Kerak's booth is located). The rooms are described below:



Lighting Swarm runes, that contains 1 large Ruby, 2 medium gems, 11 small gems and 150GC. The ruby is brilliant, unflawed and worth 150GC. The ward is activated when an opener fails trying to open the **EL30** lock with his locksmith skill, or when anyone mistreats the chest in any other way.

NOTE—Any member of the Society of Light can track this wealth if it is stolen.

4) THE KITCHEN

In the south wall is a hearth flanked by two water barrels. The cupboard in the southeast corner contains glasses, plates and mugs. Along the north wall are two cabinets. The one to the east contains a silver platter, cooking utensils and other tools. The other one contains fine wine in crystal decanters. The cabinet in the southwest corner of the room contains herbs, spices and dried fruit. It also contains a selection of cheeses and other foods. In the center of the room is a table with four chairs that is covered with a linen table cloth.

NOTE—Kerak does not eat meat. The only animal products that he will consume are cheese and milk.

5) THE STOREROOM

The storeroom contains food, equipment that is used in cleaning the house and a wine rack that contains a selection of wines. (The rack contains **2D10** bottles of wine. Each bottle is worth **2D6SC** to a connoisseur.)

1) THE LIVING ROOM

Along the north wall is a couch. The east wall has a cabinet that contains books, a couch and another cabinet which contains fine ceramic items worth a total of 22GC. (The east wall furniture is listed from north to south.) In the middle of the room is another couch. South of it is a table with six chairs. On the west wall is a cabinet that contains scrolls and books.

NOTE—The volumes in the east wall book cabinet are written in High Thaliban. (An ancient tongue that is only used in Thaliba) Players who can read the Tongue of Light can get partial understanding from these volumes.

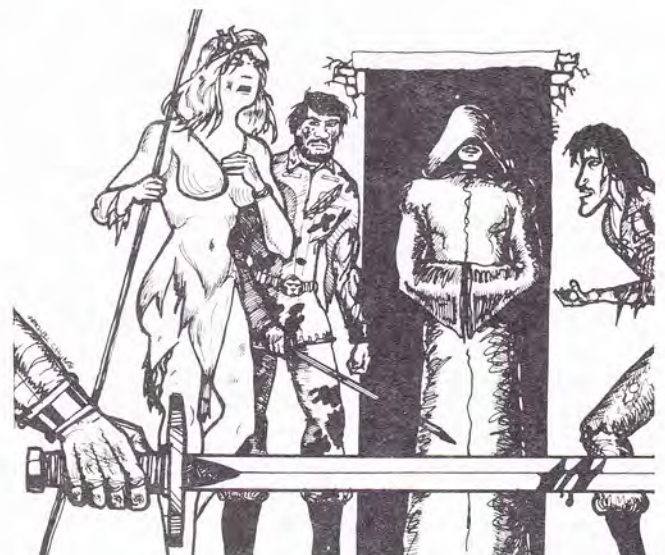
The items in the west wall cabinet are literature and history texts that are written in Portan, Marentian or Donaran. One of these is a volume on the history of Zarun with a detailed analysis of their war with Nilgeranthrib.

2) GUEST ROOM

The room contains a bed, a stool and a clothes cabinet.

3) MASTER BEDROOM

This room contains a bed, a clothes cabinet and a chair. Under the bed is a metal chest, warded with **MEL8/EL4**



THE ASSASSINATION OF BARIS THE BLACK

Baris Palace is the most heavily-guarded gang headquarters in the city. It has two guards with arbalests on the roof, one guard in the corral, two guards at the back door, three guards at the front door and one guard standing at each corner of the building who is always in sight of at least two other guard groups. In total, there are 12 outside guards.

If the party does not know about the secret passage, they must devise a strategy for getting into the palace. This will require cunning and luck. If they try to battle their way into the palace, they are likely to be killed before they can reach Baris.

RESIDENTS OF THE PALACE

BARIS

When Baris becomes aware that the palace is under attack, he will move to organize resistance. To determine where he is when the party enters the palace, roll **1D10** on the appropriate table below:

Roll	Day	Roll	Night
1-4	Audience Chamber	1	Castling Room
5 + 6	Planning Hall	2 + 3	Training Room
7	Operations Room	4-7	Master Bedroom
8	Interrogation Room	8 + 9	Study
9	Baris's Office	10	Communications Room
10	Dining Hall		

NOTE—If Baris is in the Communications Room he will be communing with Nilgeranthrib. He will not react to attacks in this case, until **1D6** turns after they become apparent. In all other cases, he will move to begin organizing resistance immediately. His first priority in doing so will be to form a shield of men for himself before launching his counterattack.

OTHER RESIDENTS

Determine the number of other persons who are in the Palace when it is attacked by taking the rolls specified below:

- A) Sensa Kelbin—20% chance
- B) Haiyana ben Shair—20% chance
- C) Carmen the Red—60% chance
- D) **3D10** gang members
- E) **1D3 + 1 MEL1D3/EL0** apprentices.
- F) **2D6** servants, i.e. cook, butler, etc.
- G) **1D6** prisoners (in the main cell in the basement)

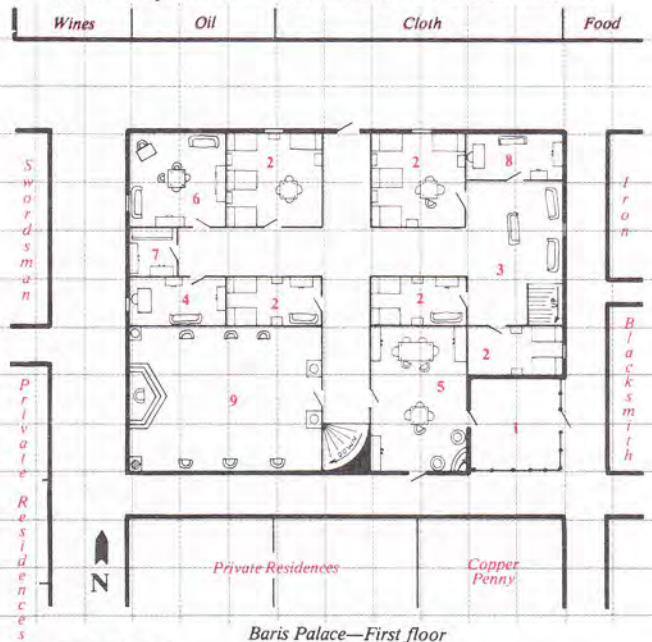
These other residents are scattered around the palace as the Referee sees fit, except where a precise place is specified for them. The placement, and activity of the residents, should vary with the time of day that the party chooses for their attack.

STRUCTURE NOTE G

BARIS PALACE

This is the headquarters of the Market Street Gang. During the day, the room that Baris is in has two guards standing in front of it. Every other room that is used for official business has one guard by its door. At night, only the door of the room that Baris is in has a guard. If Baris is on the third floor, he will not have this guard at his door.

The description of the rooms and floors is as follows:



FIRST FLOOR

1) THE CORRAL

The corral is an outside area surrounded on two sides by the palace and on the other two sides by a five foot high, wooden fence, with jagged pieces of metal embedded in the top of its poles. It will contain a guard and **1D3** horses when the party attacks. Its gate is tied shut with a rope.

2) GANG QUARTERS

Five rooms that serve as the quarters for resident gang members. Three of the rooms have two beds, two chests, a clothes cabinet and a couch. The other two have four beds, four

chests and a table with four chairs. The chests in these rooms contain the personal possessions of their owner.

3) LOUNGE

An open area in the western part of the building that has a staircase in its southeast corner. The area contains three couches and will be occupied by **1D3-1** gang members when the party attacks.

4) THE MARSHAL'S OFFICE

Near the west wall is a desk with a chair. On the south wall is a couch. The east wall has a cabinet. It contains gang records and operation plans. The cabinet on the south wall contains cheap wine, mugs and non-perishable food.

The marshal's desk contains maps of the city, a money chest (3GC, 4SC, 12CC and 20BB) and some writing supplies. The chest has an **EL30** lock. If Carmen is in the building, there is a 60% chance that he is in this room with **1D2-1** gang members. **NOTE**—The maps are marked with notes that indicate operations that the gang is planning for the near future.

5) THE KITCHEN

There is a hearth in the southeast corner of the room. To either side of it is a barrel of water. The cabinet in the southwest corner of the room contains spices, herbs and food. The northwest corner cabinet contains plates, utensils and mugs. The cabinet in the northeast corner of the room contains linen, cooking utensils and heavily-salted meat. In the north center of the room is a table with six chairs. South of it is a second table with four chairs. The smaller table is used for preparing meals, the other is used for eating them.

This room should have **1D3-1** servants and **1D6-2** guards in it when the party attacks the palace. The guards that are present will be eating at the large table.

6) THE EXECUTIVE LOUNGE

The cabinet on the east wall contains wine, glasses and bar supplies. A cabinet on the south wall contains a few books and some scrolls. There is a couch on the west wall, a desk with a chair in the northwest corner that contains writing supplies and, in the center of the room, a table with four chairs. When the party enters the room, **1D6-2** gang members will be in it.

7) THE ARMORY

The room contains 20 slings, 30 fighting daggers, 50 sling projectiles and 9 swords. They are used by the gang when they go to war.

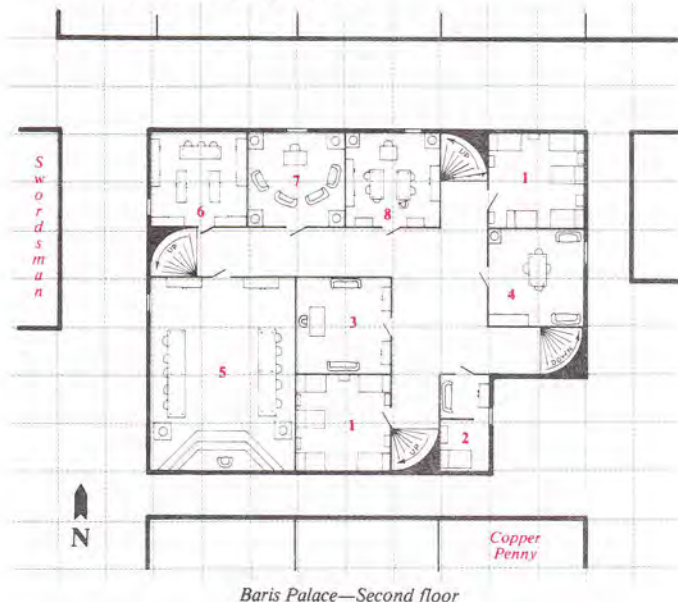
8) THE MAJOR-DOMO'S OFFICE

The Major-Domo is the chief servant of the palace. He is not a member of the gang. The office contains a desk with a chair, two cabinets, and a couch. The cabinet on the north wall contains the palace inventory. The other cabinet contains various records and the operating treasury for domestic expenses (The treasury, 1GC, 2SC, 6CC and 23BB, is in a small chest that is the cabinet.)

9) THE AUDIENCE CHAMBER

The northwest corner contains a statue of an ancient-looking man. The statue in the southwest corner is of the same man with a younger appearance. If a secret catch in the second statue is hit, it rotates out of the way revealing a passage, with a ladder, that goes down into the basement.

On the south and north walls are three, ornately-carved, chairs (used by leaders of the gang). Along the east wall, on either side of the door, is a statue of a demon. On the west wall is a three-tiered dais with a carved, black, throne on it. This room is vacant unless Baris is present.



Baris Palace—Second floor

SECOND FLOOR

1) GANG QUARTERS

Each of the two rooms that are used for this purpose contains five beds and five chests. The chests contain the property of their owner.

2) THE MARSHAL'S ROOM

This room is divided into two sections by a partition wall. The northern section contains a couch and a cabinet. The cabinet contains bottles of wine and glasses.

The southern section contains a bed and a metal chest. The chest contains the marshal's clothing. A smaller chest, hidden under the bed, contains his personal wealth (8GC, 22SC and 19CC). Hanging over the bed, on the wall, is a well-worn battle-axe.

3) BARIS'S OFFICE

This room contains a desk with a chair, two couches and two cabinets. The cabinets contain gang records, financial reports and a detailed accounting of the gang's income for the last year. The desk contains writing supplies.

4) PRIVATE DINING ROOM

Baris uses this room when he does not want to eat in the main dining hall. It has a statue in the northwest corner, couches in the northeast and southeast corners, a wine cabinet in the southwest corner and a table with four chairs in the center of the room. If Baris is not in this room, it is empty.

5) MAIN DINING HALL

This room has a raised dais on the south wall, with a statue on either side. Near the east and west walls are tables with five

chairs each. Against the north wall are two cabinets that contain wine, glasses, linen, eating utensils and plates.

If Baris is in the room, it will contain Baris and 1D6 + 4 gang members. If he is not present, there is a 20% chance that it will contain 1D10 gang members.

6) THE LIBRARY

The room contains a table with three chairs, on the north wall, and book cabinets. The books and scrolls that are in the cabinets cover a wide range of subjects, i.e. history, fine literature, geography, etc. No book or scroll in this desk is magic.

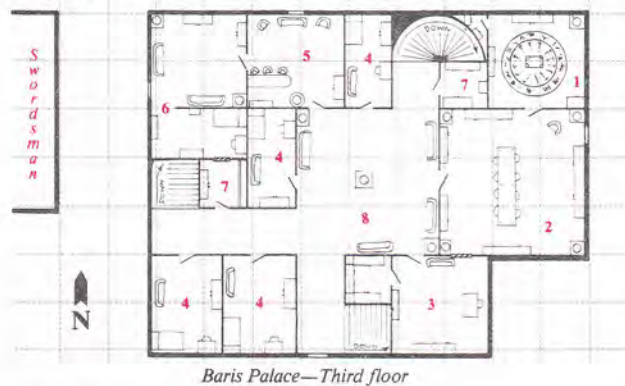
7) BARIS'S LOUNGE

The lounge is used by Baris for private meetings. It has a desk with a chair along the north wall, a statue in each corner and four couches set in a semi-circle in the west, south and east. The desk contains writing supplies.

8) THE OPERATIONS ROOM

There are statues in the northeast and northwest corners of the room. Between them is a desk with a chair that contains operations plans and spy reports on other gangs. The cabinet on the west wall contains maps, the cabinet to the east contains information about gang resources and data that is used in formulating plans. Between these cabinets are two tables, each with three chairs.

Near the south wall are two locked chests with EL30 locks. Anyone who fails trying to open one is struck with a needle that bears BL4 Slow Death poison. The chest to the west contains 21GC, 3 medium gems and 8 small gems. The other chest contains 34SC, 85CC and 120BB. The room is empty if Baris is not present. If he is present, so is the Marshal and 1D3-1 other gang members.



Baris Palace—Third floor

THIRD FLOOR

NOTE—The third floor is restricted to Baris, his apprentices and a limited number of guards. The gang, in general, is banned from this floor. The Marshal and the Seneschal are among those who are not allowed on the third floor.

1) THE CASTING ROOM

In the center of the floor is an inlaid casting circle of red and black stone. In the center of this circle is an obsidian altar that has dried blood stains on it. In the northeast corner of the room is a statue of the god Nergal (God of the Dead), a lion-headed god in armor.

There are three cabinets in the room. The one on the north wall contains books and scrolls on Chaos magic, the west wall cabinet contains the daggers, sword, goblets and fumigants that are used in rituals. The cabinet in the southwest corner contains censers, black candles, candlesticks and flints.

A door in the northwest part of the room leads into a small closet. The closet contains herbs, 1D6 doses of natural Plant materials and 1D3 other natural materials of the Referee's choice in two cabinets). The door is warded with a MEL6/EL2 Darkling Light rune that will strike anyone that opens it without intoning a specific, short chant.

2) THE TRAINING ROOM

The room has a statue in each corner. The cabinets along all four walls contain primers on Chaos magic, theology and other

related subjects. In the northeast is a throne that is used by Baris. There is a table with eight chairs in the center of the room. There will always be at least one apprentice in this room. If Baris is present, all of the apprentices that are in the palace will also be here.

3) BARIS'S STUDY

This room contains a desk with a chair, a couch and two cabinets. The desk contains Baris's secret records (written in the Tongue of Young Chaos), writing supplies, a jeweled dagger (4GC) and a small chest that contains 9GC, 13SC and 37CC. The cabinets hold records of Baris's plots, 1D3 spell scrolls and correspondence that he has had with agents of Nilgeranthrib. In the northeast corner of the room is a secret passage. It is opened by depressing a slightly raised stud in the floor. (The same mechanism is used to open it on the other side.)

In the northwest part of the room there is a door that leads to a large closet. The cabinets in the room contain Baris's personal treasures. These treasures are two golden statues (small), five miscellaneous treasure items, one magical item and three chests that contain the following items:

- 1) 26GC, 39SC, 100CC.
- 2) 1 Large Jade, 4 medium gems and 6 small gems.
- 3) Four vials that contain one elixir, one powder and two potions. Each contains four doses of the item that is in it. The Referee will determine what the properties of the items are randomly.

4) APPRENTICE QUARTERS

Each of these four rooms contains a bed, a couch, a desk with a chair and a clothes cabinet. The Referee will decide what personal possessions are in each room and if any of them are valuable.

5) THE MAGICIAN'S LOUNGE

If Baris is in his room when the party enters the palace, there is a 40% chance that he is in this room instead. The room contains a couch and two chairs on the north wall, a bar with three chairs in the southwest corner, and a wine cabinet next to a keg of beer against the south wall. The cabinet contains glasses, in addition to the wine. It may also contain other items if the Referee desires.

6) BARIS'S QUARTERS

This room is divided into two unequal sections by a partition wall. The northern section has a statue in the northwest and southeast corners, couches along the west and south walls and cabinets against the north and east walls. The northern cabinet contains books. The eastern cabinet contains old scrolls, bric-a-brac and a small silver statue of Nergal.

The southern section of the room contains a bed, a desk with a chair, a chest along the north wall and two clothes cabinets. There is a secret door just south of the bed. It is opened by pulling down on a sconce that is on the wall. It leads into a storage room. The cabinet on the south wall contains clothing. The cabinet on the west wall contains costumes, wigs and other items that Baris uses to disguise himself when he has need to do so. (He disguises himself to spy on the people of Market Street and meet contacts in the city without anyone knowing.)

7) STORAGE ROOMS

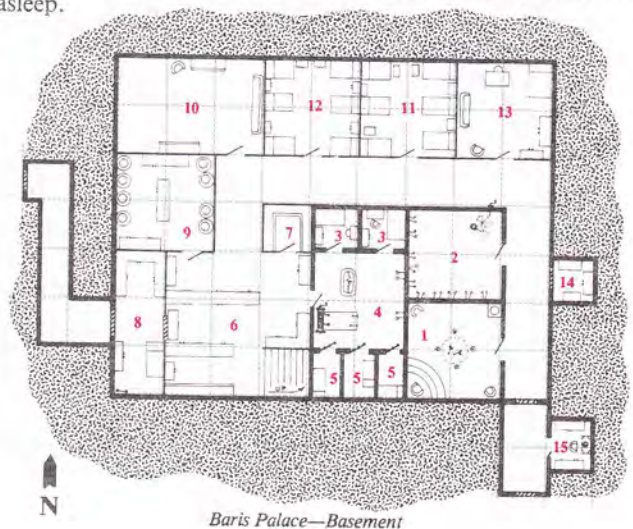
Linens, cleaning supplies and other common items are stored in these rooms. The room farthest to the west has a secret passage in the north wall that is opened by depressing a floor stud in front of it.

Palace servants have access to these rooms if they are accompanied by a trusted guard or the Major-domo. They are not allowed on the floor without an escort. (The penalty for violating this rule is death. It applies to everyone except a few guards, the Major-domo and the magicians.)

8) LEISURE AREA

This area is in the center of the floor. It is a guard post and a place for the magicians to converse or meditate. In its northeast, southeast and center are statues. There are four couches on the

east, west and south walls. A guard is always stationed outside the door of room 5. At night, there is a 20% chance that he is asleep.



Baris Palace—Basement

BASEMENT

1) THE INTERROGATION ROOM

Baris uses this room to question, and intimidate, prisoners. In its center is a white circle that is surrounded by candle sticks. In the circle is a pair of leg irons that the prisoner wears while he is being questioned. When a prisoner is in the room, it is dark. The prisoner must answer the questions of unknown persons, seated in the darkness that surrounds him.

In the northeast corner of the room is a statue. In the northwest and southeast corners are chairs. The southwest corner has a raised dais with a throne that is used by Baris.

NOTE—The standard procedure when a prisoner is brought in is to have his or her hands shackled behind his or her naked body. The prisoners must stand bound and naked while they are interrogated. (This method is designed to break or lessen the will of the prisoner. It usually is quite successful, especially with women.)

2) THE MAIN CELL

On the west and south walls are arm and leg shackles. In the northeast corner is a thick neck chain that restrains the DOUBLE NORMAL SIZE Desert Lion who shares the room with the prisoners. The chain is long enough for the lion to easily reach the door and for him to almost reach the prisoners when their backs are against the wall. When prisoners are taken out or brought in, the chain is shortened with the winch on the wall outside of the cell.

NOTE—The lion is wild. It will attack anyone that it can get its claws on. Prisoners must be careful how they sit. If they are not cautious, and aware of the lion, they will be within his grasp. The lion is a cunning killer who has taken many a leg in his day.

3) THE EXECUTIONERS' QUARTERS

Each room has a bed, a clothes cabinet and a desk with a chair. The desk contains the executioner's personal possessions. The cabinet holds his clothing. The Executioners are gang members. When they are not in their quarters (60% chance) they are somewhere else on the floor.

4) TORTURE CHAMBER

The room has sets of shackles on the east wall, a hearth near the west wall and a rack on the west wall. The tools of torture that are used here are kept in a separate storage room so that prisoners cannot get a hold of a weapon.

5) HOLDING CELLS

Each of these cells has a cot in it. They are used to hold prisoners who are between torture sessions. The door of each cell is made out of metal bars. It has an EL30 lock that can be picked if the prisoner has a tool to use. (A usable tool can be fashioned from the stays of the cot if the Player thinks to do so.)

6) FOOD STORAGE AREA

This area contains the palace's food stores. In the middle of the east wall, behind a movable cabinet section, is a secret passage that leads to the Access room (8). It is not trapped.

7) STORAGE ROOM

This room is used to store meat and implements of torture, i.e. brands, pokers, thumbscrews, etc.

8) ACCESS ROOM

The south wall of this room has a ladder that leads to the first floor Audience Chamber. In the west wall is a secret passage, leading to the Elite Swordsman, that is opened by depressing two wall studs simultaneously. South of the passage, on the west wall, is a clothes cabinet. Across from it, on the east wall, is a bed. (The cabinet and bed are used by a gang member who is being hidden here because of something that he has done (for the gang) that has endangered his life.) In the northern part of the room is a u-shaped cabinet that contains food, beer and other supplies. It is used by temporary residents of the room. (If the party enters this room, there is a 10% chance that someone is living in it.)

9) WINE AND BEER STORAGE

The kegs in the room contain beer, ale and water. The cabinets contain wine. The room is locked. Only Baris, the Marshal and the Major-domo have a key.

10) THE PRACTICE HALL

Against the east wall of the room is a long bench. On the north wall is a rack of practice swords and a chair. On the south wall is a rack that contains 5 metal swords and three (AV6) reinforced bucklers.

11) GANG BARRACKS

The barracks room contains six beds and six chests. The chests contain the personal possessions of their owners.

12) STAFF QUARTERS

The room contains six beds and six clothes cabinets. It is used by the female staff of the palace.

13) THE MAJOR-DOMO'S QUARTERS

The home of the Major-domo and his wife has a bed in the northeast corner, a clothes cabinet on the east wall, a chair in the southwest corner, a couch against the west wall and a desk and chair on the northwall.

NOTE—The Major-domo uses the desk for personal writing. He is a poet of some talent who spends his spare time writing.

14) THE TREASURE VAULT

A secret passage leads to this secret room in the eastern wall of the palace basement. It is opened by depressing four studs and turning a key in the lock that this maneuver reveals. (Opening the passage requires two people or a magic-user with the right spell.) The lock is **EL25**. It has an **MEL8/EL3** Paralysis rune on it, affecting anyone who tries to open it and fails.

The room contains treasure that Baris, the Marshal and the Seneschal have taken for themselves from the gang's profits. Baris has the key. All three of them know which studs to press.

NOTE—The total value of the treasure in this room is 100GC, maximum. The Referee can assign any items that he desires, with no more than 1 magical item, to this room.

15) THE COMMUNICATIONS ROOM

This room is reached from the secret passages in the southeast corner of the palace basement or the northeast corner of the Copper Penny basement. In the room's tunnel, near the palace passage, is a floor stud that will open that passage. The door to the Copper Penny is not camouflaged on the Communication room side.

The entrance to the room is through an iron door that is locked and chained. The door lock is **EL30**. The padlock in the chain is **EL40**. Neither is trapped or magical.

The room has a small altar near its east wall. On the altar, on a solid gold base, is a sphere of red crystal. It is used to contact Nilgeranthrib. (It is keyed to Nilgeranthrib's power. The closer that it gets to him, the stronger the glow that it emits. When it is within 50 feet, the power emission will burn the hand of anyone that holds it—take **1D6** per phase that it is held.)

NOTE—Nilgeranthrib can sense it when someone is in contact with one of his spheres. If his attention is on that sphere (10% chance per day), he can also use any Telepathic Power that he desires on the person who is in physical contact with the sphere.

There are cabinets of books and scrolls on the north and south walls. (The Referee will determine what knowledge is in these 13 volumes—8 books and 5 scrolls. Any spells are Chaos Powers.) In the center of the room is a wooden chair that Baris uses while he is reading or communicating.

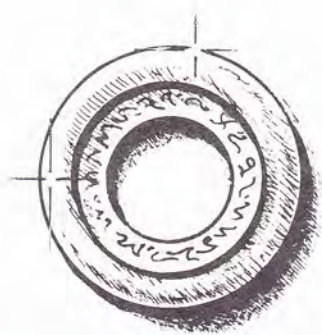
SPECIAL NOTE

It is important to stress that the assault on Baris Palace is a step in this adventure, not its climax. With cunning, intelligent play, the party should succeed relatively easily. The crucial thing that they must do, in this part of the adventure, is to arrange to minimize their encounters with Baris's gang members. If their plan is successful in this, they should reach Baris with a minimum of difficulty. At that point, it will be up to the party to kill him and get out alive.

NOTE—Baris rules the Market Street Gang through terror. Most of his flunkies follow him because he is feared, not because they have any loyalty to him. If he is killed, and powerful members of the gang know that he is dead, the Referee can hit the gang with a period of disorganization, while the forces of the Marshal and the Seneschal war to see who the next leader will be.

If the players know this (they can learn by asking Kerak or in their initial information gathering at the Slippery Bear) they can arrange for the body to be found quickly by placing it somewhere where it will be found. If they do this, the Referee should give them a period where they can leave without any chance that the defenders of the palace will attack them. (Given the fact that they move with caution and try not to be seen.)





ADVENTURE SECTION THREE

LEAVING PORTA

In the last two sections of this adventure, the party will travel towards, and into, the Tower of the Dead. If they are acting as Kerak's agents, he will give them a Road Pass (a golden circle engraved with strange writing that allows the bearer to use the Thaliban Road freely). Unless the party member displays a pass, he will be subject to the tariffs that are normal on this road.

THE THALIBAN ROAD

Between Porta and the western border of Thaliba there are four strong points that the party must pass through if they use the road. All are guarded by Thaliban soldiers in gold-colored plate mail and golden masks. Each soldier has a 60% chance of understanding any tongue that is spoken to him. The checkpoints are located on both sides of the River Thalib in two different areas. The party must use these bridges if they take the road to Zara. The river is not passable in any other way, unless the party has a boat.

NOTE—If the party enters Thaliba itself (other than on the road), any human encounter will lead to their being tracked down, attacked and captured regardless of whether they are serving Kerak or not. No "barbarian" is allowed to enter the land of Thaliba and leave.

THE TOLL

The guards attempt to gauge the wealth of each traveller at each checkpoint. When they have done so, they charge 20% of their estimate as a toll for passing by their station. The average fee, per person (except for mercantile caravans) is **2D10SC**. If the Character has expensive armor, a horse or other valuable property with him, double or triple this tariff. If he has something with him that is magical, quintuple it.

All tolls are negotiable if the Player can convince the guard that he does not have much money. In all other cases, the fee is paid or the man may not pass.

At no time, unless he is attacked, will a guard attack anyone. If attacked, the two guards on the road will fight, aided by three more guards on each side of the road in fighting towers. The six tower guards are armed with **EL4** Arbalests, modified for damage and hit chance. All of the guards have **EL4** Magic Broadwords that are modified in the same way. One of the guards will also be an **MEL2D6/EL3**, law-oriented, wizard as well.

NOTE—It is a commonly-known legend that those who attack the Thaliban guards are doomed. None who have done so have survived more than two years after fighting their way through. (The felon is tracked down, and killed, by a member of the Society of Light—men are trained assassins and wizards.) The road is only travelled by the cunning or the wealthy.

IMPORTANT—If at any time a party member gives the guard the impression that he will stay in Thaliba rather than pay the toll, he will be ordered to pass by the checkpoint without paying anything. They want no foreigners in their land.

SEA VOYAGE

The only other way to leave Porta is by sea to Zara or Aratad. The cost of such a voyage is listed in Powers and Perils. As a general rule, the vessel will make about 20 miles per day. At the Referee's discretion, the vessel will have a 20% chance of an encounter—day and night. Any encounter that occurs will be resolved on the simple table below, unless the Referee chooses to specifically play out the encounter specified.

Roll Encounter	Affect
1-4 Storm	Roll 1D10 x 1D10 and subtract the Navigation skill of the Captain, (1D10 x 7) + 10. If the result is zero or less, there is no problem. If it is higher, the number yielded is the percentage chance that the vessel will founder, i.e. sink.
5-7 Shipboard	The party, or one of its members, has a normal human encounter with one or more members of the ship's crew. The Referee will determine the effect of this. If a Mob of some kind results, the crew mutinies.
8+9 Pirates	A small pirate vessel runs the ship down. It contains 3D10 pirates with a Character-class Captain. They are opposed by the party, the crew of the vessel and its captain.
10 Climans	A trireme of the Climans fleet catches the ship and boards. They take 1/2 the goods from the hold of the ship and allow the party members to purchase their freedom from slavery for a negotiated sum. (A good-size trireme has about 300 men in the crew. For the Climans, about 80 plus the Priestess commanding and a Character-class Captain are potential combatants. (The others are galley slaves.) Resistance is futile.

NOTE—The Referee should expand on this sketch if he allows the party to leave Porta by sea. He also may opt to allow them to leave and land without encounter if he wants to speed up the adventure. The ship that the party is on will have a Captain and a crew of **1D6 + 6** men.

THE THALIBAN FOREST

After crossing the Thaliban border the party enters forests that are controlled by forest barbarians. When the barbarians are encountered on the road, the party may be harassed or threatened for tribute. They will never be attacked unless they strike the first blow. If the party leaves the road, and encounter the barbarians, they will have to fight. These barbarians have a paranoid fear of foreigners, especially civilized people. They are killed out of hand when they are found in the tribal lands, off the road.

ZARUN

One mile after crossing into Zarun, the party will reach a Blockhouse manned by **2D6** Zarusese soldiers. Here they will be welcomed to the free and democratic land of Zarun, asked to respect the rights of others and warned to stay on the road until they pass the forest.

The forests, along the road and north, are infested with Nilgeranthrib's minions and other forces of Chaos. While the party moves through, on the road or not, subtract 10 from all encounter rolls. If the result is zero or less, roll on the appropriate table below for the encounter that occurs:

ZARUN FOREST ENCOUNTERS			
DAY		NIGHT	
ROLL	ENCOUNTER	ROLL	ENCOUNTER
01-60	Demons, Disease	01-10	Demons, Disease
61-75	Dragons, Wyrms	11-20	Demons, Heliophobic
76-100	Human Force*	21-50	Demons, Terrestrial
		51-75	Dead Force**
		76-90	Human Force*
		91-95	Wyrms
		96-100	Hellhound

*A human force contains **1D3-1** Chaos magic-users (**MEL 1D6 + 1/EL3**) and **2D6** soldiers, PLUS 3 soldiers per magic-user that is present. All soldiers are equipped by rolling on the

mercenary tables in the background section to determine what company they belong to. All will have leather helmets in addition to that equipment.

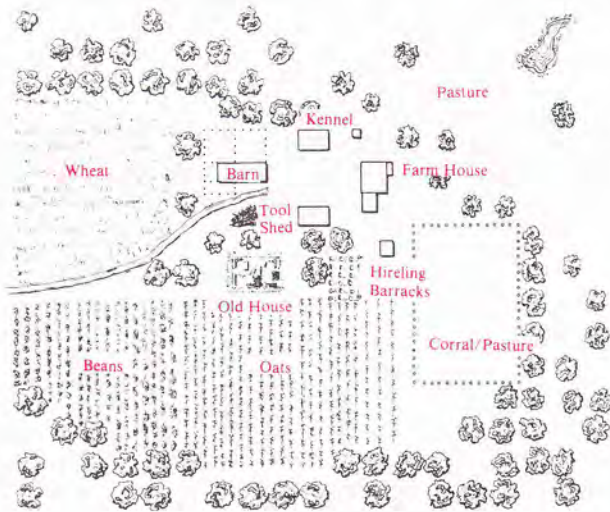
A dead force consists of **3D6 dead and **1D2-1** magic-users. If no magic-user is present, the dead attack any living being until one group of the other is destroyed.

If a magic-user is present, he will direct the actions of his dead, remaining hidden, or join the attack using his magic against the party (The magic-user has spell knowledge as specified for a third tier member of the Black Ring.)

NOTE—The equipment of the dead varies from nothing to Platemail. The Referee will decide what they have before the battle starts.

IMPORTANT—The magic-user can see through the eyes of his dead. There is a 40% chance that he remains hidden while his dead fight. If so, he directs his energies to controlling the dead. If not, he will use his magic against the party.

Without direct orders, the dead continue to do what they did on the last phase that they received an order. They continue fighting, once ordered to do so, until they are unable to do so.



Zendar Farm

ZENDAR FARM

After leaving the forest, the party may head for Zendar Farm. This is a large farm located 20 miles northeast of Zara, the capital of Zarun. Previously, this farm was the summer residence of Priam Zendar, dictator of Zarun and the last slayer of Nilgeranthrib.

NOTE—Priam's victory gave him great power and he was corrupted by it. Over a decade of his corrupt rule, his people's love curdled. He was murdered on his farm, burned alive in the flaming ruin of his manor house. Since his time, his descendants have farmed the family lands and nearly forgotten their former greatness. Today they are a family of simple farmers.

THE ZENDAR FAMILY

The current patriarch of the clan, and Elder for County Zendar, is Harmon Zendar (59), the great-grandson of Priam. He is married and has nine children. His wife, Mona Dsriva Zendar (53), is the youngest daughter of a Zaran grain merchant. His children are Primus (33, male), Zenia (27, female), Geoff (24, male), Samal and Darus (16, male), Baran (15, male), Jahan (14, male), Kian (14, female) and Marla (13, female).

Harmon's eldest sons, Primus and Geoff, are married. Primus's wife is Je'ain Zendar (30, female), a stranger from the hills. Geoff's wife is Marta Cangair Zendar (23), the daughter of the owner of a farm to the north. Primus has no children. Geoff and Marta have two sons, Harmon (6) and Rian (4).

In addition to the Zendars, Mona's father Baran Dsriva lives on the farm. He is a 72 year old, retired merchant whose hobby is Zarunese history.

IMPORTANT—Je'ain is Nilgeranthrib's agent in the area. She is a second-tier apprentice who uses her husband as a dupe while she sees that the will of Nilgeranthrib is carried out. She is an **MEL5/EL2** magic-user.

ZENDAR PERSONALITY

Old Harmon is a gruff farmer who loves the land. Mona is a kind woman who is hospitable to strangers. Primus is a weak man who is totally enthralled by Je'ain. Je'ain is a cunning, evil and beautiful woman who is in the service of Nilgeranthrib because she thirsts after power. Geoff is a strong, taciturn and gruff man like his father. Marta is a friendly woman who loves to gossip with strangers. Zenia is a plain and obese woman who is terribly frustrated. She dreams of love and hates those who have found it. Old Baran is senile. He loves to talk about the imagined adventures that he had in the past and the history of his nation. Samal and Darus are identical twins. Both are somewhat retarded. They care for the dogs, work in the fields and avoid strangers. Both of them are kind and very strong. Young Baran is intelligent. He wishes to learn whatever he can and will pester travellers for whatever knowledge he can get from them. Jahan is a strong, intelligent boy who is very shy. He will not approach strangers unless they try to make friends with him first. Kain and Marla are pretty girls who are talkative and friendly. They will pester the party and may form crushes on one or more of their number. The little boys, Young Harmon and Rian, are happy children with a great deal of curiosity. They like to play tricks on their elders. They will go out of their way to mislead the party and/or make them the butt of their jokes.

NOTE—The information above is not essential to running the scenario but may help the Referee to add color to this portion of it. The party's interaction with the Zendar family can be crucial to their success in finding Life Sword.

The Zendars also employ hired hands and a foreman. These men are stoic, taciturn men who know nothing of any great value to the party. They answer what questions they can out of courtesy. If a party member appears to be overly curious, or asks strange questions, they will tell the foreman who will tell, roll **1D3**, Old Harmon (1), Primus (2) or Geoff (3). The Referee will determine what affect this will have, if any.

ARRIVING AT THE FARM

The party enters the farm area on the road. As they pass the wheat field, one of the hired hands will yell out to them and begin moving their way. By the time that he gets to them, the foreman and **1D3** Dogs will also be headed in towards them. The reaction of the foreman and the hired hand will depend on what the players say. If they act suspicious or appear to be hiding something, Old Harmon, Primus or Geoff will be warned. From that point, all of the adults on the farm, except Old Baran, will be on guard against the party. They may be allowed to stay for a short time but they will not be trusted.

After the initial encounter, the party is taken to Old Harmon, Primus or Geoff.

IMPORTANT—At this point every party member rolls **Em x 2**. Those who succeed with this roll will see the ruins of the old house. The others will not. The Referee should show them the view of the old house ruins without giving them any other information.

NOTE—If any of the party members are injured, the injured person will be taken to the house to be healed by Mona (an **EL5** Healer). They will remain there until they are completely healed, unless they manage to leave.

STAYING ON

A) MESSENGERS—Parties who reached the farm by delivering Baris's message will be asked to stay on (for **ID3 + 1** days) and guard Primus when he makes his next buying trip to the north. The request comes from Je'ain. What they can do with the time that passes is up to them and on how they interact with the family.

B) OTHERS—People who come to the farm without a definite reason, i.e. to deliver the message, must convince Old Harmon, Primus or Geoff to allow them to stay, unless one of or more of their number is wounded. If they fail, they are allowed to sleep

in the shed but are asked to leave at dawn. If they succeed, they will be allowed to stay for a reasonable length of time (no more than seven days).

NOTE—It is up to the Referee to use the farm layout and the personalities provided for the Zendars to give the party a chance to learn the information that they require to find Life Sword.

If Je'ain discovers that the party is seeking Life Sword, she will send for a Human Force to attack the farm at night and destroy the party. If the party wins, they will be asked to leave—wounded or not. If they lose, they are dead or captured and Je'ain will search for the sword. When she finds it, it will be destroyed.

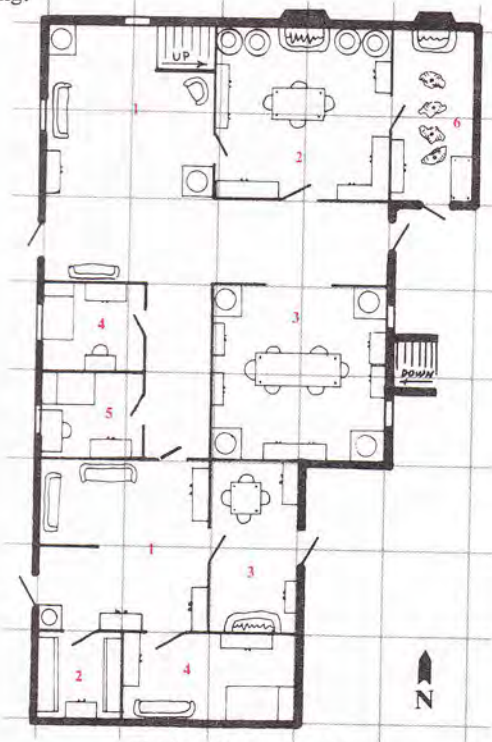
ZENDAR FARM STRUCTURE NOTES

The following notes (H through M) detail the buildings that are located on this farm. The Referee will use them, as they come into play, in adjudicating the party's adventures on the farm.

STRUCTURE NOTE H

THE FARM HOUSE

This house is a two story structure with a one story addition added to its south wall. Behind the house, connected to the east wall, is a smokehouse. The following sections describe this dwelling:



The Farm House—First floor

FIRST FLOOR

1) THE LIVING ROOM

This room has a statue in the northwest corner (Priam Zendar) and a staircase in the northeast corner. Along the west wall is a couch and a clothes cabinet. On the south wall is a couch. Next to the east wall is a statue and a large chair.

2) THE KITCHEN

On the north wall of this room is a hearth and four water barrels. Next to the east wall are two cabinets that contain linen and utensils, and plates, mugs and herbs, respectively. The cabinets on the south wall contain food. The cabinet on the west wall contains preserves, home-made beer and cheap wine. The center of the room has a table with four chairs.

3) THE DINING ROOM

Each corner of this room has a statue in it. The cabinets on the west wall contain plates and eating utensils. The cabinets on the east wall contain mugs and glasses. The south wall cabinet has linen in it. In the center of the room is a table with six chairs.

4) ZENIA'S ROOM

This room contains a bed, a clothes cabinet and a vanity with a chair. (If a member of the party is injured, he will be put in this room and Zenia will sleep in the Living Room. This will make him her enemy unless he tries to be friendly. If he is friendly, there is a **40% + Ap** chance that she will try to make it much more. Her Appearance is 10.)

5) OLD BARAN'S ROOM

The room has a bed, a desk with a chair and a clothes cabinet in it. There is a haphazard pile of old papers and scrolls on the desk and floor. The drawers of the desk and the cabinet contain writing supplies and books that pertain to Zarunese history, including a biography of Priam Zendar. The majority of his clothes are piled around his room and on his bed. In the clutter, if the party looks, they will find a small chest that contains **23GC, 12SC, 19CC** and **69BB**.

6) THE SMOKEHOUSE

On the north wall is a hearth. Hanging in the room, from north to south, are haunches of mutton. In the southeast corner of the room is a table with a cleaver in it. On the southwest wall is a cabinet that contains aged and smoked cuts of mutton.

NOTE—The Zendar's raise sheep, horses and dogs. Their primary meat is mutton. They seldom eat any other meats.

THE ROOMS OF THE ADDITION

1) THE LIVING ROOM

This room is divided into two sections by a partition wall. The southern section is the entryway. It contains a statue, a cabinet on the south wall and another cabinet along the east wall. The southern cabinet contains clothing. The other cabinet contains books, glasses and some cheap wine.

The northern section of this room is the living room. It has two couches and a cabinet. The cabinet contains books and scrolls dealing with light subject matter.

NOTE—Primus, Je'ain, Baran and the younger sons are the only literate family members. The others either have not had the time to learn or consider reading to be a waste of time.

2) STORAGE ROOM

The room contains supplies, preserved food and spare clothing.

3) KITCHEN

The south wall has a hearth. The cabinet in the southeast corner contains cooking utensils and plates. The cabinet in the northeast contains food. Towards the north is a table with four chairs.

4) MASTER BEDROOM

Along the south wall of the room is a bed and a couch. There are cabinets on the west and north walls. The one to the west is a clothes cabinet. The other has an **EL50** lock. It contains books on Chaos magic, the tools of Je'ain's trade and ceremonial garments for use in ritual magic. (When she uses her secret place by the river.)

NOTE—Old Harmon had the addition built three years ago in hopes that Primus would give him an heir if he had "his own house". This has not occurred. Je'ain will not allow it to. She has no intention of having, as she would put it, "a herd of squalling brats" interfering in her life.



The Farm House—Second floor

SECOND FLOOR

1) THE LANDING

This area has a statue in it.

2) THE FAMILY ROOM

The room has a couch along the north wall, a bookcase against the east wall, a cabinet with bric-a-brac and other limited value items near the west wall, a chair and a spinning wheel in the southeast corner, a chest filled with blankets on the south wall and a chair in the east center of the room.

3) THE MASTER BEDROOM

Old Harmon and Mona's room is divided by a partition wall. The room has two couches and a cabinet in the north. The cabinet contains tools, wine and glasses.

The southern section of the room contains a bed, a desk with a chair and a large chest on the east wall. The chest contains the family treasure (a sword, two fighting daggers, an old suit of Platemail that belonged to Priam Zendar, a medium jewel, 14SC, 31CC and 57BB).

NOTE—For their class (station 2), the Zendars are quite wealthy.

4) GEOFF'S ROOM

The room contains a bed, a couch and a clothes cabinet.

5) THE TWIN'S ROOM

The room, used by Samal and Darus contains two beds, two clothes cabinets and a chair.

6) BARAN AND JAHAN

This room contains two beds and two clothes cabinets.

7) KIAN AND MARLA

The room contains two beds and two cabinets. It also has a small collection of stuffed animals scattered around it.

8) YOUNG HARMON AND RIAN

The room holds two beds, two chests and a haphazard scatter of stuffed animals, carved toys and other juvenile items.

BASEMENT

1) FOOD STORAGE

The room's cabinets are full of food. The barrels contain water.

2) BEVERAGE STORAGE

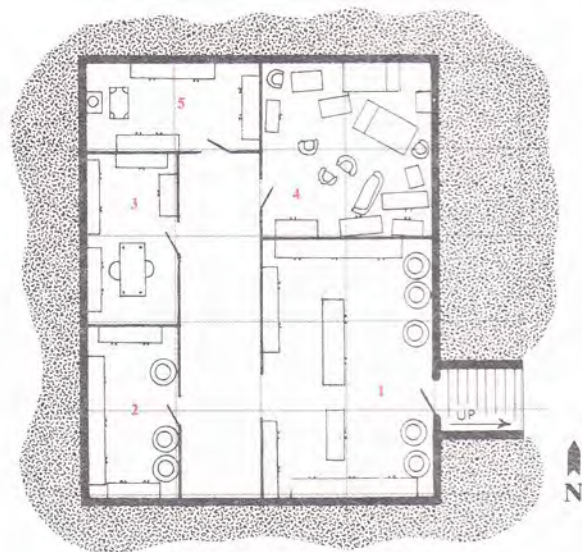
The room has three kegs of beer and three cabinets that contain bottles of home-made wine. (The Zendars, like many people in Zarun, pride themselves on their self-sufficiency. They trade sheep for grapes and make their own wine and beer.)

3) WORK ROOM

The room contains a table with two chairs and a cabinet that contains tools, supplies used in making things and miscellaneous goods of various types.

4) HOUSEHOLD STORAGE

The room contains five chairs, a couch, two beds, four empty chests and five empty cabinets. Some of the items in the room are antiques, others are broken.



The Farm House—Basement

5) JE'AIN'S SHRINE

This room has an EL30 lock and Je'ain has the only key. She uses the room for her magical studies and the worship of Allatu (Consort of Nergal, Queen of Hell). The cabinets contain ritual supplies, herbs and spell-books. The altar is made of granite that is carved with demonic runes. The only other family member who knows what is in this room is Primus. The others would turn on her if they knew.



STRUCTURE NOTE I

THE HIRELING BARRACKS

A one-story building that is used by the seven men who work for the Zendars.

1) THE MAIN ROOM

This room contains the six beds and six chests that are used by the fieldhands, all 17-23 year old peasant laborers.

2) THE FOREMAN'S ROOM

The room contains a desk with a chair, a bed and a clothes cabinet. It is used by Zavan Ciana, the 34 year old Foreman of the farm.

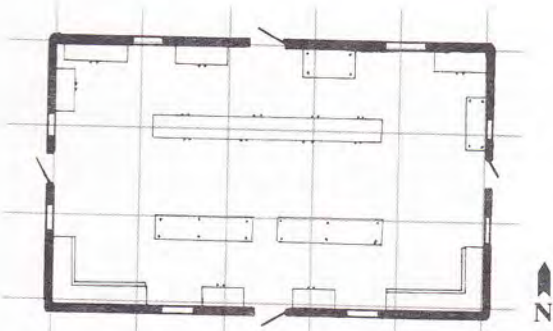
NOTE—Zavan lost his left arm in the wars against Nilgeranthrib. He will be hostile to anyone that he thinks has anything to do with the enemy. If he thinks that the person serves the lich, he will tell the family and, whether they help or not, try to kill that person. He has EL4 in the Sword and a CEL of 5.

3) THE KITCHEN

The cabinet on the west wall contains linen and towels. Along the south wall there is a water barrel and a cabinet full of food. The east wall has a hearth. In the center of the room is a table with four chairs.

4) THE DINING HALL

The cabinet on the north wall contains plates, eating utensils and mugs. In the middle of the room is a long table with eight chairs. The eighth chair is reserved for Geoff, who often chooses to breakfast with the hired hands.

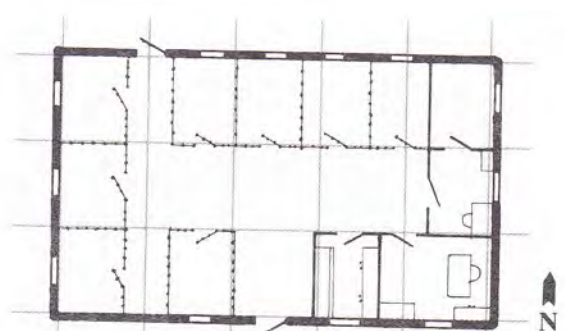


STRUCTURE NOTE J

THE TOOL SHED

The tool shed is a large, one-story building. It contains cabinets filled with tools, farm equipment and supplies. During the harvest and shearing seasons, it is used to store crops and/or wool.

NOTE—When the party is allowed to stay, they will be allowed to use this building.

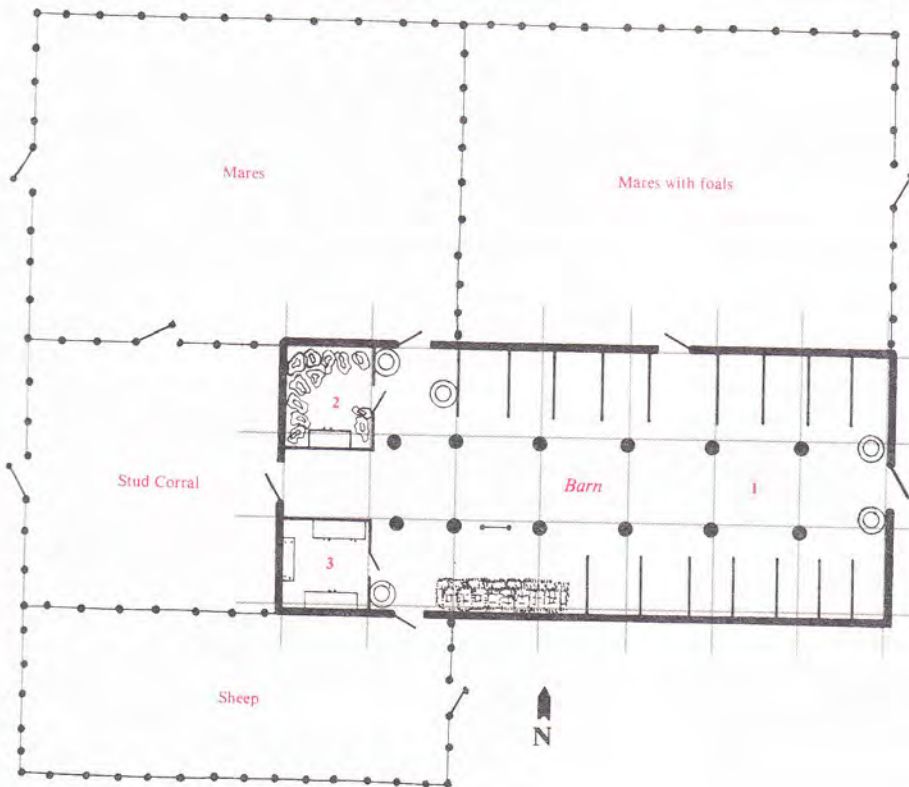


STRUCTURE NOTE K

THE KENNEL

The Zendars are noted breeders of sheep dogs (Dog II). This building is used to house the dogs. The eastern part of the building contains a breeding pen, a work room, an office and a storage room.

At the current time, the kennel contains 6 male dogs, 14 female dogs and 9 puppies. The doors and walls of each kennel cell are made of hand-made, wire mesh. The building is made out of wood. The primary people who work with the dogs are Geoff, Zavan, Samal, Darus and Jahan.



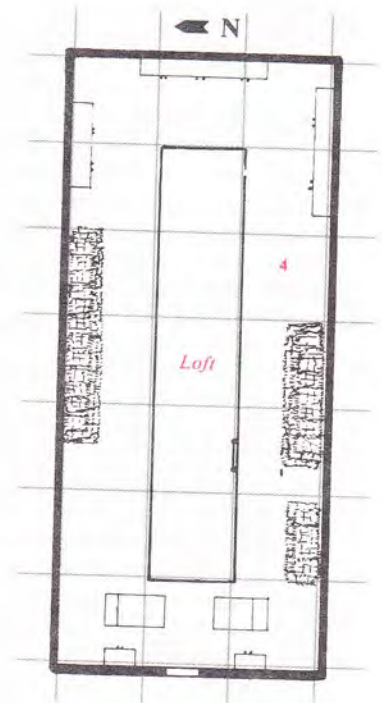
STRUCTURE NOTE L

THE BARN

The barn is a two-story, wooden structure that is surrounded by corrals on three sides. The corrals house a stud stallion, mares, mares with foals and sheep. The horses are Riding Horse II caliber. Old Harmon, Primus and Young Baran work here most often.

1) THE STABLE

The stable area contains 15 stalls, piles of hay, a ladder to the loft and five water barrels. It is used to care for the horses. During the shearing season, the sheep are sheared in this building.



2) STOREROOM

The room's cabinet contains medicines for the animals. The room also contains sacks of grain.

3) THE TACK ROOM

There is a table on the west wall and two cabinets in this room. On the table are four saddles, four bridles and a few coils of rope. In the cabinets are tools.

4) THE LOFT

The entire second floor is a loft. The eastern part has two beds and two cabinets that the hands use when they must spend the night. The west end has three cabinets that contain tools and farm supplies. Between these areas, on either side of the overlook, is a hay storage area.

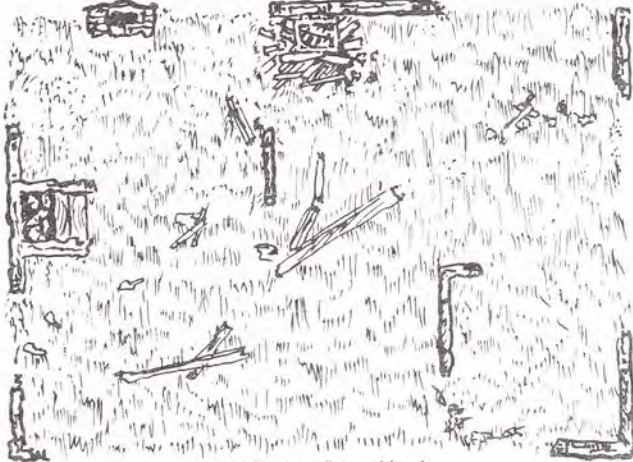


A view of the Old House

STRUCTURE NOTE M

THE OLD HOUSE

The visible portion of the ruin is a burned-out adobe structure. The ground is uneven and covered with charred debris. (The unevenness of the ground is the result of the house's collapse due to fire and the passage of time.)



Old House—Ground level

The only way to enter the basement, without excavating a hole somewhere in the floor, is through the debris in the middle rear of the ruin. The debris covers a usable, brick staircase.

NOTE—If the party begins to dig, the Zendars will discover them and be very upset. They will order them to leave the farm. If the party refuses, there will be a battle and, in 1D2 hours, one of the hired hands will return with 2D6 constables from the local village.

If the party investigates the Old House, the Referee should give them clues that the debris may conceal something. Suggestions on this would be to have someone see a rat run into the pile, a snake move through it or otherwise observe that it may be a way to get down.

The description of the Old House basement is as follows:

1) FOOD STORAGE

There is a 60% chance that this area has 2D6 rats in it. If not, it will contain 1D3 Asps. The room is stained from the fire and the animals that have used it. The cabinets that remain in it are rotten and partially eaten away by rats and fire.

2) BEVERAGE STORAGE

This room has a scorched wine cabinet that contains 8 bottles of useless vinegar. Six kegs are spaced around the room. They are charred and empty.

3) BEDROOM

This room contains an old, rotten and scorched bed. It is the lair of the Corporal Edimmu that lives in this house (Priam Zendar).

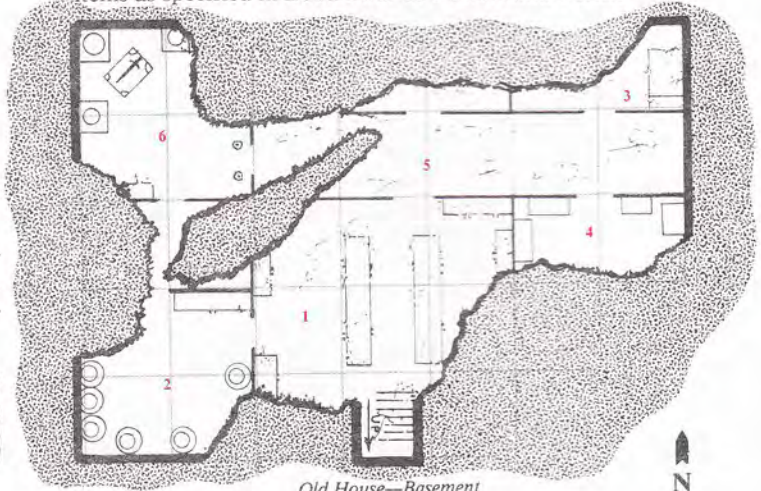
4) THE TREASURY

The chests contain some of the treasure that Priam Zendar took from Nilgeranthrib and the people of Zarun.

The chest on the west wall contains 13 ceramic items worth 23GC (total). The chest near the east wall contains a golden statue of Allatu (14GC). The chests on the north wall contain:

- 1) 29GC, 31SC, 139CC and 209BB.
- 2) Seven vials with 1D6 doses each of a random potion, a spell scroll (MEL20/EL5 with one Chaos spell) and a random amulet.

NOTE—The Referee will determine the value of the magic items as specified in Book Four of Powers and Perils.



Old House—Basement

5) THE CORRIDOR

The corridor is empty except for the dust and debris that has accumulated over the years. It is partially blocked by a cave-in in the west.

6) THE RITUAL ROOM

In the southeast corner of the room are two, waist-high, silver candlesticks. Each candlestick is worth 3GC. Along the south wall is a partially-covered, broken chest that contains the remains of ceremonial robes. Along the west end, partially covered by debris, north wall is a statue of an Ahura. In the northwest corner of the room is the statue of a larger Ahura. (The law God Sabbathiel, the Marshal of the Hosts, Lord of Just Revenge). In front of this statue is a white, stone altar. On the altar, in a rune-covered, white leather scabbard, is Life Sword.

NOTE—Life Sword will consider the first human to touch it to be its new master. Non-human characters, chaos-aligned supernatural forces and chaos-oriented wizards may roll **Em** x 2. If the result is success or partial success, they will have a feeling that they should not touch it. If they do, when it is without a master, they must roll an **MEL14/EL5** chance to be affected. If they are, they lose **D100 x 3** Energy points. (If **EnL** is zero or less after this, the person is killed. If not, he is comatose until all of his lost energy is regained.) If the person is not affected, he will lose **2D10** energy points and will be stunned for one turn per energy point that is lost. After a person is stunned or killed, he will always let go of the weapon.

Other persons who touch the weapon will not be adversely affected. The sword will communicate with its new master, telepathically. It will give the impression that it is life but will only mention specific attributes that it possesses if its new master specifically asks whether it is able to do that thing. In battle against its enemies, it will always seek to use its powers and, at the first opportunity, will inform its master what it can do against the enemy dead.

THE GUARDIAN

Priam Zendar was a great hero who, in his mind, was treacherously and wrongfully slain. He haunts the basement as a Corporal Edimmu. He will attack any person who enters the basement and touches his property, i.e. the treasure or the sword. He is dressed in tattered, scorched Chainmail. His face and body are blackened, twisted and destroyed by the fire that consumed him. He is one of the most hideous sights that any man will ever see.

NOTE—When the party enters the basement, they will feel it to be unnaturally cold. The air is fetid and barely breathable. 1D3 turns after they enter the Basement, or as soon as they touch anything that Priam is guarding, the Edimmu will leave the bedroom and move towards the party. He will always attack to kill. He will never attempt to possess anyone.



THE TREK NORTH

The party can leave Zendar Farm in two ways:

- 1) With Primus Zendar.
- 2) On their own.

If the party travels with Primus, he will lead them into an ambush in **1D3** days. They will be attacked by **2D6 + 10** of the Morana Company led by Barz Morana and two magicians. The magicians are **MEL6/EL3** and **MEL3/EL1**, third and first tier respectively. (See the appropriate parts of the background section to determine the knowledge and equipment for the ambushing force.)

If the party is on their own, they are not ambushed. Roll all encounters as specified for the Zarun Forest until they reach a different terrain type.

THE AMBUSH

The party is ambushed at night, from all sides. Their leader, Barz, will order the party to surrender before attacking. If anyone in the party takes any offensive action, including beginning a spell, the force will attack. (Primus will always get away while the battle rages.)

If the party surrenders, they will be disarmed. Any magician among them will be bound and gagged. Other players are only bound. The party members will be tied together by the neck and marched to the north as a slave coffle. When they reach the Tower of the Dead, the magic-users will be imprisoned and the others will be taken to the breeding area where they are caged.

NOTE—Imprisoned magic-users are sacrificed to Nergal **1D3** days after they arrive. They will never be trusted unless they have a Chaos orientation and they can convince Nilgeranthrib that they would betray their friends in exchange for their life. Others are kept in the pens as long as they are considered to be useful. When their usefulness ends, they are killed.

If the party defeats the attacking force, they will find that Primus fled. If they took prisoners, they may gain information from interrogating them. Magicians will not give any information. Other prisoners will give information if they are threatened with death **AND** the party promises to let them go free. In any other case, they will remain silent (**1-6**) or lie (**7-10**). Roll **1D10**.

The information that the party can gain from prisoners is:

- 1) The best way to reach the mountains around the tower without further forest encounters.
- 2) Knowledge of the location of the trail to Alzira.
- 3) Knowledge of the caverns that pass from the mountains into the tower.

TRAVELLING ON

After success in resisting the ambush, or when moving without a guide, the party will continue to the tower.

While travelling through the forest, they must use the Zarun Forest encounter rules. Once they reach the mountains, use the Tower of the Dead or the Elder Mountain encounter chart, depending on the hex that the party chooses to enter.

Due to the danger of the mountains, the party will have heard legends of the terrible danger that lies in the Elder Mountains. They should go directly into the Tower of the Dead hex. The Elder Mountains that surround that hex are only slightly less dangerous than this encounter area.

ELDER MOUNTAIN ENCOUNTERS

These mountains are dominated by Elder forces, especially the children of Kototh. In rolling for night encounters, subtract 15 from your roll. If the roll is zero or less, use the table below to determine what is encountered. During the day, subtract 5 from all encounter rolls. The table below is used if the result is zero or less.

In all cases, any Kotothi force that is encountered will try to kill the party. They will only take prisoners if the proclivities of their race allows them to do so.

ELDER MOUNTAIN ENCOUNTER TABLE			
ROLL	DAY	ROLL	NIGHT
01-05	Dragons, Elder	01-04	Athach
06-12	Athach	05-10	Daoine Sidhe
13-20	Giants, Earth	11-13	Dragons, Elder
21-28	Giants, Mountain	14-20	Giants, Earth
29-35	Giants, Fire	21-25	Giants, Fire
36-60	Great Ape	26-35	Giants, Mountain
61-70	Great Serpent	36-40	Giants, Storm
71-90	Chimearas, Chimeara	41-55	Goblin
91-100	Wyvern	56-66	Great Ape
		67-71	Great Serpent
		72-75	Ogre
		76-80	Cu Sidhe
		81-88	Trolls, Rock Troll
		89-100	Trolls, Troll

NOTE—If the Creature Variation system is used in this area, add 15 to your roll for the multiplier. Any result that is greater than 100, equals 100. Creatures in this environment are, as a rule, both larger and more deadly than they are elsewhere in the Middle World.

TOWER HEX ENCOUNTERS

Only creatures that are controlled by Nilgeranthrib, or that are aligned with Chaos, are encountered in this hex. It is one of the major citadels of Chaos in the Middle World. The chart below details the possible encounters for creatures in this hex.

THE TOWER HEX			
BASE ENCOUNTER CHANCE			
DAY			
CREATURE	HUMAN	NONE	
01-10	11-15	16-100	
NIGHT			
CREATURE	HUMAN	NONE	
01-39	40	41-100	
DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-10	Demons, Disease	01-05	Demons, Disease
11-30	Orchi	06-12	Demons, Fiery Spirit
31-45	Griffin	13-25	Demons, Terrestrial
46-55	Hippogriff	26-28	Dragons, Dragon*
56-60	Dragons, Dragon*	29-35	Gargoyle
61-70	Harab Serapel	36-40	Demons, Heliophobic
71	Lich (Mauabar)	41	Lalassu
72-100	Scorpion Beast	42	Lammasha
		43-60	Scorpion Beast
		61	Soul Daiva
		62-64	Spiritual Edimmu
		65-100	The Dead

*All Dragons that are encountered are Chaos-aligned and hostile.

NOTE—If the dead are encountered, they are led by an **MEL6/EL3** chaos-oriented magician. **3D6+5** dead are encountered each time that they are encountered. Except for encounters with forces that are led by magicians or mercenary leaders, all encounters are to the death. Only forces that are under the protection of Nilgeranthrib may move through this area without being subject to attack.

HUMAN ENCOUNTERS

There is a 60% chance that any encounter of this kind is a Human Force, as defined in the Zarun Forest section. If not, roll the encounter as specified for a **WILD** area in Book Four. Random encounters are either allies of Nilgeranthrib, a group of his thralls that he has allowed to live in the wild or travellers who have lost their way or who are seeking the tower for power or wealth that they think they can gain from it.

ADVENTURE SECTION FOUR

THE CAVERNS OF THE DEAD

When the party has travelled about a mile down the trail, at a point where the ledge is a foot wide, they will reach the first cave mouth that leads into the caverns. If they bypass this entrance, the trail will reach another entrance two hundred feet further down. If they continue past this entrance, the trail will wind down the side of the mountain until they reach the valley floor. Here they will find an old, flagstone road. Moving south on the road, they will see a third cave mouth about 100 feet up the side of the cliff. If they do not enter the caverns through this cave, they must move towards the tower through the city.

ENCOUNTERS IN ALZIRA

The ruined city of Alzira is inhabited by a host of powerful creatures. It is a deadly place for any band of humans to try to move through. Use the tables below whenever the party is moving around inside of the walls of Alzira without being in the caverns or the tower.

ALZIRAN ENCOUNTERS			
BASE ENCOUNTER CHANCE			
		DAY	
CREATURE	HUMAN	NONE	
01-15	16-25	26-100	
		NIGHT	
CREATURE	HUMAN	NONE	
01-30	31-35	36-100	
DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-20	Scorpion Beast	01-10	Harab Serapel
21-35	Orchi	11-15	Lammashta
36	Lich (Maubar)	16-55	The Dead
37-50	Griffin	56-70	Gargoyle
51-53	Dragons, Wyrms	71-75	Ghost
54-56	Demons, Disease	76-80	Demons, Heliophobic
57	Dragons, Dragon	81-84	Demons, Disease
58-100*	Ruin Encounter	85 + 86	Edimmu
		87-89	Dragons, Wyrms
		90	Dragons, Dragon
		91-95	Demons, Terrestrial
		96-100*	Ruin Encounter

*Roll on the Ruin Encounter table in Book Three.

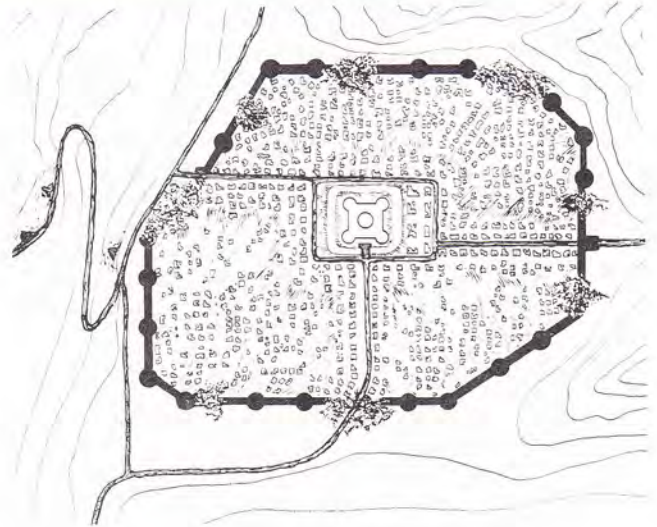
NOTE—The creatures who dwell in this city are here because of mystic alliances that Nilgeranthrib and others have made with the creature or its master. They will attack any person who is not wearing the sign of the Black Ring or travelling with someone that is. All combat that occurs in this case is to the death.

THE MOUNTAIN PATH

After about five miles of travel through the Tower of the Dead hex, the party will reach a steep path that goes up the side of a mountain. This is the road to Alzira. At some points, as it winds up the mountain, it will narrow until it is less than 2 feet in width. It is only passable for horses, during the ascent, if the rider dismounts and leads them up the trail.

When the party has travelled about four miles on the path, they will reach the apex of the mountain. From this point they will be able to see the ruins of Alzira and the tower. At this point, they will see, the trail will begin to descend and get even narrower. The descent is totally impassable for horses or other large four-legged animals. The party will be forced to travel single file, hugging the side of the mountain as they go.

NOTE—At its narrowest, the descending trail will be no more than 12" in width. It is a dangerous road.



Alzira—a strategic view

HUMAN ENCOUNTERS

Human encounters in Alzira are with (1-8) a Human Force, as defined for the Zarun Forest, or (9 + 10) a community of Thralls. Roll **1D10**. Each thrall community has **3D10** members. They will flee from encounters with anyone who they do not know. They only know other thralls, members of the Black Ring and mercenaries in the service of Nilgeranthrib. There is an 80% chance that the flight of the thralls will attract (1-4) a creature or (5-10) a human force. Roll **1D10**.

NOTE—The sex division for a thrall community will be 20% male, 50% female and 30% children. They will react as a family, as far as caring for their members and protecting the young is concerned. All men are armed with clubs or spears.

THE MOAT

Parties that travel through the city will, if they survive, reach the moat. The moat around the tower of the dead is more than 30 feet wide. It is filled with magical slime. Anyone that enters it can be affected as for **MEL20/EL5** Slime.

The moat can only be crossed over a single bridge. The bridge is guarded on the tower side by two mercenaries. They are under orders to cut the ropes that hold the bridge up if they see anyone try to cross who is not with a member of the Black Ring. They can do this in one phase. Unless they are taken out of action first, or a member of the party gets across before they can act, they will cut the bridge ropes. This will drop anyone who is on the bridge into the slime.

THE CAVERNS

The inhabitants of the caverns are the human and dead soldiers of Nilgeranthrib. During the day, mercenaries patrol the caverns and the dead are inactive. At night, the dead are the guardians and the humans rest in the tower.

The dead in the caverns and the tower are controlled by (roll **D100**) Nilgeranthrib (**01-60**) and Maubar (**61-100**). The Necromancy rules in Powers and Perils specify that a magician who controls the dead can see through the eyes of any dead that he is actively controlling. Any party member who is a trained magic-user (wizardry or sidh magic only) will know this to be the case. Others may roll their **I x 2** to remember legends that indicate that it is. Any person who has this knowledge, from whatever source, will realize that it is to the party's advantage to avoid combat with the dead. Should they fight them, the controlling Lich will become aware of their presence and he will marshal the forces of the tower against them.

NOTE—Re-read the description of Maubar. There is a chance that, if the dead that are fought are controlled by Maubar, he will not marshal the forces of the tower against them. He will believe that, like the others, they seek the death of Nilgeranthrib.

STRUCTURE NOTE N

THE CAVERNS OF THE DEAD

In the cavern maps, all traps are indicated with a LETTER. All rooms and encounter areas are indicated with a NUMBER. This rule applies throughout the caverns.

Before moving onto the descriptions, it is important to reiterate that during the day the dead do not walk. At this time, any area that contains the dead will be littered with their corpses. At night, these corpses are active and able to fight.

The description of the traps and encounter areas are as follows:

CAVERN TRAPS

(All cavern traps are noted with a letter, from **A** through **K**. The trap is found where the letter that represents it is found on the map. Read the descriptions of the various traps as they become relevant in play.)

A) SWORD PIT

If the leader rolls **A + Em + (Underground Survival I x 5)** or less, he avoids falling in the trap and can warn others so that they can avoid it automatically. If the roll is higher, the leader falls in. In this case, he will take the damage specified for a 20 foot fall PLUS **1D6** Severe Hits from the swords at the bottom of the pit, i.e. roll **1** to **6 D10**.

B) MAGICAL TRAP

The leader must roll less than or equal to **Em + (Underground Survival I x 5)** or he will activate this trap. If the leader has magical training, he may subtract his **MEL x 10** from the roll to avoid the trap, i.e. if he rolls a 50, and his **MEL** is 3, the roll is effectively a 20.

The effect of the trap casts **EL10** Darkness over the tunnel area AND summons the Heliophobic Demon in room 22 to the focus of this spell. The demon will appear two phases after the rune is activated.

While the darkness lasts, all non-magical light in the area is extinguished. Every party member, except those that can see in magical darkness, are totally blind. When the demon arrives, he will be silent and pick off one member of the party at a time. If the party is in the darkness when he arrives, they are in a great deal of trouble.

NOTE—The demon will not leave the darkness. If the party gets outside of it, they are safe from his attack. The demon involved is Kukanabaras, a 1.4 times normal size Heliophobic Demon who is a familiar of Nilgeranthrib. (He has been for more than 500 years.)

C) CAPTURE NOOSE

Unless the leader makes the roll specified for trap A, he is caught by the noose and swung violently towards the ceiling. He will take the equivalent of a Severe hit from the pressure on his leg and being bashed against the walls of the cavern. When he stops swinging, his head will be about ten feet above the floor of the cavern. How the party gets him down is up to them.

After they have defeated his dead, he is likely to withhold his forces from their usual defense areas to give the party a way to get to the Great Lich. He will be happy to let them have their chance. (This will mean that the up staircases will be left undefended until the party has passed.)

IMPORTANT—After the party slays Nilgeranthrib, if they do, they are fair game. Maubar will send his forces against them unless they manage to escape from the tower quickly. His forces will attack within **1D6 + 1** turns in an organized and military fashion. The attack will continue until every party member in the tower is killed or captured. (If Nilgeranthrib escapes in mouse form, triple the number of turns that it will take for the enemy to strike. Maubar will detail a large number of them to search the tower for black mice. This has priority over the party unless the searchers happen to come across them.)

IMPORTANT—Because of the specific damage that this trap inflicts on the leg, any person who is caught by it will have his speed and dexterity reduced as specified for Special Event number 38 in Book One of Powers and Perils. If the player rolls less than or equal to **C x 2** the loss applies only until he heals the damage. If the roll is higher, the effect is permanent.

D) MAGICAL TRAP

The rune is avoided as specified for trap B. If it is activated, the person who activates it can be affected by an **MEL14/EL3** Compulsion spell. If he is, he will run straight down the corridor, towards the ravine. If he reaches it, he will dive in. If he survives a 150 foot fall into a very hard surface, the Compulsion ends and the person may do as he wishes.

IMPORTANT—No person who survives this spell will have any idea where he is or what he did to get there. He will fight anyone who tries to stop him from taking his dive. The only way to cancel this spell, once the person is affected, is with a Negate Curse spell.

E) SWORD PIT

As for trap A except that this pit is 30 feet deep.

F) MAGICAL TRAP

The rune is located in the small cave to the south. It is activated if any living person leaves the tunnel and enters the cave. Once it is activated, it has its full effect for 44 phases. (Roll as for an **MEL29/EL10** Disorder spell to see if anyone is not affected.) After this period ends, it reactivates if anyone is still in the cave.

While this spell is in force, all persons that are affected by it will operate as specified for Disorder in Book Two of Powers and Perils. They could easily kill themselves before the effect ends.

IMPORTANT—This rune activates whether the person that enters the area is substantial or insubstantial. Any mortal spirit will activate it.

G) MAGICAL TRAP

This rune cannot be activated if trap F is in force when this rune is passed. If not, take the roll specified for trap B to avoid the rune. If it is not avoided, it will strike one of the members of the party with **MEL14/EL6** Darkling Light. Unless the rune is dispelled, it will consume that person. Its **MDV** is 20. (If a magician tries to dispel the rune, and abysmal failure results, he will automatically be affected by the Darkling Light.)

H) NET TRAP

Take the roll specified in trap A to see if the trap is activated. If it is, a weighted net will fall from the ceiling and cover a 20 foot long area of the tunnel. The sound of the netfall will be loud and it is likely to draw guards from the sub-basement.

To escape from the net, each person must roll **S + D** or lower. If partial success results, double the chance of success on the next roll. If failure results, the chance remains the same.

NOTE—If one person gets loose, he may help others to escape. He may only help one person at a time. Both total their chance to determine what the chance of escape for the trapped person is.

EXAMPLE—Garan escapes with a 45% chance. Oom had a 35% chance and failed. On the next phase, Garan helps Oom. Oom has a $(35 \times 2) + 45\%$ chance of escaping. Instead of a 70% chance, he escapes automatically.

D) SPIKE TRAP

Take the trap A roll to see if the trap is sprung. If it is, a wooden platform (six feet by two feet), studded with spikes, falls on the first two party members. Each of them will take damage for being hit by a falling 30 pound object and **1D6** normal hits, as for a throwing dagger.

The fall of the platform is noisy. It will attract the closest guards. If the platform falls, it will take the people underneath two phases to remove it and stand up. If someone thinks to help, they can escape in one phase.

IMPORTANT—If a person has a shield, he may roll **D + (Shield EL x 5)** to get his shield between himself and the platform. This will make the hits that would have been scored shield hits.

The trap is not sprung if partial success is rolled by the leader. Partial success allows him to walk on and requires the next person in line to make the roll. If he has partial success, the third person must roll, etc. It is possible for an entire party to walk under the trap and never know that it was there.

NOTE—In all cases when this trap falls, it will strike the person who activated it and the person directly behind him.

J) MAGICAL TRAP

Take the roll specified in trap B to see if the trap is avoided. If not, an illusion of an Orchi is created. Any person who believes the illusion can be killed by it. Its **MEL** is **14** and its **EL** is **5**.

NOTE—The Orchi has an **MDV** of 12, **HPV** of 30, **OCV** of 12 and **DCV** of 5. Each party must roll against his Will, adding 25 to the roll. A result that is less than or equal to his Will indicates that he does not believe in the illusion.

K) NOISEMAKER

Take the roll for trap A to see if the trap is sprung. If it is, it will drop pieces of stone and metal onto the rocks of the cavern floor. This cannot hurt any party member but it will create a terrible racket. The noise will be heard by, and attract, the guards in room 25. In attacking, the guards will divide into three groups. The first group will stay in room 25, the second will move left and try to get behind the party and the third will move to attack them frontally.

NOTE—Partial success with this trap has the effect specified for trap I.



Cavern entrances 1 and 2

GENERAL RULES

For all magical traps, the focus of the spell is the actual position of the letter on the map. All factors of range are calculated from this point. In example, the illusionary Orchi may not move more than 12 hexes away from the letter J in fighting the party.

In all trap descriptions, unless a specific effect is listed for partial success, partial success is equivalent to failure. If the Referee feels that the effect of partial success should be varied for a given trap, he may feel free to do so.

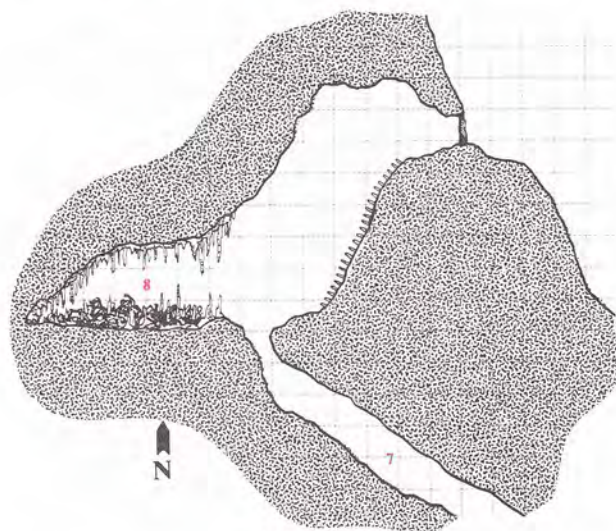
THE CAVERN AREAS

The following descriptions detail general and specific areas of the cavern. The Referee may detail them further if he desires.

NOTE—A general term is used in the descriptions. Portions of the cavern are referred to as being on the "tower side" or the "main cavern side". This reference indicates the position of the area in relation to the crevice that bisects the caverns. Viewing the map, with north at the top, the tower side areas are on the right, and the main cavern areas are on the left, of the central crevice.

- 1) A small cave that contains 7 dead who are controlled by Maubar. Each of them has a spear and is unarmored.
- 2) The cave contains 10 dead armed with spears and controlled by Nilgeranthrib. They are unarmored.
- 3) An empty area that contains three barrels that are partially-filled with brackish water.
- 4) A guard station that is manned by a second tier apprentice of Nilgeranthrib and two members of Morana's Company. The Referee may place any apprentice that he desires in this area.
- 5) There is a 60% chance that this alcove contains 3D6 rats, otherwise it is empty. If the rats are disturbed they will run away. There is a 20% chance that they will make enough noise, as they flee, to attract the people who are in area 4. At night, this flight has a 30% chance of attracting the guardians and the dead.
- 6) A 200 foot long, 90° shaft that leads down to the main caverns. Forty feet down the shaft is a zombie armed with a spear. He is controlled by Nilgeranthrib. At night, he will attack any living creature who tries to move by him on the ladder. (*The ladder consists of metal rungs imbedded in the wall for the entire length of the shaft, on the side opposite the zombie. The average diameter of the shaft, except for the platform where the zombie stands, is 3 feet.*)

NOTE—To travel down the shaft will take a person with average speed, i.e. 10 per turn, approximately six turns.

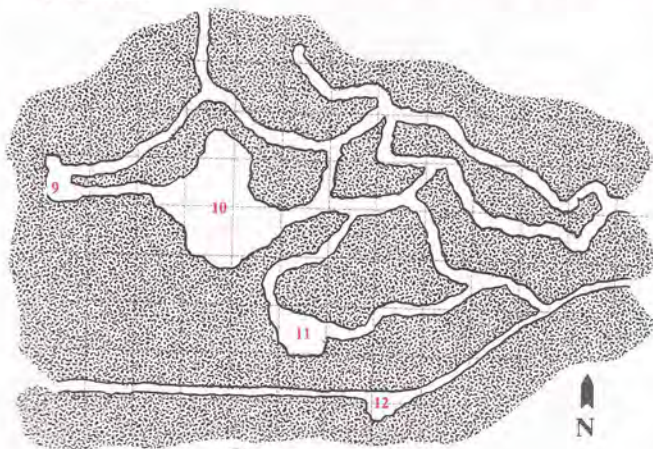


Cavern entrance 3

- 7) A 30° shaft that leads down into the caverns. At five points along its route it is short enough that the party will be required to crawl through it. There is a 20% chance, at each of these points,

that a human guard from the Morana Company is on duty. If so, he will attack anyone who sticks their head through without calling out a predetermined password. His attack will receive bonuses for surprise and attacking from above. All guards that have this duty are armed with a spear and a sword.

8) The cavern is full of stalagmites and stalactites. On the floor of the cave is a large concentration of the dead (24). Eighteen of them are controlled by Nilgeranthrib. The others are controlled by Maubar.



Cavern passages under Alzira

NOTE—The scale on this map varies from the one square equals 10 feet standard. On this map only, one square will equal 50 feet.

9) This is the landing of the 90° shaft from the high caves. There is a 40% chance that it is occupied by 1D3 members of Zingair's Reavers when the party is climbing down. If so, there is a 10% chance that a first-tier apprentice is with them.

NOTE—If this area is guarded, the defenders can attack the party as they come down. The actual landing area will only allow one person to reach the cavern floor at a time. For others to get down, that person must move out. (The guards will not let this happen if they can prevent it.)

10) This area is used as a barracks by the reavers. It will contain 2D6 of Zingair's Reavers, 1D2 first-tier apprentices and bedding and equipment adequate for 28 men on a temporary basis.

11) This area is vacant.

12) There is a 20% chance that Yuret is in this cave. If he is, there is a 30% chance that he is asleep when the party arrives. If he is present (awake or asleep) the cave is lit by a torch.

13) After a long walk through a descending passage the party will reach a fork in the tunnel that, going right, leads to this dead camp. The camp contains 42 of the dead, a third tier initiate (20% chance. If so it is Katan), and a second tier apprentice (Yuret, 50% chance). At night, 25 of these dead are controlled by Nilgeranthrib and 17 belong to Maubar.

14) This cave contains four armored skeletons who are truly dead. (They are not controlled by the Black ring.) The armor of one of them is EL5 magic Scalemail with EL5 immunity to Chaos magic. It is usable and in perfect condition. The other suits of armor are unusable. There are no weapons or purses on any of the bodies.

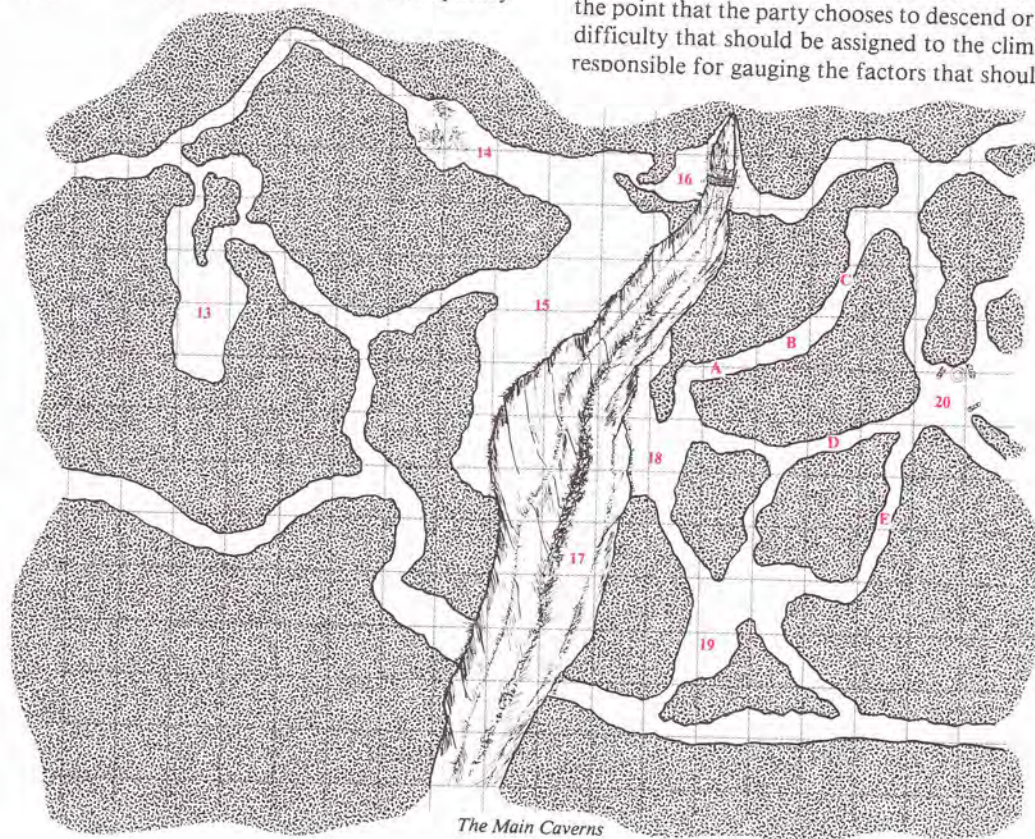
15) The main camp in the caverns contains a second tier apprentice (20% chance, if so it is Yuret), two first tier apprentices and 103 of the dead. At night, 50 dead are in this area and are active. Of the dead in the cave, 50 are controlled by Nilgeranthrib and the rest are controlled by Maubar.

16) The bridge that connects the tower side of the caverns with the main caverns is located here. It passes over the crevice that bisects the caverns. There is a 40% chance that the main cavern side is guarded by 1D6 of Zingair's Reavers and a first tier apprentice. If it isn't, there is a 30% chance that 1D3 of Zingair's Reavers are guarding the tower side of the bridge. If neither is the case, it is unguarded.

NOTE—The bridge is a rope suspension bridge with wooden slats. Unless the party makes an effort to be quiet, there is a 20% chance that their movement across the bridge will attract 1D2 Harab Serapel from the crevice below. If any combat occurs within 20 feet of the bridge, there is a 60% chance that these creatures will attack as soon as someone tries to cross the bridge.

17) This is the crevice that bisects the cavern. Each contour line on the map represents a decrease in elevation of 100 feet. At its deepest point, the rift is more than 200 feet deep.

Unless the party member has climbing skill, he will require rope to go down the side of the crevice. The steeper the rift is, at the point that the party chooses to descend or ascend, the more difficulty that should be assigned to the climb. The Referee is responsible for gauging the factors that should apply.



The Main Caverns

When the party is in the rift, there is a 40% chance that their presence will attract **1D2** Harab Serapel who live in its northern part. If it does, the Harab Serapel will attack.

NOTE—When the party is at the bottom of the rift, they may decide to search it. If they do, they will find the remains of over fifty men and women. Nilgeranthrib uses this rift to execute his enemies and dispose of unwanted breeding stock. Most of the bodies are located beneath area 18. The eight that aren't can be scattered as the Referee sees fit. Three of them have items of value. They are:

- 1) An **MEL8/EL3** Fire Dart Wand.
- 2) An **EL6** magic Throwing Dagger modified or hit chance and damage plus.
- 3) A pouch that contains 4GC, 12SC and 28CC.

18) This is a ceremonial area where defeated enemies and unwanted thralls are sacrificed to Adramelech (The fiery spirit, Lord of Chaos in the Earth). When the party sees it, it will be empty.

19) This dead camp contains 19 of the dead. All of them are armed with swords and controlled by Maubar.

20) There is a 60% chance that this area has **1D6 + 1** of Reivoaltan's Peasant Corp in it. If not, the chamber only contains bedding, food, a partially-full barrel of water and other supplies.

21) This cave contains a magically sealed chest that is bound with heavy chains. Its magical sealant is the equivalent of an **EL4** Chaining spell. The chains are finely-forged, magical metal with a strength (or **HPV** if that option is used) of 50. If a magic-user tries to dispell magic, both the spell and the magic of the chains must be dispelled separately with an **MDV** of 19 each. If both magics are dispelled, the chains may be lifted off of the chest.

NOTE—Kukanabaras wards this room. If excessive noise is made, or a living hand touches the chest, he will be attracted to the party and will attack. He starts in the middle of area 22.

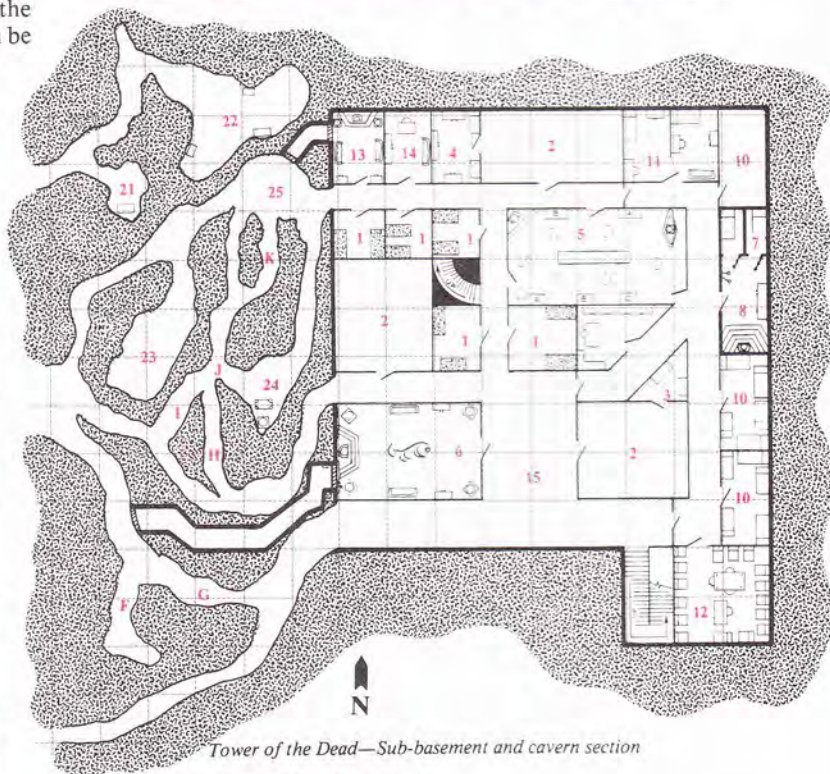
IMPORTANT—The chest contains the *Crown of Release*. This crown can cast **MEL12/EL6** Negate Curse spells that automatically negate any animate dead spell when the wearer touches the corpse in question. It has no effect on zombies.

The crown can only be used by a magic-user. The wearer must cast six mana points for the negation power. Once these points are cast, he retains the power for 21 phases. Any dead that he touches by hitting in combat during this time is freed and inanimate.

NOTE—Each time that the caster frees one of the dead he loses one energy point. The crown also grants the wearer an **EL10** Mana Sensing ability for Chaos magic only. The crown has been in this chest for more than 300 years (Ever since Nilgeranthrib killed its maker and captured it). There is no mana cost to use the Mana Sensing power. It is limited in that it will only detect the strongest source of Chaos magic within its detection sphere, i.e. in this situation, it detects the person of Nilgeranthrib only.

22) This is the lair of Kukanabaras, a 1.4 times normal size Heliophobic demon. Kukanabaras is a familiar of Nilgeranthrib and is warded to destroy anyone that he encounters in the Darkness of trap D or who tries to steal the crown from area 21. See Heliophobic Demons and Creature Variation in Book Three to determine what his abilities are.

This lair contains minor treasures that Nilgeranthrib has allowed the demon to keep over the centuries. They are kept in three chests, all of which are warded by **MEL20/EL5** Fire Darts that will strike any non-demon who touches the chest. Players may roll their **D x 2** to get the chest open before the fire strikes. If not, it strikes and the chest is still closed.



Tower of the Dead—Sub-basement and cavern section

The contents of each chest is:

- 1) 32GC, 24SC, 280BB.
- 2) 71SC, 2 Large Jewels, 5 Medium Jewels and 9 Small Jewels.
- 3) Two magic items of random type and alignment.

NOTE—Kukanabaras's standard method of attack is to cast the area into Darkness and then attack individuals with his Death touch. If he gets into trouble, he will retreat and summon a Dark Companion and/or use Darkling Light.

23) This area is occupied by 20 sword-armed dead who are controlled by Nilgeranthrib.

24) This area contains a shrine that was built to appease the Chaos god Adramelech (God of Fire, "the eater of children", the fiery spirit"). On the black altar in front of the statue is a black wand, a dagger and a sword. If any of these items is touched, the statue will attack the blasphemer with **MEL16/EL8** Fire Darts. It will continue to attack as long as any living being is in the area.

NOTE—The items on the altar were once used to command Subterranean Demons and Fiery Spirits. Nilgeranthrib dedicated them to the god to appease his anger at Nilgeranthrib's discovery and violation of these caverns. They have lain on the altar for 400 years and, in the eyes of the god, are his property.

25) This area is a major human guard station. There will always be **1D6x5** members of Reivoaltan's Peasant Corp in this area or within two hexes of it. The area will also contain a first tier apprentice who will alert the forces of the tower if the guard is attacked. Unless they are ambushed, and this apprentice is killed immediately, attacking this group is foolhardy.

NOTE—These men defend against people who spring trap K and prevent enemies from entering the tower through this tunnel. There is a 30% chance that Reivoaltan is with them. If so he is the leader. If not, the apprentice is until he runs for help. After that, they are leaderless.

STRUCTURE NOTE O

THE TOWER OF THE DEAD

The tower is one of the most potent focuses of Chaos in the Middle World. Through hundreds of years of effort, Nilgeranthrib's power and supernatural influence have crafted special powers that enhance the power of the tower while he is in it. These powers are listed below:

A) Nilgeranthrib can command dead and zombies that he personally creates to walk the halls and rooms of the tower during the day. The power of this enchantment does not extend beyond the tower.

B) Nilgeranthrib can sense the location of, and telepathically communicate with, any chaos aligned or oriented entity who is in the tower. He is automatically successful when he is communicating in this way.

C) Nilgeranthrib can sense when a person that desires to destroy his device (the magical item that sustains his human existence), and who knows where it is, is within ten feet of it.

D) When he is seated in the Crown of Nergal, Nilgeranthrib's power is increased by two expertise levels and his casting ability and energy level are increased by 150 each. Finally, he may cast his magic through any dead or zombie that he controls regardless of the distance that separates them.

The disadvantage of the crown is that Nilgeranthrib must focus his entire attention when he is using it, i.e. in it. This means that he is oblivious to what is happening in the tower unless he happens to see something through the eyes of one of his dead or his zombies. He will be unaware that his device is in danger until someone comes into direct physical contact with it. He is unable to use advantages B and C above while he is in the crown.

NOTE—The advantage of the crown is that, militarily, while the Great Lich is in it, his power is almost limitless and the tower is well-nigh invincible. At these times, when he brings his full power to bear, he is nearly as powerful as a magically oriented Demi-God.

LOCATING NILGERANTHRIB AND MAUBAR

Before the party enters the Tower, the Referee must determine the location of the Liches. This factor can have a crucial effect on the party's chance of reaching the fourth floor and finding the device. The tables below yield a starting location for the liches. As the party progresses, especially if an alarm is sounded, the Referee may modify their position as he desires by moving them from one place to another.

NOTE—Some room descriptions give an idea of who is with one of the liches, if one of them is present. Also, there is a chance that Maubar can be encountered outside of the tower. If he is, there is a 50% chance that he is still there when the party enters it.

A) FINDING THE FLOOR—Roll **D100** for each Lich on the appropriate table below:

NILGERANTHRIB		Floor	MAUBAR	
Day	Night		Day	Night
01-15	01-05	Sub-basement	01-10	01-15
16-20	06-10	Basement	11-15	16-20
21-30	11-15	First Floor	16-30	21-25
31-40	16-20	Second Floor	31-45	26-30
41-55	21-35	Third Floor	46-80	31-90
56-75	36-70	Fourth Floor	81-95	91-98
76-90	71-90	Fifth Floor	96-100	99 + 100
91-100	91-100	Roof		

B) FINDING THE ROOM—Roll **1D10** on the appropriate line and table depending on the floor that the lich is on.

NILGERANTHRIB										
FLOOR	Roll									
	1	2	3	4	5	6	7	8	9	10
Sub-basement	8	8	9	9	9	10	12	12	12	12
Basement	All rolls equal room 21.									
First floor	7	7	9	9	9	4	4	4	4	4
Second floor	2	2	4	4	10	10	10	11	11	11
Third floor	4	4	7	10	10	10	10	10	11	11
Fourth floor	1	2	2	4	4	4	4	5	7	7
Fifth floor	1	1	2	3	4	4	5	6	7	7
Roof	He is in the Crown of Nergal.									

MAUBAR										
FLOOR	Roll									
	1	2	3	4	5	6	7	8	9	10
Sub-basement	2*	2*	6	6	6	6	6	6	6	13
Basement	4	4	4	4	10	10	10	10	10	10
First floor	1	2	4	4	4	4	4	8	10	11
Second floor	2	2	4	4	10	10	10	10	13	13
Third floor (1)	3	4	4	7	7	7	8	9	17	18
Third floor (2)	1	5	5	6	10	10	11	11	15	15
Fourth floor	1	2	2	4	4	4	8	8	8	8
Fifth floor	All rolls indicate room 8.									
Roof	Maubar is never on the roof.									

*Maubar is in the room that contains his dead.

NOTE—If Maubar is located on the third floor, roll **1D2** and **1D10**. The **1D2** determines the line that should be used. The **1D10** determines the precise room as normal.

THE TOWER FLOORS

The descriptions that follow detail the rooms in the tower, from the Sub-basement to the Crown of Nergal. Where, in any description, the Referee feels that greater detail would be beneficial, he may add it at his own discretion.

THE SUB-BASEMENT

1) ZOMBIE BARRACKS

Five small rooms that contain two stone slabs each are used to house zombies. The six zombies in the northernmost rooms are controlled by Nilgeranthrib and are active during the day. The other 4 zombies are controlled by Maubar and are not active during the day. Each zombie is armed with (roll **1D3***)

1) Sword, 2) Axe or 3) Broadsword.

2) DEAD BARRACKS

In total, these three rooms contain 82 dead that are armed with spears and swords. Fifty-seven of the dead are controlled by Nilgeranthrib. They are in the rooms that guard treasure room entrances. The other dead are controlled by Maubar and are inactive during the day.

3) TREASURE ROOM A

This room contains two chests. The chest along the north-west wall contains five vials. Each vial contains a random potion that allows the imbiber to cast a random Chaos spell, as an innate power, for 24 hours. The other chest contains 3 spell scrolls (**MEL19/EL5**). Each scroll allows the user to cast one Chaos spell. Determine the **MEL** and **EL** for the potions randomly. The **MEL** of the potion will be the **MEL** that the imbiber will use when he casts the spell. His **EL** will vary with his characteristics as is normal for an Innate Power.

4) TREASURE ROOM B

This room contains two chests and three cabinets. The chests line the east wall. They contain embroidered silks, satin and fine material with a total value of 29GC. The cabinet near the north wall contains eight fine ceramic items (12GC). The cabinet on the west wall contains a small collection of fine swords, some more than six hundred years old. All of the swords are in fine condition. Their total value, for all five, is 39GC. The cabinet on the south wall contains crystal decanters, goblets and figurines worth a total of 31GC to a collector of antique Djani crystalware.

5) THE MAIN TREASURE ROOM

This room contains the treasury of the Black Ring. In the northwest corner of the room is a throne that is used by the second tier adept who is responsible for the room. (Siret. There is a 30% chance that she is in the room.) Seven of the dead, controlled by Nilgeranthrib, are always on guard in this room. (They are represented on the map by the dash-line circles that are drawn on the floor.)

Towards the northeast corner of the room is a diamond-shaped, stepped platform with an iron statue of Nilgeranthrib on it. It is warded with an **MEL29/EL0** rune. Any person who sets his foot on the platform or touches the statue is paralyzed if he is affected.

The room contains five chests along the north and south walls and a long cabinet running from east to west in the center of the floor. The cabinet is solid wood. It contains 13 small statues, 4 medium-sized statues and 1 large statue, lying on its back. The statues are made of marble, silver and gold. (The large statue is made of marble. Roll **1D3*** to determine what the other statues are made out of.)

The two chests on the north wall contain the following items:

A) The chest east of the door:

7 rings, 2 necklaces, 1 scepter, 2 crowns, 4 gorgets, 10 bracelets, 20 small gems, 11 medium jewels and 5 large jewels.

NOTE—These are what is left of the crown jewels of Alzira.

B) The chest west of the door:

2 brass plates, 5 brass bars, 830 brass bits, 4 brass goblets.

The three chests that line the south wall contain:

A) The chest closest to the western door:

3 copper bars, 400 copper coins, 10 feet of copper chain (weighing a total of 10 pounds), 9 copper plates.

B) The middle chest:

1 silver plate, 3 silver goblets, 2 silver bars, 17 feet of silver chain (weighing a total of 2 pounds), 205 silver coins.

C) The chest closest to the eastern door:

1 gold bar, 6 gold plates, 3 gold candlesticks, 138 gold coins, a 2' by 6' sheet of paper-thin, beaten gold (weighing about one pound), 1 golden cross.

NOTE—The cross is an amulet. When it is worn it grants **EL6** protection from Akhkharu and **EL2** protection from any other power of force of Chaos. It is buried in the bottom of the chest and is never handled by the members of the Black Ring. Nilgeranthrib has forgotten that he has it.

NOTE—Unless some magical value is specified for an item, it has none.

6) MAUBAR'S AUDIENCE CHAMBER

Maubar uses this room for audiences with visitors and administering the day-to-day affairs of the tower. On the west wall is a four-tiered platform with a throne on it. On either side of the throne is a bas-relief that depicts a vision of hell. In the southwest corner is a secret passage that is opened by pressing two protusions in the relief carving simultaneously. (The passage leads into the caverns. On the cavern side, it is opened by moving a lever in the wall. It cannot be opened from the tunnels of the cavern.)

To either side of the stepped platform is a statue of Nergal. Against the north and south wall, in the approximate center line of the room, is a marble bench. Between the benches, set in black in the floor, is the personal sigil of Maubar. In the northeast and southeast corners of the room are two more statues of Nergal. Between these statues and the benches, on both the north and south wall, is a cabinet. The cabinets contain, written in the Tongue of the Dead, Maubar's private journal, research notes and personal writings. Both cabinets are warded with **MEL14/EL4** Fog of Death. The runes are activated if a cabinet is opened without reciting a specific cantrip in the Tongue of the Dead. They will affect every person in the room

except for those who are on the stepped platform on the west wall.

7) THE BREEDING PENS

Nilgeranthrib uses these rooms for the active part of his experiments in the selective breeding of humans. Each room has a barred door and a bed. There is a 50% chance, when the party finds one of these rooms, that a large, male thrall (1.4 times normal size) is shackled to one of the beds.

8) THE EXPERIMENT MONITORING OFFICE

In the southern part of the room is a five-tiered platform with a throne that Nilgeranthrib uses to personally monitor his experiment. Set in the west wall is a pair of shackles. When the party enters, there is a 20% chance that a thrall woman is shackled here, waiting her turn in one of the breeding rooms. On the east wall is a cabinet that contains the performance records of the various breeders. It includes many case histories where breeders were destroyed because of age or poor performance.

9) EXPERIMENTAL LIBRARY AND OBSERVATION FILES

The cabinets in this room contain books and scrolls (written in Dirllaran) that detail the progress of Nilgeranthrib's experiment over the last 200 years. The desk in the western part of the room is a simple table with a chair.

10) BREEDER BARRACKS

These rooms contain young, female thralls who are used in the experiments. They are confined in this room when they are not participating in it. Each room contains one bed per female occupant. All of the women are quiet, subdued and unhappy.

11) STAFF BARRACKS

This room is occupied by two, corrupt sages who serve Nilgeranthrib. It is divided into two sections by a partition wall. Both sections contain a bed, clothes closet and a desk with a chair. In the southeast corner of the room there is a couch. There is nothing of any great value in either part of the room. It contains the furniture listed and the personal possessions of the sages.

NOTE—The sages are Hosema pa'Moralli, a Cerulean, and Bhavinius Merschbaum of La'Ced. Hosema is a sadistic and evil man who serves for the pleasure of dominating the thralls and the power that he believes his invincible master will reward him with. Bhavinius is a deluded, dedicated, scientist who serves Nilgeranthrib because he believes that the research will benefit mankind. He is kind to the thralls and the dedicated enemy of Hosema. Needless to say, Hosema returns this hatred in full measure. He has not killed his colleague because he fears the retribution of Nilgeranthrib.

If encountered, Hosema will call the guard and Bhavinius, if not threatened, will try to help the party escape (out of kindness).

12) THE CRECHE

This is the main nursery where the best offspring of the thralls are raised and studied. When the party enters the room, it will contain **2D6 + 3** infants in the cradles that line the walls. In the center of the room is a table with three chairs and a desk with one chair. They are used by Nilgeranthrib and his assistants.

13) YURET'S OFFICE

This is the office of Yuret, the Lord of the Caverns. If he was not encountered earlier, there is a 50% chance that he is in this room with **1D2** armed guards.

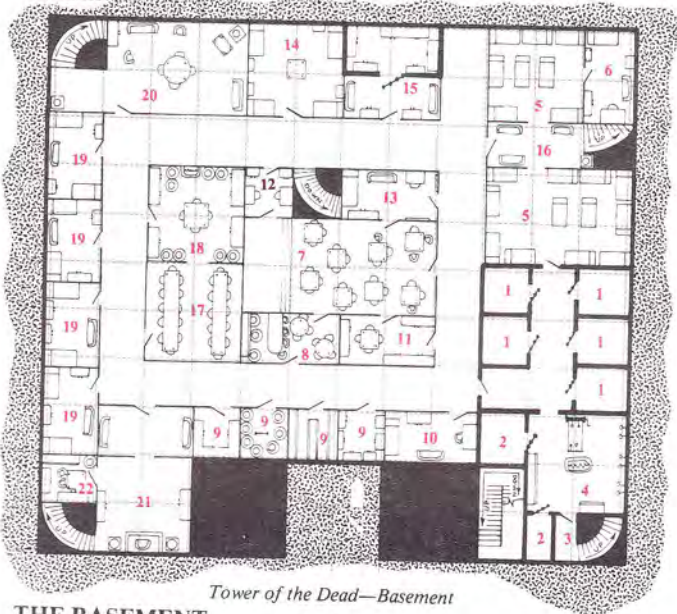
On the north wall is a two-tiered platform with a simple throne on it. On either side of the platform is a demonic statue. Against the east and west wall is a wooden bench. On the south wall, to either side of the door, is a cabinet. The cabinets contain detailed maps of the caverns, notes on the current forces that are in them and safe routes for passing through the traps that are found there. All are graphic maps with notes written in the Tongue of Young Chaos.

14) GUARD ROOM

Near the north wall is a desk with a chair. On the west wall is an arms cabinet that contains **2D6** spears and **1D6** swords. Near the east wall is a wooden bench. When the party finds the room, there is a 40% chance that the sergeant of the guard and **1D3 + 2** guards are in it. They are all members of the Morana Company. Their leader, Barz Morana, may be with them (if the actual roll above for the 40% chance is a 10 or less). If the guards are gone, the room is empty and they will return in **1D10 x 3** minutes.

15) MARSHALLING AREA

An open area in the halls that is used to mass human or dead forces prior to a major move into the caverns. There is a 10% chance that the room is occupied by **3D10** humans (day) or **3D10 + 10** dead (night) who are preparing to move into the caverns.



Tower of the Dead—Basement

THE BASEMENT

1) CELLS

Each cell has a barred door and contains a pot and a pile of matted straw. They are not intended for prolonged occupancy.

2) HOLDING CELLS

These cells hold prisoners who have just been, or soon will be, tortured. Each cell has a 20% chance of being occupied. If so, there is a 50% chance that the occupant was recently tortured and is unconscious. If not, the executioners will arrive in **1D6** minutes to begin that prisoners torture. None of these rooms have any furnishings.

NOTE—Between torture sessions, victims are thrown on the floor until it is time for the next one. The fate of the prisoners who are here is (roll **1D3**):

- 1) He will be thrown into the rift.
- 2) He will be tortured to death.
- 3) He will be killed sacrificially and turned into a zombie.

3) STAIR LANDING

This room contains an up-staircase. There is a 25% chance that it has a guard in it. (Roll his company randomly) The staircase continues all the way up to the fourth floor of the tower.

4) TORTURE CHAMBER

There are three sets of shackles on the east wall. Near the north wall is a rack. On the west and south walls are shelves that contain torture implements. In the center of the room is a hearth that is always kept lit.

5) BARRACKS

These rooms house mercenaries. The northern room is used by members of Zingair's Reavers. The other room has members of Reivoaltan's Peasant Corp. The rooms contain beds. Under each bed is a chest that contains the personal possessions of its owner. In addition to clothing, each chest will contain **2D6SC** in mixed coin types.

NOTE—The mercenaries, in general, are amoral, greedy and vicious men. They serve Nilgeranthrib because he pays well. As long as they are paid, they are unconcerned with the terrible evil that they serve.

6) CAPTAIN'S QUARTERS

The residence of Reivoaltan the Shearer. Against the north wall is a bed. Near the west wall is a small table and a liquor cabinet. On the east wall is a couch and a locked metal chest that contains **3D6GC** and his personal clothing.

Hanging on the wall, above the table, is a great sword, a battle axe and a broadsword. Both are weapons that have been used in combat.

7) THEATRE

This room has a stage on the west wall. The rest of the room contains tables with chairs. It is used for staging entertainments for the mercenaries.

8) LOUNGE

This is a barroom that the mercenaries frequent when they are not on duty. At night it will contain **3D10** drunken mercenaries. During the day, there is a 40% chance that **1D6** mercenaries are drinking here. It is staffed by 3 older female thralls (30-40 years old) who tend bar and wait on tables.

On the western wall are wine racks and barrels of beer and ale. In front of these is a bar with stools. To the east of this area, the room is filled with tables and chairs.

9) STORAGE ROOMS

There are four storage rooms. From west to east, they contain:

A) Medium to low quality food.

B) Kegs of beer and ale. In the center of the room is a ladder that ascends to the ceiling. In the ceiling is a secret catch which opens a panel that allows access to the secret passage in the statue in the Main Audience Chamber on the first floor.

C) The room has three ceiling-to-floor racks that are full of bottles which contain wine. There is a movable ladder near the door that allows servants to reach the highest bottles.

D) The six cabinets in this room contain linen, supplies and common miscellaneous goods that are used in the tower.

10) ZINGAIR'S OFFICE

Along the east wall of the room is a bed. On the south wall is a couch. Near the east wall is a desk with a chair. The desk has writing supplies and Zingair's personal property in it. Against the north wall is a cabinet that contains Zingair's personal clothing and some cheap jewelry.

NOTE—This is Zingair's office and bedroom. There is a 40% chance that he is here during the day and a 60% chance at night.

11) LIBRARY

The cabinets in this room contain simple primers, in Zarusese, Donaran and La'Ced, illustrated books and ribald literature. It is provided for the use of the guards. Few of them ever visit this room. They have no desire to be educated.

12) DRESSING ROOM

The cabinets against the north wall contain costumes. The desks with chairs are dressing tables that contain cosmetics, brushes and other personal hygiene items. It is used by the entertainers who perform in room 7.

13) MORANA'S QUARTERS

Towards the southeast corner, and in the northeast corner, of the room are paintings of combat scenes. On the south wall is a cabinet that contains clothing. On the west wall is a bed. On the north wall is a couch and a desk with a chair. The desk is locked. It contains Morana's records, two fighting daggers, writing supplies and a locked iron chest. The chest contains **31GC**, **13SC** and **5CC** (his life savings).

NOTE—Morana is a cautious man. The door to the lounge is bolted and permanently closed with an iron bar. When he rests, one of his men sleeps on the couch in the room in case someone

tries to assassinate him. The door to the hall has a strong bolt that can only be opened, or closed, from the inside. When he is not in the room, two of his men are. He never goes anywhere without at least one man as a personal guard.

14) ACTOR'S QUARTERS

In each of the corners of the room is a bed. Next to each bed is a wooden chest that contains the personal effects of its owner. In the middle of the room is a table with four chairs. The occupants of the room are three actresses and an actor. The actor is a eunuch.

15) THE ARMORY

The armory is divided into two sections by a barred door. The southern section has a bench along the east and west walls. On the south wall are two cabinets that contain records and supplies for maintaining weapons. There are **1D6 + 1** members of the Morana Company on guard in this part of the room.

The northern part of the armory contains cabinets full of weapons. In the five cabinets are 23 swords, 18 spears, 2 heavy crossbows, 5 bows, 35 quarrels, 40 arrows and 16 fighting daggers. The Referee may add other weapons or items of armor if he chooses to do so.

16) GUARD STATION

This room has a statue (in a small alcove by the stairs) and three benches. When the party enters, there is a 60% chance that it will contain **1D6** guards from Zingair's Reavers AND **1D6** guards from Reivoaltan's Peasant Corp. In effect, it is a lounge that these groups share.

17) DINING HALL

The room is filled with long tables with chairs. When the party enters, there is a 20% chance that **2D10** guards are eating in it.

18) THE KITCHEN

In the center of the room is a table with four chairs. Against the east and west walls are four cabinets that contain food, spices, utensils and linen. Near the south wall are four barrels of beer. On the north wall is a hearth and four barrels of water. If any guards are in the dining hall, **1D3 + 1** servants will be in the kitchen.

19) STAFF BARRACKS

Each of these rooms contains a couch, two beds and two cabinets. The cabinets contain the owner's clothing. The rooms are used by older, female thralls who perform domestic duties in the tower.

NOTE—All staff members are women. Most are old thralls that have aged to the point where they are no longer used in the experiment. Nilgeranthrib allows them to continue living because someone must handle the domestic chores and it might as well be them.

20) MAGICIAN'S LOUNGE

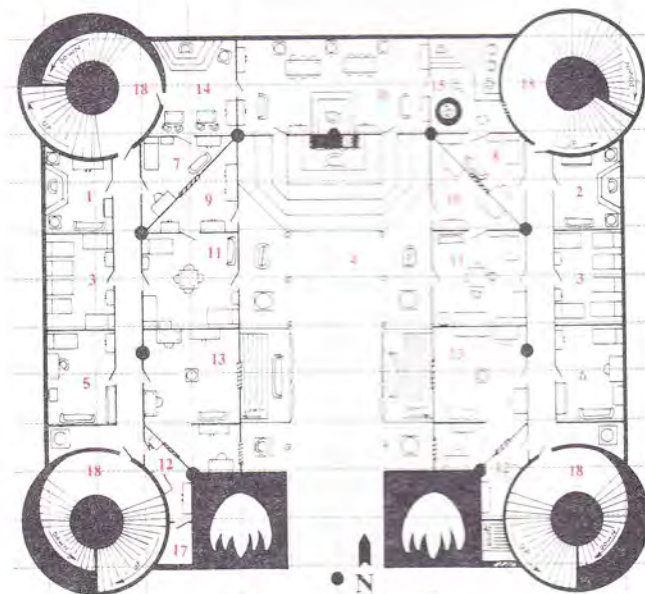
This lounge is only used by second-tier apprentices. In the northwest corner is a staircase. In the southwest corner is a statue. Near the northeast corner of the room is a statue with a small votive altar. Along the north wall is a couch that is used by superior magicians when they are present. Around it, to the south and east, is a couch and two chairs. On the short west wall is a cabinet that contains scrolls on simple forms of Chaos magic and other esoteric subjects.

21) SIRET'S OFFICE

The room is divided into two unequal sections by a partition wall. The small section contains two benches. It is occupied by **1D3** of Zingair's Reavers if Siret is present (30% chance). The other section has a two-tiered platform with a simple throne on it. On either side of the platform is a statue of a demon. Against the east and west wall are cabinets. The cabinet on the east wall contains books and scrolls that deal with Chaos magic. The other cabinet has records that pertain to the administration of the floor. (Command of the Mercenary floor is one of Siret's minor duties.)

22) OVERFLOW STORAGE

This room is used to store items that do not fit in the other storage areas, because they are full. It contains wine, linen, kegs of beer and ale, weapons and any other goods that the Referee desires.



Tower of the Dead—First floor

FIRST FLOOR

1) RABINDA'S OFFICE

There is a two-tiered platform with a throne on the west wall. On either side of it is a statue. Next to the south wall is a couch. Against the north wall is a bookcase with books on chaos magic and ritual. (Rabinda is responsible for maintaining the ceremonial fires on the first floor.)

2) GHAVAVORALAN'S OFFICE

On the east wall is a throne on a two-tiered platform. On either side of it is a statue. Against the north wall is a cabinet that contains performance records on the members of the first-tier. Near the east wall is a bookcase that contains histories and literature. Along the south wall is a couch.

NOTE—As instructor of the first tier, Ghavavoralan is responsible for their department and progress. If they fail to perform adequately, he, with the approval of Lisan, Katan or Maubar, orders their execution. In the Black Ring, the rule is succeed or die.

3) FIRST-TIER BARRACKS

Each of these rooms contains six beds. Under each bed is a chest for the apprentice's clothing. First-tier apprentices are not allowed to have any other personal possessions. Some of these rooms also contain cabinets.

4) MAIN AUDIENCE CHAMBER

This room is open to the outside on its southern wall. Against the north wall is the dais of Nilgeranthrib, a five-tiered platform with an immense throne that sits in front of a massive relief carving of the fires of hell. To the east of the throne, in the carving, is a secret passage (opened by moving the left arm of a demon in the carving). The passage leads to room 16.

Extending south from the dais is a double row of silver candlesticks, imbedded in the floor. East and west of each row is a large hearth that is always lit. South of each hearth is a statue. South of each statue is a rectangular, raised, marble platform with an ornately carved marble couch on it. Behind the couches are stairs that lead down to the wall. In each wall is a secret passage that is opened by depressing a stud in the nearest stair. Only fourth-tier members use these platforms.

South of each marble platform is a statue and an imbedded candlestick. The statue in the southwest corner has a secret

passage that is opened by rotating its left buttocks. When the passage is opened it frees a panel, revealing a ladder that goes into the basement (room 9b). Behind each of these statues, in the wall, is a secret passage that is opened by depressing a floor stud.

NOTE—If Nilgeranthrib and Maubar are both in this room, an audience or ceremony is in progress. All of the second and third-tier members of the ring are also present, as well as **2D6** armed thralls in scemail.

If only one of the leaders is present, he is passing through, inspecting the chamber or talking to some other member (roll **1D3***). (Roll **1D3*** again to determine the tier of the member that the leader is talking to.)

IMPORTANT—When no ceremony is going on, the room will contain **1D3** first tier apprentices, (30% chance) Rabinda and **1D6** thralls in scemail.

5) GHAVAVORALAN'S QUARTERS

In the northwest corner of the room is a bed. The northeast corner has a clothes cabinet. Along the east wall is a bookcase that contains a variety of book types. On the south wall is a couch. Against the west wall is a locked chest and a desk with a chair. The desk is a writing table with writing supplies on it. The chest contains Ghavavoralan's personal property. Its contents are:

- A) 13SC, 11CC and 23BB in a leather sack.
- B) 1 medium gem, 3 small gems and 1 small jewel in a silk pouch.
- C) **EL2** Magic Scemail.
- D) An **MEL6/EL1** ring with the ability to cast one Chaos spell, determined randomly.
- E) A Kameri fighting dagger (WSB 0, FV 7).
- F) The medicine bag of a Kameri warrior.

6) RABINDA'S QUARTERS

The basic furnishings are the same as those specified for room 5. Their position in the room varies. The contents of the chest are:

- A) 7GC, 24SC, 14CC, 12BB in a small, wooden box.
- B) 2 pieces of jewelry.
- C) 4 finely embroidered, silk robes.

7) SIRET'S QUARTERS

A triangular room with a bed in the northwest corner, a chest next to the bed, a clothes cabinet next to the chest, and a couch and a desk with a chair along the southeast wall. The desk is a writing table with writing supplies on it. The chest contains:

- A) A wand with **EL2** Mana Storage.
- B) 10GC, 13SC and 24CC in a linen scarf.
- C) A gold goblet.
- D) Four bottles of aged Goideli Wine.
- E) Six small gems.

NOTE—There is a secret passage in the southeast wall that leads to room 9. It is opened by depressing a floor stud that is near the wall.

8) YURET'S QUARTERS

This room's furnishings, with a different orientation in the room, are the same as those specified for room 7. The contents of Yuret's chest are:

- A) 1 silver bar, 8GC, 91CC and 103BB in a cloth bag.
- B) 3 medium gems, 4 small jewels and 1 large jewel in a leather pouch.
- C) Two jeweled throwing daggers.
- D) An **EL1** Sword modified for hit chance only.
- E) 4 silver tankards.

NOTE—There is a secret passage in the southwest wall that leads to room 10. It is opened as specified for room 7.

9) NILGERANTHRIB'S ROBING ROOM

The cabinets against the south wall contain fine robes, including a jeweled surcoat and silk undergarments. The cabinet on the east wall contains a jeweled scepter and a gem-encrusted silver miter. The total value of these ceremonial garments is 83GC.

10) MAUBAR'S ROBING ROOM

This is, in fact, the fourth-tier robing room. The cabinets on the northeast wall contain fine robes and black surcoats. The cabinet in the southwest corner contains two silver coronets. Each coronet is worth 8GC. The other items in the room are worth 5GC more, in total.

11) GUARD ROOM

Each of these rooms contains a table with four chairs, three beds, a couch and three chests. There are always **1D3 + 1** guards in these rooms. At night, there is a 50% chance that some or all of them (roll **1D3** regardless of the number of men in the room) are asleep. All are members of the Morana Company.

12) STORAGE ROOMS

These rooms contain supplies that are commonly used on the first floor. The common items to put in these rooms would be paper, ink, linen, wood, coal, candles and other such items.

13) SECOND AND THIRD TIER ROBING ROOMS

These rooms are divided into two unequal sections by a partition wall. The southern section is the robing area for the third tier. It has a dressing table with a chair near the south wall and a cabinet that contains simple black robes against the north wall.

The northern section of these rooms has a statue in the center, two dressing tables with chairs, a couch and two cabinets that contain red robes. Each room has a secret passage that leads into room 4. It is opened by depressing a floor stud that is in front of the wall.

14) INSTRUCTION ROOM

This room is used for second tier instruction. Against the north wall is a three-tiered platform with a black throne. To the east is a statue. Along the east wall is a bookcase with books on Chaos magic and cosmology. Near the south wall are two tables that have two chairs each.

15) TESTING ROOM

First-tier members are tested in this room when they feel that they are competent to join the second-tier. The apprentice stands in the black circle that is inlaid in the southeast corner of the floor. His testers sit on the two-tiered platform with three chairs and the three-tiered platform with a black throne. Engraved in the floor, between the platforms and the circle are the sigils of Nergal and Allatu.

While the test is in progress, two members of the second-tier and a third-tier member test the apprentice. (One of the second-tier members must be Ghavavoralan). If the third-tier member and one of the others deems the apprentice to be competent, he takes his place in the middle seat on the two-tiered platform, to be instructed in the duties of the second-tier. If he fails, he is killed. Once started, the testing ritual cannot be stopped without success or death.

16) LIBRARY AND INSTRUCTION ROOM

This room is used by the first-tier. On the south wall is Ghavavoralan's throne. On either side of it are bookcases. Facing each of these is a couch. Three statues line the north wall. Slightly south of these statues are two tables with six chairs each.

The volumes in this room cover basic elements of magic, cosmology, the Tongue of Young Chaos and other simple subjects.

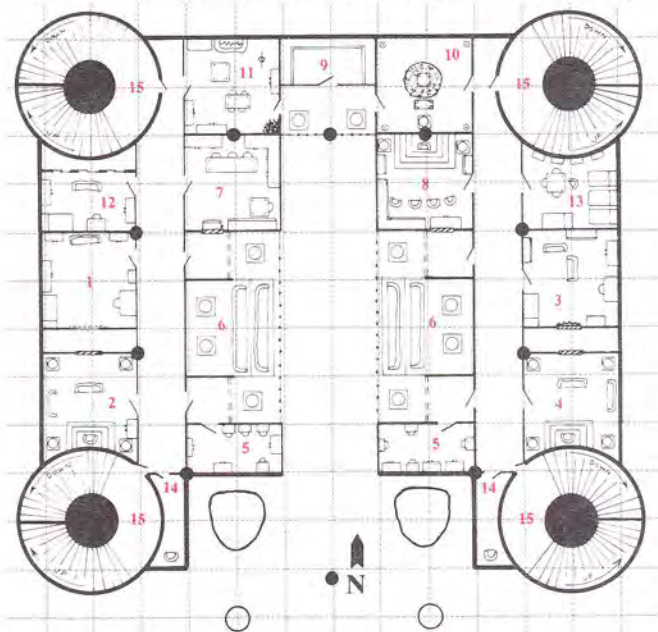
17) MEDITATION CELL

When a first-tier apprentice makes an error he is "allowed" to meditate in this cell for **1D3** days, after he is flogged. (In the first-tier, errors are tolerated the first time they occur. If they are repeated, meditation is the punishment. If the same mistake is made a third time, the apprentice is killed.)

NOTE—When the party finds one of these cells, there is a 10% chance that a first-tier apprentice is in it.

18) LANDING

In these areas, the door opens into a small landing. It has staircases going up to the fourth floor and down to the basement. There is a 20% chance that there is a guard on the landing.



Tower of the Dead—Second floor

SECOND FLOOR

1) LISAN'S QUARTERS

Along the north wall of the room is a couch. To either side of it is a bookcase. Against the west wall is a clothes cabinet and a bed. Against the south wall is a bookcase. In the middle of the south wall is a hanging tapestry that conceals the entrance to the closet. Near the east wall is a metal chest and a desk with a chair. The desk contains Lisan's personal papers, a jeweled dagger (3GC) and writing materials. The chest contains:

- A) A dark cape that grants EL2 immunity to Fire Powers.
- B) A ring that allows the user to cast MEL8/EL3 Darkness.
- C) 31GC, 40SC and 17CC in a leather sack.
- D) Three pieces of jewelry, two medium gems.
- E) Two finely-embroidered, silk robes.

In the southern part of the room is a closet. On its south wall, hidden behind the hanging clothing, is a door that leads to room 2. (In room 2, this door is a secret passage).

NOTE—Lisan is the instructor of the second-tier. He decides when they are ready to test for entry into third-tier. When he says an apprentice is ready, the apprentice must take the test. Until he permits it, they cannot test for advancement.

2) LISAN'S OFFICE

The cabinet on the east wall contains the records of the members, past and present, of the second-tier. On top of the cabinet is a small, silver statue of Allatu. Each corner of the room has a large demon statue in it. Against the south wall is a three-tiered platform with a black throne. To the north and west of this platform are couches. On the northern wall is a secret passage that leads to the closet in room 1. (It is opened by pressing the eyes of the demon carving that conceals it).

3) KATAN'S QUARTERS

Katan's bed is in the southwest corner of the room. There is a metal chest against the south wall. Along the north wall, and in the northwest corner, are bookcases. Near the west wall is a clothes cabinet and a desk with a chair. Near the center of the room, and to the north, are couches.

The desk contains writing supplies and Katan's journal. The chest contains:

- A) 28GC, 35SC, 3CC, 4BB.

B) 1 large jewel (a diamond), 2 medium jewels and 5 small jewels.

C) An EL3 Short Sword, modified for Hit Chance, that grants EL3 Protection from Law.

D) A familiar key that grants control over Barasaba, a minor terrestrial demon (.8 times normal size).

The closet in this room is concealed in the same way as that in room 1. This closet leads to room 4. In this case, the door is concealed on both sides by a demon carving.

NOTE—Katan is responsible for maintaining and provisioning the second floor. Her demon does most of the work.

4) KATAN'S OFFICE

The furnishings and layout of this room are as specified for room 2 of this floor, except that the orientation of the furnishings varies. The couch near the east wall has a foul scent and is in bad condition. It is often used by Barasaba when he is in this room with his master.

5) FIRST-TIER ROBIN ROOM

Each of these rooms contains four dressing tables, each with a chair, and three cabinets that are full of white robes. These rooms are used by the junior apprentices when they robe for a ceremony or major audience.

6) CEREMONIAL STATION

Each of these rooms overlook the first floor and faces the other room of the same type. They each contain four statues and two benches made out of white marble. The benches are on stepped platforms in two rows. Each room has false facades that conceal the doors, that lead into the room, from view. There is a door behind each facade. To the north, in each room, is a secret passage that is opened by depressing a stud in the ceiling (this can be done with a staff or weapon wielded by an average size man. The ceiling at this point is about eight feet tall.)

7) SECOND TIER LIBRARY

This is the library used by the members of the second-tier. The cabinets in the room contain books and scrolls that are more difficult than the first-tier primers. On the east wall is a table with a chair. Towards the north is a larger table with three chairs. The main subjects that are covered by the books in this room are Chaos magic and cosmology.

NOTE—The secret passage in the south wall of this room is opened by depressing a hidden lever on its left side.

8) CONFERENCE ROOM

This room is used by Maubar, the mercenary leaders and the Marshal for planning operations and discussing strategy. On the north wall is a four-tiered platform with a throne, to either side of it is a statue. Towards the south are four chairs that are used by the military leaders. Around the wall are shelves that contain maps, books and other documents. Behind the bookcase in the southeast corner is a secret passage that leads to the easternmost room 6.

9) STORAGE ROOM

A room that is used to store supplies that are commonly used on this floor. The u-shaped shelves are used to store ritual supplies and equipment. A large stock of fumigants is kept in this area.

10) CASTING ROOM

In each corner of the room is a golden candlestick, imbedded in the floor. Along the southern wall is a statue with a votive altar. In the center of the room is an inlaid casting circle with a small altar in the center of it.

NOTE—Third-tier adepts use this room to cast their magic. It is also used to train second-tier adepts in sorcerous practices.

11) THE FORGE

On the north wall is a forge and a large tool chest. To the east of the forge is a leather bound wheel that is used for polishing. South of the forge is a table. Above both the table and the forge, hooks are suspended from the ceiling. They are used to store tools while the forge is in use.

Near the east wall of the room is a cabinet that contains items that need to be repaired. The cabinet along the west wall contains iron ingots. The south wall cabinet contains books and scrolls that pertain to the armorer's trade. In the southeast corner of the room is a pile of coal and wood for the forge. North of the southern wall is a table with four chairs.

NOTE—Nilgeranthrib's armorer serves him for a chance to learn secrets of the armorer's art. He waits for the rare times when the Lich chooses to share fragments of his knowledge.

12) ARMORER'S QUARTERS

The cabinet against the east wall contains 2 swords and a great sword. Near the south wall is a writing table with a chair. In the southwest corner of the room is a bed. Against the west wall is a clothes cabinet that contains clothing and an iron bound chest. The chest contains 3GC, 12SC and 21CC. In the center of the room is couch.

The north wall of this room has three sliding doors leading to a single large closet. This area contains clothing, footwear and some of the armorer's personal possessions. Included in these

possessions is a suit of dwarven chainmail that the armorer has spent years trying to duplicate. He has yet to succeed.

13) GUARD BARRACKS

This room contains four beds, four wooden chests and a table with four chairs. It is used by the members of the Morana Company who guard this floor.

14) MEDITATION CELLS

These cells serve the purpose specified for room 17 on the first floor. They are for second-tier apprentices. For these people, meditation is given for first mistakes and second mistakes are fatal.

NOTE—The more powerful and complicated the rites that the pupil is learning, the less of a margin for error that his instructors will allow. At the third-tier and beyond, there is no tolerance for error whatsoever.

15) LANDING

As for room 18 on the first floor in all ways. If guards are present, there are two of them.

4) MAUBAR'S OFFICE

On the north wall is an ornate throne on a four-tiered platform with a statue to either side. There are also statues in the other corners of the room. Along the east and west walls are couches. In the middle of the east wall is an open passage that leads to room 5. Against the south wall is a chair.

5) MAUBAR'S STUDY

There are two cabinets, warded with an **MEL14/EL5** Dark Companion spell, against the south wall. If either is touched, without speaking a chant that is only known to Maubar, the Companion is summoned to kill. It will attack anyone in the room except for Maubar. The cabinets contain the private library and journals of Maubar.

In the northwest corner of the room is a cabinet that contains the ceremonial costume that Maubar uses when he tests second-tier apprentices. It consists of red scalemail and a lion-headed mask. Along the north wall is a dressing table with a chair.

Maubar's desk is near the east wall of the room. Except for Maubar, anyone who sits in the chair can be affected by **MEL14/EL6** Darkling Light. The desk has records pertaining to the offices that Maubar holds. Unless the person who is opening them is seated in the chair, the drawers are locked with an **EL7** Chaining spell.

NOTE—The information in the desk details the membership and agents of the Black Ring world-wide. It also has information on military operations, military formations and ongoing operations.

6) ZOMBIE ROOM

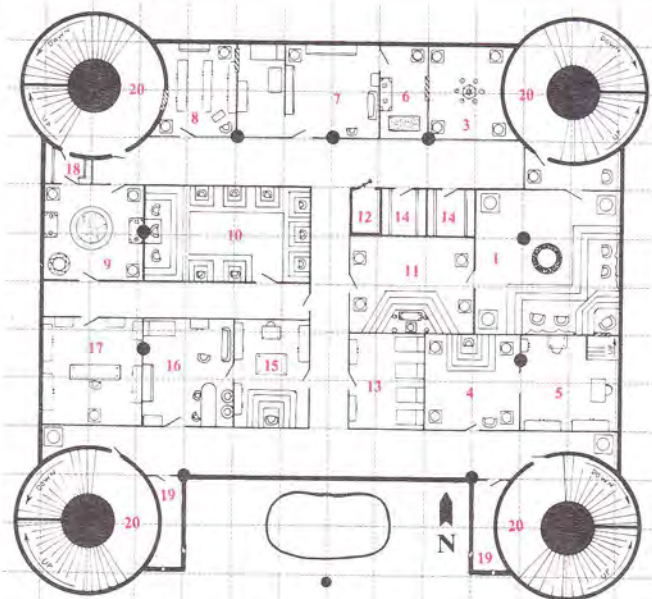
There is a statue in the northeast corner of the room. Against the west wall is an altar with two golden candlesticks on it. Near the south wall is a stone slab that holds one of Maubar's zombies. If it is active, it will attack anyone who enters this room (except for Maubar).

In the middle of the east wall is a secret passage to room 3. It is opened by pulling the left arm of the statue in the northeast corner down. It can only be opened from this side. It remains open only as long as the arm of the statue remains down. (To close the door, the arm must be lifted back into place. It does not close by itself.)

7) MAUBAR'S QUARTERS

The room is divided into two unequal sections by a partition wall. The western section is a seldomly used bedroom. In its northeast corner is a bed. Near the east wall is a table. Against the west wall is a clothes cabinet.

The eastern part of the room is a living area. It has a chair along the south wall, a couch and a metal chest on the east wall, a bookcase on the north wall, a statue in the northwestern corner and a bookcase against the western wall. The books in this room cover general subjects that have nothing whatsoever to do with magic.



Tower of the Dead—Third floor

THIRD FLOOR

1) TESTING ROOM

In the center of the room is an inlaid black circle. Northwest of this circle is an engraved pillar. To the east and south are three-tiered platforms with two chairs each. Facing the circle is a four-tiered platform with a throne (the seat of Maubar). In the other three corners of the room are statues. To the south of the throne is a secret passage into room 5. It is opened by sliding a lever in Maubar's throne.

NOTE—In the test, the would-be initiate is required to prove his ability against three initiates and Maubar. He must counter the simple spells that they throw and break the Chaining enchantment that confines him in the circle. If he fails, Maubar kills him. (This test is for second tier members who are testing for entry into the third-tier.)

2) WAITING AREA

The area contains a couch and a statue of Nergal. It is used by apprentices who are about to enter room 1 for their test.

3) MAUBAR'S DEVICE

In each corner of the room is a statue. In the center, surrounded by gold candlesticks with black candles, is a large lead container. In the container are the magically-preserved viscera of Maubar. If they are disturbed, he is destroyed. (See the Lichcraft Note in Book Two).

NOTE—Third-tier members become fourth-tier members by becoming liches. All fourth-tier members are masters of the powers of Chaos and liches.

NOTE—In the northwest corner of the bedroom is a secret passage that leads to room 8. It is opened by depressing a floor stud to the left of the passage.

8) FOURTH-TIER LIBRARY

The cabinets in this room are packed with potent books and scrolls on the performance of Chaos magic. In the southeast corner is a chair with a hassock. The southwest and northeast corners have statues. In the middle of the west wall is a secret passage that leads to the northwest stair landing. It is opened by flipping down a book that is entitled "Lesser's Rite of Chaining" that is in the bookcase directly in front of it. In the northeast corner of the room, behind a statue, is a secret passage to room 7 that is opened by depressing a floor stud.

NOTE—Characters with magical training can roll **MEL x 10** to detect the book that opens the passage. There is no "Lesser's Rite of Chaining."

9) FOURTH-TIER CASTING ROOM

This room has a statue in three corners, an inlaid casting circle in its center and an invocation containment circle in its southwest corner. On the east and west walls are stone altars with gold candlesticks and gold plates on them. They are used for making offerings to various deities.

10) INITIATE MEETING HALL

This room is used for meetings of the initiated members of the Black Ring, i.e. all third, fourth and fifth-tier members. The room contains tiered platforms with thrones on them.

NOTE—In the Black Ring, the number of tiers that are under a throne reflects the tier, and relative status, of the person who uses it.

11) SACRIFICIAL ALTAR

This room is purified at **EL10** for the casting of Necromantic Powers. It is used for animating the dead, casting the black curse and forming the Seeking Death against major enemies.

On the south wall is a large, four-tiered altar. Four golden candlesticks are imbedded in the highest tier. On top of the high tier is a golden statue of Murmur (God of Necromancy) and a blood-stained obsidian altar that is fused with human bones. The room has four other statues lining the east and west walls. Only Maubar and Nilgeranthrib use this room.

12) HOLDING CELL

An un-furnished cell that is used to hold prisoners just before they are taken into room 11. No prisoner is ever held in this cell for more than six hours.

13) GUARD ROOM

The room contains four beds and two clothes cabinets. It is used by the thralls who guard this floor. **1D2** of them are in it at all times.

14) STORAGE

These rooms contain shelves that are used to store equipment and supplies that are commonly used in rooms 1 and 11 of this floor. Both rooms are locked with an **EL60** lock. Each contains fumigants, ritual supplies and **1D6** Natural Materials (**1D6** doses of each).

IMPORTANT—No magic material will be present unless it, in some way, enhances the ability to perform Chaos magic. The Referee should select which items to put here rather than rolling randomly.

15) THE WAR ROOM

The room's cabinets contain unit strength and location records, operational plans and maps. In the center of the room is a large table that has a large relief map on it. Near the north wall is the marshal's writing table and chair. It has paper and writing supplies on it. Against the south wall is a four-tiered platform with a throne.

NOTE—The room is used by Maubar and Eriold. Maubar is Marshal of all of Nilgeranthrib's forces. Eriold is the Marshal of the Thrall Corp of Nilgeranthrib. Currently, Maubar is the true commander and Eriold is little more than a secretary.

16) THE MARSHAL'S QUARTERS

The southeast corner of the room has a bar with stools on its west side and a wine rack and beer kegs to the east. Along the east wall is a couch with a chair to the west of it. Against the north wall is a clothes cabinet and a bed. On the west wall is a shelf that contains Eriold's personal armor and weapons (Platemail, a Broadsword, a metal helmet, a buckler and a fighting dagger). Against the south wall is an iron-bound chest that contains his personal wealth. The contents of this chest are:

A) 3 silver trays, 10 feet of silver chain (weighing about 19 ounces), **20GC**, **32SC** and **112CC**.

B) 1 large gem, 4 medium jewels and 6 small jewels in a leather pouch.

C) An **EL5** Short Sword modified for hit chance only. It also allows its user to cast **MEL10/EL2** Fireballs. Eriold only carries it when he knows he is going into battle.

D) A fine satin cape trimmed in white fur (**9GC**).

17) MAUBAR'S WORKROOM

In the middle of the room is a long table with one chair. On the south wall is a statue. Against the west wall are cabinets that contain books on the jeweler's art and tools. The east wall has cabinets that contain supplies that are needed in working with fine metal and precious stones. On the north wall are two chests. The chest to the east contains 1 gold bar, 2 silver bars, 4 copper bars, 7 tin bars, 1/2 white gold bar and one ounce of platinum. The other chest contains 4 large gems, 12 medium gems and 21 small gems. All of these gems are flawless.

NOTE—Maubar is the Master jeweler of the ring. He fashioned the rings that are worn by every society member except for Nilgeranthrib.

18) STORAGE

This room contains supplies that are used in room 9. The materials, in various mixtures, enhance the user's ability to perform summoning rituals and to cast permanent magic. (The shelves contain approximately **2D10** doses for each effect. All must be burned to be used.) There is a secret passage in the north wall that leads to the northwest stair landing. It is opened by releasing a catch in the shelf that is in front of it.

19) OBSERVATION ROOMS

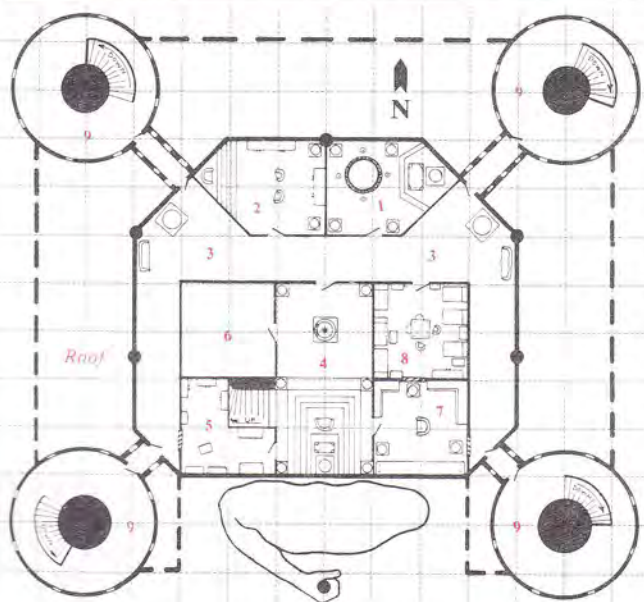
Per room, there is a 40% chance that a thrall is on duty. If so, he is watching the approaches to the tower from the city. There



is a 60% chance, if a thrall is present, that he will see anyone that approaches the city tower and an 80% chance that he will see anyone who crosses the bridge.

20) LANDING

As for room 18 on the first floor. If guards are present, there are two thralls on the landing. The northwest stair landing contains secret passages that lead to rooms 8 and 18. Both are opened by stepping on the outer corner of the closest stair.



Tower of the Dead—Fourth floor

FOURTH FLOOR

1) LICHCRAFT ROOM

This room is purified, for the performance of the Rite of Lichcraft, at **EL10**. In the eastern point of the room, on a two-tiered platform, is a statue and a black altar. Directly west of this is an inlaid black casting circle where the potentially fatal parts of the rite are performed. Outside this circle, at the four cardinal points of the compass, are candlesticks that are imbedded in the floor. Each holds a thick black candle. In each of the four corners of the "square" part of the room is a statue of Murmur. The statue behind the altar is of Nergal.

2) FOURTH-TIER INSTRUCTION ROOM

If either Nilgeranthrib or Maubar is in this room, the other will be there within five minutes. The room is only used to discuss the darkest, most-powerful secrets of Chaos magic. The instructor is Nilgeranthrib himself.

In the western part of this room is a five-tiered platform with an ornate throne on it. Against the northern wall is a bookcase that contains books and scrolls on the art of Necromancy. In the northeast and southeast corners are statues. Against the east wall is a bookcase whose contents cover more general areas of Chaos magic, at a high (**1D6 + 4**) expertise level. In the center of the room are two black and silver thrones.

3) GUARD STATIONS

At these two positions in the corridor there is a large statue and a marble bench. There are **1D3** thralls on duty in both of these positions at all times. All of them are armed with swords and armored in Chainmail. If the party has alerted the denizens of the tower to their presence, there will automatically be three thralls at each of these positions.

NOTE—In addition to their armor, these thralls carry a banded shield and wear a metal helmet. All of them are 1.4 times the normal values for a male thrall. All also have **CEL4**. They are part of Nilgeranthrib's hand-picked Thrall Guard.

IMPORTANT—If Nilgeranthrib is on this floor, and fighting begins, the combat will bring him in **1D6** phases. There is a 60% chance that he will teleport into his throne room and

telepathically order his thralls to fall back into that area as they fight. He will always adopt this strategy if one of the party members is using Life Sword.

4) NILGERANTHRIB'S THRONE ROOM

This room is effectively divided into two sections by its design features. The southern section contains the five-tiered dais and throne of Nilgeranthrib. Behind the throne is a sixth tier that holds a golden statue of Nergal and a black altar. This room is purified for, and dedicated to, the performance of Chaos magic. Any other type of magic that is used in it adds 20 to its success roll. Chaos magic subtracts 20 from that roll. Against the southern wall, in either corner of the first tier level, is a demon statue.

NOTE—When he is in this room, Nilgeranthrib is capable of casting a spell that will destroy Life Sword. This is his first priority and he will do it immediately. If the stub of the sword is retained, after this spell has melted the blade, it retains enough potency to break his concentration with a hit but is unable to kill him.

(*Nilgeranthrib has fallen twice before this blade. He is prepared this time.*)

In the western wall of the southern section is an up staircase that leads to the fifth floor of the tower.

The northern part of the room has a statue in each corner and a large statue in its center. This large statue is a demonic head. It has a secret lock (**EL60**) in it. If the lock is found and opened, the upper half of the statue's face will swing open, revealing Nilgeranthrib's device. If the contents of this device are destroyed, so is Nilgeranthrib.

NOTE—There are no magical wards on the device statue. At Nilgeranthrib's **MEL** and **EL**, such protections would make it impossible for him to be defeated by the party. Whoever touched the statue would be fried immediately. The lack of these defenses is justified in that Nilgeranthrib can sense whenever anyone threatens the device and can teleport into the room when he does. He is also supremely confident in his personal ability to defeat anything. He would not be likely to place permanent wards here when he feels that his personal intervention is sufficient protection.

5) NILGERANTHRIB'S TREASURE ROOM

This room contains the Lich's most prized possessions, collected over the 658 years of his life. In the middle of the northern section is a five foot high, stone platform that is the focus of a ward pact. Any person other than Nilgeranthrib, who moves into sight of this platform will activate the ward and summon two, double-size, Harab Serapel into the chamber. Against the walls, around the platform, are four bookcases. Each bookcase holds one book. The contents are as noted below:

A) The bookcase to the east:

This bookcase contains the Tome of Murmur. It details the rites and powers of Necromancy and Lichcraft at an **EL** of **12**. Any person who touches it, who is not a Chaos oriented or aligned magic-user, will suffer an **EL9** wasting disease which can kill him.

NOTE—The effect of this disease reduces all of the person's physical characteristics by 90%, raises festering boils on his body and makes him lose **2D6** energy points per day until he dies. The effect can only be negated by a Cure Disease spell at **EL9** or higher. While the person is affected, he has no strength in his legs. He may only move at a **MR** of **2** under his own power.

B) The north wall cabinet:

This cabinet will strike anyone or anything that is within two feet of it with **MEL29/EL6** Fire Darts. The cabinet contains a Law tome, the Rite of Sabbathiel, which details the means for commanding and summoning members of the hosts of law. Any Chaos-oriented or aligned creature that touches it can be affected by **MEL16/EL8** Killing Light. All summoning rituals in the tome are at **EL8**.

C) The northwest corner cabinet:

This cabinet contains the Kri Abaddi, an ancient (*more than 900 years old*) Korchi tome that details the proper methods of dealing with Abaddon (god of death and destruction) and the various powers of death that man can wield.

The book strikes anyone who touches it with the power of its essence, **MEL10/EL5** Hand of Death. If success results, the person drops dead on the spot. If not, he will never die when he touches this volume.

NOTE—The Kri is a lead-bound book whose pages are the skin of a Lammasha. The text was written in demon blood with Harab Serapel quills. Sympathetically, the book is death personified.

D) The west wall cabinet:

This cabinet contains the private journal of Nilgeranthrib. It details the many years of his life, the rites of Chaos that he has mastered and mystic encounters that he has experienced and survived. It is, perhaps, the most potent and valuable mystical journal in the world.

NOTE—This volume is warded with an Interworld Travel spell at **MEL29/EL10**. Any person, other than Nilgeranthrib, who touches it without dispelling the magic, is transported into the pits of hell. (*The Realm of Fiery Chaos*)

The southwest section of the room has three chests in it. In the middle of this section is a metal chest that contains a suit of **EL5** magic Platemail. It has an **AV** of **8** and grants **EL5** Immunity to Chaos magic. (It was taken from the corpse of a great, but foolhardy, hero who attempted to defeat Nilgeranthrib and the forces of the tower by himself. He was obliterated.)

The other two chests are long and thin. They contain weapons. The chest against the south wall contains 4 fighting daggers, 3 swords, 1 broadsword, 3 bastard swords and a dwarven axe. All of them are well-made and have twice the normal value for the weapon type. None of them are magical. The chest to the east contains magic weapons. It is warded with an **MEL29/EL3** Paralysis spell that can effect anyone who touches it. The three weapons that it contains are:

A) An **MEL8/EL3** Sword modified for damage only.

B) An **MEL11/EL4** Longbow modified for hit chance and damage.

C) **JOURNAI**, an **MEL14/EL7** named item, modified for hit chance only, that grants the user the following abilities:

1) The user can teleport (**MEL14/EL7**). Each time that he uses this power, he loses **2D10** energy points. Each time that it activates itself, he loses **1D6** energy points and takes **1D6** hit points.

IMPORTANT—This power is used in all ways as for the Teleport spell. If the user includes others in the spell, he loses one extra energy point per person that he includes. If the sword activates itself, he may not include others in its effect.

2) The user may levitate (**MEL14/EL7**). He will lose 1 energy point per turn that this power is used. If he includes others, he will lose 1 energy point per phase that the power is used.

3) The user can become insubstantial (**MEL14/EL7**). He will lose 1 energy point per phase that he is insubstantial. He may not include others in the effect when it is used in this way. Once he becomes insubstantial, he must remain so for at least seven phases. He may not remain insubstantial longer than the maximum duration of an **EL7** spell without tripling his energy loss per phase.

LIABILITIES

a) Any person who travels with the user when he uses the powers of the sword will lose 1/2 of the energy that the user loses, rounded up, once a total loss is determined. Innate magic-users who travel with the user are not affected by this. If the user is an innate magic-user, he suffers 1/2 of the normal energy loss, rounded up.

b) When the user suffers additional damage at any point that he has already taken 50% or more of his **HPV** in damage, the sword will try to teleport him away from the battle regardless of his wishes at the time. Roll at the **MEL** and **EL** of the sword with the user applying his **MDV** in any way that he wishes. If he is teleported (success), he will go to the safest place, within the sword's range, that he has the fondest memories of. If the sword fails to transport him, it will not try again.

c) If the user is driven into unconsciousness by his wounds, the sword will make him insubstantial until he dies or regains consciousness. In this state, he cannot infect but he also cannot be helped by anyone unless that person is in spirit form or insubstantial.

The eastern part of the room contains two large chests. The chest on the south wall has:

- 1) 109 GC, 267SC, 309CC and 120BB uncontained in the chest.
- 2) 14 gold plates, 12 silver plates and 21 copper bars.
- 3) 51 feet of silver chain (approximately 6 pounds of silver).
- 4) 5 platinum rings (about two ounces each).

The chest on the north wall contains:

- 1) 14 pieces of fine metal work (total value 43GC).
- 2) 12 pieces of Jewelry, 3 large jewels, Medium jewels and 20 small jewels.
- 3) 1 large gem, 11 medium gems and 14 small gems.
- 4) 2 jewel encrusted goblets.
- 5) 1 tapestry (20GC, the tapestry was made by Alzira's last duchess. It depicts the history of the Alziran dukes, from the first to the last. Nilgeranthrib keeps it in tribute to his victory.)

NOTE—The western chests can be opened without the ward seeing the thieves at work. There is a 30% chance that the ward will be activated when they are opened. If not, they can loot the treasure as long as they do not get in sight of the ward. (The treasure in these two chests is enough to make a man one of the ten richest men in the western world.)

6) FAKE DEVICE

The room contains a realistic imitation of a Lichcraft device. Nilgeranthrib created it to distract enemies from his real device (in the throne room statue). If this device is touched, an **MEL29/EL10** Active Illusion of Nilgeranthrib will appear and attack the party. If the device is destroyed, the illusion will drop to the floor and the illusion of a black mouse will run out of its mouth and into a hole in the wall. (If the party checks the hole or the body in a way that can effectively check its reality, they will find that it does not exist. When either is found to be false, both illusions will dissolve. It is up to the Referee what tests of physical reality he will require.)

In the center of the room is a lead device that contains the mummified entrails of a man. Around this device are four golden candlesticks, imbedded in the floor, and four black altars with silver plates on them. In each corner of the room is a statue. The focus of the permanent illusion is located under the pedestal that the lead device is on. It can only be seen if the pedestal is removed.

NOTE—The party is in terrible trouble if they destroy this device. When they exit the room, the throne room will contain **1D6 + 3** armored thralls (as for area 3 of this floor), **1D2** Zombies, Nilgeranthrib, Maubar (40% chance), Lisan, Katan and Ghavavoralan. If the party does not surrender within one phase, they will be destroyed. If Maubar is present, and he aided them to reach the throne room, he will not give them this chance. He will attack immediately.

IMPORTANT—If the party surrenders, they will be held for **1D3** days. After this time ends, they will be tortured to death, executed or turned into zombies.

7) NILGERANTHRIB'S STUDY

In the center of the room, facing the door, is a throne. In a triangle, near the north, west and east walls, around the throne, are three statues with swords raised. The secret passages in the

north and east walls are opened by pulling down on the sword of the statue that is closest to them. Both close by themselves after allowing about nine seconds for the opener to pass.

Along the south wall of the room is a long table with 14 silver statues on it. (These are **trophies**. Nilgeranthrib has had a statue crafted for each major enemy (*in his estimation*) that he has destroyed during his lifetime. Of the 14, 3 currently serve him as zombies.) On the west, north and east walls are shelves that contain books, scrolls and simple magical paraphernalia. The books and scrolls each detail **1D3** Chaos spells. The paraphernalia is of no value, except as an item to be sold (total value 21GC) or as tools to be used in rituals.

8) GUARD ROOM

The room contains six beds, six chests and an arms rack. The thralls that are NOT in the area 3 locations, of the 6 that are possible, will be in this room.

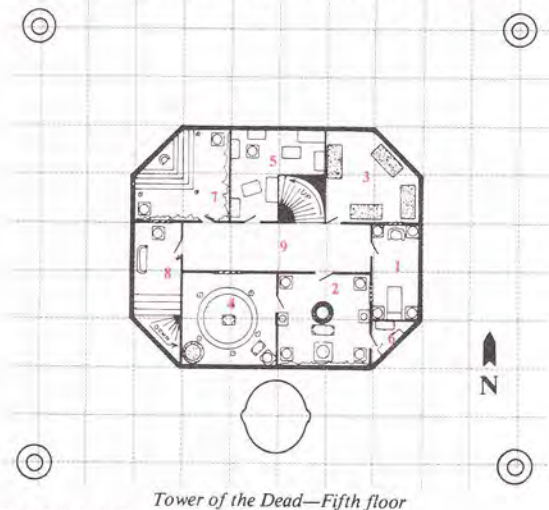
EXAMPLE—When the Referee rolls for the two area 3 locations, he rolls, on **1D3**, a 1 and a 3. Four guards are on duty. This means that 2 guards are in this room.

The arms rack will contain the shield, helmet and armor of any thrall who is in the room. If he is asleep, 80% chance at night, it will also contain his weapon.

9) TOWER ROOMS

These areas are roofed observation platforms and guard posts. Each will contain **1D3-1** armored thralls (as for 3 on this floor) and a down staircase. If thralls are present, they will not allow any non-magic-user to pass unless they are convinced that that person has the right to do so. (This will require that the person roll his **Influence Chance divided by 2** unless he has something to prove his right to pass.)

NOTE—The Referee may modify this depending on what the player says and how well the attitude and tenor of his statements would work against the stated liabilities of the thralls.



Tower of the Dead—Fifth floor

FIFTH FLOOR

1) NILGERANTHRIB'S QUARTERS

If Nilgeranthrib is in this room, there is a 75% chance that he is in the throne on the north wall. If not, he is resting on the bed by the south wall. There is a statue in each corner of the room. On the east wall is a clothes cabinet that contains black robes. West of the bed is a secret passage that is opened by depressing a stud in the floor in front of it. (On the other side, it is opened in the same way).

2) THE TEMPLE OF NERGAL

This room is the site of Nilgeranthrib's private worship of Nergal. The south wall is a relief carving of hell, in each corner of the room is a small statue, in the middle of the room is a statue of Nergal. Just north of this statue is a black altar that is framed in human bone. North of this altar is an inlaid black circle that Nilgeranthrib uses to commune with his god. Across from it, to east and west, is a small statue.

NOTE—This room is warded by a double-normal size Nergali. If the main altar or the statue of Nergal are touched, the Nergali will attack the person or persons who violated them. He will only attack actual violaters and people who interfere with his revenge.

3) ZOMBIE ROOM

This room has four stone slabs in it. When it is found, the room will contain any of this floor's zombies who are not in area 9 of the fifth floor or elsewhere.

4) CASTING ROOM

Nilgeranthrib uses this room to cast his most powerful spells. He is the only one who can enter it freely. Anyone else who enters the room can be affected by **MEL29/EL5** Paralysis if he touches anything in the room (excluding the walls, floor and ceiling).

The room is dominated by an engraved casting circle. In the circle's center is a black altar. The circle is surrounded by five silver candlesticks with thick black candles in them. In the southwest corner of the room is an invocation containment circle. In the southeast is a statue with a small, votive altar. On the altar are two gold candlesticks, a silver plate and a jewel-encrusted, silver goblet. On the main altar, in the center of the circle, is a black silk cloth, all of the items that are on the smaller altar and a red crystal globe on a white gold stand, the key to similar devices that Nilgeranthrib's agents throughout the world use to contact him and receive orders. Finally, there is a censer (made of human bone) on white gold chains, resting on the altar.

5) TREASURE ROOM

The chests in this room contain items that Nilgeranthrib made for himself and other goods of varying value. All of the chests in this room have **EL25** locks and are bound with iron.

The southern part of the room has three chests. The chest in the southwest corner contains 20 yards of silk. The chest by the east wall contains 3 antique tapestries. The other chest contains antique pewterware, i.e. goblets, plates and knives.

The northwest part of the room contains a statue and two chests. The statue depicts Nergal with his arm raised, prepared to strike an enemy. It is plated with gold and has two large rubies for eyes. Its total value, including the jewels, is 93GC. The chest against the western wall contains 14 vials. Each vial contains **1D10** doses of a random potion, powder or elixir (roll **1D3***). Any of the potions that grant the ability to use a spell will grant a Chaos power. The chest against the north wall contains 8 small jars. Each jar is filled with **1D6** enhanced doses of Natural Material from the Plant or Animal charts (roll **1D2***). Any item that is too large to fit in a jar is under the jars that are present.

The eastern section of the room contains three more chests. The chest on the east wall contains 4 daggers, a sword and an axe. The axe is a throwing axe, enchanted at **MEL29/EL8** for both hit chance and damage plus. The chest along the northern wall contains two athanes (*magician's ritual dagger*) and a casting sword. (These items were used by Nilgeranthrib before he became a Lich. He made them 635 years ago. Since, he has lost his use for them and has dispelled the magic that they once had in them.) The chest in the center of this section of the room contains a Special Item: **The Goblet of the Dead**. It is a large goblet, in the shape of a human skull, that is wrapped in black silk and set with four, large opals. It grants the following abilities to its user:

- A) Any person who drinks from the goblet can talk to any corpse for 24 hours.
- B) The effected drinker understands the Tongue of the Dead at **EL80** while the effect lasts.
- C) The drinker casts Necromantic Powers at two levels higher than his normal **EL**, if he knows those spells. He may cast Hell Powers at one level higher.
- D) The drinker gains **EL6** immunity to all physical damage.
- E) The drinker will never be attacked by the dead, ghosts or edimmus, while the effects above last.

IMPORTANT—None of the powers above last longer than the 24 hour duration specified for (A) above. Additional doses are required to extend the effect beyond this time limit.

LIABILITY

Each time that the user drinks from this cup, there is a **BL4** chance that he loses **2D6** energy points (poison resistance applies). If he does, they are lost unnoticeably. No energy points that are lost in this way will regenerate until **1D6 + 2** days have passed. At that time, they will begin to regenerate as normal.

The power gained through this cup is addictive. On the day following the taking of a dose, there is a **BL15** chance that the user will be compelled to take another dose immediately. Success compels him to do so (poison resistance does not apply). At all times the user may subtract, **Will divided by (the consecutive doses taken + 1, round up, from the base chance of success, i.e. if W is 32, the chance is reduced from 70% to 54%. At no time will MDV apply to either liability above.**

EXAMPLE—Dragon finds this cup. He drinks. The next morning, his Will is 32, he has a 54% chance of addiction. He is affected and drinks again. On the next morning after this, the chance is 59%. With another success, the next chance will be 62%. Should he not be affected, and he chooses to drink again, his starting chance is back to 54%.

IMPORTANT—The minimum chance is 10% regardless of the character's Will.

6) STORAGE

The cabinets in the room contain incense, fumigants, resins and other supplies that have value in ceremonial magic.

7) MEDITATION CHAMBER

In the northwestern part of this room is a five-tiered, triangular platform with an ornate throne. At all three points of the triangle, a silver candlestick with a black candle is imbedded in the platform. In the northeast and southwest corners of the room is a statue. The east and south walls have relief carvings that depict scenes from the throne of Nergal in his hellish abode. Nilgeranthrib comes to this room to relax and prepare for major magical efforts.

NOTE—The previous seven rooms are only open to Nilgeranthrib or his zombies. The zombies will attack any other person in these areas and, if possible, kill them.

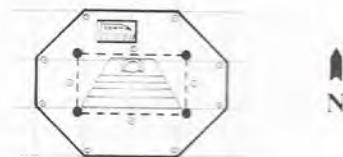
8) THE STAIR LANDING

This area contains a statue, a bench and, by the door, a bell with a pull chain. Persons that **MUST** communicate with Nilgeranthrib while he is on his floor pull the chain and wait for him to answer, however long it takes him to do so. The door by the bell is bolted and barred from the other side. It cannot be opened from the stair landing side without smashing it in.

NOTE—Nilgeranthrib often (60% chance) answers the bell telepathically. When he does, he touches the mind of the person who rang the bell if more than one person is present. If he does not know this person, he will attack him mentally, order his zombies to defend the door and telepathically summon his students, mercenaries and dead to his aid. (Of all the people in the tower only Maubar commonly comes to this room. The presence of any other person will make Nilgeranthrib suspicious but, unless it is definitely an outsider who rang, Nilgeranthrib will wait for an explanation before extinguishing him.)

9) THE CORRIDOR

A central corridor that connects the rooms on this floor. It is guarded by **1D3-1** zombies at all times. If Nilgeranthrib is on the floor, add one to the number of Zombies that are on guard. The only other feature in this room, other than floor studs that open secret passages, is a staircase that goes to the roof from the approximate middle of the north wall.



Tower of the Dead—the Crown of Nergal

THE ROOF

THE CROWN OF NERGAL

The dominant feature of this area is a five-tiered platform with a gigantic, ornate throne that faces the south. Supported by four pillars above the throne is an immense, ornate, stone roof that looks like a crown from a distance. Circling the edifice, at all eight points of the extended octagon that is the roof, are silver candlesticks that magically burn with Darkling light. Inside this circle, at each cardinal point of the compass, are four candlesticks that burn with hellfire. Behind the platform and crown is a staircase that goes down.

Any person except Nilgeranthrib who goes onto the roof is attacked by **MEL29/EL10** Darkling Light when he is within 10 feet of one of the candlesticks of that type. Any person that attempts to mount the platform to the throne is attacked by **MEL29/EL10** Fire Darts. Any person who touches the throne itself will unleash **MEL29/EL10** Fog of Death. Only Nilgeranthrib is exempt from these powers.

If a person reaches the stairs before he is slain by the Darkling Light, and heads to the fifth floor, he will negate its effect. (*If he returns to the roof, it will return at the level that it was at when his flight negated it.*)

The Crown of Nergal is a special place designed by Nilgeranthrib, and built with the aid of Nergal, Allatu and Murmur. It is dedicated to these deities and the enhancement of Nilgeranthrib's power. See the Background section at the beginning of this book for the special powers and liabilities that this place confers on Nilgeranthrib.

THE ESCAPE

Once the party has defeated Nilgeranthrib, they must escape from the Tower. This is not an inconsiderable task. While the forces of the tower will be diminished (because all of Nilgeranthrib's dead and zombies will be truly dead), they remain extremely potent. If the party returns the same way that they entered, (especially if Maubar was aware of them) they will have to fight for every foot and are likely to die.

At this point, the only way that the party is likely to get away, i.e. the least dangerous way out, is to leave through the city. The denizens of the tower will not be prepared for this, they **will** be prepared for any attempt to escape through the tower and the caverns. It is up to the party to realize that this is likely to be the case. The Referee may, at his discretion, drop hints that will aid the party in reaching this conclusion.

THE BEST MEANS OF ESCAPE

After destroying Nilgeranthrib, the party must exit on one of the roof bridges. (*If they choose to go up to the fifth floor instead, they will be trapped between the crown of Nergal and the forces of the tower in an area that is full of extremely potent magical wards.*) They should climb or jump down from one of these bridges to the roof below. Once they are on this roof, they must go to its edge, fasten a rope and climb down to the ground. If they do not have a rope, they can make a difficult climb down the rough sides of the tower.

When the party reaches the ground they must cross the bridge to reach the city. The slime is still in the moat. There is a 75% chance that the bridge guards are not there. If they are, they must be defeated quickly (within **1D6 + 3** phases) or the noise of battle will bring reinforcements from the tower.

As a general rule, to escape, the party must move quickly until they reach the apex of the trail into the valley. If they delay overlong anywhere in this flight, they will be bottled up in the valley and will have a very difficult time getting away. There is very little margin for error in this effort. The forces of the tower will begin a thorough and organized search outside of the tower within fifteen minutes after the death of Nilgeranthrib. If the party is still in the city when this search begins, they are likely to die.

DESIGNER'S NOTES

Tower of the Dead is designed to be a major challenge for any group of players. The situations that the party must face, and master, test their ability to survive in combat, to use the abilities of their characters and to develop subtle, effective strategies that will allow them to survive almost unimaginable peril.

The sections of this adventure escalate in their difficulty level, and the amount of thought required, as the adventure progresses. In the first section, the party can survive with physical ability and simple cunning. Moving into the second section, these abilities are tested at a higher level and they are called on to face the threat of magic. In the third section, the threat of hostile magic escalates, the party is faced with monsters for the first time and they must deal with situations where a violent solution is the worst possible alternative. In this section, they must hone all of their skills and be able to use the skills that they have as the situation demands it. This section can never be well played with a basic, "if it moves, kill it", philosophy. It demands thought.




































The final section of this adventure is the ultimate test. No party can conquer this section without careful thought, coordinated and subtle action, and a degree of luck. The goal of the party is to avoid confrontation with the awesome magics, men and monsters of the tower until they are in a position to vanquish the tower's greatest force. Unless they use all of their abilities in concert, with both foresight and efficiency, the party cannot hope to survive.

As Referee, you must appraise the talent, skill and experience of your party with the Powers and Perils system. If you do not feel that they are ready for an adventure of this magnitude, do not force them into it. Instead, use the first part of this adventure as a base for encounters and allow the party to hone their skills by surviving in Porta, and the surrounding environs, until they are ready for the main adventure. Until you feel that the party's skills, and their confidence in their ability, is sufficient to give them a chance at victory, do not place them in a hopeless situation, i.e. one that surpasses the level of their current competence with this system.

Tower of the Dead is designed to provide enough basic detail so that the Referee can expand the basic area provided (on the map that is on the back of the box) into a focus for his Powers and Perils campaign. The Tower of the Dead is the most dangerous possible adventure in this region but the Referee may create others to allow the party to gain skill before they seek this ultimate challenge. Essentially, how you use this game is up to you. Used for the designed purpose, it is a compelling adventure of immense magnitude. Modified, it can provide a solid basis for your entire campaign. It is really up to you.

BUILDING KEY

The following symbols are used throughout the Structure Notes in the Tower of the Dead. They will have the meaning listed below in ALL cases.

				
Barred Door	Wooden Door	Window	Secret Passage	Curtained doorway
				
Metal Door	Railing or cage	Staircase	Shackles	Shelf
				
Automaton	Tapestry	Picture	bas relief	Hearths
				
Tables	Table with Chairs	Chair, Stool	Couch, Bench	Desk with Chair
				
Planter	Pillar	Hay Bales	Sack	Spinning Wheel
				
Ladder	Trapdoor	Statue	Barrel	Bed
				
Chest	Cabinet	Altar	Candlestick	Stone Slab

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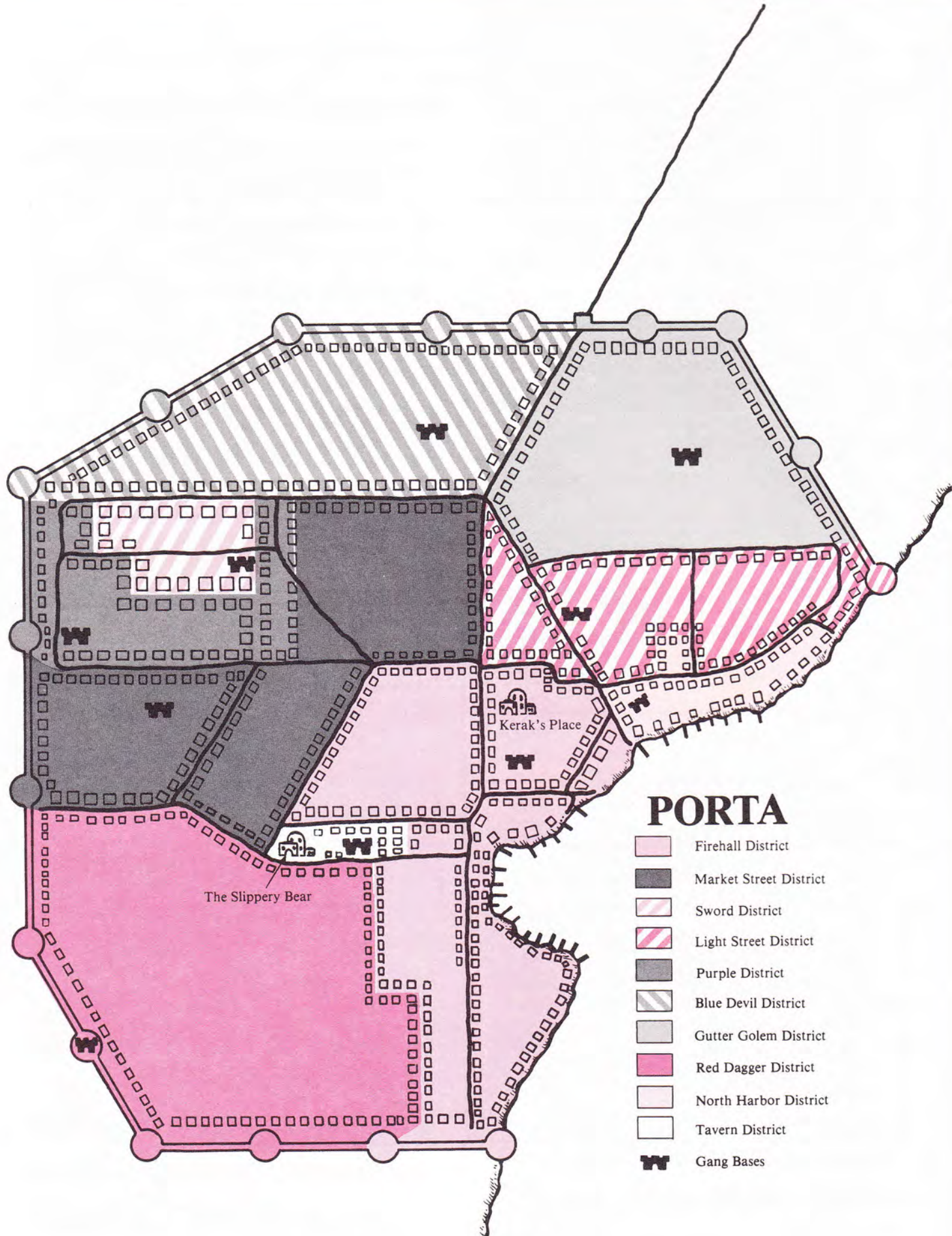
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PORTA

-  Firehall District
-  Market Street District
-  Sword District
-  Light Street District
-  Purple District
-  Blue Devil District
-  Gutter Golem District
-  Red Dagger District
-  North Harbor District
-  Tavern District
-  Gang Bases

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The Avalon Hill Game Co.

Baltimore, MD 21214 • Printed in USA



THE COMBAT TABLE

BASE LINE	DEADLY HIT	SEVERE HIT	HIT	SHIELD HIT	MISS
-20*	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01 to 08	09-20	21-100
-14	-6	-5 to 01	02 to 09	10-22	23-100
-13	-6	-5 to 02	03 to 10	11-24	25-100
-12	-5	-4 to 03	04 to 11	12-26	27-100
-11	-5	-4 to 04	05 to 12	13-28	29-100
-10	-4	-3 to 05	06 to 13	14,30	31-100
-9	-4	-3 to 06	07 to 15	16-32	33-100
-8	-3	-2 to 06	07 to 16	17-34	35-100
-7	-3	-2 to 07	08 to 18	19-36	37-100
-6	-2	-1 to 07	08 to 19	20-38	39-100
-5	-2	-1 to 08	09 to 20	21-40	41-100
-4	-1	0 to 08	09 to 21	22-42	43-100
-3	-1	0 to 09	10 to 22	23-44	45-100
-2	-1	0 to 09	10 to 23	24-46	47-100
-1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75-100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

PHASE MOVEMENT TABLE

MR	PHASE				MR	PHASE			
	1	2	3	4		1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7
					32	8	8	8	8

COMBAT MODIFIER TABLE

FACTOR	ROLL MODIFIER	DAMAGE MODIFIER
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase

*Applies on Deadly and Severe hits only.

The table above lists every normal factor that applies as a modifier to the attack roll or the damage scored by a hit. Magical factors that may apply are covered in later sections of this book.

TABLE EXPLANATION

CREATURE—The factor is added to the creature's attack roll.

EITHER—The factor is subtracted from the user's attack roll or added to his opponent's attack roll.

INCREASE—The damage inflicted is increased by this factor.

NONE—The factor has no effect in this area.

OPPONENT—The factor is added to the opponent's roll.

REDUCE—The factor is subtracted from the hit points that are scored on the user by an attacker.

SITUATION TABLE

SITUATION	EFFECT
Fighting more than ONE opponent	-5**
Defender is unable to move*	-20
Defender is ambushed, taken from the rear or unaware of the attacker*	-15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	-20
Defender is taken from the flank	-10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	-5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8).

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.

**Modifier used by the forces that outnumber the person attacked.

ATTACK PRIORITY TABLE

ORDER	WEAPON CLASS	CREATURE CV
1	Thrown Weapon	—
2	—	17+UP
3	Polearms	13-16
4	Heavy Lance	—
5	Spear/Light Lance	9-12
6	Staff	—
7	Heavy Sword/Axe	6-8
8	Scimitar/Mace	—
9	Sword	3-5
10	Other Weapons	0-2

THE TOWER

FIRST TIER APPRENTICES

ROLL	MEL	ROLL	EL
1-4	0	1-7	0
5-7	1	8+9	1
8+9	2	10	2
10	3		

ZOMBIES

HPV 33	OCV 6	DCV 0	CEL NA	
S 66(+3)	St 66(+3)	D 7	A 7	C NA
I 0	W 0	E 0	Em 0	Ap Varies*
MR 9	NAV 0	MDV 0**	EnL 0	CDF 4

*Appearance varies with the amount of corruption, unhealed damage, etc, that the particular zombie has.

**In calculating the gain from successful magic use, an MDV of 1 is used.

MERCENARY EQUIP.

Company	Strength	Roll	Armament
Zingair's Reavers	120	01-40	Scalemail, Buckler, Sword
The Morana Company	100	41-73	Leather Armor, Banded Shield, Spear
Reivoaltan's Peasant Corp	80	74-100	Leather Armor, Spear

THRALLS

MALES

HPV 18	OCV +2**	DCV +2**	CEL 1D3	
S 28(+1)	St 20(+1)	D 24(+1)	A 24(+1)	C 24(+1)
I 6	W 5	E 9	Em 10	Ap 40
MR 11	NAV 0	MDV 3	EnL 29	CDF 2
Height 78**	Weight 220lbs*			

FEMALE

HPV 14	OCV +1**	DCV +2**	CEL 1D2-1	
S 15	St 24(+1)	D 28(+1)	A 28(+1)	C 15
I 6	W 3	E 12	Em 12	Ap 50
MR 11	NAV 0	MDV 3	EnL 18	CDF 2
Height 68**	Weight 120lbs*			

ALZIRAN ENCOUNTERS

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-15	16-25	26-100

NIGHT

CREATURE	HUMAN	NONE
01-30	31-35	36-100

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-20	Scorpion Beast	01-10	Harab Serapel
21-35	Orchi	11-15	Lammashta
36	Lich (Maubar)	16-55	The Dead
37-50	Griffin	56-70	Gargoyle
51-53	Dragons, Wyrms	71-75	Ghost
54-56	Demons, Disease	76-80	Demons, Heliophobic
57	Dragons, Dragon	81-84	Demons, Disease
58-100*	Ruin Encounter	85+86	Edimmu
		87-89	Dragons, Wyrms
		90	Dragons, Dragon
		91-95	Demons, Terrestrial
		96-100*	Ruin Encounter

*Roll on the Ruin Encounter table in Book Three.

ELDER MOUNTAIN

ENCOUNTER TABLE

ROLL	DAY	ROLL	NIGHT
01-05	Dragons, Elder	01-04	Athach
06-12	Athach	05-10	Daoine Sidhe
13-20	Giants, Earth	11-13	Dragons, Elder
21-28	Giants, Mountain	14-20	Giants, Earth
29-35	Giants, Fire	21-25	Giants, Fire
36-60	Great Ape	26-35	Giants, Mountain
61-70	Great Serpent	36-40	Giants, Storm
71-90	Chimearas, Chimeara	41-55	Goblin
91-100	Wyvern	56-66	Great Ape
		67-71	Great Serpent
		72-75	Ogre
		76-80	Cu Sidhe
		81-88	Trolls, Rock Troll
		89-100	Trolls, Troll

THE TOWER HEX

BASE ENCOUNTER CHANCE

DAY

CREATURE	HUMAN	NONE
01-10	11-15	16-100

NIGHT

CREATURE	HUMAN	NONE
01-39	40	41-100

DAY		NIGHT	
ROLL	CREATURE	ROLL	CREATURE
01-10	Demons, Disease	01-05	Demons, Disease
11-30	Orchi	06-12	Demons, Fiery Spirit
31-45	Griffin	13-25	Demons, Terrestrial
46-55	Hippogriff	26-28	Dragons, Dragon*
56-60	Dragons, Dragon*	29-35	Gargoyle
61-70	Harab Serapel	36-40	Demons, Heliophobic
71	Lich (Maubar)	41	Lalassu
72-100	Scorpion Beast	42	Lammashta
		43-60	Scorpion Beast
		61	Soul Daiva
		62-64	Spiritual Edimmu
		65-100	The Dead

*All Dragons that are encountered are Chaos-aligned and hostile.

TOWER PERSONALITIES

NAME	MEL/EL	OCV	DCV	PAGE
Ghavavoralan	6/3	10	8	5
Eriold Karansik	None	10	6	6
Katan	7/3	4	2	6
Lisan	8/3	3	6	6
Maubar	14/7	7	7	6
Zingair Moizan	None	8	8	7
Barz Morana	None	3	7	7
Nilgeranthrib	29/10	10	9	7
Rabinda	5/2	3	4	8
Reivoaltan	None	8	4	8
Siret	4/2	2	3	8
Yuret	3/2	3	2	9

LEAVING PORTA

SEA ENCOUNTERS

Roll Encounter	Affect
1-4 Storm	Roll 1D10 x 1D10 and subtract the Navigation skill of the Captain, (1D10 x 7) + 10 . If the result is zero or less, there is no problem. If it is higher, the number yielded is the percentage chance that the vessel will founder, i.e. sink.
5-7 Shipboard	The party, or one of its members, has a normal human encounter with one or more members of the ship's crew. The Referee will determine the effect of this. If a Mob of some kind results, the crew mutinies.
8+9 Pirates	A small pirate vessel runs the ship down. It contains 3D10 pirates with a Character-class Captain. They are opposed by the party, the crew of vessel and its captain.
10 Climans	A trireme of the Climans fleet catches the ship and boards. They take 1/2 the goods from the hold of the ship and allow the party members to purchase their freedom from slavery for a negotiated sum. (A good-size trireme has about 300 men in the crew. For the Climans, about 80 plus the Priestess commanding and a Character-class Captain are potential combatants. (The others are galley slaves.) Resistance is futile.

ZARUN FOREST ENCOUNTERS

DAY		NIGHT	
Roll	Encounter	Roll	Encounter
01-60	Demons, Disease	01-10	Demons, Disease
61-75	Dragons, Wyrms	11-20	Demons, Heliophobic
76-100	Human Force*	21-50	Demons, Terrestrial
		51-75	Dead Force**
		76-90	Human Force*
		91-95	Wyrms
		96-100	Hellhound

A human force contains **1D3-1** Chaos magic-users (**MEL 1D6 + 1/EL3**) and **2D6** soldiers, PLUS 3 soldiers per magic-user that is present. All soldiers are equipped by rolling on the mercenary tables in the background section to determine what company they belong to. All will have leather helmets in addition to that equipment.

A dead force consists of **3D6 dead and **1D2-1** magic-users. If no magic-user is present, the dead attack any living being until one group of the other is destroyed.

If a magic-user is present, he will direct the actions of his dead, remaining hidden, or join the attack using his magic against the party (The magic-user has spell knowledge as specified for a third tier member of the Black Ring).

BARIS PALACE

OTHER RESIDENTS

- A) Sensa Kelbin—20% chance
- B) Haiyana ben Shair—20% chance
- C) Carmen the Red—60% chance
- D) **3D10** gang members
- E) **1D3 + 1 MEL1D3/EL0** apprentices.
- F) **2D6** servants, i.e. cook, butler, etc.
- G) **1D6** prisoners (in the main cell in the basement)

LOCATING BARIS

Roll	Day	Roll	Night
1-4	Audience Chamber	1	Casting Room
5+6	Planning Hall	2+3	Training Room
7	Operations Room	4-7	Master Bedroom
8	Interrogation Room	8+9	Study
9	Baris's Office	10	Communications Room
10	Dining Hall		

PORTA

THE GANGS

Gang	Creature Variation	CEL	EL	Standard Equipment
Firehall	1.2	3	3	Fighting dagger, sap.
Market Street	1	2	3	Sling, throwing dagger.
Purple Gang	1	4	4	Short sword, fighting dagger.
Light Street	1	3	3	Two fighting daggers.
Red dagger	+1.4	3	2	Fighting dagger.
Blue Devil	1	3	3	Two fighting daggers.
Sword	1	3	4	Two swords.
Gutter Golem	.8	2	3	1D3 throwing daggers.
North Harbor	+1.2	3	3	Club, fighting dagger.
Tavern	1	3	5	Fighting dagger.
Pirates	+1.2	4	4	Broadsword or mace, fighting dagger.

NOTE—These statistics should be used to effect **AHP**, **S** and **St** only. All other factors remain the same. Movement for all is 10.

GANG ENCOUNTERS

Roll	Gang	Roll	Gang
2	The Gutter Golem Gang	8	The Market Street Gang
3	The Blue Devil Gang	9	The Red Dagger Gang
4	The Sword Gang	10	The Purple Gang
5+6	The Tavern Gang	11	The Light Street Gang
7	The Firehall Gang	12	The North Harbor Gang

PORTAN PERSONALITIES

NAME	GANG	PAGE
Baris the Black	Market Street	12
Haiyana Ben Shair	Market Street	12
Carmen the Red	Market Street	13
Farad Choman	Sword	13
Qun Firemane	Firehall	13
Bal Half-arm	Blue Devil	13
Kerak	None	14
Marius Mamon	Light Street	14
Mavan	Tavern	15
Karos Ro'sal	Purple	15
Schika	North Harbor	15
Slitnose Hali	Gutter Golem	16
Marcos Vasa	Red Dagger	16

GANG FORCES

Gang	Soldiers	Levies	Colors
Firehall Gang	130	260*	Crimson
Market Street Gang	115	230	Green and Black
Purple Gang	100	200	Purple
Light Street Gang	95	190	Green, yellow sun
Red Dagger Gang	50	100	Red-hilted dagger
Blue Devil Gang	45	90	Grey, blue devil
Sword Gang	45	90	Sword tattoo, left arm
Gutter Golem Gang	35	70**	Yellow, tan stripes
North Harbor Gang	20	40	Crimson, reddish-brown surcoat
Tavern Gang	15	30†	White, ornate dagger

*The Firehall Gang can also levy **2D10** x **10** pirates when the situation demands it. Qun rarely calls on these allies.

**Slitnose Hali has strong connections with local assassins. She has done favors for various Assassin's Guilds in the past (specifically those in Pelara, Aratad and Maren).

†Mavan has another 25 thugs who work in her money-lending business that she can use if she must. She has strong ties to the Pelaran Thieves Guild (the strongest in the west) and other foreign criminals.

TOWER OF THE DEAD INDEX

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The Light Street Gang	10	<i>The Toll</i>	31
The Red Dagger Gang	10	Sea Voyage	31
The Blue Devil Gang	10	The Thaliban Forest	31
The Sword Gang	11	Zarun	31 + 32
The Gutter Golem Gang	11	ZENDAR FARM	32-36
The North Harbor Gang	11	The Zendar Family	32
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THE MAGIC TABLE

LINE	SUCCESS	FAILURE	ABYSMAL FAILURE
0	01-35	36-90	91
1	01-38	39-91	92
2	01-41	42-92	93
3	01-44	45-93	94
4	01-47	48-94	95
5	01-50	51-95	96
6	01-52	53-96	97
7	01-54	55-97	98
8	01-56	57-98	99
9	01-58	59-99	100
10	01-60	61-100	101
11	01-62	63-101	102
12	01-64	65-102	103
13	01-66	67-103	104
14	01-68	69-104	105
15	01-70	71-105	106
16	01-72	73-106	107
17	01-74	75-107	108
18	01-76	77-108	109
19	01-78	79-109	110
20 + UP	01-80	81-110	111

CASTING SPEED

MEL + EL	MP/PHASE	MEL + EL	MP/PHASE
2 or less	1	15 + 16	8
3 + 4	2	17 + 18	9
5 + 6	3	19 + 20	10
7 + 8	4	21 + 22	11
9 + 10	5	23 + 24	12
11 + 12	6	25 + 26	13
13 + 14	7	27 + 28	14

CASTING COST

MANA COST	EXPERTISE LEVEL										
	0	1	2	3	4	5	6	7	8	9	10
1	1	3	5	7	9	11	13	15	17	19	21
2	2	4	6	8	10	12	14	16	18	20	22
3	3	5	7	9	11	13	15	17	19	21	23
4	4	6	8	10	12	14	16	18	20	22	24
5	5	7	9	11	13	15	17	19	21	23	25
6	6	8	10	12	14	16	18	20	22	24	26
7	7	9	11	13	15	17	19	21	23	25	27
8	8	10	12	14	16	18	20	22	24	26	28
9	9	11	13	15	17	19	21	23	25	27	29
10	10	12	14	16	18	20	22	24	26	28	30
15	15	17	19	21	23	25	27	29	31	33	35
20	20	22	24	26	28	30	32	34	36	38	40

THE ABYSMAL FAILURE TABLE

ROLL	EFFECT
12 or Less	The failure is turned without adverse effect.
13	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14 + 15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16-30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the caster's death, it must be dispelled to stop the effect. All effects are subject to adjudication by the Referee.
31-60	The Magic-User's Casting Ability is reduced an additional 2D10 Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61-90	Lose 2D6 points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the caster's orientation).

EXAMPLE—A spell with an EL of 2 results in Abysmal Failure. The roll above is 49. $49 - (2 \times 2) = 45$. The caster loses **2D10** Mana Points and passes out for the number of hours rolled.

NOTE—Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for EL and MDV have been made.

In Success, any roll, after modification, that is less than 01 equals 01.

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will adjudicate it such that the result is detrimental to the Caster.

INCREASED ELs

BASE MANA COST	EXPERTISE LEVEL										
	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	228	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

TABLE OF SQUARES

POWER	BASE NUMBER		POWER	BASE NUMBER	
	2	3		2	3
1	2	3	7	128	2187
2	4	9	8	256	6561
3	8	27	9	512	19683
4	16	81	10	1024	59049
5	32	243	11	2048	177147
6	64	729	12	4096	531441

Powers & Perils Referee Control Screen



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Tower of the Dead



Set in the dark shadows of ruined Alzira, in mountains that strike fear to the core of the bravest heart, is a tower. Within this tower, shielded by forces of darkest Chaos and mortals who have been subverted into his service, through greed or power-lust, is a force. The force hungers. It yearns for power. It thirsts for vengeance. It aches for total domination over all living men, and complete control over the dead. The force is Nilgeranthrib.

Not lightly is this name spoken. In the civilized and barbarian lands of Zarun and Thaliba, it is synonymous with unholy terror, the totality of evil and the power of Chaos. He is the Great Lich, the single adversary who has threatened existence in these lands for centuries. In their wisdom, all live in absolute terror of his might. Because of their piety and love of life, the brave men of these lands strive to contain his evil and end it.

Your valiant party enters this perpetual struggle at a time of ultimate crisis. Old Thaliba seeks isolation from common man. Zarun stands defeated in the dark forests of evil, the secret minions of the Lich are near to gaining control in Zarun and the city of Porta. The lord of the tower, a festering and cancerous boil in the heart of mortal existence, must be lanced before his putrescent evil can spill forth and inundate all that is good in the world. You are the surgeons who can, through wisdom, valor and cunning, accomplish this deed. On you rests the fate of the innocent souls of many lands, all forfeit if the Lich is suffered to live.

Tower of the Dead challenges a party of experienced adventurers to travel the deadly streets of Porta, through the evil infested forests and mountains, to the ultimate peril that waits within its walls. It dares you to face the might of Nilgeranthrib in an effort to destroy him and abort his plans of vengeance and domination before they can bear fruit.

This supplement is designed for use by a Referee and four to six players who are experienced with the **Powers and Perils** fantasy role-playing system. It contains a book and a Referee Control Screen. The book details the Black Ring, the city of Porta and encounter situations and areas that must be crossed, or that can arise, in the course of this adventure. The Referee Control Screen is designed to aid the Referee in using this supplement. It contains important tables from the book that he will use as the adventure progresses.

Tower of the Dead is a multi-level challenge that takes the party from simple street brawling to combat against the ultimate magical power of the **Powers and Perils** world. It is not for the faint at heart. It is a devastating challenge for any role-playing gamer.



Ownership of POWERS & PERILS is a prerequisite for use of this module.